

MÖRK BORG ACTIVITY 1



Nagl, Graft, Niduk, Börda

Your jobs as players

- Say things without being prompted and ask about anything which isn't clear
- I cannot say anything without knowing what your characters do and say, or where they are, or where they are placing their attention

My jobs as GM

- Say things without being prompted and ask about anything which isn't clear
- You cannot say anything without knowing many features and details of the environment, or basic knowledge your characters would have, or how they came to be here

TESTS

d20 + ability

DR: pretty simple, 10+
Default, 12+
Difficult, 14+
Really hard, 16+
Seems impossible, 18+

INITIATIVE

1d6

1-3 Foes go first
1-4 Players go first

MORALE

2d6

1-3 Flee
4-6 Surrender

REACTIONS

2d6

2-3 Kill!, 4-6 Angered,
7-8 Indifferent,
9-10 Almost friendly
11-12 Helpful

OMENS

Deliver maximum damage
Reroll
-1d6 damage received
-4 DR for a test
Negate critical/fumble

POWERS (scrolls)

D20 + Presence, DR 12

Critical: GM describes
Fumble: Arcane Catastrophe

COMBAT

ATTACK: Strength, DR 12
Critical: 2x damage, armor -1
ATTACK (range): Presence DR 12
DEFENSE: Agility DR 12
Critical: free attack
Armor: subtract from damage

BROKEN (0 hit points)

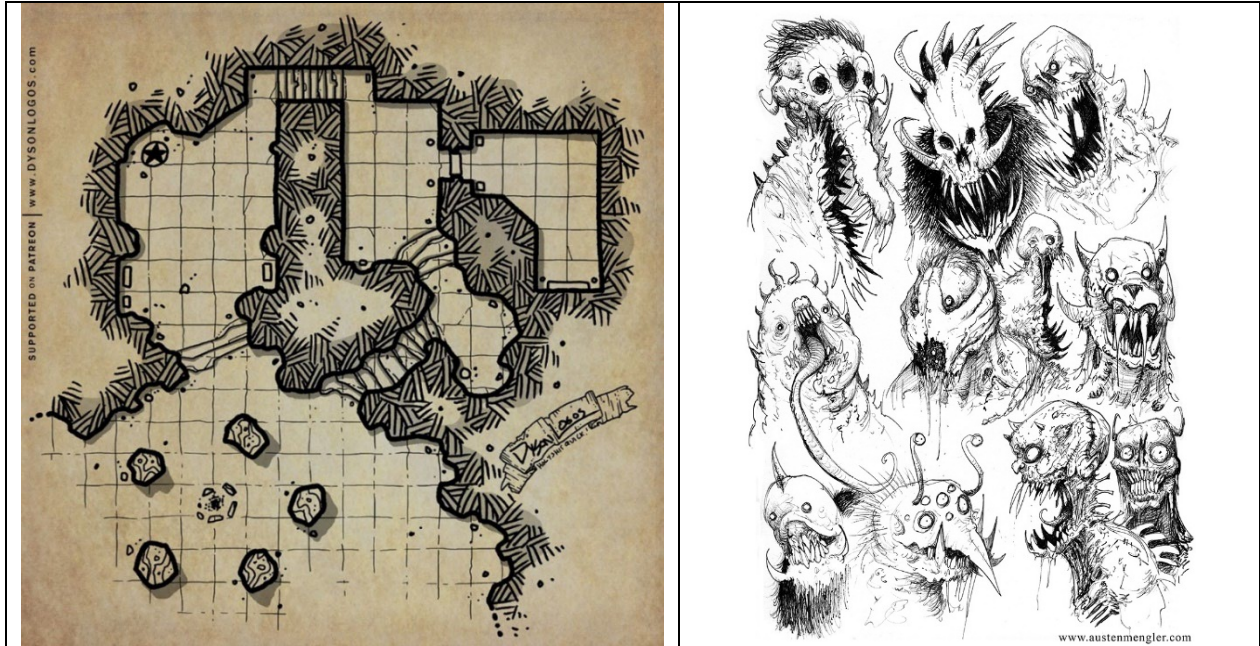
1d6

1 Unconscious d4 rounds
2 1d6: 1-5 lost limb; 6 lost eye
3 Haemorrhage, death 1d2 hours
4 Dead

MÖRK BORG ACTIVITY 1 REVIEW

GM: Starting information to convey

- The Misery is 4:1 – “for five days and five nights mothers’ flesh shall be the cloak of demons”
- The Plague Temple near the Valley of the Unfortunate Dead, where the cult has fled and begun even more heinous activities – or tried, until the unfortunate undead ate them
- Horrid nightmares brought the characters here to recover the pieces of their souls
 - Travel and resources



