



qvke
borg

designed and written by
Michael Done

FOUR ADVENTURES
IN A DOOMED
DIMENSION



avke borg

FOUL ADVENTURES
IN A DOOMED DIMENSION





BIRD SILHOUETTE
GAMES

EXALTED FUNERAL

Compatible with
**MÖRK
BORG**

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QVKE BORG

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Inspired by id Software's Quake



A Lingua Ludorum community project

SPECIAL THANKS:

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My beloved wife Alice for actually encouraging this nonsense

WHAT IS QVKE BORG?

In a land dying a slow death at the hands of irrefutable prophecy, the thread of reality unravels. As the universe that was frays at the seams, more horrifying truths manifest.

Writhing with eldritch hatred is the QVKEMOTHER:

SHUB-NECHURATH reaches out across the cosmic void. Her infinite armies stand poised to bring this realm under her sway. She has heard rumours of the Two-Headed Basilisks and seeks to unseat their power, disprove their apocalypse and usher in one of her own.

QVKE BORG is an unofficial expansion compatible with MORK BORG. It's inspired by the atmospheric, action-packed shooter videogames of the early 1990s. If you ever wanted to bring ROCKET LAUNCHERS into your bleak fantasy role-playing game, this is the book for you.

Forget the spiked flail – we've got EXPLOSIVES, BUCKSHOT and LIGHTNING!



BESTIARY

DROWNING

After the first round of combat, 2 or more Rotfish can attempt to drown a PC. Test Strength DR8 + 1 per Rotfish

Drowning PCs take D4 damage per round until the Rotfish are dispatched. Otherwise, they feed on the PC's bloated corpse.

HP: 3

MORALE: 4



RAZOR TEETH: D6



Rotfish
putrescent
bottom feeder



ROTTWEILER

man's beast friend

HP: 4
MORALE: 4

JAWS: D4+1

Loyalty

A Rottweiler only tests morale if a Grunt or Enforcer flees or surrenders.



GRUNT

Footsoldier of QVKE

HP: 6
Morale: 6
SHOTGUN: D6

There's more of them?!

The armies of QVKE are endless.

When you kill all the Grunts in an encounter, each PC tests **Presence**. For each failure, another Grunt arrives.

ZOMBIE

undead mob

HP: 5

THROWING
CHUNKS: D4

GIB AS IN GIBLETS

When killed by a non-explosive weapon, Zombies get back up in D4 rounds with 2 HP.



Knights

berest of chivalry

ENGARDE!
Impervious to Crits

hp: 6

steel plate: -d7

morale: 7

sword: d6



SPAWN

SENTIENT CHTHONIC MASS

HP: 5

AMORPHOUS
MAW: D6



DOESN'T STOP MOVING: -D6

Explosive Death

The Spawn explodes in a burst of Cthonic energy. Anything nearby tests Agility or takes D4 damage.

HP: 7

MORALE: 8

ELDRITCH
BILE: D6

CHITIN
PLATES: -D2

TELEPORT

The Scrag disappears for D3 rounds and then materialises again at the end of the round, after other attacks are completed.

SCRAG
CHTHONIC WIZARD



HP: 12 MORALE: 8

WHERE DID IT
GET THAT?

The Ogre carries
two big pieces of
hardware. One
makes things go
boom. Characters
near the explosion
test Agility or take
D4 damage.

GRENADE

LAUNCHER: D8

CHAINSAW: D10

OGRE
butcher of the citadel



ENFORCER

QVKE'S COMMANDO

HP: 8

MORALE: 9

FLAK

VEST: -D2

BLASTER: D8

FIGHT HARDER!

Grunts have Morale 9 in an Enforcer's presence.

Death Knight

Eldritch Noble

MORALE: 10

HP: 11

BEFOULED PLATE: -D4

INFERNAL VOLLEY

The Death Knight's fireballs each
hit D4 PCs.



ELDER BLADE: D6

FIREBALLS: D4 + 4

No Escape

The Fiend can bound across large rooms and attack the same turn.

FIEND

leaping death

HP: 15



MAIMING TALONS: D8

VORE



Shalath Priestess
of the Elder World

BESTIAL
CLAWS: D6

HP: 22
MORALE: 12

FIREPOD: D4

HOMING PROJECTILE

The Vore's firepods track targets with unholy accuracy; defend at +2DR.



HP: 30

CHTHONIC HIDE:
-D4

CLAWS: D8+2

LIGHTNING: D8+4

CHAIN LIGHTNING
Arcs between PCs, multiplying the hurt. On a successful attack, PCs near the target test Agility or take D4 damage.

