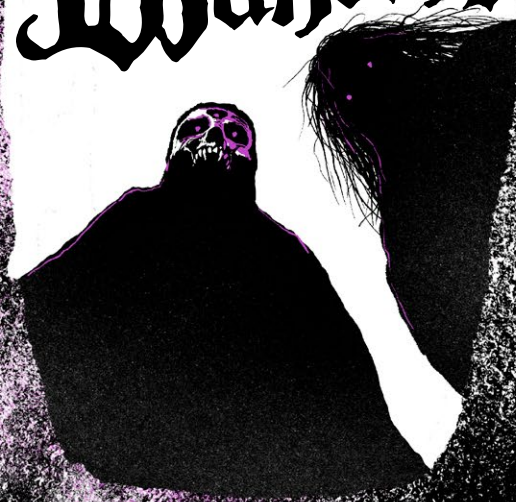




# Graves left Wanting



A SCENARIO FOR

# MÖRK BORG

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An immense cemetery, older and greater than memory, Graven-Tosk sits in Sarkash like a festering scab. To the east, the Shadow King's manse looms always, impossibly equidistant.

Although abandoned since the palace's ruination, bodies somehow keep finding their way inside. All the while, living and unliving attempt to claw their way out.

#### A BIT OF METANOIA

- This adventure is intended as a starting point of your campaign, a one-shot or a post-TPK adventure.
- Due to its massive size and unsettling nature, even PCs familiar with other parts of the cemetery are oblivious to this adventure's locales.
- Have the players awaken in the **Plague Pit**, in coffins under suffocating earth or wherever you deem appropriate.
- There isn't a defined ending or clear escape path. Once the **Undertaker's Hut** is explored, the players should plan a potential getaway or be hopelessly lost. Add a more obvious exit or method of escape if you feel that would end their misery. It won't.





