

Compatible with
**MÖRK
BORG**

Babalons Hangover



Text, art and editing
Liva Jensen & Stein Hansen

With the help of
Dark spirits and intrusive thoughts

18+, Stop here if you are easily offended.

BABALON'S HANGOVER

The mother of abominations woke up expecting after a feast held in the pits of doom and gloom. The father? She did not recall. It was that kind of dank night. All she could remember was a mass consumption of genitals from the lost souls of Eden, perpetuating the abhorrent circle of purgatory. In the sheen of all her grandeur, drenched in the bottomless foul smell of the abyss, had the eggs already started to protrude through her scorched skin and blistered boils. The hatching gave birth to 40 rancid and spotting creatures, giving life to the stories and blasphemous monsters in this fanmade bestiary to be used in Mörk Borg.

We tried our best to fulfill Babalon's wish - indulging her precious children in a slaughterfest that they solemnly deserve. We wanted to give a deep thanks to the guest artists who were commissioned and took their time in illustrating some awesome work; **Joel Clapp**, **Scrap Princess** and **Johan Nohr**. I also want to give a huge thanks to my partner in life and crime, Liva Jensen.

In a dark cave I sat, beyond the salted mountains of thoughts, I consumed obscure and cursed words of profane books. Just as the vision of silence, the bestiarum revealed itself. It had to be created or the world will end.

Written, illustrated and edited by **Stein Hansen** & **Liva Jensen** with the help of some dark spirits and intrusive thoughts.

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The first book of Babalon

Lo, a shadow of horror is risen
in eternity! Unknown, unprolific,
self-clos'd, all-repelling. What demon
hath form'd this abominable void,
this soul-shudd'ring vacuum? Some said
it is Babalon. But unknown, abstracted,
brooding, secret, The dark power hid.

Times on times she divided, and measur'd
space by space in her ninefold darkness,
unseen, unknown; changes appear'd
like desolated mountains, rifted furious
by the black winds of perturbation.

For she strove in battles dire,
in unseen conflicts with shapes,
bred from her forsaken wilderness,
of beast, bird, fish, serpent and element,
combustion, blast, vapour and cloud.

(continued)

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A MASS GRAVE OF IMMOLATION



WARGOLEM

Hp 20

Morale -

A martyrs flesh -d6

Coagulated pulpword d10

Special Regenerating limbs. Only words from a sacred scroll can hurt it, or if its master is burned. **Test agility DR12** to avoid its many limbed fingers. Fail, and be trapped inside its meat cage.

MAGMA HEADS



FIRE FETUS

Hp 13 Morale -

No armor

MAGMA! d2,d4, d6 -

SPECIAL

Everything simply melts in its vicinity. The closer you get, the more damage you take. Up to a maximum of **d20 damage**. Ignores armor.



1. Envy

2. Wrath

3. Greed

4. Sloth

5. Pride

6. Gluttony

7. Lust

Revelation Swarm

Hp 1 Morale -

No armor

Sin injector d2

SPECIAL

If hit by its injector, roll **d8 on sin table**. Your being is filled by the respective sin. It becomes your agenda. If the result is an 8, then the outcome is determined by the GM.

BIRDSQUIDS

FUCKING HORRIBLE BIRDS

Hp 10

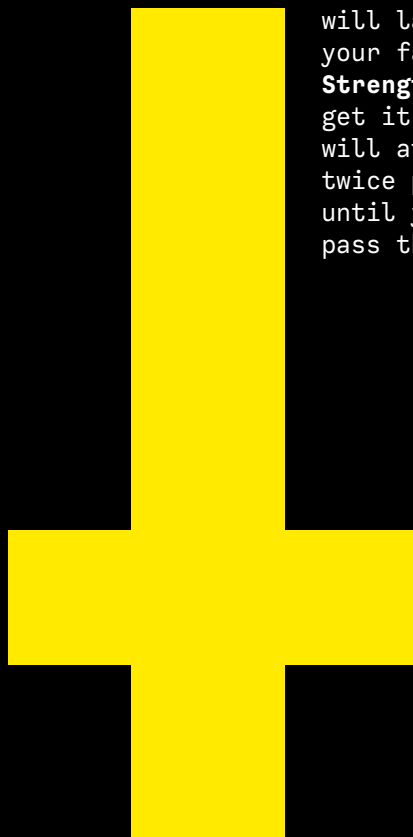
Morale 8

Feathers -d2

Sharp Beak d6

SPECIAL

On a hit, it will latch onto your face. **Test Strength DR14** to get it off. It will attack you twice per round until you can pass the test.



The thought behind The Village of Wailing

We have composed a small adventure seed in the form of a creative spark, rather than a full fledged story. The four tragedies that befell *The Village of Wailing* are displayed in small poems, for when and why they would happen. However, whether or not they happened at all is entirely up to you as a GM. There is no correct way to interpret this adventure.

A small nudge to get you going:

If I would run *The Village of Wailing* in my home game, I would build up a setting best encapsulated by Stephen King's quote, commenting on the three types of terror; "...when you come home and notice everything you own had been taken away and replaced by an exact substitute. It's when the lights go out and you feel something behind you, you hear it, you feel its breath against your ear, but when you turn around, there's nothing there...".

