



SALINE SCRIPTURES

Ideas and Game Design
Anthony Slab
Arctic Prototype

Graphic Design
Anthony Slab
Arctic Prototype

Artwork
Arctic Prototype

Proofreading
Aqua Reaper
Jan Bippert

Playtest
Radobad

Charcoal Font
Zenithelle

Albums That Helped: Mephorash - Shem Ha Mephorash, HAZEMAZE - HAZEMAZE, Monolord - Vænir, Black Tremor - Impending, Belzebong - Light the Dankness, Domkraft - The End of Electricity, Belzebong - Sonic Scapes & Weedy Grooves, Omen Stones - Omen Stones, Behemoth - The Satanist, Sleep - Dopesmoker, Auotonoosis - Moon of Foul Magics, Electric Wizard - Dopethrone, Khonsu - The Xun Protectorate, Shotgun Sawyer - Bury the Hatchet, Ebony Pendant - Incantation of Eschatological Mysticism, BEHEMOTH - Blow Your Trumpets Gabriel, HAZEMAZE - Blinded by the Wicked, Eosphoros - II, The Spirit - Sounds from the Vortex, MASTER BOOT RECORD - PERSONAL COMPUTER, Ebony Pendant - The Garden Of Strangling Roots, Necropolissebeht - TTCCCLXXX, King Gizzard & The Lizard Wizard - Infest The Rats' Nest, IRVING FORCE - Do Your Job, Thy Dying Light - Cold In Death,

Heavily inspired by: Horrible Wounds, Suffering Extended, Momentary Respite

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D E S C R I P T I V E

LONGER

MAD

WAVELINE



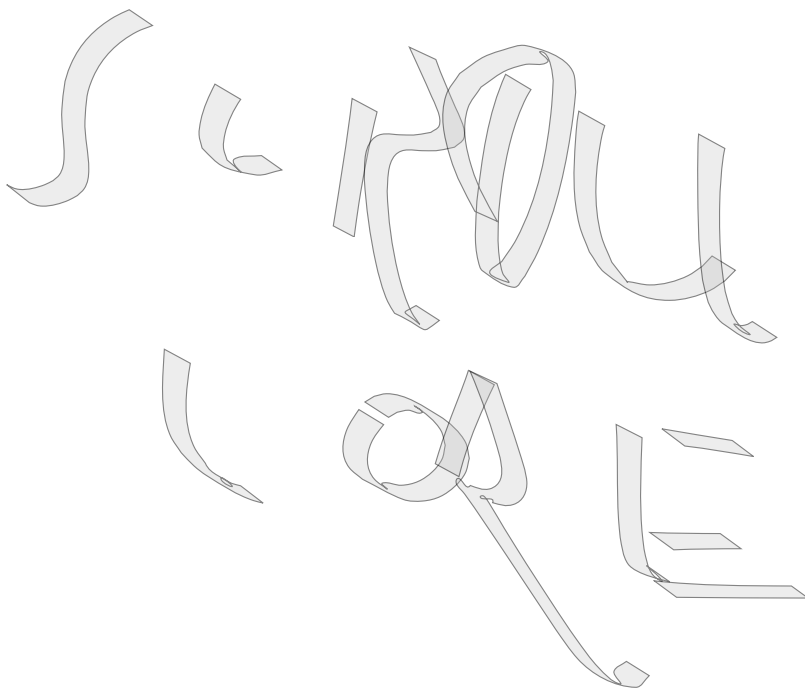
SCROLL CASTING

- + Roll Will+d4 after resting for at least six hours to determine how much power you have that day.
 - + When reading a scroll, test DR12 Prescence. If you succeed, the scroll is activated and you reduce your total power accordingly.
 - + Rolling below the DR causes you to lose d2 HP, and not be able to cast for 1h. While rolling a Fumble causes the scroll to crumble to ashes, you lose d4 additional HP, cannot cast for d6 days, and must roll on the Arcane Catastrophes table.
 - + Scrolls require a free hand to cast. They will never work while wearing medium or heavy armour.
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UNCLEAN SCROLLS DR0

(Numbers in parenthesis are the power cost)

