



# THE GREAT BORK TEAM

A bite-sized RPG about sled dogs on a perilous trip home.



# SAFETY FIRST

In order to create a safe, welcoming space for you and your players, be they friends or strangers, we will be employing **Safety Mechanics** before, during, and after gameplay, to protect both players and the GM leading the game. This is a guide with some ways of navigating and addressing triggering material that will occur organically from freeform storytelling, from our own biases and lived experiences. We use **Lines and Veils** to open up the safety conversations; the **X-card** for a quick reaction; and a **Debrief** at the end of the session.

Themes built into this game include: human-made disasters, wilderness, survival, friendship, teamwork, family

Our official stance on how you should approach this game and all Haiduc short form RPGs is never to use racism, sexism, or extreme gore. All players and their personal boundaries should be respected. It is our hope that sessions remain PG-13 and that the life of a non-player character means more than that of a player character. Consider real life consequences and take time to consider what is happening, even if it's fictional. Being open and up front about expectations and receiving consent within given parameters using these safety mechanics will help you tell stories that can be enjoyed by all.

Remember, it's not always "just a game" to everyone.

## LINES AND VEILS

**LINES** are what players and the GM do not want to talk about at all: these subjects, phrases, etc. should be avoided by all participants for the duration of the game.

**VEILS** can happen in a story, but they happen "off camera" so all details are avoided.

On an index card visible and accessible to all, players and the GM will discuss, choose, and write lines in one column and veils in another to remember to respect them during gameplay.



## X-CARD

During games, the X-card should be placed in the center of the table, within reach of all players.

It should be made clear to all players that they are free to use the X-card if they feel they need a break or are uncomfortable.

Tap or hold up the X-card to halt the game and redirect the flow of action.

## DEBRIEF

At the end of the session, leave at least 5 minutes to go from person to person and talk about the game. Decompress. This is a chance for the GM to thank everyone for participating and for players to discuss scenes or actions taken during the game.

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Published in the United States by Haiduc LLC, NY.

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Digital ISBN: 978-1-7354577-3-4

Print ISBN: 978-1-7354577-2-7

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Printed and bound in the United States of America

First Printing February 2022

Published by Haiduc LLC

985 Seneca Avenue

Ridgewood, NY 11385

[www.haiduc.co](http://www.haiduc.co)

# WHO'S A GOOD DOG!?

In **The Great Bork Team**, players are young sled dogs on their first long journey. As you pass checkpoints, you'll be able to choose whether or not the area merits a little more exploration and nosing around.

While roleplaying in this game or making moves, players communicate solely in one word barks such as "YUP!" or "NOPE!" Players may break out of character to ask clarifying gameplay questions. Questions about your environment have to be investigated through roleplaying with your fellow doggos, as a dog!



Being a sled dog means that for the majority of the journey you are running as fast as you possibly can. If the sled slows down in the wilderness, things tend to go awry. It is up to you as dogs (without opposable thumbs) to make sure everyone makes it back and that your musher is also still with you.

You've seen older dogs put on the harness and your heart pitter patters. These dogs look sharp and come home with a sense of joy and fulfillment... and now it's your turn! You may have already been practicing or gotten scolded for gnawing at the leads when you were teething. But even the most trained and seasoned sled doggos sometimes find it hard to resist just being a dog: pooping, sniffing butts, putting things in your mouth that you really shouldn't and learning the hard way. Curiosity, hunger, and the potential for rough-housing are ever-present distractions. You will get distracted a LOT: temptations range from tasty snacks like a discarded carcass to dangerous natural marvels that you've never before seen.

# SET-UP

This game requires a Musher (GM) and 3 players. You will need some D6s, the provided x-card, and a sheet for lines & veils. We advise players to use a pencil so they can reuse the character sheets.

Fill out the character sheets together or use the premades on the back of your character sheet. Have a conversation about the lines and veils for the session - in our safety rules we have some recommendations but every group is different. Take your time and remember, you can always add to the list as the game progresses.

## CREATING YOUR BORK

**STEP 1: Choose a good bork name!** Will it be "Just Dog", "Napoleon", "Wishbone", "Air Bud", "Boopersnoot"? The possibilities are endless!

Need help? Roll a D6!

1 = Misha the Magnificent

2 = Wobble Bottom

3 = Short Stuff

4 = Nose Goes

5 = Cherry Pie

6 = Star

**STEP 2: Choose your sled position.** A player's position in the team will determine the order in which they get to call out what they want to do during a session/journey. Lead Dogs always go first, followed by Swing Dogs, then Team Dogs.