This is how I see The Village of Wailing:

Something is *off* in the mundane day-to-day. You'll feel it lurking in the background, but unable to pin it down. The village has always been there, its origins unknown, and continuously an attraction of strange events, but nevertheless endured. Sprinkled with child book's nightmares, you have the start of a setting.

The smell here would be that of stale air; even if you are under the night sky, it would seem as if you are locked inside a damp cellar. The sound here is equally offputting; like a vacuum, devoid of vibrations, quietly building up to roaring outburst inside your head, but the peak never arises in the deafening silence. The inhabitants of Wailing are seemingly welcoming, however truly bizarre; the more you observe their mannerisms, the more eerie they seem. Almost puppetlike in their features, mimicing humans.

The tragedies that befell The Village of Wailing

A True Tale of Fire and Fading

The First Incident

He came with his puppets
With laughter and crumpets
A spectacular show
However little did we know
His malicious intent
We needed to repent
It took not too long
As we now are part of his show
For ever, ever gone

Puppeteer

HP 15

Morale 12

Fleshy doll d4

Black doublet -d2

Special

Before roll to hit -
test presence DR13.

If failed - you hit
his doll instead of
him (The doll will not
take damage). The doll
will thereby retaliate,
doing an immediate d4
damage to you.

The ones that came from the depths

HP 10
Morale -
Rusted Teeth d6
Iron skin -d4

Special

If it hits you, test
Toughness DR12. If
failed, your wound is
infected by rust, taking
d4 damage per hour
(ignores armor). You can
test toughness once per
day or die in corroded
agony.

The villagers screamed, little could we do
We could be redeemed, we were in pursue
They came from beneath, with blackened teeth
Their horrible eyes and dark silhouettes
Had us swallowed in demise and in deep regret

The Second Incident

The Third Incident

We welcomed her gleefully in
And awoke with blackspotted skin
She swept with her broom
And now we are doomed
To suffer the faith of being entombed

We asked with horror into
Could we done something else
Could we done something new
True torment compeles
Another turn of the screw
Into our web of lies
This might be our demise

Pesta

HP 20

Morale -

Ragged cloth -d2

Infected fingernails d4

Special

If you are hit, then you are infected with black boils.

If it hits you a second time, then the boils will burst, doing d4 damage to those around you, infecting them also.

Devil

HP 30

Morale -

Dark monolithic skin -d6

Brimstone fail -d8

Special

If hit, test strength DR14. If failed, you lose the same amount of hp permanently.

If all hp is lost, you yourself turn into a devil, adapting the devil's stats, ravaging the lands until you are stopped.

The worst was to come
We had suffered and burned
With a low vibrant hum
So again we yearned
With sulfur and smoke
A saviour awoke

And so is the tale of
The Village of
Wailing
A Village of
Smoke and
Remaining

The Fourth Incident

Stress & Strain

A table used in the village of Wailing.

If the PCs are experiencing a horrible encounter or discover something dreadful, roll a d10. If the result is a 6 or below, you have failed. Therefore, roll a d10 on the stress table. When they gain stress, a strain always follows. Roll additional d10 for strains. Apply the effects at your own discretion.

