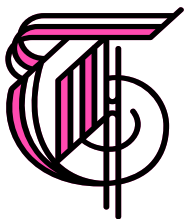


A SCENARIO FOR

MÖRK BORG

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Editing Fiona Maeve Geist and Jarrett Crader (MRC)



he streets of Galgenbeck are littered with corpses, twisted, inhuman things: a goblin isn't an attractive sight on a good day and dead they are truly distasteful. Their mottled, ropy flesh rots but never decomposes; even the oldest skins in the darkest alleys hold their shape to warn passersby of their swiftly approaching end.

There's also the living goblins—probably the bigger issue here. They crawl inside basements, nest within cupboards, use dogs for target practice and generally wreak havoc upon the hapless Galgenbeckians. More and more townsfolk appear to be afflicted with the dreaded *Goblin Curse* and, with such a large infestation of the little scoundrels, it's becoming very difficult to figure out which one to snuff saving yourself from becoming one of them.

Not to worry! For the low cost of 40 silver local alchemist Nagel Krat has a cure. Until the price rises tomorrow, anyway. And the day after that. And the day after that...



WHAT'S REALLY GOING ON?

NAGEL KRAT recently inherited the Derelict Mill from his father, mentor and teacher: Urvan Krat. Prior to this mysterious occurrence Urvan perished due to poison planted in his medication by an unidentified assassin. Despite fulfilling a threefold role in Nagel's life, Urvan was never very good at any of them.

Inside the mill Nagel found a large stash of alchemical supplies as well as an enormous contraption labeled *The Goblin Grinder*. Using the meagre income his father's Medickal Shoppe left, he purchased his scheme's necessary supplies.

NAGEL'S SCHEME

1. Get a **steady supply of corpses** for the Goblin Grinder. Nagel is paying a gravedigger named **Qarg** to deliver the occasional body.
 2. **Make goblins**. The goblins infest Galgenbeck, cause the townsfolk issues, but most importantly, **inflict as many people as possible with the Goblin Curse**.*.
 3. **Create a Goblin Cure**. It's not really a cure, it just postpones the symptoms, but it's enough to give a desperate Galgenbeckian some hope. Sell it. Sell a lot of it.
- ↺ **Repeat!**

*Remember: anyone attacked by a goblin irrevocably transforms into one in d6 days, unless the attacking goblin is killed before then. Any attack is sufficient—it doesn't even need to be a successful hit. Goblins suck.

WHY DO THE PCS CARE ABOUT ANY OF THIS? (d4)

1. **They're afflicted with the Goblin Curse** and lack funds to keep up with Nagel's prices. A goblin ambush and subsequent retreat could leave them worried about a possible transformation and even the most affluent traveler has difficulty keeping up with the cure's steadily inflating price.
2. **Nagel hires them as Medickal Shoppe guards**. Nagel serves increasing numbers of Galgenbeckians daily and, for some reason, they keep getting more agitated. Qarg can't keep up with every broke peasant "actively transforming into a goblin" and "needs the cure now."
3. **They're hired by a suspicious noble**. Jota Klefunheim of Klefunheim (tall, perpetually annoyed, some kind of baroness or princess) presently unaffected by the goblin curse but—with those disgusting peasants running around all the time—it's bound to happen. She wants the PCs to uncover what's going on and stop it quickly, paying 200 silver (reduced by 20 each day the problem isn't resolved) for the trouble.
4. **They're hired by a worried peasant**. Urgrip Wikt (tells wild stories, large family, infected, exceedingly poor) isn't able to pay, per se, but will trade a family heirloom if PCs resolve Galgenbeck's goblin issue. Urgrip knows he's likely doomed, but his family isn't. Unknown to Urgrip, the heirloom is a Calumny Pearl. Whoever places it underneath their tongue entirely believes the first lie told to them.

Characters of note



THE BASTARD, goblin mutant, leader, torturer

Using the Goblin Grinder and his own alchemical knowledge, Nagel tried to create a “leader” goblin to direct the others creating “The Bastard.” The corpse was a torturer for a group of unsavory royals, so he eased right into upper management. He’s aware enough to speak, mostly used to throw crude insults.