**LEAD DOGS:** get to have first say of what they think the team should do. When danger appears, you are the first line of defense for the team and therefore the first to react. That's a lot of responsibility...but the rest of the team has your back! (Right, team!?)

**SWING DOGS:** second to speak, the Swing Dog can either agree with the Lead Dog or go against them. If a Lead Dog's rolls have failed, a Swing Dog can help by adding 1/2 of a D6 roll (so if you roll a 6, you can add 3 to the results of the Lead Dog's roll and save everyone from near doooooom!).

**TEAM DOGS:** are the chunky middle of the team; the powerhouse. Team dogs have resolve and can push the sled onward if it crits at 6, but beware: this can lead to an early, catastrophic end! You can choose to risk it all, but be sure to know when to sink your little peets into all that dirt and snow.

**STEP 3: Choose your dog skills.** Assign -1, 0, 1, 2 to Sniff, Bark, Tussle, and Run.

We roll a D6 and add our skills: 6 or higher is a critical success, 5-3 is a success and 2-0 is a snag. Snags are soft failures that lead to things like the sled wearing down or a problem resurfacing later during the adventure.

During a checkpoint, if a dog fails an action, that skill is locked out for the next checkpoint and may not be used (unless the player chooses to use a Treat). Think about which member of the team can best handle the current situation and choose wisely as a team.

**SMELL:** When a player is trying to check out their environment, they can roll to Sniff, which tells them about their surroundings and whether there is a threat (natural, animal, or hooman). Sniffing is also a way to get to know the team or other animals encountered.

If you Sniff a butt, roll a D6 for info.

1 = What did this animal last eat?

2 = Do they live here?

3 = How are they feeling?

4 = Are they sick?

5 = Who else have they been hanging out with?

6 = Where have they been spending their time?

**BARK:** to communicate with other dogs and direct what the team is doing. Starting Barks for all dogs are YUP and NOPE. Crit-ing on a Bark (getting a 6 on a roll) gives you the opportunity to create a new Bark.

Here are some possible additional Bark words:

DANGER

SCARY

HOOMAN

SOFT

SICK

SAFE

EAT

THORNY

MEAN

SLIPPERY

FRIEND

BIG

**TUSSLE:** use Tussle to make an attack on another dog, creature, or object. It results in some damage and/or creating chaos which leads to more chaos.

**RUN:** all dogs will roll to Run between checkpoints. Depending on the Checkpoint or where you are in the journey, you will need to roll the same amount of successes as is required by the location. The sled may retain some damage if a roll is failed and does not match the checkpoint (e.g. if you roll less than a 3 at a Checkpoint that is a 3).

**STEP 4:** As a group, **choose what type of sled team you are.** What is your team known for? Team types/personalities can also determine when you get Treats throughout the journey.

Types of teams you can be (roll a D6 to determine):

### 1-3 = **The Clown Squad**

What a joke! This merry band of misfits always finds ways to goof off and delay progress. It's a shock that they make it anywhere in time (or that they get there at all!). These dogs can get Treats on low rolls of 1.

### 4 = **Tough Cookies**

A sweet but tough team. More able to entice hoomins to give Treats (it's all in the eyes). These dogs just want to get the job done. Will barrel through any animals or objects they encounter because they are unstoppable. This team gets Treats on high 5-6 Tussle rolls.

### 5 = **Beauty Queens**

Style and grace in spades. Hard to distinguish from show dogs - no dirt or leaves on the fur to be found. Get more Treats for passing checkpoints with a pristine, undamaged sled.

### 6 = **Autobahn**

These dogs do one thing and one thing only: RUN. Get Treats on a run of 5+ per roll.

## THE SLED

Sleds can take up to 6 points of damage. Your musher (GM) keeps track of this for you. In the event that a sled becomes too damaged and fails, the

team must stop and take shelter, unable to Run further and needing rest.

Each type of sled team and musher has its own quirks, strengths, and weaknesses. This can determine when dogs get...

**TREATS:** Re-rolls. Dogs can get a maximum of three Treats from their musher per session. Treats are earned either by successfully performing actions characterized by the type of sled team, or by a dog taking extraordinary measures to protect its team and sled. Treats are gone once consumed.



## PLAYING A SESSION

When starting a journey, players will always start with the first trail marker on the far left of their character sheet. From there, travel through the locations you choose on the map to the end of the route. Follow the provided adventure or create your own! Note: there's no turning around or redoing a checkpoint; what's done is done.

