

THE MONSTER PPRDACHES.

TABLE A d12

like a kettle

visibly necrotic

11

12

TABLE B d12 with

it's

TABLE C d12

dragging one limb blood-caked fur, hissing and it cuts like a knife. 2 filthy claws like swords, bent like a coat hanger bleeding from every orifice. winged and flapping blood-shot eyes, radiating a dizzying magnetism. distorted, walking clucking twisted words. 4 shrunken arms, on the "wrong" limbs fading in and out of sight. throbbing exposed glands, 5 over-endowed in tentacles 6 shimmering as if unreal crooning disgustingly. acid-wet flesh,

protruding bones.

long, wispy hair,

ash-grey, wide-eyed a face like a 7 and ghost-gaunt rotting intestine, 8 blindingly white impaling spikes, 9 crawling like liquid a broad sewer-reeking maw, 10 clearly once-human scabious feathers, vibrating and steaming

eerie dead quiet. spasmodically skittering close. dying, dead, perhaps reanimated.

covered in its own spawn. leaking sulfuric, corrosive

absorbing all sound,

oil from its bulbous gut. more metal than flesh.

Look at the dice you rolled.

The greatest result is its MORALE. The *lowest* result is its DAMAGE: Use the middle or the high result for a more powerful creature.

Whichever table has the highest result determines its ARMOR:

Table A No armor Table B -d2 armor

Table C Odd result: -d4 armor Even result: -d6 armor

LOWEST D12	DAMAGE
1-3	d4
4-5	d6
6-7	d8
8-10	d10
11-12	d12

Roll the damage die, doubling the result to generate its HP.

A d8 damage creature has 2-16 HP (2d8).

More than anything, it wants to ... d20

1. Collect fresh body parts.

2. Devour every living thing it seizes.

3. Escape something worse (roll another creature).

4. Revel in fear-mutilates or traumatizes rather than kills.

5. Find and rule fresh territory.

6. Praise its obscure god through combat, constructing idols from the slain.

7. Become one with another creature.

8. Make its way to SHE.

9. Die, but not alone.

10. Build a treasure hoard of silver, iron and blood-stained steel.

11. Defend its territory.

12. Mate, birthing a wondrous new horror.

13. Enslave all it encounters.

14. Cover lifeless corridors and rooms with warm flayed skin.

15. Collect eyes to see Nechrubel.

16. Cook fresh meat in its ever-burning hearth.

17. Be sympathized with, petted and cooed over. Reacts violently if not.

18. Make necklaces of fingers.

19. Build stitched-skin dolls stuffed with hair. The bald have no worth.

20. Specifically and permanently traumatize one survivor into total insanity.

TERRIBLE TRAITS d20

1. Sprays acid every other round. Normal damage, but 2-in-6 chance of reducing armor one tier (additional d4 damage without armor).

2-4. Can, and will converse. Attempts to persuade PCs to assist its aim.

5. Can speak and humiliates the PCs. -2 Presence for the fight's duration.

6. Loves choking its victims and observing their slow death (-d4 HP/round). Test Agility DR10 to avoid, Strength DR14 to escape.

7. Exists partly in an anti-arcane dimension. In the vicinity, Powers do not work.

8. Terrifyingly fast: Attacks and Defense are DR14.

9. Roll on this table every 3 rounds. Rolled again, every second round, etc. 10. Rare—and valuable! 200s (alive) 150s (severed head) 80s (vial of blood).

11. Extrudes a mist of deadly infectious spores. Everyone in contact rolls a d20, dying on a 1.

12. Visibly tumescent. Explodes in a cascade of boiling blood upon death: d12 damage equally distributed among PCs.

13. Multiplies! When taking exactly 1 damage it splits. The new creature is weaker (½ HP and Morale, reduce armor and damage die one step).

14. Petrifying Gaze, Breath or Sting. Every 3 rounds tries to petrify a random PC. Test Presence DR10 or have your soul forever enclosed in a statue.

15+ Terrible, but not in a great way.



WHAT IS THIS?

和遊跃版 DORE is a roleplaying game about miserable bastards, tomb-robbers and heretics enduring a bleak and dying world. The MÖRK BORG CULT is our community content program where anyone can create stuff and send it our way. If we like it we edit it, make art and lay it out for free download on morkborg.com. MÖRK BORG CULT: FERETORY compiles such content, along with other, official things. Hope you like it.

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MÖRK BORG is made by Pelle Nilsson and Johan Nohr. The content in this zine is made by a lot of talented people. Items marked with * are written by Pelle Nilsson and edited by Patrick Stuart. Art and graphic design by Johan Nohr. Proofreading and editing by Fiona Maeve Geist and Jarrett Crader of MoonRat Conspiracy.



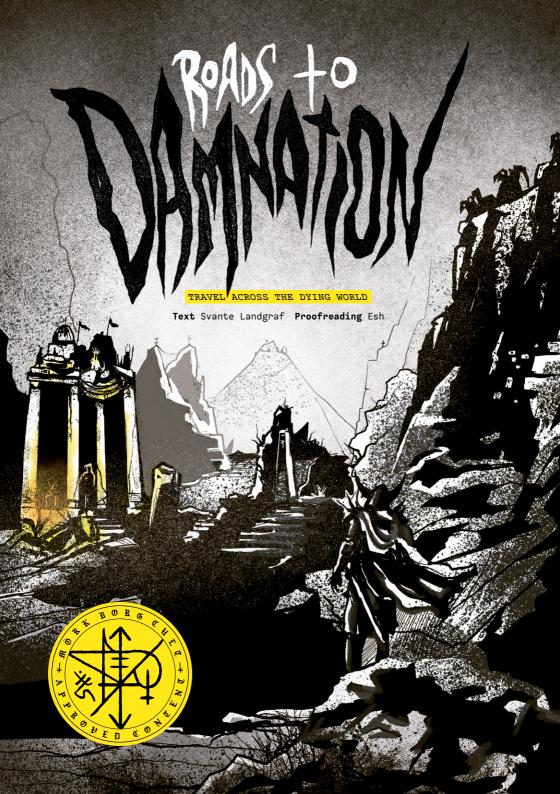


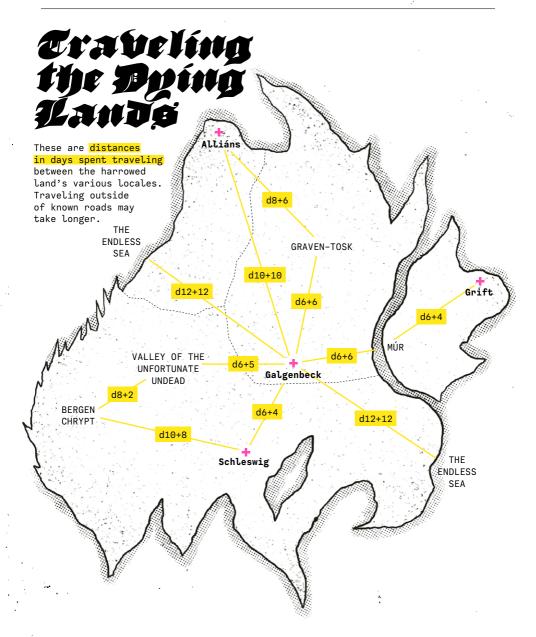






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For a **smaller world**, halve the static modifier and drop the die size one step. For a larger one double everything.

If the weather is unusually bad, travel can be slower than usual, doubling travel time.

Travel checklist

- · Keep track of food and water.
- Remember to roll for The Calendar of Nechrubel daily.
- Roll for weather, rerolling if it becomes samey or travel events dictate.
- Information within parentheses are things which are not clear at first glance.

What's the road like? (d8)

- 1 Almost-forgotten dirt track.
- Narrow wagon track used by farmers.
- 3 Tracks drawn up by wild beasts or , savage monsters.
- 4-5 Once well maintained **trade road** fallen into disrepair.
- 6-7 Well-used road.
- 8 Paved road, sporadically patrolled by the King's soldiers.

Events by the road. Roll daily (d20):

When you roll an italicized result, cross it out and replace it with something of your own.

- 1-3 **Nothing particular happens.**The world is grey.
- 4 The weather worsens (becoming more extreme) and no progress is made.
- 5-6 Weather change. Roll on the weather table (inner front cover).
- 7-8 **The road forks,** the signs are unintelligible. Reroll.
- 9 d6 rations of food or water spoil.
- 10 A monastery beside the road, chanting is audible from within. (The monks and nuns are cultists of Nechrubel).
- 11 **Castle ruins** stand out against the sky. (It's infested with savage crows. A blind alchemist resides in the remaining tower).
- 12 A religious procession of flagellants and hermits. (They seek to see HIM but lost their way.)
- 13 Filthy farmers on their way to the market.

- 14 d6+1 slavers, leading 2d6 slaves, half beaten to death, half freshly caught.
- A few mercenaries and their d8 guards. (All infected by a brain parasite.)
- 16 Across the road, a battle between a flayed cultist band and an Earthbound pack.
- 17 The troll Adnah ambushes you.
- 18 Abandoned graveyard (In a chapel there is an inverted gold cross worth 50s. d8 zombies hide in a crypt.)
- 19 A funerary procession of toothless villagers, carrying a very large coffin. (The giant inside is dead but dreaming.)
- 20 Two roadside corpses, one of them has something in their pockets (Roll on the Corpse Plundering table in the MÖRK BORG rulebook).



Spending a day foraging (d6):

- 1 You get lost and spend the day finding the road again.
- 2 Locate d6+1 rations of food and water—one ration is spoiled and you sicken 6 hours after consumption. Presence DR12 to notice this.
- 3 You find d6+3 rations of good food or fresh water.
- You track down a savage beast. Killing it nets d8+2 rations. Or see EAT PREY KILL, page 8.
- 5-6 You find a village potentially selling what you need.
 Roll on the village table.

The village is (d6):

- Deserted, d6 rations of food and water can be scavenged.
- Plague-stricken, any ration has a 2-in-6 chance of being tainted.
- 3 A well-off trading post, food and water are plentiful and cheap.
- 4 Ruled by bandits. Don't show off too much wealth.
- 5 Dominated by spider cultists.
 No trading with outsiders.
- 6 Inhabited by cannibals. No water for sale but plentiful food.

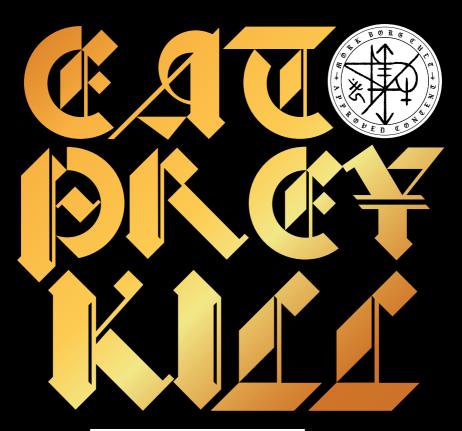


Leaving the road, after half a day's journey, you encounter (dl2):

- 1 A petrified forest.
- 2 An ancient battlefield (full of half-buried rusty blades and wnaiths).
- 3 A valley full of extinct animal bones.
- 4 A pre-human god's lichen-covered temple.
- 5 An entrance to the deeper underworld.
- 6 A cannibal village.
- Goblin-infested hills.
- 8 A ruined abbey. (Guarded by a grotesque. Hidden in a crypt is a random occult artifact (inner cover).
- 9 A pumpkin patch. Sickly but sweet smell hanging heavily in the air. (Strongly hallucinogenic. Fiercely protective farmers harvest by night.)
- 10 The silhouette of a wyvern against the purple evening sky.
- 11 A clock tower, chiming. (Heretic witches create unliving troll hybrids in its shadow.)
- 12 A vast bog. (Precarious to traverse. Ruled by a huge, bloated, tentacular thing that claims to once have been royalty.)

