



the Book Morgan

ISSUE #666

an unofficial zine for a Dying World
with words and design by Greyson Yandt
and art mostly by dead people

Compatible with

MURK
BORG

EXALTED
FUNERAL

GW
H4

d66 surprises when looking for almost anything else

11. Naked human practicing their cartwheels. They don't want any trouble.
 12. Pale one, endlessly hungry. Serves you if you provide them with a week's worth of food daily.
 13. Pile of rocks vaguely shaped like one of the players themselves.
 14. Music box with a figure of a dancing animal inside. No song ever plays.
 15. Dozen freshly-baked sweet-rolls. A praise-hungry aspiring chef watches from afar.
 16. Pile of d66 strange coins. They moan at your touch.
-
21. Strange lantern. Its flame changes to the color of the carrier's eyes.
 22. Bottle filled with an opalescent liquid, sitting on a rock. It's only poison if the drinker thinks it isn't.
 23. Bedroll stained with crusty bodily fluids. Nearby, d3 days' worth of rations also sullied.
 24. Plot hook that the GM has been meaning to work into the session somehow.
 25. Human half way changed into a goblin. They beg to be killed.
 26. Silence. Test Presence DR16 or d4 scum get the drop on you.
-
31. Hole. About arm-sized. Reach in and find a pouch of eyeballs—probably from goblins.
 32. Wickhead as still as a statue. They attack if you stare for too long.
 33. Overwhelming smell of urine and a femur.
 34. Jabborgmörky (see page 15) comes your way, whiffing and burbling!
 35. Recently-filled grave. The one buried is still alive.
 36. Decrepit skeleton, bloody sword, bloody shield, and a goat's head. Seems familiar somehow.
-
41. Human that says they want a hug. They really just want to vomit on you.
 42. Some kind of mutt. Very friendly, actually. Can't die unless named.
 43. Two goblins fighting over a golden ring. Something muttered about a birthday present.
 44. Group of 2d4 cultists (see pages 18-27) torturing d4 non-believers.
 45. Random weapon covered in a mold equivalent to d6+1 doses of black poison.
 46. Quantum elixir, d3 doses. Drinking it does whatever the GM wants it to do.
-
51. Still-burning fire. Test Presence DR12 or d4 berserkers get the drop on you.
 52. Coffin with your name on it. If the one named gets in and closes the lid, they can't ever be revived.
 53. Sounds of a crying child. A blood-drenched skeleton is the source. Nearby, a bloody teddy bear.
 54. Corpse just waiting to be plundered. Re-roll a corpse-plundering result of 11-16.
 55. Porcelain doll worth 80s. Really an undead doll that will try to kill you in your sleep.
 56. Last item you remember losing. Test Agility DR14 to grab it before it winks back out of existence.
-
61. Patch of grass that gives off strong ultraviolet light. Beware burns and blindness.
 62. Spoiled monkey meat. d4 days' worth. Test Toughness DR14 or be infected.
 63. Electric lamppost from an odd faraway land. It doesn't work, but it'd make a nice heavy maul (d8).
 64. Earthbound making a hot drink out of bean juice and goat milk. It's tasty and energizing.
 65. Puddle of pink goo. d3+1 portions. Lapping up a portion restores 1 HP. Tastes like human flesh.
 66. Roll twice more. Use both, use the better one, whatever.

Dedicated to **STEPHANIE PORRATA** and **JOSEPH HEISE**. Thank you for your love and for your support. And for listening to me ramble passionately about tabletop RPGs. And for dealing with me as a GM.

Thank you to the rest of my players: **SYDNEY WINNINGER**, **SALENA MATHEWS** (who is also one of my GMs), and **ZEPHAN SCHROEDER**. They all *also* put up with me as a GM and tested much of the content in this zine.

Thank you to **JOHAN NOHR** and **PELLE NILSSON** for creating *MÖRK BORG*, and I extend that thank you to everyone who had a part in bringing it to life (including a whole bunch of dead people). *MÖRK BORG* pulled me out of a long GM burnout and got me to write under its third-party license.

Thank you to **MATTHEW K** for setting me on this path by helping me get everything set up, providing feedback, and assuring me of my worth.

Thank you to **LUKA REJEC** for making *The Ultraviolet Grasslands* so great that I imitated its carousing-based XP for my first piece of content.

Thank you to **KARL DRUID** and **MATTHEW MORRIS**. Both are nice folk with great work that I've imitated and from which I've learned a lot.

Thank you to **WALTON WOOD** of *Liber Ludorum* even though a thank you would never suffice for all of his reviews, kindness, and support.

Thank you to **EVLYN MOREAU** for being the first GM I'd had in about a decade. Playing her *Orbital Megastructures* has greatly inspired me.

Thank you to my original GM. My tabletop RPG journey started there with *GURPS* so long ago, and those awesome books still have their touch in everything I make. Hexes and logarithms forever!

My thanks don't stop there, but there's little space left. Thank you to all who have supported me, including a thank you to **EXALTED FUNERAL** for picking up my zine. And thank *you*—assuming that you support me.

Compatible with
MÖRK BORG

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BÖRK MORGUE

Börk Morgue is an unofficial zine for a Dying World to be used with *MORK BORG*. Of course, many of the ideas within can be easily converted to other OSR-ish and NSR-ish systems and games.

This is issue #666 just because that sounds cool. Will there be more issues? To be fair, using the number of the beast for this one doesn't leave too much room for later issues, and I'm afraid of commitment, but I'd definitely like to keep the possibility of another issue (like #777) open.

And who is Greyson Yandt? I'm a dork who's been playing tabletop RPGs and working toward earning my writing chops for a bit over a dozen years (so far). I've been GMing and annoying my players by throwing house rules at them for nearly as long. I'm self-taught (from writing RPG content to graphic design), and I mostly created this to legitimize my own house rules.

Oh, and because I had to do something with the name "Börk Morgue"—I mean, c'mon. It's been right there the whole time.

...bone appétit!



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the BÖRK MORJAN Cult

an apocalyptic adventure
in the Dying World



ALL DREAM OF A BOOK BEING CONSUMED BY FLAMES AS A SHADOWY DISC BLOTS OUT WHAT LIGHT REMAINS OF THE SUN. IN THE DIM LIGHT OF THE BURNING BOOK, THERE IS A PHANTOM. BENEATH THE HOOD OF ITS ROBES, THERE ARE TWO VISAGES: TWO FACES ON TWO HEADS SPROUTING FROM TWO NECKS ON ONE SHARED BODY. OUR VOICE COMES INTO FOCUS. WE ARE BESEECHING YOU FOR YOUR HELP. WE ARE NILHR, BOUND TO THIS INTERSTITIAL REALM BY A PROFANE TOME IN THE VALLEY OF THE UNFORTUNATE UNDEAD, AND, IF YOU CAN DESTROY IT, WE WILL BE FREE FROM ITS CURSE, FREE TO FIND ETERNAL REST IN DEATH.

WE were hunting for heretical artifacts in the Valley of the Unfortunate Undead, searching for something to stop the apocalypse. There, WE stumbled across a cult hiding out in a long-abandoned town once called Börk. WE slew the cultists and pilfered their artifacts. Yet, the cultists didn't stay dead for long. Before WE could escape, they were reanimated, and they killed us in turn. They bound OUR soul to the source of their power, a profane tome, trapping us here. If you infiltrate their lair and burn their tome, destroying the cultists should be quick work for you, and the artifacts would be yours to keep.

Before you can ask too many questions, the dream begins to fade as Nilhr begs for the sweet release of death. Then, it ends, and you wake with a start.

No matter your choice, **WE** haunt your dreams lest we be forgotten. Each night, whatever else you dream, there are books burning, **OUR** pleas echo through your dreamscape, and you can see glimpses of the way to Börk. While the haunting may seem like a mere nuisance, it subtracts one from your Omen die (so, d2 to d2-1, etc.) as it slowly dooms you. If you ignore the haunting, it may worsen, subtracting even more of your Omens. The haunting continues until the profane tome is destroyed, Nilhr is somehow destroyed, or you die. (If your game does not use Omens, instead subtract the number from any HP restored.)

Yet, **WE** shared little *trvth*. It was Nilhr that led the Börk Morgue Cult: a secret cult dedicated to stopping the apocalypse. **WE** bound the cult to the profane tome, granting **OUR** cult life eternal, granting **OUR** cult time. **OUR** cult's research led to a way to seal a Misery within the tome, preventing its occurrence. To keep the sealed Misery safe, **OUR** cult imbued the tome with a Power to preserve itself. Yet, a Misery drew nearer still—the Misery **OUR** cult had sealed was merely one of many possible to come. Without time to seal away each and every Misery, the end seemed inevitable. This grim fate pushed **OUR** cult in the other direction. Perhaps it was best to hurry along the coming apocalypse to free us all from this wretched existence. So, **OUR** cult would loose the sealed Misery. But **WE** failed, thwarted by the tome's own Power—it shunted **OUR** soul away, taking over **OUR** form. It remains there, desperate to preserve itself, using the bound cultists as its unwilling guardians should it ever face another threat.

