



The Merchant

A MYSTERIOUS MONGER FOR

MÖRK BORG

By Johnny Carhat Graphic design Johan Nohr
Art Joakim Hanner Special thanks to Caleb. C

Drenched old Mikhael

Said to have come from a wealthy mercantile bloodline, Mikhael's family were crucified before his eyes for a heretical crime long forgotten.

A foul priestess extended her hand and offered him mercy; *"Repent for the sins of your family and be forgiven by the Dark Spider, Harbinger of the end."*

And so Mikhael was forgiven. And cursed with damned eternal life. The mournful dead spit him out from blackened earth if ever should he die, for he has no place among them.

Soon, Mikhael resumed the trade of his family, but time spent in the dead earth taught him that souls are just as valuable as silver. Eternally he wanders the dying world, bearing a grudge that too will never die.

Mikhael only trades with HERETICS and OUTCASTS. He has a distrust for villagers who would crucify him for being an unfortunate undead.

Mikhael the Merchant

HP 6 Morale 9 No armor Staff d4

Eternal Unlife: Should Mikhael die, all of his unsold possessions burst into black flames. The earth spits him out in d4 days. *Willing to forgive the PCs the first time.*

Sells various items depending on where he is found. He is frequently found alone or with a wagon drawn by a white eyed mule:
Roll a d6 to see what he is selling on a particular day.
If with his wagon, he also carries basic equipment.

The cost of every item is a portion of your soul. Roll a d6:

1. -1 Strength
2. -1 Presence
3. -1 Agility
4. -1 Toughness
5. -1 Maximum HP
6. Roll twice on this table.

Mikhael will also buy rare, magical or extremely heretical items off you for a portion of a soul. Roll on the table above but **ADD** the result instead.



Iceland

1 Stone Dagger

D4 damage, DR12 Strength test to plunge the dagger into a living creature. The creature instantly turns to stone. If the dagger is removed the creature springs back to life.



2 Tongue of a False Prophet

Consuming the tongue allows you to cast Powers at DR6 for one day. But any failure results in an arcane catastrophe.

3 Two-headed Silver Ring

A silver ring in the shape of twin basilisk heads. Wearing this increases your crit and fumble range by one. You may wear multiple rings.



6 Galgenbeck Deathmask

Stolen from an esteemed priest's sarcophagus, placing it on a corpse allows you to see how it died. Considered heretical theft if caught with it.

4 Dial of Goblin Ichor

Grows hot when goblins are about. Adding a drop of cursed blood causes the mixture to bead up; pointing in the direction of the goblin that cursed you.

5 Oddickhead Brain

When rubbed, emits a light equivalent to a torch. Extremely fragile, if broken everyone must succeed a DR12 Toughness test or be blinded for one round.

Dästland

1 Pouch of Walley Vapors

Strange smelling ashy vapors, not made for living lungs. Opening the pouch and breathing in the vapors replenishes all your HP and cures infection, but leaves you catatonic for D4 hours.

3 Fine but Gaudy Clothing

Allows you to pass as nobility, or as a moderately ranked official with a DR10 Presence test. Merciless mocked by common folk and outcasts. Bandits will always attack you on sight.

5 Peasant's Buksa

A wooden cup carved from fine birch burl. Any liquid scooped by the cup turns into adequate drinking water.

2 Jar of Troll Biss

When spilled on the ground, ensures that no beast dare approach the area. Allowing you to make safe camp. Might attract a territorial Troll.

4 Pilgrim's Compass

A small, bloodstained compass. Its needle always points to the most dangerous thing to your life in the immediate vicinity.

6 Lucky fishing spear

When thrown into a body of water, is guaranteed to strike a living creature. Will instantly kill fish. Might strike much larger creatures. Damage D6.



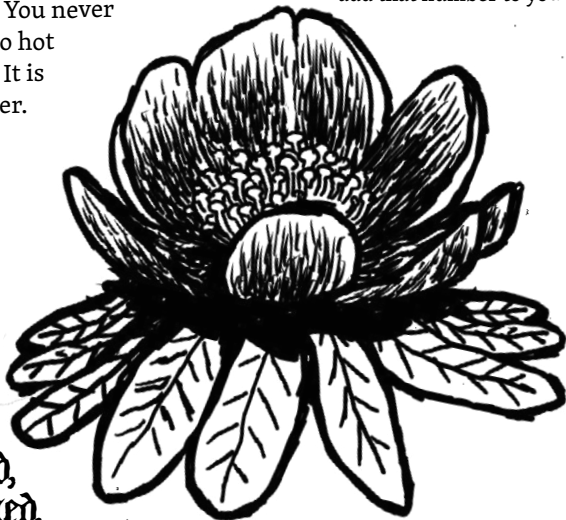
Kergus

2 Vial of Glowing Blue Blood

A vial of blue blood, drawn from deep within Kergus itself. May be used as a poison; freezes the veins of any living creature solid, they die painfully in D4 rounds. DR16 toughness to resist.

