



**EAT PREY KILL**

BESTIARY AND HUNTING RULES FOR

**MÖRK BORG**

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# EAT PREY KILL

When **stomachs growl** and there's no inn in sight, roll for Presence and succeed to see what potential feasts you find. **Roll a d6** on one of the region tables presented here. If you failed your Presence roll, don't worry. You can still find things to kill, although there's probably a mishap in there for you.

**Optionally**, roll a d8/d10/d12 instead and substitute 7+ with rabbits, stray dogs or other boring, mundane prey.

Now **kill** and be merry.

## How much meat is there?

An amount of day rations equal to the creature's HP, or whatever feels reasonable. Some beasts are less edible than others.

## How many are there?

If there's a die type in parenthesis like so: (d4), roll that die and there you go. Otherwise, probably just one.

## d10 Hunting Mishaps

1. The beast is infested with **exploding ticks**.
2. **Another hunting party** is nearby.
3. **Another predator** is lurking in the shadows, ready to strike.
4. **Scavengers** have followed the tired beast.
5. The beast is **actually undead** and controlled by a **mad necromancer**.
6. **The beast's lair is nearby** and it will try to escape. There might be more of its kind there .
7. The beast is **sick**. Contagious and not good to eat.
8. The beast is **tamed and belongs to an earthbound mud shaman**.
9. The beast is covered in painted symbols and **is considered holy by the locals**. *They will know if it is killed.*
10. The hunt takes both hunter and prey into a **field of poisonous thorns, unstable glacier ice or a ravine about to collapse** depending on the terrain.

## In the Belly of the Beast\*, You Find... (d10)

1. **Remains of a priest**.  
Might be a scroll there too.
2. A long and angry **flesh worm**.
3. **One of its spawn**.  
Still alive perhaps?
4. A **sharp bone** that can be used as a piercing weapon (2d4).
5. **The skull of a lich** (with ruby eyes worth 25s each).
6. **d6 silver coins**.
7. **Remains of a child**. A nearby village is looking for it, preferably alive.
8. **Broken glass**. 50% that it contaminates the meat.
9. A black tube containing **hallucinogenic powder** (presence DR12 or -2 Presence for an hour, but can also see and communicate with spirits during this time).
10. A **human femur covered in arcane runes**. Will open any nearby magically sealed door and then turn to salt. But will also curse its owner once this happens.

*\*Obviously, some beasts are too small or weird to use this table.*





# d6 Tveland

**1 ANTIDEER (D4)** tastes like venison, but isn't.

HP 7, Morale 6,  
Tough skin -d2, Antlers d6

**Special** After eating Antideer meat, pass a DR12 Presence test to live with yourself. If not, the unknowledge of what you've done weighs on you, lowering Presence by 1.



**2 FLAYED VULTURES (D8)** may not be able to fly, but they're fearless climbers.

HP 3, Morale -,  
Bite/Claws d4

**3** In a hole there lived a **RATBIT**. It was a human-sized hole, made with ten-inch claws.

HP 6, Morale -, Claws d8



**4 FERAL HORSES (D4)** are more than wild, for they know and love the taste of flesh.

HP 8, Morale -, Tough skin -d2, Bite/Kick d6

**5** The lanky **STEPPE WOLFE** has long legs but a short patience. Outlast d4 rounds and the pack (d8) might leave you alone.

HP 8, Morale 10,  
Tough skin -d2, Bite d6

**6 TUSKED BISON** are among the kindest creatures out there, as long as you stay well away from them and their own. Fighting one means fighting d4 more.

HP 16, Morale -,  
Tough skin -d4, Tusks d8

# d6 Sarkash

**1 SKELELK (D4)** wear their bones on the outside of their otherwise elk-like bodies. Great for defence, although blunt weapons always deal maximum damage.

HP 9, Morale 8, Exoskeleton -d6, Antlers d6

**2 THE DREDGEHOG** has daggers on its back, which may be why it trusts no one, and prefers to roll up into a big ball of murder when provoked.

HP 14, Morale 10, Daggerback -d6  
Bite/Daggers d6

**Special** Missing an attack against the beast means you strike a dagger and take d4 damage.



**3 CARRION OWLS** only eat what died the night before.

HP 2, Morale -, Bite/Claws d4

**4** The tiny (attacks and defence are DR14) **THROAT-CUTTING WARBLER** has the sharpest beak and the best aim of all birds in Sarkash.

HP 1, Morale -, Beak d10

**5 MULCH-SQUIRRELS (D4)** eat dirt and taste about the same.

HP 1, Morale 3,  
Bite/Claws 1 damage

**6** It's believed **HOWLER BEARS** lure prey by wailing like dying men. Some even form words like "*HELP*", and "*I'M BEING EATEN BY A HOWLER BEAR*".