SHAMBLER

DIMENSIONAL YETI

CHTHON

PRINCE OF THE DOOMED DIMENSION

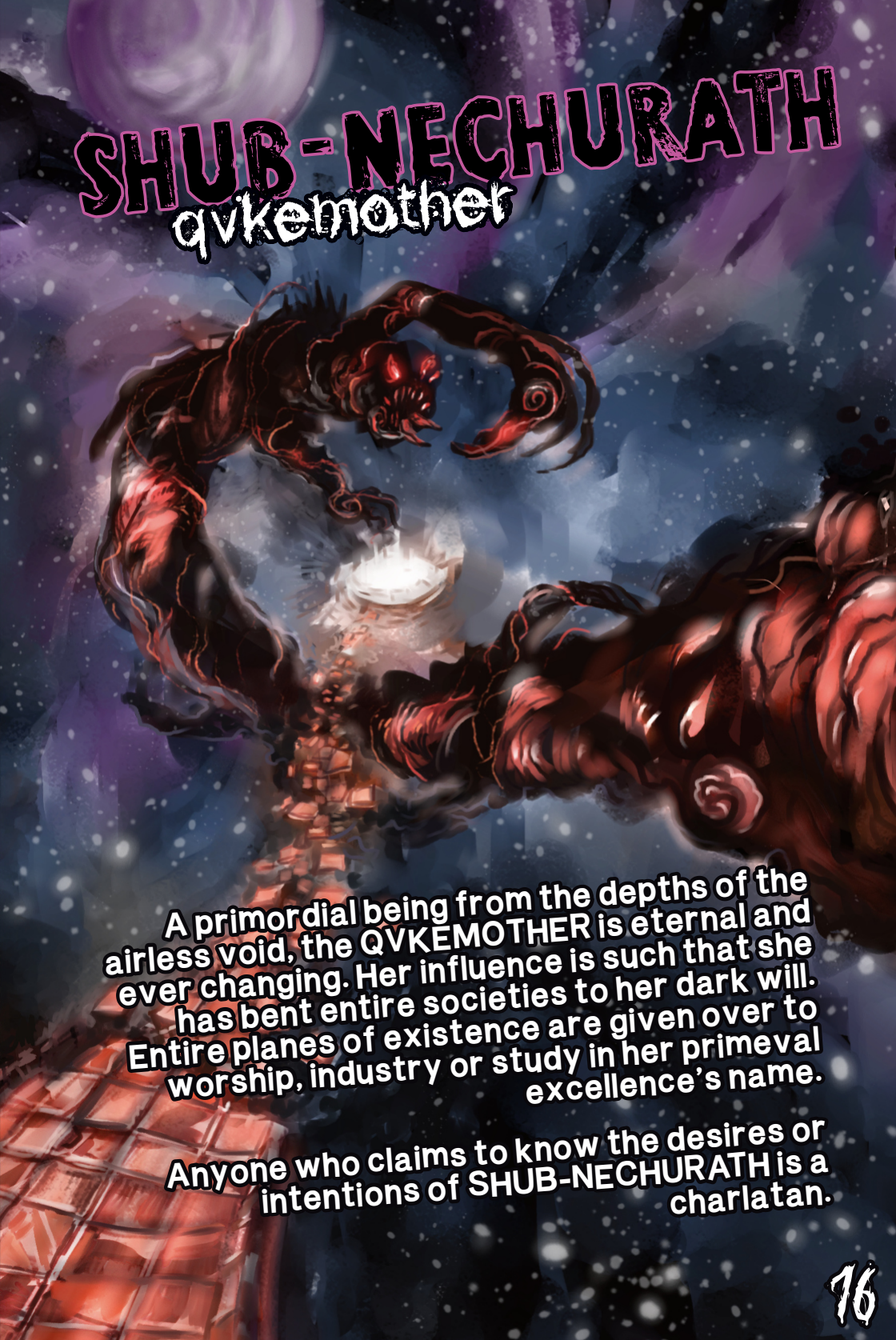
First among QVKE's servants, CHTHON is the Burning Prince of the Doomed Dimension. Pulsing with the power of Earth Magic, CHTHON empowers the great forges that supply QVKE's armies.

CHTHON jealously guards his position as favourite in the DARK ONE's court and will tolerate no interlopers.

CHTHON is impervious to physical damage. Such is the power that comes with mastery of the Realm of Earth Magic. However, rumours abound that he is uniquely susceptible to Eldritch energies...


SHUB-NECHURATH

qvkemother



A primordial being from the depths of the airless void, the QVKEMOTHER is eternal and ever changing. Her influence is such that she has bent entire societies to her dark will. Entire planes of existence are given over to worship, industry or study in her primeval excellence's name.

Anyone who claims to know the desires or intentions of SHUB-NECHURATH is a charlatan.