1 THE STRANGLY TREE

THE SHADOW KING'S SEWER

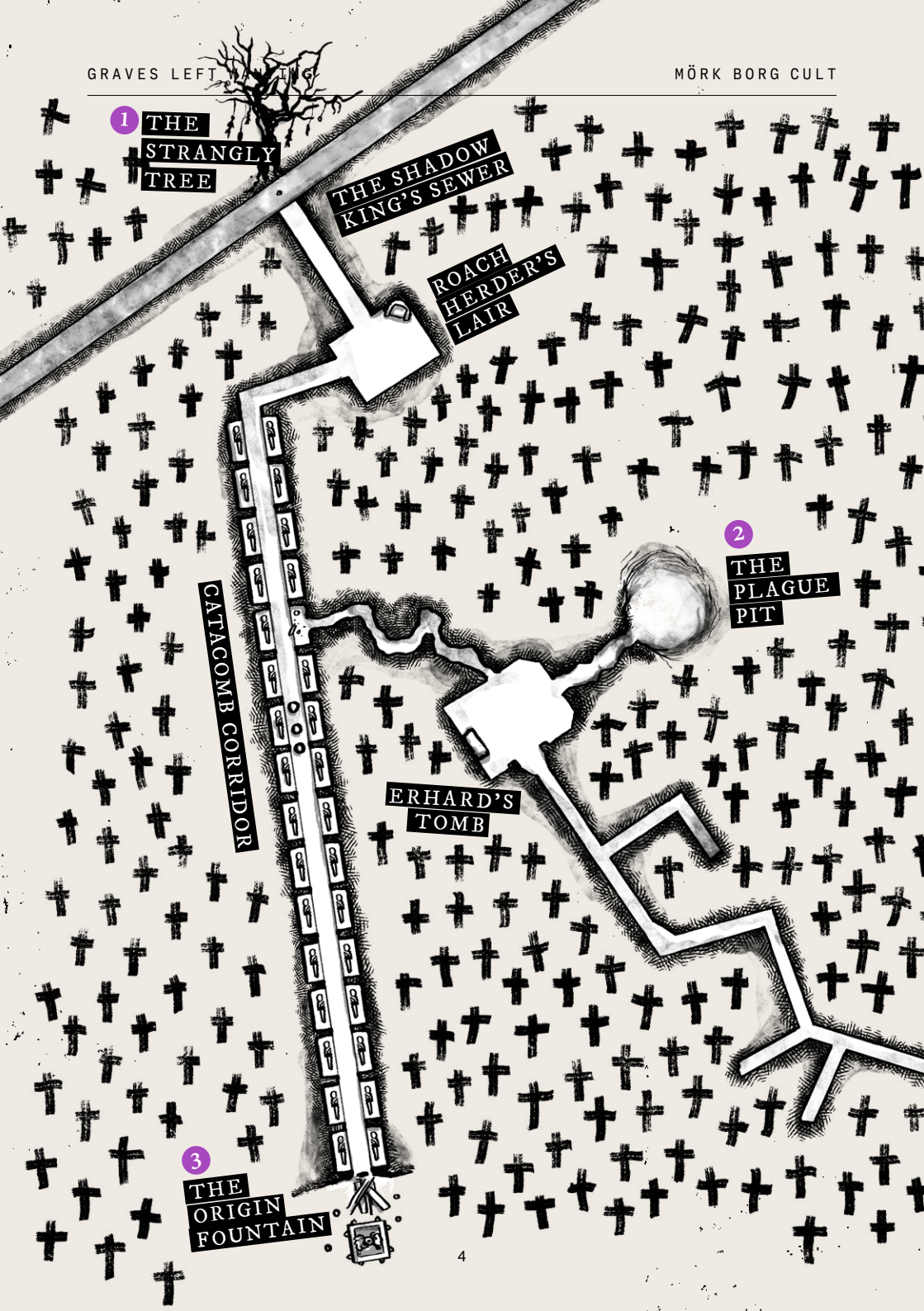
ROACH HERDER'S LAIR

CATACOMB CORRIDOR

2 THE PLAGUE PIT



ERHARD'S TOMB

3 THE ORIGIN FOUNTAIN





# Map of the Graveyard

 (NOT TO SCALE) 

Places may not be where they appear.

When traveling the graveyard, roll a d4:

THE  
COLANDER  
ROOM

4 MAUS' VOMATORIUM

THE UNDERTAKER'S HUT

# THE Graveyard

Walking purposefully is hard in the fog. Winding paths seem bent on leading fools astray. Traveling between places takes 15 minutes.

ROLL FOR A RANDOM ENCOUNTER EACH TIME.

Once all four locations are visited, the next path leads to the Undertaker's Hut. The Roach Herder knows which way to go.

## Walking the Trails... (d4)

1. The Strangly Tree (p. 15).
2. The Plague Pit (p. 8).
3. The Origin Fountain (p. 11).
4. Maus' Vomatorium (p. 10).

## What You Know about Graven-Tosk

(d6, roll for each PC)

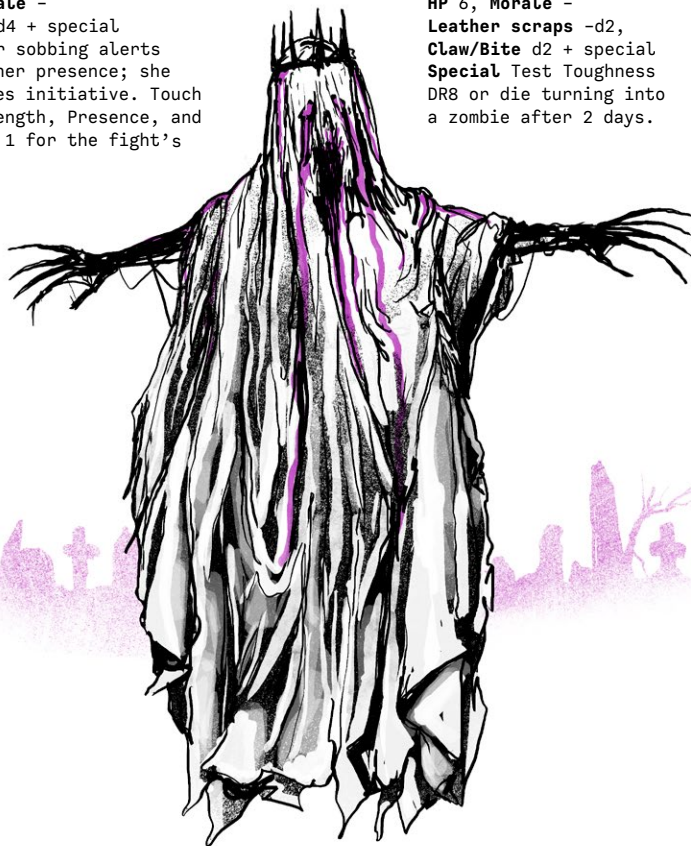
1. A magical barrier stops the dead from leaving. (false)
2. The place is growing warmer. (true)
3. The graveyard is full; no one uses it anymore. (maybe)
4. The dead sleep well to a magical instrument's music. (false)
5. It's inescapable. (maybe)
6. The mist plays tricks on the mind. (true)

