

SACRILEGIOUS SONGBIRD

A CLASS FOR

MÖRK BORG

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Always the bringer of **unwelcome sounds**, your vocation as a bard left you destitute and disreputable... until the rueful day when a being of impious character made you the deal of a lifetime. Your soul may be screaming, but your throat sings sweetly, and your purse ever sweeter. A small price to pay.

Begins with **4d6×10s** and **d2 Omens**.

HP: Toughness + d6

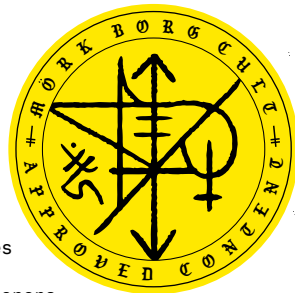
A deal was struck (d6)

- 1 In an outhouse just outside Grift.
- 2 Hiding from guards in Galgenbeck.
- 3 In a Wästland noble's bedchamber.
- 4 Dreaming in a disremembered ditch.
- 5 In a Schleswig prison cell.
- 6 Minutes from freezing to death on the way to Allians.

Abilities

Your amplified personality makes up for a soul bartered, roll $3d6+2$ for Presence. A hard life lived has you set for an early grave, roll $3d6-2$ for Toughness. Roll $d6$ on the weapon table and $d3$ on the armor table. You carry an aura of unnatural charm everywhere you go, capable of unsettling foes and calming friends, **spend a use of your daily Powers to add or subtract $d6$ to any Morale check.**

When you made your life-and-soul-altering deal, you were gifted one (1) of the following accursed instruments:



1. GUTPIPES OF DESTINY

This amalgamation of sown, hairy gutsacks feature extruding bone pipes for you to blow on. When doing so, listeners of your choosing are filled with unearthly hunger, as if they hadn't eaten for a week.

2. HURTY-GURDY

Cranking this stringed thing of wood and gore emits a droning sound that hurts the ears of creatures that fail a Presence test against DR12. The first round played, it deals $d2$ damage, increasing to a $d4$ and beyond on subsequent rounds.

3. SPINAL HUSK

When beating this drum made from a hellion's shell, roll $2d6$:

- 6+ Everyone except you tests Agility against DR14 or falls prone.
- 11 Choose $d4$ creatures that can hear your drumming. Their spines break like twigs. You cannot use the drum again today.
- 12 Your ears won't stop ringing; you are deaf for the next 24 hours.

Also doubles as a shield.

4. THE DEVIL'S AQUIFER

The horn of a beelzebubonic creature from the deepest depths of the Endless Sea. When blown, the lungs of your enemies fill with seawater, should they fail a Toughness test against DR14; a round must be spent expelling it before doing anything else.

5. MOUTH-TO-MOUTH-ORGAN

Play this bony mouth harp to make a **broken** listener instantly recover $d4$ HP. They cannot speak until their HP is fully recovered.

6. LUTE OF THE ACUTE BRUTE

When strummed, the sound of this axe-shaped ($d8$ damage) instrument makes the Strength and Presence score of anyone hearing it swap scores for the next $d6$ days. Repeated listening has no effect.