HP 18, Morale -, Skin -d2  
Bite/Claws d8



# Graven- Took *d6*

**1** The **GIANT SKULL MOTH** bears the shape and size of a human skull on its tar-black wings. Perfect bait for squirrels and tomb raiders alike.

**HP** 3, **Morale** -, **Stinger** d4 + special

**Special** DR14 Toughness test or d4 damage and become infected.

**2** The larvae of **TWICE-GROWN CORPSE FLIES** go through two stages of cocooning, in two different hosts, before emerging—bulging, bloated, and starving for more.

**HP** 4, **Morale** -, **Exoskeleton** -d4, **Bite** d4 + special

**Special** Pass a DR12 Toughness test or become host for a dozen freshly laid fly eggs. Get them out within d6 days or see them hatch in your corpse.

**3** It is said **UNBRED MUTTS (D6)** are the descendants of pedigreed dogs waiting by the graves of their late masters. Some say they're the same dogs, still waiting.

**HP** 8, **Morale** -, **Bite** d6

**4** The **GRIM-TOOTHED SQUIRREL** has teeth made for cracking bones and savoring the marrow within.

**HP** 2, **Morale** 6, **Bite** d6

**5** **MEATROACH** is a delicacy if cooked right. But first you have to remove the poisonous murder-appendix (DR16 Agility test). Failure means the meat is spoiled (DR14 Toughness or d8 damage).

**HP** 4, **Morale** -, **Exoskeleton** -d4, **Bite** d4

**6** **THE HALF-BILLED RAVEN (D4)** has only its upper beak, and a sticky, reaching tongue beneath.

**HP** 2, **Morale** -, **Beak/Choking tongue** d4/special

**Special** DR12 Agility to avoid or d4 damage/round until DR14 Strength succeeds or raven dies.

d6

# Grift

- 1 UNCOMMON RATS (D4)** are a common sight on the streets of Grift. Large like hounds but with twice the spite and thrice the teeth.

HP 6, Morale -, Bite/Claws d8/d6

- 2** Despite their name, **CELLAR CRABS (D4)** are found in any number of cold, dark places. When you hear the clickety clack of their 20-inch legs on the stone floor, you know it's time to leave.

HP 6, Morale -, Shell -d4, Bite/Claws d6

- 4** The **STRAW-LION** hides in piles of straw and hay, waiting to use its pincers and grabby claws to pull its prey out of sight and into its lobotomizing maw. It eats the brain, and discards the rest.

HP 14, Morale -, Exoskeleton -d6, Pincers/Jaws special/d8

**Special** Succeed a DR14 Agility test or be pulled into the toothy jaws of the Straw-Lion, taking d8 damage instantly and on every round until you succeed on a DR18 Strength test or the lion dies. If you're broken or hit negative HP while inside the beast's maws but are rescued that same round, you're not killed. Instead, a half-botched lobotomy leaves you with your Presence reduced to -3.



- 3** The streets of Grift are home to many **NAMELESS & TAMELESS STRAYS (D8)** eating nothing; yet everything, given the chance.

HP 4, Morale -, Bite d4

- 5** No silly, **LENTIL LICE** don't actually eat you from the inside. At least not until you're dead. 'Til then they just wait. Oh, and they're the size of rice, so you'll need at least a corpse's worth to feed a hungry party. Lucky that you found one! Unlucky that someone else found it first. Now you'll have to fight d6 starved peasants to get to the good stuff!

HP 4, Morale 7, Knife/Femur d4

- 6 MÚRDER GULLS (D20)** live in hollows along the Múr's banks. They make the hollows on their own, using sawtooth beaks and sticky putty spewn from their gullets.

HP 2, Morale -, Beak d4



# d6 Kergüs



## 2 TAR-PELTED GOATS (D8)

have thick, warm fur the color of charcoal, and they smell of wooden ships freshly coated in tar. It's a shame the meat tastes like sulfur and vomit.

HP 6, Morale 7, Fur -d2, Horns d6

## 4 MEGASLOTHS

are a rare sight on the ice fields and are sometimes confused for snow-mounds. You're not liable to make that mistake when facing one in combat, however. They can run when they choose to.

HP 30, Morale 9, Thick fur -d2, Scythe-claws d10

## 3 Being eaten by a MOLAR BEAR is

said to be one of the most grueling ways to go. Their teeth may not be made for biting, but they sure are made for chewing.

HP 16, Morale -, Thick fur -d4, Claws d8

## 5 BLUBBER GULLS (D8)

look like flying balls of fat, but they make a good soup, and you can use the gas-filled corpses for buoys.

