

MORK BORG FOOTBALL CULTIST

SOME SAY FOOTBALL IS A RELIGION. YOU KNOW THE TRUTH: IT'S THE ONLY RELIGION. ANYTHING ELSE IS JUST SMOKE AND MIRRORS. YOU HOLD WITH THE VALUES OF ONE OF THE GREAT SOUTH EASTERN CULTS, SUCH AS THE CULT OF **CRIMSON** OR THE BELLMEN. EACH GAME DAY YOU PERFORM THE HOLY RITES, MAKE THE APPROPRIATE SACRIFICES UPON YOUR ALTAR, AND DAUB YOURSELF IN THE HOLY SKIN PAINTS OF YOUR FAITH. YOU ARE THE TWELFTH MAN.



+1 STRENGTH AND -1 AGILITY

D8 FOR HP

YOU START WITH A SET OF HOLY SKIN PAINTS IN THE COLORS OF YOUR FAITH. UNFORTUNATELY, THE CONSTANT HUMIDITY OF THE DEEP SOUTH MEANS THEY USUALLY HAVE TO BE REAPPLIED EVERY FEW HOURS.

ROLL A D8 TO SEE WHAT OTHER ITEM YOU START WITH.

1 - THE SHADOWED PLAYBOOK: A MYSTERIOUS TOME FILLED WITH ESOTERIC PLAYS AND STRATEGIES. THE WORDS WITHIN SEEM TO SHIFT AND TWIST, REVEALING NEW FORMATIONS AND TACTICS THAT CONFOUND OPPOSING TEAMS. HOWEVER, THE KNOWLEDGE CONTAINED WITHIN COMES AT A PRICE. (CONTAINS 1 RANDOM SCROLL)

2 - SOULBOUND FOOTBALL: A FOOTBALL INFUSED WITH DARK MAGIC, BOUND TO THE CULTIST'S SOUL. WHEN THROWN OR KICKED, IT CARRIES A MALEVOLENT ENERGY THAT DRAINS THE LIFE FORCE OF THOSE IT STRIKES, LEAVING THEM WEAKENED OR PARALYZED. (1D6 DAMAGE MELEE OR RANGE, IF CRITICALLY FUMBLER, 2D6 DAMAGE IS DEALT TO THE PLAYER).

3 - HELMET OF ECHOING MADNESS: A RUSTED AND DENTED HELMET ADORNED WITH TWISTED SYMBOLS. IT GRANTS THE CULTIST A PARTIAL IMMUNITY TO MAGICAL ATTACKS, BUT ALSO OPENS A CONDUIT TO THE REALMS OF MADNESS, CAUSING HAUNTING WHISPERS AND DISTURBING VISIONS. (ALL DAMAGE FROM MAGICAL SOURCES IS HALVED).

4 - REFEREE'S WHISTLE: A PECULIAR WHISTLE MADE OF AN UNKNOWN MATERIAL THAT EMITS A HAUNTING, ETHEREAL SOUND. WHEN BLOWN, IT TEMPORARILY FREEZES TIME, ALLOWING THE CULTIST TO STRATEGIZE OR MAKE A DECISIVE MOVE WITHOUT INTERRUPTION. (ONCE PER DAY THE PLAYER MAY TAKE ONE EXTRA FREE ACTION ON A TURN THEY BLOW THE WHISTLE.)

5 - ANIMATED FOAM FINGER: A SEEMINGLY HARMLESS FOAM FINGER THAT, WHEN ACTIVATED, TRANSFORMS INTO A SPECTRAL APPENDAGE WITH IMMENSE STRENGTH. IT CAN SMASH THROUGH OBSTACLES, DEFLECT PROJECTILES, AND DELIVER POWERFUL BLOWS TO FOES. (STRENGTH IS INCREASED BY +2 WHILE THE FINGER IS WORN).

6 - BLOOD-STAINED JERSEY OF THE FALLEN CHAMPION: A TATTERED, BLOOD-SOAKED FOOTBALL JERSEY BELIEVED TO CARRY THE ESSENCE OF A FALLEN FOOTBALL HERO. IT GRANTS THE WEARER SOME OF THAT POWER, CHANNELING THE SPIRIT OF THE CHAMPION. (+2 PRESENCE WHILE WEARING THIS JERSEY)

7 - THE BONE SHARD SHOULDER PADS: SPIKED SHOULDER PADS MADE FROM THE BONES OF FALLEN WARRIORS, GIVING THE CULTIST AN IMPOSING AND INTIMIDATING PRESENCE. THEY PROVIDE SOME PROTECTION IN PHYSICAL ENCOUNTERS AND ARE BELIEVED TO CHANNEL THE STRENGTH AND RESILIENCE OF PAST FOOTBALL HEROES. (1 DAMAGE FROM SUCCESSFUL MELEE ATTACKS AGAINST THE PLAYER ARE REFLECTED BACK ONTO THE ATTACKER.)

8 - THE DARK BRASS TROPHY: AN ANCIENT AND COVETED TROPHY THAT EMBODIES THE ESSENCE OF VICTORY. POSSESSING IT BRINGS FAME AND FORTUNE TO THE CULTIST, BUT IT ALSO ATTRACTS THE ATTENTION OF JEALOUS FRIENDS AND FOES WHO CONSTANTLY SEEK TO STEAL IT.

MORK BORG MONSTER: REFEREE

ALL REFEREE'S ARE FORMER PLAYERS, WHO'S LACK OF SKILL AND ABILITY PREVENTED THEM FROM BECOMING TEMPLARS FOR THE MAJOR CULTS. THIS HAS LEFT THEM BITTER AND JADED, AND QUICK TO BLOW THEIR WHISTLE ON ANYONE.

HP: 10 ARMOR: NONE MORALE: 9

BLIND: THOUGH BLIND, THEY HAVE BEEN GRANTED THE MAGICAL ABILITY TO CHOOSE WHATEVER THEY WANT TO SEE, NO MATTER WHAT LIGHTING CONDITIONS THERE MIGHT BE.

BLOW WHISTLE: TIME STOPS BRIEFLY, ALLOWING THEM TO TAKE A FREE ACTION.

BRIBE: YOU CAN SPEND 1D6 PER HIT POINT IN SILVER TO DEFEAT A REFEREE WITHOUT COMBAT.

LOOT: REFEREE'S WHISTLE

