

# MÖRK SJÄL



Soulslike tabletop roleplaying

# CREDITS

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Inspired by the Soulsborne franchise, and Grave by Jason Tocci

Core mechanics adapted from Mörk Borg by Pelle Nilsson.

Some mechanics adapted from Grave.

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by Juan Carlos Hernández

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## MAKE THIS GAME YOUR OWN

Mörk Själ is built on top of a long history of OSR games. It was born from hacking,  
mixing, matching, removing and replacing.

Like many OSR games, it intentionally leaves gaps for the GM to fill. Feel free to  
add, remove, or replace as you deem appropriate for your table.

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# MÖRK SJÄL

## WHAT IS MÖRK SJÄL?

Mörk Själ is a system for soulslike tabletop roleplaying built from Mörk Borg's core rules, incorporating some original ideas and adapting some soulslike mechanics from Jason Tocci's Grave. It is not intended to be a recreation of the mechanics of the Soulsborne series, nor a faithful representation of its lore, but instead a translation of some elements of its gameplay and atmosphere into Mörk Borg's system.

To play, you will need pencil and paper, a full set of polyhedral dice, and a player to serve as the GM. This ruleset presupposes that you have some level of familiarity with standard Tabletop RPGs and their related terminology.

## THE WORLD

The world fades. Once clear skies are now perpetually overcast, once sun-bathed castles and gleaming white towers now covered in everlasting dusk. Formerly human inhabitants are now afflicted by the undead curse, which denies them their peaceful rest. As the endless cycle of dying and coming back perpetuates, many have lost their minds, becoming rabid beasts of pur instinct. Former great lords retreat to their towers like hermits, hiding away from the world as it falls to disrepair, as beasts, demons, and other horros make themselves at home in the ruins.

A group of undead awaken with only vague memories of who they used to be. Why are they travelling together? What do they seek? A way to break the curse? A way to heal the world? An escape, in hopes of finding a place that isn't like this? Or simply to helplessly lash out against the growing darkness any way they can?



# CHARACTER CREATION

Players can choose one of the 10 classes included with this book (page 15), or create a classless character.

## FOR CLASSLESS CHARACTERS:

1. Roll 3d6 for each of your abilities (Strength, Toughness, Agility, Presence). Compare the sum of this roll to the following table to obtain that ability's score. Record the score in your character sheet, and discard the sum, as it isn't used for anything beyond this point. You may swap the scores of two abilities if you wish.
2. Roll 1d6 + Toughness for your HP.
3. Roll 1d20 on the Weapons (page 19) , Armor (page 20), and Additional Equipment tables (21). You may choose to reduce your roll on the Weapons and/or Armor table to 1d6 in exchange for a roll on the Magic table (page 32)

SUM	SCORE
2 -	-4
3-4	-3
5-6	-2
7-9	-1
10-11	0
12-14	+1
15-16	+2
17-18	+3
19 +	+4

## FOR CLASS CHARACTERS:

Roll for Abilities, HP, and Equipment according to the instructions given for your class. You may not swap any ability scores.

## FOR ALL CHARACTERS:

Choose a name or roll one on the names table (page 17).

Roll once on the Broken Bodies table (page 18).

Roll once on the Hazy Memories table (page 18).

Max inventory slots equal 8 + Strength

Max Stamina equals your number of unused equipment slots.

# PLAYING THE GAME

The GM is the interface between the players and the fiction. They describe the situation, the players describe how they act, and the GM adjudicates how the world reacts. When the outcome of the action is uncertain, the GM may ask for an ability test.



## ABILITIES

**Strength:** For tests that require physical might, such as pushing an enemy or lifting a heavy object.

**Toughness:** For tests that require resistance, such as resisting poison or surviving damage from a fall.

**Agility:** For tests that require dexterity, coordination, and balance, such as jumping a great distance.

**Presence:** Tests that require knowledge, perception, and attention to detail, such as aiming at a distance or casting a spell.

## ABILITY TESTS

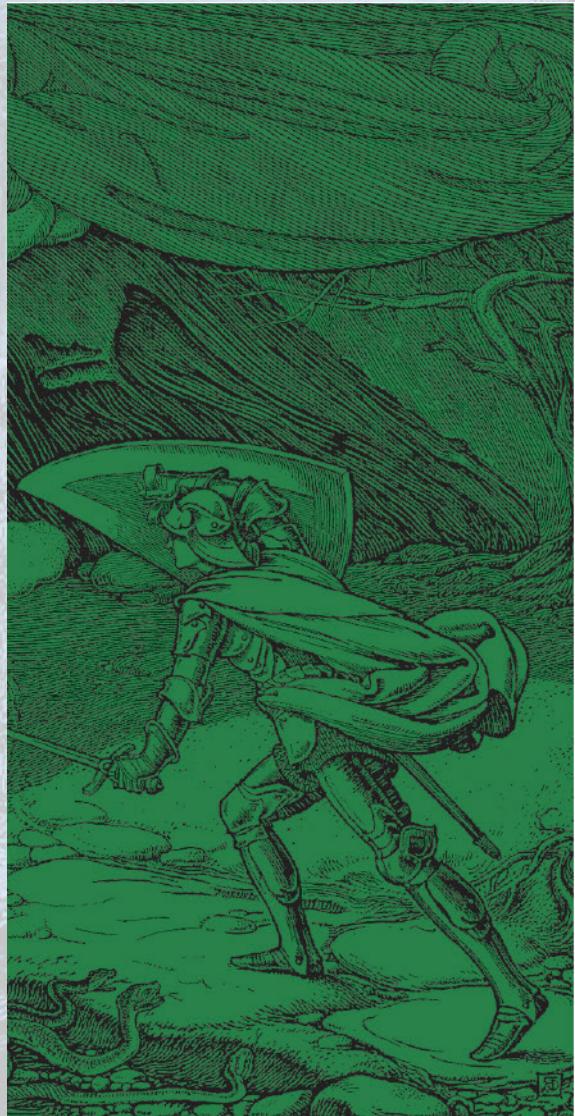
When attempting to do something with a significant chance of failure, an ability test is made against a Difficulty Rating (DR). Roll a d20 + an appropriate ability, and compare it to the DR. The GM will determine the DR and the ability to use depending on the nature of the task.