HP 10 Morale 6 Mutant hide –D4 Knife D4

Goblin overlord, allied goblins fighting with The Bastard are DR16 defence (including himself) and cannot be shaken (Morale is –) unless he’s killed.

NAGEL KRAT, alchemist, murderer, con man

Nagel cares about one person in the world—and his name rhymes with “Vagel.” He killed his father to inherit a grain mill that could no longer process grain, has no loyalty to his goblins and begs, pleads, bribes and cries to avoid harm. Nagel is a (smart) worm, running back to the mill at the earliest sign of trouble.

Thin, curly hair, red apron, obsessively clean.

HP 6 Morale 6 No armor Knife D4

Smoke bomb DR14 PRESENCE or Nagel gets away.



QARG, gravedigger, mercenary

Nagel pays Qarg 50 silver per body delivered. She’s not picky about what happens to them afterward and works as muscle for the Medickal Shoppe for 10 silver/hour. She’s a simple woman and likes the opportunities afforded to her when she has a salary beyond gravedigging’s pennies.

Easily bribed: convincing her to leave her post or miss a delivery is a DR8 PRESENCE test if she’s offered more silver.

Dirty, grim stare, shovel strapped to her back, broken nose.

HP 9 Morale 7 Filthy furs –D2 Cudgel D6 or Shovel D4



The Medical Shoppe

THE STOREFRONT

Smells vaguely metallic. Shelves brimming with *Goblin Cure*.

- Nagel has Qarg stand around and look tough during the busiest hours of the day (the afternoon). Occasionally she breaks up fights or protects Nagel from angry townsfolk.
- Nagel insists on carrying all his silver in his apron before storage at the mill. It's pretty heavy. He can shed it if chased to make any Agility tests to catch him DR16. If he drops the apron it has a total of D10 × 10 silver in it.
- There's a crate hidden underneath the floor behind the counter via latch. If Nagel is out of options and needs to run he can pop the **Goblin Crate**. D4 + 1 goblins leap out and viciously attack anyone nearby except for Nagel.



SOLD HERE:

GOBLIN CURE (40S +5)

Not actually a cure, but nobody knows that yet. Postpones total transformation by D6 days. Costs 40 silver in the beginning rising by 5 each day Nagel remains in business.

FLASH POWDER (45S)

Creates a brilliant flash as likely to blind you as it is your opponents. Stuns all opponents that can see it for d3 rounds. You and all allies test Toughness DR12 or are also stunned.

HEALING TINCTURE (30S)

Mostly mouse dung, dirty water and red pigment. When consumed roll a D4. On a 1 attacks and defence are rolled at -2 until a full night's rest to get over whatever it did to you. Notably, does not heal wounds or diseases.

INVIGORATING ELIXIR (25S)

Really does provide short-term bursts of energy. Also might stop your heart. Grants +1 Agility for 1 hour after imbibing. When the hour's up roll a D8. On a 1 take D8 damage from sharp pains in your chest.

JUICE (7S)

This is just juice. He uses apples?
It's apple juice.

The Derelict Mill

FROM OUTSIDE

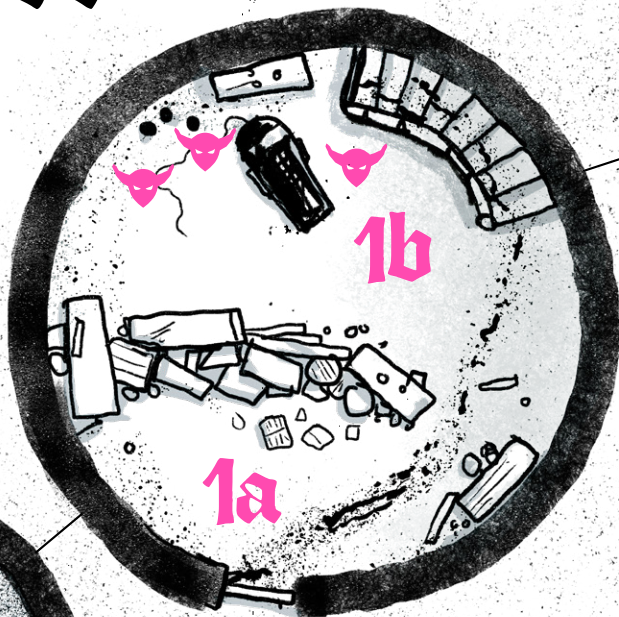
Enormous, boarded-up windows, very faint mechanical grinding noise coming from the top. If the PCs put their ear to the door test Presence DR14 to hear snickering and chuckling from within