## MOVING BETWEEN TRAIL MARKERS & CHECKPOINTS

When you are ready to leave a Checkpoint, the musher will read aloud all the information about the next Checkpoint. Each dog will be prompted in order of position to Bark "YUP!" to engage the new Checkpoint or "NOPE!" to roll their Run and move past it.

## LEADERSHIP CONFLICTS

If any dog wants to contest a "YUP!" or "NOPE!" Bark of another dog, they can continue Barking at each other to try and reach a new decision. Each dog can roll one Bark to weigh in again. If they both succeed, their position in the sled team will determine who has the final say, but if they both fail, they will get into a Tussle.

Tussling can change the position a dog has in the team. If two dogs roll together on a Tussle, whoever gets the higher value roll becomes the higher of the two sled positions.

A Tussle is the ending of an argument and will always result in a change in your environment...perhaps an animal will appear, because you've been making so much noise!

If you are not stopping to explore the scene, you are pushing forward and will need to make a Run roll as a team. Depending on how far in the journey you are, the difficulty will change; check your character sheet for how much range you will need.



If a dog changes its mind about wanting to participate during a scene, it can jump in by using a Tussle roll to get out of its harness. As long as they don't roll a 1, they can join in.

**\*\*\*MUSHER TIP:** Encourage players not to use complete sentences and to phrase every Bark like a question. Be playful, be silly, be DOG! If someone is spending too much time being logical about their situation, introduce a distraction or temptation. Have a single snowflake fall onto their nose or let the dog in front of them in line fart really loudly. (Don't take away from planning, but just add a bit of chaos!)

## CHECKPOINTS

Checkpoints are places where the narrative reveals a change of scene: a clearing, or a mountain cave, or camp. If the team stops at the Checkpoint, collectively decide which dogs want to actively participate by putting a paw on the table and sliding it into the center to show you are interested.

Make a paw with your hand and curling/flattening your fingers underneath. Perfect peets!



## INVESTIGATING A CHECKPOINT

After you decide who is actively engaging with the scene, those dogs can be detached from the sled and react to the scene in the order of their positions on the team. Unattached dogs still remain with the sled hierarchy.

**ONE TIME MOVES:** If things go terribly wrong, each dog has the opportunity to release their inner **BIG BALTO ENERGY** to take narrative control in a Trail Marker and dictate what happens. They can describe something epic that happened despite what they rolled or the danger that they are in based on what makes their dog special (perhaps you are part wolf).

## THREATS

STRANGE NEW BAD! DO NOT LIKE! \*snort\* GRRRRRRRR

As this is your first trip as puppies, you will experience and encounter a lot

of new phenomena and creatures! These things will take a bit of cleverness to manage, and each pup can contribute a different skill to overcome whatever is preventing the team from moving forward.

**NATURE:** Natural occurrences, like storms and avalanches, are not fightable and must be gone through. At the beginning of the game the pace is set for how many Checkpoints you will get through before the natural event comes over the group. Sometimes you will be lucky and make it back home before the weather strikes but other times you will be caught in the thick of it and must stop and rest there.

**ANIMALS:** There is a wide variety of critters that are hidden in the environment around you, secluded and minding their own business until you pitter patter through their homes. You can try to communicate but the better move would be to watch and learn from afar. Sometimes you won't have a choice but to try to communicate or get their attention!

**PEOPLE:** are opportunistic at worst and curious at best. You don't mind some, and affectionately refer to your pack humans as "hoomans". Although hoomans do not speak your language, you sometimes get through to each other. Sometimes you feel this as they approach; you sense their hunger or frustration or fear. It will serve you well to be cautious and kind.

## RESOLVING THREATS

If you do not know the threat you can Sniff to identify smells. Once you decide what to do, every dog can choose one type of action that they will contribute to the resolution.

# YOU MADE IT!

At the end of a session/journey, have a communal howl and don't forget to debrief! You are now official sled borks!!!



AWOOOOO!

# \*\*\*FOR MUSHER EYES ONLY\*\*\*

Here are some extra tips and information for leading the Borks, as well as two premade adventures for you to choose from! If this is your first run, try **Get Little Sister Home**.

**SLED DAMAGE:** If a group Run roll or an individual's roll does not succeed, it will cause the sled to take damage.

The first time you play the game, the sled can take a total of 6 damage before completely stopping. If you want to make the game more challenging, reduce max sled damage to 3.