STRESS D10

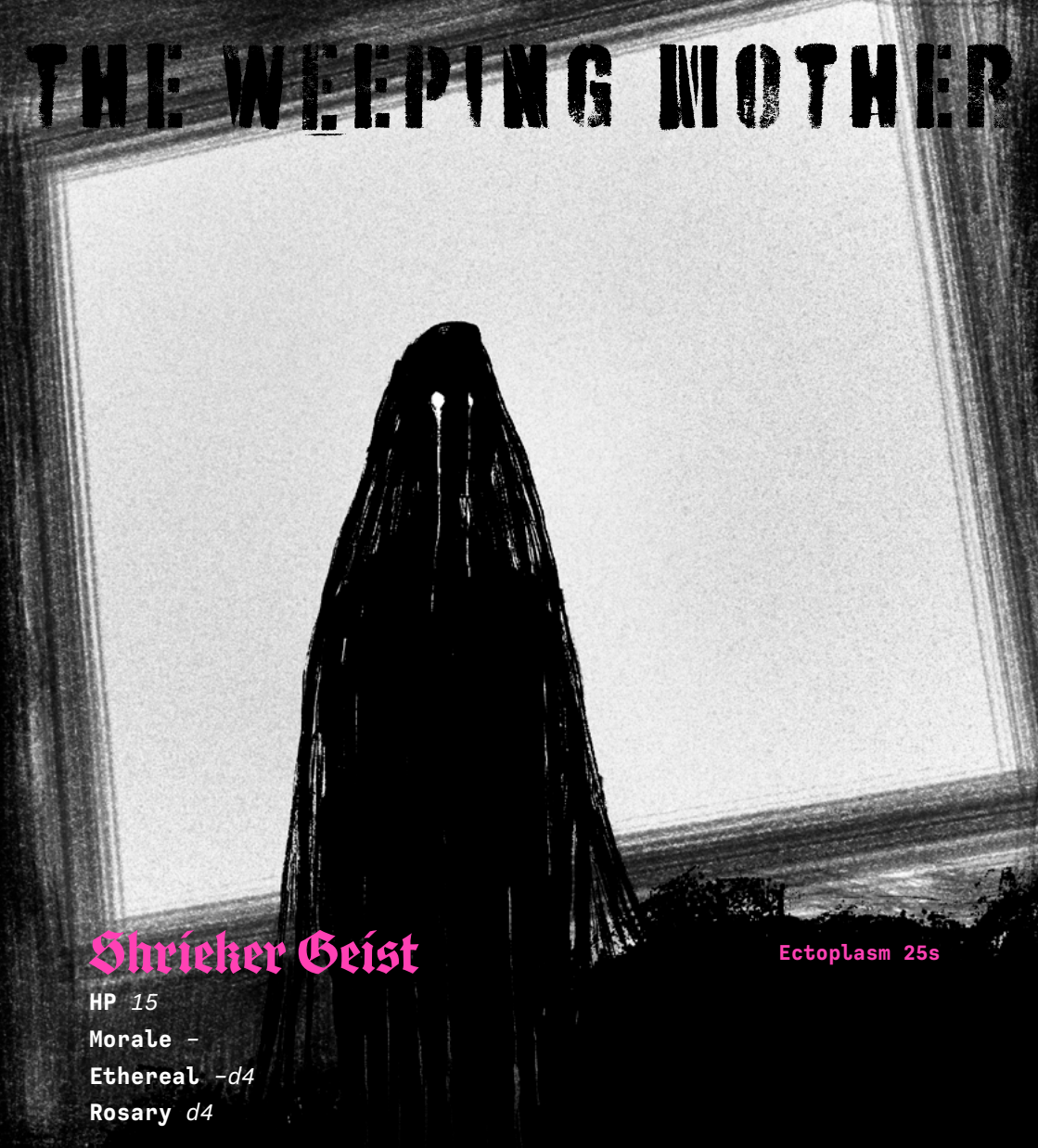
1. Anxiety disorder
2. Panic attack
3. Irrational
4. Trauma
5. Depression
6. Violent
7. Impulsive
8. Insomnia
9. Night terrors
10. Despair

STRAIN D10

1. Muscle and joints tense
2. A skin reaction
3. Digestive problems
4. Nausea
5. Fever
6. Cluster headaches
7. Hair loss
8. Heartburn
9. Light headed
10. Death



