

# SMÖRK BORGI!!



Compatible with

MÖRK  
BORGI

 **SQUID  
INK**

# Smörk the corpse (D66)

An assortment of items that may be found on corpses, in pockets, or under logs. (Items marked with a [\*] are "large" human-sized crap, not Smörk-sized.)

- 11-16 Another soggy bar napkin with an IOU from Deadbeat Smork scrawled on it (Worthless).
- 21 A sock with a patched hole in the heel.
- 22 3 Ninja stars. (1d4 damage, thrown)
- 23 A partially filled dented metal flask. (d4 swallows of a random potion.)
- 24 A half-used book of matches\* from the "creaky moose pub".
- 25 Small painted portrait of a nude spider.
- 26 A cursed pebble. (1 less luck each morning until it has been skipped four times across a pond. If you fail, it reappears in your pocket.)
- 31 One penny.\*
- 32 Satchel of tea - green tea with some unusual herbs mixed in, it smells like lavender.
- 33 A ruby shaped like a ladybug.
- 34 Eldritch pamphlet about some mysterious spell called "sobriety" - clearly cursed.
- 35 A hand rolled cigar.\*
- 36 A finely crafted (and only slightly) sticky breastplate made of a beer can. (tier 2 armor)
- 41 A golden kris knife. (2d4 damage)
- 42 An eyepatch with a small chip of glass inset where the eye should have been.
- 43 A bent paperclip.\*
- 44 A faerie's bondage gear.
- 45 Sack of charcoal dust that can be used for marking things or can be compressed with spit or snot into a firestarter.
- 46 Six partially fermented smörkfruit in a bedazzled high heel shoe.
- 51 Exceedingly shrunken head.\* (the size of a smörk.)
- 52 Book: the outhouse's friend.
- 53 A dead worm.
- 54 A gnawed goblin knob.
- 55 Mirrored sunglasses.
- 56 A stolen key to a locked door.
- 61 Three plague-ridden magic beans. (If planted, the resulting blooms unleash a deadly plague across the bosk, but geese start to shit gold.)
- 62 A necklace made from smörk ears.
- 63 A small derringer pistol\* that can be held like a huge hand cannon and fired one time. Does d12 damage to target and d6 damage to user.
- 64 Book: How to succeed. (Back half missing.)
- 65 Credit card bill\*
- 66 A concentrated sap pouch.

# Smörk (D66)

- 11. Smörk
- 12. Smörkitist
- 13. Smörkify
- 14. Smörking
- 15. Smörkler
- 16. Smirk
- 21. Smörkhood
- 22. Smörked
- 23. Smörkopath
- 24. Smörk!
- 25. \$mörk
- 26. Smörkable
- 31. Smörkily
- 32. Smörklet
- 33. Smörkize
- 34. Smörky
- 35. Smörker!?
- 36. Smörkalicious
- 41. Smörk.
- 42. Smörkophobe
- 43. Smörkous
- 44. Smörkless
- 45. Mörk
- 46. Smörk?
- 51. Smörkism
- 52. Smörk...  
53. Smörker
- 54. Smörkwise
- 55. Smörk!?
- 56. Smörkopathy
- 61. Smörkonym
- 62. Smörk Smörk
- 63. Smörkling
- 64. Smörkish
- 65. Smörkiatric
- 66. "Smörk"



*Smörk Borg is the greedy  
conductor's fault.*



THIS IS A

# Upe Fölk

THING.



Compatible with  
**MÖRK BORG**

smörk borg

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## Content Notes

**Playing with smaller humans:** Smörk Borg is intended for adults. It contains content that may be objectionable to people of all ages, including extreme violence, drug use, alcohol, substance abuse, dark magic, drug and substance use and addiction, sexual and immature humor, cartoon nudity, and many dark comedy or horror references.

However, at it's heart, the game is designed as a loving tribute to the cartoons that inspired it and can absolutely be modified to play well with a younger or more sensitive crowd. Just don't let them read the books. We also encourage using the X Card mechanic to dispel any concerns about topics that may arise during play.

New to Tabletop Roleplaying Games? Visit this link for an excellent quick overview of the hobby, including safety tools:

<https://ttrpgwelcome.carrd.co/>



Smörk off if you are racist, homophobic, transphobic, sexist, a bigot, or a nazi. This book is not for you. (I mean, really, you probably don't read books in general....)

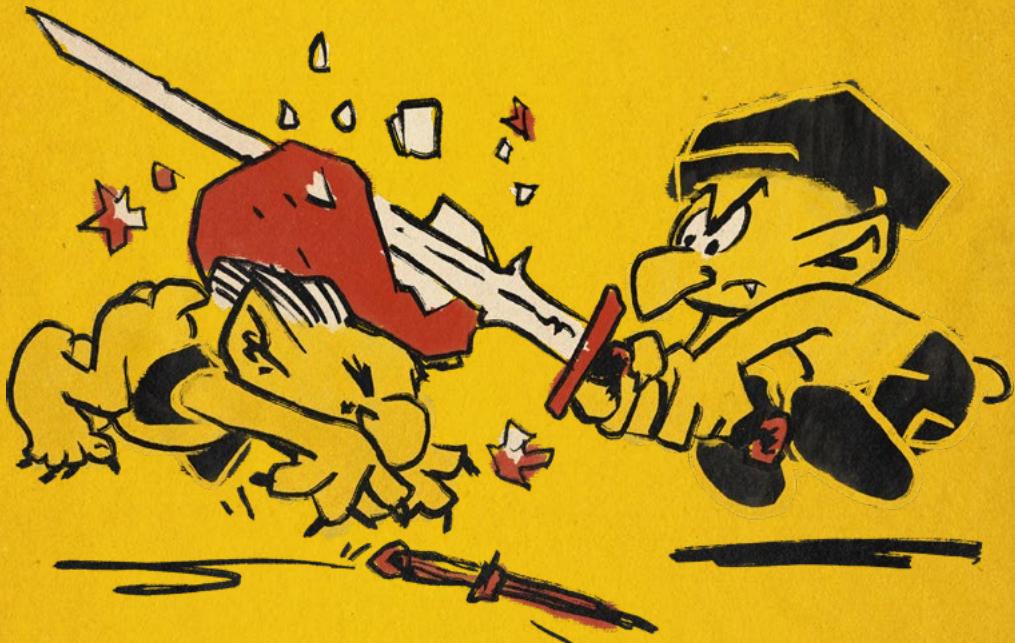
**Ruminations on the remarkable versatility of Smörk:** Smörk is capitalized when referring to a specific Smörk or the Smörks as a group. It can also be used as an adjective, adverb, noun, nonsense word, or exclamation whenever you feel so inclined. In

those instances, it uses a lower case "s" in smörk. Smörk Borg!! is always capitalized, but the exclamation points are optional and perhaps a bit excessive as it is already.

**Example:** “Weird Smörk really smörked up when they smörked Borgamel’s stash and brought it to the Smörk’s annual picnic.”



**Editor Smörk’s note:** As I smörked this game, I found myself pretty smörked at the lack of the word smörk through most of the game text. I expected them to smörk better than this, but I guess we will just have to smörk do. What more can we smörk for from smörking humans?



# The world of the SMÖRKS

You are a **SMÖRK**. Not quite a gnome, too small to be a goblin, too averse to glitter to be a faerie. You stand about one pint glass tall, are bright yellow, hate wearing shirts, and smell faintly of petrichor and fermentation.

The world calls you a number of unfortunate names, most of them four-lettered, but as far back as you can remember – at least a week or two – you've called yourself **SMÖRKS**, based on a word you found written many times on walls, mirrors and bodies after you all woke from an especially heavy night of drinking and Mushrüm taste-testing. You also use the word in place of any other word that doesn't spring immediately to mind. It's either really smörking versatile or you are all a bit addled by indulgences. You and your kin live in...



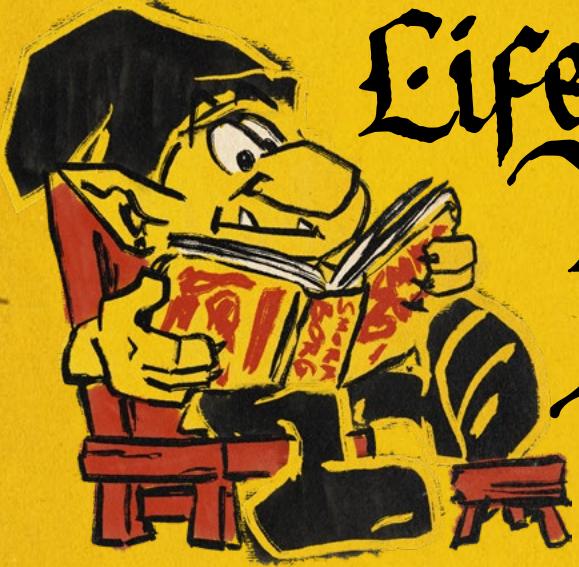
# The Bosk

A dark, demented, largely deciduous forest. Towering trees with thick, twisted bark and their large leafy canopy keeps most of the undergrowth in shade. It teems with life of all sorts. Massive deer, fleet chipmunks, glistening toads, and aloof wolves all cross paths along the trails and streams, as well as more unusual denizens of the Bosk.

Warty trolls lurk under boulders and sleek selkies in the streams. The bosk is a place where magic converges, creating chaos and beauty in equal measures. Toadstools grow giant and creeping vines of brilliant red flowers smother trees, while herbs and other plants unknown to man spring up in the fertile undergrowth.

Despite this abundant life, humans rarely venture into the forest to gather or hunt. It is a dangerous place, made more treacherous by the presence of the mischievous Wee Fölk that also live in the Bosk.

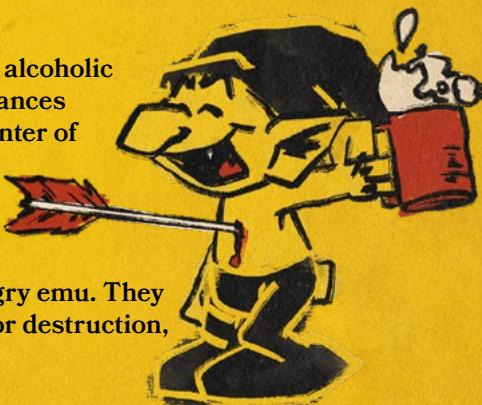




# Life as the Wee Folk

None of the varied groups of Wee Folk are overtly evil, though that statement would be vociferously debated if brought up in mixed company. The potential mix is wide in the Bosk in particular, with groups of addled Smörks, manic faeries, lumbering ogres, stiff gnomes, stingy leprechauns and more lurking behind every mushroom or hollow log. They don't particularly like each other, with long-running feuds between them - many running so long that the original offense has long since faded to myth. One thing that can be agreed upon across any group of wee folk is that causing mischief is fun, particularly causing it for other groups of folk. This usually causes more mayhem than anything else, and none of them are very good at boundaries or restraint. Many a yearlong war was started by a good-natured stabbing or hilarious dose of deadly poison in the communal pot of stew.

The Smörks, who excel at brewing alcoholic beverages and mind altering substances over anyone else are usually the center of this chaos. Sometimes by chance, sometimes on purpose and sometimes because they passed out under a rock that ended up being a soon-to-hatch egg of an angry emu. They don't always mean to cause death or destruction, but it usually comes along anyway.



The Smörks live in small enclaves of large carved mushroom huts, houses made from discarded trash, and makeshift shanties that they affectionately call Smörkville, though smörkville is often wherever they all end up for a week or two before moving on.



They aren't exactly itinerant, but they do often find it easier to make a new house than remember where their old village was.

Their days usually begin in late afternoon, when they stagger to consciousness and immediately start looking for their next smörk. Once that's sorted, they usually tend to their wounds, scavenge in the forest for more ingredients for their brews and stews and, if time allows, play tricks on the other residents of the Bosk. By nightfall they are well into their cups or assorted adventures, eventually passing out and starting it all over the next day.

### **The Smörks and the Bees**

The Smörks don't have sexes. As the foremost researchers of Smörks, we can't even say with any certainty whether they have genitals at all. To that end, the Smörk you play in the game can identify as anything you would like. Most of the time in this book, we will refer to the Smörks as they/them and I would imagine you'll understand who we are talking about without any problems. The Smörks are non-judgmental and accept all identities into their fold. They even had a naked mole rat that had fallen in a bucket of yellow paint as a chair on the village council until it rained. If anything, they most often identify as addicts or drunks.

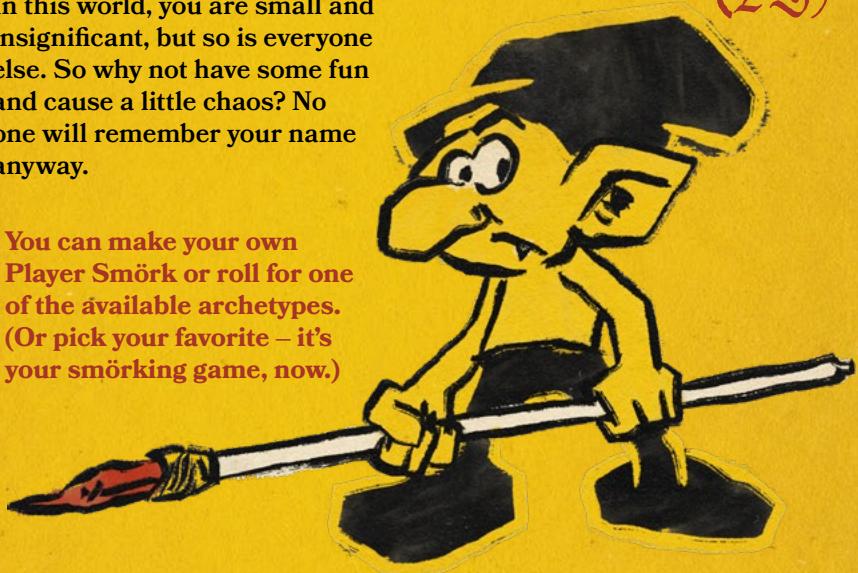


# Creating your Player Smörk

(PS)

In this world, you are small and insignificant, but so is everyone else. So why not have some fun and cause a little chaos? No one will remember your name anyway.

You can make your own Player Smörk or roll for one of the available archetypes. (Or pick your favorite – it's your smörking game, now.)



**Create your own Player Smörk character (Smörk) by rolling on the various tables over the next few pages:**

1. Randomize your starting items and shit.
2. Randomize your duds.
3. Roll your abilities.
4. Roll your Hit Points.
5. You get d2 Luck Points.
5. Name your character.

Or ignore all of that and roll for one of the premade Smörks on page 45.



You have a hat made out of a dried black mushrüm, a skin of wine with d6 swallows left, and d4 days worth of food. You start with the following things. Everything else is yours to steal, lose, or forget about.

### HELPFUL SMÖRK SEZ:

Each of these lets you carry an increasing amount of equipment and loot or whatnot, but tracking inventory is stupid, so it's mostly for flavor. We all know anyone rolling just wants a fat old rat pal to follow them around.



## How you carry your crap around:

1. bare hands
2. shove it in the waistband of your pants
3. a woven grass pouch
4. a squirrel nut sack
5. a wheelbarrow
6. a lazy rat

(D6)



## Miscellaneous shit: (D12)

1. string 30 feet
2. Presence +4 wooden match torches
3. thimble lamp with oil for Presence +6 hours
4. concentrated sap pouch Presence +4 uses (stops bleeding/infection and heals d6 HP)
5. random black magic
6. pencil nub
7. bomb (glass vial, d10 damage)
8. small spool of wire
9. punji spike trap urine soaked (Presence DR14 to spot, d8 damage)
10. lockpicks in leather fanny pack
11. wineskin of bad mushrüm wine d4 doses (Toughness DR12 or d6 damage and Bad Trip)
12. a diamond ring



## Vaguely more helpful items: (D12)

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1. random **Yellow Magic**
  2. concentrated **sap pouch** Presence +d6 uses (stops bleeding/infection and heals d6 HP)
  3. seven **bitchy ladybugs** that aren't of much use to anyone
  4. **d2 Substances** (roll on Substances table p.33)
  5. necklace medallion worn as a **breastplate** (-1 HP damage or can be destroyed to ignore one attack)
  6. **crowbar** (d4 damage)
  7. **steel toe ring** (prevents any damage to that foot)
  8. **marked card deck** (-4DR on any card-based tests)
  9. **d6 Substances** (roll on Substances table p.33)
  10. **grappling hook**
  11. **d4 Substances** (roll on Substances table p.33)
  12. **d4 strips of illicit smörked jerky\***

Magic represents potions, spells, scrolls, drugs and other weird shit. Read more on page 39



### PEDANTIC SMÖRK SEZ:

I know what you are thinking. Is the setting medieval? Or modern? Why do we have torches that are just matches, but also dynamite that is Smörk-sized? And does that one Smörk have a pistol? Everything in this game is inconsistent. It's better to just roll with it and embrace the madness. But if you do take the time to define it one way or another, let me know and I'll move to your game instead.

\*You are a smörking cannibal, you monster! But, it turns out, you are actually delicious after all. Borgamel was right! Smörkflesh is also marinated in their drug of choice. For each strip you eat, heal d2 HP and gain the effect of a random item on the substances table.

# Weapons

(D10)

(d6 if you begin with a scroll.)

Unarmed [d2]

1. frying pan [d4]

2. crowbar [d4]

3. sharp stick [d4] 12" reach

4. knife [d4]

5. sword [d6]

6. large hammer [d6]



7. bow [2d4] with Presence +10 arrows)

8. halberd [d8] 8" reach

9. a bigger, cooler, sword [d10]

10. Pistol [2d6] with d6 bullets (revolver)



1. Black footy pajama bottoms
2. Stained black footy pajama bottoms
3. Bloody black footy pajama bottoms
4. Ripped black footy pajama bottoms
5. Red footy pajama bottoms
6. Jorts

**EXPOSITION SMÖRK SEZ:**

Smörks prefer to wear little more than a hat, some footy bottoms, and a bit of flair and largely ignore armor. It's also one less thing to track when playing. We also refuse to wear shirts ever since the great polo shirt massacre.



(You can read more about armor on pg. 29. Creatures often still have it.)



Explosives do their listed damage to any creature or Smörk that is in the "Close" range of the explosion. If they are in the "Near" range, they take one half of that damage (rounded down). Roll the listed damage one time, and that applies to all affected by the explosion. Armor does NOT protect the victims of explosives.

Some explosives have a **Wick** that you light on fire. To light an explosive, you must roll a d20. If you roll a 1, it goes off prematurely in your hand!

If it is a **Thrown** explosive, it goes off on impact.

If you Fumble on your Agility test to throw it, the explosive detonates while it is in the air and you suffer the same damage as someone in the "Near" range of the explosion.



# Luck

You don't last very long when you are the size of a burrito and bright yellow without some luck on your side. Every archetype starts with a certain number of luck points. Or d2 points if you are making your own Smörk. Each time you pass out for at least six hours, you can roll your Smörk's assigned die and regain that many points of Luck.

Each point of luck allows you to do one of these things:

Deal maximum damage with one attack

Reroll any one dice roll – even other people's rolls

Avoid damage dealt to you by d6 points

Completely ignore the effect of a crit or fumble

Lower a test DR by -4

Swig some Shrümshine

# Flames



Names for your Smörk? It's pretty simple – what's your highest ability or defining feature? Just call them whatever adjective fits that best, followed by the word Smörk. Someone else already using that one? Grab a smörking thesaurus and go to town!

# Abilities



## AGILITY

dodge, defend, jump, run away



## PRESENCE

aim, charm, observe, intimidate



## STRENGTH

smash, punch, wrestle, hoist, drag



## TOUGHNESS

resist conditions, survive falls, stay sober

Roll 3d6 and use this table to generate each of your ability scores. They will range from -3 to +3. The sum of your roll is never used again in the game, just the table value.

The premade archetypes typically have features that affect your final abilities. If you are making a Player Smörk without using them, roll 4d6 and drop the lowest die for TWO of your abilities. Roll 3d6 for the other two.

## ABILITIES:

1-4	-3
5-6	-2
7-8	-1
9-12	0
13-14	+1
15-16	+2
17-20	+3

# Tests

Almost every time you roll the dice in Smörk Borg, you are rolling against a Difficulty Rating [DR]. You roll d20 and adjust the result based on your ability.  
To succeed on a test, you need to smörk a result equal to or greater than the DR.

## Difficulty Ratings

**6** Simpletons should be able to do this, even smörkfaced drunk.

**8** Pretty routine, but there's always a chance of smörking it up.

Creatures don't have ability adjustments, they just roll a d20 against the Difficulty Rating.

**10** Like walking a straight line while pleasantly smörked. You can totally do it, but you'd probably better roll anyway.

### **12** Normal difficulty

(Most Difficulty Ratings are rolled against this.)

**14** Difficult. Like not ordering one more round at last call.

**16** Really smörking hard.

**18** Pretty much impossible. Like going a day without saying smörk.





# Hit Points

You start with Toughness +d8 in hit points.  
(Worst case, 1 HP)

## Zero HP = Broken

### BROKEN (D4)

1. Pass out for d4 rounds, and wake up with d4 HP.

2. Roll a d6:

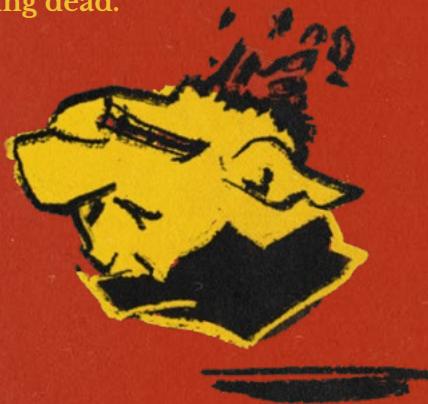
1-5 = a broken or severed limb.

6 = lost eyeball.

Smörked for d4 rounds, then you rouse yourself with d4 HP.

3. That's not wine! Bleed out and die in d2 hours unless treated.  
All tests are DRL6 the first hour, DRL8 your last hour.

4. You're smörking dead.



## Negative HP = Dead

Your little yellow corpse is food for the scavengers and indiscriminating cannibals. Roll for a new Smörk and make up some bullshit excuse for them stumbling across the party or take over one of the NPSs in the party already.

# VIOLENCE

Violence and combat when you are facing off against creatures roughly the same size as you in Smörk Borg is pretty straightforward. You roll for initiative to see who goes first. That Smörk or creature attacks, and then the next one does until you've all had a chance to hit something or bleed. **That's a ROUND.** You continue combat rounds until one side is dead, runs off, surrenders or they both decide to call it off and get a drink.



## INITIATIVE

Roll d6  
1-3 enemies go first  
4-6 Smörks go first  
  
If individual initiative needs to be determined amongst the party, roll Agility +d6.

# In Combat:

Players roll for both their attacks and defences. Creatures and enemies don't roll dice in combat unless they have a special ability that dictates otherwise.

The DR for all combat rolls – attack and defence – are still modified by abilities as with any test.

## MELEE TEST STRENGTH



*(Anything you hold in your hand and smack against something else. Knives, swords, sticks, axes, beer bottles, etc...)*



## RANGED TEST PRESENCE



*(Anything you launch towards an enemy through the air. Arrows, bullets, thrown rocks, javelins, missiles, molotov cocktails, etc...)*



## DEFENCE TEST AGILITY

DR  
12

If you fail your Defence roll,  
the enemy hits you. Enemies  
can only attack once per round,  
unless noted otherwise.