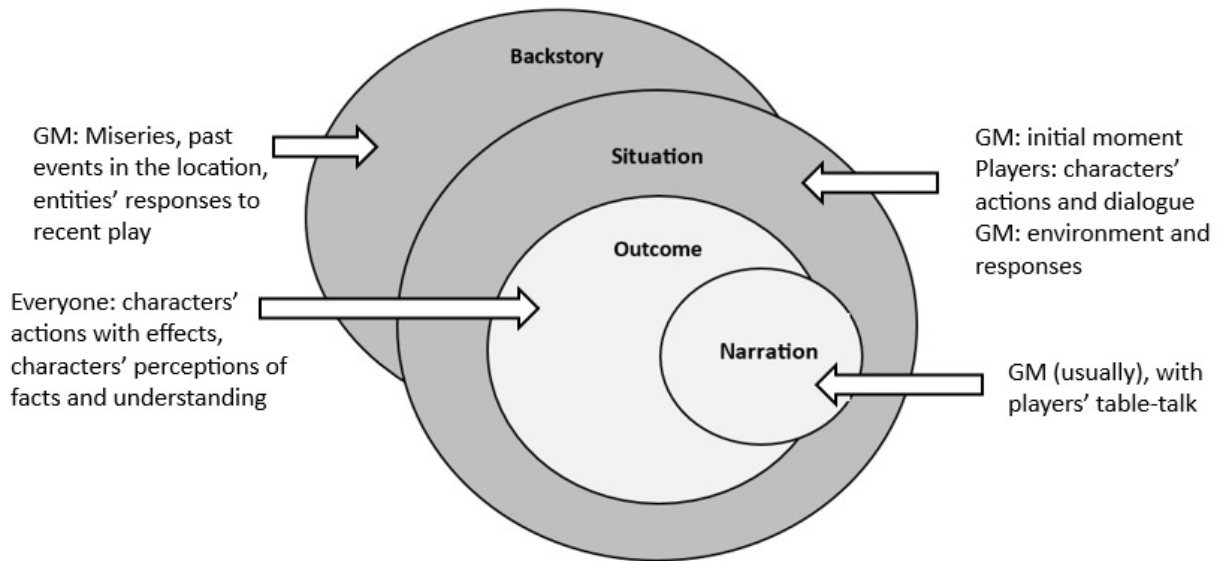
4 ghouls – specific to each character

- 9 hit points, Morale 8, No armor, poisoned bite d4
- Bitten: Toughness DR 10 (infection)
- If you wound yours, take d4 damage (no armor)
- If you kill someone else’s, they die
- Presence DR 12 to figure out that each ghoul contains a piece