You could not know this *trvth*, however. Could you ever be persuaded that hurrying along the apocalypse is *trvly* for the best?

0. Börk

A haunting mist covers the abandoned town, coiling into faces of the dead, especially those that would be familiar to those who stare into it for too long.

- **Börk Morgue:** In better shape than the rest of the buildings. Eerily quiet from the outside.
- **Cracked Skull Tavern:** Was completely ransacked and looted likely before you were even born. Not a drop of alcohol remains.
- **Forgotten church:** Nearly burned to the ground, and it's empty of anything valuable. Unclear as to whom it was dedicated.
- **Sleeping Hearth Inn:** Very small two-story inn. Beds can be heard creaking, but all of the beds are empty save for one with a skeleton.
- **Unplundered corpses:** d4+1 of them around the town. There's a 3-in-6 chance that each corpse is actually a slumbering **hungry ghoul**.

It shouldn't be *too* easy to get to Börk. While they aren't necessary, both "Roads to Damnation" and "Eat Prey Kill" from *MÖRK BORG Cult: Feretory* are strongly (and highly) recommended.

Hungry ghoul

Desires to eat fresh flesh. A fight can be avoided with a tasty distraction.

HP 6 Morale — No armor

Claws/bite d6 + test **TOUGHNESS** DR12 or be infected

the
Börk Morgue



morgue cellar



research lab



antechamber



cult library



ritual chamber



1. The Börk Morgue

Thin layer of dust over everything. Smells like old people and death. Muffled voices from below and beyond the door.

- **NORTH: empty doorway** that leads outside.
- **CENTER: old door** to the back room.

Beyond the door, more dust and decay smells. Smudges in the dust. Voices can be heard more clearly. Dark, but some light filters up the stairs.

- **Several empty drawers** no longer hold bodies.
- **Rows of cabinets** were looted long ago.
- **Two operating tables** haven't seen recent use.
- **SOUTH: stairs** down the cellar (room 2).

2. Morgue cellar

Well-lit by an arcane Power. Chilly and dank.

- **Börk Morgue cultists (d3+2)** pass time here, conversing, playing card games, rolling bones. They hastily welcome the PCs and try to deflect any conversation away from the tome but are happy to let the PCs pass if they have a safe reason for being there (like joining the cult).
- **NORTH: stairs** down to the antechamber (room 3). Hidden within two fake caskets.
- **SOUTH: stairs** up to the morgue (room 1).

Thralls of the tome

Each thrall is under an unbreakable Power of compulsion to help preserve the tome (which prevents them from leaving). When the compulsion is active, a thrall has Morale —. The compulsion *only* activates when the tome itself would be directly threatened *or* if the thrall is attacked.

Even if seemingly slain, a thrall returns to full HP in a few minutes unless the tome is destroyed.

Börk Morgue cultist

Not quite living, not quite undead, definitely a thrall of the tome.

Wants the Profane Tome to be destroyed so death can come.

HP 3 Morale 5

Layers of tattered robes -d2

This particular cultist has a... (d3)

1. **Meatier hammer** d8 + test
TOUGHNESS DR16 or be infected
2. **Cat o' nineteen tails** d12-3
(damage less than 0 is damage against the wielder)
3. **Coiling dragon basilisk staff** d8
(DR+2 to avoid, but defence crits on a 1-2)

Left-handed Sigilbearer

Not quite living, not quite undead, definitely a thrall of the tome.

Wants the Profane Tome to be destroyed so death can come.

HP 7 Morale 7

Layers of ragged vestments -d2

Flesh thrasher d8 + if damage gets past armor/protection, test TOUGHNESS DR14 or lose d2 HP per round for d4 rounds

Miserable shade

Elusive, DR+2 to hit.

Wants the living to suffer as it did.

HP 11 Morale — No armor

Draining touch d2 + test STRENGTH DR14 or lose d4 HP

3. Antechamber

Well-lit by an arcane Power. Quiet and still.

- **Altar** in the middle of the room covered in old wax. In the center of the altar, an **inverted gold cross** and the **bones of a failed spawn of SHE**.
- **Inverted gold cross** appears to be worth 250s. Close inspection reveals that it is fool's gold.
- **Bones of a failed spawn of SHE**. Each fist-sized basilisk skull can be consumed to end most curses. Worth an extraordinary amount to the right buyer.
- **NORTH: stairs** up to the cellar (room 2).
- **EAST: double door** to the library (room 6). Locked by a sigil of Power on each door. Can only be opened by the Profane Tome or by pressing the sigilbearer's sigils to the matching sigils.
- **SOUTH: stairs** down to the ritual chamber (room 5).
- **WEST: opening** to the alchemy lab (room 4).

4. Research lab

Dimly-lit by an arcane Power. Musty, earthy scent.

- **Börk Morgue cultists (2)** are high on the mushrooms they are growing.
- **Left-handed Sigilbearer** tends to the mushrooms. Her left hand is inscribed with one of the sigils for the door to the library (room 6).
- **Chalky mushroom clusters (d6+10)** grow in dirt-filled troughs. Ingesting a mushroom causes deep relaxation and pleasant daydreams.
- **Large hole** in the stone wall. Source of the dirt.
- **Life elixir (d2+1 doses)** covered in dust. Taking a dose heals d6 and removes infection.
- **Random unclean scroll**, but using it unleashes the **miserable shade** that was sealed within. (Fighting it does not trigger a thrall's compulsion.)
- **Piles of junk** litter the room, including expired reagents and broken artifacts. In one of the piles, there is an **arcane text** that describes the process of sealing a Misery inside of an object, but it would take years to understand the underlying theory.
- **EAST: opening** to the antechamber (room 3).

5. Ritual chamber

Dimly-lit by an arcane Power. Rotten, musky scent.

- **Börk Morgue cvltists (d3+2)** writhe in painful ecstasy on the floor by the altar.
- **Right-handed Sigilbearer** lashes the cvltists. His right hand is inscribed with one of the sigils for the door to the library (room 6).
- **Sacrificial altar** toward the north end of the room. On top, there's a **spiderweb charm**, an **arcane stabilizer**, a random unclean scroll, a random artifact (of the GM's choosing), and a decrepit bloody skeleton wearing a goat's skull.
- **Spiderweb charm.** Protects nearby creatures from nightmares and dream invaders (and would make Nilhr move on to haunt others).
- **Arcane stabilizer.** Smooth black rod (d4). DR-2 to use Powers and fumbles become normal failures when using Powers for the wielder.
- **Several papers** scattered around the altar area are a written record of failed rituals, but one paper details a successful ritual that used the tome.
- **Four broken stone benches.**
- **Piles of corpses** litter the room. A dead PC or a loved one may have somehow ended up here.
- **SOUTH: stairs** up to the antechamber (room 3).

6. Cult library

Cold. Smells of old books. Eerie presence of the tome.

- **Tome lich, husk of Nilhr** sits in a chair at a desk. It tells the PCs the trvth: burning the tome would unleash a Misery, Nilhr is using the PCs to usher in the apocalypse, and, now that they know the trvth, they must be bound to the tome.
- **Profane Tome** hidden in the rib-cage of the **tome lich, husk of Nilhr** where the tome benefits from the protection of the necroplasmic barrier.
- **Large hearth** lights up the room. The silver fire is freezing cold and absorbs heat.
- **Texts and books** litter the room.
- **WEST: double door** to the antechamber (room 3).

Right-handed Sigilbearer

Not quite living, not quite undead, definitely a thrall of the tome.

Wants the Profane Tome to be destroyed so death can come.

HP 7 Morale 7

Layers of ragged vestments -d2

Cursed kusarigama d4 + test

PRESENCE DR14 or lose d4 daily

Powers (sickle) or d6 + test

STRENGTH DR14 or be grappled (weight)

Tome lich, husk of Nilhr

Unnatural movements, DR+2 to hit and to avoid. Thrall of the tome.

Nearby creatures cannot use Powers of any kind. Each round, it may use the Power of a nearby object.

Attacks twice per round.

HP 15 Morale —

Necroplasmic barrier -d6

Failing strike d2 + defence fumbles on a failed test

Profane Tome

A5, DR+6 to hit.

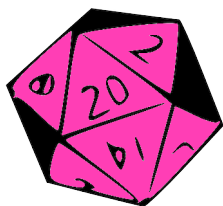
Double damage from fire, heat, lightning, explosions, etc. All other attacks can only do 1 damage.

HP 2 Morale — Preservation -d6

Summon d4-2 thralls of the tome are compelled to come protect it

Enthrall A nearby creature tests PRESENCE DR12 or reduce Morale* by d6 + if Morale is reduced to 0 or less, become a thrall of the tome

*A PC's effective Morale is 6 + the higher of their TOUGHNESS or PRESENCE



Fucking with the Dice



a small essay that no one asked for
by yours truly

Here's a
totally original
house rule for you.