# STAMINA

It's possible to push yourself beyond your normal limits to obtain an advantage, both inside and outside of combat, but your ability to do so is limited when you're burdened with your equipment. You have Stamina equal to your empty inventory slots. Spend one stamina to:

- Dodge, block, or parry an attack (ignore half damage of a failed defense roll, or spend two stamina to ignore all damage)
- Perform a strong attack (Add an extra damage die to your damage roll)
- Perform a sweeping attack (hits additional enemies adjacent to the enemy attacked. Apply -1 penalty to damage roll per extra enemy attacked)
- Perform an extra action during your turn.
- Cast a spell after you've run out of magic charge.
- Lower the DR of any ability test by 2.

If your stamina reaches 0, the DR of all tests increases by 2 until you can recover.



# COMBAT



## INITIATIVE:

When combat starts, every player rolls a DR12 Agility test.

Pass: Act before the enemies  
Fail: Act after the enemies

Optional rule: Reroll initiative each round.

A combat round is long enough for players to traverse a normal-sized room and attack, cast a spell, or perform an action that takes a similar amount of time.

## ATTACKING

When attempting to attack an enemy, players make an attack roll by testing an appropriate ability. DR for attack rolls is 12 unless stated otherwise.

### RANGED WEAPON

Test Presence

### LIGHT MELEE WEAPON

Test Agility

### HEAVY MELEE WEAPON

Test Strength

Crit (Nat 20): Add extra damage die to attack, or a level of wear to enemy armor.

Fumble (Nat 1): Add one level of wear to weapon, or enemy gets a free attack

## DEFENDING

Enemies don't roll to attack players. Instead, when attacked, players must make a defense roll to avoid the attack. Defense rolls are DR12 unless otherwise specified.

### Test Agility DR12

Crit: Gain a free attack.

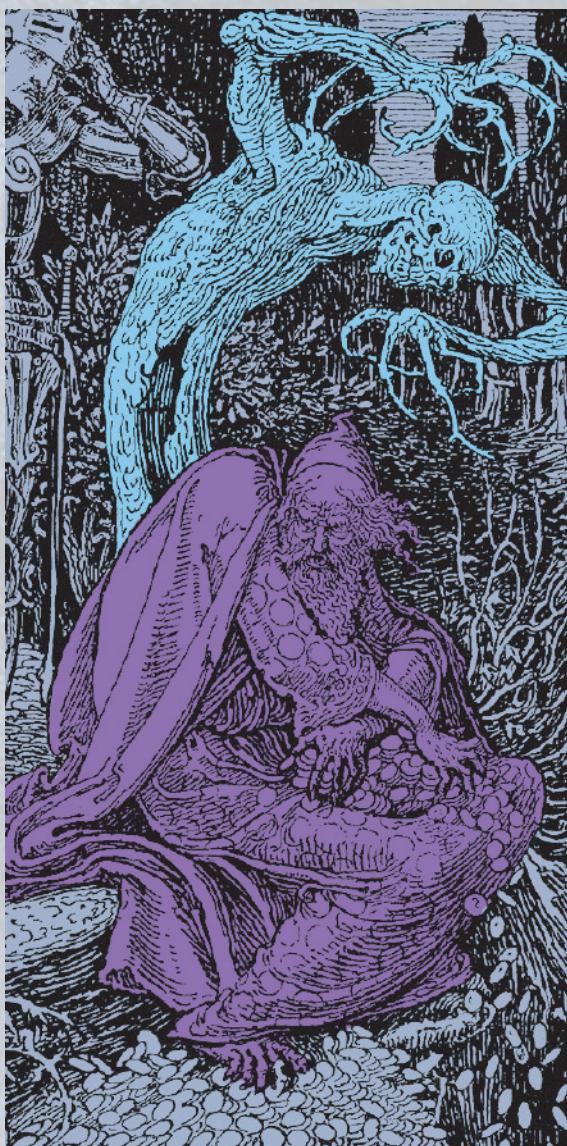
Fumble: Add extra damage die to the attack, or add a level of wear to your armor.



# MAGIC

If you intend to be a spellcaster, every time you rest roll 1d4+Presence. This is your magic charge: the number of times you can cast spells before you need to rest again. Spells can be cast from scrolls, but a scroll can be consumed to permanently learn the spell in it. Doing this destroys the scroll.

Regardless of casting method, casting a spell requires a successful DR12 Presence test, otherwise the spell fails and the caster loses d2 HP



## CASTING A SPELL FROM A SCROLL

To cast a spell from a scroll you must be holding the scroll in one of your hands. Casting a spell from a scroll doesn't consume it. You can cast the same spell as many times as you want from the same scroll.

## CASTING A LEARNED SPELL

After learning a spell, it needs to be prepared in order to cast. While resting, you may prepare a number of learned spells equal to your Presence. Spells don't need to be prepared multiple times, a single prepared spell can be cast as many times as you have magic charge. Casting a learned spell requires at least one of your hands to be free, or holding a staff.

In practical terms, casting spells from scrolls means they don't need to be prepared, but each scroll takes up an inventory slot. Casting learned spells prevents spells from taking up inventory, but they need to be prepared before they can be used. Both consume your magic charge and require a Presence test.

# DAMAGE AND DEATH

When you're hit by an enemy's attack, subtract the value of your armor's protection from the damage you receive. All attacks will deal at least 1 damage, even when armor would cause it to go below 0.

When your HP reach 0, you die, although the undead curse prevents you from staying dead for long. Increase your death counter by one and lose all the souls you were carrying.

While dead, your disembodied spirit may aid one of your allies by lowering the DR of one of their tests by 1d6 (can be applied before or after they roll)

Once the rest of your allies are out of danger, your spirit will return to your body and you'll rise from the dead with full HP and Stamina. However, you'll lose all the souls you were carrying, and your physical condition will temporarily worsen (roll in the following table to find out how).

## D6 IMPEDIMENT

1	-1 Max HP
2	-1 Agility
3	-1 Strength
4	-1 Presence
5	-1 Toughness
6	Unable to catch breath to recover stamina

Impediments from deaths are cumulative, but they all disappear the next time you rest at a safe place.

Optional rule: Every three deaths, roll again on the Broken Bodies Table

If the entire group dies, they'll reappear back at the last safe place they rested at.

## GIVING IN TO THE CURSE

The curse prevents you from definitely dying but it also clouds your mind. Every time you rise back from the dead, there's a chance it'll be the time you finally lose yourself.

Roll a d100. If the result is equal or lower than your death counter, you lose your mind and become a husk: a mindless, shambling body lashing out and acting out of instinct. The GM might choose to save your character to use as a foe later down the line. Roll up a new character to be introduced as soon as possible.