## Random Encounter (d10)

1. d4 **Rotted Skeletons** skulking.
2. a ghastly **Widow-wraith**.
3. d4 **Unbred Mutts** digging.
4. d4 **Half-billed Ravens**.
5. d4 **Hungry Zombies** eating.
- 6-10. A random PC experiences  
Sensory Strangeness:

## Sensory Strangeness (d8)

1. The muffled sound of scratching.
2. Is everyone walking backwards?
3. A wind chills the spine yet makes you sweat.
4. An invisible breathing behind your left/right ear (50%).
5. That cherub just looked at you.
6. The sudden smell of wet dog.
7. Did something grab your hand just now?
8. You could swear there were more of you. Where's Skruggs?

**WIDOW-WRAITH****HP 15, Morale -****Icy touch** d4 + special**Special** Her sobbing alerts anyone to her presence; she always loses initiative. Touch drains Strength, Presence, and Agility by 1 for the fight's duration.**HUNGRY ZOMBIE****HP 6, Morale -****Leather scraps** -d2,**Claw/Bite** d2 + special**Special** Test Toughness DR8 or die turning into a zombie after 2 days.**ROTTED SKELETON****HP 5, Morale 7, Knuckles** d2**Special** Whenever it takes damage, a puff of vile marrow-dust leaks from its broken bones. Melee attackers test Toughness DR10 or become *infected*.**UNBRED MUTT****HP 8, Morale -****Bite** d6**HALF-BILLED RAVEN****HP 2, Morale -****Beak/Choking tongue** d4/special  
**Special** Test Agility DR12 or take d4 damage/round until Strength DR14 succeeds or the raven dies.

## THE Plague Pit

Repugnant smell. Illuminated by moonlight the color of sour milk.

Encircled by soupy fog whose tendrils occasionally creep down.

- **Corpses** at differing stages of decay.
- **ANY DIRECTION:** The Graveyard.
- **WEST:** Ruin-tunnel to Erhard's Tomb.

### Loot the Bodies (d6, roll twice)

1. 3d10 silver.
2. d4 seemingly edible rations of dried meat.
3. Pendant featuring a portrait of a mouthless man.
4. Rusty but functional shortsword (d4 damage).
5. 10' rope with noose still firmly tied.
6. Pouch of white powder (Win the next initiative roll automatically). Contains d6 doses.

## Erhard's Tomb

Stale, warm air. Dark.  
Floor covered in drifting fog.

- **Standing sarcophagus** (sealed).
- Flanked by **two unlit torches**.
- **NORTH:** Narrow crawl space to Catacomb Corridor.
- **EAST:** Tunnel to Plague Pit.
- **SOUTH:** Tunnel to Colander Room.

### Open the Sarcophagus

Test Strength DR18 reduced by 2 for each assistant. Failure means everyone involved takes d4 damage as the lid falls open.

Inside: a man's odorless corpse in near perfect condition, wearing fine silk clothes. The skin is waxy, malleable like dough and very flammable. Digging into the body reveals an iron skeleton, a fist-sized ruby inside the ribcage.



# THE COLANDER ROOM

Half-lit by moonbeams piercing miniscule holes in stone and dirt.  
Long worms of mist droop and drip from the ceiling.  
The sound of chattering teeth.

- **Circular chamber** with a ceiling pierced by thousands of tiny holes.
- **Three Fogbound Skeletons** wrapped in foggy coils sit at a stone table, arguing.
- On the **table**: a *locked metal strongbox*.
- **NORTH**: Tunnel to Erhard's Tomb.
- **EAST**: Earth tunnel to Maus' Vomitorium.

## UNHEARD VOICES

The Fogbound Skeletons speak with elongated tongues of mist, soundless save the unmistakable clatter of tooth against tooth. One **waves an elaborate key-like dagger** in a bony hand.

## The Skeleton Unkey

Attempting to grab the dagger or strongbox makes the skeletons hostile. The dagger (d4) is usable as a key that opens any lock. Things unlocked this way lead to unexpected, rarely convenient places.



### FOGBOUND SKELETON

HP 7, Morale 8, No armor,  
Weapon of condensed fog d4  
**Special** Shatters if an attack  
deals 5+ damage, but otherwise,  
damage is reduced to 1.

## Strongbox, Unlocked by Unkey (d4)

1. Full of flowing, cold water.
2. Reveals a PC's beating heart.
3. Releases a ray of dazzling light.
4. Contains red sand.