# Crit & Fumble

### CRIT (NATURAL 20)

**Attack:** Double damage dealt.

**Defence:** Smörk gains a free extra retaliatory attack.

### FUMBLE (NATURAL 1)

**Attack:** The weapon shatters or is lost.

**Defence:** The Smörk takes double damage.

## Rounds

A round in combat is typically long enough to make an attack (or do something similar) and move a reasonable distance.

Ten rounds in a minute is a safe estimate.



# Morale

Most small and medium enemies will not fight to the last drop of blood.



If you roll greater than the creature's morale value with 2d6, it is demoralized.

Roll d6 to see if the enemy:

1-3 - skedaddles

4-6 - surrenders.

Large enemies often have much higher or more complex Morale values. Not because they are more moral, but because they are bigger and more stubborn. For details on this, see the Large Enemy Combat rules on pg. 22.



Roll for morale if:

- the leader is killed
- half the group is eliminated
- a single enemy has only 1/3 of its HP remaining.

## Falling Down

Smörks are very good at falling down. They are lightweight, have thick skin and their natural state is loosey-goosey. They take no damage at all when falling from a height of five feet or less. When they fall from a taller height, they roll a d20.

On the result of a 1, they fall awkwardly and take d6 damage. Otherwise, they stumble to their feet a bit addled but otherwise unharmed. Sometimes it's handy to be able to fall out of a tree or leap from a roof to avoid a peckish pigeon.

# Measurements & Range

**Measurements and Scale:** Most distances and lengths in this game are in feet and inches. It is important to remember that something a “foot” in length for something small like a Smörk is more like the equivalent to twelve feet to a human. To simplify this, we’ve kept most things at a 1:12 scale, where one inch is the Smörk equivalent of one foot for a human.

Obstacles like a table leg or small stream present an entirely new set of challenges for something the size of the Smörks. They’re used to living like this and have become rather adept at scampering up drainpipes and tree trunks, but the size difference does allow for an entirely new set of challenges and adventures when the sense of scale is taken into account.

**Range:** Smörk Borg does not use any kind of complex distance rules when it comes to combat - things are either Close, Near, or Far away.

If you need to track this type of thing, here are a few guidelines for it:

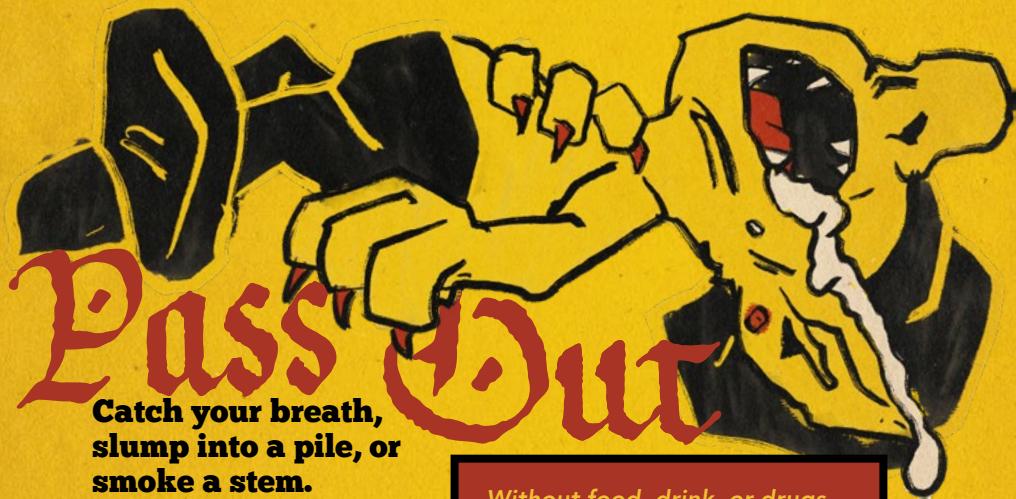


**Close:** Within touching distance. Can use any melee weapons, administer potions, share a flask, etc.

**Near:** At least a foot away - Can likely hit them with weapons labeled “reach” but otherwise, a ranged weapon is needed. Can be heard easily and you can reach them in a few hops or skips.

**Far:** Only ranged or thrown weapons can be used. Far covers a pretty wide swath of space and it will fall to the players and SM to determine whether you can smörk something or if it is too far away.

# Pass Out



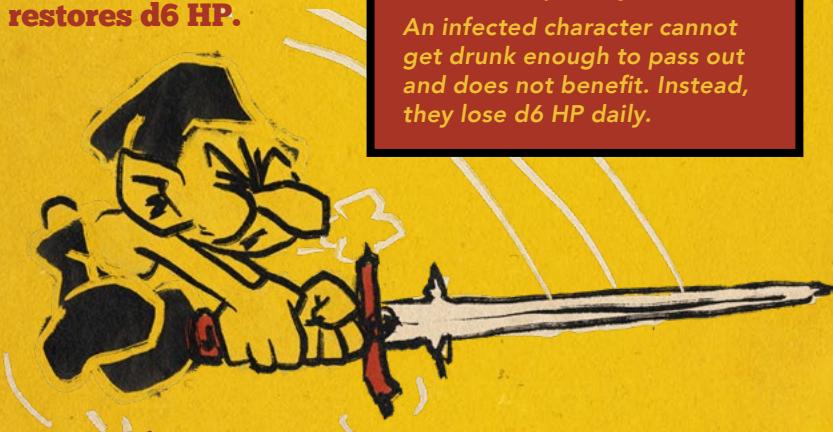
Catch your breath,  
slump into a pile, or  
smoke a stem.

Restore d4 HP.

A full night of  
unconsciousness  
restores d6 HP.

Without food, drink, or drugs beforehand, no HP is restored when passed out, and after two days on the wagon, a dry Smörk loses d4 HP per day.

An infected character cannot get drunk enough to pass out and does not benefit. Instead, they lose d6 HP daily.



## Reaction (2d6)

Not everything a Smörk encounters on their adventures wants to eat them. Roll on this table when a creature's reaction is uncertain.

**2-3** Kill and devour!

**4-6** Angry and hungry

**7-8** Indifferent but peckish

**9-10** Almost friendly

**11-12** Would buy you a round



# Getting slightly better

You probably won't live long enough to worry about improving yourself, so there's no point in tracking experience points or any of that smörking nonsense. But if you do something rad, or kill something that should have killed you, or return to the village in glory, *the Smörkmaster* might decide you deserve a certificate of achievement of some sort. If they do, they can allow you to do any or all of these things:

## More HP

Roll 6d10. If the result is equal to or greater than your current maximum HP, roll a d6 and increase it by that much!

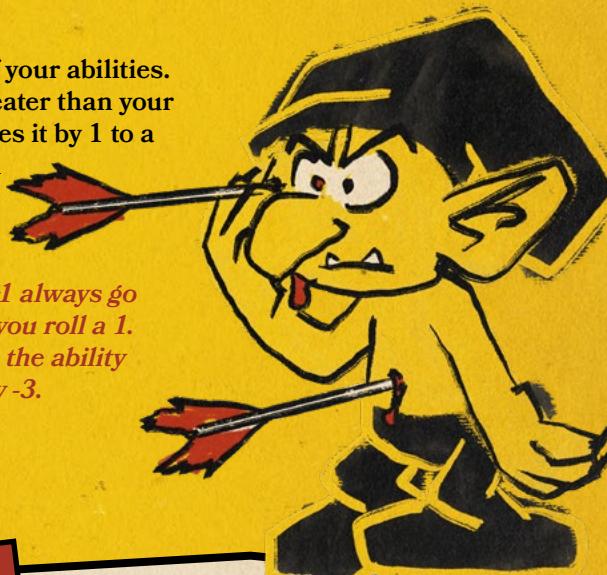
## Some loot: (D6)

- 1-3. nothing
- 4. 1d6 sap
- 5. a random black magic
- 6. a random yellow magic

## Ability changes

Roll a d6 against all of your abilities. Results equal to or greater than your current ability increases it by 1 to a maximum of +6. A roll below the ability value decreases it by 1.

*Abilities from -3 to +1 always go up by one UNLESS you roll a 1. Then that decreases the ability by 1, but never below -3.*



## PEDANTIC SMÖRK SEZ:

Yep, you can end up with lower abilities during this step. It represents an injury, pulled muscle or other damage you've accrued in the course of your shenanigans. Maybe you should be more smörking careful.



# Large Enemies

When you face a creature that is much larger than you, a new set of rules comes into play. Fighting a human is a much different proposition than facing off against an irritated ferret. Combat rounds work the same way, and you will still use the same rules for attacking and dodging damage. However, Large Enemies take damage and determine their morale in a different way.

Large creatures are easy to hit but hard to damage. They have trouble hitting you but do massive damage when they do. They have regions of damage (legs, arms, head, torso, etc) and their Morale is affected by damage to certain parts of their bodies, with cumulative damage done to their overall HP.



## INITIATIVE

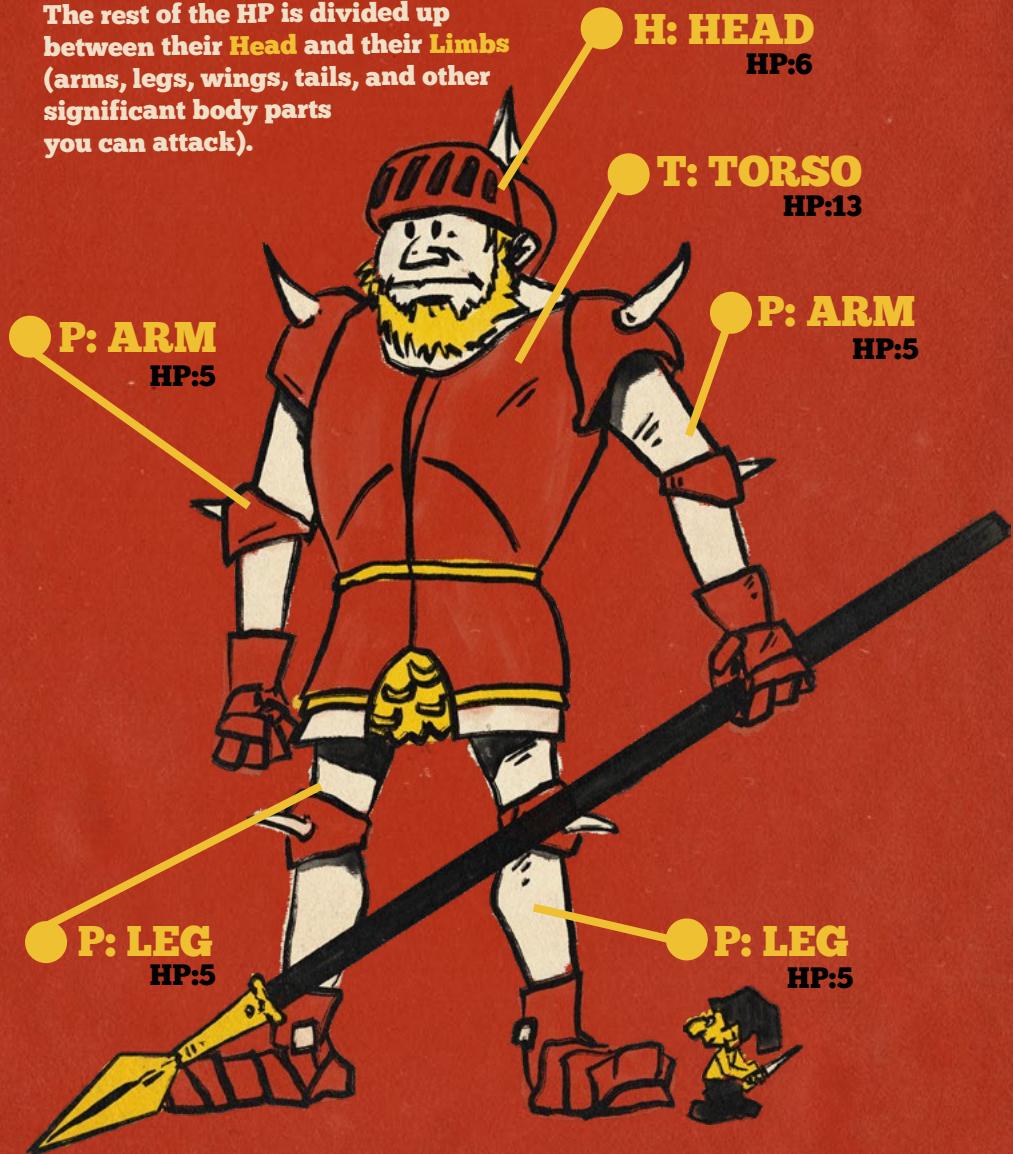
Unless the enemy has an element of surprise, the swift Smörks will always have initiative on large enemies. They can also use this advantage to immediately flee combat without the enemy attacking if they decide the battle isn't worth the risk. (This doesn't mean they won't have to find an escape or that the enemy won't pursue them...)



# Parts

Parts indicates any significant piece of the enemy that you can target during combat. They each have their own HP stat and all of their parts combined make up their overall HP. Most enemies have a **Torso**, which has the most HP.

The rest of the HP is divided up between their **Head** and their **Limbs** (arms, legs, wings, tails, and other significant body parts you can attack).



# Attacking a Large Enemy

Players roll for their attacks as normal, but they must target a specific part of the enemy, stating it ahead of the roll. Because of their size, **large enemies are DR8 to hit.**

## MELEE TEST STRENGTH



*You may only target a part of a large enemy that you are in direct contact with.*

## RANGED TEST PRESENCE



*You may only target a part of a large enemy that is within two body parts of your location.*

Smörks have an additional combat move they can make when fighting large enemies: CLIMB. This allows them to scurry up the enemy to reach a better vantage point or vital organ.

## CLIMB TEST AGILITY



If you succeed, you can climb to an adjacent body part on the enemy. If you fail, you are knocked off of the enemy and onto the ground. (See Falling Down pg. 18)



# LARGE ENEMY DEFENCE

Rather than having a static Defence stat to roll against like normal-sized enemies, Large Enemies have varying Difficulty Ratings. You will still roll for Defence in combat like the standard combat rules. Enemies in this book have their Defence DR listed on their page, but if you need to adapt or create new enemies, use this chart:

## TEST AGILITY

**DR  
6**

Slow or exceptionally ponderous enemies.  
(Trolls, sloths, tortoises)

**DR  
8**

Average enemies.  
(Humans, horses, cows, bears)

**DR  
10**

Faster, more responsive foes.  
(Dogs, kids, cats, goats)

**DR  
12**

Unusually fast enemies.  
(Ninjas, large snakes, cheetahs, goblins)



## Large Enemy Morale

Large enemies have two stats in their Morale section - the first is their overall morale - this is how likely they are to be cowed or frightened off. The second stat tells you how many parts of their body you have to damage (zero HP) to trigger a Morale roll.

Roll 2d6 for morale if the party has damaged (Zero HP) enough body parts on the creature to trigger the test. If the enemy has a “-” for its morale value, it will continue fighting until you are dead or fled.

If you roll greater than the creature's morale value with 2d6, it is **demoralized**, roll 1d6 to see if the enemy:

- (1-5) stomps off**
- (6) surrenders**

# Defeating a Large Enemy

You can defeat a large enemy in two ways. You can damage all of their **Limbs** to zero HP or you can drop their **Torso** and **Head** to zero HP. Once that is accomplished, they are no more than a huge, heavy sack of meat.

Hopefully, it didn't land on top of you.





**Large enemy stats are listed  
in the following format:**

**HP:** Total Hit Points  
[T-Torso HP, H-Head  
HP, L#[# of Limbs -  
HP Each]

**Morale:** Morale/  
Parts damaged to  
trigger a morale check

**Armor:** Armor/Damage  
adjustment

**Attack:** Weapon damage

**Hit:** Attack difficulty rating (if  
different from the standard DR)

**Climb:** DR to climb the enemy  
(if different from the standard DR)

**Dodge:** Defence difficulty rating (if  
different from the standard DR)

**EXAMPLE:**

**Winged Goat (LARGE)**

**HP:** 54 [T-18, H-6, L6-5ea]

**Morale:** 9/3

**Hit:** DR8

**Climb:** DR10

**Dodge:** DR10

**Armor:** -2d6 [thick skin]

**Attack:** hooves. [2d8]

In this example, the elusive Winged Goat has six body parts in addition to its head and torso - all four legs and both wings. You have to drop at least 3 body parts to zero HP to trigger a morale roll (DR9).

(To use enemies from other Mörk Borg  
books, go to pg. 112.)

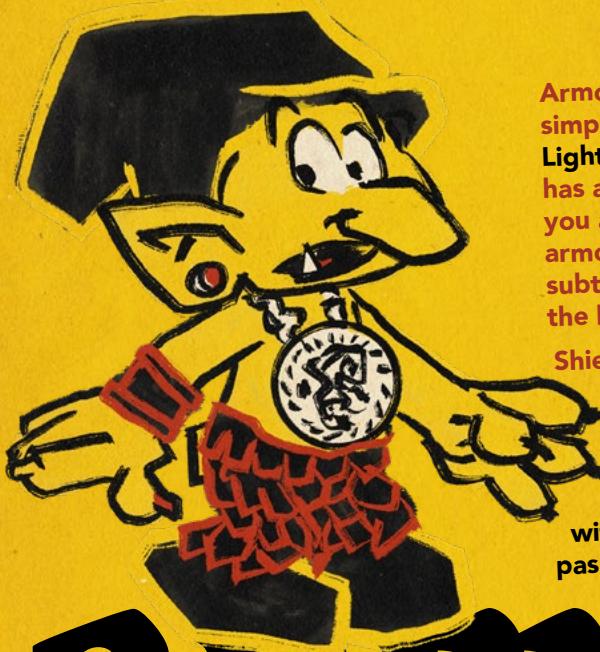
# Money & Commerce Amongst the Wee Fölk

Smörks don't use money. Their community is big on sharing things – they don't even mind double-dipping or when you don't drink that little bit of soda on the rim of a can.

If they need something, they'll usually just ask someone for it and they'll either give it to them, offer a trade, or work with them to help get it. It is also unrealistic to try and carry coins in a pair of pants without pockets. When they encounter other denizens of the forest, they usually deal with them the same way – through trade and barter.

That said, sometimes money does come up – maybe they need a specific item from Rat City or their electricity bill is due. To avert any discussion or consternation if that does happen, most equipment and enemies in the game have a “credit” value/cost [¢]. This also makes it easier to hack the game or mash it up with other Mörk Borg modules, where credit is roughly equal to silver.





Armor in Smörk Borg is pretty simple - There are three tiers: **Light, Medium, or Heavy**. Each has a die amount attached. If you are hit while wearing that armor, you roll that die and subtract that much damage from the hit!

Shields and some special armor negates a certain amount of damage without a roll.

Smörks don't wear much armor because it interferes with their sleep schedule of passing out randomly.

# ARMOR

Necklace medallion worn as a breastplate (-1 HP damage or can be destroyed to ignore one attack)

Steel toe ring (prevents any damage to that foot)

**Light Armor** (fur, padded, cloth, leather, etc) -d2 damage, tier 1, 20¢

**Medium armor** (scale, mail, etc) -d4 damage, tier 2, 100¢,  
DR+2 on Agility tests including Defence

**Heavy armor** (Splint, plate, etc) -d6 damage, tier 3, 200¢,  
DR+4 on Agility tests, defence is DR+2

**Shield** -1 damage, 20¢

You can ignore all damage from one attack but the shield breaks



*Magic will always fail when wearing medium/heavy armor.*

# Equipment

- barrel 4¢
- basket backpack 6¢
- blanket 4¢
- bucket 2¢
- card deck, marked (-4DR on any card-based tests) 6¢
- chalk 1¢
- concentrated sap pouch Presence +d4 uses (stops bleeding/infection and heals d6 HP) 15¢
- drink horn 2¢
- grappling hook 12¢
- illicit smörked jerky\* 20¢
- ladder 7¢
- lockpicks in leather fanny pack 5¢
- lube, mechanical grease 5¢
- mirror 12¢
- mushlard may function as 5 meals 6¢
- noose 4¢
- pencil nub 1¢
- ring, diamond 30¢
- smörkball 2¢
- squirrel nut sack 2¢
- string, small spool 30 feet 3¢
- sugar 4¢
- thimble lamp with oil for Presence +6 hours of lit time 8¢
- toolbox (saw, hammer, nails, glue) 20¢
- torch, wooden match 2¢
- trumpet (and other instruments) 13¢
- wheelbarrow 10¢
- wineskin holds 4 days of wine 8¢
- wire, small spool 10 feet 6¢
- woven grass pouch 1¢



## Beasts of the Bosk

Beasts aren't for sale in the game, and only the most dispicable of Smörk would try to buy or sell one, but they are excellent at charming and befriending the small beasts of the forest who will usually give them a ride or help out if they can. (If they aren't more inclined to try and eat the Smörks instead, anyway.) Some animals that are generally friendly towards the Smörks are:

- chipmunks
- snails
- frogs
- rats
- songbirds

These animals (and any others that the SM deems acceptable) get a +4 when rolling for their reaction to the party. (pg. 20)



## HELPFUL SMÖRK SEZ:

Like ants or other super cool buff little things, we Smörks can lift and carry things larger than our size would imply. So we don't bother tracking inventory or carrying capacity. If you want to carry four times your Strength in alchemy supplies, you can. But you'll look like a smörking idiot and the SM will -and should- probably penalize you for it.

# Explosives

- bomb, black round [d10] timed wick or thrown 25¢
- bomb, glass vial [d10] thrown 15¢
- dynamite, stick [d10] timed wick 20¢
- gift wrapped package [d4+smoke cloud] ribbon trigger 10¢

## Pyromaniac Smörk Sez:

Explosives are the absolute best thing. They are so amazing that they have their own set of rules during combat – You can read about those on pg. 10.



# Melee & Ranged Weapons

- barbed hook [d8] 12¢
- battle axe [d8] 35¢
- bayonet at end of a broken musket [d6] 6" reach 10¢
- brass knuckles [d4] 15¢
- chicken leg bone, sharpened [d4] worthless
- crowbar [d4] 8¢
- frying pan [d4] 4¢
- halberd [d8] 8" reach 27¢
- hammer, large wooden [d6] 8¢
- icepick [d4] 2¢
- knife [d4] 10¢
- machete [d6] 20¢
- pick axe 25¢
- rusty needle [2d4] worthless
- shiv [d4] 1¢
- spear [d8] 8" reach 20¢
- stick, long sharp [d4] 12" reach 2¢
- sword [d6] 30¢
- wrench, huge [d6] 10¢
- zweihander [d10] 60¢

- blowgun [d4] 5¢
- bow [2d4] 25¢
- crossbow [d10] 40¢
- old blunderbus [d12], requires 5 minutes of downtime to reload. 18¢
- pistol [2d6] 55¢
- shotgun [2d8] 65¢
- sling [d4] 2¢

*All new ranged weapons start with Presence +d10 ammo*



# Drugs, Booze, Potions, & Illicit, Substances

Candy is dandy, but liquor is quicker

Smörks love their assorted....substances. Whether it's smoked, snorted, swallowed, or sauteed, a Smörk is at its best when they are on something.

Ahh,  
the French  
Champagne!



# Substances (D12)

Any of the items on the Substances list will allow a Smörk to pass out and recover, even if their effect is a negative one. (you benefit/suffer from the effect of the substance when you wake up.)