4 Pleasing Green Cloak

A viridian cloak of unknown make. Protects against the elements remarkably well. You never feel too cold or too hot while wearing it. It is very itchy however.



5 One-eyed, One-legged, One-winged Gull

Needs to be fed a ration every day. Squawks loudly and irritatingly. Utterly useless and never leaves your side. Allows you to reroll your omens gained when resting.

1 Vibrant Red Ribbon

A crimson silk ribbon, when worn all colour drains from your vision. The world is in black and white, but you do see the pulsating heartbeats of living creatures that thump with splashes of red. Allows you to see the living in complete darkness.

3 Gleaming Golden Scalpel

A shining golden scalpel that is viciously sharp. DR8 to attack. D4 damage. You may attempt to surgically open a vein mid combat; impose a DR+ penalty of your choosing to the attack. If you succeed add that number to your damage.

6 Bright Yellow Flower

A sunny, sweet smelling flower that doesn't seem to wither. May be given as a token of affection to another person, they become extremely agreeable to the next thing you say.

Gift

1 Little Poppet

A small sack doll filled with hay. When in your possession allows you to cast a unique Power:

You peer into the mind of one person whose eyes you can see. You know their thoughts, their intentions, and what their immediate next action will be.

2 Key Retrieved from the Air

Any door opened with this blackened key leads to a 15ft by 15ft stone room. This room can only be opened from the outside. Living creatures trapped inside die after 24 hours due to a lack of oxygen.

3 Chip, the Rat

Chip is an unusually intelligent rat, who upon purchase, will love you unconditionally. Will chatter in your ear, and perform a dance on its hind legs to lift your spirits.

HP 4, Morale - (loves you too much to leave),
Bite D2 but always causes infection, **No armor**,
Very Small, DR 16 to hit.

Chip understands you and will follow basic commands. Will also dance for your amusement, roll an additional D4 HP when resting.

4 Sorrowful Music Box

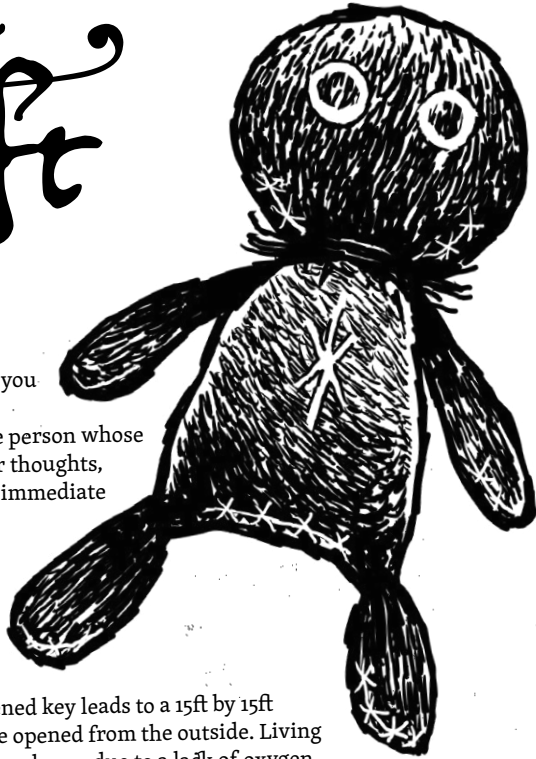
A small music box with a crank. Plays extremely sad music. Those that hear it cannot lie unless they pass a DR12 presence test. Those affected sob uncontrollably.

5 Hangman's Rope

A 30ft length of rope. Fuses to whatever it is tied to permanently. The rope is seemingly immune to all force. Nothing can undo its knots and it cannot be severed.

6 Giant's Chisel

D4 damage, a chisel like tool the size of a short sword. Instead of attacking, you may attempt to dislodge a part of an enemies armour with a DR14 strength test. If you succeed their armour is lowered by one tier.





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