THE WEEPING MOTHER



Shrieker Geist

HP 15

Morale -

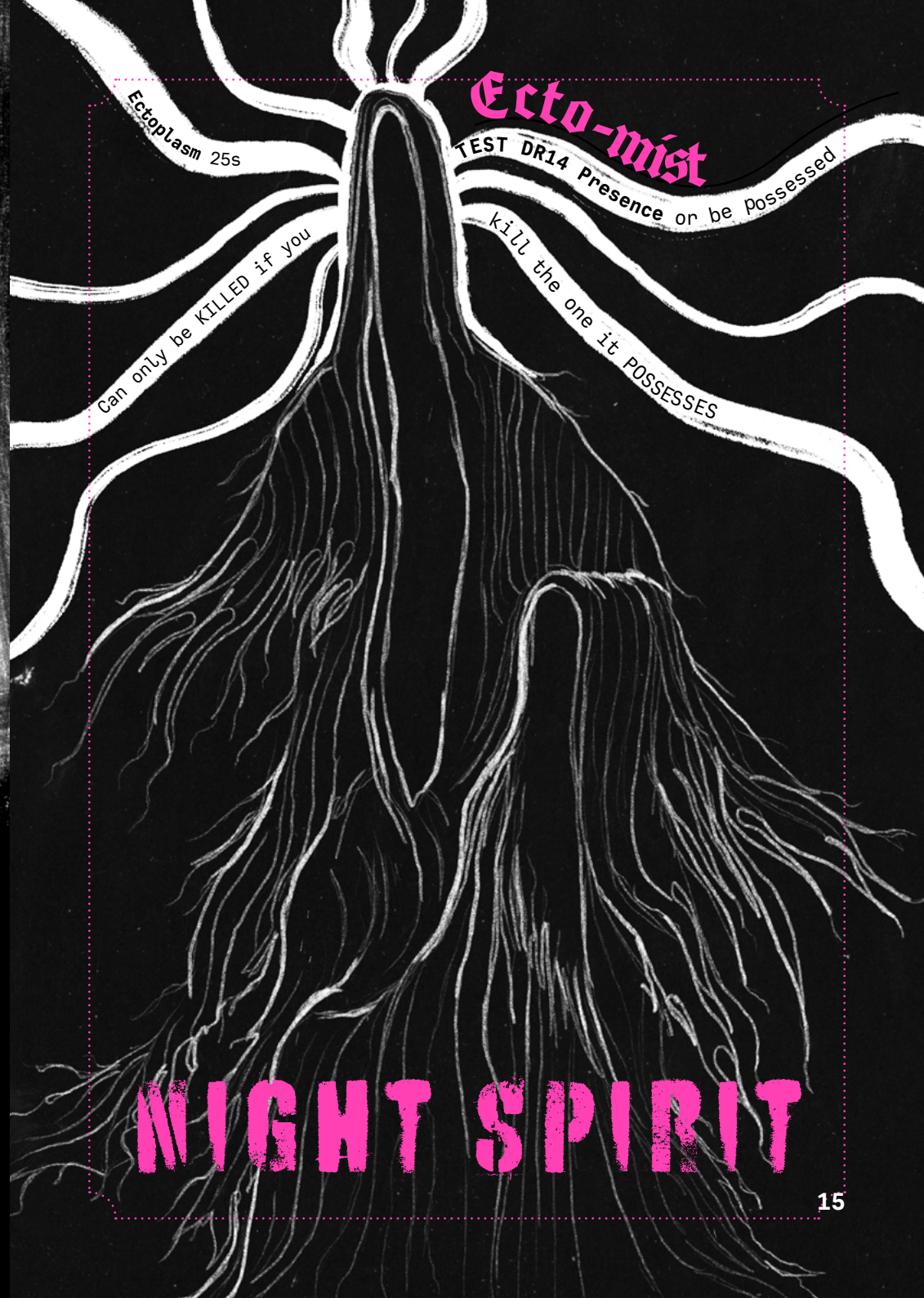
Ethereal -d4

Rosary d4

Ectoplasm 25s

Special At the end of every round she shrieks with grief. **Test Presence DR13**. If failed, you feel a deep melancholy over the loss of your child. You lose your next turn.

Ethereal: You will have to find an *artifact/weapon* before you can damage her.



NIGHT SPIRIT

MANDUCOR

BLACKENED TREES

Hp 15 Morale -
Fleshy Bark -d6
Branches d4

Skin
bark 30s
Gold tooth 32s
Red sap 3s, per
litre

Special test presence DR14 or become entangled in its roots. Roll another **d4** to determind how many rounds it takes to reach its human-like mouths. When in contact with its maw, the PC who is entangled will start to take **d6 damage** until completely devoured.





SHADOW PEOPLE

REMNANTS

A memory of the dead.

If killed, roll a **d6**. If the result is a **6**, then they pass on the memory of a long buried treasure, item or just a faint glimpse of the remnants death.

Hp 10 **Morale** 8 **No armor**

Cold touch -d4 + special

Special Nightmares. The restless **dead** enter your dreams. If touched, you are unable to rest for **d4** days.

TRANSCENDENT ARE THE

pilgrims THAT CAME

FROM THE **monolith**

HIDDEN WITHIN
OBLIVION.

AS THEY **BECAME** THE
FATHER, THE MOTHER AND

THE ^(h)
SON

Hallowed Men

Hp 10
Morale 9
Faith -d4
Hammer & Nails d6

Special **Blessed**
DR14 to hit

Head 6s

Captured 24s

Dead 30s



ROTTEN.

INFECTED MEN

Sweet-smelling fluid 15s

Hp 13 Morale -

Blistered skin -d2

Gristle hands d4 + special

Special *Koldbrann*.

If hit, test **DR14 Toughness**
or your flesh will *die*,
taking **d2 damage** until you
are dead.

Amputation
will stop
the **infection**.

FORTUNES & MISFORTUNES

A cryptic prophecy is revealed in the indubitable intestines.

Roll a d20 for the

Hagauzza to speaketh the truth.

1. HIS EYES ARE LIKE FLAMES OF FIRE, AND ON HIS HEAD ARE MANY
DIADEMS. HE HAS A NAME WRITTEN THAT NO ONE KNOWS BUT HIMSELF.
2. YOUR LIMBS ARE TAKEN FROM YOU, AND YOU SHALL CRAWL THE EARTH.
3. FILL THE WORLD IN BLOOD AND YOU SHALL REIGN ETERNAL.
4. THE BLACK WAVES WILL CRUSH YOUR NAME UPON ITS ROCKS
5. YOU WILL FIND DEATH SHOULD YOU SEEK IT.
6. THREE RAVENS WILL CURSE YOUR NEXT LIFE.
7. FORTUNE WILL SAVE YOUR LIFE, ONCE.
8. A PROMISE BROKEN, BUT WEALTH FOUND.
9. A SWORD WILL FIND YOUR COMPANION.
10. SEVEN CROSSES FOR SEVEN LIVES.
11. YOUR END IS NEAR.
12. THE GODS SPEAKETH.
13. THE FALSE WILL FIND YOU.
14. A BLACK IDOL WILL GUIDE YOU.
15. 30 SILVER WAS THE PRICE OF BETRAYAL.
16. YOU ARE BLINDED, BUT NEVER SEEN AS CLEAR.
17. THE LIVES OF OTHERS WILL PERISH IN YOUR GREED.
18. YOU WILL BE TORMENTED BY NIGHTMARES FROM BEYOND.
19. AN IMPORTANT ITEM IS FOUND IN THE CLOSE FUTURE.
20. YOUR MIND WILL NOT BE YOURS WHEN THE BELL TOLLS MIDNIGHT.

Hp 20
Morale 11
Bloody skin -d6
Talons d4+1

Hagauzza

Special **Bloodspirit**. Fast, elusive and attacks twice per round.
DR13 to hit.

