

MONSTERS BASED ON **THE BINDING OF ISAAC** FOR **MÖRK BORG**



TRITE

HP 10, Morale 10, No armor, Leap attack d6. Attacks a new target every round.
Quick: attacks and defence are DR14.

Hideous and horrendously nimble, the trites resemble upside-down, mangled human heads with spidery legs growing out from beneath the corpse-flesh. With these, they leap great distances to latch onto the unknowing, digging their claws into faces and ripping them apart. **They don't even seem to feed on their fallen victims**, but hunt for sport, or lust, or greed.



WADDLER

HP 3, Morale 5, No armor, Bite d4. Explodes on death, test Agility DR12 or take d8 damage, also spawns a swarm of spiderlings that deal 1 hp damage every round unless removed with water, fire, acid or magic.

Waddlers are arachnids bloated and pregnant, **ready to burst at any given moment**. They are the size of a rotten watermelon and break the same way when struck, releasing a splash of tarry goo and one million starving spiderlings. **If the spiderlings are allowed to grow, they will become either trites or waddlers in time.**



FROWNING GAPER

HP 15, Morale 10, Thick flesh -d2, Blind slam d6 (defence is DR10). If it hits, bites for d4 (defence DR16). **Upon death**, there is a 1 in 6 chance the head will fall off and it becomes a gusher.

Frowning gapers are undead fugitives who miraculously (or with unholy aid) **escaped the basalt prison cities of the underworld** and are now looking to feed on living flesh to regain their strength. **They always run**, screaming with arms waving, trying to find a meal. They are all **blind**, having literally cried their eyes out during their eon-long, torturous solitude in the land of the dead.



BEGOTTEN

HP 25, Morale 11, Hardened skin -d4, Claws d6 (attacks twice per round). **Swift:** attacks are DR14. Cumulative 5% chance every round that they break free. When freed, all light sources in the room and the adjacent rooms go out, and a magical silence sets in for d4x10 minutes or until the Begotten is killed.

Infernal beings set in bondage deep in the furthest torture-realms of hell, the begotten can sometimes manifest into our world as a daemonological anomaly. Horns curved and sharp, skin obsidian black and eyes raging wide with insatiable hatred. **Shackled to the wall, floor or ceiling** they gnash, and will eventually break free to chase their prey. When they do, the **lights go out**, and all goes quiet.



BOOM FLY

HP 3, Morale 7, No armor, **Detonates** upon death or when crashing into anyone (test Agility DR10 to avoid). 3d6 damage to all within 20ft. Test DR12 Agility to take half damage. Attacks whomever made the worse argument, or a random target.

These suicidal insects are ashen grey gas balloons, with stubbly skin thinly stretched around a spherical body with tiny bumblebee wings perplexingly keeping them afloat. They tumble around seemingly clueless, **attracted by bright lights and the sound of intelligent creatures arguing**. They will crash into unwary travellers, exploding on impact. The explosion is a burning hydrogen-cloud with splintered chitin shrapnel and insect intestines.



GUSHER

HP 7, Morale -, No armor, Fills a 10ft cube with blood in 30 minutes. Melee attacks are DR16 because of the blood spray, unless a DR12 Presence test is made.

These undead seem to **simply spring into being** as if birthed by the underworld, a byproduct of a greater necromantic spell. They appear as decapitated children, aimlessly wandering and violently spewing blood from their gaping neck-holes. The flow, which is like a spectacular crimson fountain, seems unending and if not dealt with, these headless ghouls are known to **fill entire dungeons with blood** given time.