- 1-5 Quiet night. For once.
- 6 A wild beast (fox, wolverine, sludge-ape) steals d4 rations of food. The PC with the highest Presence tests (DR12) to notice.
- 7 Everyone is haunted by twisted dreams of the first random encounter for the next day (rolled now).
- 8 A lurking coward steals an item from d3 PCs' packs—DR14 Presence test to notice.
- 9 A green and terrible moon shines on the campsite. All characters have one less omen the next day.
- 10 All dream of (d6):
 - 1: black stars imploding at the center of the dying cosmos.
 - 2: infinite snow plains.
 - 3: gothic charnel houses.
 - 4: sterile hospitals from a future that will never come.
 - 5: hunting game in primeval forests.
 - 6: bright white nothingness.
 The next day, each PC has d6-3 omens
 (a negative total reduces their omens).
- A band of blind albino cultists pass by, quietly chanting eerie hymns to their alligator goddess.
- 12 d4+2 peddlers and their donkey travel slowly with sooty lanterns. (They are really robbers and might attack weak PCs).





BESTIARY AND HUNTING RULES By Karl Druid

When stomachs growl and there's no inn.in sight, successfully test Presence to see what potential feasts you locate. Roll a d6 on a region table. If you fail, don't worry, you still may find things to kill, although there's probably a mishap in there for you.

Optionally, roll a d8/d10/d12 instead and substitute 7+ with rabbits, stray dogs or boring, mundane prey.

Now kill and be merry.

How much meat is there?

A creature provides rations equal to their HP or whatever feels reasonable—some beasts are less edible.

How many are there?

If there's a die type in parenthesis roll it. Otherwise, probably one appears.

d10 Hunting Mishaps

- The beast is infested with exploding ticks.
- 2. Another hunting party is nearby.
- Another predator lurks in the shadows, ready to strike.
- 4. **Scavengers** followed the tired beast.
- 5. The beast is actually undead and controlled by a mad necromancer.
- The beast's lair is nearby and it tries to escape. There might be more of its kind there.
- The beast is sick, contagious and not good to eat.
- 8. The beast is tamed and belongs to an Earthbound mud shaman.
- The beast is covered in painted symbols and considered holy by locals, who will know if it is killed.
- 10. The hunt takes both hunter and prey into a field of poisonous thorns, unstable glacier ice or a ravine about to collapse depending on the terrain.

In the Belly of the Beast*, You Find... (d10)

- A priest's remains.
 Might be a scroll there too.
- A long and angry flesh worm.
- 3. One of its spawn. Still living, perhaps?
- A sharp bone usable as a piercing weapon (2d4).
- A lich's skull (with ruby eyes worth 25s each).
- 6. d6 silver coins.
- Remains of a child. A nearby village is looking for it, preferably alive.
- 8. **Broken glass** contaminates half the meat.
- A black tube containing hallucinogenic powder (Presence DR12 or -2 Presence for an hour, but can see and communicate with spirits for the duration).
- 10. A human femur covered in arcane runes. Will open any nearby magically sealed door, turning into salt and cursing its owner.

*Obviously, some beasts are too small or weird for this table.



de Tuela

ANTIDEER (D4) tastes like venison, but isn't.

HP 7, Morale 6, Tough skin -d2, Antlers d6 Special: After eating Antideer meat pass a DR12 Presence test to live with yourself. If not, the unknowledge of what you've done weighs on you (-1 Presence).





2 FLAYED VULTURES (D8). Flightless but fearless climbers.

HP 3, Morale -,
Bite/Claws d4

In a human-sized hole made with 10 inch claws lived a RATBIT.

HP 6, Morale -, Claws d8

FERAL HORSES (D4) are more than wild—for they know and love the taste of flesh.

HP 8, Morale -, Tough skin -d2, Bite/Kick d6

The lanky STEPPE WOLFE has long legs but short patience. Outlast d4 rounds and the pack (d8) may leave you alone.

HP 8, Morale 10, Tough skin -d2, Bite d6 TUSKED BISON are among the kindest creatures—as long as you stay well away from them and their own. Fighting one brings d4 more.

HP 16, Morale -, Tough skin -d4, Tusks d8 *d*6

Sarkasi

SKELEK (D4) wear their bones on the outside of their otherwise elk-like bodies. Great for defence, although blunt weapons always deal maximum damage.

HP 9, Morale 8, Exoskeleton -d6, Antlers d6

The **DREDGEHOG** has daggers on its back, which may be why it trusts no one and when provoked roll up into a big ball of murder.

HP 14, Morale 10, Daggerback -d6 Bite/Daggers d6

Special: Missing an attack against them means you strike a dagger and suffer d4 damage.





3 CARRION OWLS only eat what died the night before.

HP 2, Morale -, Bite/Claws d4

The tiny (attacks and defence are DR14) THROAT-CUTTING WARBLER has the sharpest beak and the best aim of all Sarkash's birds.

HP 1, Morale -, Beak d10

MULCH-SQUIRRELS (D4) eat dirt and taste about the same.

HP 1, Morale 3,
Bite/Claws 1 damage

It's believed HOWLER BEARS lure prey by wailing like dying men.
Some even form words like "HELP" and "I'M BEING EATEN BY A HOWLER BEAR".

HP 18, Morale -, Skin -d2 Bite/Claws d8



Graven-Tosk d6

The GIANT SKULL MOTH has a human-sized skull mark on its tarblack wings. Perfect bait for squirrels and tomb raiders alike.

HP 3, Morale -, Stinger d4 + special
Special DR14 Toughness test or d4
damage and become infected.

TWICE-GROWN CORPSE FLIES' larva go through two cocooning stages, in two different hosts, before emerging—bulging, bloated, and starving for more.

HP 4, Morale -, Exoskeleton -d4, Bite d4 + special Special: DR12 Toughness test or a dozen fly eggs are implanted. Get them out within d6 days or watch them hatch in your corpse.

It is said UNBRED MUTTS (D6) are the descendants of pedigreed dogs waiting by their late masters' graves. Some say they're the same dogs, still waiting.

HP 8, Morale -, Bite d6

The GRIM-TOOTHED SQUIRREL'S

teeth are made for cracking bones and savoring the marrow within.

HP 2, Morale 6, Bite d6

MEATROACH is a delicacy if cooked right, but first you have to remove the poisonous murderappendix (DR16 Agility test). Failure spoils the meat (DR14 Toughness or d8 damage).

HP 4, Morale -, Exoskeleton -d4, Bite d4

THE HALF-BILLED
RAVEN (D4) has only its
upper beak, and a sticky, reaching
tongue beneath.

HP 2, Morale -, Beak/
Choking tongue d4/special
Special: DR12 Agility test
to avoid or d4 damage/round
until a successful DR14

Strength test or raven dies.

d6

Grift

UNCOMMON RATS (D4) are commonly seen on Grift's streets. Like large hounds with twice the spite and thrice the teeth.

HP 6, Morale -, Bite/Claws d8/d6

Despite their name, CELLAR CRABS (D4) are found in numerous cold, dark places. When you hear their 20 inch legs clickety clack on the stone floor you know it's time to leave.

HP 6, Morale -, Shell -d4, Bite/Claws d6

The STRAW-LION hides in piles of hay, waiting to use its pincers and grabby claws to pull its prey into its lobotomizing maw. It eats the brain and discards the rest.

HP 14, Morale -, Exoskeleton -d6,
Pincers/Jaws special/d8

Special: DR14 Agility test or be pulled into the Straw-Lion's toothy jaws, taking d8 damage instantly and on every round until you pass a DR18 Strength test or the lion dies. If you're broken or hit negative HP while inside the beast's maws but are rescued that same round you're not killed but a half-botched lobotomy grants -3 Presence.



Grift's streets house many NAMELESS & TAMELESS STRAYS (D8) eating nothing, yet everything, given the chance.

HP 4, Morale -, Bite d4

No silly, LENTIL LICE don't eat you from the inside—until you're dead! 'Til then they wait. Oh, and they're the size of rice, so you'll need at least a corpse's worth to feed a hungry party. Lucky you found one! Unlucky that someone else found it first. Now you'll have to fight d6 starved peasants for the good stuff!

HP 4, Morale 7, Knife/Femur d4

MURDER GULLS (D20) dig hollows along the Múr's banks with sawtooth beaks and sticky putty spewn from their gullets.

HP 2, Morale -, Beak d4

de Ettgüs



TAR-PELTED GOATS (D8) have thick, warm charcoal-colored fur and smell of freshly tar-coated wooden ships. It's a shame the meat tastes like sulfur and yomit.

HP 6, Morale 7, Fur -d2, Horns d6

MEGASLOTHS are a rare sight on the ice fields and sometimes confused for snow-mounds. You're not liable to make that mistake facing one in combat—they can run when they choose to.

HP 30, Morale 9, Thick fur -d2, Scythe-claws d10 Being eaten by a MOLAR BEAR is allegedly among the most grueling ways to go. Their teeth may not be made for biting but sure are made for chewing.

HP 16, Morale -, Thick fur -d4, Claws d8

BLUBBER GULLS (D8) look like flying balls of fat but make good soup and you can use the gas-filled corpses as buoys.

HP 2, Morale -, Blubber -d2, Beak/Dive Bomb d2/special

Special: When threatened either flees or dives (50%) towards its attacker, blowing itself up, dealing d8 damage to anyone within 5'.

The FLAIL-HORNED MUSKOX moves in herds of d12, dragging horns on keratin chains. Your best bet is going for the oldest and slowest in the back of the chain gang. So you won't have to fight the entire herd but also means you fight the biggest horned one.

HP 18, Morale 9, Fur -d2,
Flail-horns special

Special: Makes four attacks in a flurry of whirling chains and horns at randomly chosen targets:

to	avoid	damage
	DR16-	_ d4
	DR14-	_ d6
	DR12 —	_ d8
	DR10 —	_ d10

The FALSE SEAL looks almost like a regular seal because it is one's corpse housing a puppeteering seal-proportioned spider. Attacking the False Seal angers this very dangerous arachnid.

HP 22, Morale -,
Exoskeleton -d4,
Bite d6 + special

Special Pass a DR16
Toughness test or
your body rejects any
food until you imbibe
the spider's venomgland as antidote.

d6

Mästland

When the LIAR-BIRD hears a lie it latches onto every word repeating them when it pleases. Sought-after by inquisitors and others tasked with uprooting falsehood. Of course, sometimes it repeats a truth instead. For fun.

HP 2, Morale -, Beak d4

A THREE-THIRDS-PHEASANT is

completely and utterly a pheasant, it's just not necessarily the same pheasant. Be it a third head or a third knee, it always has a third of something.

HP 3, Morale -, Beak d4

The FEATHER FOX is notorious for its ability to move silent like a shadow, while leaving no trail or tracks. Its hollow bones are perfect for making bone pipes. Break one of them, drink the magical mercury inside, and you'll be as light as a feather for an hour. Your head will be, too.

HP 3, Morale -,
Bite d6

There are said to be only thirteen BAUTABOAR left in Wästland, which doesn't stop anyone from killing one on sight. A mouthful of its meat expands, weighing like a feast in the belly—known to burst babies and those with small appetites.

HP 16, Morale -, Thick hide -d4, Gore d8 Special: Eating a day's ration of Bautaboar meat leaves you full for a week and makes you feel quite heavy (Defence is DR +2 for the duration).

A particularly omnivorous pig breed, the SCHLESWIG BOGFEEDER (D6) is completely domesticated, meaning the ones you've tracked down belong to someone. Better do this quickly before anyone notices.

HP 5, Morale 8, Bite d4

Special: The pigs need to be killed in one round before squealing. Otherwise fight d4 farmers: HP 4, Morale 6, 50% chance they carry a tool or knife (d4).