If reaction is
friendly she will
offer to forsee
your fate. You can
also offer a
sacrifice of flesh.

**BLOOD
WITCH**

Head 10s

Captured 40s

Dead 15s



"I WILL EXECUTE TERRIBLE
VENGEANCE AGAINST THEM TO
PUNISH THEM FOR WHAT THEY
HAVE DONE. AND WHEN I HAVE
INFLECTED MY REVENGE THEY
WILL KNOW THAT I AM THE LORD."

THE REDEEMER

DEAD OR ALIVE 100s



NUN

Hp 15

Morale 9

Skin of penance -d2

Iron Cross d6+1

SPECIAL hireable.
Can be persuaded into
joining your quest
while executing her
vengeance, if you do
a successful presence
TEST.

"I felt myself on the edge of the world; peering over the rim into a fathomless chaos of eternal night."

- H.P Lovecraft

Acolyte

Hp 25 **Morale** -

Blackened armor -d6

Flail d8

Special Fast swimmer. Always has initiative under water.

If in melee range, **test presence DR16** before you hit, or see into its coral infested face, hypnotized by mesmerizing tentacles as it reveals the dark beyond.

You thereby lose your next turn and it automatically damages you.

If the test is failed 3 times,

Thalassophobia festers as you start laughing and commit suicide.

ABYSSAL PRINCE



Calamari 12s
Captured 50s
Corpse 40s



Captured 24s
Corpse 43s
Enzyme-bag 23s

ANTROMORPHIC SEATRAP

PHYTOPLANKTON SERPENT

Hp 15

Morale 11

Leathery skin -d4

Big Mouth d4

SPECIAL

Antromorphic tongue that is inflated above the sea line with flailing arms. There it lies, waiting for a gullable fool to rescue the poor soul who is drowning.

If caught by the seatrap, you will be entrapped inside its big mouth, where tiny pore-like tubes will penetrate your body. An enzyme will be injected inside you, and the process of liquidation starts.

Your companions have **d4 rounds** to kill it, or all that is left of you is a mere skin suit.

SHARK KING

A GRINDING WHIRLPOOL OF HONED
TEETH AND BLOOD, DEATH IS A MERCY.

SHARK

Captured 44s
White eyes 12s
Corpse 32s

Hp d6x5

Morale -

Thick skin -d2

Teeth d6x5

SPECIAL

Talefins are intertwined in rotten flesh, guts and stale blood.

There will always be **d4+2** of them.

Sonargland 23s
Captured 70s
Corpse 55s



CACKLECLOPE

GIANT

Hp 18 Morale 11

Reptilian skin -d4

Club d8

SPECIAL Uses its sonar laugh to find you. Always has initiative in dark places.

A perfect predator. After the first round, it blends back into the darkness and starts the second round with a surprise attack, in addition to its normal attack.

SILVER BEFORE HONOR

Dragoons

Hp 15 Morale -

Heavy armor -d6

Zwëihander d10

Special hireable.

Services for rent, 100s/day.

If on a horse, they hit on

DR11.

Ubuesque SELLSWORDS



Grusome armor 220s

Captured 30s

Corpse 40s



Black heart 15s

Captured 50s

Corpse 25s

NOCTURNAL IMMORTALIS

STING

Hp 16 Morale 9

Fleshrags -d2

Succulent Teeths d4+1

SPECIAL

Transylvanian hunger.

If it kills you, then
you turn into one of them
in d4 days.

*You will be stalking your
old group of companions,
waiting to strike at
the least convenient of
times.*

INK WORMS

Grubs

Hp 1 Morale -

Special

Test presence DR13.

If failed, the ink worms slip under your skin. Then roll d20 on mind altering table.

Ink Sacks 30s

Mind Altering

1. A permanent fascination with small animals 2. Lycanthropy. 3. Sadistic thoughts. 4. Stendhal Syndrome. 5. Depersonalization. 6. Your tears now remove all colour. 7. Cotard Delusion. 8. Your mind alters your companions' faces. 9. Synaesthesia. 10. Barely functional - you see sounds and hear visions of sight. 11. Somniphobia. 12. A grand magus memory - you acquire a random scroll. 13. You learn an alien language. 14. Capgras Delusion. 15. Alien hand syndrome. 16. Boanthrophy. 17. Schizophrenia. 18. Todd syndrome. 19. Apotemnophilia. 20. A glimpse of the unfathomable birth of everything, the enigmatic sense of immeasurable understanding. Implodes your very self into a dramatic sound of your last scream. You die horribly, and all you leave behind is the uneducated shell of your physical body.



Captured 40s

Skull mask 15s

Corpse 20s

Hp 15 Morale 10

No armor

Bronze Axes d6+Special

Special **blood for the sun god!**

Attacks simultaneously with axes.

HIGH PRIEST

If reaction is friendly, he will ask for ink sacks to use in obscure inking rituals for visionary pleasures.

Hp 25
 Morale -
 No Armor
 Dagger d4
 Special Starts with
 d4 random scrolls from their
 cauldron of black gold.
 They have no armor, but will
 have to be killed d4 times

Morale –

No Armor

Dagger d4

Special Starts with

d4 random scrolls from their
cauldron of black gold.