## 1. SHRÜMSHINE

All Agility tests are DR+2, but the next d6 non-Agility rolls are DR-2

## 2. SMÖRKFRUIT WINE

The basic booze of choice for adventuring Smörks. Easy to make, holds up well on a journey, and has a pretty high alcohol content. It tastes like box wine that someone left on a counter for a few days. A Smörk can brew a skin of smörkfruit wine in five days on the road if they have an empty wineskin, two ripe smörkfruit, and some water. Has no immediate effect beyond being alcoholic.

## 3. BAD MUSHRÜM WINE

Sometimes wine goes bad, gets poisoned or the berries are crushed by someone with gross feet. Generally, this is best served to an enemy, but it can get you drunk in a pinch. (Toughness DR12 or d6 damage and Bad Trip)

## 4. BEER

It's beer!

## 5. CONCENTRATED SAP

a sweet, super sticky sap from the trees surrounding smörkville, boiled and reduced to a thick taffy consistency. Nonalcoholic, but tasty. It also stops bleeding/infection and heals d6 HP when chewed and applied to a wound.

## 6. DANDYWEED

Sticky buds and leaves of a large, really smörking rad plant. You smoke it and get high. Helps your aunt's lumbago. She has a prescription! Gives a +2 boost to Presence and a -1 penalty to Agility.



## **7. PACK O' STEMS**

Stems are sliced flower stalks that have been dyed black, packed with a blend of weeds, mushrooms, and herbs, then dried for a few weeks in the treetops. The result is a cigar that imparts a mellow high, thick skin towards haters, and creates a cool-looking cloud of smoke that smells like cloves. There are four in a pack. Gain +1 Toughness while smörking it and when attempting to charm goths, enjoy a +3 boost to the roll.

## **8. MUNKPISS**

Brewed from grasshops and chipmunk urine, this bottom-of-the-barrel beer tastes like weeds, bitterness, and disappointment – basically an IPA. It has no special effect, but it'll get you drunk.

## **9. TRUFFLES**

Slices of spongy, delicious mushrooms, carefully dried and wrapped for travel. Can be eaten raw like a granola bar or sauteed in a bit of butter or booze for a particularly filling meal. Sauteed truffle gives a +2 bonus to all Presence rolls for an hour, but it must be eaten immediately after cooked. (No cooking ahead of time!)

## **10. SPORES**

No matter what you call it - domedust, shroomspooge, fairy winkles, rumpletiltskin, leprechaun's gold – spores is a white powder that will really smörk you up.

Roll 1d4, all stats are +2 for an hour except the one you roll. That one is -3.

- 1 – Agility
- 2 – Presence
- 3 – Strength
- 4 – Toughness



## **11. GROG**

This is the general term for any booze a Smörk has that isn't one of the specific types listed here. Grog can be vodka, bathtub gin, or high-end champagne. As long as it's got a liquor content, a Smörk will drink the grog happily. Has no immediate effect beyond being alcoholic.

## **12. RAW SMÖRKFRUIT**

Black and slightly hairy, these weird little berries taste awful raw – like a spoiled banana rolled in kitty litter, but they ferment quickly and once fermented, become highly alcoholic. They are the base for a number of booze options enjoyed by the Smörks. When eaten raw, it allows you to roll 1d6 on the Luck options and get that one specific result at that exact moment.

# Potions



(D12)

Potions are brewed with specific, hard to find ingredients, and usually have powerful effects. They can be beneficial or negative, and used on any living being you encounter. (*Large creatures only experience 50% of most effects.*) Potions are carried in single dose vials and can be drunk or poured onto the intended recipient.

*Potions do not have the benefit of allowing a Smörk to get wasted enough to pass out unless their effect states otherwise.*

## 1. TRUTH SERUM POTION ELIXIR

- All Presence rolls when you drink this are DR8 for an hour. When given to a non-Smörk, they must tell the truth for d10 minutes.

## 2. PONY PINK

Magical tattoo ink that, when tattooed on the ass cheek of a Smörk, can grant one extra magic usage per day. Drinking this ink makes the target's hands and feet turn into hooves for 2d6 hours.

## 3. GUMMIBERRY JUICE

Bouncing here and there and everywhere, obviously. Any jump or leap goes twice as far and is half as difficult. You cannot take damage from falling or bouncing while under the influence of this brew.

## 4. SERPENT VENOM

A deadly red tonic, this poison does 1d8 damage, then 1d4 damage every hour until cured. Can be cured by a second dose of the venom. Is equally dangerous to creatures large and small.

## 5. FUN GUY PHILTER

Grows mushrooms on whatever it is poured on. 1d10 truffles grow at the point of application. If applied to skin, each mushroom causes 1d4 damage. Don't drink this unless you want a handful of fungus sprouting from your stomach.

## **6. SARSPARILLA**

Delicious - the only non-alcoholic beverage the Smörks crave. Your next 1d6 rolls of any type are +2.

## **7. SHRINKING SYRUP**

Shrinksmörk. Typically reduces the subject in size by 50%, but that percentage may be altered by pure happenstance or to fit the whims of the SM. Lasts 2d10 minutes.

## **8. EXPANSION ELIXIR**

Growsmörk. Typically increases the subject in size by 50%, but that percentage may be altered by pure happenstance or to fit the whims of the SM. Lasts 2d10 minutes.

## **9. INVISIBILITY CORDIAL**

Become invisible for Presence+1d6 rounds or until you take damage. All attack and Defence rolls are +3 while invisible.

## **10. TERROR TONIC**

Causes awful hallucinations and nightmares for 24 hours when swallowed. When rubbed into skin, causes the target to appear as a terrible nightmare creature for 1d10 minutes.



## **11. BOOM BREW**

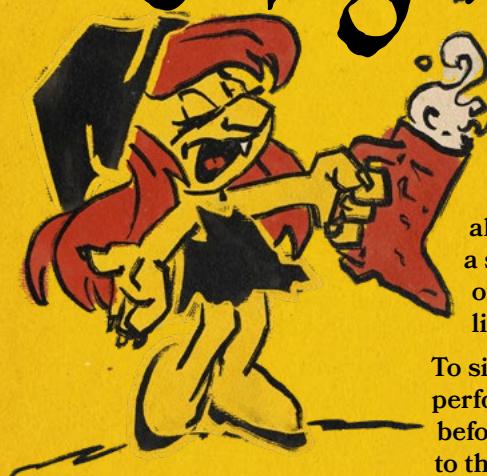
Anything drenched in this will explode when fiddled with. Non-damaging, but creates a 3 foot cloud of black smoke and covers the close vicinity in soot. Great for jokey gifts and smoke bombs.

## **12. BREATHLESS SODA**

This uber-fizzy beverage replaces the need for breathing with carbonated belches. Can be used underwater or in other airless circumstances. (Smörks in space!) It lasts for 1d6 hours or until they eat or drink something else.

# Music & Sing-Alongs

Singing is second  
only to drinking!



Whenever Smörks get together, singing or music is inevitably involved. They hum to themselves and unconsciously sing nonsensically under their breath at most times. When they all get on the same page and sing a song together, their raucous love of song can actually create it's own little bubble of magic effects.

To sing together, every Smörk must perform a **Presence test**. If they drink beforehand, those Smörks gain a +4 to the roll. If one of the Smörks is playing an instrument, the entire party gains a +3 to the roll. These effects can stack on each other.

If the entire party passes the test, they all start singing the same song and they can select one of the below effects! If one or more fails the test, they start singing a different song and it's all just a messy cacophony. Singing can occur during combat, but all of the Smörks must use their action for a round to attempt it.

## Effects of Sing-Alongs:

- Training montage! When Getting Slightly Better, you can increase two stats by 1.
- When resting, recover the full amount instead of rolling for recovery.
- You can re-roll the results of a creature reaction or morale roll.
- For the next 15 minutes, you can re-roll any fumble.
- All tests for the next 3 rounds are -2DR
- Other episode-specific events dictated by the Smörkmaster



# The Smörks Greatest Hits!

1. 99 Red Smörkfruits
2. Another Smörking Drinking Song
3. Ballad Of Fisticuffs
4. Bork Smörk Mörk Borg
5. Smörk On The Water
6. Galgenbeck Is magic
7. Get A Mushrüm Room
8. Hungry Like The Smörk
9. It Was A Smörk Day
10. Mushrüm Bottom Jeans
11. Puff Puff, Poof Poof
12. Drinking Makes The Sober Smörk Away
13. Smörk Smörk Smörk All Day
14. Smörkette's Solo
15. The Ballad Of Sober Smörk
16. The Lumberjack Smörk Song
17. The Smörk Song
18. What Shall We Do With A Drunken Gnoblin?
19. Where There's A Whip, There's A Smörk
20. Who Let The Smörks Out?

ALL  
ON ONE  
SMÖRKING  
AMAZING  
DOUBLE-LENGTH  
CASSETTE!



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# MAGIC

## and Whatnot

Magic exists in a combination of drugs, alchemy, potions, and just straight-up weird smörk that could be real magic. Pretty much any Smörk can use magic, but you can only do so a certain number of times a day without risking an overdose or a bad trip.

Roll Presence +d4 every afternoon when you stagger out of bed to determine how many times you can use the magic you know that day. Each use reduces your daily total, regardless of which bit of magic you use.

To use magic: Roll Presence DR12. If you succeed, the magic is activated and you subtract the use from your daily total. If you fail, you subtract the total, the magic doesn't work, you lose d2 HP and become smörked up for the next hour. During that period, your magic will always fail in the worst possible way.

A critical fumble results in a Bad Trip. (page 43).

# Yellow Magic (D10)

## 1-FLIPPED OFF

With the extension of the middle finger, you can immediately flip any object that is not tied or rooted to the earth 180 degrees. Can be flipped if the object is too large to normally lift, up to the size of a human wagon.

## 2-DO AS I SMÖRK

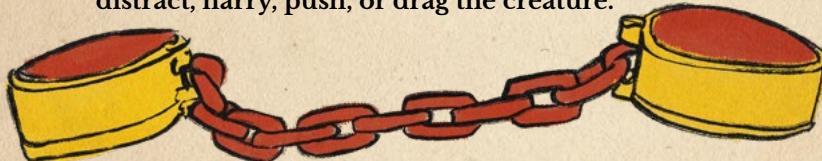
Make a come hither gesture. One creature follows your commands. Effective for 1d4 hours on Small or Medium creatures, 2d10 minutes for larger creatures.

## 3-THE SMÖRK MUSICAL SEQUENCE

A whistle that, when blown, forces d2 targets to join in a sing-along, complete with choreography. While singing, they cannot fight. They instead make a Presence DR18 test to attempt to resist the musical number. They can also be freed by an outside force stopping the spellcaster from singing.

## 4-SMÖRK LIKE A PRINCESS

Summon animal friends. They will not fight an enemy, but a small herd of rabbits, deer, birds and cute forest creatures appear and run towards the target. They can distract, harry, push, or drag the creature.



## 5-MONSTER'S MAGIC CUFFS

Bright orange shackles appear on target, lasting 1d6 hours unless broken with a Strength DR16 test.

## 6-HEAL THE PARTY WITH LOVE

A delicate glass heart. When broken, D4 targets regain d6 HP each while a strange chiptune song plays.

## 7-DON'T FORGET YOUR PILLOW

An enchanted feather. Target falls asleep for ten minutes or 1d4 rounds in combat. If cast upon a fellow Smörk, they wake up with the benefits of a full night of unconsciousness.

### **8-HIDE & SMÖRK**

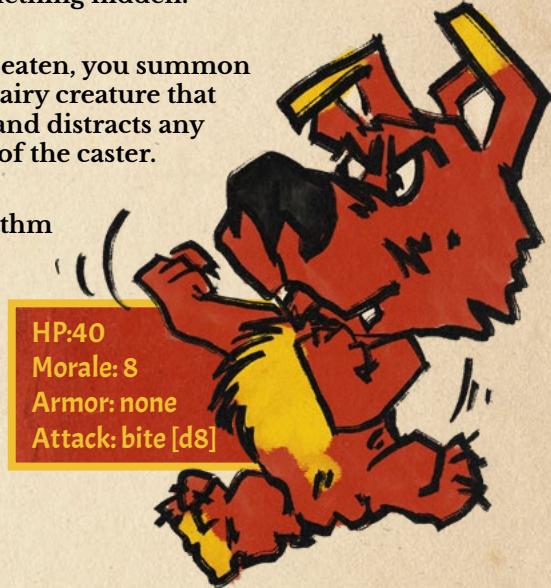
Close your eyes and count to ten. Can reveal or hide any object, trap or creature within Near range. Requires a DR18 test to find if hidden by the magic. No test beyond casting to reveal something hidden.

### **9-LEMME AT 'EM!**

A dog biscuit. When eaten, you summon a small, obnoxious hairy creature that aggressively attacks and distracts any enemy within 5 feet of the caster.

### **10-TIGHTLY SMÖRKED**

You pound out a rhythm on the back of the target. The target feels smörking amazing! They get a +2 bonus on all rolls for 2d6 minutes and infections are cured.



HP:40  
Morale: 8  
Armor: none  
Attack: bite [d8]

# **Black Magic (D10)**

### **1-DRUNK-IFY**

A pungent belch envelops the target and they become totally Smörk-faced drunk.

### **2-FEELING SMÖRKY**

You sing a little limerick at the target. They get +d6 to one roll (test, damage, etc.).

### **3-SMÖRK THOSE GUYS!**

With a glare and a curse, d4 creatures lose d8 HP each.

### **4-WOODSBANE**

Summon army of termites to destroy wooden objects. 1d20 termites erupt from the target wooden object, destroying it, then moving on to the next nearest piece of wood. Termites: 1 HP, only attacks wooden objects.

### **5-DOUBLE DOWN**

All of your Potions and Substances are doubled in quantity. Whenever you use any for the next 24 hours, roll 1d20. On a 1, the duplication went wrong and you are poisoned.

### **6-BIG BADDA-BOOM!**

Any inanimate object targeted with this wand explodes, doing 1d6 damage to any object, Smörk or creature in Near range of the target.

### **7-THE SMÖRKINOMICRON**

Read the Latin and summon undead. One recently deceased creature rises from the dead with 1 HP. Obeys your commands until it returns to the sweet embrace of death. If you roll a critical fail on this magic, the creature attacks you instead.



### **8-THE ÖÖZE**

Flick a bogie at the target while speaking the chant for this spell. The target begins to seep thick black ooze from their fingertips. It is incredibly slippery - no one drenched in it can hold anything securely for 1d6 hours. Ooze-soaked surfaces require a DRI4 Agility test to walk across without falling.

### **9-HORK SMÖRK**

Spit an acid loogie up to 12" away. Does 1d4 damage every round until washed off or neutralized with sand or soil. Will eat through wood and metal as well.

### **10-SMÖRK THE COOK**

Press your wrists together with palms towards the target. Launch a fireball from your hands. Hits d4 creatures and deals d8 damage to each.



Magic ain't always  
what it's smörked  
up to be.  
Some of these  
results may be  
effects that the  
caster doesn't  
notice right  
away...

# Bad Trips (1D20)

## 1. Lost connection

You lose the ability to use magic forever.

## 2. Clown feet

Anything you wear on your feet make obnoxious honking every time you step. (This includes the footy pajamas most Smörks wear.)

## 3. The brainy spectre

A bespectacled ghost follows the party, constantly offering unsolicited life advice in the most inconvenient moments and questioning the lack of glasses amongst the Smörks.

## 4. Big badder-boom

Every explosive within 14 inches of you explodes.

## 5. Fun guy

You turn into a living mushroom. You can hold and use weapons, but defending your giant mushroom head is DR15.

## 6. Sudden 80's montage

Time freezes, and an inexplicable training montage sequence begins, forcing all participants to work out in ridiculous fashion for 1d4 minutes before reality resumes.

## 7. Dentata the gut

Your teeth fall out, but you grow a toothy mouth where your belly button was.

## 8. Scabies

Your skin starts cracking, dropping large scales of scabby skin. You take d4 damage every 24 hours. The flakes of skin taste like potato chips.

## 9. Sea legs

You think the ground is moving. Every Agility test is +2DR for an hour.

## **10. Skin walker**

Your skeleton crawls out of your mouth and runs off. You can still walk, but until you are reunited, you are very squishy. If you don't find it in 3 days, it becomes a Skelly.

## **11. The greatest of all time**

A random ally is transformed into an angry goat for 1d6 hours. They are unusually stubborn and develop a craving to secretly eat magic items.

## **12. C&D**

Your skin turns an unsettling and forbidden bright blue. Everything wants to kill you until you can obscure the dangerous color.

## **13. Animated character**

Whenever the caster speaks, their hands uncontrollably perform grand theatrical gestures, making stealth and intimidation nearly impossible.

## **14. Googly moogly**

Every item the caster touches sprouts giant, wobbly googly eyes that constantly look around and blink audibly, unsettling everyone nearby.

## **15. The yawning portals**

A contagious magical affliction causes everyone within 2 feet to yawn uncontrollably. It spreads like a plague, making stealth impossible and attracting skellys who mistake it for moaning.

## **16. Peel out**

Everywhere the caster walks, banana peels mysteriously appear behind them. Friends and foes alike are constantly slipping.

## **17. Bouffant**

You suddenly sprout a full head of hair that grows in the shape of your mushrüm cap.

## **18. Explosive flatulence**

The caster becomes a ticking time bomb of noxious gas, releasing small explosions every time they move too fast or get surprised.

## **19. The runs**

Whenever the caster tries to flee, they experience the classic "legs spinning in mid-air" effect before actually moving, giving enemies a chance to catch up.

## **20. Beard of bees**

A character sprouts a magnificent beard of buzzing, angry bees and dripping honey. The large bees buzz loudly when enemies approach.



# The Smörks (D66)



These are the Smörks. Are they archetypes or one-dimensional? Maybe. It depends on how shitty you are at playing them. Roll a d66 to see who you are.

When you die, come back here and roll again and play the new one. Don't forget to loot your still-warm corpse unless it was already devoured.

- |                              |                             |
|------------------------------|-----------------------------|
| <b>1-1</b> Barfy Smörk       | <b>4-1</b> Liar Smörk       |
| <b>1-2</b> Belligerent Smörk | <b>4-2</b> Malicious Smörk  |
| <b>1-3</b> Bitchy Smörk      | <b>4-3</b> Mörk Smörk       |
| <b>1-4</b> Bloody Smörk      | <b>4-4</b> Mysterious Smörk |
| <b>1-5</b> Bossy Smörk       | <b>4-5</b> Pedantic Smörk   |
| <b>1-6</b> Buff Smörk        | <b>4-6</b> Pokey Smörk      |
| <br>                         | <br>                        |
| <b>2-1</b> Chaotic Smörk     | <b>5-1</b> Pyromaniac Smörk |
| <b>2-2</b> Cocky Smörk       | <b>5-2</b> Queasy Smörk     |
| <b>2-3</b> Daddy Smörk       | <b>5-3</b> Selfish Smörk    |
| <b>2-4</b> Dealer Smörk      | <b>5-4</b> Slashy Smörk     |
| <b>2-5</b> Eldritch Smörk    | <b>5-5</b> Smörkette Smörk  |
| <b>2-6</b> Feral Smörk       | <b>5-6</b> Sneaky Smörk     |
| <br>                         | <br>                        |
| <b>3-1</b> Filthy Smörk      | <b>6-1</b> Stabby Smörk     |
| <b>3-2</b> Fussy Smörk       | <b>6-2</b> Tactless Smörk   |
| <b>3-3</b> Gory Smörk        | <b>6-3</b> Torque Smörk     |
| <b>3-4</b> Hippy Smörk       | <b>6-4</b> Trippy Smörk     |
| <b>3-5</b> Husky Smörk       | <b>6-5</b> Vacuous Smörk    |
| <b>3-6</b> Indolent Smörk    | <b>6-6</b> Weird Smörk      |



**1-1**

## Barfy Smörk

**Description:** Always just on the edge of vomiting from being too drunk or high, depending on circumstances. Barfy Smörk has a well-worn constitution that, surprisingly, has made them more durable and resistant to poison and infections.

**Begins with:**

**Luck:** d2      **HP:** Toughness +d6  
**Agility:** 3d6-2    **Strength:** 3d6  
**Presence:** 3d6+1    **Toughness:** 3d6+1

**Starting Items:** Roll for starting items and shit as usual. Roll a d6 on the weapons table and a d4 on the duds table. Gain d4 doses of one **Substance**.

**Notes:** Barfy pukes or vurps every fifteen minutes or so, making doing anything stealthy with them almost impossible. In a pinch, other Smörks can drink Barfy's vomit to get drunk. Which is pretty gross. Once per combat, Barfy can vurp into the face of a foe, stunning them for one round.

*pickled, optimistic*

**1-2**

## Belligerent Smörk

**Description:** Aggressively hostile at the best of times, there's little Belligerent Smörk likes more than arguments, apart from arguments that lead to violence.

**Begins with:**

**Luck:** d2      **HP:** Toughness +d6  
**Agility:** 3d6      **Strength:** 3d6  
**Presence:** 3d6+1    **Toughness:** 3d6+1

**Starting Items:** Roll for starting items and shit as usual. Roll a d10 on the weapons table and a d6 on the duds table.

**Notes:** Any conversation or argument Belligerent Smörk gets involved in becomes a DR8 test if a test is needed, but also has a 1 in 6 chance of devolving into combat.

*aggressive, mouthy*

**1-3**

## Bitchy Smörk

**Description:** Like you'd understand this description anyway.

**Begins with:**

**Luck:** d4      **HP:** Toughness +d8  
**Agility:** 3d6-1    **Strength:** 3d6  
**Presence:** 3d6+1    **Toughness:** 3d6

**Starting Items:** Roll for starting items and shit as usual. Roll a d10 on the weapons table and a d4 on the duds table. Roll for items and shit as usual. You know one **Black Magic**.

**Notes:** Specializing in spotting things worth complaining about, any test involving finding something specific, spotting something of interest or searching for an item is -3 DR.

*spiteful, mean*

**1-4**

## Bloody Smörk

**Description:** Red, glorious red! Or black, or green... any color, really, as long as it pours from the corpse of your victims!

**Begins with:**

Luck: d4	HP: Toughness +d8
Agility: 3d6+1	Strength: 3d6-1
Presence: 3d6	Toughness: 3d6

**Starting Items:** Roll for starting items and shit as usual. Roll a d10 on the weapons table and a d6 on the duds table. Starts with a stained flask that can collect the blood of a victim if they were injured and escape.

**Notes:** Any time you deal more than 2 damage with an attack, the victim must test Toughness or bleed 1HP for d6 rounds. If you get that blood on you, you also gain +1 to all defence rolls against that victim.

enthusiastic, creative

**1-5**

## Bossy Smörk

**Description:** Prefers to order others around rather than getting their own hands dirty, Bossy Smörk is slow to move, but very quick to shout.

**Begins with:**

Luck: d6	HP: Toughness +d4
Agility: 3d6-2	Strength: 3d6
Presence: 3d6+2	Toughness: 3d6

**Starting Items:** Roll for starting items and shit as usual. You have an Old Blunderbus [d12], requires 5 minutes of downtime to reload. Roll a d6 on the duds table. Gain d4 doses of one Substance. You know one Black Magic.