# RESTING AND HEALING

Resting at a safe place will restore all your HP and Stamina and give you a chance to prepare spells and reroll magic charge. It's up to the GM to define what counts as a safe place, but safe spots where the group can stop and rest uninterrupted will be relatively few and far between.

Without access to a safe place, the most you can do is stop a moment to catch your breath, as long as there are no foes or other threats around. Catching your breath will restore d2 Stamina.

Outside of resting, you can recover health through consumables and spells.



# ADVANCEMENT

Souls function as both your XP and this world's coin. When an enemy is defeated, the souls it carries will be evenly spread among the group. A defeated enemy grants 50 souls per HD, plus 50 souls per every beneficial special ability it has. Souls can be used to purchase items from merchants, or sacrificed to increase your level.

Any time you rest, you may choose to sacrifice 1000 x your current level in souls to gain a level. Upon gaining a level:

1. Roll a number of d6 equal to your level and add your Toughness. If this number is higher than your max HP, replace your max HP with it. Otherwise, increase your max HP by 1.
2. Increase one of your abilities by 1. Your decaying flesh can only be improved so much. Improving any of your abilities above +8 will require you to pick another to lower.



# EQUIPMENT

## DAMAGE



Some pieces of equipment specify an Usage Die (UD). If this is the case, roll the item's UD after each use (for weapons and armor, a combat encounter counts as a "use"). If you roll a 1 on its Usage Die, it means the item gains a level of wear.

When an item's wear increases, reduce its effectiveness by one tier. For example, a weapon that does d8 damage will do d6 damage after gaining a level of wear, an armor that grants -d4 protection will do -d2 protection after gaining a level of wear. (If it's impossible to reduce an item's effectiveness further, leave it as it is)

Additionally, reduce the size of the item's UD following this schema:

d12 > d10 > d8 > d6 > d4

When an item's UD is a d4, a roll of 1 will result in it breaking, making it impossible to use again until repaired. Certain NPCs may offer repair services. It costs  $1d8 \times 5\%$  of the item's value to remove a level of wear.

Optional rule: Instead of tracking individual amounts of ammo and other stackable items, instead assign them a UD. When it "breaks" it means the item has run out.

# NPCs

Not all creatures will we hostile to the players. Most undead have long lost their mind to the curse, but some of them, like the players, still hang on, hiding in relatively safe spots from the horrors of the world, or braving its depths seeking to push back against them. They may be merchants, allies, or rivals. If the players meet an NPC whose reaction is uncertain, roll 2d6 on the following reaction table:

2D6	REACTION
2-4	HOSTILE
4-6	DISTRUSTFUL
7-8	APPREHENSIVE
9-11	AMICABLE
12	HELPFUL



# MORALE

Most creatures, even mindless husks, won't fight to the death, and will attempt to flee if they face more danger than they were expecting. Make a morale roll (2d6) if:

Their leader is defeated.

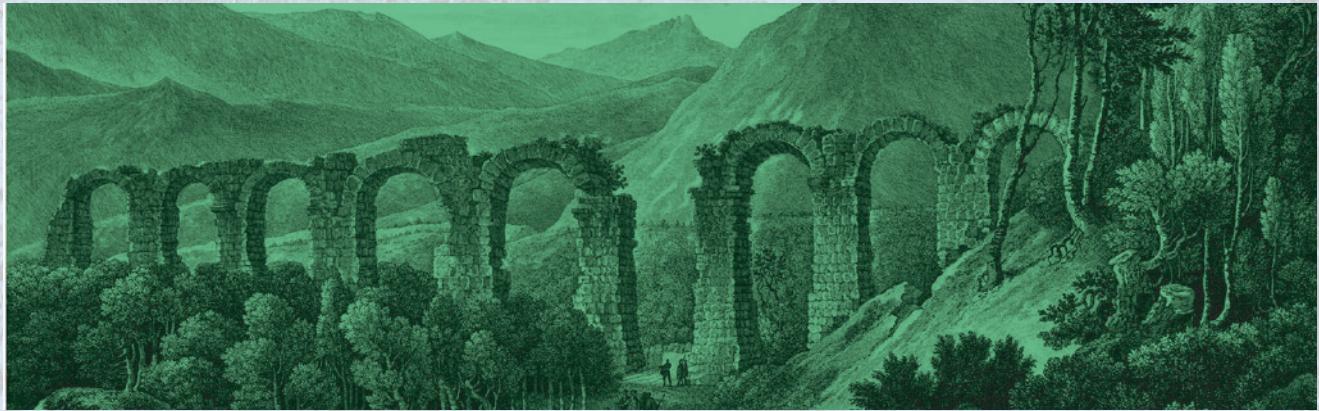
Half of their group is defeated.

A singular creature is down to 1/3 of its HP

If the result is HIGHER than then creature's morale value, it attempts to flee.

Creatures with a morale of 12 never flee.

# BEST PRACTICES



While there is no right or wrong way to enjoy TTRPGs, certain games mesh better with certain styles of play. There are certain parts of the OSR mindset that I feel are important enough for this game to warrant explicit codifying.

## FOR PLAYERS:

- Try to verbalize both action and intent. “I cast a fireball to set the bridge on fire” is better than either “I set the bridge on fire” or “I cast a fireball”.
- The solution is not on your character sheet. Look for ways you can engage with the situation in the fiction before you start looking for the ability to roll. Don’t assume every action you take will require a roll either.
- Don’t presume balance. Your GM shouldn’t intentionally try to screw you up, but you still shouldn’t come in with the expectation that encounters were intentionally balanced for the right amount of challenge for your level. Like many OSR games, Mörk Själ is built with the idea that you’ll often find yourselves in unfair situations where merely pitting your numbers against the enemies against the enemies won’t be enough to win. Fight dirty, try to outwit, outsmart, outmaneuver, and if nothing works, you can always flee and come back later.

## FOR THE GM

- Prioritize in-fiction problem solving over rolling Ability tests. If your player says “I want to check for traps”, saying “how do you check?” is more interesting than “roll Presence”, one will get you “I tap the flagstones ahead with my staff to check for pressure plates and inspect the hallway for tripwires” as a response and the other will get you “14”.
- Use rolls as a tool to resolve situations where the risk of failure enhances the fiction. If the players are attempting to do something that any person would be expected to routinely succeed at, or something that they would eventually succeed at if they keep trying, it probably shouldn’t require a roll unless there’s an additional source of tension such as needing to do it within a certain amount of time. Similarly, if an action is legitimately impossible, it shouldn’t require a roll because it simply wouldn’t succeed no matter how high anyone rolls.