A dark, atmospheric scene with a helmet and a sword on a rocky ground. The scene is dimly lit, with a blueish-purple hue. In the foreground, a metallic helmet with a plume of feathers or hair is visible. To the right, a sword with a dark hilt and a metallic blade is partially visible. The ground is covered in rocks and debris. The background is dark and indistinct, suggesting a cave or a dark outdoor setting. The overall mood is somber and mysterious.

INTO DARKNESS
WHEREVER I MUST GO...



AND NEVER INTO MADNESS
COMING HOME

SLIPGATE RANGER

Begins with 1d6x10s
and d2 Omens.
HP: Toughness + d8

You remember only a shrill siren. Your comrades-in-arms dead and a blinking device in front of you. Are you a hardened warrior of a thousand battles against the QVKEMOTHER's foul designs, or a hapless traveller stuck in a desperate struggle?

...or do you serve darker things yet?

Abilities

Marksman: Roll 3d6+2 for Presence. Roll a d6 for weapons in the Qvke Borg armoury. Roll a d4 for armour. **Fragile:** Roll 3d6-1 for Strength.

Rocket Jumper: You can use explosions to fling yourself into the air and reach hidden places or gain an advantage in a fight. Place yourself above an explosion (like a grenade, rocket or fireball) and take d2 damage. You can reach high places or get a free Crit on the next attack. The DM decides how dangerous the landing is.

While travelling the Slipgate Network, you acquired one of QVKE's artefacts:

1. Biosuit

A sealed suit that protects the wearer from environmental hazards. Can be used to breathe underwater, withstand acidic pools and bear burning temperatures. Test Toughness after each use to see if it falls apart.

2. Ring of Shadows

A magical ring that phases the user out of existence. +2 on stealth-related tests and initiative rolls while worn, but cannot interact with the physical world outside of combat. Test Presence to remove it or be stuck wearing it for the next 24 hours.

3. Silver Key

This mysterious key fits most locking mechanisms. d2 uses per day.

4. Pentagram of Protection

Burning with unholy energy, the Pentagram protects flesh from physical harm. Your armour can still break. Lasts d6 rounds per day.

5. Gem of Haste

This lightning rune crackles and sings the air around it. You perceive the world at a different rate; +2 Agility for d6 rounds per day.

Afterwards, suffer -1 Presence for the rest of the day as your mind readjusts.

6. Quad Damage

This Q-shaped rune pulses with eldritch hatred. Squeeze it and feel empowered. Multiply damage by 4 (including Crits) for d8 rounds.

Afterward, test Toughness or fall unconscious for d8 hours. On a Fumble, you explode and deal d6 damage to everything in the room...

Abusing this power will likely attract the QVKEMOTHER's attention.



Mysterious origins:

1. Lost soldier from a plane of technology and can never return home.
2. Thrall of a sorcerous cult in the Realm of Black Magic.
3. Escaped war slave of QVKE, branded by CHTHON.
4. Treasure hunter from Wästland.
5. No memories, only hatred. Sealed in a tomb and released by forces unknown.
6. Zealot from Galgenbeck. Claims Josilfa herself recruited them to end this heresy.

ARMOURY

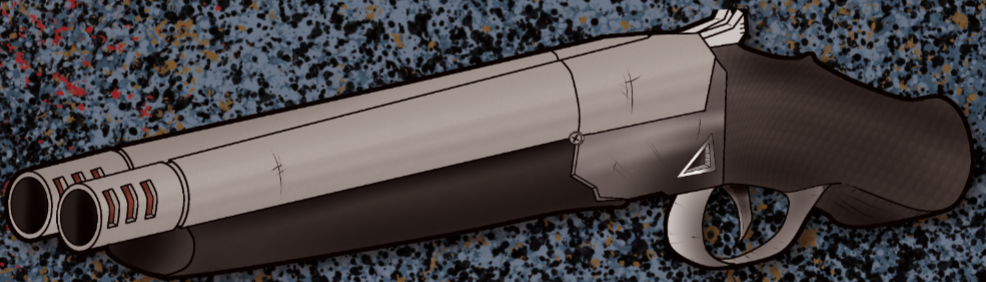
1 AXE D4



(FOR CLOSE ENCOUNTERS)