**Notes:** If bossy Smörk can stay out of the combat, they can grant a -1DR to any ranged attacks made by their companions. By shouting at their target through a megaphone and distracting them. Obviously, this is not a useful skill if the party is attempting to be stealthy.

inflexible, pushy

**1-6**

## Buff Smörk

**Description:** Do you even smörk, bro?

**Begins with:**

Luck: d2	HP: Toughness +d8
Agility: 3d6-2	Strength: 3d6+2
Presence: 3d6	Toughness: 3d6

**Starting Items:** Roll for starting items and shit as usual. Unarmed. Gain d6 doses of one Substance.

**Notes:** Buff Smörk refuses to use weapons, relying on their own drug-addled physique to deal damage. Any attack using a weapon is -2, but their unarmed combat does d6.

Ripped, stiff

**2-1**

## Chaotic Smörk

**Description:** Pure unpredictability in Smörk form. They refuse to follow rules, logic, or any particularly useful advice.

**Begins with:**

Luck: d6	HP: Toughness +d6
Agility: 3d6	Strength: 3d6
Presence: 3d6	Toughness: 3d6

**Starting Items:** Roll for starting items and shit as usual. Before combat, roll d10 on the weapons table, that is what you will use for this combat session. Roll a d4 on the duds table. You know one Black Magic.

**Notes:** Roll for Chaotic Smörk's abilities using the Character Creation rules. Any time they roll for a test outside of combat, they roll a d4 and use that stat instead of the one indicated by the SM Smörk. If they roll the ability indicated in the first place, they get a +3 to the test. If they do not, they get a -2 penalty.

disorganized, random

**2-2**

## Cocky Smörk

**Description:** Was head of the smörkball team, usually ended up with the cleanest cup at the party and their teeth are extra white and pointy. Which doesn't mean they're perfect, but they sure do think they are.

**Begins with:**

Luck: d4	HP: Toughness +d6
Agility: 3d6	Strength: 3d6-1
Presence: 3d6+2	Toughness: 3d6-1

**Starting Items:** Starts with a smörkball. Roll a d10 on the weapons table and a d6 on the duds table. Gain d2 doses of one Substance and d4 doses of a random Potion.

**Notes:** Infectious confidence. Once per combat and one Presence skill test per day, Cocky Smörk can add +3 to a roll, theirs or another member of the party. However, if that roll is a 1 on that test, they become demoralized and suffer a -1 penalty on ALL rolls until they've passed out and forgotten their failures.

outgoing, arrogant



**2-3**

## Daddy Smörk

**Description:** The most respected Smörk in the village because they have a mustache. Daddy Smörk is extremely skilled at potion brewing as well.

**Begins with:**

**Luck:** d6      **HP:** Toughness +d8

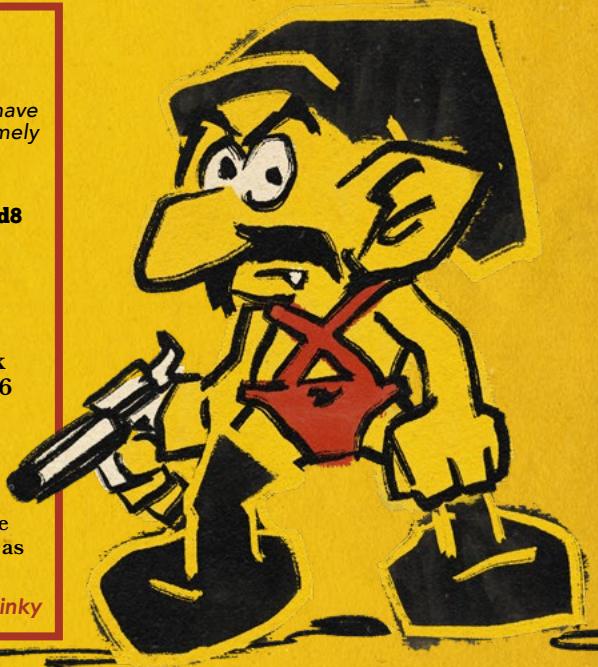
**Agility:** 3d6-1      **Strength:** 3d6-1

**Presence:** 3d6+1      **Toughness:** 3d6+1

**Starting Items:** Roll for starting items and shit as usual. Wears a red leather harness and black boots. Has a Pistol [2d6] with d6 bullets. Gain d4 doses of three random Potions.

**Notes:** Any time they roll on the Substances or Potions tables, they can adjust the result up or down one spot on the table and they get twice as much of the result.

considerate, kinky

**2-4**

## Dealer Smörk

**Description:** No one is really sure where Dealer Smörk gets the stuff they sell, but they always seem to have something in a baggie, pouch or vial to offer...

**Begins with:**

**Luck:** d2      **HP:** Toughness +d4

**Agility:** 3d6-1      **Strength:** 3d6

**Presence:** 3d6+1      **Toughness:** 3d6

**Starting Items:** Roll for starting items and shit as usual. Roll a d4 on the weapons table and a d6 on the duds table. Gain d4 doses of three random Substances and d4 doses of one random potion.

**Notes:** At any time Dealer Smörk isn't in combat, they can roll on the following table, but they are not allowed to use the resulting item themselves. The result must be given to someone – Either another Smörk in the party (One result per member of the party, per day,) or, with a successful Presence Test, to a foe or NPS. If the item is consumable, they will immediately use the item, friend or foe.

**Dealer Smörk's Stash:**

1. Sawed-Off Shotgun [3d4] d6 shells.
2. One Random Potion
3. Random Substance
4. Serpent Venom
5. Poisoned Psychotropic Mushrüns (User is dazed and confused for 1 hr.)
6. Spiked Grog. (User falls unconscious for 1 hr.)

confident, colorful

**2-5**

## Eldritch Smörk

**Description:** There's no denying Eldritch Smörk's dedication to the unknown, sorcerous, and tentacle-laden aspects of life.

**Begins with:**

Luck: d4	HP: Toughness +d4
Agility: 3d6-2	Strength: 3d6
Presence: 3d6	Toughness: 3d6+1

**Starting Items:** Black canvas sack. Roll a d4 on the weapons table and you wear a ragged black robe. Gain d4 doses of one Substance and d4 doses of two random Potions. You know one Black Magic.

**Notes:** Every night at midnight, Eldritch Smörk gains one black Magic. It may be cast freely without testing Presence at any point in the next 24 hours. If it is not used by then, they take d4 damage and lose it.

*pretentious, inscrutable*

**3-1**

## Filthy Smörk

**Description:** Unclean to an impressive degree, Filthy Smörk doesn't believe in bathing and hates getting wet. But it has given them an impressive resistance to disease and infection.

**Begins with:**

Luck: d4	HP: Toughness +d6
Agility: 3d6	Strength: 3d6+1
Presence: 3d6-2	Toughness: 3d6+1

**Starting Items:** Roll for starting items and shit as usual. Roll a d10 on the weapons table and a d4 on the duds table.

**Notes:** Can't be infected by diseases or infections and poisons deal half damage, but any test where they attempt to communicate is automatically +2DR as their stench washes over the target.

*inoculated, stinky*

**2-6**

## Feral Smörk

**Description:** Raised by wild Smörks, who were really just hard-partying Smörks, Feral Smörk is a wild, untamed whirlwind of teeth, claws and bare yellow flesh.

**Begins with:**

Luck: d4	HP: Toughness +d8
Agility: 3d6+1	Strength: 3d6+1
Presence: 3d6-2	Toughness: 3d6

**Starting Items:** Starts with bare hands, ten feet of vine, and a grappling hook. You wear nothing but a smörkfruit leaf.

**Notes:** Never uses weapons, but has extremely sharp finger and toe claws [d6], likes to bite [d4] and is also really good at chucking rocks [d4, ranged attack] at things.

*savage, uncouth*



**3-2**

## Fussy Smörk

**Description:** Obsessed with keeping things tidy, which is a never-ending task living amongst the rest of the Smörks. They find themselves constantly cleaning up after parties, brawls and accidents and have become quite adept at stitching wounds as well.

**Begins with:**

<b>Luck:</b> d2	<b>HP: Toughness +d4</b>
<b>Agility:</b> 3d6	<b>Strength:</b> 3d6
<b>Presence:</b> 3d6+1	<b>Toughness:</b> 3d6-1

**Starting Items:** Roll for starting items and shit as usual and you have a personal drink horn. Roll a d6 on the weapons table and a d6 on the duds table. Gain d4 doses of one **Potion**.

**Notes:** Each day, they can heal Presence +d4 wounds on themselves or others. Uses their own private drink horn and never suffers a Bad Trip as a result of drinking.

*fastidious, careful*

**3-3**

## Gory Smörk

**Description:** Always the first to volunteer to skin an animal or clean up a crime scene, Gory Smörk seems a little too interested in carnage, if you know what we mean.

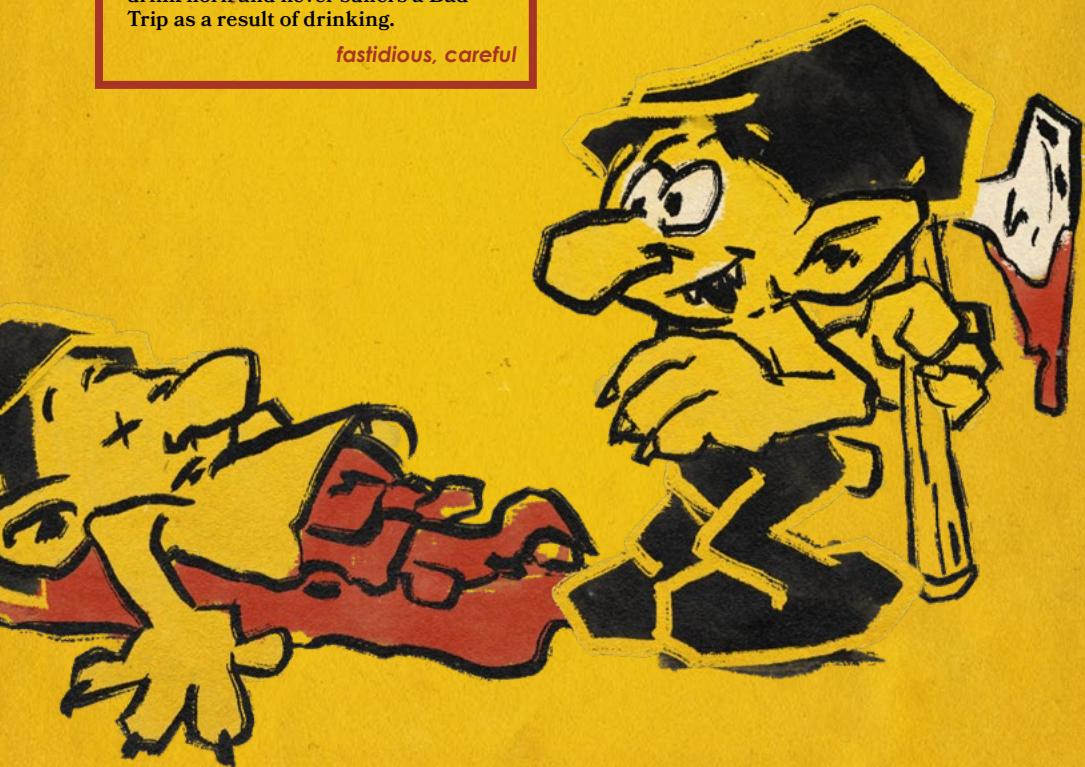
**Begins with:**

<b>Luck:</b> d4	<b>HP: Toughness +d4</b>
<b>Agility:</b> 3d6	<b>Strength:</b> 3d6
<b>Presence:</b> 3d6-1	<b>Toughness:</b> 3d6+1

**Starting Items:** Roll for starting items and shit as usual. You have a barbed hook [d8] for a weapon. Roll a d6 on the duds table. Gain d4 doses of one **Potion**. You know one **Black Magic**.

**Notes:** Can eat the gory remains of a dead animal, creature or Smörk and gain d2 HP back.

*mischiefous, gooey*



**3-4**

## Hippy Smörk

**Description:** Friend to the trees, animals and everything growing under the sun! Or what passes for the sun, living in the smoke and coal-choked outskirts of Galgenbeck.

**Begins with:**

**Luck:** d4      **HP:** Toughness +d4

**Agility:** 3d6+1      **Strength:** 3d6-1

**Presence:** 3d6      **Toughness:** 3d6

**Starting Items:** You have a macrame fanny pack. Roll a d10 on the weapons table and a d4 on the duds table. Gain d6 doses of two **Substances** and know one **Yellow Magic**.

**Notes:** You have a high-strung, largely annoying pet. Roll d4:

**1-2.** Wasted Chipmunk. d4 HP, bite [d6], makes for a cozy bed – gain d2 Luck each time you pass out with your chipmunk.

**3.** Spiny caterpillar. d2 HP, poisoned spines [d4, poison], can be thrown at enemies. In fact, the caterpillar finds the feeling of flying strangely enjoyable... If they ever roll a critical fail in combat, they cocoon the next night and are lost as a pet.

**4.** Escaped Hamster. d4 HP. Will not attack, but is erratic enough to distract enemies, giving you a +2 on attack/defence for your first two rounds of combat.

*chill, pleasant*

**3-5**

## Husky Smörk

**Description:** Fond of indulgences, Husky Smörk proudly wears xxxl pajamas and has never met a treat they won't try. Gifted with an equally large personality.

**Begins with:**

**Luck:** d4      **HP:** Toughness +d8

**Agility:** 3d6-2      **Strength:** 3d6

**Presence:** 3d6+2      **Toughness:** 3d6

**Starting Items:** You start with d12 days of food. Roll for items and shit as usual. Roll a d10 on the weapons table and you wear xxxl black footy pajama bottoms. Gain d2 doses of one **Substance**.

**Notes:** Gains the same benefits from over-eating as ingesting Substances. Any time Husky Smörk eats two days worth of rations at the same time, roll on the Substances table and gain any effects from the result.

*bellicose, rotund*



**3-6**

## Indolent Smörk

**Description:** I'll fill this out later.

**Begins with:**

**Luck:** d2      **HP:** Toughness +d6

**Agility:** 3d6-1      **Strength:** 3d6

**Presence:** 3d6+1      **Toughness:** 3d6

**Starting Items:** Roll for starting items and shit as usual. You also carry a pillow. Roll a d6 on the weapons table and a d6 on the duds table. Gain d4 doses of one **Potion** and you know one **Yellow Magic**.

**Notes:** Gains +2 to any roll that involves working around the idea of actual physical work. When sneaking around a sleeping creature, the difficulty rating for the test is -2DR. Indolent Smörk is just that impressively lazy.

*lazy, casual*

**4-1**

## Liar Smörk

**Description:** The greatest Smörk ever known, as voted for by all of the other Smörks. No need to verify these results.

**Begins with:**

**Luck:** d2      **HP:** Toughness +d6

**Agility:** 3d6      **Strength:** 3d6

**Presence:** 3d6+2      **Toughness:** 3d6-1

**Starting Items:** Starts with lockpicks, grappling hook, and d4 doses of Truth Serum Potion. Roll a d8 on the weapons table and a d6 on the duds table.

**Notes:** Especially good at talking their way out of a situation, but they also excel at sneaking past trouble. -2DR on any encounters where they must lie to, or sneak past, someone they have talked to previously.

*cagey, tricky*

**4-2**

## Malicious Smörk

**Description:** Enjoys violence and mischief just a little too much.

**Begins with:**

**Luck:** d2      **HP:** Toughness +d8

**Agility:** 3d6      **Strength:** 3d6

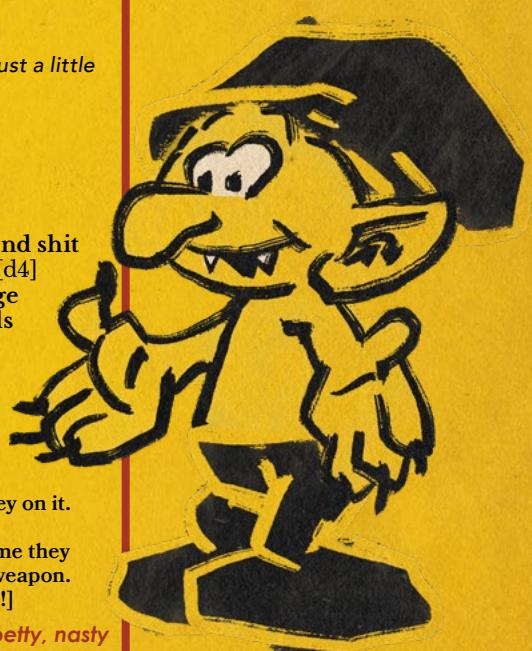
**Presence:** 3d6+1      **Toughness:** 3d6-1

**Starting Items:** Roll for starting items and shit as usual. You have a Poisoned Dagger [d4] (Poison: Toughness DR12 or d6 damage and Bad Trip) and roll a d6 on the duds table. You know one **Black Magic**.

**Notes:** You can pick pockets with a DR8 test, but you always have to leave something behind. Roll a d4:

1. Small firecracker, lit. [d6] goes off in d6 rounds/minutes.
2. A rag with something pungent and gooey on it. [Annoying and weird, but non-harmful]
3. Your dagger. They are poisoned next time they reach into that pocket, but you lose your weapon.
4. Your phone number. [Maybe they'll call!]

*petty, nasty*



**4-3**

## Mörk Smörk

**Description:** Wears an oversized goat's head. Claims it was granted to them by the Autumn King Oyep, but it's pretty obviously the plastic head of a toy.

**Begins with:**

**Luck:** d4      **HP:** Toughness +d6

**Agility:** 3d6      **Strength:** 3d6

**Presence:** 3d6-2      **Toughness:** 3d6+2

**Starting Items:** Roll for starting items and shit as usual. You have a Zweihander [d10] or a sharpened chicken leg bone [d4] and a shield. Your choice. Roll a d4 on the duds table. You know one **Black Magic**.

**Notes:** This odd Smörk seems like they belong elsewhere, often spouting off random verse and curse. Their unsettling goat head and manner disturbs some creatures. Their small foes must test morale every round they are injured by Mörk Smörk

gross, tough

**4-4**

## Mysterious Smörk

**Description:** Thinks they are cooler and more enigmatic than they really are. Likes to skulk around in the shadows. Mysterious Smörk loves using spells and substances that make them seem inscrutable, but really just makes them look like a children's party performer.

**Begins with:**

**Luck:** d4

**HP:** Toughness +d4

**Agility:** 3d6

**Strength:** 3d6-1

**Presence:** 3d6+2      **Toughness:** 3d6-1

**Starting Items:** Roll for starting items and shit as usual. Roll a d4 on the weapons table and a d6 on the duds table. You wear a hood instead of a hat, but it isn't attached to anything. Gain d4 doses of one **Substance**. You know one **Yellow** or **Black Magic** (your choice).

**Notes:** Once per day, you can use d2 random Magic. They can only be used once. Roll a d4, on a 1-2, the Magic is black, on a 3-4, it's Yellow.

enigmatic, dramatic



**4-5**

## Pedantic Smörk

**Description:** Always has to chime in with the correct answer to something, even if it's just a re-worded version of what someone just said. Absolutely awful at lying. Generally obnoxious to have around, but helpful for puzzles, trivia contests, and as bait.

**Begins with:**

Luck: d2	HP: Toughness +d6
Agility: 3d6-1	Strength: 3d6
Presence: 3d6	Toughness: 3d6+1

**Starting Items:** Roll for starting items and shit as usual. Roll a d10 on the weapons table and a d4 on the duds table. Gain d4 doses of one Potion.

**Notes:** The Difficulty rating for any tests requiring knowledge of lore, trivia, ingredients, history, or other minutiae is -4DR for this know-it-all asshole.

picky, thick-skinned

**4-6**

## Pokey Smörk

**Description:** While Stabby Smörk is all about quantity, pokey Smörk prefers the quality of the piercing experience. They also enjoy long-distance poking with crossbow bolts.

**Begins with:**

Luck: d4	HP: Toughness +d4
Agility: 3d6+1	Strength: 3d6-1
Presence: 3d6	Toughness: 3d6+1

**Starting Items:** Roll for starting items and shit as usual. Roll a d6 on the duds table. You have an Ice Pick [d4] and a crossbow [d8] with Presence +10 bolts.

**Notes:** When attacking a foe that is unaware of your Presence, test Agility DR10. On a success, you deal normal damage +3.

weak, careful

**5-1**

## Pyromaniac Smörk

**Description:** Loves lighting things on fire and blowing things up. A Smörk with simple needs and high insurance premiums.

**Begins with:**

Luck: d2	HP: Toughness +d4
Agility: 3d6+1	Strength: 3d6-1
Presence: 3d6	Toughness: 3d6

**Starting Items:** Start with d4 round bombs, Presence +d6 matches, d2 sticks of dynamite. Roll a d6 on the duds table.

**Notes:** Can use the human-sized matches like a big flaming mace [d6], even if the attack misses, the foe is lit aflame and takes [d4] damage the next round unless they forego their attack to snuff the flames. Pyromaniac Smörk also gets a +1 to any roll when they are within 2 feet of an uncontrolled open flame. (*Things on fire, not lanterns or controlled torches, campfires and the like.*)

wild, hot-tempered



**5-2**

## Queasy Smörk

**Description:** Squeamish, dizzy and generally unwell, Queasy Smörk feels much better when they can just slow down for a moment and catch their breath.

**Begins with:**

**Luck:** d2      **HP:** Toughness +d4  
**Agility:** 3d6      **Strength:** 3d6  
**Presence:** 3d6-1      **Toughness:** 3d6+1

**Starting Items:** Roll for starting items and shit as usual. Roll a d4 on the duds table. You know one **Black Magic**. Prefers weapons that let him fight without moving.

Roll for starting Weapon: (d4)  
1. Sling [d4] with Presence +d6 pebbles  
2-3. Bow [2d4] with Presence +10 arrows  
4. Pistol [2d6] with d6 bullets (revolver)

**Notes:** Any time you are not in combat, you heal as if you are resting, but any prolonged movement more energetic than a casual stroll causes d2 damage every hour. Increased to d4 damage if Queasy Smörk is riding on an animal, vehicle or on the water.

sick, wobbly

**5-3**

## Selfish Smörk

**Description:** Kind of a jerk, kind of a hoarder and kind of just oblivious to others, selfish Smörk is in it for themselves.

