

A ROLEPLAYING GAME FOR 1+ PLAYERS



FOKED

RULES - SCENARIO 1

SET IN THE WORLD OF HELLSBOROUGH & THE DARK PEAK

BULL STUART

No magic. Only violence.

Foked is a roleplaying game for 1+ players set in the world of **Hellsborough and The Dark Peak**: a dark alternative reality of the Peak District where there is no magic, only violence, and the murk is always rising. The pocket-sized death spiral. More are coming — further scenarios down the mill roads and out past the Wisewood, and modules that widen the world without thickening the rules.

The world itself lives at **hellsborough.com** — The denizens of The Dark Peak and the cryptids, legends and lore, the Chronicles of Van Hallam, Pip Rippon's diaries, and the rest of the murk. You will also find the Foked-similar, but simpler, Postcard Adventures, which are tiny standalone solo scenarios - make sure that you register to get access to the full archive.

Immerse yourself in the murk, surf the scerm and go deep into the World of Hellsborough and The Dark Peak with our FREE EBOOKS: be sure to check out the LitRPG featuring Thomas Calver, and the Solo RPG book "A Life In Death" - every tale exposes a little more lore, and a whole lot of insane murker mayhem!

Demonspawn Books & Games, proudly made in Sheffield 6, South Yorkshire by Bull Stuart.

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Welcome to The Dark Peak

I didn't write these rules to make anyone a hero. I wrote them down because I kept getting people killed, and a few of them asked me, on the way out, how the thing that did it worked. This is the answer. It fits in your pocket. The place it describes does not.

Hellsborough is what's left of North Sheffield after the dark matter got into it. Same hills, same rivers, same dead works — laid over with a parallel that the people who live there pretend is the only one. There's no magic in it. I've looked. What there is, is murk: a fog that behaves less like weather and more like something with an appetite, thick where the dead pile up, thin where you might get an hour's peace. It has a sound, the murk, if you stand still long enough to hear it — something like a funfair heard through a wall. And there are the things it feeds — boggarts in the flooded carrs, ripperthroats in the outbuildings, and worse out past the Wisewood, where the survey maps go honest and just say nothing.

The nascenti own Hellsborough, but you'll never see them. They leave the Dark Peak District Council to stamp the ϕ hits and hand out the contracts, and the exacid to enforce the law. Nobody really runs the place, which doesn't stop several parties charging you for the privilege of being in it. The hivemind wires the denizens skull to skull, so a lie costs more there than it does here. The jellyheads do the work, the netherlanders rage against the machine, the clowns carry words and merchandise throughout The Dark Peak, and the xin, well the xin do what xin do. You'll deal with most of them eventually, and regret about half of it.

What? I missed Xaexs? Don't ask about xaexs.

That's the world. Here's the game.

Foked is a game you play on your own, or with one or two others if you must, at a table, with two six-sided dice and no preparation. The story comes out of the dice and whatever you bring to them. I play it alone, mostly, having nobody out here I'd trust at my back. It learned its manners from Mork Borg and Xas Irkalla, and you'll feel that in the rot and the brevity. The rules are the ones I actually use. Anything you don't like, cut it. Anything I've left out, put your own in. I only wrote it all down so the whole thing would fit in one pocket, and so nobody would have to take my word for what they could roll for themselves.

A word on fairness: there isn't any. On a good run of the dice a first-night nobody can put down a thing that had no business dying to them. On a bad one, two creatures barely worth the name will finish someone who's survived worse, and the murk clock will tick up while they do it. The murk does not grade on a curve. The mercy in that is that making a character is quick, the Dark Peak is wide, and there's always another contract.

The work in scanrio 1 is recovery. Somebody went into the Dark Peak and didn't

come back, and the fee for bringing out what's left is better than the fee for the survey that lost them, which should tell you everything you need to know about the survey. You can earn a name out there in a single murkneet. You can also lose one, and a stat, and the part of yourself you didn't know was holding the rest up, on the same roll.

Keep your weapon close and your snough torch lit. The murk is down tonight. That won't last. D'divi be with you.

— Pip Rippon, field notes

The Rules

Rules for surviving Hellsborough and The Dark Peak.

Version 1.0

Free. Solo or group. One set of rules for everything.

You will need: two six-sided dice, something to write with, and a clear idea of what you're walking into.



Bring two dice. Your imagination is optional, fear is mandatory.

The Roll

Every action that matters resolves on **2d6 + relevant stat**, measured against **the Cut** — the oracle's target for that task. The default Cut is **8**.

