

SEEDS OF A CVLT

Its name **2d12**
(forbidden to utter aloud)

1	Eternal	Dawn
2	Children of	Knife Blood
3	Reach for	Deathcrush
4	Pipes of	Devastation
5	Holders of	Burned Bones
6	Unholy	Unsacred Signs
7	Ruins of	Nechrubel
8	Embrace	Rusty Razors
9	Night of	Sarkantha
10	Førlørn	Black Gates
11	Hateful	Lost Chants
12	Temple of	Dark Thrones

The cult is... **d10**

- 1-2. almost annihilated, desperate for aid.
- 3-4. thriving, or would be if only...
5. enormous, official, legitimate, protected.
- 6-7. secret and unknown. Legend. Lies. Myth.
8. scattered in cells. Should they find a way to work together, all will tremble.
- 9-10. in absolute turmoil. Warring and destroying itself from within.

KEY MEMBER, PERHAPS THE LEADER? **3d10**

1	Demented ...	... Elder,	full of keys	1
2	Narcissistic ...	... Paston,	covered in rings	2
3	Charming ...	... Poet,	masked and stoic	3
4	Unseen ...	... Shadow creeper,	followed by black cats	4
5	Stone-faced ...	... Executor,	broken and wasting	5
6	Lip-sewn ...	... Thought-whisperer,	loved by all	6
7	Cannibal ...	... Caretaker,	back from the grave	7
8	Black Disk's ...	... Child,	who water cannot touch	8
9	Mocking ...	... Prisoner,	afraid of daylight	9
10	'No one', cult-hating ...	... Carpenter,	arm- and legless	10

d10
Headquarters

1. Dim Schleswig sewers.
2. Among the oldest, most obscure Grift temples.
3. Meadows of Strange Mist in Sarkash.
4. Beneath the Beneath in Galgenbeck.
5. Bonfire camps in the coldest Kergüs crevices.
6. A granite Bergen Chrypt peak piercing the dying skies.
7. A Graven-Tosk murder-maze mausoleum.
8. In the murky bog where Lake Onda merges with Targ-Dungel.
9. At the spell-dead center of the Valley of the Unfortunate Undead.
10. The blackest of Alliáns cathedrals.

IN ORDER TO REACH THE SHIMMERING FIELDS, ONE MUST ... d20

They Truly Hate... d20

1. bake Blutday bread with a bipedal's blood.
2. in strong trees, hang living corpses upside down.
3. lock strangers in torture catacombs where no one dies.
4. wear nothing but the hair of strangers.
5. completely numb all senses to know the Truth.
6. build portals with the bones of 77 humans.
7. have servants erect the Tallest Tower.*
8. kill the youngest one in an unknown party.
9. set all clothes ablaze. The gods of the stars must see you in the flesh.
10. never speak aloud the name of a living soul.
11. give all silver to the deep well of underworlds.
12. talk only in riddles. Come night, you can speak clearly again.
13. declare all Omens to the Nech-a-bebul Oracle. Hate those who refuse.
14. never hurt monkeys and always ride with donkeys, for they are holy.
15. every week, sacrifice the oldest member and recruit two new ones.
16. dig deep pits and keep undead (and a few living) prisoners.
17. keep a diet of herbs, meat and drugs.
18. walk barefoot and feel the mesmerizing strings from below. Some accept sandals.
19. never do honest work during the time of day.
20. tie the legs with itching ropes and always walk slowly.

1. an outsider's wise, condescending words.
2. the Two-Headed Basilisks, brutes and false prophets all.
3. scrolls. Living Words of Power imprisoned in pathetic parchment.
4. Verhu claiming to be the head of Truth. All hubris and pride.
5. bright light and loud voices. **SHUT UP!**
6. a nearby life cult constantly threatening to occupy this area.
7. intruders hesitant to embrace the one true cult.
8. all kinds of birds; wings give the cult an inferiority complex.
9. anyone of noble or, worse yet, royal lineage, AKA blasphemous blue bloods.
10. those not obsessed with tribulation. You waste such good suffering.
11. anyone carrying pitiful signs or sigils. (Only the cult's are worthy.)
12. bragging, boastful words. We, on the other hand, never boast.
13. listening to stories from the world outside this true one.
14. a face unsinged, too good for the flames.
15. those who care for children.
16. alcohol, smoke and prepared meat.
17. intruders hesitant to embrace the one true cult. (yeah, same as 7)
18. spineless deserters and filthy gutterscum.
19. pale ones, earthbound and weird wickheads unpierced by spikes.
20. nothing, really ... or maybe funeral fog and a freezing moon. This is a place of harmony, love and kindness. Come, join the Circle of Euphoria. And rejoice! Your nails all got chewed off.

