

born of a BLOODY FILM

is an RPG supplement

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containing four monsters inspired by horror movies for you to use in your OSR-style games.



Compatible with
MÖRK BORG

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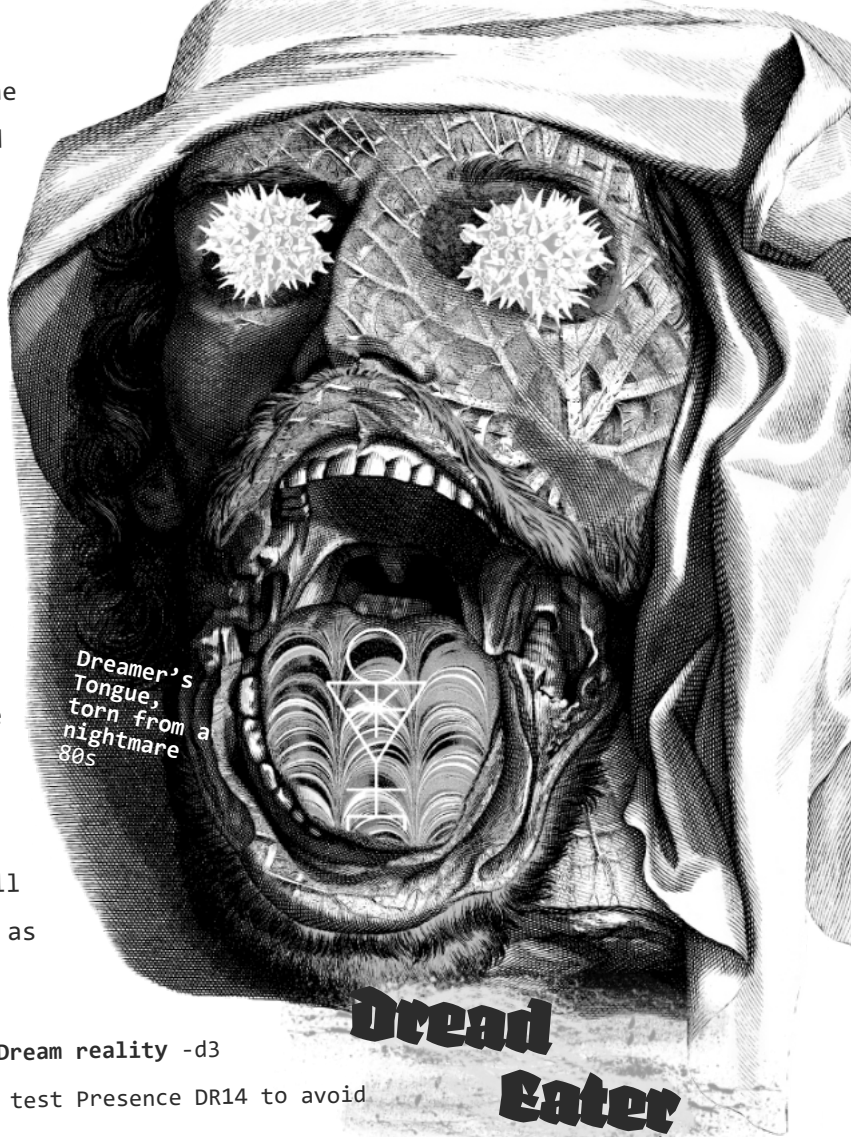
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Eternally sleeping in the center of its domain, marked along its perimeter at each entrance with the same Dreamer's Glyph that also adorns its tongue. Anyone crossing such a threshold is painlessly branded over their heart with the glyph and has their mind intertwined with that of the Dread Eater, who feeds on the fear of those held captive in its nightmare-
scape. No matter where they sleep, the Eater will find them in their dreams as long as it survives.



HP 20 Morale 9 Dream reality -d3
Slash d6
Oneiromancy d4, test Presence DR14 to avoid