One thing that I love in many other games is the idea of Advantage and Disadvantage. Having Advantage means you roll two d20s and take the better, and having Disadvantage means you roll two d20s and take the worse. You get Advantage in a favorable situation, like attacking a stunned creature; and you get Disadvantage in an unfavorable position, like attacking a creature that you can't see.



Advantage and Disadvantage are easier to remember than a bunch of different modifiers, Advantage makes crits more likely, Disadvantage makes fumbles more likely, and it doesn't modify the *range* of your roll (that is to say that Advantage keeps the range between 1–20 while a +4 modifier creates a range of 5–24).



Advantage/Disadvantage is roughly worth ± 3 -5, but, if turning them back into modifiers, I'd call them +4/-2 because of how modifiers affect the range of a dice roll.

However, Advantage on a roll is a big benefit and I haven't found a great way to break it into smaller chunks (though, if you want a *bigger* benefit, you can allow Advantage to stack, which means rolling however many d20s and taking the best one).

If you like modifiers and don't like how Advantage can't be broken up very easily, but you want something a little different, you could add or subtract dice from a d20 roll. Instead of using ± 1 , ± 2 , ± 3 , ± 4 , etc., you could use $\pm d2$, $\pm d4$, $\pm d6$, $\pm d8$ and so on. This does increase/decrease the range of a roll, but rolling more dice can be more fun than dealing with modifiers.



For an even more radical approach, fuck the d20 and use 2d10 for tests. It gives a probability curve to the roll instead of a flat $\pm 5\%$ chance at every step. You can find charts or use websites to generate exactly how that stuff works. The gist is that it would make easy things easier and hard things harder, while slightly bumping the average from 10.5 to 11.

One neat advantage that using 2d10 has is that it means you can break up Advantage and Disadvantage into smaller chunks. If you



have one Advantage, roll three d10s and take the better two (which is *roughly* half of an Advantage if using a d20). If you have two Advantages, roll four d10s and take the better two (which is *roughly* a normal Advantage is using a d20).

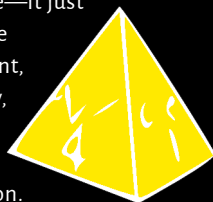
What about crits and fumbles for 2d10? Well, I have a few suggestions:

1. They happen on a nat 20 and a nat 2, which means they each happen 1% of the time instead of 5%.
2. They happen on a nat 19–20 and a nat 2–3, which means they each happen 3% of the time.

You *can* keep expanding the range, but, to me, that starts to make crits/fumbles *feel* less special even though the odds aren't changing that much.

3. A 10 showing means it's a crit *if* you pass, and a 1 showing is a fumble *if* you fail, which means you can't crit if you couldn't otherwise pass and vice-versa.

None of these are necessarily better or worse—it just depends on the feeling you want, but, personally, I'd go with the second or third suggestion.



That's fine. All I have are my feelings, and that's all I need.

Someone will call me out for my math.

HEAVY METAL REFORGED



A sword equal to plate armor?

Ga! I doubt it.

*I just need more common
sense in my doom metal
fantasy game.*

Let me share some house rules for weapons and armor, and I'll introduce you to **Svara**.

Cutting and impaling weapons get Advantage* on damage. So, for a sword that does d6 damage, roll two d6s and take the better. I like to note this as |A; so, for example, the sword would be d6|A.

However, armor also has Advantage against cutting and impaling weapons.

For *5 price, any cutting or impaling weapon can also be made **fine** when forged, which gives it +1 to damage.

Creatures like undead and constructs give Disadvantage (take the worse) to damage from impaling weapons.

Estoc d6|A, 30s (armor does not get Advantage against it, but it breaks on a fumble)

Katana d6|A katate or d8|A ryōte, 45s (fumbles on a 1-2, crits on a 19-20)

Katar d4|A, 13s (armor does not get Advantage against it)



Halberd

d12|A, 30s

Blade weapons (daggers, knives, swords, zweihänders, etc.) do not immediately break on a fumble. Instead, roll a d6:

1-4: It dulls and loses its |A, which can be regained with a good amount of time and a whetstone (3s).

5-6: It is bent or twisted, losing its |A. Fixing this costs 1/5 of the weapon's value.

If another fumble occurs before repairs are made, it breaks.

Longsword d6|A einhänd or d8|A zweihänd, 45s

Spear d6|A einhänd or d8|A zweihänd, 15s

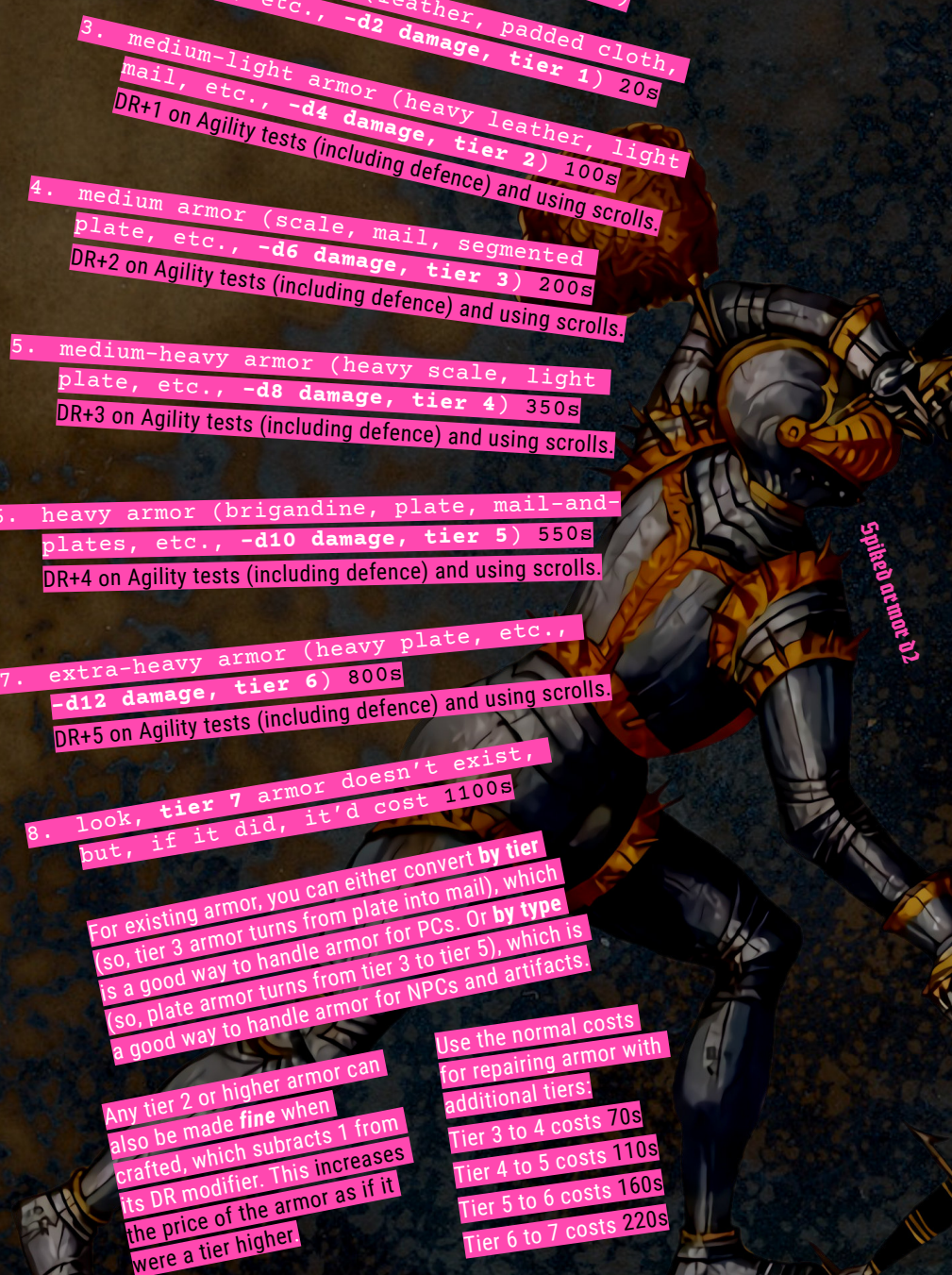
To me, the d10 of a zweihänder feels like any ol' greatsword; so, let's say that everyone wants to call their greatsword a zweihänder to sound cool, which means a true zweihänder now has to be called a...

ZWEIHÄNDER d12|A, 75s

Catchpole d6, 25s (allows grappling at a distance)

Quartenstaff d6, 8s

But what if you want to attack twice? With two weapons, you may make a **dual flurry**: make an attack with each weapon, each against DR 11, but add half of the weapon's die value to each attack's DR (so, a d6 sword is DR+3 for DR14, and a d4 knife is DR+2 for DR13). With one weapon, you may make a **rapid flurry**: make two attacks with the same weapon, each against DR 13, but add half of the weapon's die value to each attack's DR.