2 SHOTGUN D6



3 SUPER SHOTGUN D6X2

4 NAILGUN 204

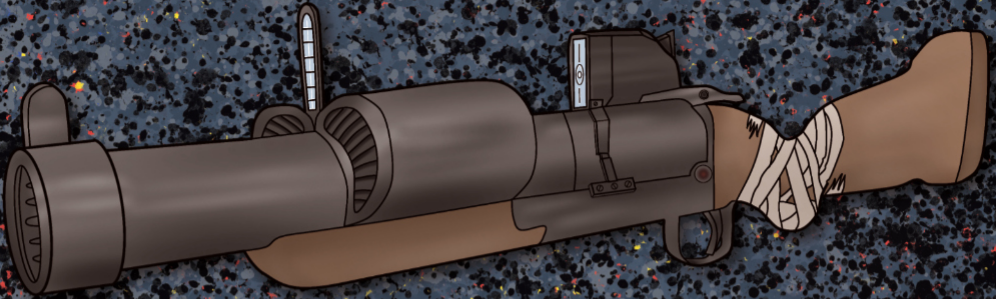


5 SUPER NAILGUN 304

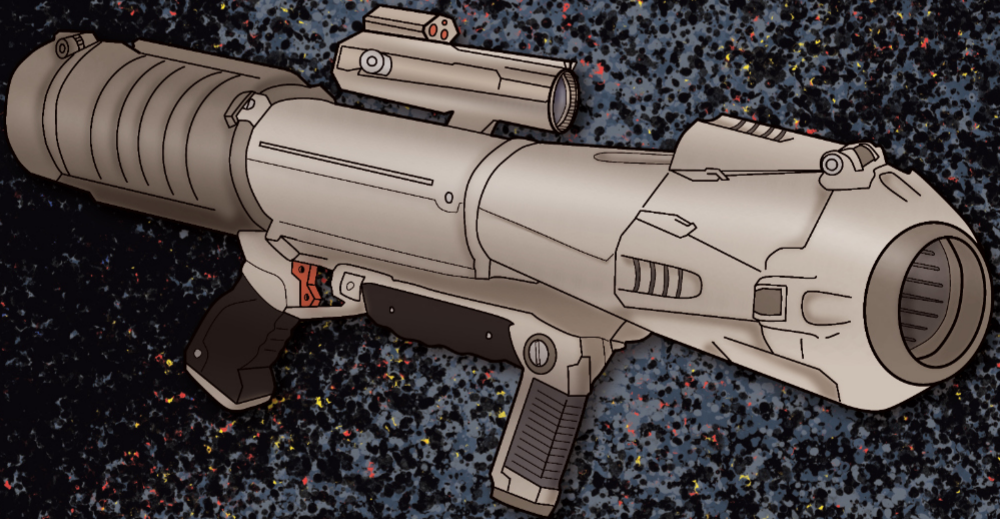


On a fumble, the super nailgun runs out of ammo instead of breaking.

6 GRENADE LAUNCHER D8



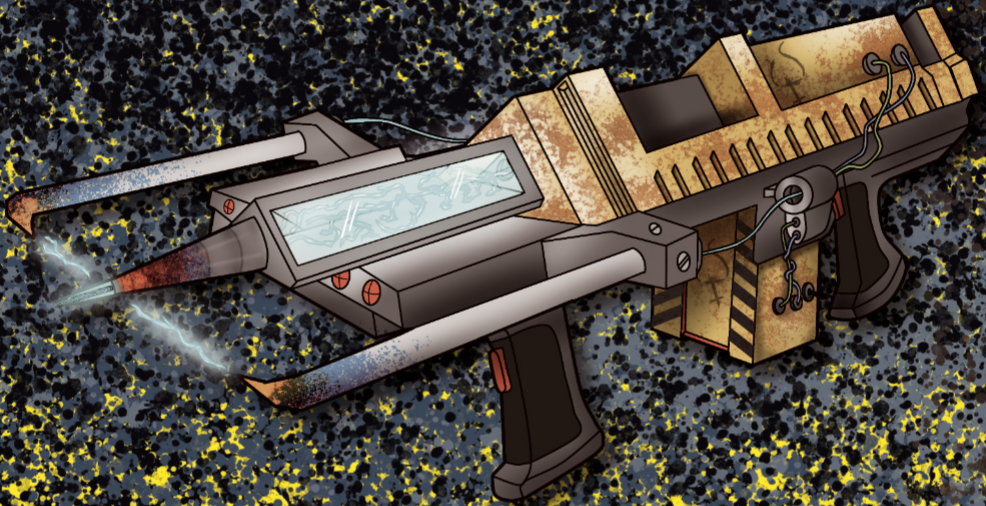
7 ROCKET LAUNCHER D10



PCs near an exploding grenade or rocket
Defend or take D4 damage. Enemies test
Presence DR10.

Blows up zombies for good.

8 THUNDERBOLT: D12



d6 shots

Whatever you do, don't use it in water.



WHAT IS A SLIPGATE?

Discovered multiple times in the history of many peoples and taking diverse forms of construction. The Slipgate enables instantaneous travel between disparate worlds, planes and existential realms.