They have no armor, but will have to be killed **d4** times before they are dead. *Reroll scrolls everytime they resurrect.* If they have to roll on the arcane catastrophe table, the PC who was the target of the spell rolls as if he was the one who fumbled, suffering the result.

If killed, they turn to ash,
leaving only the cauldron behind.

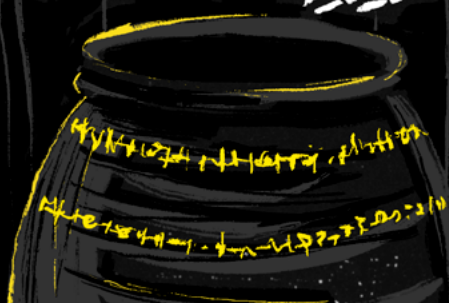
The cauldron weighs 60kg.

Contains black liquid gold. Test Presence -1 to generate d4 random scrolls.

It can also be sold for 1000s,
but only to a wizard.

Regular merchant price is 30s and some lard.

I THEM. I AM THEM. I AM THEM. I AM THEM. I AM THEM.



Hp 18
Morale 11
Wards -d6
Censer d8

Glowing Censer 330s

Captured 140s

Corpse 30s

The Wanderer

*If the Wanderer's reaction is friendly,
he will bless you.*

BOONS & CURSES

Roll a d6 on the table below

The Wise God blesses you.

1. Next test +1.

The Wise God curses your name.

2. Next test -2.

Death blesses you.

3. You ignore next fatal blow/incident.

Death is expecting you.

4. You will take double the damage next time
you take any damage.

The trickster blesses you.

5. Double the next silver you find.

The trickster blesses you.

6. The next three treasures you find will
crumble in your hands.

PAGAN KING

1. REJECTING

*The first of the blasphemous knights.
A violent Pagan King, riding a black
howler bear. Rejecting his faith, seeker of
the primal.*

Hp 15 Morale -

Heavy armor & Rune shield -d6

Black Runeaxe & Shortsword d8+d4

SPECIAL

Rejecting his humanity and goes
on a rampage the longer he fights.
For every round after the first, increase
Runeaxe damage to next dice **-d10,d12,d20**.
His rune Shield can ignore damage twice
before breaking. If he uses his shield,
do not add shortsword damage (d4).





INQUISITOR

II. PERVERTING

Hp 15

Morale -

Heavy golden armor -d6

Master of all arms ???

SPECIAL

Roll **d10** on weapons table at the start of every round.

When dealt melee damage, attacker suffers **d4 damage** from his spiked armor.

Lo and behold the second knight,

carried by his slaves

on a throne of bodyparts.

A connoisseur of torture and lust.

Perverting his fate

in a boundless ecstasy.

ANTI-PALADIN

iii. Mocking

The last of the three blasphemous knights. He rides a pridefull white warhorse, clad in blackened plate with hundreds of symbols that mock his fate.

Hp 15 Morale -

Heavy armor -d6

Blackened Longsword -d10

SPECIAL

A skilled warrior.

Always has a free attack
before you roll initiative.

Always test agility before he strikes.

If failed, he finds a weakspot and
ignores your armor.





Dead Adventures

PAST SELVES

Hp 16

Morale 9

Light, Medium, Heavy
Sword, Femur and Fireball
SPECIAL

Functions as one, attacks
and defends as three.

Roll a **d2, d4 and d6** and
pick highest for armor.

Roll a **d4, d6 and d10**
pick highest for attack.

If the d10 is highest,
set target ablaze, doing
d2 damage per turn.

Always picks the most
reckless and idiotic
option if given.

Captured 10s

Past Items 35s

Old Journal 5s

GRAPPLECRAB WRESTLER

Hp 15 Morale 10

Hard shell -d4

Claw d4 + Special

SPECIAL

Grappled. If hit, you are automatically in a headlock. **DR14 Strength Test** to get out. If you fail the test three times, you pass out and wake up after the fight is over.



PIKEMEN UNDEAD

Hp 15 Morale -

no armor

Pikes d10

SPECIAL

Runs against you, **DR10 Agility test** or be impaled and die.



CURSED CUTLERY

Household Items

Hp - Morale -

Metal Material - Special

Sharp and blunt edges d6

Special

Can not be defeated before the spell is broken. "90% of accidents happen at home."
"Not anymore..."



Axe Murderer A DULL BOY

Hp 18 Morale -

Insane -d4

Woodcutter Axe d6

SPECIAL

Immune to scrolls, as he is protected by madness. Fast Swing, Hits on **DR10**.

The thought behind False Gods

These are the bosses, the big bad. As some of them are Gods, I realized that there needed to be dramatic, challenging and meaningful encounters.

Some of them are just too big, and even a *zweihander* wouldn't leave a scratch on them. They are really hard to tackle head-on, so it might be advised to make up some enchanted armor that blocks hellfire, or a pendant of weakening, that will cut the statblocks of the gods in half. These creatures are also just projections of the gods themselves, a fragment of their greatness, at least that's my idea.