**If opened by other means**, the strongbox contains 200 silver coins.



# Maus' Vomitorium

Acid's sour smell permeates the air. Illuminated by  
sickly glowing puddles of green and yellow gall.  
The sound of a boiling pot.

- Ornate stone-walled chamber.
- Flagstone floor eroded by **pools of gall**.
- Two rows of **columns** hold the chamber's buckling ceiling.
- **A marble coffin** on a raised dais, **leaking yellow gall** from a bubbling lid.
- **NORTH**: Stone doors and staircase to surface.
- **WEST**: Collapsed wall to Colander Room.

## THE NOBLEWOMAN & THE WITCH

The legendary bard-made-noble Fela Maus was cursed by a bog hag after neglecting to fulfill her part of a long-forgotten occult enterprise.

The sour stomach broth corrodes flesh, but not bone, in minutes (d6 damage/round).

## Opening the Coffin

The dais is covered in flowing gall. Walking up to the coffin surely results in burnt flesh and ruined shoes.

Floating in the wicked liquid are Maus' bones and the heresy-inscribed cursed organ (and Maus' favorite instrument),

**THE ROSEATE BARITONA**,  
desecrated by the bog hag.

## A Corrupted Horn of Roses

A human-sized ivory horn bedecked with Maus' family's skulls and bound in magical entrails. When blown, it spews a noise that forces listeners to test Toughness DR10 or vomit acid, taking d6 damage.  
*Blower beware.*

# Catacomb Corridor

Dark and deadly quiet.  
Balmy and unventilated.

- Stretching North to South.
- **Toothless skeletons** rest in dusty niches along the walls.
- **Three large urns** on the floor.
- **Lamp** thrown on the ground.
- **NORTH:** Tunnel to the Roach Herder's lair.
- **EAST:** Crawlspace to Erhard's Tomb through broken niche wall.
- **SOUTH:** Staircase to Origin Fountain.

## Open an Urn (d4)

1. Teeth, just teeth.
2. Rotted books and tube containing a random unclean scroll.
3. Decomposing corpse. A **Twice-Grown Corpse Fly** bursts out of the soft skull, looking for food.
4. Lamp oil. Enough for 4d6 hours.

### TWICE-GROWN CORPSE FLY

HP 4, Morale -, Exoskeleton -d4

Bite d4 + special

**Special** Test Toughness DR12 or become host for a dozen freshly laid fly eggs. Extract them within d6 days or watch them hatch in your corpse.

# THE Origin Fountain

The smell of stagnant water.  
Whispers of laughing children.

- **A grand rectangular fountain**, decorated and ancient.
- **Cherubs** vomiting mist.
- **Two statues** at the fountain's crest are holding a **stone jar**.
- **A bridge** of protruding pillars leads across the mist to a stone door.
- **NORTH:** Door and steps to Catacomb Corridor.

## Reaching the Door

Test Agility DR12 or slip on a pillar, falling into the mist. The cherubs laugh. Moments later, the PC wakes in the Catacomb Corridor, toothless and aged, head spinning with a lifetime of memories not quite their own. In this withered body, their abilities are 1 lower than they remember.

## The Jar

To reach it, test Agility DR16 or fall into the mist. Contains *NOSTALGIA GRUEL*, enough to restore two people to their prime by increasing all abilities +1.





# THE Roach Herder's Lair

Hot and humid. Rancid sweat's stink clings to the nostrils.  
Sound of rushing water from the North.

- Covered in **debris and things stolen** from nameless graves and tombs.
- An occupied **throne** of trash and would-be valuables.
- **Roaches**, meaty and otherwise, sit and scurry on the shit-stained floor.
- **NORTH:** Archway and tunnel to the Shadow King's Sewer.
- **WEST:** Tunnel to the Catacomb Corridor.



## THE ROACH HERDER

HP 4, Morale 5, **Bite** d4 + special  
or **Barbed Roach Whip** d6  
**Special** Test Toughness DR12 or  
become *infected*.

## THE RECLUSE OF REFUSE

The Roach Herder, a graverobber made hermit, sits on his throne, roach whip in grubby hand. After being unable to escape the cursed graveyard, his party members eventually died, leaving him terribly alone. Now he breeds cockroaches, hoping to hatch one big enough to fly him back to the city he once rejected.

## Recruiting the Roach King

His breeding endeavours so far without triumph, the Roach Herder is keen to attach himself to the party, hoping they'll secure his escape. An insecure liar and untrustworthy narcissist who values his own skin above all else.