Theories abound. The doomed technologists presumed it their invention while the sorcerer tribes believed it to be the purest expression of black magics.

There's only one certainty: the closest thing it has to a master is SHUB-NECHURATH and QVKING destruction always follows in its wake.



STEP THROUGH THE SLIPGATE

Roll 2d20 and arrive in the...

- | | | |
|----|------------|-----------|
| 1 | Slipgate | Complex |
| 2 | Damned | Castle |
| 3 | Grisly | Grotto |
| 4 | Gloom | Keep |
| 5 | Ogre | Citadel |
| 6 | Decayed | Crypt |
| 7 | Ebon | Fortress |
| 8 | Wizard's | Manse |
| 9 | Dismal | Oubliette |
| 10 | Dormant | Vault |
| 11 | Terrifying | Tomb |
| 12 | Tormented | Chamber |
| 13 | Haunted | Halls |
| 14 | Sewage | Network |
| 15 | Despairing | Tower |
| 16 | Elder | Shrine |
| 17 | Hateful | Palace |
| 18 | Pained | Maze |
| 19 | Nameless | City |
| 20 | Foul | Ziggurat |

Deep in the darkest chamber of the most remote place in the Doomed Dimensions, you have secured one of the vile

RUNES OF QVKE

Which one is it? (d4)

- 1 Rune of Earth Magic**
CHTHONIC power courses through this rune, bestowing mastery over fire and earth.
- 2 Rune of Black Magic**
Whispering forbidden knowledge and arcane secrets, the rune speaks knowledge of SHUB-NECHURATH and her fiendish plots.
- 3 Rune of Hell Magic**
Burning with unholy energies, this rune can bring the demonic to heel.
- 4 Rune of Elder Magic**
This rune throbs with the ancient terror it contains. It could turn any plebeian into a master sorcerer.

If all four runes were brought together, the confluence of such ecstatic power could only be dire.

The first tendrils of SHUB-NECHURATH's hateful empire have arrived in the dying world. A d6 uncovers her

DARK DESIGNS

- 1** The QVKEMOTHER seeks nothing more than the nihilistic destruction of all life. Only then will she have eternal peace as the mistress of dust.
- 2** In her arrogance, SHUB-NECHURATH would replace the Church of the Two-Headed Basilisks with her own religious order. Even now, her agents work to undo the faith and reshape it. What value does this edifice of the Basilisks' vanity truly have in the darkness to come?
- 3** Scorned by Nechrubel, she designs to upset his apocalypse as petty revenge. She will bring all under her sway, perhaps even *HC* and Verhu.
- 4** As a primeval being of dark knowledge, SHUB-NECHURATH abhors faith. She will illuminate the world with secrets of elder magic and the industries of the planes she has consumed, and none will defy her.
- 5** CHTHON is the real mastermind of this invasion. In his drive to please her, has he stretched the armies of QVKE too thin? Does the Queen of the QVKING Realm desire conquest or merely playthings, like some kind of monstrous child to be amused?
- 6** A cabal of mages has spurred an uprising across the Slipgate Network's disparate worlds. Desperate, SHUB-NECHURATH's heralds come seeking alliance.

the doomed dimensions
are full of

Traps


a d8 reveals:

- 1** Pressing a switch causes the roof to descend slowly, crushing PCs if they do not act. Or will it?
- 2** Sequence completed, revealing a hidden room full of monsters.
- 3** Acid begins to pour into the room from a sewer grate in the wall.
- 4** A room full of wall-mounted nailguns. Brave the crossfire to press all of the touch-plates and turn them off.
- 5** A spiked, bloodstained wall closes in on the PCs.
- 6** The floor is lava, because the old floor just retracted into the walls.
- 7** There's a Spawn. They're fast moving, explosive balls of killer goo. This one is hungry.
- 8** The elevator takes you to an arena with a SHAMBLER. Good luck.

TREASURE

abounds in the forbidden vaults of ancient castles and forgotten storehouses. Do you find priceless artefacts or worthless trinkets?