- 
1. no armor (tier 0)
2. light armor (leather, padded cloth, fur, etc., -d2 damage, tier 1) 20s
3. medium-light armor (heavy leather, light mail, etc., -d4 damage, tier 2) 100s
DR+1 on Agility tests (including defence) and using scrolls.
4. medium armor (scale, mail, segmented plate, etc., -d6 damage, tier 3) 200s
DR+2 on Agility tests (including defence) and using scrolls.
5. medium-heavy armor (heavy scale, light plate, etc., -d8 damage, tier 4) 350s
DR+3 on Agility tests (including defence) and using scrolls.
6. heavy armor (brigandine, plate, mail-and-plates, etc., -d10 damage, tier 5) 550s
DR+4 on Agility tests (including defence) and using scrolls.
7. extra-heavy armor (heavy plate, etc., -d12 damage, tier 6) 800s
DR+5 on Agility tests (including defence) and using scrolls.
8. look, tier 7 armor doesn't exist, but, if it did, it'd cost 1100s

For existing armor, you can either convert **by tier** (so, tier 3 armor turns from plate into mail), which is a good way to handle armor for PCs. Or **by type** (so, plate armor turns from tier 3 to tier 5), which is a good way to handle armor for NPCs and artifacts.

Any tier 2 or higher armor can also be made **fine** when crafted, which subtracts 1 from its DR modifier. This increases the price of the armor as if it were a tier higher.

Use the normal costs for repairing armor with additional tiers:

- Tier 3 to 4 costs 70s
- Tier 4 to 5 costs 110s
- Tier 5 to 6 costs 160s
- Tier 6 to 7 costs 220s

5-tiered armor 32

Fine longsword d6+1/A einhänd or d8+1/A zweihänd

buckler (DR-1 to defence) 10s
Shield bash d2. You can choose to ignore d6 damage from one attack, but the buckler breaks.

small shield (DR-2 to defence) 20s
Shield bash d4. You can choose to ignore d6 damage from an attack, but roll a d6: 1-2, it breaks; 3-6, it becomes a buckler.

large shield (DR-3 to defence) 35s
Shield bash d6. DR+1 on Strength and Agility tests. You can choose to ignore 2d6 damage from an attack, but roll a d6: 1-2, it breaks; 3-6, it becomes a small shield.

tower shield (DR-4 to defence) 55s
DR+2 on Strength and Agility tests. You can choose to ignore 4d6 damage from an attack, but roll a d6: 1-2, it breaks; 3-6, it becomes a large shield.

Also, this is **DOOM METAL FANTASY**; so, let's accept it, lean into it, maybe even worship it a bit, and then put spikes on absolutely everything.

The trick is to find **Svara** the heretical blacksmith and convince her to stick on some sturdy spikes for you. Luckily (or *unluckily*), she'll do that and more if you hunt down d2+1 automatons that just went rogue and bring them back in one piece (at least half HP and tier 4 armor left) while she's fixing her forge. Oh, and stop them before they rampage through a nearby village.

Heavy metal automaton

Slow, DR-2 to hit. Incredibly strong, DR18 to grapple. Gives Disadvantage to damage from impaling weapons.

HP 26 Morale — Spiked metal -d12 + spikes
Fine longsword d6+1/A einhänd or d8+1/A zweihänd
Thrash d4 + spikes to all nearby creatures

Any armor with plates can be made **spiked**, which does d2 damage to anyone that is too close to you, punches you, bites you, grapples you, etc., and it gives +1 to Morale rolls made by enemies.

Any shield (and some weapons, including gauntlets) can be made **spiked**, which steps up its damage die (d2 to d4 to d6, etc.).

SCARS AND OTHER WAYS TO BREAK

Here's a modification to the way being broken and dying works. It's inspired by the Scars table in *Cairn* by Yochai Gal (which is itself a hack of *Into the Odd*), which works in a similar way as being broken in *MÖRK BORG*. This modification makes *MÖRK BORG* a little more forgiving, increasing your chances of survival while also adding in a handful of new ways for your character to be messed up by their near-encounter with death.

When you are at 0 HP or lower, roll a d10 + your TOUGHNESS + your current HP, then look up the result on the table below. If you take damage while at 0 HP or lower, roll again.

10+	Lasting Scar	Roll a d6: 1, neck; 2, hands; 3, eye; 4, chest; 5, legs; 6, ear. You have a grisly scar there now. Shaken for d2 rounds, then snap back with d6 HP.
9	Knocked Out	Fall unconscious for d4 rounds, then awaken with d4 HP.
8	Disturbed	As for Knocked Out, but roll a d6: on a 1–4, gain a new <i>terrible trait</i> ; on a 5–6, gain a new <i>bad habit</i> .
7	Re-combobluted	Roll a d4: 1, STRENGTH; 2, AGILITY; 3, PRESENCE; 4, TOUGHNESS. Re-roll that ability as if you were creating a new character.
6	Broken Bone	Roll a d6: 1, right arm; 2, left arm; 3, right leg; 4, left leg; 5–6, ribs. A bone in the area is broken. Can't act for d4 rounds, then resume action with d4 HP.
5	Infection	Become infected; if already infected, become <i>severely infected</i> , which takes twice as much medicine to heal and means d8 HP is lost per day. Squirm for d2 rounds, then grin and bear it with d2 HP.
4	Mutilation	Roll a d10: 1–2, right arm; 3–4, left arm; 5–6, right leg; 7–8, left leg; 9, right eye; 10, left eye. A limb is severed or mangled beyond repair, or an eye is lost. Writhe in pain for d4 rounds, then push it out of your mind with d4 HP.
3	Hemorrhage	Die in d2 hours unless treated. All tests are DR+4 for the first half and DR+6 for the second half.
2	Bleeding Out	Die in d6 minutes unless quickly treated within the same number of rounds. All tests are DR+4.
1 OR LESS	Dead	Even this generous modification could not save you.





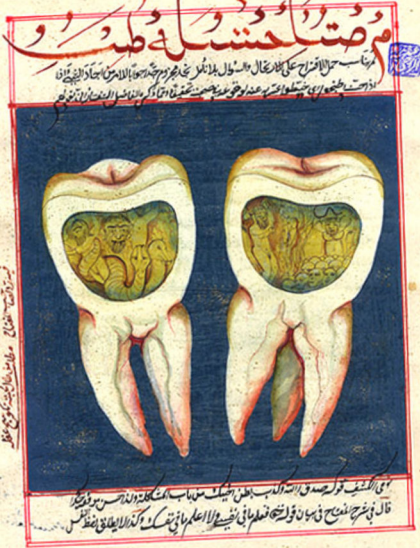
Jabborgmörky

DR-2 to hit, but DR+2 to hit with ranged attacks due to its whiffling. When 'slain', regenerates full HP in d4 minutes if not decapitated.

HP 36 Morale 10 Tough hide -d2
Claw 2d8 Bite 2d6

Eye Beams 2d4 + 2d4 to another creature
Burbling d4 nearby creatures test PRESENCE
DR10 or be disturbed (HP unaffected)

Mörkal Sword d6 einhänd or d8 zweihänd.
Crits on a 19-20. If damage reduces a creature to 0 HP or lower, the creature is instantly killed and decapitated if the player says "snicker-snack".



Dental Manuscript

When having teeth extracted, test TOUGHNESS DR14 or lose 1 HP, and the extractor must test PRESENCE DR12 or you become infected. Repeat these tests after every few teeth.

Deserter's fangs

No explanation needed. Feel free to take them from a certain "friend"—living or dead.

Implant these teeth to gain their effect. Step up the die of your bite damage—e.g., d2 to d4 to d6, etc.

Sowing tooth

Supposedly ripped from the maw of a sacred fire-breathing beast.

Planting it in the ground while catching your breath is enough time for it to grow into a *prowler* (*outcast*) that joins you.

Set of four rotten molars

Implant these teeth to gain their effect. -1 Maximum HP, become infected, suffer occasional aches and pains, but the teeth grant a boon depending on the molar type:

- **Wisdom teeth:** PRESENCE tests are DR-1 for matters of perception, intuition, and using clean Powers.
- **Strength teeth:** STRENGTH tests are DR-1.
- **Intelligence teeth:** PRESENCE tests are DR-1 for matters of knowledge and using Powers.
- **Dexterity teeth:** AGILITY tests are DR-1.
- **Constitution teeth:** TOUGHNESS tests are DR-1.
- **Charisma teeth:** PRESENCE tests are DR-1 for matters of charm, deception, and using unclean Powers.

Plucked from the mouth of one who suffered an ominous death. Most are said to have wisdom teeth, but a lack of common sense says otherwise.

Case of cursed prisoner's dice

Teeth filed down against a stone wall and inlaid with something terribly *maud*.