# CLASSES

Although you can play a classless character, you can also choose one of the following classes, or roll 1d10 to randomly pick one. Follow your class instructions to roll for abilities, and compare the results to the table on page 4, and then roll for HP and initial equipment.

## 1. WARRIOR:

Abilities: 3d6+2 Strength, 3d6+2 Agility, 3d6 Toughness, 3d6-4 Presence  
Equipment: Roll d20 on weapon table. Roll d12 on armor table. Roll d20 on Additional equipment table.  
HP: d10 + Toughness  
Special: May roll twice on weapon table and keep the preferred result.

## 2. KNIGHT:

Abilities: 3d6+2 Strength, 3d6-4 Agility, 3d6+2 Toughness, 3d6 Presence.  
Equipment: Roll d12+2 on weapon table. Roll d20 on armor table. Roll d20 on additional equipment table.  
HP: d10 + Toughness  
Special: May roll twice on armor table and keep the preferred result.

## 3. WANDERER:

Abilities: 3d6 Strength, 3d6+2 Agility, 3d6-2 Toughness, 3d6 Presence.  
Equipment: Roll d8 on weapon table, roll d6 on armor table. Roll d20 on additional equipment table twice.  
HP: d8 + Toughness

## 4. THIEF:

Abilities: 3d6-2 Strength, 3d6+4 Agility, 3d6-2 Toughness, 3d6 Presence.  
Equipment: Roll d6+2 on weapon table. Roll d4 on armor table. Roll d20 on additional equipment table. Choose between: Skeleton key, thief tools, or rolling on the magic item table.  
HP: d4 + Toughness  
Special: All attacks against enemies who are unaware of your presence are automatic crits.

## 5. HUNTER:

Abilities: 3d6 Strength, 3d6+2 Agility, 3d6-4 Toughness, 3d6+2 Presence  
Equipment: Choose between:  
\*Crossbow + roll d6 on weapons table for additional weapon  
\*Bow + roll d4 on weapons table for additional weapon.  
2d6 + 10 + Presence ammo for chosen ranged weapon. Roll d4 on armor table. Roll d20 on additional equipment table.  
HP: d8 + Toughness

## 6. BANDIT:

Abilities: 3d6+2 strength, 3d6 Agility, 3d6+2 Toughness, 3d6-4 Presence.  
Equipment: Roll d12+2 on weapon table. Roll d6 on armor table. Roll d20 on additional equipment table.

HP: d10 + Toughness

Special: Player may choose to replace weapon rolled with a battleaxe with one level of wear.

## 7. SORCERER:

Abilities: 3d6-2 Strength, 3d6 Agility, 3d6-2 Toughness, 3d6+4 Presence  
Equipment: Roll d4+2 on weapon table. Roll d4 on armor table. Roll d20 on additional equipment table. Start with a random sorcerous scroll + two free rolls on magic table.

HP: d4 + Toughness

Special: DR -2 to cast sorcerous spells, DR +2 to cast miraculous spells.

## 8. CLERIC:

Abilities: 3d6 Strength, 3d6-2 Agility, 3d6 Toughness, 3d6+2 Presence.  
Equipment: Roll d12+2 on weapon table. Roll d12+2 on armor table. Roll d20 on additional equipment table. Start with random miraculous scroll + free roll on magic table.

HP: d6 + Toughness

Special: DR -2 to cast miraculous spells, DR +2 to cast sorcerous spells.  
May consider a hand with a shield or a hand wielding a mace as "free" for the purposes of casting prepared spells.

## 9. BATTLEMAGE:

Abilities: 3d6 Strength, 3d6 Agility, 3d6-2 Toughness, 3d6+2 Presence.  
Equipment: Roll 1d8+2 on weapon table. Roll 1d6+2 on armor table. Roll d20 on additional equipment table. Start with random scroll (choose between miraculous or sorcerous) + free roll on magic table.

HP: d6 + Toughness

## 10. PARIAH:

Abilities: Roll 5d6 and drop the lowest 2 dice for every ability

Equipment: Roll d2 on weapon table. Roll on magic item table. Starts with rags as armor. Doesn't roll on additional equipment table.

HP: d8 + Toughness



# NAMES

Roll twice to determine a combination of name and moniker. Some examples of names rolles with this table: Ofydd of Deadhelm, Sigrid of the League of the Raven, Hunter Róisínn, Ciannán the Crooked

D66	NAME	MONIKER
11	Jannik	x of Flameguard
12	Vinzent	x of Deadhelm
13	Valentin	x of Silverwick
14	Drake	x of Gracia
15	Timber	x of Hollowrun
16	Flint	x of Beneventum
21	Oleander	x of Segobria
22	Calico	x of The Violet Wilds
23	Trevan	x of The Ash Woods
24	Sidonia	x of Kingfisher Thicket
25	Sigrid	x of Vogfaldir
26	Onyx	x of Zhenwei
31	Vex	x of Pagorus
32	Gideon	x of Khebydos
33	Georgine	x of Shellthorne
34	Duncan	x of Cindermire
35	Chauncey	x of Lonmoor
36	Emir	x of Oxynbrook
41	Oxton	x of the League of the Raven
42	Brynn	x of the Sanguine Templars
43	Serpent	x of the Lancers of Iron
44	Elmore	x the Defiant / Defiant x
45	Caulder	x the Crooked / Crooked x
46	Aísling	x Swift-stride / Swift-stride x
51	Lenaig	x the Observer / Observer x
52	Ofydd	x the Hunter / Hunter x
53	Alwen	x the Wild / Wild x
54	Ciannán	x the Demonchaser / Demonchaser x
55	Abaigeal	x the Vermin / Vermin x
56	Róisínn	x the Butcher / Butcher x
61	Bertram	x the Grinning / Grinning x
62	Katherine	x the Deserter / Deserter x
63	Theodor	x the Hermit / Hermit x
64	Híldr	x the Proud / Proud x
65	Kaspar	x the Champion / Champion x
66	Sisenna	x the Martyr / Martyr x