## THREATS

When coming up with potential threats, always have threats appear or escalate based on how the players are interacting with their environment and with each other. If a dog has rolled poorly for one of their skills, introduce a chilly gust or the silhouette of an unfamiliar hoomin approaching the team. Threats do not have to be resolved in the checkpoint they are introduced in; rather, they can escalate and become a larger problem in the very last leg of the journey.

**NATURE:** some examples of natural threats for your campaign.

A melting lake or glacier that cannot be traversed around.

An avalanche triggered by the slightest sound.

A collapsing underground cavern.

A patch of snow much deeper than expected.

A barren span of land with no food or water at all.

A storm that drastically reduces visibility.

A cave with thick icicles ready to drop on the team.

A beaver dam breaks, flooding the surrounding area.

A cliff that wasn't visible before the team is right on top of it.

A dense thicket of trees.

**PEOPLE:** Not all encounters with humankind are fun and full of treats and goodies. Some come bearing shiny, smelly, or nasty looking objects. Some encounters with humans don't even require their presence for the team to experience them as a threat.

Here are some examples of human threats for making your own campaign:

A mining company has left behind equipment on the mountainside.

An odd, out-of-place triangular structure, for rent.

A trapper returning to check traps, hidden all around the area.

An elderly person out fishing on the lake by themselves.

A polluted lake, with fast food wrappers and other trash.

A leaking oil pipe, deadening the earth around it.

A runaway, stumbling alone across train tracks.

A razed patch of forest that stretches out far.

A hunter out on the prowl to bring back some food.

A deafening, stressful helicopter soaring over the area.

**ANIMALS:** some examples of threats from other critters in the area...

Wolves:

Very persistent in encouraging the team to desert the hoomins.

Bears:

They will throw down! They've been starving all winter.

Mice:

Pretty bold and will dive into your snacks, especially if they are dried.

Hares:

Friend or snack? You're not sure yet but you will pursue!

Bobcats or Geese:

Do not approach if you want to keep your nose.

Birds of Prey/Owls:

Tuck tail and run! You are looking like a fine snack!

Foxes:

Super loud, snarly, and sneaky. Don't look away from them!

Caribou:

The most delicious-looking but would probably stomp you first.

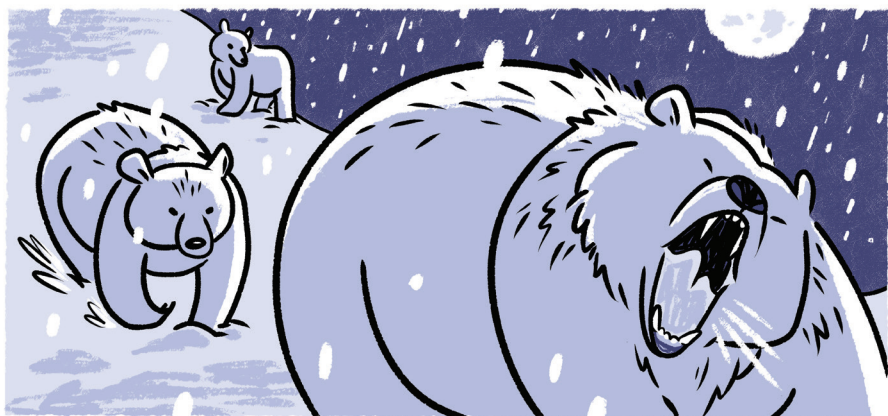
**RESOLVING THREATS:** If you do not know the threat you can Sniff to identify smells. Once you decide what to do, every dog can choose one type of action that they will contribute to the resolution.

*Animal Threats need 1 successes in any skill to be fully resolved.*

*Natural Threats need 2 success in any skill to be fully resolved.*

*Human Threats need 3 successes in any skill to be fully resolved.*

*At the end of a session, have a communal howl and debrief!*



# MISSION: GET LITTLE SISTER HOME

An Adventure by Daniel Hansen

The beautiful and shining sun upon the snow and ice glares up into the eyes of the doggos as we jump and dance knowing we have time to play as the big hooman walks the beach teaching the little hooman how to catch fish from the water. We do not pay much attention as this is time to play and lay in the sun knowing that our bellies shall soon have lots of fish parts the hoomans do not want.