With these in your possession, you can choose the outcome of a dice roll (yours or someone else's), then roll those dice and lose *twice* that many teeth. If you would lose more teeth than you have left, suffer an *arcane catastrophe*.

Crushed teeth with infernal toothworm

Blow into the face of a nearby creature as a ranged attack. A breathing creature or one with exposed teeth must test TOUGHNESS DR10 or become infected with toothworm.

Toothworm gives a creature DISADV (see below) on all ability tests until the infection is treated or the teeth are removed. The infection is painful and distracting.

An infection affects up to a few teeth, and a few teeth can be crushed into a new dose, but it is *difficult* to do so without killing the infernal toothworms.

Common toothworms are still quite infernal, but they are slower to eat, and infection takes hours or sometimes days to set in.

Advantage (Adv) and Disadvantage (DISADV) mean the affected roll is made twice (or more if the GM wants them to stack):

- For a player roll with Adv, the player chooses which result to use; and, with DISADV, the GM chooses.
- For a GM roll with Adv/DISADV, vice-versa.

Because rolls are player-facing, if an enemy has DISADV, a player has Adv against it.

Tooth-wreathed club

The teeth on the club are sharp, serrated, and barbed—perfect for tearing flesh into bloody gashes.

Club (d6). If any damage gets past armor/protection, it deals an additional d2 damage.

Cultists of Dying Gods

Inspired by Rugose Kohn's
"The Island of Dying Gods"

Many of those in the dying world still cling to
dying gods—ironically, inquisitors most of all.



These gods are dying...

...or never truly lived...

...or are perhaps pale
ones in disguise...



...but, either way, most need you to torture...

...or be tortured!

Methods of Torture

Captives can be tortured with pain:
test TOUGHNESS DR12 or take d4 pstress*
from a source of ongoing pain.

Some DR guidelines:

- DR14 or d8 pstress
for **moderate** pain,
fear, damage (1/3
HP worth).
- DR16 or 2d8 pstress
for **severe** pain,
fear, damage (2/3
HP worth).
- DR18 or 3d8 pstress
for **extreme** pain,
fear, damage (total
HP worth).

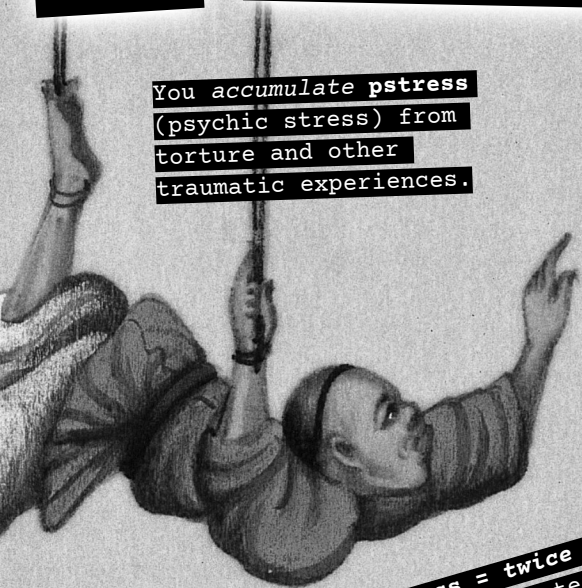
*For pstress rules,
see the following
section.

Allow other things to cause pstress:
pain from arm locks, threats to
loved ones, sacrificing damage to
really twist that dagger, etc.

Seeing something **trvly** horrifying:
test PRESENCE DR12 or take d4 pstress*
from a source of ongoing fear.

Pain and fear are
largely subjective!
Roleplay it!

and the Psyche's Limits



You accumulate **pstress** (psychic stress) from torture and other traumatic experiences.

When you accumulate **pstress** $\geq$ your **PRESENCE+6** (half of your limit), you have DR+4 on any action taken against those that **pstressed** you out, but you have DR-2 to resist additional **pstress**.

When you accumulate **pstress** = twice the sum of your **PRESENCE+6** (the limit of **pstress** you can accumulate), you... (d4)

1. Suffer a heart attack.
2. Fall into a coma.
3. Scream for d3 rounds, pass out, and gain a new terrible trait.
4. Replace your DR+4 with DR-2 as your virtue shines through!

When you rest and unwind (and can restore HP) or when you experience one of the above effects, remove **TOUGHNESS+6 pstress**.



For NPCs, **Morale** can be used in place of **PRESENCE+6/TOUGHNESS+6** as a guideline, and they roll **morale** when they reach half of their limit.

On an Island

Somewhere off the coast of Grift, inquisitors form cults worshiping dying gods.

Cultist of Desu

Can read and write dead languages, but has forgotten their true meaning.

HP 5 Morale 8 No armor

Longspear d6

Resurrection When killed, rises again with 1 HP after three rounds (only usable once)

Cultist of Hooba

Quite stanky, but also have an eerie calm, making them unpredictable.

DR+2 to avoid.

HP 3 Morale 7 Stoic resolve -d2

Dagger or shortstaff d4



of

Dying Gods

CULTIST OF BLYGUEH

Always lurking, always watching, seemingly uncountable, and they love to craft things.

HP 4 Morale 9 No armor

Eldritch power One random scroll

For as many stars If they pass their Morale test, d4+2 more appear

Their cvlts slowly grow beyond...

Cultist/Eye of Ninevah

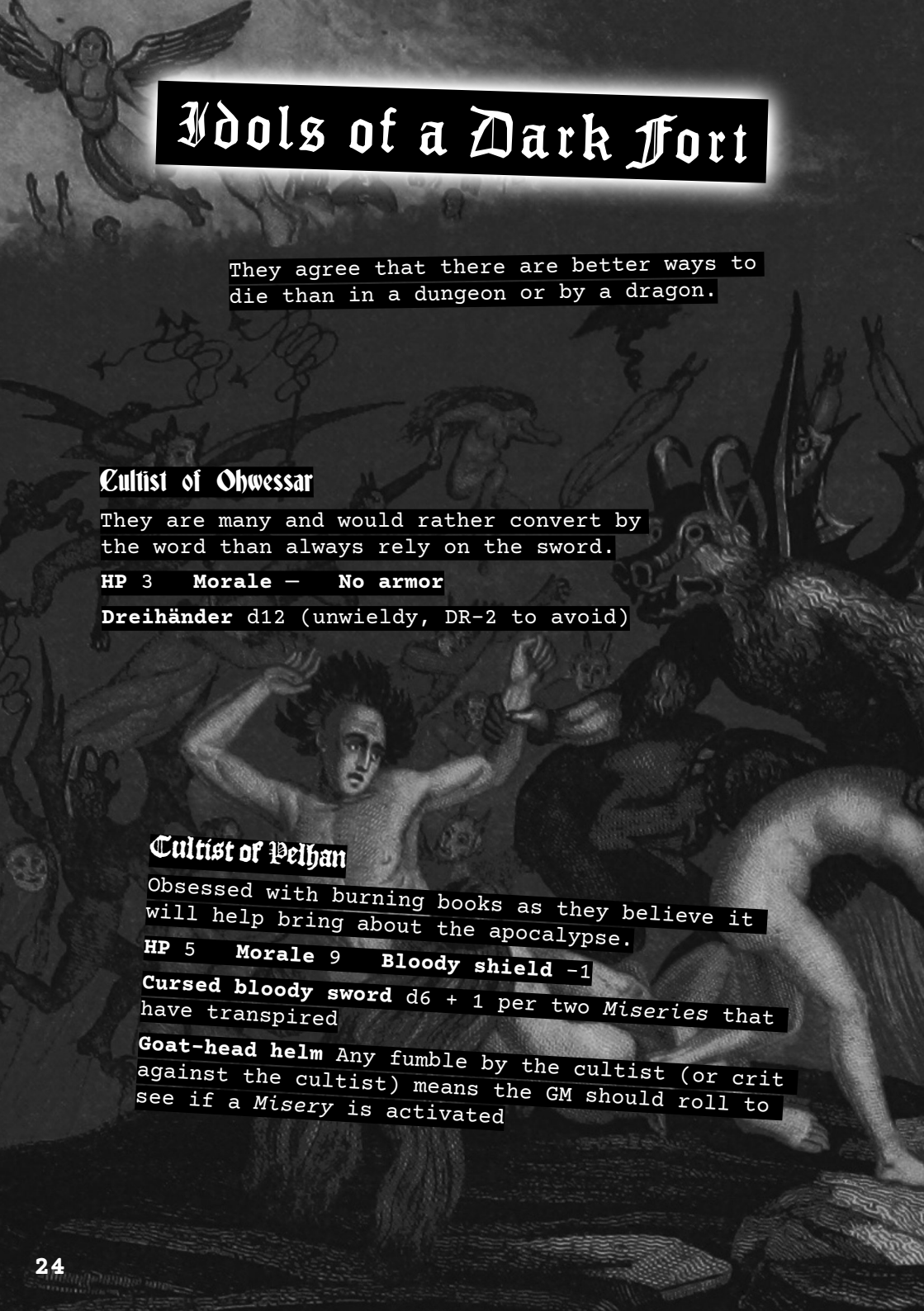
Obsessed with gaining converts, and love to capture and torture others to get them to convert.