As an example, we have the *kingdom beneath a drowned sun*. A being so vast that a lost kingdom either resides inside or ontop of it. An entire adventure/setting and campaign can even revolve around defeating the beast, from inside the kingdom itself. As it is a mere story and does not have a statblock, you will have to figure out that for yourself. The GM could ask himself: "Might they be guarding his heart?", "is there a brain it has that needs to be destroyed?", "what are some of the consequences of slaying a god?", and "are they holding something worse at bay?". These are some questions to keep in mind when placing a being of infinite power and grandour in your game.

But of course, some of you love smacking things until they are dead, and that my friend, is also a valid way to kill something. So why not make up some kind of item that would make it possible? For example, you could weave in *the Sword of a Thousand Truths. Otherwise a normal sword (d6), but feeds on the lies of gods, and adds d20 damage when fighting them*. However, the sword could also be hidden and guarded by monsters from this bestiary.

There is no correct way to interpret the False Gods, whatever creates the most fun in your game. You do you.

FALSE GODS

W
Y
R
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M
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THE KINGDOM BENEATH A DROWNED SUN

A legend. Forgotten.

Lost in aphotic depths.
A kingdom stands in the light of a
sun, mounted on an old creature, a
being so vast it is said to be the
endless sea's sour ground. As it
moves the very earth shifts.
Hunting and devouring gods who
happen to fall into the sea of
infinity.

Within or on the creature,
*scholars can only speculate from
obscure texts and profaned maps
what has been discovered in dark
grottoes.*

Dwells a mythical kingdom of the
abyssal courts.

Gluttonous amounts of treasures
and ancient knowledge is to be
found, but none has ever returned
from outgoing exhibitions.





HYMN

Inside the prism-concrete
reality the *it* sits, on
her black throne, a being
of the purest dreams.
Evasive in *its* existence,
the *he* hymns.

Kreator Titan

Hp 66 Morale -

Aura of Gods -d12

Melody of Death d4 + special

SPECIAL

A melancholic hymn
intrudes your mind,
Test DR15 presence
or be infected by
thoughts of suicide.

If you defeat Hymn's
projection, it will
linger in your
thoughts and spread
as wildfire in dry
grass to anyone you
have contact with. It
will spread from them
to others. A suicidal
galore.

The *many* that desired to become the one. A *reflection* of the awe that it once was. With violent lust it will become as the past again.

It appeared as a translucent shadow in the dark sky, bringing with it a breath of madness.

GLASS DRAGON

Hp 66 Morale -
Reflected Iridescent Glass-skin -d6
Glass Maw & Claws d8
Chromatic breath d12 Hits all.

Special

Attacks Twice. At the end of every round it breathes halluciogenic gas. **Test presence DR14** or lose your turn.

Jehoshaphat



*In the cracks deep beneath the endless sea,
within the boiling black void it sleeps.
Just an old story, a myth the old seafarers say.*

The rumours suggest there is one, a mad scholar,
who has invented a way to breath underwater.
But you would not have time to hear the ramblings
of a madman, would you?

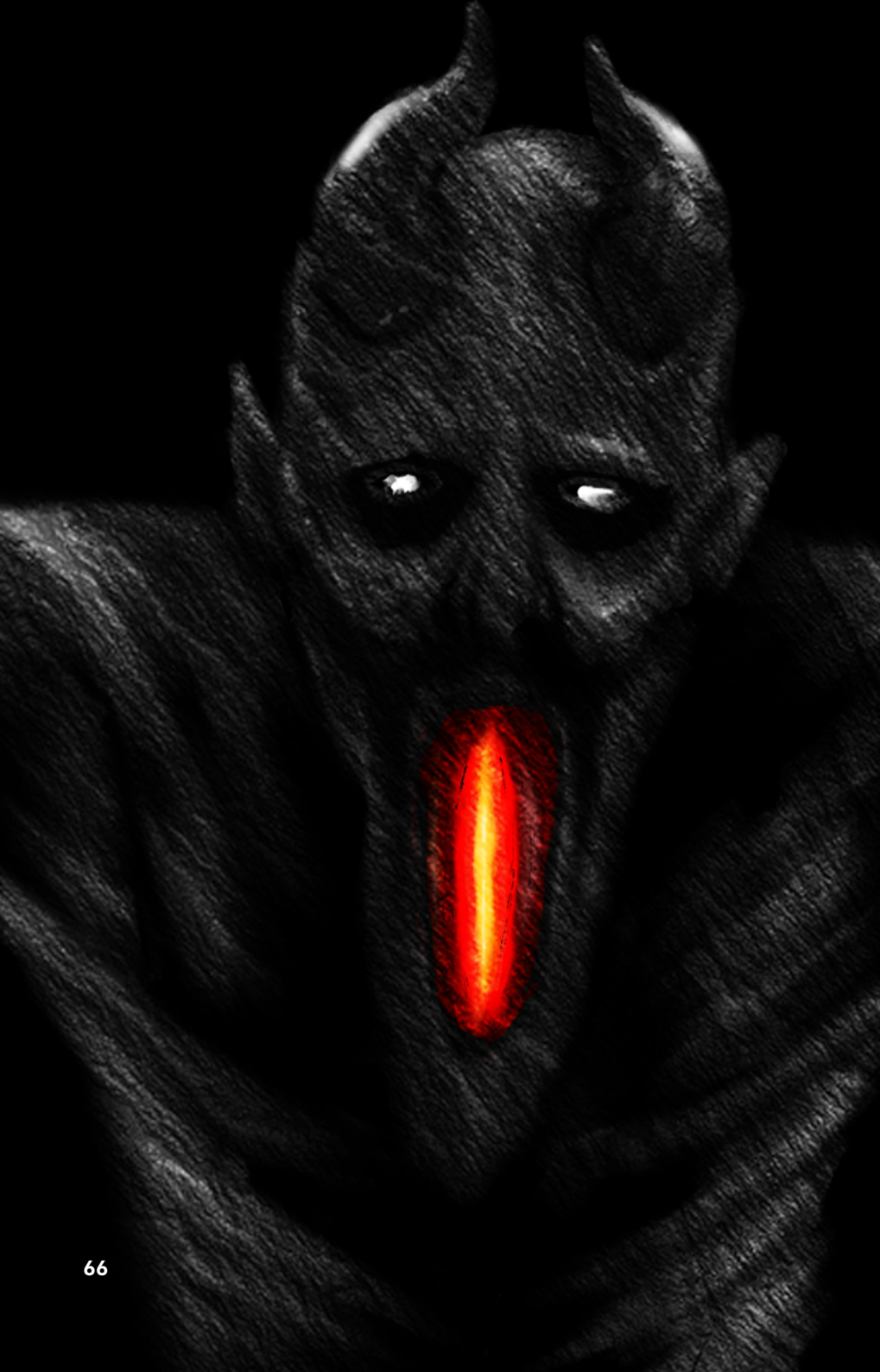
Learning the scroll of **Gilled-breath**.
Cast it on d6 **targets**, lasts for d4 hours.