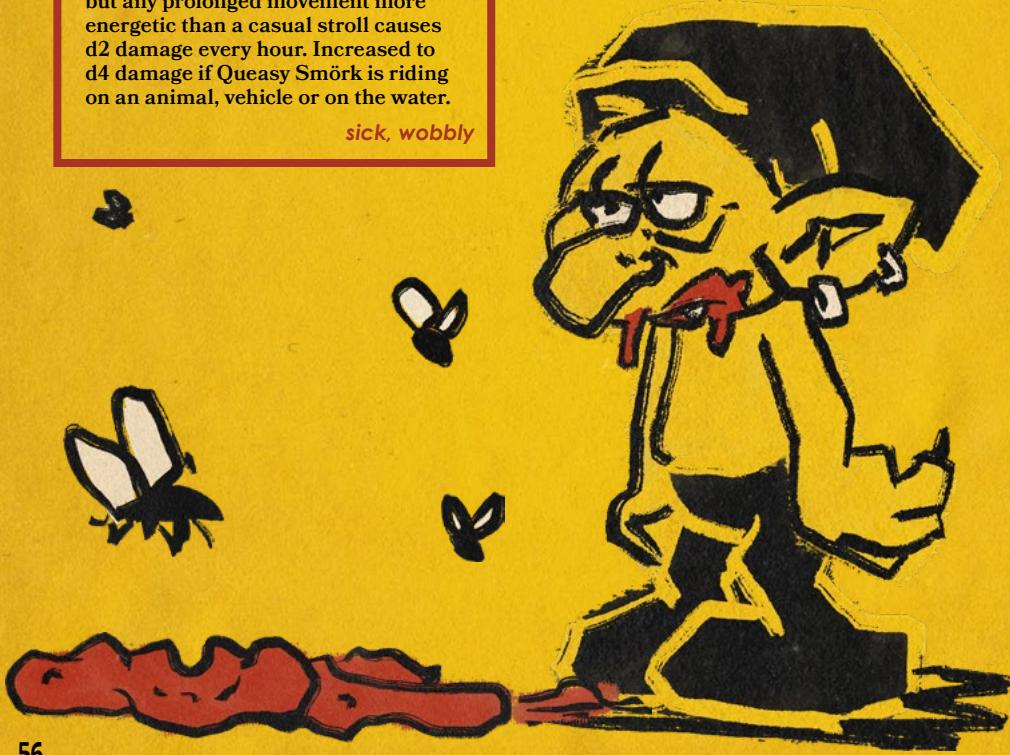
**Begins with:**

**Luck:** d2      **HP:** Toughness +d8  
**Agility:** 3d6      **Strength:** 3d6  
**Presence:** 3d6-1      **Toughness:** 3d6+2

**Starting Items:** Roll for starting items and shit as usual. Get double of anything you roll. Roll a d10 on the weapons table and a d6 on the duds table.

**Notes:** Selfish Smörk won't share or use their equipment, substances and potions on others. Any time they smörk loot, they get twice the amount. Which occasionally means other Smörks find ways to loot the body of a recently deceased selfish Smörk...

egocentric, hoarder



**5-4**

## Slashy Smörk

**Description:** A bit wild, Slashy Smörk is never happier than when they are causing long gashes in things. Likes to slash a big "S" in cloth and tree trunks. Or torsos.

**Begins with:**

**Luck: d2**      **HP: Toughness +d6**

**Agility: 3d6**      **Strength: 3d6**

**Presence: 3d6**      **Toughness: 3d6**

**Starting Items:** Roll for starting items and shit as usual. Roll a d4 on the duds table.

**Gain d4 doses of one Potion.**

Roll for starting Weapon: (d4)

1. knife [d4]
2. machete [d6]
3. sword [d6]
4. a bigger, cooler, sword [d10]

**Notes:** Your manic zeal for slicing shit is startling enough that it initially freaks out enemies and for the first two rounds of combat you and your fellow Smörks get +2 on your attack/defence rolls.

*manic, durable*

**5-5**

## Smörkette Smörk

**Description:** The only Smörk with hair, rumors are that Smörkette was created by an evil wizard to sow discontent amongst the Smörks. But they might just be confused by Smörkette's luscious locks.

**Begins with:**

**Luck: d4**      **HP: Toughness +d6**

**Agility: 3d6-1**      **Strength: 3d6-1**

**Presence: 3d6+1**

**Toughness: 3d6+1**

**Starting Items:** Start with a handbag and concentrated sap pouch. Roll a d10 on the weapons table. You wear a black skirt. d4 doses of one **Potion**. d4 doses of one **Substance**.

**Notes:** Any test to do something that has already been tried previously in a session is +2. This does not apply to combat rolls. Smörkette's high heels makes running difficult. DR14 when trying to escape.

*haughty, adorable, high-heeled*



**5-6**

## Sneaky Smörk

**Description:** Shhh. You never saw them.

**Begins with:**

Luck: d2	HP: Toughness +d4
Agility: 3d6+2	Strength: 3d6-1
Presence: 3d6	Toughness: 3d6+1

**Starting Items:** Start with lockpicks, grappling hook, caltrops, and grease. You have d4 doses of one **Substance**. Roll a d6 on the duds table.

Roll for starting Weapon: (d4)

1. Shiv [d4]
2. Blowgun [d4] Agility +d6 darts
3. Crowbar [d4]
4. Brass knuckles [d4]

**Notes:** Hard to catch. DR10 on tests to evade capture or escape from bonds. +2 on all sneaking-related tests.

*slippery, delicate*

**6-2**

## Tactless Smörk

**Description:** If they think it, they say it, and pretty much the same applies to their actions as well, with little thought given to the feelings or needs of others.

**Begins with:**

Luck: d2	HP: Toughness +d6
Agility: 3d6	Strength: 3d6
Presence: 3d6-1	Toughness: 3d6+1

**Starting Items:** Roll for starting items and shit as usual. Roll a d4 on the duds table. You have a giant wooden hammer with "Smörk!" painted on the end [d8].

**Notes:** Hard to convince. They are DR10 on resisting coercion, but their complete inability to censor their thoughts results in +2DR on any other conversation tests.

*insensitive, boorish*

**6-1**

## Stabby Smörk

**Description:** The more holes the better for Stabby Smörk. Get in, cause internal damage, and get out. Then repeat another dozen times.

**Begins with:**

Luck: d2	HP: Toughness +d6
Agility: 3d6+2	Strength: 3d6-1
Presence: 3d6	Toughness: 3d6-1

**Starting Items:** Roll for starting items and shit as usual. Roll a d6 on the duds table.

Roll for starting Weapon: (d4)

1. Long sharp stick [d4] 12" reach
2. Broken musket with bayonet at end [d6] 6" reach
3. Rusty needle [2d4]
4. Spear [d8] 8" reach

**Notes:** A quick second stab. Any time you succeed on an attack, roll for damage twice and deal half of the second roll in damage as well.

*surreptitious; quick*

**6-3**

## Torque Smörk

**Description:** If it moves, you have the urge to add a gear, string or pulley to it. You may not be the most technically sophisticated of mechanics, but you are great at jury-rigging devices and traps and half-assed devices made from wooden gears and carved parts

**Begins with:**

Luck: d4	HP: Toughness +d8
Agility: 3d6+1	Strength: 3d6
Presence: 3d6	Toughness: 3d6-1

**Starting Items:** You start with a huge wrench [d6], lube, saw, pencil nub, wheelbarrow, and a pair of black overalls with feet sewn on. You know one **Yellow Magic**.

**Notes:** You test Presence DR10 when you try to build, break, or repair a gadget, trap or construct.

*handy, precise*

**6-4**

## Trippy Smörk

**Description:** Dude. Dooooood.

**Begins with:**

<b>Luck: d4</b>	<b>HP: Toughness +d6</b>
<b>Agility: 3d6-1</b>	<b>Strength: 3d6-1</b>
<b>Presence: 3d6+2</b>	<b>Toughness: 3d6</b>

**Starting Items:** Roll for starting items and shit as usual. Roll a d6 on the weapons table and a d4 on the duds table. You have d6 doses of three different **Substances**.

**Notes:** Always holding: Any time they aren't in active combat, Trippy Smörk can roll on the Substances table and must immediately take the resulting substance, experiencing any negative/positive effects.

*groovy, chill*

**6-5**

## Vacuous Smörk

**Description:** There's not a lot going on upstairs. They aren't sure why they are here, but there's sure to be a party at some point, so why not go along with the flow?

**Begins with:**

<b>Luck: d4</b>	<b>HP: Toughness +d6</b>
<b>Agility: 3d6+1</b>	<b>Strength: 3d6</b>
<b>Presence: 3d6</b>	<b>Toughness: 3d6-1</b>

**Starting Items:** Roll for starting items and shit as usual. Roll a d6 on the weapons table and a d6 on the duds table. You know one **Yellow Magic**. You have d4 doses of one **Substance**.

**Notes:** Avoiding sneak attacks and traps are DR8 if Vacuous Smörk walks into them without knowing they are there.

*shallow, distracted*

**6-6**

## Weird Smörk

**Description:** Weird Smörk prefers to talk to themselves or their cockroach companion over the company of other Smörks. When they do talk, it's usually to bring up some sort of fictional tale or conspiracy theory.

**Begins with:**

<b>Luck: d6</b>	<b>HP: Toughness 2+d4</b>
<b>Agility: 3d6</b>	<b>Strength: 3d6</b>
<b>Presence: 3d6</b>	<b>Toughness: 3d6</b>

**Starting Items:** You are unarmed [d2]. You start with d4 sticks of dynamite, d4 doses of two **Potions**, and d4 doses of one **Substance**. Roll for starting items and shit as usual. Roll a d6 on the duds table.

**Notes:** You have a pet cockroach. Your Presence +d10 HP, -d6 Armor and can follow simple commands. Has a strong bite [d4].

*lucky, spooky*



# Creature

There are plenty of things that pose a threat to you.  
They are all called “creatures” for ease of reference.

Each creature includes the following stats:

**Stats:** Their hit points, morale, and special attacks and defences. Some creatures have armor. It reduces the damage they take by that much.

**Size:** These creatures are all either small, medium, or large-sized compared to a Smörk. This should be obvious, but it is listed in case you've never seen an opossum or... I don't know... a small dog before.

**Description:** a short note about the creature.

**Useful Parts:** Many creatures have body parts or features that are worth money, ransom, credit at bars, ingredients, or good eating. Useful information to have when deciding to dismember a corpse or disfigure a prisoner.

# Features

HELPFUL SMÖRK SEZ:

A note on money: Smörks don't use it – they primarily use trade, barter or four-finger discount to get things. They aren't big on industry, privacy or business. Also, they don't have pockets for coins. But the value is listed here in case you want to use the creatures in a game where filthy lucre is used. Some taverns and vendors will offer a line of credit for Smörks – a foolish proposition, but these values work for paying your tab at that establishment. All funds are shown in -¢ - which represents its average credit value with vendors.



# Smaller Creatures

Because you are all really small comparatively, humans and vaguely similarly sized creatures are like massive kaiju monsters to you. That said, there are also plenty of things your same size or moderately larger that also want to kill and/or eat you.

## Garden Gnome (SMALL)

HP: 12

Morale: 3

Armor: Ceramic duds [-d4]

Attack: sharpened wooden sign with "Sign of the Thymes" whimsically painted on it. [d6]



Animated ceramic décor from the gardens of the suburbs of Grift, these poor things are as confused as they are slow and hollow. They are generally pretty ambivalent, but they do protect the small patch of undergrowth they claim as "their garden" with gusto.

**Useful parts:** captured 150¢; ceramic shards: 60¢; hide-a-key in the butt (1/6 chance) 200¢

# Squirrel (Small)

HP: 16

Morale: 8

Armor: fluffy [-d2]

Attack: bite [d8], claws [d4]

Big, fluffy, and unpredictable, Squirrels are just as likely to playfully help you out as they are to playfully drag you to the top of a tree and throw you at the ground. Fast claws, vicious bite, and short tempers. If they defeat a Smörk, they will likely run off with the corpse and bury them in the soil for the winter. So much for looting your companion's corpses.



Useful parts: nut sack: 25¢; tail: 75¢; toe claws: 20¢;

# Pocket Dog

HP: 32

Morale: 11

(Medium)

Armor: none

Attack: bite [d8]

These yappy terrors are rarely seen in the Bosk, but are all too prevalent in the streets and homes of Grift. Ugly, loud, fearless, and vicious, they range in size from the twitchy chihuahua to the dopey cocker spaniel. All of them want to eat you.



Useful parts: captured 500¢; ransom, trained: impossible, spay/neuter: the responsible choice.

# Opossum

(MEDIUM)

HP: 60

Morale: 4

Armor: none

Attack: bite [d8]

Special-play dead: 1 in 4 chance that a defeated

Opossum is only "mostly dead" and will return that night to exact its revenge!



Rarely seen in the forest during the day, these big critters are generally peaceful and pretty cute in their own way, but when hungry, can decimate an entire Smörk hamlet in minutes.

Useful parts: hairy toes: 50¢

# Gnoblin

(SMALL)

HP: 7

Morale: 6

Armor: leather vests [-2]

Attack: short sword [d4], knife [d4], or small crossbow [d6]



They look just like Smörks but refuse to wear pants. They all sport rad black leather vests. They live in a different part of the Bosk, but often drink at the same bars, logs, and drainpipes as Smörks, so they bump uglies often.

Useful parts: captured 120¢, Skull: 25¢

# Assorted Jerk Insects



HP: 4

Morale: -

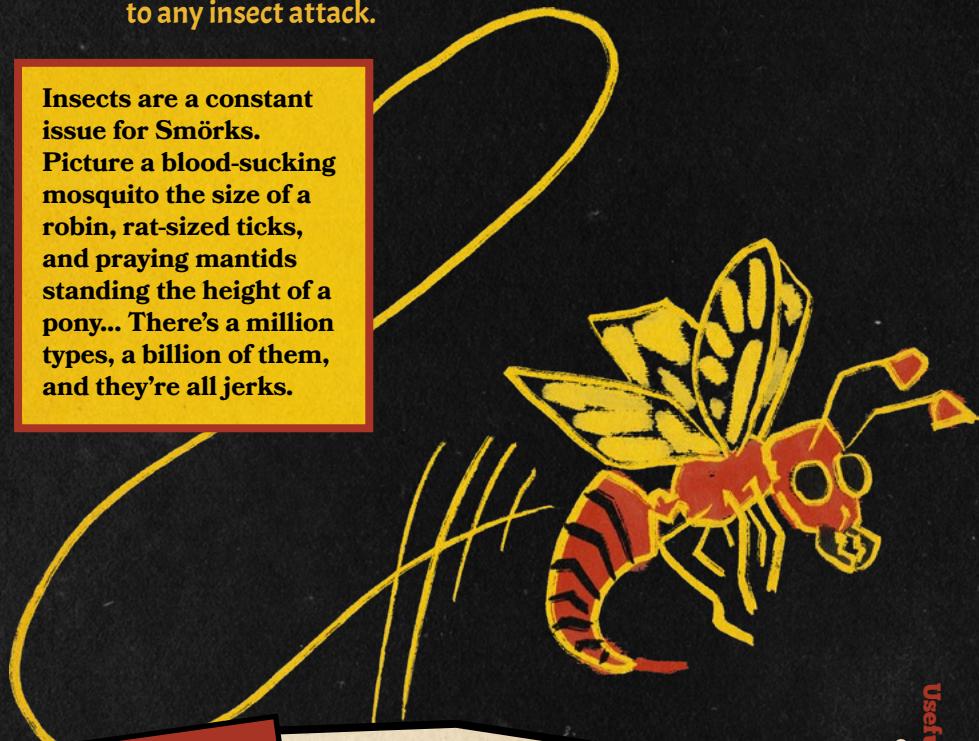
Armor: exoskeleton [-d2]

Attack: bite [d4]

**Special:** Most insects can fly and many have unusual properties like blood-sucking, ass pincers, gross acid spit, and quick-growing internal maggoty eggs. All of which are delightful additions to any insect attack.

Insects are a constant issue for Smörks.

Picture a blood-sucking mosquito the size of a robin, rat-sized ticks, and praying mantids standing the height of a pony... There's a million types, a billion of them, and they're all jerks.



**META SMÖRK SEZ:**

Hey Smörkmaster - Insects easily fill the role of many hazards and nuisances in the game, even common ones like ants and flies can be a challenge when you are small. Feel free to adjust their stats and skills to best fit your game!



**Useful parts:** dead but whole: 150¢, exoskeleton, 20¢, tamed: 200¢

# Crane (MEDIUM)

HP: 50

Morale: 7

Armor: feathered fiend [-d6]

Attack: beak stab [2d6], Stomp [d8]

Cranes (the bird, not the construction equipment) used to be the primary mode of transportation for the Smörks until, after too many late nights of cleaning vomit out of their feathers after being the designated driver, the large birds rebelled and subsequently learned how delicious Smörks were. Now they are best avoided unless you are a designated die-er.



Useful parts: feathers: 50¢

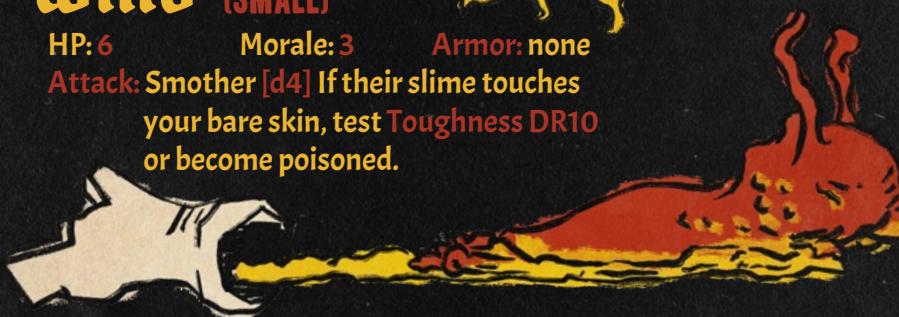
# Wino (SMALL)

HP: 6

Morale: 3

Armor: none

Attack: Smother [d4] If their slime touches your bare skin, test Toughness DR10 or become poisoned.



Useful parts: none

These six-inch slugs are often found in the discarded wine jugs and bottles scattered throughout the forest of Bosk. Their slime is caustic, infectious, and hard to remove. They are drawn to the Smörks because they usually also smell like alcohol that has gone bad in the sun. Not particularly fast and fairly easy to distract or outrun. Salted weapons impart a +2 bonus on attack/defence rolls against them.

# Golem (SMALL)

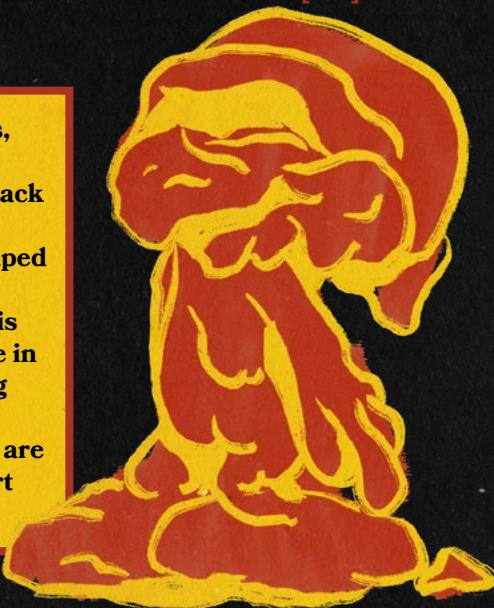
HP: 6

Morale: -

Armor: malleable skin [-d4]

Attack: pounding fists. [d6]

Animated by eldritch powers, these shambling mounds of rock and clay relentlessly attack any living beings they come across. They are roughly shaped like a bipedal humanoid, but the Magic that formed them is old and decrepit and they are in a constant cycle of crumbling and reforming when it rains. They are why young Smörks are warned not to piss on any dirt that looks like it has a face.



Useful parts: animated clay: 30¢

# Cat (MEDIUM)

HP: 42

Morale: 8

Armor: none

Attack: Claws. [d6] Teeth. [d8]

One of the most dangerous animals in the Bosk, cats absolutely excel at killing and eating almost every type of Wee Fölk. Sneaky, merciless, cuddly, soft, adorable... Who doesn't want to bring one of these charming pets home today? Wait! ahh!



Useful parts: claws 20¢ each

# Lager Knight (SMALL)

HP: 9

Morale: 8

Armor: aluminum can armor [-d6]

Attack: Wields (d4)

1. rusty box knife [d6]
2. huge rock on a stick [d10]
3. blunderbuss [3d6], can only shoot once, then uses...
4. aluminum knuckles [d4]

Special: Their armor offers a great defence, but is also hard to fight in. Attacks are DR10 against them.



Small goblins dressed in armor made out of beer cans. They have a misplaced sense of honor that mostly involves crusades against anyone they don't agree with or that has cooler stuff. Some training, decent weapons, and their armor make the Lager Knights a smörking pain in the ass.

Useful parts: 200¢ dead:50¢ armor (hosed out): 120¢

# Faerie (small)

HP: 5

Morale: 6

Armor: none

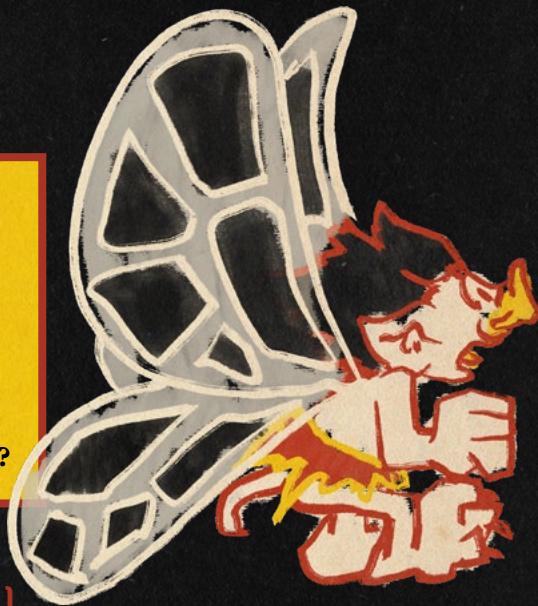
Attack: bite [d4]

Sarah: Ow! It bit me!

Hoggle: What'd you expect faeries to do?

Sarah: I thought they did nice things, like granting wishes!

Hoggle: Huh. Shows what you know, don't it?



Useful parts: faerie dust: 30¢; wings: 10¢ each (undamaged)

# Skelly (small)

HP: 6

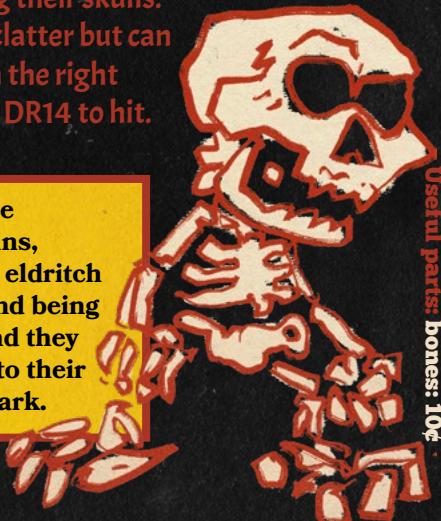
Morale: -

Armor: none

Attack: fossilized fingers [d4]

Special: Can only be harmed by hitting their skulls.

Anything else falls off with a clatter but can be re-attached. (Sometimes in the right location!) As a result, they are DR14 to hit.



Useful parts: bones: 10¢

These animated abominations are the skeletons of assorted Smörks, gnoblins, gnaps, and faeries, animated by pure eldritch madness to rise up and stagger around being creepy. There's often a lot of them, and they won't stop until they add your bones to their current inventory. They glow in the dark.

# Toad (SMALL)

HP: 18

Morale: 10

Armor: none

Attack: bite [d6]

Special- Tongue snatch: the toad attempts to steal your hat or piece of equipment. Agility DR12 test or lose your hat or equipped weapon to the slimy maw of the toad. (Can be recovered from the corpse.)



Big, hungry amphibian jock-bros. They don't really care about the Smörks, but do like to eat the insects that congregate around the outskirts of Smörk hamlets and trash piles. While Smörks are a bit too big to eat, toads are kind of assholes when there is more than one and they are bored. A favorite game of theirs is whipping Smörks with their tongues in an attempt to steal their hats. They're constantly inflating their throat pouches and talking about their glory days in high school.