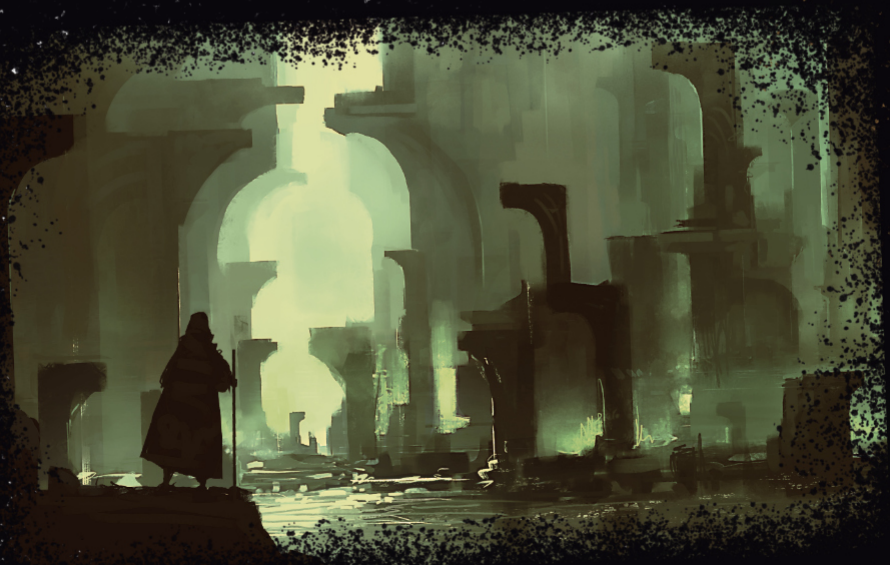
roll d66 and find:

- 11-16: spent shells and bent nails, used and useless
- 17-20: a rusty dagger
- 21: a jar of sorcerer's teeth
- 22: a fiend-leather jacket (-d2 armour)
- 23: box of nine-inch nails
- 24: a vial of scrag bile (test Agility to do d6 damage)
- 25: a worn shotgun (d6-1 damage)
- 26: a pile of circuit boards
- 27: a broken sword
- 28: a broken sword
- 29: a broken sword
- 30: a broken sword
- 31: a skull etched with the QVKEMOTHER's thousand names
- 32: a quartz flask glowing with energy. Drinking this will replenish daily powers.
- 33: a key made of blue iron, inlaid with gold runes
- 34: a profane textbook filled with Carmackian algorithms. Once per day, test Presence to discover a random unclean scroll.
- 35: a radio. Test Presence to misdirect grunts and enforcers.
- 36: a green fish. It lives.
- 37: a broken sword
- 38: a broken sword
- 39: a broken sword
- 40: a broken sword
- 41: a rusted nailgun (2d4-1 damage)
- 42: a map, scrawled in blood, detailing part of the Slippgate Network
- 43: robotic eye. It can detect enemies and traps through walls and doors. Whispers madness to the bearer.
- 44: the lost head of justice, skewered and still bleeding
- 45: a box containing d6 grenades. d8 damage each. Highly explosive.
- 46: a rune-branded rat
- 47: a broken sword
- 48: a broken sword
- 49: a broken sword
- 50: a broken sword
- 51: schematics for a weapon; roll d8+2 on the Armoury. You need time to gather parts and expertise to construct it.
- 52: dust from the Elder Realm, it carries secrets on the wind
- 53: an ornate hammer inscribed with  (d4+2 damage)
- 54: d6 sealed jars of lightning. Each replenishes 1 Thunderbolt charge.
- 55: a football helmet. You have no idea what that is (-d2 armour).
- 56: rancid rations, enough for another day's hopeless journey
- 57: a broken sword
- 58: a broken sword
- 59: a broken sword
- 60: a broken sword
- 61: a ring of dark fealty. The knighted will recognise your devotion to the QVKEMOTHER; there may be consequences
- 62-66: the result in foul coinage. Holding it promises riches but weighs on your soul.

Inexorably, all roads lead back to the qvke mother

From forgotten holds in Sarkash's depths to forbidden sepulchres underneath Galgenbeck, QVKE's vanguard has established secret footholds across the remains of the world. Grim-faced soldiers guard outposts, horrific creatures lurk in dank halls and corrupted prophets venture forth to whisper a new heresy.

In staging grounds and fortified keeps, gateways across the void connect the already conquered holdings of SHUB-NECHURATH. The extent and number of damned places cannot be truly known, but the Codex of Ruin speaks of four domains.



The *REALM OF EARTH MAGIC*, the Dimension of the Doomed. A dismal plane of earthen valleys, rotting cellars and abandoned military facilities. Under CHTHON's bleak stewardship, the Dimension of the Doomed is a graveyard of the amalgamated nations conquered by QVKE's vast armies.

Deep within the the catacombs lies the door to CHTHON's great forge. Within this burning labyrinth, CHTHON's servants craft the weapons, shape the armours and hoard the spoils of their conquests.

Even deeper, CHTHON himself strategises and commands, bathed eternally in fire.



The **REALM OF BLACK MAGIC** is a bleak land of foreboding forests and desolate steppes dotted with imposing castles. The sorcerer tribes wander the wastelands, coveting the the secrets of **SHUB-NECHURATH's** blasphemous libraries.