The Roach Herder offers to guide them to the Undertaker's Shack.



# THE SHADOW KING'S SEWER

The air carries petrichor as ice-cold droplets splash warm stone. Words are drowned by pitch-black water deafeningly crashing past.

- **Stone tunnel** amputated by a **river** of frothing and rushing water heading North and West.
- **NORTH:** Nothing but **cold, hard rock.**
- **SOUTH:** Tunnel and archway to the Roach Herder's Lair.
- **ABOVE:** Hatch and rope to the Strangely Tree. Someone standing on another's shoulders could reach.

## **The currents are strong!**

Anyone touching the water must test Strength DR14 or be swept away. They drown before long.

Rotten coffins or makeshift rafts would surely be crushed before reaching the ocean.







## THE Strangly Tree

A wind blows through wheezing branches, chilling the air and carrying decay's smell far away.

- **A huge tree**, long since leafless.
- Branches groaning from **a dozen hanging bodies'** weight.
- **Nooses** sway excitedly in the wind.
- **ABOVE**, a wooden door just big enough to crawl through, firmly planted at the top of a rickety plank ladder.
- **ANY DIRECTION:** The Graveyard.
- **BELOW:** Rope to the Shadow King's Sewer.

### INSIDE THE TREE

Going through the door reveals the tree is hollow, a long rope attached somewhere far above leads somewhere far below. Climbing the rope weighs it down, causing the nooses outside to pull on their corpses with every movement, a macabre marionette show.

## THE

# Undertaker's Hut

The intermingled smell of wet lumber and rotting flesh.  
 Light flees through the cracks of a closed window shutter.  
 Muffled voices are audible inside.

- **Stone hut** with a thatched roof and walls covered in creeping vines.
- Outside: piles of **logs**, a dozen **barrels**, and half as many **freshly made coffins**.
- A robed woman's body in an **open grave**, beside her a worn shovel.
- Behind the hut: a **small garden**, overgrown.

## STEIN, a Grift merchant

HP 2, **Morale** 8, **No armor**, **Shortsword** d4  
 Carries a purse containing 50 silver

## BENZEN, a Schleswig guard

HP 3, **Morale** 9, **Leather** -d2, **Crossbow** d8  
 Carries 10 bolts

## ARGA, a Galgenbeck priest

HP 4, **Morale** 10, **Scale** -d4, **Staff** d4  
 Carries a random sacred scroll

## THE DEADN'T

The Undertaker dug graves and made coffins. She buried corpses and left them to rot. Some refused to do so quietly. Some, she silenced herself. Some died. Some didn't.

The Deadn't are living, breathing people—like the PCs—who, by chance or fate, found themselves alive. They made it to the hut, proceeding to confront the Undertaker in order to escape. She refused to cooperate, so they killed her.

Unable to leave, they've decided to stick around.

## THE ENCOUNTER

When the PCs arrive, the Deadn't are inside the hut, assigning chores and arguing about first watch.

They're friendly enough and invite the PCs to join them in settling down.

AND THEN:

# A Twist of Fate

At some point during the Deadn't encounter, the air grows suddenly chill and the ever-present flies' buzzing seems strangely distant. Neck hairs stand on the edge of an impossible abyss as the fog swirls around the uncovered grave.



## THE ÜBERTAKER

Rising, floating a few feet above the ground, is **the Undertaker's body**. The face is gaunt, eyes sunken and filled with a mad purple fire. Rune-covered robes swirl around grim feet, the shovel a fiery polearm of doom.

Upon festering, the Undertaker's body and vengeful mind hosted a being both lesser and greater than human, a servant of a faraway underworld: an **Übertaker**. This creature is concerned with one thing—to bring people back below dirt.

## THE ÜBERTAKER

HP 27, Morale -, Barrier (palefire) -d4  
Performs a random action each round (d4:)

1. **SCOURGE TAKE YOU** Creatures in melee range take d4 damage
2. **BEHOLD THE POWER** Its next attack deals maximum damage
3. **NO REPROACH** Appears next to random creature and swings the shovel (Defense DR14, d6 damage)
4. **REST IS NOW** Skeletal hands pull a creature into the ground (prone + test Strength DR14 or d8 damage)

When targeted by healing powers, the Übertaker loses rather than recovers HP. Upon destruction, the torn robes can be rolled up and used as an **Unclean Scroll** (**BEHOLD THE POWER**, d4 creatures' next attacks deal maximum damage).