It is a joyful time after the days pulling on the sled to get here. We have been with this sled for a bit now, but the hooman added several new pups to join us for this usually easy trek out to fish and hunt for the village. They gave us you, new trained pups to learn to run and pull, and they brought their own hooman pup to learn to fish and hunt. But the little hooman is only as tall as we are and cares more about our doggy noses than fishing with their big hooman.

The days are short this time of year and the sun is only up for 4 hours at a time, the Hooman does not seem worried though and we veteran dogs understand why, this is usually a safe trip, an easy trip, a trip we make for fun and to break the monotony of the long nights.

The hooman calls us back to stop our playing on the beach and running wild to strap us into the sled and we begin to bark and yip in anticipation of getting back to the spot we camped last night. If memory is to be trusted from the last trips the hooman will throw us many scrapes and our bellies will be full. The little hooman is put in the sled's bed and lashed down under blankets.

As we begin to run the night is filled with howls and growls and the smell of other animals grows ever stronger, maybe they smell the fish from the hooman same as we. It only makes us run faster under the green shining northern lights. The steady huff huff of something comes in the night.

The green lines of light dance along the sky covering first these stars then those, giving little light to go by, which would not be bad if we could slow down. But the smell is strong, and so is the huff huff from the air behind

us, gaining on us, the fish stink barely covering the animal stink, sharp as it clings to our noses.

Huff huff.

The air seems to split as the sled wavers sharply to one side and the big hooman goes tumbling, the doggos want to stop, we know we should stop, but the roar of a bear, the biggest of the predators cracks the night followed by another and another. Three bears there are no way we can protect the little hooman from three bears and so we run.

And I tell you younglings, you new doggos on the sled, we must get the little hooman home, protect the hooman pup that weeps and cries even now in the sled and keep them safe as our friend would do for us, he will handle the bears and hopefully give them his hat.

## GM NOTES

The sled starts out already running, three bears are behind them and the adult musher is there fighting them off. The preferred choice is for the sled to keep running and take the child to safety, but if the players wish they can go back and fight the bear. (If they make this choice and are successful, the Musher is injured, unconscious and unable to help. They should be put in the sled's bed under the child.) Under most circumstances, the sled should run away, leaving the sled run by the dogs with a sled filled with child and fish.

The sled must pass from the beach across the ice to the camp left from the night before. After this, they will pass a shipwreck before hitting an ice wall, and turning to pass through a mountain pass before reaching the meadowland that will take them home.

First Check Point is the camp the human had set up the night before and planned to stay in tonight. The trip there is across ice and snow and ran through the night with the only the stars and northern lights to go by. The other dogs are scared and trembling from the start to the first checkpoint. Upon arrival, the dogs find the camp has been destroyed by the bears.

They will then run until they see the ice wall and turn from there towards

the mountain pass. They may rest at an old wooden ship trapped in the ice empty and frozen just before the wall of the ice. The entire run will have the underlying smell of fish whenever anyone sniffs. The smell will attract animals in much higher numbers than most runs. Players can alleviate this by dumping them, but then they will have to look for food, which is hard to find until they get through the mountain pass.

The Second Checkpoint is a mountain pass of mostly small snags and raggedy brush growing among sharp slate, cracked and broken like an old dog's teeth. The pass leads from the icy coastline to the interior snowy meadowland. The sun will come up when the sled reaches the second checkpoint.

The last push across the meadowland will take the sled past a small lake before approaching the Village the call home. The last part of the run will be filled with the scent of smoke from the village overlaying everything else.

# DOGLED DREAMSCAPE

Written by Fritz Keahna Warrior

## INTRODUCTION

There's a small, rural town in a magical realm beyond, yet astride, our own. Due to a highly contagious virus, all residents are advised to remain indoors, within the safety of their homes.

Most of the townspeople are elders, language carriers and traditional knowledge holders who are struggling to maintain their supply stocks. While younger community members have, in the past, gone grocery shopping for these elders and dropped the supplies curbside, trips like this have become increasingly difficult the higher the snow piles up, the longer the winter drags on.

Your job as the greatest sled dog team in the galaxy is to bring supplies to each household in this community, and to keep your human safe and healthy as you do so. Your human is kitted out with the appropriate gear needed to survive both a pandemic and sub-zero temperatures. They trust you to complete this adventure with love, humor, magic and strength.