- 1 PALMS OPEN THE SOUTHERN GATE: <2> Ball of fire erupts dealing d8 damage around it
- 2 TONGUE OF ERIS: <1> A creature of your choice is confused for d10 minutes
- 3 TE-LE-KIN-ESIS: <1> Move an object (no heavier than a donkey) up to d10*3 meters for 4 minutes
- 4 LUCY-FIRES LEVITATION: <3> Hover for Prescence + d10 rounds
- 5 DAEMON OF CAPILLARIES: <2> One creature suffocates for d6 rounds, they panic gasping for breath
- 6 NINE VIOLET SIGNS UNKNOT THE STORM: <1> Produce a lightning bolt dealing d6 damage on it's path
- 7 METZHUOTL BLIND YOUR EYE: <3> A creature becomes invisible for d10 rounds or until damaged, attacking/defending with DR6
- 8 FOUL PSYCHOPOMP: <1> Summon d4 skeletons (they do not obey you and attack everyone)
- 9 EYELID BLINDS THE MIND: <2> d4 creatures fall asleep for 1 hour unless they succeed a DR14 test
- 10 DEATH: <5> All creatures within 10m die, Turning to pale ash
- 11 SELF IMMOLATE: <3> You erupt in flames losing d4+1 HP, everyone closeby takes d10 damage
- 12 IMMATERIAL FLUTTER OF TIDES: <1> All creatures test DR12 or lose all their POWER, you automatically fail
- 13 BERGEN STONE ENTOMBS: <2> Turn a creature or item you touch into a stone statue for d8 rounds
- 14 BLAZE SEAL THE GATE: <1> Fire can't hurt one creature for d6 rounds
- 15 FALSE STIMMT: <2> One creature must only speak lies for d6 minutes
- 16 RENT THE SEALS: <1> Unlock a single lock, or disarm a trap
- 17 VAMPIRIC SEEP: <2> Steal d6 hp from a creature
- 18 SEVEN SHACKLES OF AGONY: <2> Bind a creature with yourself, for d4 minutes any damage dealt to you will also be dealt to that creature
- 19 MINDS VIGIL: <1> Cause a creature to be unable to sleep for d6-presence days, -2 to DR every day
- 20 LIES: <-d4> BUT exceeding max power turns the wielder into black ashes



SACRED SCROLLS D20

- 1 GRACE OF A DEAD SAINT: <3> d2 creatures regain d10 hp each
- 2 GRACE FOR A SINNER: <1> A creature of your choice gets +d6 on one roll
- 3 WHISPERS PASS THE GATE: <2> Ask three questions to a deceased creature
- 4 AEGIS OF SORROW: <3> A creature of your choice gains 2d6 extra hp for 1 minute
- 5 UNMET FATE: <5> One creature is awakened with terrible memories. If they have been dead for longer than 10min, or consumed by flames, you must succeed DR18, or this scroll crumbles to ashes
- 6 BESTIAL SPEECH: <2> You may speak with animals for d20 minutes
- 7 FALSE DAWN/NIGHT'S CHARIOT: <1> Light or pitch black for 2d6 minutes
- 8 HERMETIC STEP: <1> You find all traps in your path for 2d10 minutes
- 9 ROSKOE'S HOLLOW OFFER: <3> Switch 2 similarly sized creature's health, they must not have seen the shimmering fields
- 10 ENOCHIAN SYNTAX: <4> One creature blindly obeys a single command
- 11 ICH-BIN-LUFT: <1> Become invisible for the next d2 rounds, attacking/defending at DR6
- 12 DISCOMBOBULATE MESSIAH: <0> One random creature regains d6 hp
- 13 GRACEFUL KHLOSTÜK: <3> A creature of your choice does double damage for d2 rounds
- 14 BLIND EYES SPOKE THE TRUTH: <2> One person speaks whatever they are thinking outloud for d6 minutes
- 15 HERMIT'S EYES: <2> Switch eyesight with one other creature for d10 min
- 16 LIGHT OF SHE: <2> Everyone near must make a DR15 Will test, or become mad with fear for d2 rounds
- 17 STALWART AMALGAMATE: <4> The target's armour goes up 1 tier for d4 days, but all agility tests are made with +2 DR
- 18 THE GAZE OF HE: <2> If the target has morale, they go berserk for d4 turns
- 19 EYES LIFT THE GATE: <2> See the invisible and shrouded for 2d8 minutes.
- 20 DIES IRAE: <0> Regain an Omen... BUT...