The GOLD-CRESTED FILTH-CROW carries a feathery ring of shining gold around its collar, a perfect mockery for those unable to afford the real thing. It nests in latrine muck seeking chamber pot treasures.

HP 2, Morale -, Beak d4 + special
Special: Pass a DR10 Toughness test or
become infected.

Lake Onda

the lake's regular trout, it is not apparent you've caught one until you gut it and find there are none. A hollow fish, the Cursed Trout is seen as a terrible omen: whether by magic or superstition, whomever guts such a fish cannot sleep for d6 days.

The meat of the RUSTY BASS tastes like rusted metal because it eats metal.

HP 2, Morale -

Special: DR12 Toughness test or get deathetanus, a craving for feeling metal inside you (DR +2 on Defence against metal weapons).



The GROAN sounds like a weary tree slowly waving in the wind. However, wind stops when the Groan is near.

HP 18, Something's not right -d6, Morale -,
Anti-Presence d4 + special

Special: Everyone nearby Defends against the Groan is using Presence. There is no escape. Armor will not save you. When the Groan dies there is no body. Was it even here? DR14 Presence test or forget. It will be back.

for life, a decade-long story ending in the surviving half eating its dead lover and gaining a taste for flesh. Long story short: when you see a lone Carcasswan, you run before it sees you.

Lone:
HP 15, Morale -,
Bite/Claws d8

Pair of them:
HP 5, Morale -,
Bite d6

5 THE UNRESTING DUCK (D8) lives and dies in the air making them very skilled at flying and really hard to hit (DR16).

HP 2, Morale 7, Beak d4

SURSTURGEON, which tastes and smells terrible, ferments while alive. Eventually it dies, improving nothing.

HP 4, Morale -

de Valley of the Untortunate Zindead Gribstopper (Die

Sickly blue glowing PHANTOM RATS (D10) are always flickering—half-way between here and somewhere else. Keep one in a bottle for a makeshift lantern, just make sure the glass is coated in its kin's ethereal blood, lest it escape. They're a nightmare to catch (DR16 to attacks).

HP 2, Morale -, Bite d4

The valley's suckling soil cannot hold the TOMB APE for it has webbed feet like a frog and a snake's slippery scales. Long tangled hair covers its face and mouthful of sharp teeth. The ape longs for silver and never goes'far from its nest—likely an old tomb—where it keeps d66 coins.

HP 14, Morale 11, Scales -d2, Bite/Claws d6

GRAVELINGS (D6) are a bit like skinless, hunch-backed dogs with opposable thumbs. They taste about the same, too.

HP 6, Morale 9, Bite/Claws d6

The tiny (DR14 to hit) MARROW SPARROW has a syringe-like beak for feeding on sleeping victims. One makes a very good soup stock that fills the stomachs of four.

HP 1, Morale -, Beak 1 damage

2 GRUBSTOPPER (D10) is the common word for any bug large enough to calm a man's hunger.

HP 1, Morale -, Exoskeleton -d2 (50%), Bite 1 damage + special Special: Some bugs have a bad bite (Toughness DR12).
Roll below for the effect: (d4) 1-2. Nothing. 3. d6 damage.
4. Infected.



While it has no flesh to speak of, the BONEMARE keeps a very tasty brain somewhere in its necromanced equestrian being.

HP 12, Morale -, Bones -d4,
Bite/Kick d6

Special: On its first turn the mare unleashes a random unclean scroll's Power.

Bergen Chrypt



The TUNNEL SNEAK moves silently through catacombs' cracks and crevices seeking its next meal. Although the size of a grown man, its malleable form fits through the most unlikely openings.

HP 12, Morale -, Malleable form -d2, Claws d6

Special: The PC with the highest Presence makes a DR14 test after tracking down a Tunnel Sneak. Failure means it found you first and a random party member is hit with a sneaky claw strike for d6+3 damage. The NEPHALIX MONKEYS (D4) lived in the abyss for so long, the abyss grew tired of them and spat them out. Now they leap from peak to peak with their bony wings, tossing unfortunates down the cliffs to spite the rocks below, laughing all the while.

HP 7, Morale -, Scales -d2,
Bite/Claws d6 + special

Special: DR8 Strength test or be lifted up and flung through the air, landing 10' away or somewhere far below.

The WEAKWILL'D WHISPERBIRD follows any master provided you kill the current one. Until then it fights tooth and beak to stop you. It looks so utterly pathetic that you must pass a DR 12 Presence test to fight back.

HP 2, Morale 6, Beak d4

Special: When encountering the bird roll its accompanying master: (d4)

- 1-2. Roll again on the hunting table
- 3. A flesh starved berserker (Rulebook, pp. 60)
- 4. A Lich looking for some goddamn peace and quiet (Rulebook, pp. 63)



With four wings and a mean demeanor, the VIERWINGED FALCHON is the mountain skies' undisputed despot. These massive birds' arrogance brought them close to extinction as it eats only its own brood. It still kills other creatures to assert dominance.

HP 16, Morale -, Bite/Claws d10

Born during a full blood moon, the ÜBERWOLF is three times the size of a normal wolf, and there are usually d6 or more following close behind.

HP 18, Morale -, Thick fur -d2, Bite/Claws d8

Regular wolf: HP 6, Morale 8, Bite d6 While resting the RAGPIE resembles a scrunched up bundle of cloth with a sprinkling of old bones closeby. When bringing down its prey it looks more like a dark cloak, enveloping the target in a deathly choke-embrace.

HP 8, Morale -, Thick skin -d2, Smother-cloak special

Special: If defence fails you are embraced by the Ragpie, slowly choking and unable to act. Dealing d4 damage/round until the Ragpie (% of any damage dealt to it is dealt to the embraced) or a DR18 Strength test frees you.



THE HEHELHE



A Cosmic Decrocrawl

for



Text Carl Niblaeus
Editing, graphic design
and art Johan Nohr







"find the ziggurat and stop the demon from laying waste to our world before the true time!"

So say the Cretun monks hiring you to investigate hints of a demon escaping her ziggurat prison deep within Sarkash. They also mentioned that cryptic scrolls say the ziggurat is "hidden in another realm" and "the priests carry keys." Their generous pay kept you from asking too many questions, and you were quickly off towards the forest.



EEP IN SARKASH'S WOODS

is an unnaturally cold depression in the forest floor, a sinkhole seemingly formed

by an impossibly large fist's strike. In the depression, ancient ruins spring up among the trees. Murky clouds cover the area in darkness, centered on the dark sinkhole, swirling like a tornado down into its depth.

Hidden in the bottom of the depression's cloudy fog whose wet embrace coats a ziggurat in icy sludge. Within, the demon child Akünh was imprisoned so long she is forgotten even by Galgenbeck's oldest scribes. Crumbling scrolls mention she's a spawn of SHE—conceived in the unholy bonding between the basilisk and a demonic being from a parallel world filled with undeath and torment. Shut out from the world of the living by an ancient covenant, but always gazing hungrily upon it, the demon greedily took this rare chance to enter—if only through the vessel of Akünh.

When the demonic influence began spreading its tendrils across the world it did not take long before the Cretun order's unsung knights subdued Akünh, binding her into the Death Realm in a ziggurat deep within Sarkash's darkness confining her there by their magicks for centuries.

Now, as Verhu foretold, the world is ending. As if the Basilisk's list of plagues was not enough, the old forces binding Akünh lost their potency. Like one more Misery, Akünh has broken her shackles to ravage the world before the end arrives. But first, she must gain strength and, with her clergy of rot-priests, raise her army of drooling, red-eyed undead.

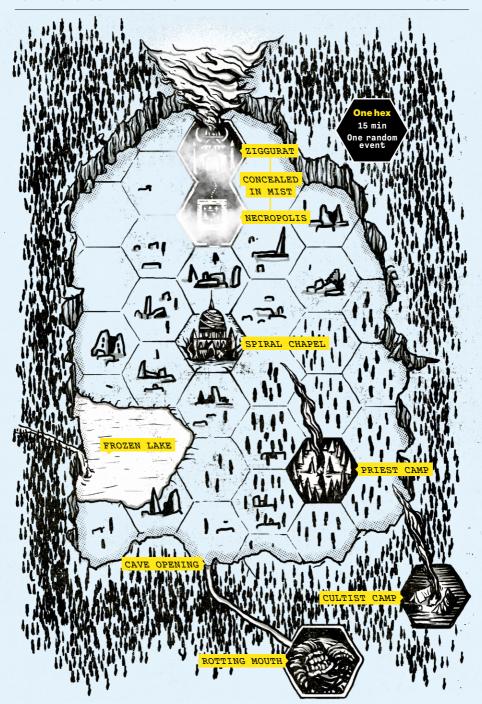
SURROUNDINGS

Around the depression stand tall fir trees in silent darkness. There is a gloom and a cold increasing in the depression's direction. Ice covers the river and heavy snowflakes occasionally drift through the air.

DEATH-OBSESSED CULTISTS

A group of **25 cultists** camp about half an hour's walk from the depression. They felt the forest's deathly vibrations and seek the source vainly hoping it provides the keys to the golden afterlife.

The cultists found the rotting mouth in the woods but haven't dared to enter. They wear strange headdresses signaling rank, have tattooed faces and wear thick furs dangling with skeletal parts. They are unaware of Akünh and her rot-priests.



The Pepression

URROUNDED BY FOG AND CLOUDS.
Around the edge are steep cliffs, ranging from 150 to 300' high. The river flows into the depression's southwestern end in a frozen waterfall, forming a lake covered by a thin ice sheet. In the northern end, clouds and fog whirl like a huge tornado into a great fog cloud obscuring the ziggurat. Between the whirling cloud and the waterfall ivy-covered

AKÜNH'S CHANNELING

ruins rise between towering trees.

The tornado-like cloud is a physical manifestation of the channeling the demonic world's power—where Akünh's demonic parent resides. This power helped her break free and is necessary to raise her undead army. If the channeling is stopped no more undead rise serving her. If it is reversed (as with the Spiral Crown) her powers dwindle quickly. If unstopped Akünh conquers the closest castle and uses the undead horde to ravage the lands.

FOUL-SMELLING CAVE OPENING

Leads to cold, dark passages where **undead** lurk. After almost an hour it ends in a large rotting mouth leading to the woods outside, half an hour's walk from the cultist camp. The mouth is closed and only opens when blood is dripped on it.

FROZEN LAKE

A lake covered in icy water lilies on a thin sheet of ice. The brittle black flowers have strange effects when crushed, affecting all who touch. Next to the lake **dozens** of moaning undead are trapped in the half-frozen mud.





THE FLOWERS' EFFECTS (D6)

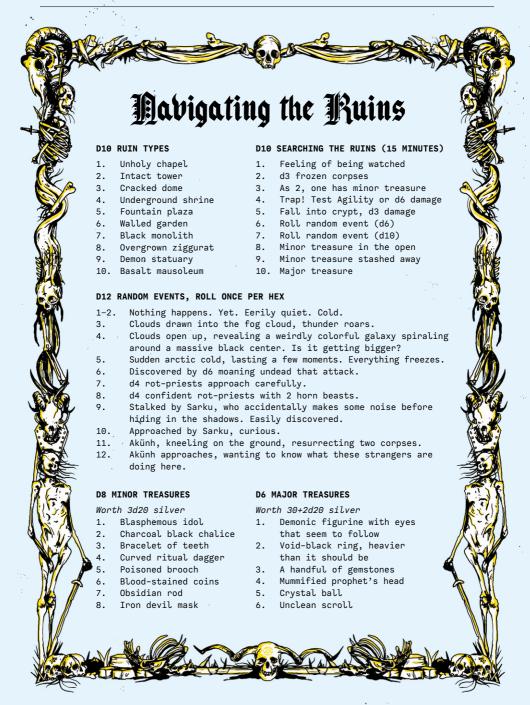
Duration: 1 Hour / 1 Week / Permanent

- (W) Visions of the death realm, bleak and threatening, flicker past at the worst times.
- (P) All hair turns white, skin the color of a bog mummy.
- (H) Steals energy from the Death's realm. Your maximum HP and damage to undead increase by d6.
- (P) In half an hour turn into a sickly pale, red-eyed ghoul. Can only taste human flesh.
- 5. (P) Starts aging in reverse.
- (W) Wounds will not heal and attract larvae. Immune to the rot priests' touch. Old people smell.