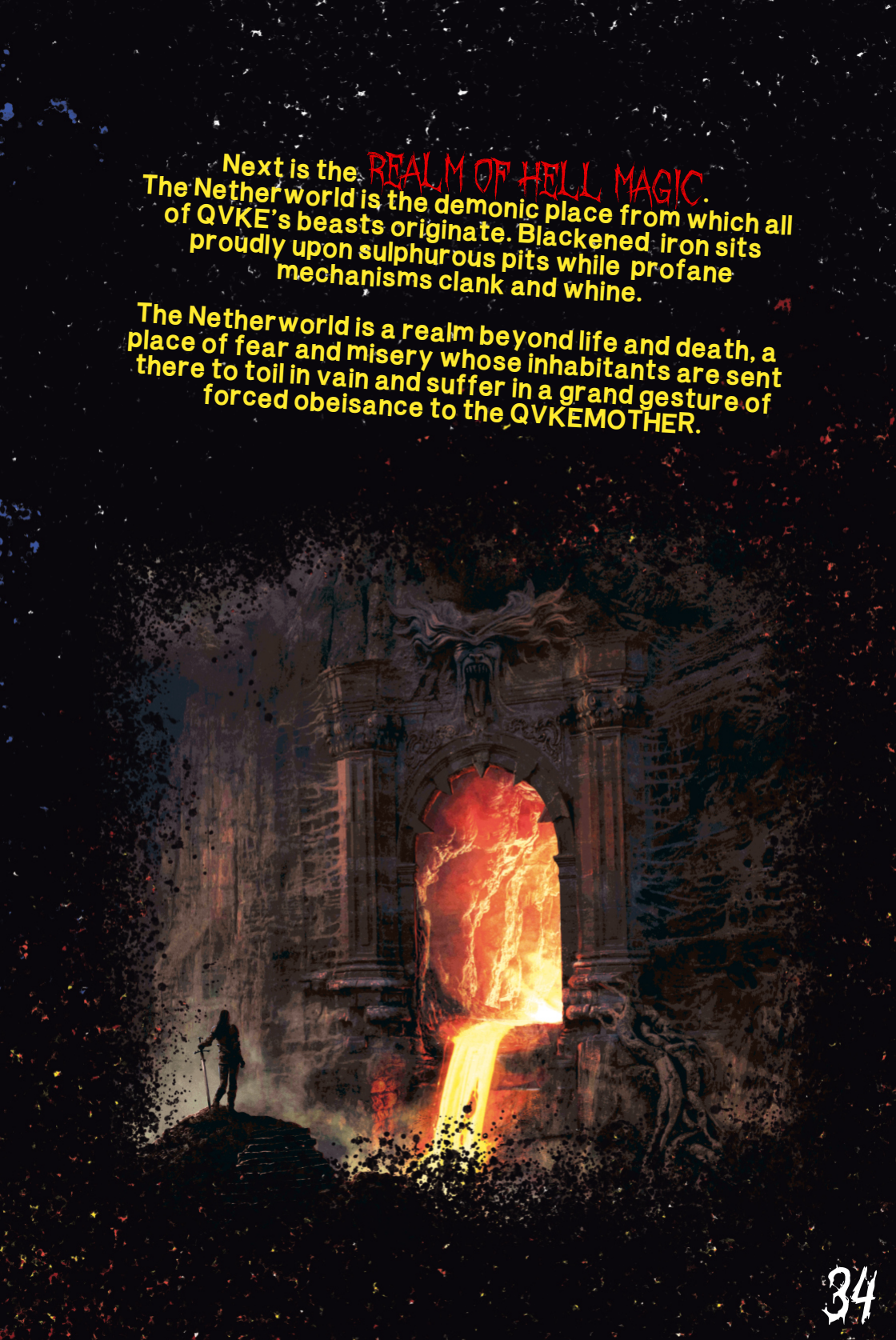
The infinite sprawl of castles, keeps and citadels are surrounded by no villages or other settlements, nurturing none and serving only as a testament to power.

For those foolish enough to venture into these forsaken places' depths, the nightmarish truths of the universe await.



Next is the **REALM OF HELL MAGIC.**
The Netherworld is the demonic place from which all
of QVKE's beasts originate. Blackened iron sits
proudly upon sulphurous pits while profane
mechanisms clank and whine.

The Netherworld is a realm beyond life and death, a
place of fear and misery whose inhabitants are sent
there to toil in vain and suffer in a grand gesture of
forced obeisance to the QVKEMOTHER.



The **Realm of Elder Magic** is a darkened domain of empty crypts and dusty towers. Its denizens were mostly driven away in aeons long forgotten. The only remaining inhabitants are crazed wanderers who stalk the abandoned halls, and the foul creatures that hunt them.