# BROKEN BODIES

## D20 WOUND

- |    |                                                           |
|----|-----------------------------------------------------------|
| 1  | Walks with a limp                                         |
| 2  | Several missing teeth                                     |
| 3  | Missing eye(s)                                            |
| 4  | Constantly shivering and shaking                          |
| 5  | Missing ear(s)                                            |
| 6  | Broken, crooked nose                                      |
| 7  | Skin peeling off                                          |
| 8  | Solid black/white eyes                                    |
| 9  | Section of skull caved in                                 |
| 10 | Black, cracked fingernails                                |
| 11 | Black liquid constantly leaking from mouth and / or eyes. |
| 12 | Missing fingers                                           |
| 13 | Gaping wound on chest/abdomen/back that will not heal     |
| 14 | Missing foot, leg ends on a stump                         |
| 15 | Severely crooked spine                                    |
| 16 | Fingers are exposed bone                                  |
| 17 | Missing nose                                              |
| 18 | Joints constantly crack and pop loudly                    |
| 19 | Frostbite on extremities                                  |
| 20 | One limb severely affected by necrosis                    |



# HAZY MEMORIES

## D20 YOU REMEMBER...

- |    |                                |
|----|--------------------------------|
| 1  | The promise you broke          |
| 2  | The words of a fortune teller  |
| 3  | The face of a childhood friend |
| 4  | The name of a sibling          |
| 5  | The mission you failed         |
| 6  | The ally who betrayed you      |
| 7  | A lover                        |
| 8  | A rival                        |
| 9  | The first time you died        |
| 10 | The town you grew up in        |
| 11 | A profane ritual               |
| 12 | Your favorite melody           |
| 13 | A scrap of a poem              |
| 14 | A secret passage               |
| 15 | The name of a chivalric order  |
| 16 | A moment of happiness          |
| 17 | A moment of grief              |
| 18 | A noble's shameful secret      |
| 19 | Some words of advice           |
| 20 | A cryptic warning              |



# EQUIPMENT TABLES

Roll on the following tables as directed by your class to determine your initial equipment. Prices listed define how much an NPC will sell the item for. Items can be sold to an NPC for  $(1+1d4)\times 10\%$  of their price (20%-50%)

## WEAPONS

Light weapons take up one inventory slot, heavy weapons take up two.

Unarmed attacks use Strength for attack rolls.

Wielding a melee weapon in both hands allows you to add your Strength score to the attack roll, but prevents you from using a shield or casting spells.

d20	Weapon	Damage	UD	Price
1	Unarmed	d2	-	-
2	Femur	d4	d4	Worthless
3	Staff	d4	d6	$2d4\times 100$
4	Throwing knives (Presence+10)	d4	-	$2d4\times 100$
5	Shortsword	d4	d6	$2d4\times 100$
6	Dagger	d4	d6	$2d4\times 100$
7	Rapier	d6	d6	$2d6\times 100$
8	Crossbow (Presence+10 Bolts)	d6	d6	$2d6\times 100$
9	Whip	d6	d6	$2d6\times 100$
10	Club	d6	d6	$2d6\times 100$
11	Bow (Presence+10 Arrows)	d8	d8	$2d8\times 100$
12	Mace	d8	d8	$2d8\times 100$
13	Saber	d8	d8	$2d8\times 100$
14	Battle Axe	d8	d8	$2d8\times 100$
15	Spear	d8	d8	$2d8\times 100$
16	Warhammer	d10	d10	$2d10\times 100$
17	Composite bow (Presence+10 Arrows)	d10	d10	$2d10\times 100$
18	Morningstar	d10	d10	$2d10\times 100$
19	Zweihander	d10	d10	$2d10\times 100$
20	Augmented weapon (Roll Again)	+1 bonus	-	x10

**LIGHT**  
d6 damage or less

**HEAVY**  
d8 damage or more

## ARMOR

Armor applies its protection value to physical damage, but spells will still do damage as normal. All helms and shields reduce incoming damage by a flat value of 1, but higher quality ones have bigger usage dice and are thus less likely to break. Protection from different pieces of armor stacks, a character wearing light armor, a shield and a helm will subtract -(d2+2) from incoming attacks.

d20	Armor	Protection	UD	Price
1	Rags	0	-	Worthless
2	Cloth Armor (Light)	-d2	d4	2d3x250
3	Leather Armor (Light)	-d2	d6	2d3x500
4	Fur Armor (Light)	-d2	d8	2d3x1000
5	Low Quality Helm + Roll again	-1	d4	d4x100
6	Low Quality Shield + Roll again	-1	d6	d4x200
7-8	Splint Armor (Medium)	-d4	d6	2d4x250
9-10	Half-plate Armor (Medium)	-d4	d8	2d4x500
11	Mid Quality Helm + Roll again	-1	d6	d6x100
12	Mid Quality Shield + Roll again	-1	d8	d6x200
13-14	Scale Armor (Heavy)	-d6	d6	2d6x250
15-16	Full Plate Armor (Heavy)	-d6	d8	2d6x500
17-18	Chainmail Armor (Heavy)	-d6	d10	2d6x1000
19	High Quality Helm + Roll again	-1	d8	d8x100
20	High quality shield + Roll again	-1	d8	d8x200

## LIGHT ARMOR

1 Inventory slot, -d2 protection

## MEDIUM ARMOR

2 Inventory slots, -d4 protection, increase DR of all Agility tests by 2, including defense rolls.

## HEAVY ARMOR

3 Inventory slots, -d6 protection, increase DR of defense rolls by 2 and all other Agility tests by 4.

Helms and shields take up one inventory slot.

In an emergency, a shield can be used to negate all damage from one attack, but doing this causes the shield to break.

## ADDITIONAL EQUIPMENT

Unless otherwise specified, all items here take up 1 inventory slot. Stackable items such as ammo or consumables can be stacked into 1-slot stacks. Details such as UD and usage mechanics are specified in the description. If description is empty, assume you can use them as you would

d20	Item	Price	Description
1	d4 Smelling salts	50 (unit)	Smell to regain d4 Stamina
2	10 Extra ammo	2d6x10	10 ammo for any ranged weapon the player has. If player doesn't have ranged weapons, reroll.
3	d4 Repair powder	2d6x50 (Unit)	While not in combat, can be used to remove one level of wear from equipment.
4	Repair box	2d4x1000	Use at a safe haven to remove one level of wear from equipment. 2 Inventory slots. UD: d10
5	Binoculars	2d6x200	-
6	d4+1 Torches + Tinderbox	20 (Torch) d6x10 (Tinderbox)	Use to illuminate dark spaces. A torch will burn for about 20 minutes and can be wielded as a d4 damage weapon with a d4 Usage Die. Tinderbox can be used to light up torches or other flammable objects.
7	d4 Herbs	150 (Unit)	Chew to recover d4 HP
8	Skeleton key	Can't be bought	Successfully opens any lock, but breaks after one use. 0 Inventory slots.
9	Thief tools	3d6x250	Allows DR12 Presence check to open lock Increase DR by 1 for every level of wear. UD: d10
10	d4 Bombs	200 (Unit)	Can be thrown as a ranged weapon for d10 damage to creature hit + d6 damage to nearby creatures. Can be dangerous if the attack roll to throw it fails.
11	Shovel	50	-
12	Rope 30ft	100	-
13	Bear trap	3d6x100	Takes a combat round to set up. d8 damage, ensnares, DR15 Strength to break free. Decrease DR by 1 for every level of wear. UD: d8
14	d4 Poison	3d6x20 (Unit)	DR 14 Toughness to resist, on a failure, target takes d6 damage for d4 rounds.
15	Crowbar	100	-
16	Lantern + d4 Oil	40 (oil) d6x20 (Lantern)	Use to illuminate dark spaces. Each unit of oil will light the lantern for about an hour, and can also be poured out and ignited.
17	Net	3d6x50	DR 15 Strength to escape. DR to escape decreases by 1 with each level of wear. UD: d8
18	Chain 30ft	300	-
19	Quill and ink	20	-