THE PRIEST CAMP

A heavy smell of dousing incense and herbs emanates from symbol-covered conical tents. **d4+2 rot priests** sit around a fire discussing metaphysical matters such as the possibility of existing simultaneously in all the realms, thereby escaping the end.



THE SPIRAL CHAPEL

Dedicated to Heedless Creation's spiraling cosmic force. The ceiling is a painted night sky with a central spiral galaxy. In the floor below the galaxy is a circular depression. Underneath is a secret space hiding the golden, ruby-adorned Spiral Crown.

On the chapel wall is a mural of a priest in a temple, gazing over the Cosmos. Pressing the priest's head reveals a small compartment behind the mural containing the spiral-patterned metal disc.



TO FIND THE SPIRAL CROWN

Put the spiral-patterned metal disc in the depression on the floor and press down. If pressed without the disc a lightning bolt shoots from the galaxy in the ceiling for 2d4 damage.

THE SPIRAL CROWN

A silver crown with a spiked halo, adorned with every color of gemstone in a swirling pattern.

WEARING THE CROWN

Lightning shoots into it and the wearer becomes a cosmic vessel, seeing strange and nightmarish visions of the infinite, collapsing Cosmos. The wearer is allowed (at most) three DR12 Presence tests (one per round) to remove it. If all tests fail the wearer is irrevocably lost to the Cosmos. Wearing it also reverses Akünh's channeling and quickly drains her health by d4 HP/round. She instantly teleports and tries to stop it.



THE ZIGGURAT IN DEATH'S REALM

The ziggurat is hidden in a parallel world and **requires a rot priest medallion** to find. In the normal world (*without* a medallion) one finds only a barren waste swarming with undead in the fog. In the Death Realm the ziggurat and the necropolis are surrounded by a walled enclosure with an entrance in the end opposite the ziggurat.

Necropolis

On a square-shaped island in a square-shaped pond are hundreds of old mausolea, tombstones and graves. Among them, a bottomless pit from which the rot priests (who set up a nearby tent) summon crawling horn beasts. No more beasts appear if the meditation of the **two rot priests** inside is stopped. Guarded by **two horn beasts**.

The Ziggurat

Colossal and ice-covered, it rises topped by a whirlwind of clouds, ever pulling from a point in the sky. The top is broken and looks as if something has exploded on the inside.

Inside the ziggurat: In an open space in the center, below the broken top, d4+1 rot priests and two horn beasts guard a rotten mouth-like opening in the floor sucking in the spiraling, thundering ice-clouds. Warm air, stinking of rot and decay, emanates from the maw, thawing the nearby ground.

Inside the maw: A quiet and warm space with walls of pulsating flesh. A tunnel descends into darkness from whence a rhythmic, beating sound is audible. 10 meters below, growing from the wall, is Akünh's heart, black and pulsating. Destroying it banishes Akünh into the void until the end of days but also instantly triggers one Misery.



Monsters & MUCs

ROT PRIESTS

Wear black robes and wide-brimmed cylindrical hats with black veils covering the face. Rotting mouth similar to Akünh's on front of the upper body, must eat human flesh regularly. Wear medallions allowing travel to the ziggurat in the Death Realm. Curious about existential and metaphysical issues. Their touch causes death and ruin.

HP 10, Morale 8, No armor

- ► Devour. DR12 Strength test or be grappled and next turn, devoured (d8 damage per round).
- ► Claws d6
- ▶ Rotting touch. Those damaged by a rot priest do not heal when resting until healed magically or resting one night at least a day's travel from the ziggurat.

HORN BEASTS

A chaotic mass of horns and bones with a circular mouth filled with teeth instead of a face, they rip enemies apart with their sharp claws.

HP 8, Morale -, Shifting bones -d4

► Claws d6, attacks twice/round.

UNDEAD

The rotting dead, awakened to serve. Drooling tongues, red eyes.

HP 3, Morale -, No armor

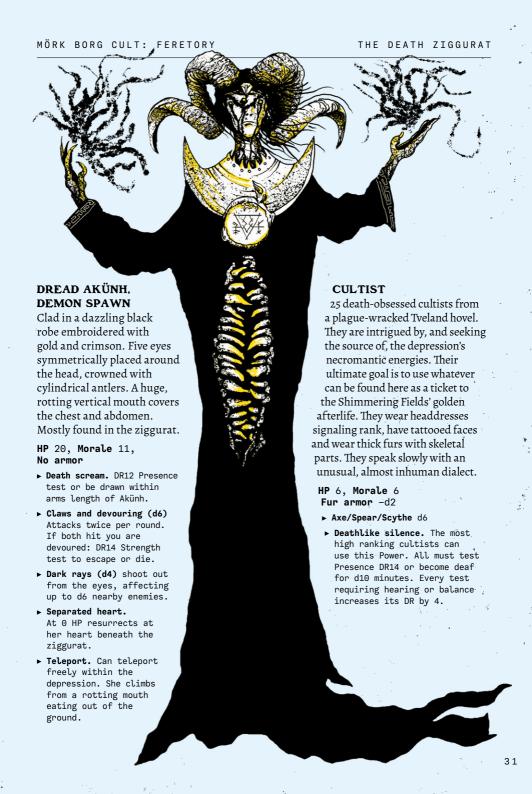
- ► Grapple. DR12 Strength test or be grappled. Subsequent attacks (by all present undead) are claw or bite (d4).
- ▶ Will not die. Only stays dead for one round then rises again with 1 HP.
- ► Slow. Can always be outrun (unless you are grappled).

SARKU

The sharp-tongued Sarku was Akünh's closest advisor but left her when he realized her demonic origin. A gaunt, ghostly form with a long, sharp tongue that sucks the blood of his victims and stretches their tongues. The dried up corpses hang upside down from the trees. Wants to be set free from his earthly prison and move on to the afterlife. Knows where Akünh's heart is and that stabbing it kills her.

HP 15, Morale 8, No armor

- ▶ Blood-sucking tongue (d4). A hit means you are grappled, resulting in automatic damage until you break free with a DR14 Strength test.
- ▶ Ethereal. Immune to physical harm.



d100 items and trinkets

By Pelle Svensson
Proofreading Alex Genn-Bash

a few bad apples 02 pile of skulls two blood-stained torches 03 04 comb with a single gray hair flute (tastes horrible) small blood-filled bottle 97 spiked leather bracer 08 broken porcelain doll piece of moldy bread dead black cat 11 fishing rod with rusty hook 12 crimson hood and mask 13 long noose 14 small wooden chest (empty) 15 d8 colorful glass marbles 16 snowshoe (home of a spider) 17 oil painting of a hooded skeleton 18 fan shaped like a bear claw 19 exquisite silk glove 20 dried bat meat 21 copper nose ring two eyes in a jar 22 23 d6 dice (bone) 24 d4 huge fangs 25 latrine bucket 26 broken harp horned helmet 27 28 shit-stained ladle sad chicken in a cage arrow stuck in shield 31 handful of human teeth recently sharpened scythe (d8) 32 33 empty perfume bottle some keys without a lock 35 leather vest with rivets purse with d10 silver 36 37 well-used belt sack of dead rats gilded skull worth d20+10 silver 40 boot (won't fit) 41 d10 arrows 42 book: "Night Queen" stuffed magpie 43 butcher's knife (d4)

jar of fermented fish 46 47 mousetrap (1 damage) black and white face paint linen sack with body parts cracked mirror 51 long iron chain 52 book: "Wizard Fight" 53 curved ritual knife (d4) 54 chain mail, torso still in it 55 dog collar with chain 56 pouch containing salt sooty silver ring 58 pennon from a sunken ship 59 flayed human skin 60 blanket (with fleas) charred metal necklace broken leather armor 63 d4 gold teeth worth 10s each 64 pair of scissors (d4) pickaxe (d4) choker with pentagram amulet 67 bloody drill book of psalms 68 69 bird-billed mask charcoal drawing of a demon 71 half a dead dog quite fancy eye patch **72** 73 hammer and some nails 74 ball and chain (and a foot) 75 sharp fire iron (d4+1) 76 pair of warm socks (soggy) 77 box of black feathers 78 damaged wolf pelt 79 rotten meat (d2 days worth) 80 small box with a white marble 81 tankard with a needle in it wooden dentures 83 good luck charm (well...) 84 d6 empty scrolls 85 hooded lantern pair of wooden handcuffs jar with 3 severed thumbs 88 tangled ball of human hair 89 thumbscrew very small horseshoe 91 shovel (d4) 92 necklace of rat teeth 93 half a treasure map bottle of red poison small wooden horse 96 heavy iron tongs 97 black sack with a cat's heart big lump of coal two severed hands child-sized iron maiden

45

d20 silver



A SCENARIO FOR

MIRKBORG

By Donovan Caldwell



he streets of Galgenbeck are littered with corpses, twisted, inhuman things: a goblin isn't an attractive sight on a good day and dead they are truly distasteful. Their mottled, ropy flesh rots but never decomposes; even the oldest skins in the eys hold their shape to warn passers by of

darkest alleys hold their shape to warn passersby of their swiftly approaching end.

There's also the living goblins—probably the bigger issue here. They crawl inside basements, nest within cupboards, use dogs for target practice and generally wreak havoc upon the hapless Galgenbeckians. More and more townsfolk appear to be afflicted with the dreaded *Goblin Curse* and, with such a large infestation of the little scoundrels, it's becoming very difficult to figure out which one to snuff saving yourself from becoming one of them.

Not to worry! For the low cost of 40 silver local alchemist Nagel Krat has a cure. Until the price rises tomorrow, anyway. And the day after that...



WHAT'S REALLY GOING ON?

NAGEL KRAT recently inherited the Derelict Mill from his father, mentor and teacher: Urvan Krat. Prior to this mysterious occurrence Urvan perished due to poison planted in his medication by an unidentified assassin. Despite fulfilling a threefold role in Nagel's life, Urvan was never very good at any of them.

Inside the mill Nagel found a large stash of alchemical supplies as well as an enormous contraption labeled *The Goblin Grinder*. Using the meagre income his father's Medickal Shoppe left, he purchased his scheme's necessary supplies.

NAGEL'S SCHEME

- Get a steady supply of corpses for the Goblin Grinder. Nagel is paying a gravedigger named Qarg to deliver the occasional body.
- Make goblins. The goblins infest Galgenbeck, cause the townsfolk issues, but most importantly, inflict as many people as possible with the Goblin Curse*.
- Create a Goblin Cure. It's not really a cure, it just postpones the symptoms, but it's enough to give a desperate Galgenbeckian some hope. Sell it.
 Sell a lot of it.
- ♂ Repeat!

WHY DO THE PCS CARE ABOUT ANY OF THIS? (d4)

- 1. They're afflicted with the Goblin Curse and lack funds to keep up with Nagel's prices. A goblin ambush and subsequent retreat could leave them worried about a possible transformation and even the most affluent traveler has difficulty keeping up with the cure's steadily inflating price.
- 2. Nagel hires them as Medickal Shoppe guards. Nagel serves increasing numbers of Galgenbeckians daily and, for some reason, they keep getting more agitated. Qarg can't keep up with every broke peasant "actively transforming into a goblin" and "needs the cure now."
- 3. They're hired by a suspicious noble.