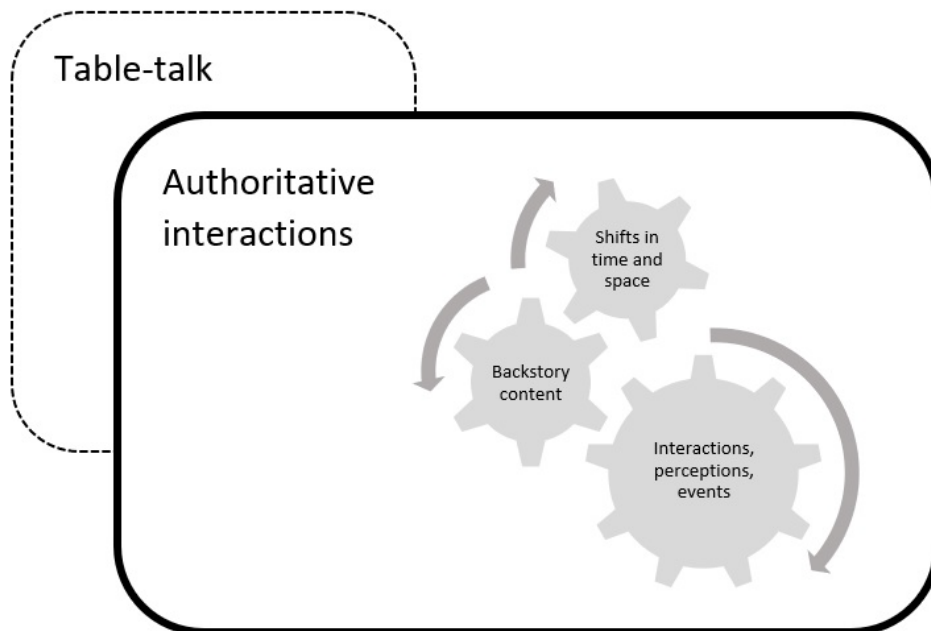
Thick mist

- Presence DR 12 to re-orient; Agility DR 12 to maneuver

Authorities in play, including questions which are asked and answered among everyone as needed.

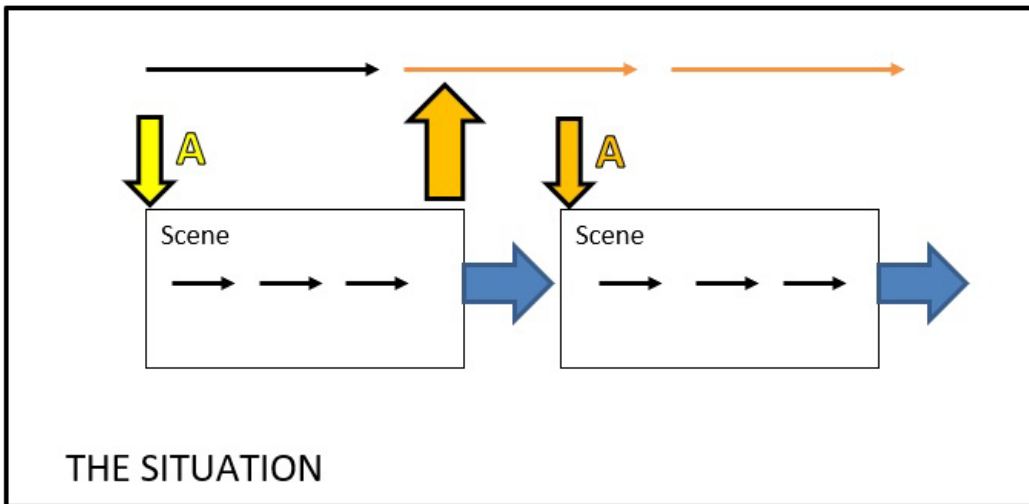


The bigger picture: intersections among authoritative input and its ongoing reincorporation both feed into more backstory content **and** provoke new fictional contexts for subsequent events in play. Both effects provide content for further situational input within scenes and shifts into new scenes.



MÖRK BORG ACTIVITY 2

The adventure is over: what happened?



NEW SITUATION

Informal transitions due to the events of play

Location and active entities

- Review across textual content

Characters

- Specific dangers
- Attitudinal changes

Formal transitions

New location (formal)

- Procedures
- Interpretation and integration

Characters

- Possessions, alterations
- (extreme case) Replacement

Miseries

Getting Better

or worse

THE GAME MASTER DECIDES when a character should be improved. It can be after completing a scenario, killing mighty foes or bringing home treasure.

When this happens the following things occur:

More HP

Roll 6D10. If the result is equal to or greater than your current maximum HP, increase it by D6.

Left in the debris you find

D6

| | |
|-----|-------------------|
| 1-3 | nothing |
| 4 | 3D10 silver |
| 5 | an unclean scroll |
| 6 | a sacred scroll |

Ability changes

Roll a D6 against every ability. Results equal to or greater than the ability increase it by 1, to a maximum of +6. Results below the ability decrease it by 1.

Abilities from -3 to +1 are always increased by 1 unless the D6 result is 1. The ability is then reduced by 1, but never below -3.