NOTE

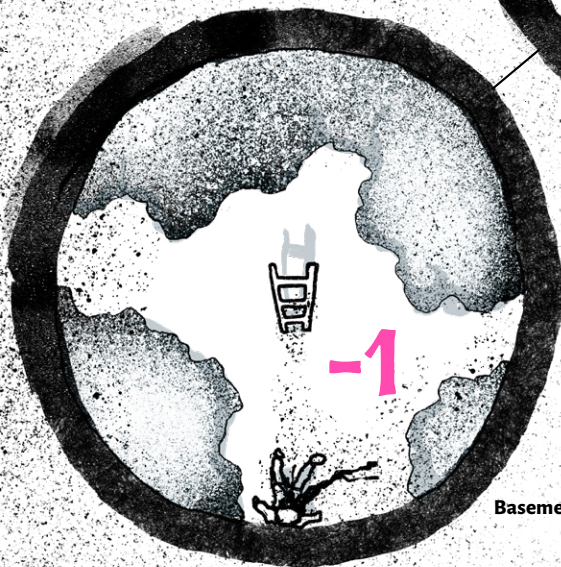
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Nagel **makes another goblin**.

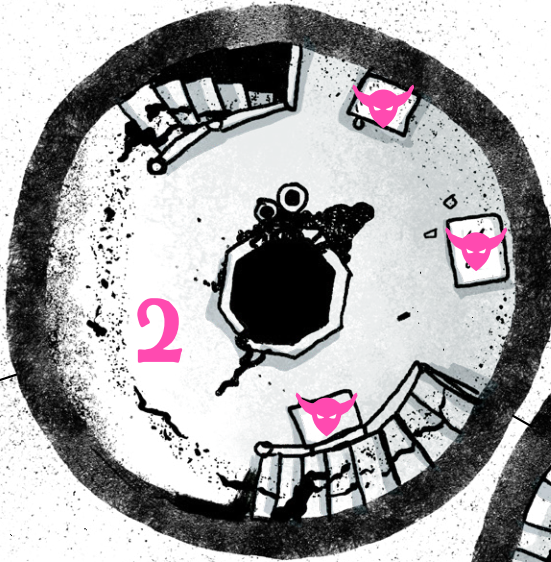


Ground Floor

The Barricade and Cannonball

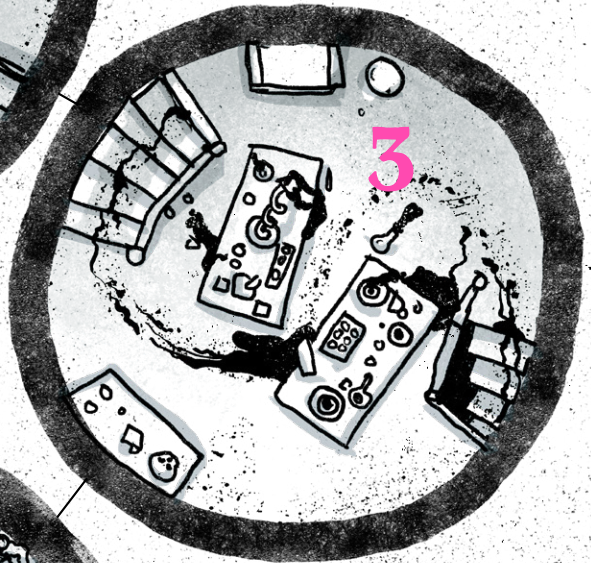


Basement



Second Floor

Fire! Fire!



