

MÖRK BORG

Name Skral

Class Cursed Skinwalker

HP 7/7

Omens 2 (d2)

You are Skral

First died clutching the body of a lover from Schleswig.

You should have stayed dead, but something grabbed a hold of your soul as it seeped into the river of death and sealed you once again in mortal flesh. Only this time the cage is not yours alone - in the currents of the afterlife your soul mingled with that of another dying creature, leaving you halved. Now you live a shared existence, locked in everlasting struggle between man and monster.

Grim and tormenting. Lacking a navel. Yawns constantly. An identity thief who recently killed and replaced this person.

Cursed Skinwalker

Shifting Bones

Give into the advances of your antithetical other and change your very anatomy into the likeness of its being. Shifting your bones as such occupies a single painful round but does nothing to soothe your wounds. Armor and weapons are likely unusable in your new form.

Boneskulled Raven

Fast and flying, defence is DR10. Make two attacks per round with your claws (d4). Your bony scalp (d6) acts as a weapon and a shield: -1 damage and you may choose to ignore all damage from one attack. The skull will heal in d6 days.

Abilities

Strength +2
Agility -1
Presence -2
Toughness +2

Equipment

- **Waterskin** and 4 days' worth of food
- **Cudgel** d4 damage
- **Blanket**
- **Whispers Pass the Gate (sacred scroll)** Ask three questions to a deceased creature
- **108 silver**