## MAGIC

Roll on this table first and then roll on the table it directs you to

D20	1-2	3-11	12-20
ROLL ON...	Magic items	Sorcerous scrolls	Miraculous scrolls

## MAGIC ITEMS

Magic items have no price listed as most of them would be hidden away or given as a reward for perilous quests and not put up for sale like lowly equipment. In the rare occasion that a merchant does decide to put up one for sale, don't expect them to part with it lightly. Jewelry items such as amulets and rings don't take up an inventory slot, but you can only benefit from two of them at the same time.

### D20 MAGIC ITEM

1	<u>Ring of False Death</u> : Return to life with level x 1d4 HP when you die. The ring immediately breaks.
2	<u>Ring of Cat Eye</u> : See perfectly in darkness.
3	<u>Ring of True Sight</u> : See through invisibility and illusions.
4	<u>Ring of Shadow</u> : Become undetectable when standing completely still.
5	<u>Explorer's compass</u> : Once per day, sense the general direction of an item, place, or person.
6	<u>Nomad's Ring</u> : Agility +2 if at least half of your inventory slots are free.
7	<u>Cleric's holy idol</u> : Lower DR to cast miraculous spells by 2
8	<u>Sorcerer's amulet</u> : Lower DR to cast sorcerous spells by 2
9	<u>Greedy Diamond Ring</u> : Gain 10% more souls per enemy slain.
10	<u>Amulet of Explosive Vengeance</u> : When the wearer dies, it emits a burst of magical energy, dealing 3d10 damage to all nearby creatures.
11	<u>Tireless Emerald Amulet</u> : Reduce max Stamina by 2 (to a minimum of 1), but have 1-in-3 chance to recover 1d2 Stamina each combat round.
12	<u>Sturdy Ruby Amulet</u> : Reduce max HP by 2 (to a minimum of 1), but have 1-in-3 chance to recover 1d2 HP after each combat encounter.
13	<u>Mystical Sapphire Amulet</u> : Reduce Magic charge by 2 (to a minimum of 1), but have 1-in-3 chance to recover 1d2 magic charge after each combat encounter.
14	<u>Burdensome Stone Amulet</u> : Reduce Agility by 1, gain 2 extra inventory slots.
15	<u>Lightstep Amulet</u> : Your footsteps are completely silent
16	<u>Absorption Ring</u> : 1-in-3 chance that incoming magic damage gets absorbed as magic charge instead. Doesn't work if player's magic charge is full.
17	<u>Bloodthirsty weapon</u> (roll d20 on Weapon table to determine type): Gain a free extra attack roll this turn whenever you slay a foe with it.
18	<u>Blessed Armor</u> (roll d20 on Armor table to determine type): Works like normal armor, except its protection applies to magical damage too.
19	<u>Golden Elixir</u> : Drink to reduce death counter to zero
20	<u>Vengeful Viper Weapon</u> (roll d20 on Weapon table to determine type): When a 1 is rolled on its damage roll, it inflicts poison on the target.

## SCROLLS

There are two types of spells a scroll can contain: Sorcerous and Miraculous. Anyone can cast any type of spell, but Sorcerers specialize in Sorcerous spells and Clerics specialize in Miraculous spells. These scrolls can be consumed to be permanently learned. Some NPCs may sell spell scrolls for  $2d4 \times 500$  souls.

PRE in the spell's description refers to the caster's presence.

### D12 SORCEROUS SCROLL

1	<u>Spirit arrow</u> : Creates d2 Magic arrows, each able to hit a creature for $1d4+PRE$ damage.
2	<u>The Fortress</u> : Creature of your choice is enveloped by a magical barrier. -d2 protection to all incoming magical damage for $d4+PRE$ combat rounds.
3	<u>Hide in Plain Sight</u> : Creature gains the appearance of an inanimate object of roughly the same size. Undetectable when standing still. Effect ends after $1d6+PRE$ minutes, or whenever the creature affected takes any action other than walking slowly.
4	<u>Scorch</u> : Launch a fireball that deals $1d6+PRE$ damage to d2 creatures
5	<u>Gallows</u> : A creature suffocates, suffering $1d4$ damage each round for $1d4+PRE$ combat rounds
6	<u>Eye of the mind</u> : Create a visual or auditory hallucination for d2+PRE creatures. DR14 presence to resist effect. Ends after $d4+PRE$ minutes.
7	<u>True eye</u> : See through all illusions for $1d10+PRE$ minutes
8	<u>Smith's Hands</u> : Touch an item to remove one level of damage.
9	<u>Premonitions</u> : Sense traps and other dangers for $1d10+PRE$ minutes
10	<u>Arcane weapon</u> : Currently held weapon gains+PRE magic damage for $1d4+PRE$ combat rounds
11	<u>Slumber</u> : 1d4 creatures must succeed a DR14 Presence test or fall asleep for $2d4+PRE$ minutes
12	<u>Windwalker's Feet</u> : Levitate for $1d6+PRE$ combat rounds.