HP 2, Morale -, Blubber -d2, Beak/Dive Bomb d2/special

**Special** When threatened it will either flee or dive (50%) towards its attacker, blowing itself up, dealing d8 damage to anyone within 5 ft.

## 1 THE FLAIL-HORNED MUSKCOX moves in herds

of d12 individuals, dragging horns on keratin chains. Your best bet is going for one of the oldest and slowest, in the back of the chain gang. That means you won't have to fight the entire herd, but it also means you'll have to fight the one with the biggest horns.

HP 18, Morale 9, Thick fur -d2, Flail-horns special

**Special Attacks** in a flurry of whirling chains and horns. Make four attacks as follows (target is chosen randomly for each attack):

to avoid	damage
DR16	d4
DR14	d6
DR12	d8
DR10	d10

## 6 The FALSE SEAL

looks almost like a regular seal. That's because it is the corpse of one, now home to a puppeteering spider of seal-like proportions. Attacking the False Seal means angering this very dangerous arachnid.

HP 22, Morale -, Exoskeleton -d4, Bite d6 + special

**Special Test** DR16 Toughness or your body will reject any food consumed until you imbibe an antidote made from the spider's venom-gland.



d6

# Wästland

**1** When the **LIAR-BIRD** hears a lie uttered, it latches onto every word and repeats them when it pleases. Sought-after by inquisitors and others tasked with uprooting falsehood. Of course, sometimes it repeats a truth instead. For fun.

HP 2, Morale -, Beak d4

**2** A **THREE-THIRDS-PHEASANT** is completely and utterly a pheasant. It's just not necessarily the same pheasant. Be it a third head or a third knee, it always has a third of something.

HP 3, Morale -, Beak d4

**3** The **FEATHER FOX** is notorious for its ability to move silent like a shadow, while leaving no trail or tracks. Its hollow bones are perfect for making bone pipes. Break one of them, drink the magical mercury inside, and you'll be as light as a feather for an hour. Your head will be, too.

HP 3, Morale -,  
Bite d6

**4** There is said to be only thirteen **BAUTABOAR** left in Wästland, but that doesn't stop anyone from killing one on sight. A mouthful of its meat expands and weighs as a feast in the belly. Has been known to burst babies and those with small appetites.

HP 16, Morale -, Thick hide -d4, Gore d8

**Special** Eating a day's ration of Bautaboar meat leaves you full for a week. It also makes you feel quite heavy (Defence is DR +2 for the duration).



**5** A particularly omnivorous breed of pig, the **SCHLESWIG BOGFEEDER (D6)** is completely domesticated, which means the ones you've tracked down belong to someone. Better do this quickly, before anyone notices.

HP 5, Morale 8, Bite d4

**Special** The pigs need to be killed in one round, before they have a chance to squeal. Otherwise, fight d4 farmers: HP 4, Morale 6, 50% chance they carry a tool or knife (d4).

**6** The **GOLD-CRESTED FILTH-CROW** carries a feathery ring of shining gold around its collar, a perfect mockery for those unable to afford the real thing. It nests in the muck under latrines and seeks the treasures of the chamber pot.

HP 2, Morale -, Beak d4 + special

**Special** Toughness DR10 or become infected.

# d6 Lake Onda

**1 CURSED TROUT** live among the regular trout of the lake, and it is not apparent that you've caught one until you move to gut it and find that there are no guts. A hollow fish, the Cursed Trout is seen as a terrible omen; whether by magic or superstition, the one who guts such a fish cannot sleep for d6 days.

**2** The meat of the **RUSTY BASS** tastes like rusted metal. Because it eats metal.

HP 2, Morale -

**Special** When eating Rusty Bass, test DR12 Toughness or get deathethanus. This means you're infected and have a craving for feeling metal inside you (DR +2 on defence against attacks using metal weapons).

**4 THE CARCASSWAN (D2)** mates for life, a decade-long story eventually ending in the surviving half eating its dead lover and gaining a taste for flesh. Long story short, when you see a lone Carcasswan, you run. Before it sees you.

## Lone:

HP 15, Morale -,  
Bite/Claws d8

## Pair of them:

HP 5, Morale -,  
Bite d6



**3 THE GROAN** sounds like a weary tree slowly waving in the wind. Only, the wind stops when the Groan is near.

HP 18, **Something's not right** -d6, Morale -,  
**Anti-presence** d4 + special

**Special** Defence against the Groan is rolled using Presence instead of Agility. Everyone nearby has to defend. There is no escape. Armor will not save you. When the Groan dies, there is no body. Was it even here? Test DR14 Presence or forget. It will be back.

**5 THE UNRESTING DUCK (D8)** lives and dies in the air. This has made them very skilled at flying, and really hard to hit (DR16).