Useful parts: throat pouch: 120¢, toadlegs: 60¢,  
psychootropic back pustules: 120¢

# LARGE Creatures

These creatures can present a much different challenge for an intrepid and stupid band of Smörks. Battling something so much larger than you can be a truly gigantic challenge for even the most skilled of parties and, let's face it, Smörks are not often referred to as "most skilled" at anything that isn't illicit substances and haphazard violence. But sometimes you don't have a choice but to face down some threat much larger than you. And sometimes drunk, stupid, and violent is just the right combination to take down a behemoth! The major difference stat-wise for Large Creatures is that they special rules for morale and their body parts have separate Hit Points. You can read more about how that works on pg. 23.

## Seedmore (LARGE)

**HP:** 26 [T-8, H-6, L2-6ea]

**Morale:** -

**Hit:** DR8

**Climb:** DR10

**Dodge:** DR6

**Armor:** -1d10 [ropey stem]

**Attack:** Maw. Does no damage but traps a Small opponent on a successful hit.

Trapped opponent must make a successful roll to escape at the beginning of their turn [DR10] in order to take their turn.

**Special:** Carnivorous plants secrete highly acidic digestive juices, dealing 1d6 damage per round to anything trapped in their maw.

**Description:** A large, not particularly aggressive carnivorous plant. Would really prefer to have someone feed them blood and carcasses, but they are willing to get their leaves dirty if they need to, as long as it doesn't involve moving.

Useful parts: Carnivorous plant  
seeds: 15¢



# Boskogre (LARGE)

HP: 32 [T-10, H-4, L5-3ea] Morale: 9/3

Hit: DR8 Climb: DR10 Dodge: DR6

Armor: -3d4 [excessive eczema]

Attack: Pound. [2d10]

**Description:** Massive, flaky, apelike, smelly, and angry are usually adjectives used to describe Boskogres when asked to describe their good points. They are truly foul, hairy giants with short, thick arms, prehensile toes, and rotting yellow teeth. (*Their matted, wobbling crotch and stubby tail region is their fifth “limb,” in case you wondered.*)



Useful parts: bristlehairs: 2¢

# Troll (LARGE)

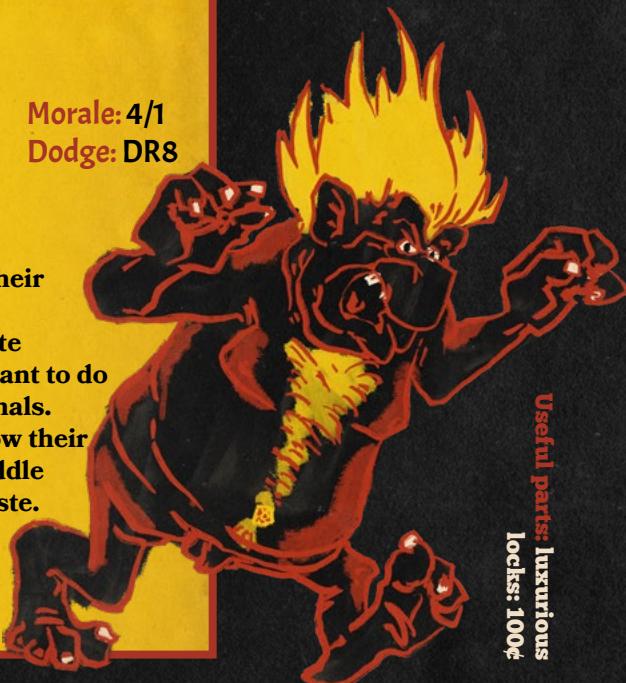
HP: 93 [T-32, H-13, L4-12ea] Morale: 4/1

Hit: DR6 Climb: DR10 Dodge: DR8

Armor: -2d10 [rocky hide]

Attack: Gentle Pat. [2d20]

**Description:** Trolls, despite their reputation amongst humans and billy goats, are really quite affectionate. All they really want to do is pet and snuggle small animals. Unfortunately, they don't know their own strength and usually cuddle anything they catch into a paste. Trolls will mindlessly chase anything they see that looks fun to play with.



Useful parts: luxurious locks: 100¢

# Tin Can Sam (LARGE)

HP: 61 [T-20, H-9, L4-8ea] Morale: -  
Hit: DR8 Climb: DR10 Dodge: DR6  
Armor: -1d20 [metal armor]  
Attack: Spear. [2d10]

**Description:** A generic human guard. Used to be an adventurer until he had a self-inflicted archery accident. Now he limps around the edges of places saying the same complaints over and over. Incredibly thick armor, but there's a lot of little openings. Maybe you can crawl inside...



Useful parts: Unknown

# Wild Boar (LARGE)

HP: 71 [T-23, H-10, L4-9ea] Morale: 6/3  
Hit: DR8 Climb: DR10 Dodge: DR10  
Armor: -2d8 [tough hide]  
Attack: Hooves. [2d8], Tusks. [2d10]

**Description:** This musky beast is usually goring or boring. It'll eat pretty much anything. Surprisingly agile for its bulk.



Useful parts: 2d10 chicharrones: 10¢ each,  
boar back bacon: 100¢

**Useful parts:** Even Daddy Smörk is proud.

# Borgamel (LARGE)

**HP:** 80 [T-40, H-20, L4-5ea]    **Morale:** 4/2  
**Hit:** DR8    **Climb:** DR10    **Dodge:** DR6  
**Armor:** -1d8 [ratty robe]

**Attack:** Trident. [d10], **Foot Stomp.** [d8],  
**Potion Throwing:** roll 1d6 on the Potions  
Table (Pg. 35) to determine the effect of a hit.

**Description:** Blonde horseshoe hair pattern  
and a handlebar mustache in a red robe.  
A cord belt accentuates his beer belly, and  
secures his pouch of snuff. Absolutely wild  
about the idea of eating Smörks.



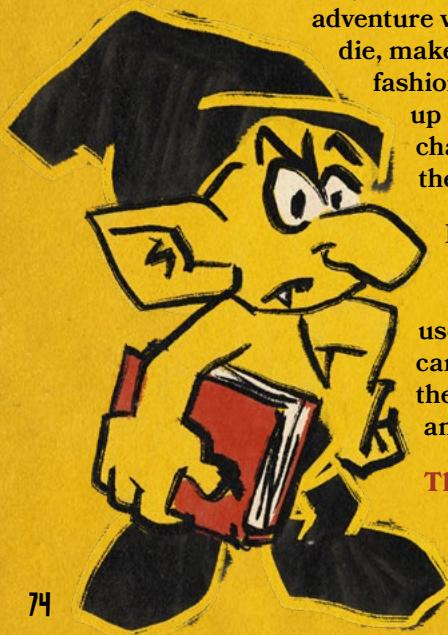
# the Smörkmaster's Section

*I'm going to step out of the Bosk for a moment and address you directly, reader of this fine tome and soon-to-be Smörkmaster:*

First and foremost: If it's funnier or more enjoyable, **break every rule in this book.** Roleplaying games are about communal storytelling and enjoyment, not following every rule of a game. I'd personally love it if you write in the margins and doodle in the blank spaces too.

Second: **Kill Smörks.** Let the players know going into a game of Smörk Borg that they are probably going to die. I have yet to play a session of Smörk Borg (or its big daddy Mörk Borg) and not died in the first few rooms of an adventure.

That's part of what appeals to me about this world - you aren't playing Smörk Borg to become an epic hero over years of adventures, **you are here to drink some grog, chuck some dice, do outrageous things and basically be a cartoon character in a brutal world.** It's extremely fast and easy to make a new character and re-join the adventure when a Smörk dies. When they do die, make sure it is in an amusing or epic fashion. Then encourage them to show up as a new Smörk, loot their old character's corpse, and carry on with the chaos.



Finally, don't worry about planning too far in advance - use one of the following Episodes or spores or just use the plot of a fondly remembered cartoon. When all else fails, just have them wake up in the middle of a field and roll for a wandering monster.

**The Smörks will take it from there.**

# Random Encounters



## Wandering Monsters (D10)

1. *d6 Skellys*
2. *A swarm of d4 faeries*
3. *2.5 Goblins*
4. *Garden Gnome*
5. *Toad*
6. *A Pocket Dog chasing a mouse*
7. *A massive spider!*
8. *d6 Goblins and d4 skellys*
9. *A Boskogre*
10. *2 golems per Smörk*

1. A grouchy Garden Gnome selling vegetables from a toy wheelbarrow
2. The SMÖRKSQUATCH!
3. A small dive bar in a log run by Hell Night Smörk.
4. Two cultists summoning a cauldron of endless skellys.
5. A beehive filled with delicious honey (MEAD!) ...and dozens of angry bees.
6. A sad troll with a splinter in his big toe.
7. A snake attempting to swallow a pure white rat with a horn on its forehead.
8. A princess that has been turned into a toad.
9. A village of small bears in the trees.
10. A seemingly innocent barrel in the middle of a clearing.



## 06 ways to introduce a new Player Smörk:

1. They are passed out in the corner of the next room the party enters.
2. They drop abruptly from a tree.
3. Two chipmunks roll in an oversized cake on a cart...
4. They are vomited out of an enemy's gullet when punched.
5. A magic spell goes wrong and the new Smörk appears instead.
6. The spirit of the dead Smörk possesses one of the other corpses in the room.



# Episode Spores (D8)

Adventures are called EPISODES in Smörk Borg.

1. The Smörks travel up a mountain to find Sorcerer Smörk, but of course, Sorcerer Smörk is actually Borgamel, who challenges the Smörks to a battle of wits.
2. Hazy Smörk makes a birthday wish that they can fly to another planet before blowing out the candles and finds themselves on another planet.
3. Several Smörks get stoned on magic mushrooms and find themselves in a parallel universe inhabited by evil versions of themselves and their Smörk friends.
4. Spring arrives, which means mating season for the Smörks. The Smörks begin to court Smörkette, but Borgamel uses a hypnotic flower and turns Smörkette psycho. She now demands the Smörks battle to the death for the privilege of the great Smörking.
5. The Smörks find an egg that grants wishes. They quickly succumb to their greed, and their accidental wishes cause chaos. Now the Smörks must wade through the chaos to destroy the egg and its enchantments.
6. Some Smörks go to look for snow flower pollen (cocaine), but Smörkette falls in, transforming into a pollen-powered behemoth, who rampages through Smörkville.
7. Dumby Smörk finds an imp that will grant his deepest desire, so long as Dumby Smörk provides a blood sacrifice. The Smörks must find Daddy Smörk before they are sacrificed to the Imp.
8. Borgamel casts a spell each night that makes everyone relive that day (ala groundhogs day) because he doesn't want to mow his lawn. The Smörks must find this out and figure out how to make tomorrow come.



Episode guide written by Lester Burton

**Season Six, Episode Nine:**

# Magic Mushrooms & the Horde of Hallucinated Horrorors

## **Summary**

*Stoner Smörk just harvested his magic mushrooms, and has thrown a rager to celebrate with his closest Smörk pals. Unfortunately, Borgamel laced the shrooms with a psychedelic potency potion. Now, the Player Smörks are in a shared bad trip, where everyone that's not tripping balls is some trippy horrific version of themselves and is attempting to kill the Player Smörks.*

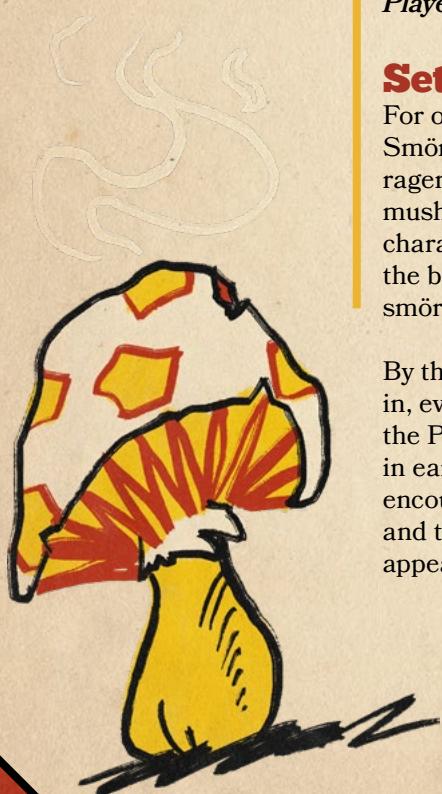


Episode written by Lester Burton

## **Advice:**

*Any time the Player Smörks see a non-tripping Smörk, or any creature at all, it will appear as a trippy and horrific version of itself, with obvious intent to make the Player Smörks have a bad time.*

*You can still use the standard creature stats for these encounters, but go nuts with the horrific hallucinatory description. Get weird with it.*



*In reality, most everyone else in Smörkville is trying to stop the tripping Player Smörks from razing the place to the ground. The entire adventure experience is something like a vampire apocalypse, where the Player Smörks need to outlast the horde of hallucinated horrors until they get their shit together and come down from their trip. Since the length of time required to come down is indeterminate, you can drag this episode out as long as you want.*

*For the next episode, once the Player Smörks come down to reality, the surviving members of Smörkville might take pity on the Player Smörks and focus their retaliation upon Borgamel, who laced the magic mushrüms in the first place. Alternatively, they smörking murder the Player Smörks. Who knows?..*

## **Setup**

For one reason or another, the Player Smörks find themselves at Stoner Smörk's rager and they all partake in his magic mushrüms. Even if such a thing isn't "in character" for one of the Player Smörks, the bottom line is that they're all getting smörking stoned (peer pressure, am I right?).

By the time the psychedelic effects kick in, everyone has smörked off except for the Player Smörks. The adventure begins in earnest as soon as the Player Smörks encounter a creature or non-tripping Smörk and the hallucinated horrors make an appearance.

## Locations

This section contains locations and events that can take place during the trip. Although the locations are based in reality, almost everything described is from the perspective of the Smörk Players, who are absolutely tripping their little yellow nuts off.

Stoner Smörk's crappy house has no food, drink, or drugs, so if the Player Smörks want to survive this trip, they MUST leave the house. Unfortunately, the first place the Player Smörks encounter is the Town Square filled with a horde of zombie Smörks, aka The Horde of Hallucinated Horrors.

The Player Smörks might find temporary refuge in various locations throughout Smörkville and beyond, but before long all of Smörkville will be coming after the Player Smörks, so they likely won't get to rest for long no matter where they hold up.

## Town Square

Black clouds roll across the sky. Market stalls surround a central fountain, spewing blood that overflows onto the cobblestones. A horde of zombified Smörks scattered throughout the Town Square stare and drool, chanting "Smörk.. Hungry... Smörk.. Hungry...". Zombie Smörks begin marching through the alleyways, encroaching on the Smörk Players.

No matter where the Player Smörks go, the horde will follow. **When the Player Smörks arrive at a new location, the horde will follow, reappearing at the new location after D10 minutes.**

## Notes:

*The Horde of Hallucinated Horrors follows the Player Smörks everywhere throughout this episode, so be sure to roll a D10 at every new location to determine how long it takes for the Horde of Hallucinated Horrors to appear.*



### Horde of Hallucinated Horrors

**HP: 50      Morale: 9**

**Armor: -      Size: small**

**Attack:**  
**bite d4, smother d10**

**Special:** *The horde is a collection of Smörk zombies, and can branch off into smaller hordes by dividing its current HP.*

**Special:** *The horde is slow but relentless. No matter where the Player Smörks go. When the Player Smörks arrive at a new location, the horde will follow, reappearing at the new location after D10 minutes.*

## Prepper Smörk

**HP: 8      Morale: 6**

**Armor: -      Size: small**

**Attack:** silenced pistol 2d6, with 5 bullets

**Description:** A ranting conspiracy theorist with a tin-foil cap and the certainty that he knows how the world really works.

### Topics that Prepper Smörk talks about:

- *The Gnoblinatti: A secret goblin organization that rules the world.*
- *Daddy Smörk is a robot, operated by the real ruler of Smörkville: Smörkette.*
- *Insects Aren't Real, they're actually surveillance drones. Have you ever actually seen a baby insect? Didn't think so.*
- *Frögs are smörkholes and cannot be trusted. Prepper Smörk doesn't have a particular reason why, other than you can "just tell by lookin' at 'em."*

*Get weird with this too.*

## Prepper Smörk's Hidey Hole

Prepper Smörk's hut is just outside of Smörkville. Years ago he buried a gas tank and uses it as his fallout shelter. The tank had some leaded gasoline in it, so he's pretty smörked in the head these days. Luckily, that means he appears "normal" to the Player Smörks, and will believe whatever smörk-shit crazy story they tell him.

The Player Smörks might find temporary respite here, and even gear up using Prepper Smörk's supplies, but before long the horde will be upon them, and Prepper Smörk is likely to get paranoid that the Player Smörks are agents of the Gnoblinatti (the secret goblin organization that rules the world).

Prepper Smörk's Hidey Hole has rows of pickled food, several weapons and miscellaneous items hanging from the wall, and a sleeping cot. There's a secret door to a tunnel system that'll allow exit from the Hidey Hole to The Old Stump.

### Each Player Smörk rolls a:

D10 on the Weapons table and  
D12 on the Vaguely More Helpful Items table.

### The Horde of Hallucinated Horrors will appear in D10 minutes.

Once there, it will take them D6 rounds to get through the bunker door.

## The Old Stump

The Old Stump is a common place for teenaged Smörks to congregate, get stoned, and smörk each other. There's a hidden hatch next to the log that opens into a tunnel network that leads to Prepper Smörk's bunker. There's also an opossum that recently took up residence in the stump, and will attack the Player Smörks on site, in an attempt to protect its young inside the stump. To the Player Smörks, the Opossum takes on the appearance of a multi headed Hairy Horror.

### Hairy Horror (Opossum)

**HP: 60**   **Morale: 4**

**Armor:** -   **Size:** medium

**Attack:** bite d8

**Special:** branch pounce.

**Special:** play dead.

**Description:** A furred beast with 3 heads, each baring rows of sharklike teeth. Its faces are covered in a white porcelain mask, revealing dark beady eyes underneath.



### **Stoner Smörk**

**HP: 4      Morale: 3**

**Armor: -      Size: small**

#### **Attack:**

**none. He's a total pacifist.**

**Special:** *"That's my secret, Cap. I'm always stoned."*  
*Stone Smörk is immune to any negative effects associated with drugs.*

**Description:** *Dreads drape down from under his hemp cap, framing his perfect smile and droopy blood-shot eyes.*

## **Stoner Smörk's Mom's Basement**

Stoner Smörk is always at his Mom's house, because she has (free) food and is pretty chill, which is probably why her name is Cool-Mom Smörk. Although Stoner Smörk is also tripping, he doesn't have the same hallucinations as the Player Smörks. This is partly because he's ALWAYS tripping, and partly because he doesn't have enough brain cells left to be that imaginative.

Luckily, Cool-Mom Smörk isn't home, and Stoner Smörk has some drugs that'll totally mellow the Player Smörks out, and he like, totally wouldn't rat them out to the rest of Smörkville. Actually, he would, because he doesn't want all of the mayhem they've caused to be linked back to him.

If the Player Smörks take some downers and eat snacks with Stoner Smörk, they'll

Pass Out and restore d4 HP. In the meantime, Stoner Smörk will fetch the rest of Smörkville (The Horde of Hallucinated Horrors) and bring them back to his place.

If the Player Smörks don't get high and eat snacks, it's kinda rude, and also Stoner Smörk will say he needs to run out and grab "something", when in fact he's going to fetch the rest of Smörkville and bring them back to his place.



## Path to Borgamel's Hovel

Borgamel's house is likely to have some kind of anti-psychoactive potion (hopefully). There's only one known path to Borgamel's Hovel, and unfortunately for the Player Smörks, it's being patrolled by a band of four Lager Knights. Even more unfortunate, the Player Smörks are hallucinating that the Lager Knights are **Multi-limbed Automatons**.

The Multi-limbed Automatons won't attack the Player Smörks on sight, but they will inform the Player Smörks that if they have partaken in mind-altering substances, had premarital smörks, or are wearing caps of mixed fabrics, they will be slain here and now.

### [x4] Multi-Limbed Automatons (Lager Knights)

**HP: 10      Morale: 8**

**Armor: -d6    Size: small**

**Attack: wields (4):**

1. rusty box knife d6
2. huge rock on a stick d10
3. blunderbuss 3d6
4. aluminum knuckles d4

**Description:** *Multi-limbed Automatons made of lustrous shimmering metal, and laser eyes. Their voices come from sound boxes where their mouths should be, and they speak with a monotone drone as they inform others of their moral and physical superiority.*



## Borgamel's Hovel

Borgamel's house is a large structure of giant proportions (compared to a Smörk). It's on the outer edge of the forest, and his lawn looks like shit. He keeps his potions and whatnot in the living room, because he's a psycho. Conveniently, there are many Smörk sized ratholes at the base of the walls, so getting in and out undetected is feasible.

However, Borgamel and his pet cat Assrael are in the living room having a heated argument about what to have for dinner. If either spot the Player Smörks, they will attempt to do something evil to them, such as capture them, eat them, torture them to death, or talk to them about his multi-level marketing 'business'. Conveniently enough, Borgamel and Assrael are evil enough in reality that the tripping Player Smörks can't hallucinate anything worse.



None of Borgamel's potions are labeled, so it's luck of the draw whether or not one of the potions the Player Smörks grabs will cure their hallucinations.

### Borgamel

**Total HP:** 80 [T-40, H-20, P4-5ea]  
**Morale:** 4

**Armor:** -d8    **Size:** large

**Attack:** trident (d10), foot stomp (d8),  
**potion throwing:** roll 1d6 on the  
Potions Table (Pg. XX) to determine  
the effect of a hit.

**Description:** Blonde horseshoe  
hair pattern and a handlebar  
mustache in a red robe. A cord  
belt accentuates his beer belly, and  
secures his pouch of snuff.



### Assrael

Total HP: 32

Morale: 11

Armor: - Size: medium

Attack: bite (d8).

Description: A black cat with the cutest little green eyes, and its front two mittens showing tufts of white, like adorable little socks! She loves belly rubs, tuna fish, and mercilessly torturing and devouring Smörks. Did I mention the cute little white mittens?

## Borgamel's Potions

### 1. Potion of Age

The drinker becomes D66 years old for D3 minutes.

### 2. Potion of Object Speaking

The drinker can speak to inanimate objects for D3 minutes. They don't speak back.

### 3. Flesh-B-Gone

All of the drinker's skin peels off. They feel no pain and regrow their skin in D4 days.

### 4. Potion of Growth

The drinker becomes D6 times larger than they were for D6 rounds.

### 5. Potion of Fertility

The drinker isn't particularly more fertile than they were, but now they have a raging smörk.

### 6. Potion of Unfun

The drinker no longer suffers the ill-effects of potions or mind altering substances.



# Closing Scenes

After coming down from their trip, the surviving Player Smörks must eventually return to Smörkville and realize the mayhem they have caused. Depending on how destructive their rampage was, the Player Smörks will be greeted with one of the following scenarios:

1. **The Player Smörks are ritualistically smörked on the spot, in retaliation for the destruction they had caused.**
2. **The Player Smörks are commanded to smörk Borgamel so this type of thing will never happen again.**
3. **Everyone acts like nothing happened, in fear of what further death and destruction the Player Smörks might bring if confronted.**
4. **The Player Smörks are quested to find more of the psychedelic potency potion, so all of Smörkville can get blitzed out of their minds.**
5. **The Player Smörks are deemed honored hallucinatory heroes and given a parade, after which everyone gets absolutely smörked.**
6. **Smörkville is destroyed and all of the Smörks have been smörked, either by the Player Smörks directly or by opportunistic enemies attacking during the distraction the Player Smörks caused.**

**Smörk you next week!**

## Season Two, Episode Three

# Come and TRY to Snatch my Crops



### The Bumper Crop

Daddy Smörk has brewed a *magic potion* that will vastly increase this year's Smörkfruit yield to help them survive the oncoming winter. He demonstrates the potion much to the delight of all of the village's inhabitants. Tired from a full day of developing the potion, Daddy Smörk retires to take a nap, telling the rest of the Smörks that he'll make more of the potion in the morning.