 Jota Klefunheim of Klefunheim (tall, perpetually annoyed, some kind of baroness or princess) presently unaffected by the goblin curse but—with those disgusting peasants running around all the time—it's bound to happen. She wants the PCs to uncover what's going on and stop it quickly, paying 200 silver (reduced by 20 each day the problem isn't resolved) for the trouble.
- 4. They're hired by a worried peasant.
 Urgrip Wikt (tells wild stories, large family, infected, exceedingly poor) isn't able to pay, per se, but will trade a family heirloom if PCs resolve Galgenbeck's goblin issue. Urgrip knows he's likely doomed, but his family isn't. Unknown to Urgrip, the heirloom is a Calumny Pearl. Whoever places it underneath their tongue entirely believes the first lie told to them.

^{*}Remember: anyone attacked by a goblin irrevocably transforms into one in d6 days, unless the attacking goblin is killed before then. Any attack is sufficient—it doesn't even need to be a successful hit. Goblins suck.



Characters of note

THE BASTARD, goblin mutant, leader, torturer

Using the Goblin Grinder and his own alchemical knowledge, Nagel tried to create a "leader" goblin to direct the others creating "The Bastard." The corpse was a torturer for a group of unsavory royals, so he eased right into upper management. He's aware enough to speak, mostly used to throw crude insults.

HP 10 Morale 6 Mutant hide – D4 Knife D4

Goblin overlord, allied goblins fighting with The Bastard are DR16 defence (including himself) and cannot be shaken (Morale is –) unless he's killed.

NAGEL KRAT, alchemist, murderer, con man

Nagel cares about one person in the world—and his name rhymes with "Vagel." He killed his father to inherit a grain mill that could no longer process grain, has no loyalty to his goblins and begs, pleads, bribes and cries to avoid harm. Nagel is a (smart) worm, running back to the mill at the earliest sign of trouble.

Thin, curly hair, red apron, obsessively clean.

HP 6 Morale 6 No armor Knife D4

Smoke bomb DR14 PRESENCE or Nagel gets away.





QARG, gravedigger, mercenary

Nagel pays Qarg 50 silver per body delivered. She's not picky about what happens to them afterward and works as muscle for the Medickal Shoppe for 10 silver/hour. She's a simple woman and likes the opportunities afforded to her when she has a salary beyond gravedigging's pennies.

Easily bribed: convincing her to leave her post or miss a delivery is a DR8 Presence test if she's offered more silver.

Dirty, grim stare, shovel strapped to her back, broken nose. **HP** 9 **Morale** 7 **Filthy furs** –D2 **Cudgel** D6 or **Shovel** D4



The Affedickal Shoppe

THE STOREFRONT

Smells vaguely metallic. Shelves brimming with *Goblin Cure*.

- Nagel has Qarg stand around and look tough during the busiest hours of the day (the afternoon). Occasionally she breaks up fights or protects Nagel from angry townsfolk.
- Nagel insists on carrying all his silver in his apron before storage at the mill. It's pretty heavy. He can shed it if chased to make any Agility tests to catch him DR16. If he drops the apron it has a total of DIO × 10 silver in it.
- There's a crate hidden underneath the floor behind the counter via latch. If Nagel is out of options and needs to run he can pop the Goblin Crate. D4+1 goblins leap out and viciously attack anyone nearby except for Nagel.



SOLD HERE:

GOBLIN CURE (40S +5)

Not actually a cure, but nobody knows that yet. Postpones total transformation by D6 days. Costs 40 silver in the beginning rising by 5 each day Nagel remains in business.

FLASH POWDER (45S)

Creates a brilliant flash as likely to blind you as it is your opponents. Stuns all opponents that can see it for d3 rounds. You and all allies test Toughness DR12 or are also stunned.

HEALING TINCTURE (30S)

Mostly mouse dung, dirty water and red pigment. When consumed roll a D4. On a 1 attacks and defence are rolled at -2 until a full night's rest to get over whatever it did to you. Notably, does not heal wounds or diseases.

INVIGORATING ELIXIR (258)

Really does provide short-term bursts of energy. Also might stop your heart. Grants +1 Agility for 1 hour after imbibing. When the hour's up roll a D8. On a 1 take D8 damage from sharp pains in your chest.

JUICE (7S)

This is just juice. He uses apples? It's apple juice.



NOTE

Whenever the PCs **linger**, **hesitate** or

spend too much time on something: Nagel **makes another goblin.**

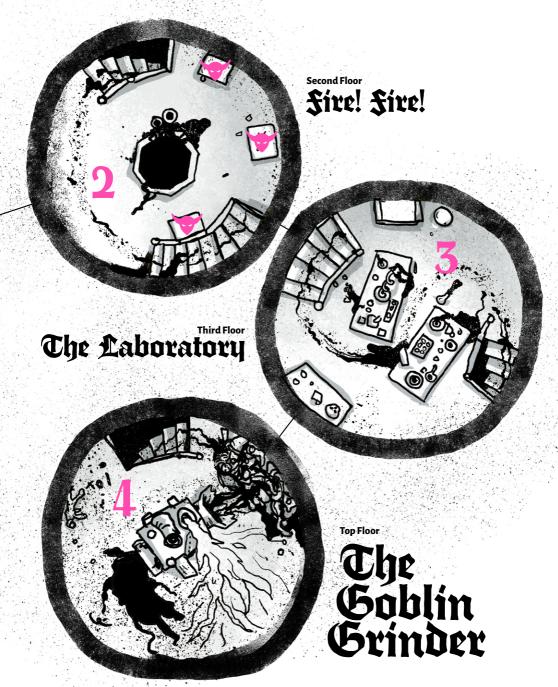
FROM OUTSIDE

Enormous, boarded-up windows, very faint mechanical grinding noise coming from the top. If the PCs put their ear to the door test Presence DR14 to hear snickering and chuckling from within



The Barricade Cannonball

Basement





LICK THE LIQUID (D4):

- A jolt of painful energy travels down the taster's tongue. DR12 TOUGHNESS test or take D4 damage.
- 2. Tongue is permanently stained black.
- Skin rapidly becomes covered in hard calluses. When unarmored they count as tier one armor. Stinks.
- One of the taster's wounds immediately scabs over and is replaced with an eye. They heal D4 and have +1 PRESENCE on any sight-related rolls.
- When the goblins in 1b light the fuse, DR12 PRESENCE test to notice it over the Goblin Grinder's roar.
- The PCs may discover the basement by hearing the impact of something heavy against it (like a body), revealing it's hollow.

1a. THE BARRICADE

Faint rotting smell, soft noises from all directions, mechanical grinding overhead.

- A crude barricade is in front of the entrance, blocking the rest of the room from view.
 It's constructed from cabinets, chairs, smashed alchemical supplies and a large bookshelf.
- **Scattered books** have fallen off of the downed bookshelf. Heady, academic alchemical texts.
- Pool of black bubbling and popping liquid.
 A volatile mixture of trashed alchemical ingredients.
- Trail of blood leading through the barricade's opening accompanied by scratches and grooves Qarg makes on the stone floor delivering bodies.
- **NORTHEAST:** Small opening in the trash wall leading to the rest of the room.
- **south:** The mill door to the mill.

MOVE THE BOOKSHELF: If the bookshelf is moved the PCs find a hatch leading to the basement.

LOOK AT BOOKS: A waste of time: half of the information is useless and the other half requires hours of study.



The moment the door is opened the goblins in 1b light the cannon's 1 minute fuse.

1b. CANNONBALL

Sulfur smell mixed with rot and decay, the mechanical grinding continues.

- A cannon with a long, winding fuse (1 minute) is positioned to fire upon the exit through the barricade.
- Three cannonballs squat behind it.
- A component shelf, largely intact, rests behind the cannon. When the cannon goes off it jostles the shelf knocking it over, splashing components across the floor. Powerful acid eats away the stone, revealing the basement.
- **UP:** Dirty stairs lead further into the mill.
- **SOUTH:** The exit through the barricade.

CANNON FIRE. The goblins light the cannon's fuse when PCs open the mill door to the mill. PCs have 1 minute to stomp out or otherwise douse the long fuse's flame —otherwise the cannon goes off, killing any PC dumb enough to end up in the line of fire.

Firing also alerts every goblin on the upper floors.



NOTE

Whenever the PCs linger, hesitate or spend too much time on something:

Nagel makes another goblin.

3 excited goblins

Given a chance to fire a cannon and are aoina to take it no matter what.

HP 6 Morale 8 Ropy skin - D2, ▶ Knife D4

Quick: attacks/defense are DR14.

One goblin: alchemical explosive: any PC within 10' of the blast must pass a DR14 AGILITY check or take D8 damage and be set ablaze.

The goblins try to prevent the PCs from accessing and dousing the fuse: all else is secondary.

-1 BASEMENT

Horrid smell, rot and blood, very quiet, distant rumbles.

- Rotting grain scattered across the floor.
- The body of Urvan Krat, heavily disfigured, bloody and rotting. Nagel recently took some anger out on the corpse.
- A bloodstained shovel (D4).

SEARCH THE BODY: Nagel stole all of Urvan's silver but ignored two keepsakes:

- A vial of sour yellow liquid. An alchemical pain remedy. Heals D6 + 1 when drunk but dulls the senses (-2 Presence for 1 hour).
- A spare key, hidden in his boot. Activates the Goblin Grinder.





3 archer goblins

Like seeing things set on fire.

HP 6 Morale 7 Ropy skin -D2,
Shortbow, flaming arrows D6

Quick, attacks/defense are DR14.

One goblin: Unequipped with anything besides an oil bucket, has Morale 6 instead of 7, and has "unlucky" written across their forehead. Tries to douse the PC's while the other two fire from afar.

2. FIRE! FIRE!

Acrid gas stench, the mechanical grinding gets louder.



CANNON FIRED: the bucket goblin douses the first person coming up the stairs, and the archer goblins shoot immediately after.
CANNON NOT FIRED: they're not able to hear the commotion over the Goblin Grinder's roar.

- **An oil container** in the room's center. Floating within is the key to 5, painted black.
- Two buckets, also filled with oil.
- Three tall bookshelves, goblin perches.
- · Qarg's trail of blood continues.
- <u>up:</u> Stairs lead up to the third floor of the mill, blocked via locked hatch.
- **DOWN:** Stairs back to the first floor.

OIL: Thick, black, adheres to skin and cloth alike. While doused in oil PC's take an additional D2 damage from flame-based attacks and catch on fire more easily. To remove oil a PC must spend their turn scraping it off.

EXAMINE BOOKSHELVES: Stocked with healing tincture (see the Medickal Shoppe). Works to douse fire. Various alchemical recipes, including one detailing the creation of healing tincture.

3 LABORATORY

Beakers bubble, the room shakes and the Goblin Grinder is deafening overhead.

- **Two huge tables,** covered in smashed bottles, scattered reagents, alchemical solutions, and bubbling concoctions.
- · A large puddle of amber orange goo, foaming beneath the tables. Really Alchemical Ooze.
- Three shelves stocked to the brim with Goblin Cure.
- Qarg's trail curves around the table and snakes up the stairs to 4.
- **up:** Stairs to the mill's fourth floor.
- **DOWN:** Stairs to the second floor.

Goo: If the cannon was fired the disturbed Alchemical Ooze immediately crawls towards PCs entering the room. Otherwise it only attacks if they're nearby.