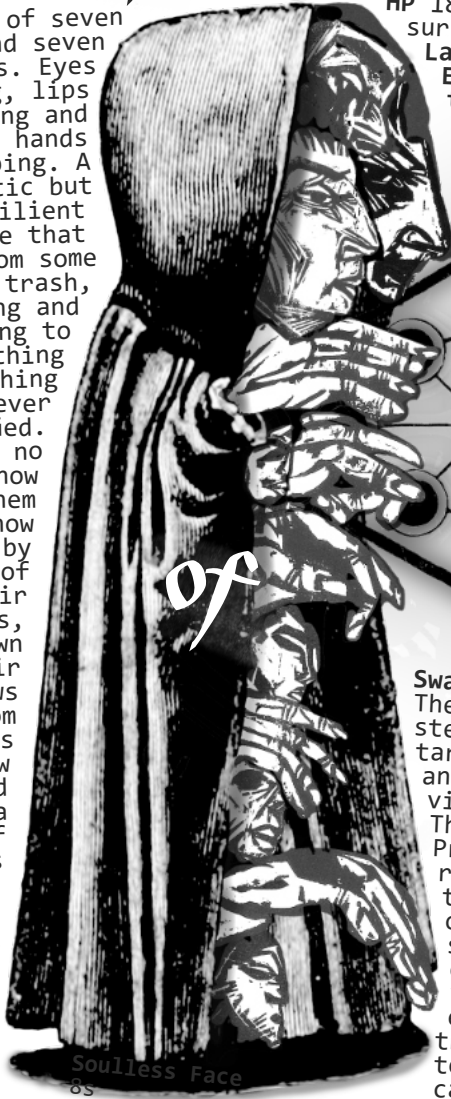
Night feast Each time a character branded with the Dreamer's Glyph sleeps, they will have d3 rounds of combat with the Dread Eater before they can wake up, facing the creature alone in a dreamscape based on their real-world surroundings but painted by their fears and nightmares. If multiple branded characters are sleeping at the same time, they can each try once per sleep to join their nightmare with that of another by testing Presence DR 14. Succeeding means their nightmares are merged, and they can face the creature together in the dreamscape until they wake again.

Heavy eyelids Once a character is branded by the Dreamer's Glyph, they are more susceptible to sleep. When catching a breath to rest, test Presence DR 16 to stay awake.

Warmth of slumber The DR for branded characters' tests to resist sleep effects from all other sources is +2.

Thief

A tangle of seven faces and seven limbs. Eyes crying, lips begging and mumbling, hands grasping. A pathetic but resilient creature that crawled from some dark pit of trash, hoping and praying to become something else, something better. Never satisfied. There's no telling how many of them are now possessed by the souls of their victims, once drawn by their sorrows echoing from the shadows and now trapped within a Thief of Selves's twisted body, the mournful beast elated, for the time being, to have a new form.



Soulless Face
85

HP 18 Morale 8 (doesn't surrender)

Layers of flesh -d2
Exchangeant touch d2 + swap

of

Swap

The Thief steals the target's body and imprisons the victim in the Thief's body. Test Presence DR16 every round the Thief remains in the presence or eyesight of the victim to undo the swap. The Thief gains full control and use of the victim's abilities and equipment in addition to their own exchangeant touch (which only a Thief can use). If the Thief leaves a character's body to inhabit another's, the previous character returns to their body if they are still alive (or the body falls lifeless if they are not), and the new character enters the Thief's body.

Selves

Painmonger

HP 30 Morale – No armor
Hooks d6 + pierce
Midnight's stare d2 + abyss

Pierce Painmonger heals 2 HP. Then, restrained by the hooks' chains, target tests Toughness DR14 each round to break free.

Abyss Waste an omen, forever burn up a scroll, or suffer -1 to a random ability for d3 days.

Bound Unless the Merchant's Sorrow is found and solved (succeed at testing

Presence DR11 3 rounds in a row),

Painmonger will return with 20 HP after d4 days, and then again with 10 HP after another d4 days.