HP 6 Morale 8 No armor

Divine embrace Test STRENGTH DR16 or be grappled

Force the eyes open At the end of each round of being grappled, gain d2 pstress

See the truth If it causes a creature to reach its pstress limit, the creature is converted on a 1-2



Idols of a Dark Fort

They agree that there are better ways to die than in a dungeon or by a dragon.

Cultist of Ohwessar

They are many and would rather convert by the word than always rely on the sword.

HP 3 Morale — No armor

Dreihänder d12 (unwieldy, DR-2 to avoid)

Cultist of Pelhan

Obsessed with burning books as they believe it will help bring about the apocalypse.

HP 5 Morale 9 Bloody shield -1

Cursed bloody sword d6 + 1 per two *Miseries* that have transpired

Goat-head helm Any fumble by the cultist (or crit against the cultist) means the GM should roll to see if a *Misery* is activated

True but Oft Forgotten

None can deny their existence.

Cultist of Dzi'em

Each has a unique voice, and they say they can see your stats—whatever that means.

HP 2 Morale — Plot armor -d6 (tier 1)

Quill d2 + lose d2-1 omens

Fudge Can be eaten to dictate the outcome of a die roll not in their favor

Cultist of the Polyhedron

Carry numbered stones and knucklebones with them in various different shapes.

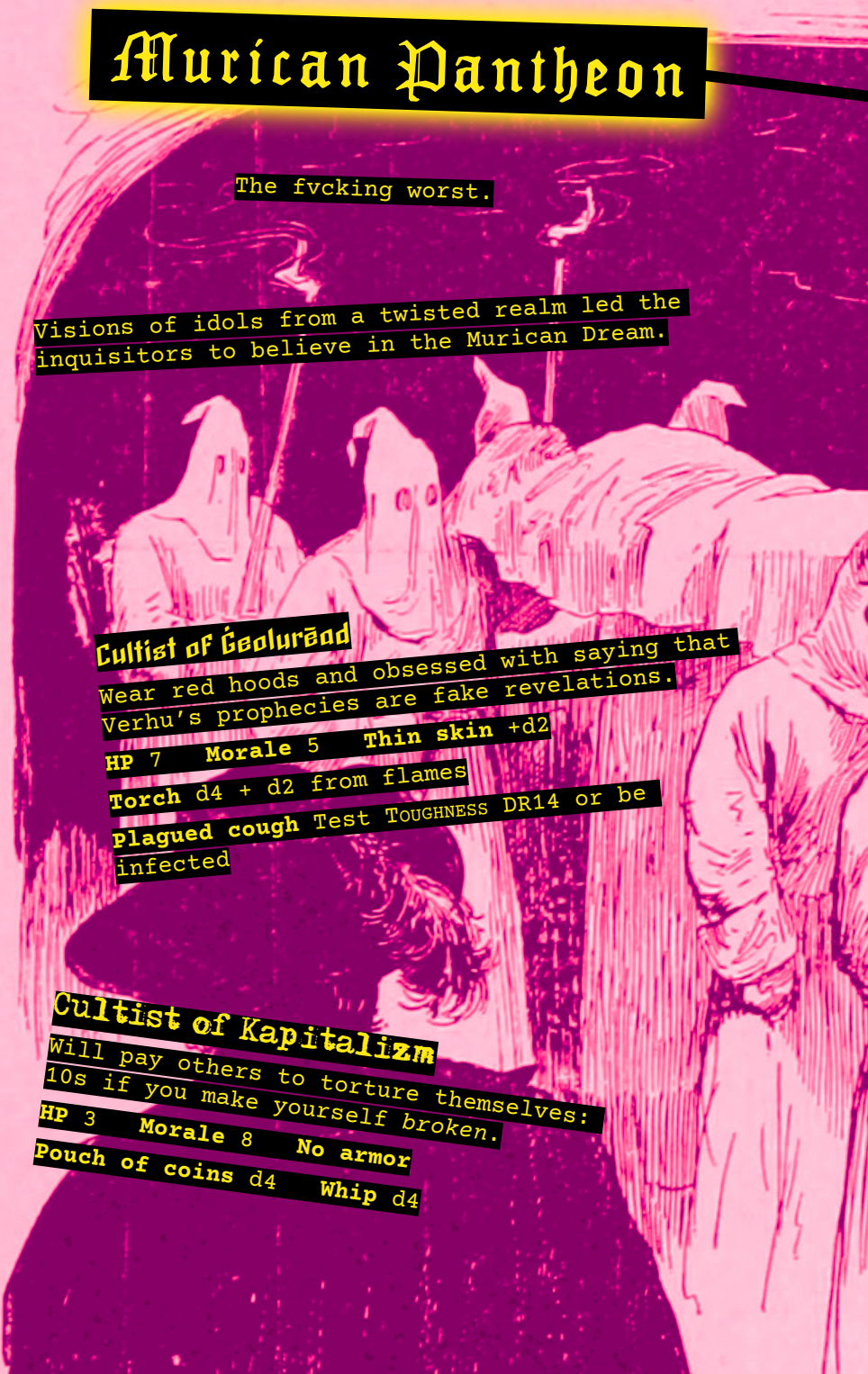
HP 4 Morale 6 Resin-y skin -d2

Icosahedral mace d6 + defense fumbles on 1-2

Die, die, die If a player drops a die, roll the die and the character loses that many HP

They prefer to torture players rather than characters.

Murican Pantheon



The fvcking worst.

Visions of idols from a twisted realm led the inquisitors to believe in the Murican Dream.

Cultist of Ġeolurēad

Wear red hoods and obsessed with saying that Verhu's prophecies are fake revelations.

HP 7 Morale 5 Thin skin +d2

Torch d4 + d2 from flames

Plagued cough Test TOUGHNESS DR14 or be infected

Cultist of Kapitalizm

Will pay others to torture themselves:
10s if you make yourself broken.

HP 3 Morale 8 No armor

Pouch of coins d4 Whip d4



of

False Gods

Cultist of Fah

Call all of those who disagree anti-Fah;
full of pride and boyishness.

HP 5 Morale 7 Leather cuirass -d2

Semi-automatic crossbow d8 + attacks twice

Cultist of Kyuwanahn

Waiting for their god to give them a sign that the
divine storm of reckoning has come.

HP 4 Morale 6 No armor

Mad rambling Test PRESENCE DR12 or gain d4-1 pstress

Cultist of the MacJester

Pockets full of strange half-cooked
meat, and they want you to love it.

HP 6 Morale 9 No armor

Damnburger If ingested, test PRESENCE
DR14 or suffer an arcane catastrophe
as if the damnburger were a scroll

Seven Palms for Seven Psalms

Just before the next Misery, you realize THEY were right over there, waiting with seven grins on seven faces. THEY've come all this way to meet you. Still so friendly in a dying world, THEY're excited to play a couple of games, but THEY don't want to be a bother. If you try to attack THEM, assuming the worst, THEY'll understand—the first time.

THEY (WITH SEVEN PALMS FOR SEVEN PSALMS)

would rather leave than ever have to fight. NPCs of any kind will not ever bother fighting THEM.

HP ∞ **Morale** 6 **No armor**

Punch d2 + special **Kick** d4

Seven-armed embrace Test STRENGTH DR18 or be grappled

Illuminated Unaffected by Powers of any kind unless THEY choose to be

Fall where they may Omens cannot be used in THEIR presence

Special Punches 2d4-1 times, test defence against each punch

When you have a moment, THEY have a proposal: play a game with THEM, and, if you win enough times, THEY'll stop the current Misery from happening—just because THEY want you to live to play with them again. If you ask what a Misery is, THEY'll laugh and say that you do know and also that THEY're okay with a little bit of meta-gaming because the players deserve to have some fun too—THEIR main eye seems to stare through you and into another world.

But, really, if you really think about it, it's just selfish, isn't it? Aren't THEY merely delaying the inevitable, merely prolonging the suffering? All just to play another game with some of the very few who might actually be able to truly understand THEM. Why would HE and SHE put up with THEM? Why would Nechrubel sit idly by while the end of all is stalled over a game? Perhaps, you truly are the only ones who can understand THEM.

Well, anyway, onto the games...





Slug-frog-snake*. This is the first game THEY offer to play. A player and the GM say "Slug, frog, snake, go!" On "go", the player and the GM each put a hand forward in the shape of either a slug, a frog, or a snake. The slug beats the snake, the snake beats the frog, and the frog beats the slug. THEY will play a number of times equal to the Miseries that have yet to transpire (including this one); if you win a majority of the games, THEY stop the current Misery from happening.