ALCHEMY TABLES: Every round roll a D6. On 1–2 something on the tables boils over and splashes everything nearby with strange fluid the ooze is not effected. Roll a D4:

- 1. Acid. Every PC must test DR12 Agility or take D4 damage (ignore armor).
- 2. Foul. Disgusting smell. Every PC must test DR12 Toughness or be stunned for the next round.
- 3. Weird. A Power from a random Unclean Scroll is cast on every creature (including the ooze).
- 4. **Sweet.** The PCs heal D4.



Alchemical Ooze

Mindless, hunary. HP 10 Morale - Gooey -D2, Acidic splash D8

Slow-defense is DR10

Whenever a PC damages the ooze they must test STRENGTH DR8 or their weapon becomes stuck to it. If not removed the next round (STRENGTH DR10) the weapon is destroyed.



Whenever the PCs linger. hesitate or spend too much time on something:

Nagel makes another goblin.



Nagel Krat

Really, really doesn't want to die.

HP 6 Morale 6 No armor,

Knife D4

Smoke homb DB14 BB55ENCE

► Smoke bomb DR14 PRESENCE or Nagel gets away.

The Bastard

Relishes in chaos and cruelty.

HP10 **Morale** 6 **Mutant hide** −D4 **Knife** D4

Goblin overlord, allied goblins fighting with The Bastard are DR16 defence (including himself) and cannot be shaken (Morale is –) unless he's killed.

Fresh Goblins

Newly born and ready to cause problems.

HP 5 Morale 7 Ropy skin -D2

Bite D4

Quick: attacks/defense are DR14.

4. THE GOBLIN GRINDER

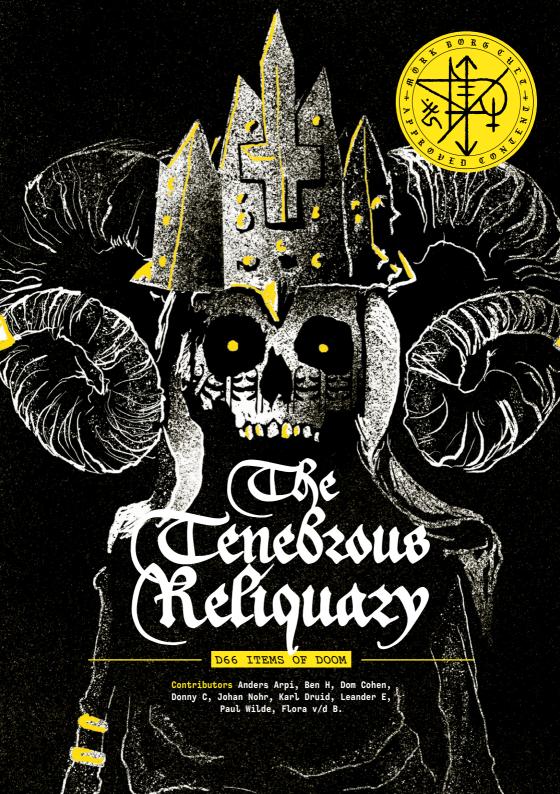
Shockingly awful smell, ear-splitting churn of the Grinder, smoky haze.

- **The Goblin Grinder** roaring, huge, and horrible, spewing hazy smoke and stained with bloody ooze.
- A pile of corpses in every stage of putrefaction
 —the end of Qarg's blood trail.
- **DOWN:** Stairs to the third floor.

Goblin Cavalcade!

Along with the Bastard and Nagel there are X goblins ripe for murder. **X** is 2+however many goblins Nagel created during the ascent. Nagel hides behind his goblin horde until threatened, attempting to escape down the stairs.

THE GOBLIN GRINDER: Must be activated via key, fuel and one human corpse fed into the east end (two consecutive actions). The only keys are Nagel's and Urvan's in the basement.



Percy's Bane

by Donny C.

Spiked Flail (d8).
Deals an additional d6
damage to surrendering
enemies.

12. Dpíum **Hoo**k

by Leander E.

Metal hook directly applied to an artery (d4 damage). Gives twice the HP as temporary HP for 2h.

Effect like an opiate.
Toughness DR10 test to resist
dependency (every sober day
deals damage as an infection).

DR rises with each failed attempt. Eventually the user is addicted and loses the temporary HP benefit.

13.

Plasmatic Idol

bv Paul Wilde

Spill blood over this profane idol while resting and roll a die.

Odd: spilled blood becomes red poison (Toughness DR12 or -10 HP).

Even: until next rest, Agility and Strength tests are +2 DR.



Kipper's Blade by Leander E.

Deals no damage but removes d4-1 Armor.



Roses of Whinter

by Anders Arpi

A very rare, nearly extinct blood-red thorny flower—not an actual rose. A single petal completely numbs whoever eats it to pain for a few minutes. Damage is received normally but the wearer can't be killed or broken during the flower's effects.



Spine of God

by Dom Cohen

This shriveled, crusty length of vertebrae is warm to the touch. The bearer attracts the poor, their intentions unknown even to themselves.

If broken, the clouds part ending any weather effects as warm sunbeams pierce the heavens for the first time in a century.



Snort Dagger

by Anders Arpi

A disgusting, dripping blade reeking of excrement and rot. Killing a goblin permanently breaks the blade but undoes the curse, freeing the creature within.

Stone Magnet

by Dom Cohen

A pair of magnetic stones that crackle and fizz when rubbed together. When the square stone is near danger, the round stone glows a dull orange. The stones can lie.



Tentacles of Zen

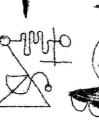
by Karl Druid

When rubbed, shadow tendrils creep from this rusty lamp, when they reach nostrils, the tentacles burrow: roll a DR14 Presence test. On a success. the brain struggles and breaks (-1 Presence); otherwise: the tentacles take root without resistance (+1 Presence).

Turant's Tonque

by Karl Druid

Putting this tongue in a skull's mouth causes it to scream its last words before dying. Over and over and over again.





Meil of Blood

by Johan Nohr

Place this crimson shroud upon an enemy's head it tightens, chokes, strangles and crushes its wearer's skull, drowning their torso in blood.

Deals d6 damage per round, victims who succumb arise as a blooddrenched skeleton the next round, attacking at

Woodoo Fire

by Flora v/d B.

An eternally burning green flame inside an oil lamp. When smashed, the flame spreads with the scattered oil.

It deals d4 fire damage on impact and can only be extinguished by the tears of SHE.





Molt Thrower

by Ben H.

An ancient javelin made of an unidentifiable charred and pitted metal (d6 damage).

On a critical hit a lightning bolt strikes the javelin for an additional 2d10 damage, not reduced by armor.

On a fumble the lighting strikes the wielder before releasing the javelin. Use indoors is cautioned.

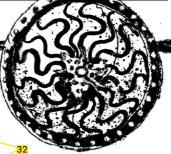




Zodiac Lung

by Dom Cohen

Pressing this blackened organ to the chest absorbs it leaving fetid scars and pustules. When absorbed, the user may breathe underwater, provided it's unclean. After an hour of submersion, the user may expunge the filth as writhing sludge dealing d4 damage to the closest target.



The War Starter

by Anders Arpi

Heavy metal round shield emblazoned with a bright crimson pattern. Anyone looking at it tests Presence DR14 or is provoked to attack its wielder.

34 Cuv of Peace

by Anders Arpi

A beautiful, ceremonial gold and silver cup. Drinking from it triggers a DR16. Toughness to not die of acute poisoning.



25

Dust of Paradise

by Johan Nohr

Fine, pale white ashes in a voidblack pouch. Anyone inhaling rolls a DR14 Presence test or is lost in visions of a long-Lost pleasant world of joy and mirth, lasting d6 minutes or until damaged. The transfixed cannot act, perceive or respond in any way to the real world.



Chony Tears

by Paul Wilde

A vial of black liquid.
On contact a living creature must test
Presence DR14 or is overcome with grief—
immediately failing a morale check in combat.

Outside of combat, the affected acts as if indifferent—it cannot attack as it struggles with despair for 3d10 minutes.



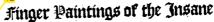
Eve of Horus

by Dom Cohen

Placed upon the forehead, the eye grants vision into the abyss, at a price.

When checking for traps, you see your grisly death from a less-careful timeline, allowing you to better find a workaround.

Overland travel is mired with difficulty as you wade through the corpses.



by Dom Cohen

Slick, oily paints forever wet upon an old wooden palette. Those touching any of the colours must test Toughness DR12 or lose themselves for a minute painting the nearest surface with heretical imagery.

Marking scrolls' text with the paint imbues them with those lost to the pigments' souls, -d4 from the Presence test to cast.



Flower of Disease

by Leander E.

Seeds for a quickly spreading thorny weed with a poisonous aroma. Can swallow a small village in two days if not fought. Weak against boiled oil. Fire does nothing.

Foehammer

by Leander E.

Cursed warhammer (2d6 damage) whose wielder develops a new grudge with a random person daily: Lasting until Foehammer caves their head in. Neglecting a grudge for too long counts as an infection.



by Dom Cohen

Putting this long, forked tongue into a skull pushes the skull upright, which screams bloody filth whilst running about on each tongue-tip.

Cauldron of Lies

by Leander E.

Beverages cooked in this cauldron and shared allows al.1. imbibers to recognize when another is lying for a month.

Used in cults and secret societies to single out traitors.



51

Chaos Blade

by Leander E.

Zweihänder dealing 2d8 damage. On maximum damage the Power **Death** is cast.



Claw of the Sloth

by Ben H.

Dagger (d4 damage), on a 1, attack and defense DR against that target are -2 next round.

If DR reaches 0 the target is frozen in place, permanently.



Crown of Burning Stars

by Leander E.

Adds Omens equal to the number of Miseries that have transpired to each character's pool.

Miseries now occur on 1 & 2.

Thains of Death

by Donny C.

A set of frigid black manacles. If you die wearing them, they unlatch ensnaring your killer and drag them to another world before vanishing





Blood of the Serpents

by Leander E.

Green-red (highly acidic and poisonous) liquid which turns blood neon-green and spreads through bodily liquids.

When the infected is attacked, their attacker tests Agility DR12 to dodge a spray of blood (reduces Armor one tier and transmits the condition).



Book of Ablivion

by Anders Arpi

A sentient black leather tome with blank pages. With a Presence DR12 test a creature can permanently transfer knowledge—a thought or a memory—to the book, forgetting the thing transferred. On failure the book takes something extra.

You can learn anything the book previously absorbed before for something you don't want to give it.



by Donny C.

within a mile

(or kilometer).

Antlers of Lightning

by Dom Cohen

Whilst wearing this crackling mantle you wield the power of the final storm.

When reading any scroll, flip a coin. On Heads, the scroll's effects are replaced by Nine Violet Signs Unknot the Storm instead.

⊌pon death, the wearer is struck by lightning, their flesh rending from bone, leaving only the mantle.



by Paul Wilde

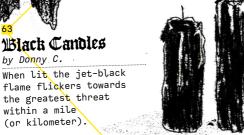
Replace d10 missing teeth and . d2 eyes. Test Toughness DR14 or rejection causes infection.

Effects of new eyes/teeth (d4):

- Eyes 1. Wandering: DR +2 to ranged attacks
 - 2. Morbid Visions: every rest, share your nightmare with the group
 - Let there be light! (no ill effects)
 - 4. SIGHT BEYOND SIGHT! (TTest Presence DR10 for eyes to twitch in danger's presence—it's not YOUR eye though, it can lie)



- 2. Functional but hideous
- You got teeth! (no ill effects)
- 4. FANGS! Gain bite attack (D6 damage, on 1-2 enemy gets a free attack)





Robe of Bones

by Dom Cohen

This lumpy cape rattles in the wind. Once daily, you may stare blankly at a humanoid creature as the cape guides your hands.

With a fold of the robe, the target must test DR13 Toughness or a random limb's bone snaps soundlessly as the robe crackles.