### The Cunning Plan

Dealer Smörk, Hippy Smörk, and Trippy Smörk can't wait. They have concocted a scheme to copy Daddy Smörk's recipe instead so they can make a vial of the potion and use it to enhance the growth of their Smörkijuana plants instead! They've recruited you to help them with promises of plenty of Smörkijuana for your Smörking pleasure should the endeavor prove successful!

Episode written by Sen-Foong Lim

## Items:

Daddy Smörk's  
Compendium of  
Potions Galore



## Location: Daddy Smörk's Laboratory

On a podium next to tables full of beakers and flasks, sits the **Compendium of Potions Galore**, a large hide-bound book where Daddy Smörk has collected all of his measurements, drawings, and recipes for the many potions he has made in his long life. Interpreting Daddy Smörk's coded writing is nearly impossible. Without telling the players what they need, have them roll a DR check. On a successful DR13 roll, the reader manages to read the scrawling notes correctly. In any case, all players who try to read it will be given a list of the following ingredients:

- *250 ml chilled water from a babbling brook collected at midnight*
- *50 ml boiled goat's milk*
- *10 grams shaved beetroot*
- *20 daisy petals*
- *A pinch of powdered Smörkfruit dust*

### But here's where it goes wrong:

Players who failed the roll will think one of the the following ingredients is the last one required:

- *1 gram of burnt crane feathers*
- *2 grams of crushed Insect exoskeleton*
- *3 grams of pulverized squirrel nuts*

Players who succeeded the roll will think that the following is the last ingredient required:

- *4 ml of toad pus*

Players who wish to make their own potion will need to go hunt down the last ingredients as Daddy Smörk used all of his stock up devising the working potion.

Players can also wait until morning when Daddy Smörk promised to make more of the potion. If they wait, however, they will find that both Daddy Smörk and his Compendium of Potions Galore have been absconded with (See "The Greedy Goblins")!

## Deep In The Weeds

### Location: The Smörkijuana Patch

Hidden deep in the Bosk, a fair distance from the Smörkville, lies the Smörkijuana Patch where Dealer, Hippy, and Trippy Smörk grow their precious plants. They have also planted 4 carnivorous plants around the Smörkijuana plants to deal with the Assorted Jerk Insects that would otherwise destroy the crop. These plants are already risky to be around for those as small as the Smörks, but Smörkijuana smoke seems to calm the otherwise vicious vegetation the S down.

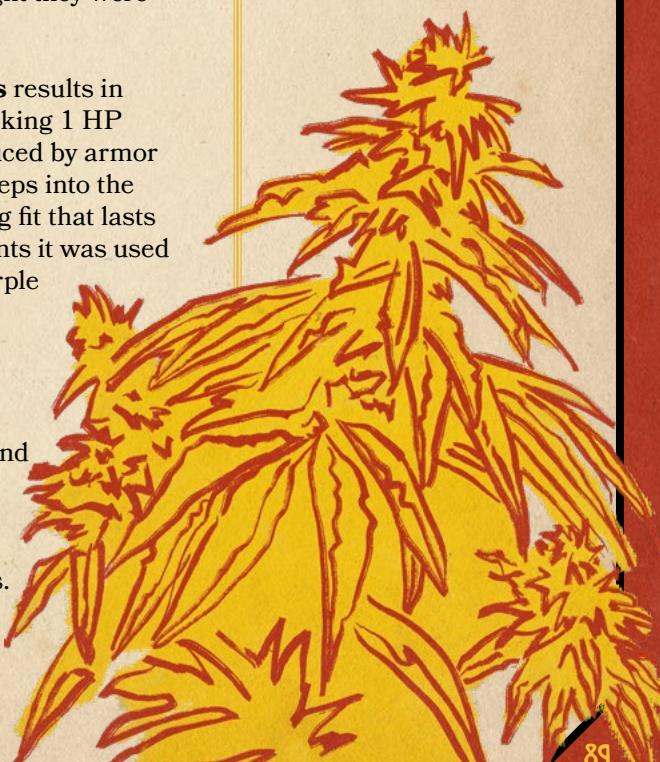
Getting to the patch may result in a **Wandering Monster** (pg. 75).

The players may wish to try their potion(s) here. The results will vary, depending on the final ingredient they thought they were supposed to use:

- **Using burnt crane feathers** results in every Smörk in the scene taking 1 HP damage that cannot be reduced by armor due to a purple haze that seeps into the lungs and causes a coughing fit that lasts 10 minutes straight; the plants it was used on do not grow, but turn purple instead.
- **Using crushed insect exoskeletons** results in the plants that the potion was poured on becoming hard and brittle like an insect's shell. Any Smörk picking these brittle leaves is attacked by 1d2+1 Assorted Jerk Insects.

### Items:

*Smörkijuana Plants,  
Carnivorous Plants*



- **Using pulverized squirrel nuts** results in nothing visible happening to the plants the potion is poured on. When exposed plants are smoked, eaten, or consumed in any way, any Smörk who does so grows fuzzy brown fur all over their skin. This furry growth lasts for 1d3+1 hours.
- **Using toad pus** results in the plants that the potion was poured on growing up to 3 times in size. While this might be amazing for crops like Smörkberries or Smörkijuana, the effects of this being used on an already giant tree could be catastrophic, for example...

## Carnivorous Plants

**HP: 3      Morale:-**

**Armor:** tough stalk 1d2-1 (minimum zero)   **Size:** medium

**Attacks:** maw. Does no damage but traps a Small opponent on a successful hit. Trapped opponent must make a successful roll to escape at the beginning of their turn DR10 in order to take their turn.

**Special:** Carnivorous plants secrete highly acidic digestive juices, dealing 1d2 damage per round to anything trapped in their maw.

**Description:** Deeply-rooted plants with large maws that can trap and engulf any small creatures, these plants are brightly-colored to warn others of their danger. They cannot move from where they are planted.

**Useful parts:** digestive juices: 50¢, tasty leaves: 10¢



### Notes:

If the correct potion splashes on a Carnivorous Plant, it will immediately transform into a humongous (and much more dangerous) version...

## Giant Carnivorous Plants

**HP: 12      Morale: -**

**Armor: thick stalk 1d6-3 (minimum zero)      Size: large**

**Attack: giant carnivorous plants first attack with:**

1) Maw deals 1d4 damage and traps the opponent on a successful hit. Trapped opponents must make a successful roll to escape at the beginning of their turn DR14 in order to take their turn. A Giant Carnivorous Plant can trap up to 4 small, 2 medium, or 1 large opponent in their maw at a time.

**Once its maw is filled, it will then attack with:**

2) Spiked Tendrils deal 1d3 damage and trap 1 small opponent on a successful hit. A trapped opponent must make a successful roll to escape at the beginning of their turn DR9 in order to take their turn. A Giant Carnivorous Plant has 2 spiked tendrils it can attack with each turn; it will not attack with a spiked tendril that is trapping an opponent.

**Special:** Carnivorous plants secrete highly acidic digestive juices, dealing 1d6 damage per round to anything trapped in their maw

**Description:** Huge version of the Carnivorous Plant, now with dangerously spiked tendrils it can ensnare creatures with!

**Useful parts:**

digestive juices: 100¢

spiked tendril whips: 100¢

tasty leaves: 10¢



## The Greedy Goblins

The Goblins have caught wind of Daddy Smörk's discovery and want the potion for themselves! A raiding party of 9 elite Goblin Commandos has been dispatched to Smörkville to take whatever is left of the precious fluid.

In order to get their oily little hands on the potion, the Goblin Commandos will take the following actions:

- a) If the players decide to wait for Daddy Smörk to wake up, the Goblins will steal the Compendium of All Things Potiony from the Laboratory and kidnap Daddy Smörk while he's sleeping.
- b) If the players decide to make their own potion, the Goblins will ambush the Smörks at the Smörkijuana plot to steal any potions that the players concocted.

The greasy Goblins will leave a lot of evidence in their wake, should the players wish to chase them through the Bosk if Daddy Smörk and/or the Compendium or potion itself is taken. Goblin Commandos, for example, have 2 fingers and a thumb on each hand for some reason, which distinguishes them from Smörks (who have 3 fingers and a thumb on each hand). They leave oily handprints on anything they touch and, being greedy, they touch a lot! An astute Smörk might also be able to suss out that something is wrong if they notice a bunch of curious oil stains on the tree trunks surrounding the Smörkijuana Patch.

The Goblin Commandos will fight, but their main goal is to escape with their ill-gotten prizes back into Goblin territory where they will easily avoid capture once on home turf. Once they get their greasy little hands on what they want; they will hightail it back to their side of the Bosk. Once the Goblins have something they want, the chase is on! Give the players a time limit after which the Commandos escape back into Goblin territory.

**Useful Parts:** captured: 150¢, mask: 30¢, flask of Gnab Oil: 10¢



### Gnob Commandos

**HP: 9      Morale: 8**

**Armor:** rancid gnob oil

Provides no real protection but attackers must make a DR10 to grapple or grab a Gnob Commando (though why would you even want to?)

**Size:** small

**Attacks:** wields (d4):

1. used kebab skewer d4+1
2. bottle cap throwing stars d4
3. porcupine quill crossbow d4+2
4. paperclip whip d4 + grapple - on a successful hit, a whip-wielding Gnob Commando can elect to try to grab an item (something a Smörk-sized target holds in one hand) and pull it back to them instead of dealing damage. This requires a success roll, DR10.

**Description:** These elite-level Gnobins not only refuse to wear pants or vests but they insist on wearing masks at all times, as if you couldn't identify them by their other bits... Instead of armor, they coat their bodies in rancid Gnab Oil before each mission. You may not be able to easily see a Gnob Commando, but the smell is a dead giveaway.

# Closing Scenes

If the players are able to successfully concoct their own version of Daddy Smörk's potion, they will gain access to the following special item:

## All the Smörkijuana a Smörk Could Want: Priceless.

This special item means that any character with this item has some small (or large) amount of **Smörkijuana** on their Smörkson at all times.

# At. All. Times.

The amount varies based on the individual player's desire. All players who took part in this adventure can choose to take this special item but if they ever choose to remove it from their inventory, it will be gone forever.

If the players, instead, rescue Daddy Smörk from the greasy clutches of the Gnoblins, Daddy Smörk will thank them profusely and legalize the use of Smörkijuana (for medicinal use only!). The players will get access to the special item:

## Medicinal Grade Smörkijuana: 10¢ to Smörks, 100¢ to others.

If the Goblin Commandos manage to reach their territory with any of the things they prize (Daddy Smörk, the Compendium of All Things Potion-y, or any of the potions that the players made), **well then...**

### **Even failure can lead to Smörking awesome new adventures!**

Infiltrating the Goblin territory to rescue Daddy Smörk, stopping the High Goblin from using the Compendium to make an ultra-secret potion, saving the village from rampaging giant Carnivorous Plants... those all sound like fun, right?

**Smörk you next week!**

# Solo Smörks

## Smörking with Yourself in the world of the Wee Fölk

One of my goals with most of what I design is to make a game that is also fun to play as a ~~lonely drinker~~ solo adventurer. There are a couple of ways one can go about doing this but the most important part of playing solo is to embrace the fact that you are both the player and the storyteller. The game will be much more enjoyable if you create and tell the story to yourself as you go along. Rather than rolling the stats for a chamber and just diving into whatever challenge it presents, reveal the story of how your Smörk reaches the chamber, what they see and what choices are presented.

- The simplest style of solo play for Smörk Borg (apart from the pre-written episodes) is to pick a few thematic things - an episode spore or a type of creature or treasure you are hunting, then roll for random encounters and locations as you go.
- Creatures have a table that tell you how they react to you when encountered. (pg. 20) not everything wants to eat you... right away...
- Keep a journal of your adventure, noting encounters, environment and obstacles you face. Often recording your solo sessions will aid in the storytelling and help create a more fleshed out world and experience.
- The most important thing to consider with playing Smörk Borg solo is to have fun. If rules need modified or creatures changed so that you are having a good time, I encourage that.



# Solo Oracles



## Yes/No Oracle (d6)

Roll a d6 to decide yes or no:

1.	No, and... (things get smörked)
2.	No
3.	No, but... (a small silver lining)
4.	Yes, but... (a minor complication)
5.	Yes
6.	Yes, and... (something smörky happens)

## Action/Theme Oracle (d6)

Roll a d6 to generate narrative direction:

1.	Betray/Trust
2.	Create/Destroy
3.	Seek/Avoid
4.	Aid/Hinder
5.	Attack/Defend
6.	Explore/Ignore

## Location Oracle (d10)

Roll a d10 to determine the type of location encountered:

1.	Ruins (crypts, wreckage)
2.	Settlement (village/town)
3.	Water feature (spring, creek)
4.	Religious site (temple, shrine)
5.	Risky area (cursed land, battlefield)
6.	Secret or hidden place
7.	Drinking establishment (bar, pub)
8.	Hollow tree
9.	Enemy hunting grounds
10.	Drug den

## Object Discovery Oracle (d6)

Roll a d6 to find an item:

1.	Something valuable
2.	Something dangerous
3.	Something mundane
4.	Something magical
5.	Something broken
6.	Something deceptive

## Sensory Detail Oracle (d6)

Roll a d6 to add some details to a scene:

1.	Strange sounds
2.	Unpleasant smells
3.	Ominous visual signs
4.	Tactile sensations (heat, moist)
5.	Whispers or distant voices
6.	Eerie silence

## The Shyamalan Oracle (d6)

Roll a d6 when you need a twist in your story:

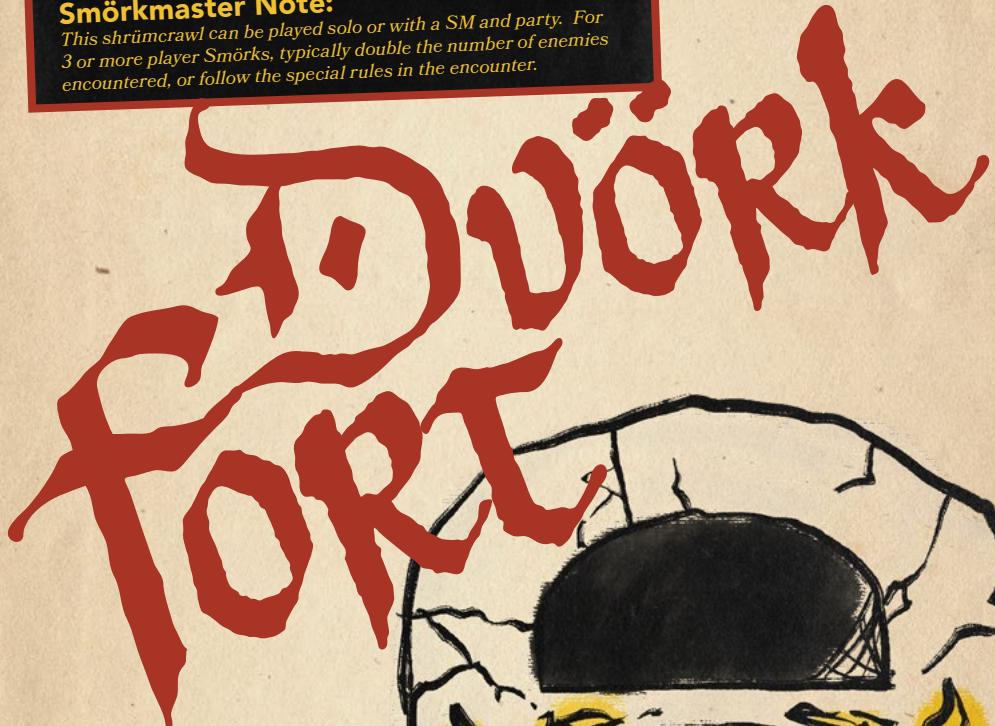
1.	An ally betrays you
2.	A new threat emerges
3.	A past mistake returns
4.	An unexpected ally appears
5.	A resource is lost or gained
6.	A hidden truth is revealed



## Season Three, Episode One

### Smörkmaster Note:

This shrümcerawl can be played solo or with a SM and party. For 3 or more player Smörks, typically double the number of enemies encountered, or follow the special rules in the encounter.



Daddy Smörk calls you in to his shrüm to slap you around for your foolishness. When he's done, he informs you that Smörks sent to the far Eastern edge of the Förest to collect concoctions from Alchematrix Smörk never came back. It is now upon your cap to investigate and re-establish the flow of hardcore chemicals that growing Smörks need to forget their everlasting pain.



Episode written by Scott C. McDonald

## Random Encounter

During the long and arduous journey of at least thirty-seven yards, you encounter: (d6)

1. The red-eyed **dvörk** blocks your path and draws steel on you sullenly. Well, it's a thumbtack, but it has a creepy-slick glowing rust.
2. Party Smörk is lying face down in the path, as usual. As you relieve them of their d4 **spores**, their body jerks upright and lurches at you. A **puppeteer tick** is attached to the back of their skull! If you somehow save Party Smörk, they'll meet you at the Ruined Gates of Fortdunkel.
3. A **redolent ant** blocks your way. It smells so good, my smörk.
4. The **Log of Fumes** is the only way across the Rising Gorge. Why is it called the Rising Gorge? Stay inside the hollow log so you don't find out. Unfortunately the log's rot makes it hard to stay conscious. Test Toughness DR 10 or pass out. You dimly hear a **clang** in the distance. When you come to, you can continue on seemingly without consequences...

### Dvörk

**HP:** 6      **Morale:** 9

**Armor:** -      **Size:** small

**Attack:** cursed thumbtack on a stick (d6):

Smörks test Presence after battle if wounded by its weapon, or get the **tetanus curse** (+1 DR to all tests until cured with sap).

**Description:** Dark spirits summoned into the bodies of Smörks via obscene rituals. They have horns and wear no caps. These Smörks are forced to helplessly watch their own atrocities...

**Dvörk Spirit:** If killed, the demon within arises one round later with d4 HP and an intangible fingers attack that does d4, but it must test morale before attacking. The spirit takes half damage from non-magical physical weapons. It cannot take on a new body on its own.



**5.** The Mysterious Cap Merchant will trade you your cap for a different cap. If you trade your cap to the Cap Merchant, lose 1 from your highest stat (your choice if equal) and roll a d6:

- 1.** The new cap falls apart, no refunds
- 2.** Red: gain 1 Strength
- 3.** Green: gain 1 Toughness
- 4.** Pink: gain 1 Presence
- 5.** Blue: gain 1 Agility
- 6.** Roll d4+1 twice on this list and merge the colors and bonuses.

Trading the caps later has no effect. The Cap Merchant will flee into his own cap and disappear if attacked.  
**NOTE:** *Changing your highest stat may change your name!*

**6.** Harvester Smörk is a good buddy of yours. That's why they won't mind if you borrow from his farm on the way through:

- 1.** wait they do mind; Harvester Smörk attacks!
- 2.** d4 spores
- 3.** d4 shrümshine
- 4.** d4 raw smörkfruit
- 5.** d4 sap
- 6.** Harvester Smörk grabs some provisions and joins you on your trip; roll d4+1 on this table again, and meet him at the Ruined Gates.

**Harvester Smörk:**  
HP 6, Morale 6, pitchfork d6

**RedolAnt Ant**  
**HP: 4**      **Morale: 8**  
**Armor: chitin -d2**  
**Size: small**  
**Attack: pinchers (d4)**

**Note:** *Attacks on it are DR 14 because it smells so weirdly nice.*

**Description:** You aren't sure if this ant it tracked through sugar of if it naturally smells of Grandma Smörk's pastries.

**Sweet Necklace:** If killed, you may use some **twine** to make a necklace out of its glands that lowers the DR of Defence checks by 2 but makes enemies attack you first.

**Smörkmaster Note:**  
*For longer and more perilous adventures, consider having TWO random encounters! Like, if Fortdunkel is seventy-four yards away. Reroll if you get the same result twice.*

## Puppeteer Tick

**HP: 3      Morale: 6**

**Armor:** -

**Size:** small

**Attack:** mandibles (d4)

and test Toughness DR8 or  
lose d3 Presence.

**Description:** Once it  
attaches to the base of your  
smörking skull it wears you  
like a smörking suit.

**Parasite:** If your Presence  
goes below -3, the tick takes  
up residence in your skull;  
this is the end of the line for  
solo players.

**Host:** While the tick can  
inhabit many things, it  
prefers Smörk hosts with HP  
5 Morale 8 and flailing fists  
d4. The tick can be directly  
targeted at DR 16 and, if  
killed, the Smörk recovers to  
-3 Presence. Alternatively,  
hard **shrumshine** dumped  
on the back of the skull (test  
Agility DR 15) will cause  
the tick to leave its host on  
its own, allowing the Smörk  
to recover. If the host is  
killed, it jumps free and tests  
Morale.

## Alchematrix Smörk's Shack

After the journey, you finally reach  
your destination, the Alchematrix's  
shack just outside the walled village of  
*Fortdunkel*.

The Alchematrix is an uncomfortably  
edgy drug dealer whose concoctions  
nevertheless keep the peace in your  
village. The shack has been ransacked  
with dead dvörks everywhere, and  
she is currently holding her innards  
together with bailing wire and staples.

*"The Dvörlord Teufel has already  
taken the village and turned most of the  
other Smörks but... Perhaps... all is not  
lost..."* she whispers, beckoning you  
closer to whisper her weird plan.

So here's the deal: You gotta find her  
**SMÖRKWAGEN** somewhere in town.  
Alchematrix Smörk told you how to  
fix it up so you can take on Dvörlord  
Teufel's extremely silly guardian, but  
you only have six bell **clangs** to do it  
(or five if you fell asleep in the **Log of  
Fumes**) before the prophesied Time of  
Dvörking arrives.



## The Shrümcrawl Begins

From here on out you will need to map your progress. You start at the **Ruined Gates of Fortdunkel** Special Shrüm (pg.104).

For each new shrüm you explore:

1. Roll for **Mushrüm Type** >
2. Roll for **Inhabitant** (and to **Loot dat Bödy** if you kill something)
3. Roll for **Ransmörking dat Shrüm**
4. Choose a direction and repeat the process until you find **Teufel's throne** or the **Time of Dvörking** arrives

**A Note On Resting:** You can pass out for a full night of unconsciousness to heal d6 at any time, but a **clang** will occur sometime during the night, bringing you closer to the **Time of Dvörking**.

### Getting Slightly More Impressive:

Each time you defeat 5 enemies, or complete a Special Shrüm, you can roll to improve. (pg. 21)



### Mushrüm Type: (d6)

**1. Bell Shrüm:** Before you can stop it, the mushrüm **clangs** loudly; the **Time of Dvörking** approaches. Upon the sixth **clang**, the **Final Battle** begins.

**2. Hooked Shrüm:** All damage taken by any corporeal being in this sharkskin-like shrüm is increased by 1.

**3. Tormented Shrüm:** The wind makes it sound like this shrüm is in agony. Yes. Just the wind. Increase the morale of all creatures by 2 while here, as they are emboldened by the screams.

**4. Garden Shrüm:** After dealing with **Inhabitants**, test **Agility**; if successful, roll d4+1 on Harvester Smörk's table (random encounter #6, above) for bonus items when **Ransmörking**.