Solving the Merchant's Sorrow

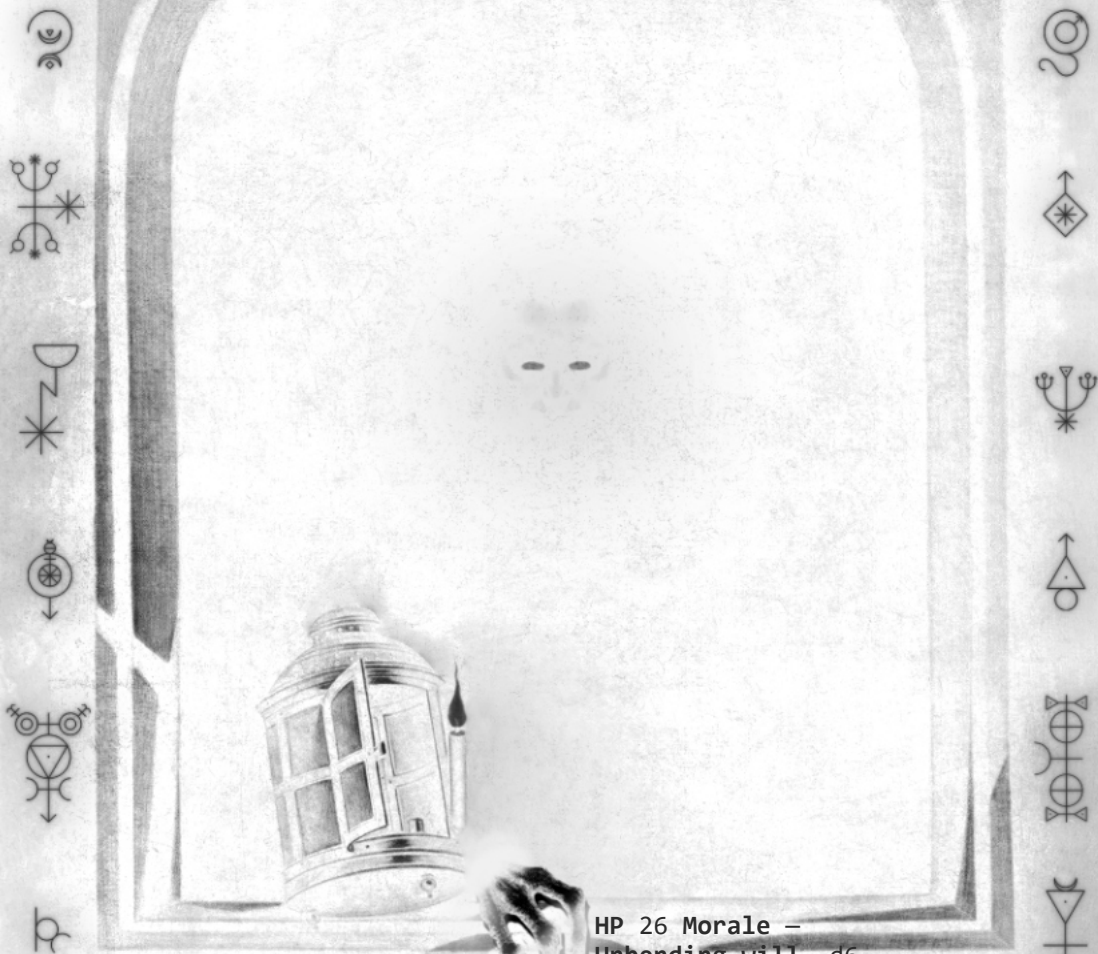
immediately banishes them, but they will return at full health when another poor soul begins the puzzle built into the device.

Once, a mortal seeking enlightenment by pushing their human form beyond the boundaries of agony and ecstasy. Then, stolen from the physical plane by the very forces they sought to contact. Now, bound to the cursed gift, the Merchant's Sorrow, as an evangelist for the rapture to be found in pain, for the freeing nature of woe, anguish, and lost hope. If blood is spilled in the vicinity of the ancient, intricate puzzle or if its mechanisms are moved, a Painmonger manifests to spread their gospel to all they can find.

The Merchant's Sorrow 150s

A handcrafted puzzle box. Carved from fine wood and inlaid with gold, it nonetheless thumps like a heart when in the hands of the living. Its cleanliness and elegant simplicity defies its incredible age and durability. Moving the puzzle pieces along their mechanisms summons a Painmonger to guide the user through the pleasures of torture. Anyone holding it and not intending to attempt the puzzle must test Presence DR 10 or accidentally move one of its mechanisms.





Stalker's Hand 40s

Always There

HP 26 Morale —
Unbending will -d6
Hack and slash d8
Choke If hit, d6/round +
squeeze

Squeeze Each round, test Strength DR13 to break free or take damage.

A silent figure from a forgotten tragedy, seeking vengeance on those long passed. Tall, broad, and presumably human. Stalks and pursues at a slow but steady pace. Disappears when not watched and appears when feared most. An **Always There** observes and waits, still and unresponsive, until its unblinking eyes see a vulnerability, or whatever it is that tempts its bloodlust, to begin its unflinching stride toward its next victim.

Stalk When an Always There is not in any character's line of sight, roll d3 to see whether it disappears and immediately heals d6 HP (1-2) or remains (3). If it disappears, roll d3 about every five minutes to see if it reappears behind its prey (1-2) or not (3).