What matters is your **margin**:

Margin vs. the Cut	Band	Outcome
Beat by 4+	CLEAN	You get what you wanted. The murk takes nothing.
Beat by 0–3	TOLL	You get it — but pay the Toll (lose 1 from the stat you rolled).

Margin vs. the Cut	Band	Outcome
Miss by 1–3	FOKED	You fail, pay the Toll anyway, and the Murk Clock advances.
Miss by 4+	RUIN	You fail. The oracle draws Predation.

Cut tiers:

Difficulty	Cut
Default	8
Hard	11
Severe	14
Murderous	17

In combat, both sides roll 2d6 + relevant stat. Your opponent’s total is your Cut. Beat it by 4+: clean hit, no counter. Beat it by 0–3: you both connect — trade blood. Miss by 1–3: they hit you. Miss by 4+: they hit you, and the oracle draws Predation.

Your Stats

Three stats. Each one is your flesh. There is no separate HP — **your stat is your capacity, your endurance, your limit**. Damage reduces the stat directly. When a stat is damaged, you have less of it to roll with, and the odds of the next Toll shift against you. Damage compounds.

GRIT covers physical endurance, strength, and staying upright. Physical and precision damage reduces GRIT directly. At 0 GRIT: death, or a permanent physical consequence that follows you out of the encounter.

WIT covers perception, quickness, and social acuity. It leads initiative in combat and governs precision attacks, reading environments, and navigating people. At 0 WIT: mental corruption, incapacity, or loss of self — whatever the murk or your opponent decides that looks like.

MURK covers dark matter sensitivity, resistance to murk-based attacks, and your capacity for Soulprint abilities. Murk and Soulprint attacks reduce MURK. At 0 MURK: transformation, possession, or murk-bond — you don’t simply fall over; you become something else’s problem to manage.

Wounds

When any stat drops to **half its starting value or below** (rounding up — half of a starting 9 is 5), mark a **Wound**. Every Wound is **–1 to every roll** — attack, flee, read,

resist, everything — until treated. A stat beaten past its halfway mark drags the whole sheet down with it, raising the odds of the next Toll and the one after that. The spiral still comes for you — it just takes a real beating to start it, not a single scratch.

Stats are open-ended. There is no cap. They grow through play.

Character Creation

Three steps, in order.

Step 1 — Choose Species

Species sets your **stat floors** — pre-allocated at no cost — and gives you a **starting trait** and your **hivemind status**. There is no ceiling: a stat starts as high as your floor, type bonus, and array allow, and grows further through play.

Species	GRIT	WIT	MURK	Hivemind	Starting trait
Netherlander	2	2	1	No	<i>Old Land Sense</i> — never lost in natural Dark Peak terrain; in settlements, roll 2d6+WIT vs Default Cut (8) to find an alternative route, exit, or hidden approach. <i>Tribal Wary</i> — cannot be ambushed by sapient creatures; surprise rounds from sapient enemies do not apply
Jellyhead	1	2	2	Yes	—
Xin	3	3	2	Yes	<i>Ocular Read</i> — passive: read intent (hostile/deceptive/neutral) through eye contact at close range, no roll required; once per encounter, predict an opponent’s next action and act before them regardless of initiative order
Clown	2	3	2	Yes	<i>Courier Network</i> — always know a contact in any settlement; contacts share information freely
Exacid	4	1	1	Yes	<i>Shell</i> — reduce all physical damage by 1 (minimum 1)
Xaexs	4	2	3	Yes	<i>Murk Sight</i> — perceive MURK-active entities before they manifest

Hivemind status (see The Hivemind section) is part of the species — only Netherlanders are off it. A Netherlander who reaches level 3 will naturally attract a symbiot; this bond does not require the Soulprint discipline or its prerequisites. Bond mechanics are otherwise identical.

Four arms (Xin and Xaexs): A Xin or Xaexs has four arms and keeps two weapons in hand at once — both ready, no draw needed. While dual-wielding two melee weapons, a successful Attack adds the off-hand weapon’s damage as +1 (the off-hand strikes with the same roll; it does not roll separately). A Xaexs fights with its natural Murk pulse and rarely bothers with held weapons, so this benefit is in practice the Xin’s. The four-armed wield does not raise the three-item carry limit — only the two-weapon limit is held ready at once instead of one.

Step 2 — Choose Character Type

Type gives +2 to your primary stat at creation and a starting skill.