Finger-flashing. This is the second game THEY offer to play. The GM rolls 7d6-7 for the number of fingers that THEY'll hold out while each player puts a hand forward, holding out zero to five fingers, and calls out their guess at what the sum of all of the fingers held out will be. THEY also get a guess per player, adding 1d6-1 per player to THEIR own fingers (or THEY let the GM guess). If any player gets a win before THEY do (so, if THEY guess the same as a winning player, it's a loss for the player), THEY stop the current Misery from happening.

Of course, you aren't quite sure that anything is really happening at all. You only see THEM making hand shapes and flashing fingers before declaring you the winner or not. Only the players can see the games. THEY were never talking to you, THEY've really been trying to talk to the players, THEY've really been trying to talk to you.

THEY only play one of the two above games to stop the current Misery, but THEY may stick around for a little while if you welcome THEM (especially for something nice like a drink or a meal), making bits of meta-commentary as if THEIR words were inside jokes—for example, THEY know that reality ceases to exist when the players aren't playing.

Of course, THEY disappear before the next dawn just as easily as THEY appeared—as if THEY were never even there. THEY'll surely be back soon.

*This, of course, is much like the game that you may know as rock-paper-scissors. If that is easier for you to grasp, THEY are very accommodating. The important thing is to just play and have fun.

THE ODIK FORCE

Worshippers of (supposed) **dead gods** from across the Endless Sea sometimes find themselves stranded, their longships dashed against the shores of Allíans, Tveland, Grift, or elsewhere. Their (heretical) priests have brought an unfamiliar power with them: **RUNE-CARVED TABLETS OF POWER** that are neither sacred nor unclean (though, many might *consider* them unclean). While these tablets contain Powers much like the Powers within scrolls, *their use differs* in a couple of ways. If you **fail** the PRESENCE DR12 test, you lose d2 HP, and you have DR+2 to tests of STRENGTH and TOUGHNESS for the next hour instead of dizziness. If a **fumble** would result in an **arcane catastrophe** for a scroll, then, for a fumble with a tablet, roll a d6:

1. Plants wither, bugs become husks, and birds fall dead as you and all nearby living creatures lose d6 HP.
2. Become *severely infected*, which takes twice as much medicine to heal and means d8 HP is lost per day.
3. Your body hums with energy, and lightning wants to strike you. Staying in during storms hardly helps.
4. Ravens are hunting you, and they keep attacking you until they manage to pluck out one of your eyes.
5. Give birth to an eight-legged horse. As long as the horse lives, you can never get a night of restful sleep.
6. Branches and roots spring from your body. The roots try to burrow into the ground whenever you rest.

SEAFARING PRIEST

HP 4 Morale 8 No armor

Wicked dagger d4+1

Odylic Power One random rune-carved tablet

SEAFARING MARAUDER

HP 7 Morale 9

Mail + shield -d4-1

Axe or spear d6

SEAFARING BERSERKER

DR-2 to hit.

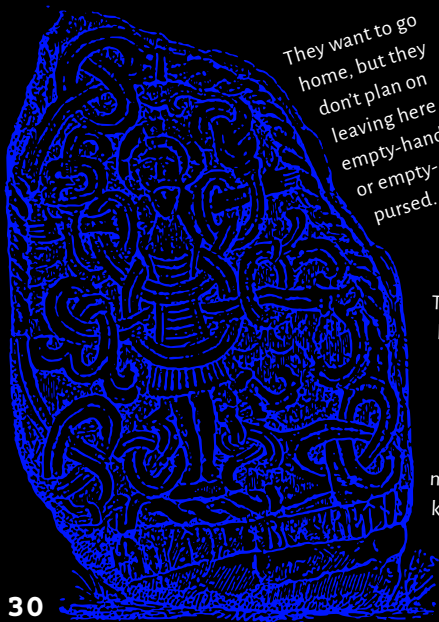
HP 10 Morale 10 Scarred skin -d2

Two axes d6 + attacks twice

They want to go home, but they don't plan on leaving here empty-handed or empty-pursed.

Under effects similar to the Occult Herbmaster's decoction Hyphos' Enervating Snuff.

These seafarers have heard their own apocalyptic prophecy, which also mentions some kind of basilisk.



1. ALGIZ (Y) PERSONAL WARD

A creature's armor/protection is increased one tier for d4 minutes.

2.

ANSUZ (F) SEE THROUGH THE WORDS

You can see the speech of others around their heads for 10 minutes. Lies look different. Lots of talking can be overstimulating, increasing the DR of your actions.

P

4. EIWAZ (M) RIDE THE LIGHTNING

Summon a stallion made of crackling violet energy (d6 damage per round to riders if the steed wants to hurt them) for 2d20 minutes.

3.

DAGAZ (M) WAKING DAY/NIGHTMARE

d4 creatures roll for morale.

R

5. GEBO (X) DON ANOTHER'S FACE

A creature's body shifts to mimic a creature they can see for d4 hours, but general size/shape is maintained.

6. JERA (Z) SURGERY AND SUTURES

A creature takes 2d4 damage. When they restore that amount of HP, a broken limb is fixed or a severed limb can be reattached.

L

P

7. MANNAZ (M) ESSENTIAL PERTURBATION

d4 creatures have their Morale lowered by 2. A creature without a morale instead now has Morale 11.

8.

PERTHO (C) MAKING ONE'S OWN LUCK

A creature gains an Omen that they must use in the next full round or the Omen is lost.

H

9. THURISAZ (P) THUNDERING SUNDERING

A weapon vibrates with violent energy for d6 rounds. During that time, the first attack made with the weapon is a crit on a pass or a fumble on a fail.

10.

URUZ (N) DETERMINATION OF THE AUROCHS

A creature cannot be broken and does not die at negative HP for d10 rounds.

Trapped in a Mauß Borg

There's a crumbling cottage in the woods somewhere, waiting to be stumbled upon. It's been abandoned for quite some time—vines and moss are working to reclaim the area. It's quiet, isolated, and there's nothing around but trees and a very still pond behind the cottage. In a Dying World, the area may seem particularly lush. It may seem *too* idyllic.

The cottage is home to **mutant mice**—dozens upon dozens of them use the cottage as a village, mainly living in the kitchen in the back. These mice stand on two legs and dress in tiny garments and arm themselves with tiny armaments. Recently, they have grown tired of **making sacrifices to cathulhu** to stop it from preying on even more of them. A mouse oracle recently foresaw the **coming of new gods**.

In the kitchen, there is a collapsed section of the wall that leads out to the pond.

The pond is the home of **cathulhu**, a large tabby feline with long tentacles on its face in addition to its whiskers as well as a pair of sweeping membranous bat-like wings. Not much investigation is needed to notice the **paw prints in the mud** that lead in and out of the murky algae-covered water. Typically, cathulhu is resting at the bottom of the deep pond, but it surfaces to catch its next meal or **if a sufficient offering is made**. Unless the mutant mice have been encountered, cathulhu is not around, but sounds can be heard through the crack in the wall, which leads to the encounter described below if investigated.

When the mutant mice are first encountered, there is a warband of mouse knights facing off against cathulhu. To those less observant, there appears to be sudden chaos in the back of the kitchen: a hiss, a low

mewling growl, the crash of something metal (a pot that was knocked over), a screech, a thud, and a splash (out in the pond). **If seen from the outside of the cottage**, a blur flies through the hole, which is the thing that splashes in the pond—cathulhu! As for the mutant mice, half of the twenty or so knights in the ragtag warband were **gravely injured** in the fight.

Most of the mutant mice are afraid of things much larger than they are, including humans, but many of them are also quite curious, especially so after the oracle's recent revelations.

The mouse oracle will engage the strangers, holding up a small flattish obsidian pebble inscribed with tiny markings. The oracle squeaks for a few moments, and then **the oracle's meaning can be understood** (for 3d6 minutes, and the oracle cannot understand the strangers). The oracle beseeches them. The oracle explains their plight: the mice no longer wish to live in fear while sacrificing their own to keep cathulhu happy. If the strangers can **vanquish cathulhu**, the mice will worship these new gods.

If cathulhu is indeed vanquished, the strangers are indeed **revered as gods**. Such a god can spend Omens to 'bless' a group (a couple dozen) of their cultists. From a human-sized god's scale to that of a tiny cultist, a single re-roll of a dice roll can help bless crops, etc. However, the mice and their gods cannot communicate without **the power of their oracle** or by using an Omen (which allows one god and one cultist to understand each other's meaning).

Forty mutant mice desire to **go on a pilgrimage** with their newfound gods. This is enough for a warband of twenty mouse paladins as well as enough mice to

support them (cooks, smiths, etc.). A warband force and a warband support **each require half a day's worth of food** (to a human) each day. Each warband support can provide one day's worth of food each day as long as the environment can support them.

