

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 consumation 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 desverve. 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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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.





1.Envy Revelation Swarm

2.Wrath

3.Greed

4.5loth

Hp 1 Morale -No armor Sin injector d2

5. Pride SPF

6.6 luttony If hit by its injector, roll d8 on sin table. Your 7.Lust 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.

FUCKING HURRIBLE 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



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

Puppetees

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.





We welcomed her glefully 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.



Stress & Strain

A table used in the village of Wailing.

If the PCs are experiencing a horrible encounter or discover something dreadfull, 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

STRAIN D10

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

- 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

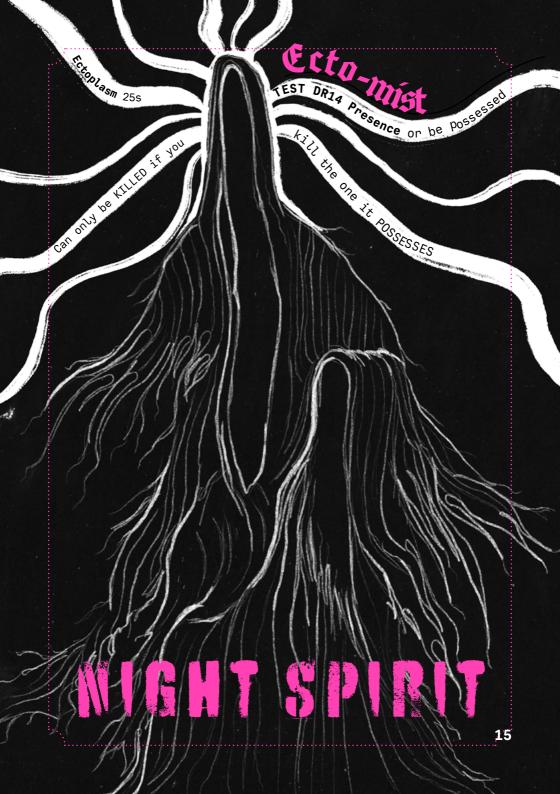
Shrieker Geist

Ectoplasm 25s

HP 15 Morale -Ethereal -d4 Rosary d4

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.



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.







TRANSCENDENT ARETHE pilgrims THAT CAWE FRON THE monolith BLVS.

> (h) SUII







INFECTED MEN



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

Talons d4+1

Morale 11
Bloody skin -d6
Talons d4+1

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 WITCH

Head 10s



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



"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,

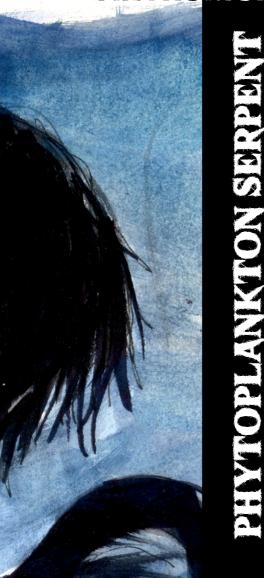
Thalassophobia festers as you start laughing and commit suicide.







ANTROMORPHIC SEATRAP



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.





SPECIAL

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

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





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 suprise attack, in addition to its normal attack.

SILVER BEFORE HONOR

Dragoons

Hp 15 Morale -

UK

Ubuesque SELLSWORDS

Heavy armor -d6

Zwëihander d10

Special hireable.

Services for rent, 100s/day. If on a horse, they hit on **DR11**.









Fleshrags -d2

Succulent Teeths d4+1

SPECIAL

Transylvanian hunger.

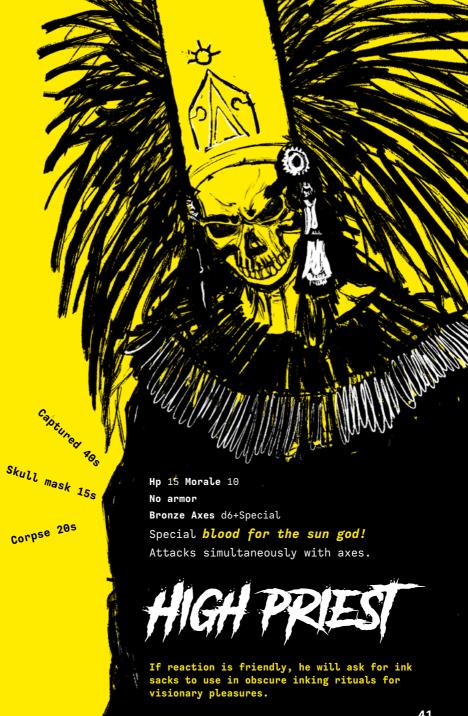
If it kills you, then you turn into one of them in **d4** days.

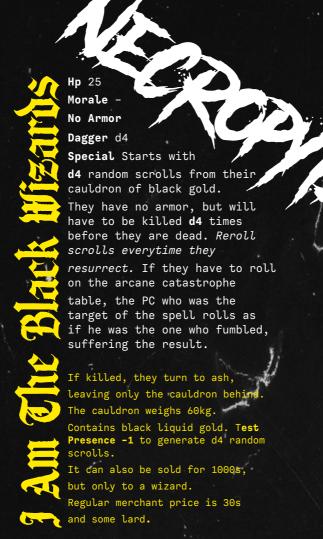
You will be stalking your old group of companions, waiting to strike at the least convenient of times.



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 aquire 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.









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

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).





II. PERVERTING

Hp 15 Morale -Heavy golden armor -d6 Master of all arms ???

SPECIAL

Roll ${f d10}$ 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 ecstacy.

A PALA DA LA

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.







ADUENTUres

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 55

GRAPPLECRAB WRISTIED

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.





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...".

Hp 15 Morale – no armor Pikes d10 SPECIAL

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





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

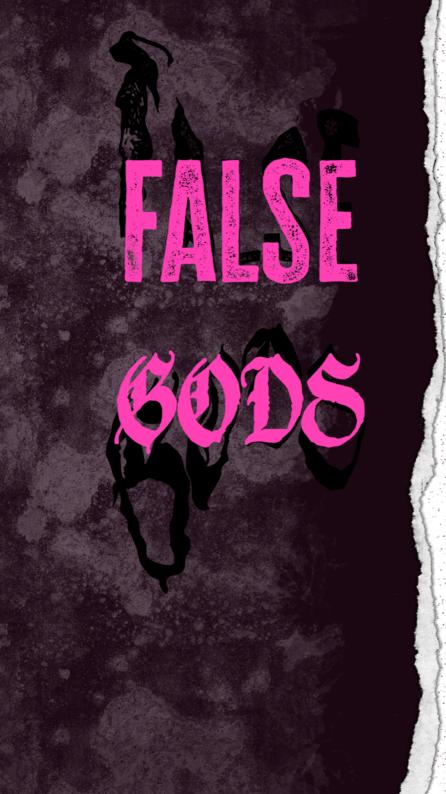
These are the bosses, the big bad. As some of them are Gods, I realized that there needed to be dramatic, challenging and meaningful encounters.

Some of them are just too big, and even a zwëihander 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 bestiarium.

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



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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.





HINDER SONOR

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.

Areator 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



nímmanímahle to me A creature of my SPECIA

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

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 thoughness or suffocate and die.







Hp 66 Morale -Obsidian skin -d6 Sword of Oblivion d12 Special

My mouth is given to me.
My mouth is opened by *Ptah*,
with a chisel of metal,
with which he opened the
mouth of the Gods.

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?

The Gate of the Tearing Ether opens up in its mouth. A thousand screams can be heard. **Test Presence DR16** or be sucked into the fire of damnation.



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



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.