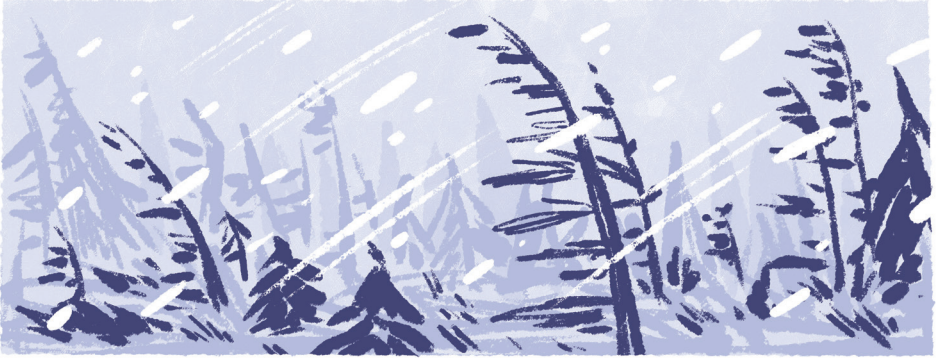


## THE MOUNTAINTOP

You begin your adventure at the top of Stump Mountain. Here, the flight medics drop off food, medical supplies, and warm clothes for the residents of Main Road, the town your team is heading towards. Stump Mountain is gargantuan and imposing - it resembles a petrified tree stump, hence its name.

It's midday. The last drop-off was four hours ago, and it's snowed a lot since then. Your first task is to locate the food and medical supplies, now covered in a thick layer of loose, fluffy snow.

You and your pack are all fairly new to this process. However, there are older members of your team who can elect to either help or hinder you in your quest to be the best bork. For example, they may know where the medics usually drop supplies off, but if they choose to keep this information to themselves, you'll have to SNIFF quite a lot to get your bearings.



The wind blows from the west. It's warming up as the sun climbs higher in the sky, but it might not be enough to melt the snow. Additionally, due to your altitude, you and your teammates will have to conserve oxygen. This means you must be strategic in how much you SNIFF the air, or when you choose to BARK, who you BARK at. For example, if you BARK you cannot SNIFF, and vice versa. If you RUN, you can do neither.

If players are not careful with their oxygen usage, they lose their ability to RUN or gain new words for four whole turns.

Stump Mountain is known by the nation to be a place of song and silence. One of you may choose to encourage your human to sing a mountain song as your teammates hunt down the supplies. However, keep in mind that not all dogs enjoy singing, and may find this distracting or upsetting as they focus.

The supplies are near the northwest curve of the mountaintop. You detect the scent of dried fruit and alcohol wipes, and follow your noses to the pile, which slightly distends the layer of snow. Dig out the supplies and protect your human as they load the sled.

The safest way down the mountain is through the crevasse at its southmost curve, but you'll need to head through it in a single-file line, which can get overcomplicated for dogs like yourselves. You'll have to roll a D6 to decide who leads the pack down, and who follows to keep the pack in line.

## FROZEN MORASS

This first checkpoint is a double-edged sword. Your sled regroups at the bottom of the mountain safely, however, you spot a dark, wet stain on the otherwise frozen horizon. You must approach it in order to maintain your (now heavily weighted) sled's balance, as the rest of the landscape around the bruise is nothing but craggy cliffs.

The GM rolls a D6 as your team draws closer to the wetland. Depending on the number, any of the following may occur:

1. You enter the frozen morass through its widest clearing. The ground is flatter than its surroundings, but moss, peat, lichen and ice form little soft bumps across the forest floor. Your musher steps between two soft bumps.

Immediately, their foot is sucked under. You and your team have to pull them out and keep them warm until they change their clothes.



2. An elder dog sniffs out a patch of tasty berries and turkey-tail mushrooms. The berries are sweet, if a little light, but the turkey-tail mushrooms are an excellent immune-boosting treat for human and dog alike. Your whole team feasts, resting assured that this is a blessing in a time of illness.

3. A patch of warmth near the middle of the bog invites everyone to break character and check in honestly with each other, going clockwise, from the person to the left of the GM, all the way back to the GM in a closed loop.

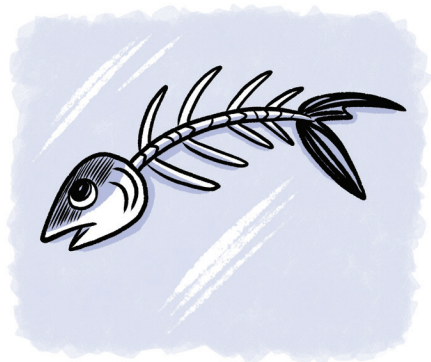
4. The sled is off-balance due to the jagged descent from the mountaintop.