* many cults claim to have built the tallest one



SECRET

Seeds of a Cvlt* First fold

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MÖRK BORG is a mistake made by Pelle Nilsson and Johan Nohr. The content in this zine is made by a lot of terribly talented people. Items marked with + are written by Pelle Nilsson. All art and graphic design by Johan Nohr except where noted otherwise. Proofreading and editing by Walton Wood, Fiona Maeve Geist (MRC) and Jarrett Crader (MRC).



OCKULT
ÖRTMÄSTARE
GAMES



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UNHEROIC

WARS



OPTIONAL ADVANCEMENT RULES
BY JOHNNY CARHAT

UNHEROIC

FEATS

When getting better, if not using an optional class, you may instead gain a *Feat*. You may also gain an additional *Feat* each time you get better (maximum 3).

Consult your GM on how Feats are gained. Options include: randomly, choosing or through specific narrative achievements.

Choosing Feats allows you to make specific character builds. E.g., choosing *Party Chef*, *Inspired Storyteller* and *Outback Survivalist* allows you to create a powerful support character that buffs your party whenever making camp.

Roll d66 or gain a feat as a narrative achievement.

11. Assassin's Deathblow

A firm grip. A sharp knife. That's all it takes for someone to disappear into the alleys of Galgenbeck. You've become adept at it over the years.

— Test Strength DR12 to grapple an unaware foe and automatically crit with a one-handed bladed weapon.

12. Battle-Hardened Deathspeaker

You were called to battle not for your prowess with blade and shield, not for your speed and might, but because the words you speak bring death to your enemies.

— You may wield Powers while wearing medium armor. You may take this Feat a second time to also include heavy armor.

13. Bestly Scholar

You study the beasts of the land, gutting them and spilling viscera to uncover the world's secrets.

— You may scry and see the future in an animal's innards. Gain an Omen for every 10 HP the beast had but never more than your maximum Omens. Usable once per animal type.

— The beast's innards may also provide enlightening information.

14. Bloodied Knuckles

Years of bare-knuckle fighting transformed your hands into deadly bludgeons. They are heavy with scars from the guilty and innocent.

— Your unarmed attacks deal d6 damage and ignore light armor. You may take this Feat a second time, increasing to d8 damage and ignoring medium armor, and a third time to d10 damage and ignoring all armor.

— Fumbling an unarmed attack means you break a hand, dealing the damage to yourself. You must seek out a specialist to help you set your bones.

15. Blood Pact

It's a cruel world to be all alone in, but you've found a way to avoid this fate.

— Form a blood pact with a willing participant. You can communicate by thought, no matter the distance. This never goes away. Whatever one experiences, so does the other. This includes injury and death.

16. Bloodthirsty Rage

The rush of combat is addictive. You're always chasing that high. It's kill or be killed. You can't stop to ask questions.

— When landing an attack that kills a creature, you must move and attack another (this may include allies), adding d6 damage for every creature slain. Your onslaught stops when you fail to kill and you fall to the ground exhausted, losing your next turn.

21. Bone Crafter

You don't believe in letting things go to waste, including the fallen.

— You can craft equipment of strangely high quality using a number of humanoid corpses:

- a d6 weapon for 1 corpse's worth of bones.
- a shield for 5 corpses' worth of bones.
- light armor for 10 corpses' worth.

22. Butcher

You've hacked livestock and poultry into small pieces before. You know what makes them work and how they are made. Humans aren't that different.

— When any ally dies near you, test Agility DR12 to perform rapid, life-saving surgery, rendering them broken instead. Should the person still die, you may make d4 rations out of the corpse.