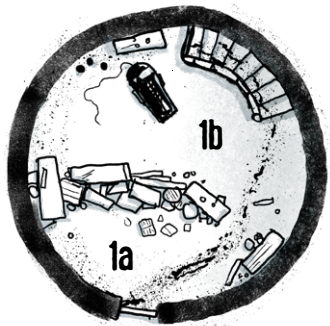
Third Floor

The Laboratory



Top Floor

**The
Goblin
Grinder**

**LICK THE LIQUID (D4):**

1. A jolt of **painful energy** travels down the taster's tongue. DR12 TOUGHNESS test or take D4 damage.
2. Tongue is permanently **stained black**.
3. Skin rapidly becomes covered in **hard calluses**. When unarmored they count as tier one armor. Stinks.
4. One of the taster's wounds immediately **scabs over and is replaced with an eye**. They heal D4 and have +1 PRESENCE on any sight-related rolls.

- ▶ When the goblins in 1b **light the fuse**, DR12 PRESENCE test to notice it over the Goblin Grinder's roar.
- ▶ The PCs may discover the basement by **hearing the impact of something heavy against it** (like a body), revealing it's hollow.

1a. THE BARRICADE

Faint rotting smell, soft noises from all directions, mechanical grinding overhead.

- **A crude barricade** is in front of the entrance, blocking the rest of the room from view. It's constructed from cabinets, chairs, smashed alchemical supplies and a large bookshelf.
- **Scattered books** have fallen off of the downed bookshelf. Heady, academic alchemical texts.
- **Pool of black bubbling and popping liquid.** A volatile mixture of trashed alchemical ingredients.
- **Trail of blood** leading through the barricade's opening accompanied by scratches and grooves Qarg makes on the stone floor delivering bodies.
- **NORTHEAST:** Small opening in the trash wall leading to the rest of the room.
- **SOUTH:** The mill door to the mill.

MOVE THE BOOKSHELF: If the bookshelf is moved the PCs find a hatch leading to the basement.

LOOK AT BOOKS: A waste of time: half of the information is useless and the other half requires hours of study.



The moment the door is opened the goblins in 1b light the cannon's 1 minute fuse.

1b. CANNONBALL

Sulfur smell mixed with rot and decay, the mechanical grinding continues.

- **A cannon** with a long, winding fuse (1 minute) is positioned to fire upon the exit through the barricade.
- **Three cannonballs** squat behind it.
- **A component shelf**, largely intact, rests behind the cannon. When the cannon goes off it jostles the shelf knocking it over, splashing components across the floor. Powerful acid eats away the stone, revealing the basement.
- **UP:** Dirty stairs lead further into the mill.
- **SOUTH:** The exit through the barricade.

CANNON FIRE. The goblins light the cannon's fuse when PCs open the mill door to the mill. PCs have 1 minute to stomp out or otherwise douse the long fuse's flame—otherwise the cannon goes off, killing any PC dumb enough to end up in the line of fire.

Firing also alerts every goblin on the upper floors.



NOTE

Whenever the PCs **linger, hesitate** or **spend too much time** on something:
Nagel **makes another goblin.**

3 excited goblins

Given a chance to fire a cannon and are going to take it no matter what.

HP 6 Morale 8 Ropyskin –D2,

► **Knife** D4

Quick: attacks/defense are DR14.

One goblin: **alchemical explosive:** any PC within 10' of the blast must pass a DR14 **ACILITY** check or take D8 damage and be set ablaze.

The goblins try to **prevent the PCs from accessing and dousing the fuse:** all else is secondary.

-1. BASEMENT

Horrid smell, rot and blood, very quiet, distant rumbles.

- **Rotting grain** scattered across the floor.
- **The body of Urvan Krat**, heavily disfigured, bloody and rotting. Nagel recently took some anger out on the corpse.
- A bloodstained **shovel** (D4).

SEARCH THE BODY: Nagel stole all of Urvan's silver but ignored two keepsakes:

- **A vial of sour yellow liquid.** An alchemical pain remedy. Heals D6 + 1 when drunk but dulls the senses (–2 Presence for 1 hour).
- **A spare key**, hidden in his boot. Activates the Goblin Grinder.





3 archer goblins

Like seeing things set on fire.

HP 6 Morale 7 Ropyskin -D2,

► Shortbow, flaming arrows D6

Quick, attacks/defense are DR14.

One goblin: Unequipped with anything besides an **oil bucket**, has Morale 6 instead of 7, and has "*unlucky*" written across their forehead. Tries to douse the PC's while the other two fire from afar.