HP 2, Morale 7, Beak d4

**6 SURSTURGEON** starts to ferment while still alive, leading to a terrible tasting and terrible smelling fish. Eventually it dies, improving nothing.

HP 4, Morale -

# *d6* Valley of the Unfortunate Undead

**1** **PHANTOM RATS (D10)** are half-way between here and somewhere else, always flickering, always glowing sickly blue. Keep one in a bottle for a makeshift lantern. Just make sure the glass is coated in the ethereal blood of its kin, lest it escape. They're a nightmare to catch (DR16 to attacks).

HP 2, Morale -, Bite d4

**3** The suckling soil of the valley cannot hold the **TOMB APE**, for it has webbed feet like that of a frog, and the scales of a slippery snake. Long tangled hair cover its face, the place where it keeps a mouthful of sharp teeth. The ape longs for silver, and never goes far from its nest—likely an old tomb—where it keeps d66 coins.

HP 14, Morale 11, Scales -d2, Bite/Claws d6

**4** **GRAVELINGS (D6)** are a bit like skinless, hunch-backed dogs with opposable thumbs. They taste about the same, though.

HP 6, Morale 9, Bite/Claws d6

**5** The tiny (DR14 to hit) **MARROW SPARROW** has a syringe-like beak, which it uses to feed on sleeping victims. One bird makes a very good stock for a soup that fills the stomachs of four.

HP 1, Morale -, Beak 1 damage

**2** **GRUBSTOPPERS (D10)** are a common word for any bug large enough to calm a man's hunger.

HP 1, Morale -, Exoskeleton -d2 (50%), Bite 1 damage + special

**Special** Some bugs have a bad bite (Toughness DR12).

Roll below for the effect: (d4)

1-2. Nothing. 3. d6 damage.

4. Infected.



**6** While it has no flesh to speak of, the **BONEMARE** has a very tasty brain somewhere in its necromanced equestrian being.

HP 12, Morale -, Bones -d4, Bite/Kick d6

**Special** On its first turn, the mare unleashes the power of a random unclean scroll.



# *d6* Bergen Crypt



**1** The **TUNNEL SNEAK** moves silently through cracks, crevices and catacombs in search of its next meal. Although the size of a grown man, its malleable form fits through the most unlikely of openings.

**HP 12, Morale - , Malleable form -d2, Claws d6**

**Special** The PC with the highest Presence must make a DR14 test after tracking down a Tunnel Sneak. Failure means it found you first, and a random party member is hit with a sneaky claw strike dealing d6+3 damage.

## **2 THE NEPHALIX MONKEYS (D4)**

lived in the abyss for so long, the abyss grew tired of them and spat them back out. Now they leap from peak to peak with their bony wings, tossing unfortunates down the cliffs to spite the rocks below, laughing all the while.

**HP 7, Morale - , Scales -d2, Bite/Claws d6 + special**

**Special** Test Strength DR8 or be lifted up and flung through the air, landing 10 ft away or somewhere far below.

## **3 The WEAKWILL'D WHISPERBIRD**

will follow any master, provided that you kill its current one. Until then, it will fight with tooth and beak to stop you from doing so. It looks so utterly pathetic however, that you will need to pass a DR 12 Presence test to bring yourself to fight back.

**HP 2, Morale 6, Beak d4**

**Special** When encountering the bird, roll to meet its accompanying master: (d4)

- 1-2. Roll again on the hunting table
3. A flesh starved berserker (Rulebook, pp. 60)
4. A Lich looking for some god damn peace and quiet (Rulebook, pp. 63)



**4** With four wings and a mean demeanor, the **VIERWINGED FALCHON** is the undisputed despot of the mountain skies. It's arrogance which has brought this species of massive birds close to extinction, as it eats only its own brood. It will still kill other creatures to assert its dominance, however.

HP 16, Morale -, Bite/Claws d10

**5** Born during a full blood moon, the **ÜBERWOLF** is three times the size of a normal wolf. And there are usually d6 or more of those following close behind.

HP 18, Morale -, Thick fur -d2, Bite/Claws d8

Regular wolf:

HP 6, Morale 8, Bite d6

**6** While resting the **RAGPIE** appears as a scrunched up bundle of cloth, with perhaps a sprinkling of old bones in close proximity. When bringing down its prey, it looks more like a dark cloak, enveloping the target in a deathly choke-embrace.

HP 8, Morale -, Thick skin -d2, Smother-cloak special

**Special** If defence fails you are embraced by the Ragpie, slowly choking and unable to act. Only the death of the Ragpie or a DR18 Strength test will set you free. Until then, you take d4 damage per round, and half of any damage dealt to the Ragpie is also dealt to you.