You'll need to slow down so your musher can rearrange the stock and get the sled back in shape. Depending on how things go with your team, you might lose a few things from your inventory. All hope is not lost, though...

5. Some of the younger dogs catch the scent of rabbit on the wind and take off deeper into the morass, breaking their harnesses as they chase it down. You will have to make more checks as you attempt to restore order to the team and return the pups to the pack.

6. You pass through the morass unharmed, running full speed ahead toward the next checkpoint.

After resolving each issue, revisit point 6 - you have a job to complete, after all.



## CRESCENT MOON LAKE

Beyond the Frozen Morass is a beautiful, glittering, mostly-frozen lake that curves around another rugged mountain. It stretches as far as your team can see, more fjord than lake, and marks a fork in your path.

Here, you can choose to continue onward through a vast, snowy dream, cutting a straight-shot across Floe to Main Road, where your other humans eagerly await your delivery, or you can divert your attention toward Yarrow Hill.

There is a third option here, tantalizing and hypnotic, just out of the corner of your eye. In the distance to your right, there is a hill, which seems, against all odds, to be untouched by snow. Your sensitive puppy ears can even pick up on something that sounds like singing.

Consider your options here. If you or your human were injured at all in the last checkpoint, then Yarrow Hill would be a worthwhile distraction. Traditional medicines grow here, such as sword-fern, nettle, yarrow (of course), and more turkey-tail, as well as long grasses for you and your friends to pick. Dogs have their own medicines, as you know, just like all other animals do.

If you risk a longer diversion to the springtime hill, you might lose your

chance to deliver the goods to Main Road in time. We get it, though, sometimes a mystery is too great to let slip away.

Finally, if you lost something at your last checkpoint, you have the option to SNIFF or RUN for it along the edge of the lake. After all, bogs come from lakes, and all ecosystems are interconnected, fundamentally. It's worth a shot.

Once you get to the edge of the water, though, roll another D6: if you roll a 1, this time it's a critical failure. You have a couple options here (as well as anything your dramatic imagination can drum up)~

1. One of the pups slips in the mud while searching the shore and is pulled under. You have to roll many checks in order to rescue them, as well as keep their head above water. You have five to ten minutes before frostbite sets in.
2. You see a big, yummy fish underwater and dive after it. Roll another D6. If you land on the number 4, you catch it and swim back to safety. If you land on the number 1 again, you lose the fish and have five minutes to return to shore and shake off. Once you make it to safety, you have to stand up and shake yourself out in order to get all the frozen water out of your fur.
3. You find the lost object, but it's lodged between rocks. Roll a D6. This determines how many dogs you drag down with you to dig the object out. Roll again to determine if you're successful (anything but a 1, I'm not a total monster).

## **FLOE**

Between all your options is a vast, cracked tundra. Caribou thunder across the distant horizon, hooves pounding against the frost.

The objective is to run as fast and as far as you can toward your destination. Not so simple for excitable dogs, though, as we're all aware.

The GM must roll a passive D6 just to see if anything happens. As this is a lower stimulus environment, the biggest risk right now is losing

your pack to the caribou. If you roll a 1, you're going to find yourselves in a situation where many of you will want to chase them down. All that meat... all those bones. Keep a level head and be the good dogs everyone knows you are. Conflict will arise if you chase them down, but this can be an opportunity to strengthen your team's bonds and engage in some movement or exercise.

Once this situation is resolved, you may continue to Main Road, Yarrow Hill, or the mysterious endless springtime.



## YARROW HILL

Part of the work in imagining a better world, in surviving this one, includes learning what medicines you'll need as a team, as a family. You can find it all on Yarrow Hill.

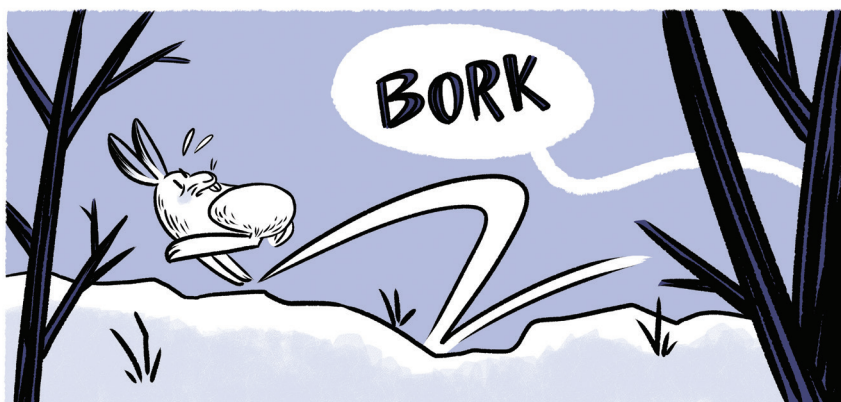
As always, roll a D6 once you stop here. This may be a peaceful place, but dogs are easily distracted by all kinds of otherwise peaceful creatures, and this lull may bring out nascent tensions you've been putting aside for the sake of the mission.