2. FIRE! FIRE!

Acrid gas stench, the mechanical grinding gets louder.



CANNON FIRED: the bucket goblin douses the first person coming up the stairs, and the archer goblins shoot immediately after.

CANNON NOT FIRED: they're not able to hear the commotion over the Goblin Grinder's roar.

- **An oil container** in the room's center. Floating within is the key to 3; painted black.
- **Two buckets**, also filled with oil.
- **Three tall bookshelves**, goblin perches.
- **Qarg's trail of blood** continues.
- **UP:** Stairs lead up to the third floor of the mill, blocked via locked hatch.
- **DOWN:** Stairs back to the first floor.

OIL: Thick, black, adheres to skin and cloth alike. While doused in oil PC's take an additional D2 damage from flame-based attacks and catch on fire more easily. To remove oil a PC must spend their turn scraping it off.

EXAMINE BOOKSHELVES: Stocked with healing tincture (see the Medickal Shoppe). Works to douse fire. Various alchemical recipes, including one detailing the creation of healing tincture.

3. LABORATORY

Beakers bubble, the room shakes and the Goblin Grinder is deafening overhead.

- **Two huge tables**, covered in smashed bottles, scattered reagents, alchemical solutions, and bubbling concoctions.
- **A large puddle of amber orange goo**, foaming beneath the tables. Really **Alchemical Ooze**.
- **Three shelves** stocked to the brim with **Goblin Cure**.
- **Qarg's trail** curves around the table and snakes up the stairs to 4.
- **UP**: Stairs to the mill's fourth floor.
- **DOWN**: Stairs to the second floor.

GOO: If the cannon was fired the disturbed Alchemical Ooze immediately crawls towards PCs entering the room. Otherwise it only attacks if they're nearby.

ALCHEMY TABLES: Every round roll a D6. On 1–2 something on the tables boils over and splashes everything nearby with strange fluid the ooze is not effected. Roll a D4:

1. **Acid**. Every PC must test DR12 Agility or take D4 damage (ignore armor).
2. **Foul**. Disgusting smell. Every PC must test DR12 Toughness or be stunned for the next round.
3. **Weird**. A Power from a random Unclean Scroll is cast on every creature (including the ooze).
4. **Sweet**. The PCs heal D4.



Alchemical Ooze

Mindless, hungry.

HP 10 **Morale**— **Gooley**—D2,

► **Acidic splash** D8

Slow: defense is DR10.

Whenever a PC damages the ooze they must test **STRENGTH** DR8 or their weapon becomes stuck to it. If not removed the next round (**STRENGTH** DR10) the weapon is destroyed.



NOTE

Whenever the pcs **linger**, **hesitate** or **spend too much time** on something:

Nagel **makes another goblin**.



Nagel Krat

Really, really doesn't want to die.

HP 6 Morale 6 No armor,

► **Knife D4**

► **Smoke bomb** DR14 PRESENCE
or Nagel gets away.

The Bastard

Relishes in chaos and cruelty.

HP 10 Morale 6 Mutant hide -D4

► **Knife D4**

Goblin overlord, allied goblins fighting with The Bastard are DR16 defence (including himself) and cannot be shaken (Morale is -) unless he's killed.

Fresh Goblins

Newly born and ready to cause problems.

HP 5 Morale 7 Ropy skin -D2

► **Bite D4**

Quick: attacks/defense are DR14.

4. THE GOBLIN GRINDER

Shockingly awful smell, ear-splitting churn of the Grinder, smoky haze.

- **The Goblin Grinder** roaring, huge, and horrible, spewing hazy smoke and stained with bloody ooze.
- **A pile of corpses** in every stage of putrefaction —the end of Qarg's blood trail.
- **DOWN:** Stairs to the third floor.

Goblin Cavalcade!

Along with the Bastard and Nagel there are X goblins ripe for murder. **X is 2 + however many goblins Nagel created during the ascent.** Nagel hides behind his goblin horde until threatened, attempting to escape down the stairs.

THE GOBLIN GRINDER: Must be activated via key, fuel and one human corpse fed into the east end (two consecutive actions). The only keys are Nagel's and Urvan's in the basement.