Ash of the Mind

by Paul Wilde

Smear a sigil onto one's palm and touch another sentient being to read their thoughts.

Presence DR12 test or their thoughts become yours.



Bowels of a Waby Killer

by Dom Cohen

Take the bowl and drape the entrails over you, gaining a monster's scent. Evil creatures must make a DR14 check when attempting to discern your location. Should they fail, you pass by unnoticed.

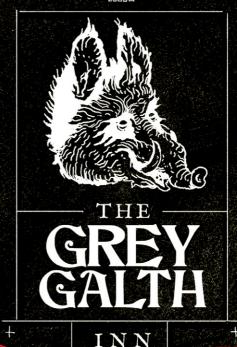


WOULD YOU PREFER THE SELECT MENU? (4S) (d6)

- 1. Braised chicken with dangerously alcoholic wine-drenched apples.
- 2. Spiced rutabaga swede from dark Sarkash soil, a delicacy.
- 3. Galgenbeckian stew with whole embryonic boars. Delicious!
- 4. Tveland yam-hash with sliced pungent tomb-truffle.
- 5. Migol's pie (blackened venison and chicken bone broth jelly).
- 6. Black soup with baked hog face.

AH, I SEE, YOU LACK FUNDS. (28) (d6)

- 1. Watery femur soup. The femur is large. It's been there a while.
- 2. Thick Ooze soup! At least one chunk. The Ooze is Pure, I assure you!
- 3. Sour celery pudding with a side of Compressed-Last-Weeks-Meat.
- 4. Gloomberry Mix. (Toughness DR12 to avoid explosive diarrhea).
- 5. "Goblin's Gall," famous mud-swamp broth. Sourced from local swamps!
- 6. Baked Staring-Pig-Head with filled Whispering-Lips. Most won't touch it.



WHY IS THE INNKEEPER TWITCHING? (d10)

- 1. Katleen "the Castrator" Keen, the bandit Queen, is hiding in the loft.
- 2. Thinks you are the Lokr cult who promised to come in disguise and bury them alive (the cult is already here).
- 3. Three different children from three different guest families vanished in the night without a sound or trace.
- 4. They say the Two-Headed Basilisks are at large and searching for heathens.
- 5. Judging by the droppings, something has gotten into... well, everything (Toughness DR12 or lose d4 HP vomiting.)

- 6. Jorat-Tug's rowdy gang were recently reanimated by... something. He's too scared to tell them they are dead.
- 7. Old man Agar is exhibiting his infectious ulcers. Soon he'll start popping them to a jaunty beat.
- 8. One patron is clearly a disguised necromancer. (Nearly all are, that one is just bad at disguises).
- 9. Clear and audible scratching from the cellar hatch. Everyone else ignores it.
- 10. Their caged bird has stopped singing and started speaking prophecy.

PATRON TRAITS (d20) sometimes also the patrons nickname

- Filth.
- 2. Boozehound.
- 3. One Eye.
- 4. Gum Rot.
- 5. Fancy Boy (half brother to Oily Boy).
- 6. Stinker.
- 7. Braggard.
- 8. Nosey.
- 9. Hook Hand.
- 10. Slurper.
- 11. Aggro.

- 12. Nags-a-lot.
- 13. Archbishop of Mockery
- (smirking bully). 14. Catastrophic Cough.
- 15. Hysterical Tears.
- 16. No Nose
- 17. Tongueless.
- 18. Oily Boy (Fancy Boys half-brother).
- 19. Trauma Dreams.
- 20. Acid Face.

d4 gambling dregs want to play

Three Dead Skulls

Bet a minimum of d6×10 silver. Roll 3d6 and score a winning combination or your lose your bet.

- Bet an extra 10-30s to reroll any number of dice adding this to the total bet. You can do this only once.
- ♀ If you do not score a combination, you lose the bet.
 If the lowest die shows a 1 someone saw you trying to cheat and the gambling dregs want a fight.
 Roll another d6: on a 1 you are stabbed to death.

Winning combinations



1 2 3 Ret x1 5 b 222

Bet ×1.5 back

Bet ×1.5 back

Bet ×1.5 back

3 3 3

Bet ×2 back

4 4 4

Bet ×2 back and a sword!

5 5 5

Bet ×2 back and d4 doses life elixir

4 5 6

Bet ×2 back and a hardy tame rat 666

Bet ×3 back and a Zweihänder and d4 hardy tame rats. other straights (2-3-4 etc):

Bet back
5-6 on d6: you are
accused of cheating.
The gambling dregs
want to fight!

Gambling Dreg

HP 5 Morale 7 Layers of rags -d2
Dull knife d2, one has a Sword d6

Hardy Tame Rat

HP3 Morale—* Shaggy fur -d2 Bite d4 (1-in-6 chance of biting the carotid, instantly fatal)

*Unreliable animal that only obeys provided ½ a day's food daily. Each feeding there is a 1-in-6 chance it leaves. The rat feels it could do a lot better elsewhere.



EVEN MORE LOST SOULS

Name the innkeep, the treacherous gamblers and the other patrons. Or your new PC.

d4 d8

- 1 1 Skelh
 - 2 Burder
 - 3 Jaurk
 - 4 Thron
 - 5 Tarvl
 - 6 Yvtuk
 - 7 Urkin
 - 8 Gretil
 - 1 Lirk
 - 2 Galt
 - 3 Oren
 - 4 Morgar
 - 5 Fegan6 Wakta
 - 7 Sunn
 - 8 Gaust
- 3 1 Gravuld
 - 2 Krangel
 - 3 Gneth
 - 4 Kluvrist
 - 5 Mardul 6 Qift-Mol
 - 7 Klovan
 - 8 Dölun
- 4 1 Vükkan
 - 2 Loga
 - 3 Senkil
 - 4 Domn
 - . 5 Herkavul
 - 6 Kathan7 Drugel
 - 8 Schlefzum

Cursed Skinwalker

A SHAPE-SHIFTING CLASS

By Karl Druid

You should have died, but something grabbed hold of your soul as it seeped into the river of Death and sealed you once again in mortal flesh. Only, this time, the cage is not yours alone—in the afterlife's currents your soul mingled with another dying creature's leaving you halved. Now you live a shared existence, locked in everlasting struggle between man and monster. You should have died.

Begins with 2d6×10s and d2 Omens. HP: Toughness + d8

First Died (d6)

- 1 Clutching a lover's body.
- 2 By an arrow in the brain.
- 3 Minutes after birth.
- 4 By a friend's hand.
- 5 Murdered in your bed.
- 6 On the back of a plague-cart.

Ahilities.

Weakened mind, roll 3d6-2 for Presence. Bestial instincts, roll 3d6+1 for Strength and Toughness. Roll d6 on the weapon and d2 on the armor table.

You can give into your antithetical other's advances reshaping your anatomy into its likeness. Shifting your bones requires a single painful round. Armor and weapons are likely unusable in your new form. One (1) of the following stands ever at your existence's other side:

Creature shapes (d6)

1. MURDER-PLAGUED RAT

- Tiny: Agility tests, including Defence, are DR8.
- Your bite (d4) carries disease—DR14
 Presence Test or they attack their
 closest ally until either dies.

2. FLAYED AND DRIPPING WOLF

- Ferocious, attacks are DR10.
- Your fangs additionally crit on a natural 19 triggering a Morale test.
- Slick from blood, -d2 incoming damage.

3. BONESKULLED RAVEN

- Fast and flying, defence is DR10. Make two claw (d4) attacks per round.
- Your **bony scalp** acts as a weapon and shield: -1 damage and you may choose to ignore all damage from one attack. The skull heals in d6 days.

4. BEAR FROM BERGEN CHRYPT

- **Hulking and massive:** tests for Strength, Toughness *and* attacks are DR10. Defence is DR14.
- Thick hide: -d4 incoming damage.
- Your claws and bite deal d8 damage.

5. LIFE-AND-DEATH-LIZARD

- Regenerate d4 HP per round.
- Bite (d6) or spit acid (d4, 1-in-4 chance armor lowers one tier).
- Scaly skin, -d2 incoming damage.

6. DOOMSAYING MONKEY

- Dextrous: Agility tests, including Defence, are DR10.
- Light armor and weapons remain usable.

 Your third eye allows you to read unclean scrolls at DR10.







AN ALIEN CLASS

By Tim Rudloff Proofreading Karl Druid

You lurk on settlements' fringes

observing, perhaps judging, but rarely interacting. You are fundamentally other and belong nowhere. You experience bouts of incoherent madness and self-destructive rages but, mostly, you await the inevitable in solitary resignation.

Begins with d6×10s and d4 Omens.

HP: Toughness + d6

Unspoken Origins (d6):

- 1 Caught by fishermen on the Endless sea.
 2 Accidentally summoned by cultists in
- 2 Accidentally summoned by cultists in Graven-Tosk.
- 3 Vomited by a foul beast in Bergen Chrypt.
- 4 Fell from the Sky near Alliáns.
- 5 Hatched from a Bog-Witch egg laid in a Wästland swamp.
- 6 Crawled from a crack in the ground near Grift.



Abilities

Your mind and movements are alien (+1 Agility and Presence) but your bones are hollow and fragile (-2 Toughness). Roll d6 on the weapon table and d2 on the armor table. You are literate, but only in dead languages and cannot use scrolls. However, you can intuitively use one randomly rolled Power determined daily at dawn or dusk (pick one).

Pale One Blessings (d6)

- 1. THE STARS WERE RIGHT Roll d4+2 for omens. Say something cryptic when you use one.
- 2. MEMBRANOUS WINGS
 You can fly short distances but
 cannot wear armor, Birds dislike you.
- 3. UNCOMMON CLAY
 You can draw nourishment from
 soil but normal food sickens you.
 You smell like mushrooms.
- 4. MANA FROM SOMEWHERE
 Spend a use of your Powers to create
 weirdly delicious (but unsettling)
 food for d6 people.
- 5. DIGITIGRADE LIMBS
 You escape any bindings and fit
 through tiny spaces. -4 DR to tests
 involving flexibility.
- 6. TOO MANY EYES
 Just way too many. You cannot be
 attacked from surprise. You may
 spend a use of your Powers to leave
 an eye behind and spy remotely
 (you take d2 damage if the eye
 is squished).

Pou call pourself ... (3d20)

1	Abhorred	Attacks	the	Æther
2	Beneath	Attracts	the	Damned
3	Clad	Awaits	the	Decay
4	Errant	Blackens	the	Dust
5	Familiar	Chimes	the	Eye
6	Giant	Covers	the	Face
7	Hidden	Dances	the	Flesh
8	Lyrical	Denies	the	Flies
9	Maniacal	Descends	the	Flower
10	Nameless	_ Drowns	∟ the	Knives
11	0bscene	Echoes	the	Moon
12	Painful	Proffers	the	Mountain
13	Reposed	Quivers	the	Plague
14	Skeletal	Rains	the	Prayer
15	Strong	Reflects	the	Rats
16	Sudden	Returns	the	Saint
17	Unaware	Seals	the	Sea
18	Unknowing	Submits	the	Stranger
19	Vitriolic	Weaves	the	Truth
20	Westward	Wilts	the	Void



Dead god's prophet

A BLASPHEMOUS CLASS

By Greg Saunders

Voices in your head tell you what to do—at least you think so. You are the prophet of a god slain by the Basilisk SHE within Bergen Chrypt's wretched peaks. Now no one wants to hear the words of your god, but you can still can. Day and night. Like hot wires through your brain.

Begins with d6×5s and d3 Omens.