If you roll a one, you find yourselves tangled up in one of the following:

1. Another rabbit, this one much fatter and juicier, pops its stupid little head up right in front of you, the leader of the pack. Roll to see how mature you behave on a scale of one-to-six, one being "no no no I am suddenly a puppy

again and I am big-time-Hongry,” six being “I am a pillar of my community, the strongest, most stoic bork in all the land.”

2. A lone caribou emerges to graze alongside your team, and you really want a piece of that. Several pieces. Evenly distributed.
3. The older dogs confront and chastise the younger dogs for any previous bad behavior/attitudes in earlier checkpoints. If the pups bark back, we might have a scrap on our hands.
4. Your musher falls in a patch of stinging nettle! It's up to you to sniff out the antidote before they become a bumpy, itchy mess.



If your human - or one of your teammates - is injured, work together to sniff out the problem and find a solution. The yarrow for which this hill is named, for example, can be chewed and made into a compress to staunch bloody wounds. You'll find plenty of it growing across the hilltop, small and fuzzy leaves outstretched toward the icy sun.

If you have an upset stomach, nausea or cramping, you can pick the plants with the tiny white flowers and chew their root. This is known as osha or bear root in some places and can keep you in your body, even when your body can't seem to keep you in. As always, be sure to leave something in return. Everything here is about reciprocity: teamwork, healing, survival, joy.

Stinging nettle is known to alleviate grief and pain. The nettle itself inflames the skin to make it stronger, and many dogs go out of their way to get sticky burrs caught on their fur for similar effects. It can be brewed into a tea to

treat symptoms of fever and inflammation, as well, which your human might appreciate after you've gone and dragged them through an entire patch of histamines.

The western sword-fern, which propagates around the warmer parts of the hill, can treat sore throats and pain, while the spores on the underside of the leaves alleviate stinging nettle rashes, as well.

If you stop here before reaching Main Road, it might be worth it to pick (and give offerings to) these medicines for the people you plan to deliver food to.

## MAIN ROAD

You did it!

Look ahead of you: a main road, a series of houses, porch lights on, people safe and warm inside. Everyone has their empty crates out front for you, and you proudly prance through town, delivering each package of supplies to every single home in sight. Some people even open their windows to call out to you, praise you, celebrate you.

The sun is barely touching the horizon. You still have time to turn back, to solve one last mystery, or you can stop at the house near the end of the road, and rest.

You really are the best borks around.



# THE PLACE WHERE THE GIANT STOOD

Here, the players have an excuse to slip in and out of character, to swap songs, stories, memories, and anything they've learned or relearned from each other during this experience. The place I (the writer) described to you comes from a private and - for lack of a better word - sacred, memory, somewhere in my homelands. I believe everyone has access to a place like this, and I've yet to be refuted on that belief. Part of the goal with this adventure, for me, was to provide you (and everyone) a roadmap back to that place, or inspiration to go home themselves, to find it. To reconnect.

Miigwech, miisa'iw.



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ARE YOU A DOG? \*Sniffs BUTT\* THEN JOIN US, FRIEND!

I AM SO EXCITED YOU ARE COMING WITH US. WE GET LOTS OF TREATS AND FOOD IF WE ARE VERY GOOD.

AND VERY VERY GOOD DOGS GET TO STAY ON THIS TEAM FOR A LONG TIME!

WE ALL WANT TO BE GOOD DOGS.

HOOMIN BEST FRIEND. HELP HOOMIN. BORK!!!

*The Great Bork Team* is a 3-player RPG that celebrates teamwork, endurance, cleverness, and the value of family and home. Will you and your team of strong, fast doggos be able to pull your hoomin to safety through a variety of obstacles and new experiences? Through danger and wonder, BORK your way through the icy vastness to reach your goal (and score some delicious treats on the way).

ISBN 978-1-7354577-2-7



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