Secrets can be found here, but are they better left in the dust?





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Slipgate Ranger

Jeshields: page 26

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Some of these works have been cropped, filtered or edited from their original form.

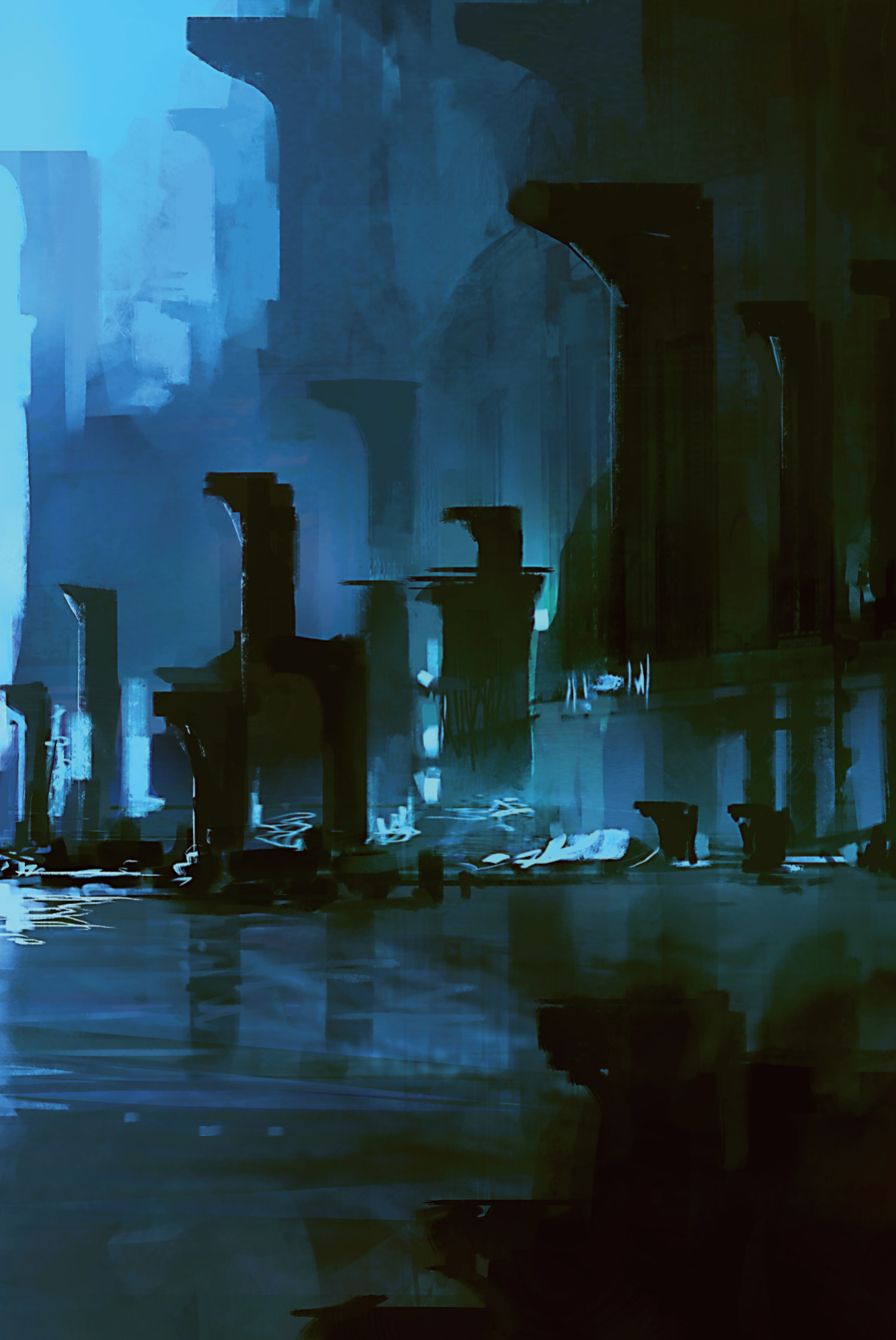
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Check out Kim's art at denungeherrholm.smugmug.com

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Jeshields can be found at jeshields.com



DARK DREAMS COME TO LIFE
AS NIGHTMARES CROSS OVER
A CALL TO ACTION SCREAMS
BUT NO ONE LEFT TO ANSWER

ENDLESS HATREDS BEFORE ME
REALMS OF TWISTING DEATH
CASTLES OF THE DAMNED
DIMENSIONS OF THE DOOMED

INTO DARKNESS
WHEREVER I MUST GO
INTO MADNESS
AND NEVER COMING HOME...



Compatible with
MURK BORG