## D12 MIRACULOUS SCROLL

1	<u>Essence of Life:</u> d2 Creatures recover d8+PRE HP
2	<u>Blessing of Vigor:</u> A creature gains 2d4+PRE temporary HP for 1d6 combat rounds
3	<u>Gift of Replenishment:</u> A creature recovers 1+PRE HP per round for 1d4 combat rounds.
4	<u>Purifying Flame:</u> Flames erupt from the ground, dealing 1d6+PRE Damage to 1d4 creatures within line of sight
5	<u>Merciful Sunlight:</u> Light up darkness for d8+PRE minutes, or blind 1d4 creatures with sunlight for d6+PRE combat rounds.
6	<u>Oath of Silence:</u> Prevents all spellcasting for d6+PRE combat rounds
7	<u>Blessing of Fortune:</u> A creature of your choice receives +d6 on any roll. Spell expires if not spent in d10+PRE minutes
8	<u>Celestial Guidance:</u> Receive helpful but cryptic visions and messages in response to a single question.
9	<u>Seek refuge:</u> Transport entire group to the last safe place you rested at.
10	<u>Divine command:</u> A creature must pass a DR 14 Presence test or be forced to blindly follow a single command from the caster.
11	<u>Repel Sinful:</u> Push 1d2+PRE creatures away a distance of 2d10+PRE meters. Doesn't directly cause damage, but they will be harmed if it causes them to collide with something or fall off a ledge.
12	<u>Confessional:</u> A creature must succeed a DR14 Presence test or speak only the truth for 1d4+PRE minutes

# CREATURES

## CREATURE STATS:

HD: Hit Dice, number of dice rolled to determine a creature's HP. Hit dice are assumed to be d6s, but changing the die size is an easy way for the GM to increase or decrease the game's difficulty. Some creatures may have variable Hit Dice (such as 1-3) to represent more powerful variants.

Optional rule: If you'd rather use a fixed HP value for creatures, calculate HP by multiplying their HD by 4 (or by another value if you want an easier or harder game)

Morale: A creature's propensity to fight to the death. Creatures with a morale of 12 never surrender or flee combat. Creatures with a morale of 2 always flee or surrender when a morale check is triggered.

Armor: Subtract this value from incoming damage from physical attacks. A successful attack will always deal at least 1 damage, even if armor protection would cause it to be zero or negative.

Attack: Creature's attack and its damage roll.

Special: Special features, attacks, etc.

## CREATURE ABILITY TESTS:

Generally, since creatures rarely have to roll for anything other than the damage of their attacks, it's not worth detailing their ability scores. However, there are certain situations where a creature might have to roll an ability test (such as Presence for resisting a player's spell, or Toughness for resisting poison). In this case, you can probably get away with using a flat 1d20 roll. Or, if you determine that it's an ability that the creature should be good at, use its number of hit dice as if it was its ability score.

## HUSKS:

Husks are undead afflicted by the same curse as the players. However, they have given in to the curse and lost their minds, wandering around like wild animals and lashing out out of instinct.

### Husk Shambler

HD: 1

Armor: None

Attack: Femur, d4 // Torch d4

Morale: 4

### Husk Soldier:

HD: 2

Armor: Splint or Half-plate -d4

Attack: Any weapon. Favors shortsword, d4+2

Morale: 6

### Husk Archer:

HD: 2

Armor: Fur or Leather -d2

Attack: Any ranged weapon.

Morale: 6

### Husk Knight

HD: 2-10

Armor: Full plate -d6. May have shield if using one-handed weapon.

Attack: Any weapon. Damage as weapon+Special (see below)

Morale: 8

### Special:

-Strong attack: When performed, it adds its number of HD as a bonus to its damage roll, but lowers the DR of defense roll to 8  
-Slow and heavy: attack rolls are DR10.

### Husk Assassin

HD: 2-10

Armor: Leather -d2

Attack: Dagger, d4+Special (see below)

Morale: 6

### Special:

-Poisoned weapon: On a roll of 1 on its damage roll, player must succeed a DR14 Toughness test, or be poisoned (lose 1d6 HP for 1d4 combat rounds)

-Fast and precise, attack and defense rolls are DR14.

Husk Bandit  
HD: 2-10  
Armor: Fur, -d2  
Attack: Any weapon. Favors Battle Axe, d8  
Morale: 9  
Special:  
-Reckless. Attacks twice per round, but is bad at evasion. Attack rolls are DR10.

Husk Sorcerer  
HD: 2-10  
Armor: None  
Attack: Staff, d4  
Morale: 7  
Special:  
-Spells: Knows 4 sorcerous spells. Can cast spells a number of times equal to its HD.

Husk Priest  
HD: 2-10  
Armor: None  
Attack: Mace, d8  
Morale: 7  
Special:  
-Spells: Knows 4 miraculous spells. Can cast spells a number of times equal to its HD.

## SKELETONS:

Skeletons are long-dead remains animated by dark magic. Unlike husks, they feel no emotion or instinct and never flee from battle. Any attack from a blunt weapon dealing at least 6 damage instantly shatters a skeleton.

Skeleton warrior  
HD: 2  
Armor: Bone body -d2  
Attack: Any weapon, damage as weapon  
Morale: 12

Skeleton abomination  
A mess of human bones grotesquely assembled into a huge quadrupedal form.  
HD: 3  
Armor: Bone body -d2  
Attack: Bone claw, d8+2  
Morale: 12  
Special:  
-Slow and heavy, attack rolls are DR10

Skeleton crawler  
A skull crawling around on spider-like legs made of finger bones  
HD: 1  
Armor: Bone body -d2  
Attack: Bite, d4  
Morale: 12



## SPIRITS:

Ghost  
HD: 2  
Armor: None  
Attack: Touch, d4+Special  
Morale: 11  
Special:  
-Incorporeal: Attack rolls are DR15  
-Touch attack drains 1d4 Stamina

Banshee  
HD: 3  
Armor: None  
Attack: Touch d4+Special  
Morale: 11  
Special:  
Incorporeal: Attack rolls are DR15  
Touch attack paralyzes. DR14 Toughness test each round to break the effect.



**Wraith:**  
HD: 4  
Armor: None  
Attack: Touch d4+Special  
Morale: 11  
**Special:**  
Incorporeal: Attack rolls are DR15  
Touch attack drains 1 Strength, Agility and Presence for the duration of the fight

## OTHER CREATURES:

**Amphibian shaman**  
HD: 2-5  
Armor: None  
Attack: Throwing Knives, d4 // Femur, d4  
Morale: 8  
**Special:**  
-Quick hops, DR14 for attack and defense rolls  
-Knows d3 spells. Can cast spells a number of times equal to its HD.

**Ash knight**  
HD: 5-10  
Armor: Full plate -d6, Shield -1  
Attack: Any weapon // Shield Bash, Special (see below), DR 14 to avoid.  
Morale: 12  
**Special:**  
-Shield bash: doesn't damage HP, but drains 1d4 Stamina.