*"Find the beast! SLAY IT! And tap into its blood,
as it is infused with magic!" He cackles, as you
leave the room.*

HP 66 Morale -
Thick hide -d12
40,000 Tentacles d4 + special

SPECIAL

Test agility DR12 every time it is your turn to avoid the thousands of gripping tentacles. If failed, you are grappled; roll a d4. The result is how many turns it will take to cut off its limbs. If grappled again, it has fully engulfed your feeble body. **Test DR12 toughness** or suffocate and die.



Helvete

DEMON

Hp 66 Morale -

Obsidian skin -d6

Sword of Oblivion d12

Special

My mouth is given to me. The Gate of the Tearing Ether
My mouth is opened by *Ptah*, opens up in its mouth. A thousand
with a chisel of metal, screams can be heard. **Test**
with which he opened the **Presence DR16** or be sucked into
mouth of the Gods. the fire of damnation.

I am *sekhmet-Wadjet* who dwells
in the west of heaven. I am
Sahyt-mong the souls of *On*.

The ceremony has gone terribly
wrong. Did we misinterpret the
symbols? What have we done?

ILDFAR DEMON

As the living incarnate of
the burning sun, it rises
from fire as bright embers
in the ash.

It has been summoned
through obscure rituals in
a long dead language.

Hp 66 Morale -

Unholy Flame-skin -d6

Hellfire d12+special

SPECIAL

Will summon d4 Magma
Heads, its *children*.

Test Toughness DR13 or
the fire sets root in
your armor or flesh,
burning you forever
(d4) even in death.
As you resurrect as a
Child of Ildfar.



The first book of Babalon

(continued)

Dark, revolving in silent activity,
Unseen in tormenting passions,
An Activity unknown and horrible,
A self-contemplating Shadow,
In enormous labours occupied.

But Eternals beheld her wast forests;
Age on ages she lay, clos'd unknown,
Brooding, shut in the deep; all avoid
The petrific, abominable Chaos.

Her cold horrors, silent dark Babalon
Prepar'd; her ten thousands of thunders,
Rang'd in gloom'd array, stretch out across
The dread world; and the rolling of wheels,
As of swelling seas, sound in her clouds,
In her hills of stor'd snows, in her mountains
Of hail and ice; voices of terror
Are heard, like thunders of autumn,
When the cloud blazes over the harvests.

ILLUSTRATED BY:

Joel Clapp - *Pagan King, Inquisitor and Anti-Paladin* (p.49-51).

Scrap Princess - *Wargolem and Antromorphic SeaTrap* (p.1 and p.30).

Johan Nohr - *The sea Creature in A kingdom beneath a drowned sun* (p.59).

Stein Hansen & Liva Jensen - *Magma Head, Revelation Swarm, Birdsquids, The Village of Wailing, Puppeteer, The ones that came from the depht, Pesta, Devil, Weeping Mother, Night spirit, Blackened Trees, Shadow people, Hallowed Men, Rotten, Hagauzza, The Redeemer, Abyssal Prince, Shark King, Cacklelope, Dragoons, Nocturnal Immortalis, Ink Worms, High Priests, Necropyte, The Wanderer, Dead Adventurers, Crapplecrab, Cursed Cutlery, Pikemen, Axe Murderer, Hymn, Glass Dragon, A creature of myth unimaginable to men, Helvete, Ildfar, and Front-back cover.*