HP: Toughness + d4

Name your god ... (3dl�)

1	Acrophoe	Beacon	of Blood		
2	Elioch	Bearer	of Death		
3	Ekk	Bride	of Decay		
4	Ghzat	Child	of Flies		
5	Gnost	Herald	of Impotence		
6	Kvera	King	of Panic		
7	Malais	Lady	of Rot		
8.	Varkka	Prince	of Rust		
9 .	Ääel	Queen	of Unease		
10	Öde	Song	of the Flesh		

Abilities

Obsessed, roll 3d6+2 for Presence. Weak from neglect 3d6-2 for Toughness. Roll d4 on the weapon table and a d2 on the Armor table. You are literate and can use scrolls but must pass a DR12 Presence test or immediately attempt to destroy false gods' words. If you start with a scroll, assume you passed the test. Roll randomly for two gifts from your dead god.

Two gifts (88)

1. BLOOD TELLS
A flagellant,
you regularly beat
yourself to awaken
your lost god. If you
inflict d3 damage to
vourself prior to com

your lost god. If you inflict d3 damage to yourself prior to combat, gain +2 to rolls equal to the lost HP.

2. LORD OF NOTHING

You wear a bizarre arrangement of garments and scraps like a parody of a king or queen. Still, you gain +2 to rolls to impress the easily fooled.

3. SMELL OF DECAY

Not only is your god dead but their decaying odour permeates you. +2 Defense roll bonus due to the gut-wrenching stench.

4. INCOHERENT SOPHISTIC BABBLE

Concentrate to babble a disconcerting litany whose listeners must pass a DR10 Presence test or lose their next action.

5. ICHOR OF ROT

Your rotting god's foul fluids seep from your hands—a black stigmata. As a DR12 attack you can wipe your hands on an assailant's bare skin, who must pass a DR12 Toughness test or descend into frothing spasms for two turns.

6. MY BODY, A VESSEL

Your god may be dead but what is death to a god? Once a day you may allow you god's ghost to enter your flesh and reveal a truth—one yes/no question to the GM which must be answered truthfully. The god departs leaving you weakened and frail.

7. IN DEATH I LIVE

When you die, make a DR14 Presence test. If you pass, your god refuses your passage into the afterlife and you recover with 1HP. Otherwise, your body is consumed in holy flames.

8. EYES OF HOLY FIRE

Your pupils burn with your lord's soul.
Once per combat you may attack (DR10) spurting
fire from your eyes (d6 damage); blinding
yourself for the fight's duration.



Zorlorn Philosopher

The road an unreasoning maze, every temple soaked in blood, each destination drenched in gloom; you once thought that cold analysis might tame Fate itself, now that dream of reason has decayed to shifting madness and only the cold remains.

Begins with d6×10s and d4 Omens.

HP: Toughness + d4

The Roots of your Dejection? (d8)

- 1 Your mother alternated praise and humiliation leading to grandiose self-image and burning self-hatred.
- 2 You wanted to be a warrior or great leader but you can't! Stop! THINKING! STOP THE THOUGHTS!!
- 3 Ambient stupidity and bright lights cause your hypersensitive mental tissues to INFLAME.
- 4 You could save this doomed world! If only the unwashed masses would understand your GENIUS!
- 5 You fell victim to the mental virus of "love," then the object of your affection went to live in a hole.
- 6 You encoded your omnivalent philosophy in a single tome for safekeeping and saw it burn as you fled. All is lost.
- 7 Udok cultists captured your family and forced you to debate with them while they devoured your parents alive.
- 8 You were Südglans' most revered philosopher—which sank into the sea and now everyone ruthlessly mocks you.

Abilities

Mental Focus, roll 3d6+2 Presence.
Too Much Reading! Roll 3d6-2 Strength.
Ruthless Inquisition: test Presence DR 14
to tear through others' deceptions and
delusions. Enough of these LIES!
Roll d6 on the weapon table and d2 on
the armor table. You begin with one
Tablet of Ochre Obscurity and one of
the following:

1. THORNS OF COMPREHENSION When worn, thorns pierce your flesh (d2 damage) and you Perceive All (-4DR to your next test and ignore the next two attacks to hit you as you weave aside). To regain the effect you must crown yourself anew. The damage steps up by one each time (d2 to d4 to d6 etc), until after a night's rest.

2. HEGELIAN OWL

This philosophical beast is a bitter, reluctant and hypersensitive assistant—persuaded with a DR12 Presence test. After two acts of aid it regards you with mute contempt. It can fetch small items, attack enemies and find traps. By night the owl delivers understanding of what you should have done today in dreams.



HEGELIAN OWL
Too quick to hit.
Claws/bite d4. Attacks are DR8.

3. PRISM OF AMBIGUITY

An external light source and a Presence DR10 test are needed to activate the prism. Its light may shine on up to two creatures healing d6 HP. For the next hour one of them lowers all test DRs by -2. If the test is failed they suffer d4 damage and their armor or a weapon is destroyed. You can use the prism twice per day.

4. FLUTE OF TOSK

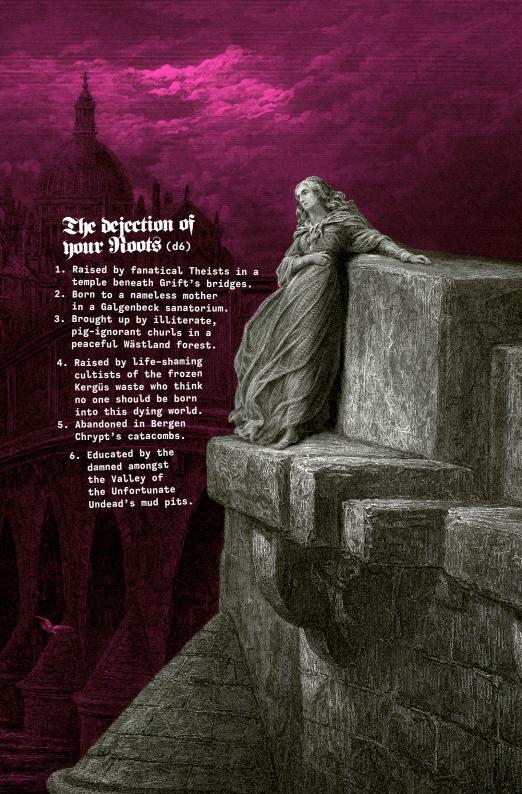
Once per combat, when a creature dies, you may play this bone flute's Echoing Fugue. This deals an 'echo' of the fatal damage to a random enemy in the vicinity.

5. SASH OF THE STYLITE

The MIND controls the body! Nothing is good or bad but thinking makes it so including calories and protein. Wearing this belt means you feel no hunger and only need to drink water to regain HP when resting. Wearing it for more than d4 days causes you to collapse. It takes a day to regain its power.

6. MARKED BY OBSCURITY

An ever-shifting Tablet of Ochre Obscurity is tattooed on your flesh. Roll each morning which tablet it is. The tablet can only be used once per day but automatically succeeds.



MADE FROM THE CLAY of the Valley of the Unfortunate Undead, these Ochre Tablets are Relics of a forgotten mind-cult so rare they can be sold for 100 silver. Each tablet counts as a normal-sized item. If a PC fumbles an attack/defense one tablet breaks. Otherwise, they follow the same usage rules as scrolls.

The coded glyphs are challenging to comprehend; PCs wielding their Power must have Presence +3 (minimum) or be a Forlorn Philosopher.

THE CABLETS OF

1. Dream Theory

The target begins to doubt it is real. Attacking and defending against it is -2 DR (+2 DR for affected PCs).

2. Cotal Matter Comprehension

Mends or breaks
a normal-sized
item, mundane or
otherwise, including
armor (increase/
decrease one tier)
and weapons.

3. Ping the Shared Subconscious

You sense the presence of living creatures within 70 feet even in adjacent rooms.

4. Logical Prognostication

Using Pure Logic you can deduce the nature of any traps or mechanisms within 30 feet or of any Powers used within 60 feet.

5. Carno-Organic Speleophagy

Transmogrifies a child-sized rock into burnt, chewy meat. Feeds d4 famished people.

8. Structural Cryocondensation (Freezing Moon)

Water freezes from the air forming a 15 foot long bridge or all water within 150 feet (unfortunately excluding that within living creatures) freezes.

6. Time-Locked Pneumotoxin

This cracked tablet can be crushed to a coarse powder. If strewn upon a creature it takes d6 damage—on a 6 it chokes and dies. The tablet reappears each morning in its owner's possession. This Power's Presence test is harmless to the wielder, determining whether or not the powder finds the target.

7. Induced Irrelevance

This tablet's code literally removes a creature's essential meaning for d4 rounds. During which enemies will not attack it, even if it attacks them first.

9. Meta-Alchemy

The user may transform a container of liquid one of the following ways:

- Transmute it into two doses of Red or Black Poison.
- Create The Loathing of Vulark. The imbiber rolls a DC16 Toughness test or jumps from great heights.
- Transform poison to water or wine.

10. Memetic Cognitive Palpitation

Near-imperceptible body shifts transmit a simple mind-plague which causes one creature to dance madly for d4 rounds. They may neither attack nor defend during this choreomania.



THEBLACKSAIF

"Dynhall offered blood-gold on this beast, a Wyvern. Terrorized them for months, scooping up children from the streets and tearing open roofs. We tracked it, killed it. Hard work and spilled blood for blood-claimed gold. We set up camp, just to tend wounds and quench thirst. A day maybe we thought. Then came the storm of Black Salt. We stitched tents from the beast's flesh, sheltered in its stinking ribs. Oh how I hate this salt! Somehow it seems to KNOW when I must catch my breath."

-Schleik Grav, corpse hunter

Roll for the Black Salt Wind's intensity.

Springing from despair itself, the Black Winds echoed through Tombs, Palaces and places deep beneath the earth. Scholars link the Black Salt Winds to places like the Valley of the Unfortunate Undead, the Wästland plains and catacombs or crypts plagued by cannibalism.

	Test Toughness
A weak, vile gust	DR 8
Sickly cursed salt-breez	e DR 10
Terror-gale, sky blacker	ns DR 14
Flesh-ripping storm, a crystalline hurricane	DR 16

12 THE SALT-SUFFERING—consequences of a failed test

- 1 Your eyes burn, you weep black tears forming a facial salt crust. Presence and Agility are set to -2 for d4 hours.
- 2 The black rime infiltrates every orifice and crack. Presence is set to -2 for d2 days.
- 3 YOUR FLESH BEGINS TO MELT AWAY. Without intervention this is fatal in d4 hours.
- 4 Your skin blisters and breaks out in black boils popping like ripe fruit. Lose d6 HP.
- 5 You begin to read patterns in the black wind warning of your doom. You refuse to touch a weapon for d2 days.
- 6 Maddened with rage, you would kill the wind if you could, and care not if you live or die.
 Attacks test DR8 and deal +3 damage. Defense tests are DR18. You calm down after a day.
- 7 **EVEN YEARS AFTERWARDS** From this day, whenever you or your companions **YOU SEE AND TASTE THE SALT.** must fight or hide, 1-in-6 chance you won't take part.
- 8 The Black Salt Hand. You soon begin to believe one salt-stained hand has grown into a foot, and vice versa. You fiercely resist attempts to correct the madness.
- 9 BLACK SALT BLOAT. Your gut bloats, everything tastes of salt to the point of sickening and you cannot sleep. Lose d4 HP/day for d4 days.
- Brutal and unending **soot cough.** You spray black saline ichor. Rumored cures range from healing fountains to terrible blood rituals. Without treatment you perish in d2 weeks.
- 11 The Old Salt Madness—the salt wind sings within you! It wants you to (d6)
 - 1-4 Make enemies of everyone you meet. Insult them, accuse them of terrible crimes, mock them **loudly**.

 Another PC may try to talk you gut of this once per day.
 - 5-6 Befriendevery creature you see.

you out of this once per day with a DR16 Presence test.

12 You choke: the Black Salt fills your lungs! YOU DIE A PAINFUL DEATH.