**Drake:**  
HD: 6-12  
Armor: Dragonscales -d6  
Attack: Tail, d8 // Claw, d6 // Fire, d8+Special  
Morale: 11  
**Special:**  
-Fire attack: +1 damage bonus for every 3 HD (Starts at d8+2 for a 6HD drake) Can target all creatures in a narrow cone.  
Creatures hit by it are set on fire, and will take d4 extra damage every turn until they succeed a DR12 Agility test to put the flames out. Takes 2d6 rounds to recharge.  
-Flying.

**Ent:**  
HD 2-5  
Armor: Wooden body -d2  
Attack: Vine whip, 1d6+Special  
Morale: 9  
**Special:**  
-Vine whip: 1-in-3 chance to ensnare player, Strength DR14 to break free.  
-Flammable: Takes double damage from any attack involving fire.

**Lizard Mage:**  
HD: 3-6  
Armor: Scales -d2  
Attack: Staff, d4 // Bite, d4+Special (see below)  
Morale: 7  
**Special:**  
-Venom: If hit by its bite attack, the player must succeed a DR14 Toughness test or be poisoned (lose 1d6 HP for 1d4 combat rounds).  
-Knows d4 Spells. Can cast spells a number of times equal to its HD.

**Lizard Warrior:**  
HD: 3-6  
Armor: Scales -d2, Shield -1  
Attack: Spear, d8 // Bite, d4+Special (see below)  
Morale: 9  
**Special:** Venom: If hit by its bite attack, the player must succeed a DR14 Toughness test or be poisoned (lose 1d6 HP for 1d4 combat rounds).

Mimic:

HD: 3-5

Armor: Hard material -d4

Attack: Bite, 1d8 // Punch 1d6

Morale: 7

Special:

-Disguise: It will pretend to be a chest, a cabinet, or any other object that may contain valuables. If the players fall for its disguise and interact with it, it gets a free surprise attack before initiative is rolled.

Defense DR15 for surprise attack.

Mushroom runt

HD: 1

Armor: Spongy flesh -d2

Attack: Punch, d3, defense DR8 to avoid.

Morale: 3

Special: If allowed to flee, might attract the attention of a mushroom brute.

Mushroom brute:

HD: 4

Armor: Spongy flesh -d2

Attack: Punch, d10 // Strong punch, 3d10 defense DR8 to avoid

Morale: 8

Sewer rat:

HD: 1

Armor: None

Attack: Bite d4+Special

Morale: 5

Special:

-Infectious: If hit by its bite attack, the player must succeed a DR12 Toughness test or lose 1 Strength, Agility and Presence until the next time they rest.

-Small and fast: Attack rolls are DR14

Giant Sewer rat:

HD: 3-6

Armor: None

Attack: Bite d8+Special

Morale: 9

Special:

-Infectious: If hit by its bite attack, the player must succeed a DR12 Toughness test or lose 1 Strength, Agility and Presence until the next time they rest.

-Leader: When it's around, smaller rats receive a +3 bonus to morale

Rabid dog

HD: 2

Armor: None

Attack: Bite, d6+Special

Morale: 7

Special:

-Fast: Attack rolls are DR13

-Tear flesh: Bite attack has a 1-in-4 chance of causing bleeding, doing d2 extra damage for d4 rounds.

Stone Guardian

HD: 4-7

Armor: Stone body, -d6

Attack: Stone sword d10

Morale: 11

Special:

-Slow but strong, Attack rolls against it are DR10, but defense rolls are DR14.



Swamp Frog:

HD: 3-5

Armor: None

Attack: Tongue d8+Special

Morale: 6

Special:

-Tongue attack: Players hit by it will be trapped and squeezed for 1d6 damage every subsequent turn. Strength DR14 to break free.



# BOSSES

Fearsome demons. Grotesque monsters. Tyrants of ages gone by. Heroes of legend corrupted by dark forces. Bosses are the most important foes the players will face. Most of the time, dealing with them will be essential to progress either physically through the world or narratively through the fiction.

They should feel momentous and significant. While a boss could potentially build off of previously encountered enemies, don't just grab a regular enemy and give it more HD. Give it a unique description and special attacks that reflect its importance. You don't need to create a detailed backstory for each of them, but a few fragments of vague but evocative lore can go a long way.

Defeating a boss should probably grant access to a new area of the world to explore, or yield a significant reward. Some bosses, when defeated, will yield their singular Soul. This soul is bigger, heavier, and more substantial than the common souls obtained from common enemies. It may be quite valuable, and can be consumed to instantly gain a level.

## ADDITIONAL CONSIDERATION: ENEMY RESPawns

In the Soulsborne series, enemies will typically respawn whenever the player rests or dies, with the exception of bosses and certain other important enemies. This works well in a videogame, but when translating this to tabletop form, most groups it would probably find it tedious to run through the same areas fighting the same encounters. Here are some ideas for how to handle this:

- Make enemies respawn but try to emphasize the usage of creative thinking and problem-solving skills to avoid the encounters players don't want to engage in.
  - Make enemies respawn but in lower numbers than the initial encounter.
  - Make enemies respawn but only after a certain time, so players won't have to deal with them every time.
  - Use encounter tables to randomize encounters each time players visit an area so that it won't get repetitive.
  - Make monsters not respawn at all.
- Ultimately, do what feels right for your table, you know them better than I do.

# CONVERTING CREATURES

## FROM MÖRK BORG:

1. Divide HP by 4 (rounding up) to obtain HD
2. You can keep all other stats the same but may adjust them as desired for flavor.



## FROM B/X D&D:

1. Keep HD (ignoring + and - values), attacks, and morale the same.
2. If creature is difficult to hit due to being resistant to damage, give it armor as appropriate.
3. If creature is difficult to hit due to being good at avoiding damage, adjust DR for Attack rolls. Subtract the creature's AC from 19 to find the DR.
4. If you feel it's necessary to adjust the DR of Defense rolls: In the monster attack table, look up what roll this creature needs to hit AC 0. Subtract this value from 30 to find the DR.
5. Adjust other stats as desired for flavor.

## FROM AD&D:

Same as B/X, but in step 3 subtract the creature's AC from 20 instead of 19, and in step 4 use the THAC0 value from the creature's stat block instead.



MÖRK SJÄL is a system for tabletop roleplaying inspired by the gameplay and atmosphere of the Soulsborne franchise, built on Mörk Borg's ruleset, featuring:

- Fast character creation with randomly generated starting equipment
- Streamlined combat rules
- Simple stamina management and equipment damage systems.
- Instructions to convert creatures from other old-school systems.