**5. Alchemical Shrüm:** After dealing with **Inhabitants**, test **Presence** to roll an extra d6+1 on the **Ransmörk dat Shrüm** table for bonus items.

**6. Special Shrüm:** You find the next Special Shrüm on the list (they are encountered in order). [pg. 104-105]

### Inhabitant Type: (d6)

1. A **dvörk** approaches.
2. What's this **gnoblin** doing here? Who cares? Smörk it up!
3. **Golems** are a threat in these parts. This one rises from a pile of demonic squirrel poo.
4. Your nose leads you face to face with a **redolant**.
5. Roll on the **Rescue Smörk** table. That Smörk is the host to a **puppeteer tick**. If the Smörk survives, send them to the **Ruined Gates**.
6. You meet a **Rescue Smörk**, who goes to chill at the **Ruined Gates**. No fight this time!

### Loot dat Bödy: (d6)

If you manage to kill something, they might have something neat.

1. Nothing, sorry.
2. 1 glue
3. 1 twine
4. d4 sap
5. lockpicks
6. Random weapon

### Ransmörk dat Shrüm: (d8)

Once you deal with an Inhabitant, you can just ransmörk the joint. Each mushrüm can only be ransmörked once (but you might get extra items from some shrüms).

1. Nothing - restore 1 Luck (up to max) because it can't rain all the time.
2. Alchematrix Stash! d4 substances & 1 potion
3. d4 glue
4. d4 twine
5. Portabello extract... basically rocket fuel for fairy snails
6. Magic Stuff (d6: 1-4 random black magic 5-6 random yellow magic)
7. A Dümshrüm, used to enhance the fairy shrümcannon
8. Chest! Use lockpicks and test Agility to open; you only get one chance to open it due to a fairy curse. If you succeed, roll d6+1 on this table twice.



## Rescue Smörk: (d6)

*Each Smörk can only be rescued once. If their result is rolled again, reroll. NPS Smörks have no bonus or penalty on die rolls.*

**1. Carpenter Smörk:** Rigs up some scaffolding for the Smörkwagen (+4 Max HP)

**2. Slingshot Smörk:** Will take potshots during the final battle. Makes an extra attack for d4 damage each round.

**3. Mechanist Smörk:** Can operate a weapon spinny during the final battle without the single-operator penalty.

**4. Beef Smörk:** Has 8 HP and will absorb hits that would reduce the Wagen to 0 HP. Until he dies, at least.

**5. Veterinarian Smörk:** Not a doctor, but don't be picky. She can heal you for d8 once per **clang**, and one more time during the final battle.

**6. Not a Smörk at all, but another fairy snail!** Hitch it to the Smörkwagen to make it more maneuverable (-1 DR to Defence tests)

**Extra Smörks:** Other Smörks you may have recruited along the way.

**Party Smörk:** Their antics give you -2 DR to attack or defend for the first 2 rounds of the final battle.

**Harvester Smörk:** Each **clang**, they produce a random substance, and they'll feed substances or potions to the Smörkwagen without using a PC turn.

**Artificer Smörk:** He fine-tunes the Smörkwagen; adjust all DRs to attack or defend with it by -1.





### Special Shrüms:

These mushrüms are encountered in order, though they do not need to be completed in order.

**1. The Ruined Gates of Fortdunkel** is where you start, and you may return here at any time before the final battle. While at the gates, you can visit the Alchematrix Smörk's shack, who is still holding her guts together for the time being. She will give you 1 glue and heal you by **d4 HP** once per **clang** and it's best that you not ask why she doesn't heal herself.

Once you recover it, the **SMÖRKWAGEN** can be stashed here, and any rescued Smörks will also gather in the area and get drunk until needed.

**2. You've found the SMÖRKWAGEN!** This shrüm on wheels (pulled by a trusty fairy snail) is integral to Alchematrix Smörk's weird plan. You see, it is a mobile fortress with mechanical blades and an ancient fairy shrümcannon that is capable of doing hideous (and potentially hilarious) damage. Those fairies were vicious little bastards, I tell you what.

**3. You barely see the overgrown entrance to the Tomb Shrüm.** It turns out that Fortdunkel was built on fairy burial grounds. They only moved the headstones. A sinister figure lurches out of the crypt.

#### Mummified fairy:

*HP 9 mummy wrappings -d2  
chainsaw d12*

If recovered, the chainsaw fumbles on a 1-4 in the hands of a Smörk. In the crypt you also find portabello extract, a dümshrum, and d4 glue among the crypts.

**4. A bleeding heptagram** takes up the entirety of this shrüm. Tied up in the heptagram is Artificer Smörk, Alchematrix's smörking-buddy and her cohort in designing the Smörkwagen. Two **dvörks** (pg.98) are reading some instructions written by Dvörklord Teufel and trying to turn Artificer into a dvörk.

One dvörk will fight you to try to give the other time to finish the ritual. If you haven't defeated one dvörk by the end of the fourth round, Artificer Smörk rises up, discards his cap, and attempts to dvörk you up as well.

**NOTE:** In parties with 3 or more PCs, there are **three dvörks** and you must defeat 2 dvörks by the end of the fourth round to prevent the transformation. If you rescue Artificer Smörk, you can send him to the Ruined Gates, where he will presumably smörk a bowl with Alchematrix prior to tinkering with the Wagen. You also gain **d4 twine** and the Dvörklord's instructions are considered to be a **random black magic**.

**5. You spot Dvörklord Teufel** sitting on his mushrüm throne, with his Demon Squirrel familiar curled at the base of the structure. You may turn back if you're not ready, but if you are, it's time to summon the SMÖRKWAGEN and smörk historic on the fury smörk!



**Initiate final Battle!**



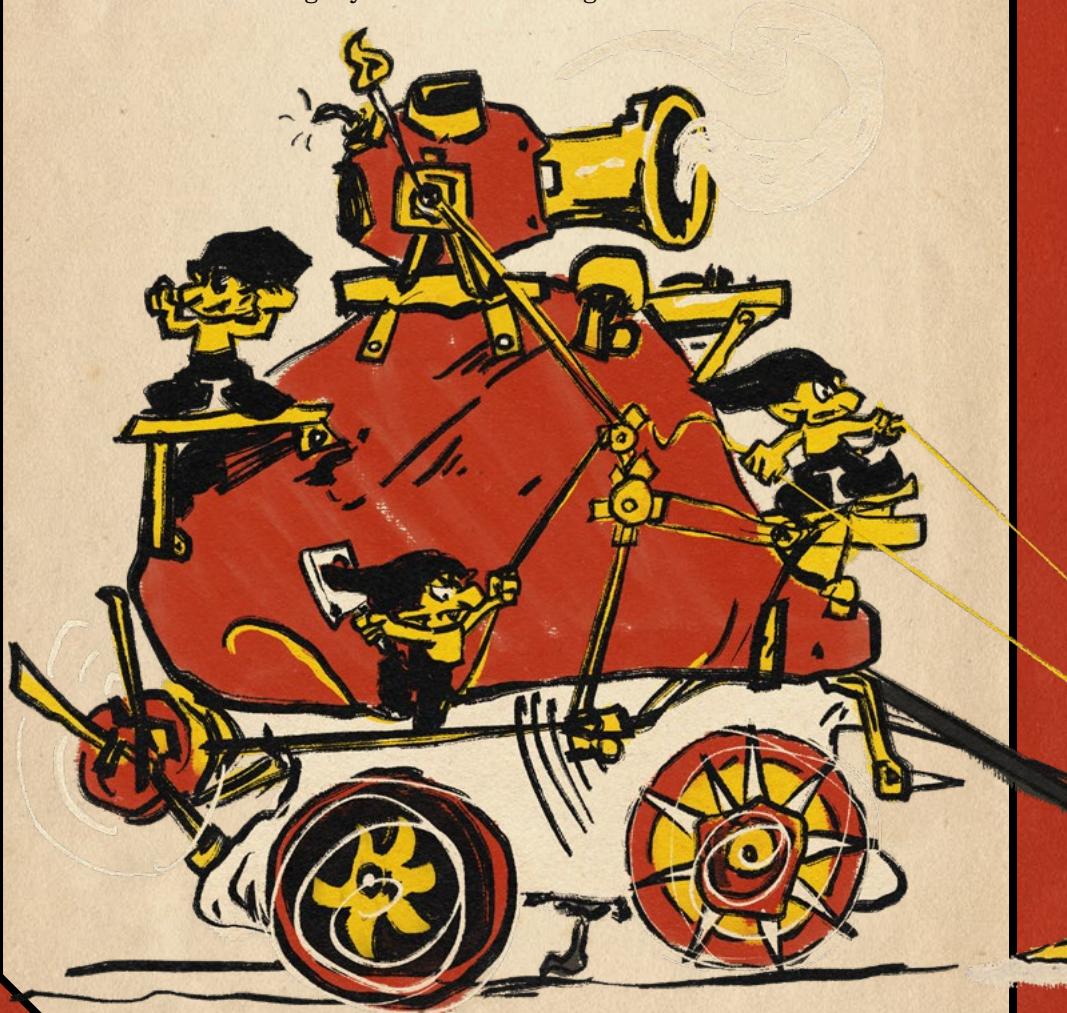
# The Smörkwagen

## STARTING SMÖRKWAGEN STATS:

HP: 15   Armor: fibrous exterior -d2

**Attack:** Fairy shrümcannon d8, weapon spinny d4

Though it can be crewed by up to four Smörks, due to a complicated series of pedals and pulleys, a single Smörk can fire the cannon and attack with all weapon spinnies, suffering a cumulative +2 DR for each attack after the first (so a third attack would be at +4 DR). The Wagen driver also makes Agility tests to defend it against attacks.



## UPGRADING THE SMÖRKWAGEN

As you add bits to the Wagen, it gets stronger. You need either glue or twine to add any other item to the Wagen (you get the effects of both the added item and the glue or twine); consult the tables below for the accumulated benefits of adding resources.

Each time the Wagen takes damage, whether it is absorbed by armor or not, lose 1 resource of your choice (unless prevented by a Smörk using twine to strap it back into place). Losing resources decreases the effectiveness of the Wagen by lowering the benefits received; check the new total benefit after each resource loss.

*Bioweapon: Note that the Wagen can benefit from substances and potions the same as a Smörk, but it takes an action from a crew member.*



### Glue

*Glue can alternatively be spent during battle to heal d6 HP to the Wagen*

#### Total Glue



#### Total Benefit

- +1 max HP
- +3 max HP
- +6 max HP
- +10 max HP
- +15 max HP

### Twine

*Twine can alternatively be used during battle to prevent the loss of resources when the Wagen takes damage as a free action*

#### Total Twine



#### Total Benefit

- +1 max HP
- Upgrade to -d4 Armor
- +3 max HP
- Upgrade to -d6 Armor
- +6 max HP

## Dümshrüms

Improve your Shrümcannon!



(or more)

### Total Dümshrüms Total Benefit

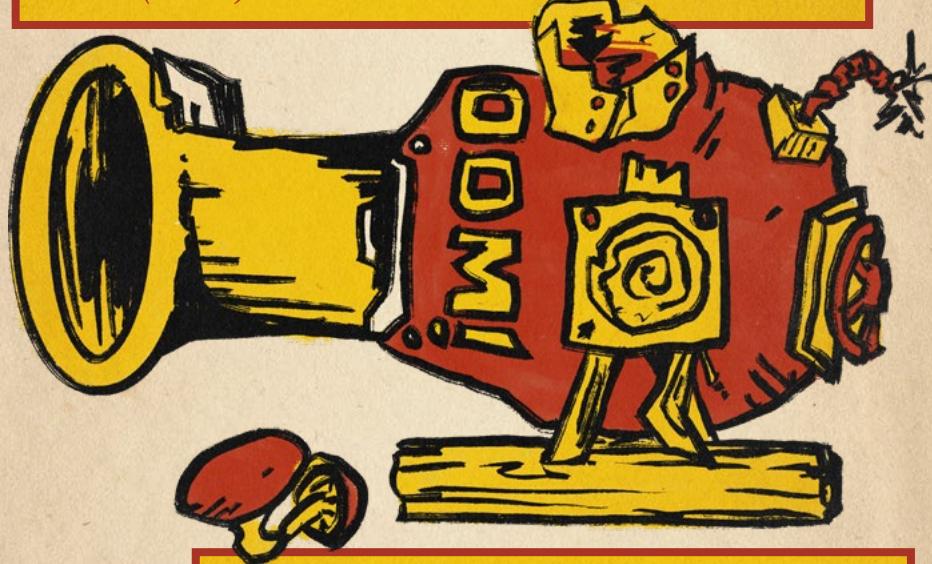
Shrümcannon d10

Shrümcannon does d6 explody to a 2nd foe

Shrümcannon d12

Shrümcannon ignores all armor

Shrümcannon d20



## Weapon



Just strap your extra smörk weapons onto the spinny things

### Total Weapons

### Total Benefit



Weapon spinny does d6

Add 2nd weapon spinny d4

2nd weapon spinny does d6

1st weapon spinny ignores armor

2nd weapon spinny ignores armor



## Portabello Extract



This may alternatively be used up to summon the Wagen to fights before the final battle

### Total Extract



### Total Benefit

Juice your fairy snails for -1 DR to Wagen Defence

When the Wagen is hit, the attacker takes d6 explody

Juice your fairy snails for -2 DR to Wagen Defence

When the Wagen is hit, the attacker takes d10 explody

Each fairy snail can now attack for d6



## Lockpicks



Lockpicks can also be used to... uh, pick locks... and can be sacrificed for an additional -1 DR to one attack by the Wagen

### Total Extract



### Total Benefit

Fine-tune the weapon spinnies for -1 DR to attack

Calibrate the shrümcannon for -1 DR to attack

Fine-tune the weapon spinnies for -2 DR to attack

If weapon spiny rolls 1 for damage, add d6 damage

Calibrate the shrümcannon for -2 DR to attack

# Final Battle!

Once the final **clang** rings out, the prophesy of the Time of Dvörking becomes reality. Wherever you are, you are summoned before Dvörklord Teufel's throne (if this happens you do NOT have time to do final upgrades on the Smörkwagen). Alternatively, if you've discovered his mushrüm throne you may initiate the final battle yourself after preparation.

Teufel sends his familiar, a **demonic squirrel**, to destroy the Smörkwagen first, content to watch from his throne until it is defeated. NOTE: In parties with 3 or more PCs, Teufel will instead join the battle on the 3rd round regardless of whether the squirrel has been defeated.

## Demonic Squirrel (SMALL)

**HP:** 32

**Morale:** - (does not flee)

**Armor:** sinister fluff [-d4]

**Attacks:**

Claws [d6+1],

Fire Breath: [2d6]

**Note:** Fire breath is only used on the Smörkwagen; if it hits, each crew member must roll Defence or take d4 as well; once used, roll d4 to see how many turns before it can use the fire breath again.



If you have not defeated the dvörks from the heptagram yet, roll d4+1 to see what round they arrive on, joining the battle on behalf of their lord.

The opponents will attack the Smörkwagen first, and any survivors once it is destroyed.

## Closing Scenes

If you defeat Teufel (whether he is killed or flees), the Time of Dvörking turns out to be not so bad, Alchematrix Smörk finally heals herself, and, when you return home, Daddy Smörk gives you less severe beatings from now on.

If you fail to defeat the Dvörklord, Fortdunkel becomes a heck on earth, Alchematrix Smörk lets all her guts fall out so she dies before becoming dvörk'd, and dvörks start attacking your village as well.

Nice job, jackass.

**Smörk you next week!**

## Dvörklord Teufel

**HP: 16**

**(SMALL)**

**Morale: 8**

**Armor: weird aura [-d4]**

**Attacks:**

**Blasty Twig [2d6+2] recharges  
in 2 rounds,**

**Karate: [d6+1]**



# Adapting Large Enemies from Mörk Borg to Smörk Borg!

The size of the Smörks makes adapting creatures and enemies from other Mörk Borg modules and games doable, but they require a few simple adjustments.

1. First, look at the creature and decide how many Body Parts it has. Most usually have a Head, Torso, and some amount of limbs, wings, tails, tentacles, and other parts.
2. Take the monster stats as listed in Mörk Borg (or any supplement) and **multiply their HP x3**.
3. Apply 1/3 of the resulting total HP to the largest body part. (Ususally this is the Torso of the creature.)
4. Divide the remaining 2/3 HP between their body parts: usually their Limbs and Head. Round down for any Limb, with the extra points going to the Head. (Use logic when determining what constitutes a Limb – arms, legs, wings, tails, unusually large testicles... anything that would likely cause a creature pause if it was severed in combat.)
5. Their morale stays the same, but that stat divided by 3 (rounded down) tells you how many limbs/parts have to be damaged on the enemy to trigger a morale roll. If they have “-” for morale, that remains. Approach at your own risk – these enemies won’t stop stomping!
6. Any armor, damage resistance, or shield listed; roll two of that die instead. If they don’t have any armor, they automatically have -d2.
7. The same doubling of the dice applies to any damage they deal unless the enemy is a particularly deadly one, then up the die type by one notch and roll 2 of them. (d2-d4-d6-d8-d10-d12-d20)
8. Their to-hit DR drops by two. The Large Enemy Combat rules for avoiding damage apply to most adapted enemies.

# Let's Adapt SETH THE GOBLIN!

Seth's stats in Mörk Borg are:

**HP: 6 Morale: 7 Armor: -d2 Attack: d4**

1. Seth's a "normal" bipedal shape, so we will say he has a torso, head, and four limbs.
2. Take the 6 hit points and multiply it by 3, giving you 18 HP.
3. 6 HP goes to the Torso, with the remaining 12 divided between the two arms, two legs, and head, with any excess on each Limb being applied to the Head. 12 divided by 5 is 2.4. That gives each Limb 2 hit points and the Head 4 HP. (In the case of something with more limbs, wings, etc, simply divide the points by all applicable parts, with a minimum of 1 HP to each.)
4. Their Morale is 7. Divided by three and rounded down gives us a 2. That means they have to have 2 parts knocked down to zero HP before they will roll for Morale.
5. Their ropy skin armor now gives them a -2d2, and their weapon now does 2d4 damage.
6. Their to-hit Difficulty Rating drops by two. In this case, dropping Seth from a DR14 to a DR12.
7. To determine their Defence Rating, use the table on page 25. In this instance, Seth is a goblin, so he's listed: DR12.

For a party of Smörks to face off against Seth the Goblin, these would be his new stats:

## **Seth The Goblin**

**HP: 18 [T-6, H-4, L4-2ea]**

**Morale: 7/2**

**Armor: -2d2**

**Attack: 2d4**

**To-Hit: DR12**

**Climb: DR10**

**Dodge: DR12**



STRENGTH

PRESENCE

Luck

AGILITY

TOUGHNESS

Potions, Booze, & Substances

MAGIC



EQUIPMENT

Smörk

HP

MAX  
CURRENT

WEAPONS

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# Abilities & Tests

<b>AGILITY</b>	dodge, defend, jump, run away
<b>PRESSENCE</b>	aim, charm, observe, intimidate
<b>STRENGTH</b>	smash, punch, wrestle, drag
<b>TOUGHNESS</b>	resist conditions, stay sober

TESTS	DIFFICULTY [DR]
Roll d20 ± ability equal to or greater than DR to succeed. Creatures only roll unmodified d20 against DR.	6 smörking simple 8 pretty routine 10 easy 12 normal 14 difficult 16 hard 18 smörking hard

# Adventuring

REACTION (2D6)	PASS OUT (REST)
2-3 KILL!	Smoke a stem heal d4 HP
4-6 Arrgh!	Pass out heal d6 HP
7-8 Meh!	Infected? No healing
9-10 Hello!	when passed out. Take d6 damage each day
11-12 Smörk!	

MORALE (2D6)	ROLL MORALE IF:
If you roll over the creature's Morale, d6: 1-3=Flees 4-6=Surrenders	the leader is killed, half the group is dead, or lone enemy has 1/3 HP left

FALLING DOWN	SING-ALONGS
Take no damage if falling/jumping 5 feet or less. At greater distances, roll a d20. On a result of 1, take d6 Damage.	To sing together, every Smörk must perform a DR12 Presence test. If they drink first, gain +4 to roll. +3 to all with music.

**Effects of a Sing-Along:** Re-roll morale, re-roll fumble, 3 rounds of -3DR tests, or recover full HP when passed out.

# Combat

## INITIATIVE D6:

- 1-3 Enemies Begin  
4-6 Smörks go first

Individual: Agility + d6

**MELEE** DR12 STRENGTH

**RANGED** DR12 PRESENCE

**DEFENCE** DR12 AGILITY

## CRIT (NATURAL 20)

**Attack:** x2 damage, armor reduced one tier.

**Defence:** PS gains a free attack

## FUMBLE (NATURAL 1)

**Attack:** Weapon is broke or lost

**Defence:** PS takes double damage

## BROKEN (0 HP) D4:

1. Pass out for d4 rounds, wake up with d4 HP.
2. Roll a d6: 1-5 = a broken or severed limb. 6 = Lost eye. Smörked for d4 rounds. Wake up with d4 HP.
3. Bleed out and die in d2 hours unless treated. All tests are DR16 the first hour, DR18 the next.
4. You are smörked.

## ARMOR TIERS

1-light 2-medium\* 3-heavy\*\*  
-d2 -d4 -d6

\*+2DR Agility tests

\*\*+4DR Agility tests (Defence +2DR)

# Large Enemy Combat

## INITIATIVE D6:

Smörks always go first unless the enemy has surprised them.

## BODY PARTS

A large enemy's HP is divided between parts. (head, torso, limbs, wings, etc...) A Smörk must target a body part within range for an attack.

**MELEE** DR8 STRENGTH

**RANGED** DR8 PRESENCE

**CLIMB** DR10 AGILITY

**DEFENCE** DR6-8\* AGILITY

\*Large enemies have varying Defence ratings.  
See individual stats for specific details.

## LARGE ENEMY MORALE

Enemy stats show overall morale and how many body parts must be damaged (0HP) to trigger a Morale roll.

Once triggered, if you roll over the creature's Morale, d6:

1-3=Flees      4-6=Surrenders

## DEFEATING A LARGE ENEMY

You can defeat a large enemy in one of two ways:

**Damage all of their Limbs to zero HP**

**Drop their Torso and Head body parts to zero HP.**

## LUCK

Each point of Luck can be used to do one of the following:

- Deal maximum damage with one attack
- Reroll any one dice roll
- Avoid damage dealt to you by d6 points
- Ignore the effect of a Crit or Fumble
- Lower a test DR by -4
- Swig some Shrümshine

## MAGIC

**Uses:** Presence +d4 each day.

**To Use:** Make a Presence DR12 test. You may only use magic that you already know. You may use the same magic more than once per day.

If you fail, the magic doesn't work, you take d2 damage and are smörked up for an hour.

A critical fumble results in a Bad Trip.

## EXPLOSIVES

Explosives do their listed damage to anything in the "Close" range of the explosion. If they are in the "Near" range, they take one half of that damage (rounded down). Roll the listed damage one time, and that applies to all affected by the explosion. Armor does NOT protect the victims of explosives.

Some explosives have a Wick that you light on fire. To light an explosive: roll a d20. If you roll a 1, it goes off prematurely in your hand!

If it is a Thrown explosive, it goes off on impact.

**Fumble:** The explosive detonates in the air. You suffer the same damage as the "Near" range of the explosion.