

Captured 200s
Dead 150s
Heart 200s
Fistful of Flesh 5s

HP 10 Morale 8
Marble skin -d2
Touch special
Special Easy to
avoid; DR8 to
dodge.
If he touches a
player they
permanently
lower one
ability by 1.

There is only one. The King
is feeble, slow, and weak.
Within his marble husk beats
the heart of all the
other golems.
Once burst, all of them fall.

King

Deep in chambers
beneath Galgenbeck,
two armies fight
eternally. Produced
by some forgotten
magic; the soldiers
are golems made of
flesh and marble. Are
they truly meant for
war, or are they
designed for some
twisted game?



Checkmörk is an independent
production by Jacob Marks and is
not affiliated with Ockult
Örtmästare Games or Stockholm
Kartell. It is published under
the MÖRK BORG Third Party
License.

MÖRK BORG is copyright Ockult
Örtmästare Games and Stockholm
Kartell.

HP 20
Morale
Special
Marble
skin -d2
Staff d10
Captured 150s
Dead 100s
Head/Crown 80s
Fistful of
Flesh 5s

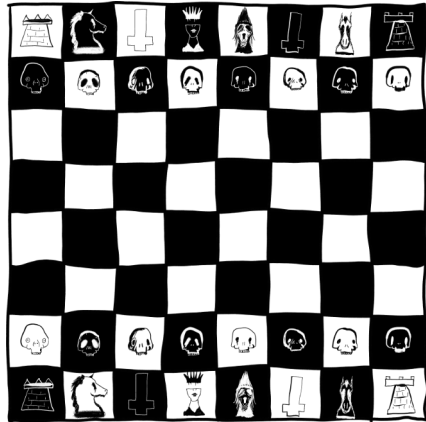


The queen
can enter
and exit
battle
quicker than
you can draw
your sword;
she is a
silent
marble
assassin.

Special
Hits
quickly;
DR14 to
dodge.
After one
hit she
retreats.

Queen Bishop

Checkmörk by Jacob Marks



Compatible with
MÖRK BORG

Pawn

Captured 80s
Dead 50s
Head 20s

Single minded golems
of war. Pawns attack
quickly, but die
quicker. When in
enemy territory
Pawns form a
cocoon around
themselves;
within an hour
they will have
mutated into a
Rook, Knight,
Bishop, or Queen.



HP 2 Morale -
Marble skin -d2
Spear d4

Special small
and quick; wins
initiative on
1-4.

The Bishop appears
from the shadows
with a host of other
golems. Fleeshy
tendrils sprout
from under his
marble robe; they
reach for saints
and sinners alike.
HP 10 Morale 8
Marble skin -d2
Tendrils d4

Special Every
three rounds
the Bishop can
cast a scroll:
Grace of a Dead Saint
OR
Daemon of Capillaries.



Knights

Rook

Captured 100s
Destroyed 80s
Arm 10s
Fistful of
Flesh 5s

A fortress golem of flesh and
marble. Arms and legs
protrude from the marble
body. The Rook only moves
through hallways and refuses
to enter rooms.

HP 30 Morale 10
Marble skin -d2
Daggers d6

Special as easy to hit as a
brick wall; attacks
automatically hit. (i.e. DR0)



The knight is an unholy
combination of horse and
rider. The rider appears to
have no legs and simply grows
from the marble horse.
HP 15 Morale 10
Marble skin -d2
Spear d10.
Special Moves
erratically;
DR14 to
hit.

Captured 100s
Dead (whole) 80s
Dead (horse) 40s
Fistful of
Flesh 5s