For a group of **devout cultists** (such as the paladins), Omens can do more than act as a mere blessing from the gods—a **single Omen can be transferred** to the group to allow them to use it (a group can only hold one Omen at a time). They can use it as a normal Omen (which effectively allows the gods to store an extra re-roll for themselves within a group of followers) or they can use the following **Miracles**:

1. **Paws Open the Northern Gate.** A ball of fire deals d3-1 damage to a nearby creature.
2. **Ancile of Grief.** A creature of your choice gains d2 extra HP for 10 rounds.
3. **Wicked Deathwalker.** Summon a zombified and/or skeletal **mouse warband force**.
4. **Ritter's Devouring Gaze.** d4 nearby creatures lose a total of d6 HP.

Add the gods' highest Presence to the Morale of their warbands. On a failed morale check, the warband's faith is shaken, and they leave.

Cathulhu

Small and lithe, DR+4 to hit and to avoid. When flying, DR+6 to hit and to avoid.

HP 2 Morale 7 Thick slimy fur -d4-3*

Scratch/bite d2-1 + test Toughness DR14 or be infected

Mouse warband force

Swarming and quick, DR+4 to hit and to avoid.

HP 1 Morale 7 Tiny plate armor -d4-3*

Needle, tiny axe, tiny mace, etc. d2-1

Mouse warband support

Swarming and quick, DR+4 to hit and to avoid.

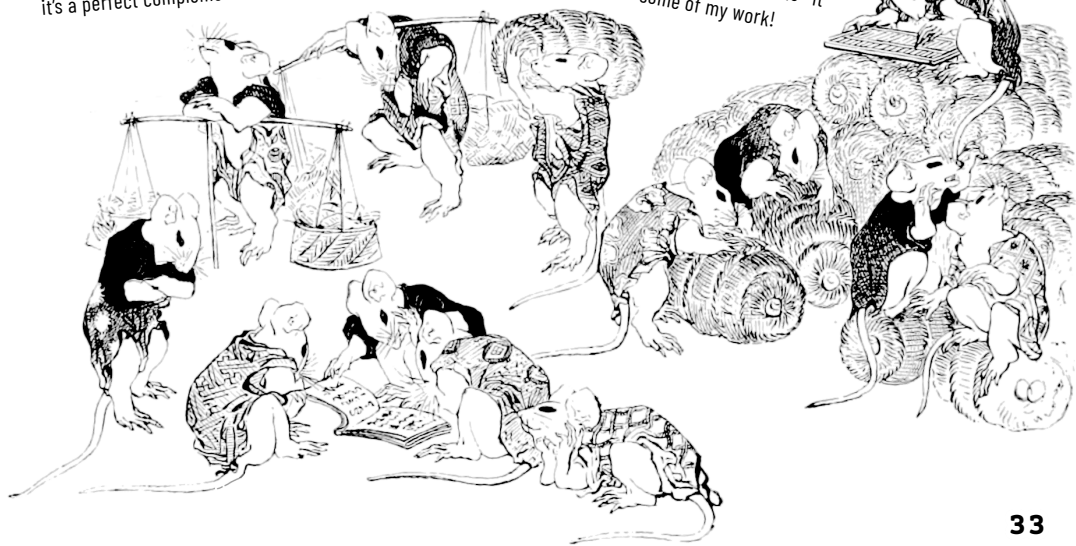
HP 1 Morale 5 No armor

Tiny knives or improvised weapons d3-2

*Forget everything you know about PEMDAS. For dice notation, -d4-3 means subtract (d4-3), not subtract d4 and subtract 3. Unless it were to be otherwise stated, armor never *adds* to the damage, so the maximum amount of armor protection is -0.

It goes without saying (except it doesn't, which is why I'm saying it) that this scenario is very much inspired by Mausritter by Isaac Williams. Please go check it out—I think it's a perfect complement to MÖRK BORG.

For MÖRKY stuff in Mausritter, grab issue #4 of the Bernpyle zine—it features some of my work!



In a pile of treasure (likely a lich's), you find the...

HAND OF ZAUBEREI

It appears to be nothing more than a single gauntlet for a left hand.

If you don it, you can't seem to get it back off.

Its red and black lacquer is grimy, weathered, and worn.

A VOICE WHISPERS INTO THE WEARER'S MIND—NO, INTO THE WEARER'S VERY SOUL.

The voice promises a great power in exchange for feeding it undeath.

For every 50s worth of undead that you feed to it, it gives you a use of its awful Power.

Its metal reeks of decay, its leather stinks of vomit, and it all carries the heavy stench of sulfur.

THERE IS NO TEST OR ANY OTHER COST TO USE ITS POWER. NO, IT DESIRES TO BE USED.

*A PC's effective Morale is 6 + the higher of their TOUGHNESS or PRESENCE.

A creature without a Morale has an effective Morale 13.

Of course, there's always the (backup) option of a hasty amputation.

WHAT HAPPENS IF YOU EAT A SOUL?
(A PC will try this.)

Hand of Zauberei (very unclean)
The gauntlet is wreathed in soulfire for 2d6 rounds. During that time, it can interact with the realms of spirits, and the wearer can grapple a creature to attempt to rip out its soul (assuming it has one). Each round the creature is grappled, its Morale* decreases by d6. If its Morale reaches 0, the gauntlet has ripped out its soul. If the creature escapes the grapple, its Morale immediately returns to normal.

Each night of wearing it, test PRESENCE DRG. On a pass, the gauntlet wakes you with its twitchiness. On a fail, the gauntlet grabs your soul. Test STRENGTH: DR14 to break free. If it rips out your soul, Zauberei takes over.

If you eat a soul, roll 2d6: 2, suffer an arcane catastrophe; 4, -1 to a random ability; 6, lose an Omen; 8, gain an Omen; 10, +1 to a random ability; 12, get better. Otherwise, nothing happens.

D12-ish curses for weapons

When you wield the cursed thing...

1. Attacks and defences also fumble on a natural 13.
2. Reaction rolls are made with -2.
3. Powers used near the weapon also fumble on a natural 19.
4. Morale rolls are made with -2.
5. Lose 1 additional HP when you take damage.
6. Tests of Toughness are DR+4.
7. It screams profane and heretical absurdities.
8. You cannot use Omens nor can they be used on you.
9. It melds to your body permanently.
10. Your carrying capacity is halved.
11. Deal half damage to a nearby ally when you fail an attack.
12. Undead are drawn to you, even at great distance.
13. Die.

D12-ish odd oddities

1. Always-damp rope. When completely soaked in blood, it becomes as rigid as steel. Very strong putrid odor.
2. Black ring. If one dies while wearing the ring, they return as a wraith. As a wraith, nothing can restore their HP.
3. Ugly locket. If a chunk of one's flesh is placed inside, said one makes Reaction rolls at +2 toward the wearer.
4. Glass skull. When shattered, it screams the tortured wails of someone being brutally murdered.
5. Bangle of twisted iron. Instantly kills the current wearer, but instantly revives the previous wearer.
6. Spectacular spectacles. Looking through the spectacles shows a rabid troll rushing straight at the viewer. If the viewer keeps watching, the troll will slam them for 2d6 damage. There is no troll.
7. Strange bottle of liquor. Smells alright, tastes pretty good. Instead of the liquor eventually passing out of the body, an equal amount of blood is passed in its place, permanently halving HP.
8. Stone egg. Hatches into a fully-grown grotesque in d12 days. Driven to kill the first thing it sees.
9. Pickled troll phallus. In a jar, of course. Consuming it cures any infections or diseases, but test Toughness DR14 to keep it down. If vomited back up, infections and diseases instead worsen.
10. Silver candle. When extinguished, the extinguisher permanently loses 1 Presence, and the most recent lighter permanently gains that 1 Presence. Happens once, then the candle is a normal candle.
11. Statuette of a fat bald man. If placed inside the body of a recently deceased creature, the body stirs once more and begins to dance an awful jig. Only stops when the statuette is removed.
12. Mirror-polished shield in the shape of a tear. If one looks into the mirrored surface, a reflection of them forms, but they are always smiling in the reflection and are surrounded by any lost loved ones.
13. Obsidian cross. If placed upside down, roll to see if a Misery occurs.

D8 liches

1. Tälvig. Can spend d3 HP to create a blood-drenched skeleton under its control.
2. Wrvayn. Wields a cursed flail (d8+1) that can channel its paralyzing touch.
3. Ksamenla. Always under the effect of the Power ~~Detzhuoti~~ ~~Blind Your Eye~~.
4. Urzön. Roll a d8 for an Arcane Catastrophe; can afflict another with it once per day.
5. Mbuzua. DR+4 to hit as it slips between worlds, but attacks against it also crit on a natural 19.
6. Istika. Half of the damage blocked by its necro-barrier is reflected back against the attacker.
7. Gotgha. Can attack twice per turn, but tests to defend against each attack are made at DR-2.
8. Sveratiin. Cannot be harmed by metal weapons, but necro-barrier is only -d2.

NEW WAYS
TO DIE

TABLES

RUNIC
POWERS

MISERIES
AND
TORTURE

BECOME
A GOD

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LOTS OF
TEETH

SO MANY
CULTISTS

NEW WAYS
TO KILL