Type	Primary stat	Starting skill
SCRAPPER	GRIT	<i>Hard Yards</i> — on a Toll result for a physical attack, choose: deal full damage or avoid counter-damage. Not both.
MURKER	MURK	<i>Murk Read</i> — detect MURK density and recent murk-active events in a location
WATCHER	WIT	<i>First Look</i> — always act first in the opening round of combat, regardless of WIT order
COURIER	WIT	<i>Known Face</i> — when entering a settlement, roll 2d6+WIT vs Default Cut (8) to already have an ally or useful debt there

SCRAPPER restriction: A SCRAPPER cannot use ranged weapons that resolve on WIT (sling, thrown object, fungun). Their discipline is the close fight — GRIT and precision in hand, not the thrown shot.

Types also give preferred skill tree access. Skills in your preferred tree require one fewer narrative trigger to unlock.

Type	Preferred tree	Secondary access
SCRAPPER	Combat & Weapons	Survival & Perception
MURKER	Soulprint	Murk Navigation
WATCHER	Survival & Perception	Combat & Weapons
COURIER	Faction & Network	Survival & Perception

Step 3 — Assign the 3-2-1 array

Assign +3, +2, and +1 across your three stats — one value to each of GRIT, WIT, and MURK, in whatever arrangement you choose. That is your whole allocation: no

point-pool, no ceiling. A focused build stacks its +3 on the stat its type already raised; a rounded build spreads them out.

Note: your stats are flesh. The number you start with is how many hits the murk gets before you're gone. A spiky build hits harder on its axis and folds faster off it.

Worked example: Exacid SCRAPPER

Step 1 (Exacid): floors GRIT 4, WIT 1, MURK 1 — assigned free. Hivemind: yes. Trait: Shell.

Step 2 (SCRAPPER): +2 to primary (GRIT), 4 → 6. Starting skill: Hard Yards.

Step 3 (3-2-1 array): +3 to GRIT (6 → 9), +2 to WIT (1 → 3), +1 to MURK (1 → 2).

Final character: GRIT 9 / WIT 3 / MURK 2. Trait: Shell. Skill: Hard Yards. Nothing capped him — if he wants GRIT higher than 9, he earns it through play.

Combat

Initiative

At the start of an encounter, every participant rolls **2d6 + WIT**. Highest total acts first. Ties broken by MURK. This order holds for the full encounter unless a skill or trait forces a reroll.

Your Turn

Declare one action, then resolve it.

Action	Mechanic
Attack	Roll 2d6 + relevant stat (see Attack Vectors below)
Use Skill	Activate an acquired skill — costs vary
Move	Change zone (close / nearby / distant) — no roll unless contested
Interact	Use an item, open something, speak — roll only if outcome is uncertain
Flee	2d6 + WIT vs. Cut 8. CLEAN: away clean. TOLL: away, but pay the Toll (lose 1 WIT). FOKED or RUIN: still in it.
Brace	Forgo your attack and set yourself: +2 to your defensive rolls until your next turn. If an attacker misses you while you brace, you immediately counter for your weapon or natural-attack damage. Turns an enemy's aggression into your opening instead of your attack into a trade.

Attack Vectors

Vector	Attacker rolls	Defender resists with
Physical	2d6 + GRIT	2d6 + GRIT
Precision / Ranged	2d6 + WIT	2d6 + WIT
Murk / Soulprint	2d6 + MURK	2d6 + MURK

Opposed roll results — the opponent's total is your Cut:

Margin	Result
Beat by 4+	Clean hit — deal damage, no counter
Beat by 0–3	Trade blood — both take damage
Miss by 1–3	They hit you
Miss by 4+	They hit you; oracle draws Predation

Damage & Consequences

Physical and precision damage reduces GRIT. Murk and Soulprint damage reduces MURK. WIT attacks — rare — reduce WIT. All damage is direct and permanent until treated.

Stat at 0	Consequence
GRIT	Death, or permanent physical harm
MURK	Transformation, possession, or murk-bond
WIT	Mental corruption, incapacity, or loss of self



A Boss-class denizen scales the peak, drawn by the scent of fresh meat.

Bosses

A Boss acts **every round** it shares a hex with you — silence or not. Stillness at best slows escalation; it does not stop it. Wards (a lit snough torch) buy a round or two; they do not trivialise the fight. The Murk Clock keeps ticking in a Boss’s hex. Standing still next to a Boss is not a strategy; it is a slow way to draw Predation.

Clean kills are rare. Margin-based combat means trading blood. You will leave a Boss encounter having lost something.

Health: named adversaries vs generic creatures. A *generic creature* — any type you meet many of — has no separate health track: its stat *is* its health, and it falls when the stat in the vector you fought it on reaches 0. A *named adversary* — a unique, proper-named entity (a Boss, or a named guardian) — is more than that. Its health is a single **pool equal to the sum of its three stats**, and any damage vector reduces that one pool (you wear down its whole presence, not one stat). A named adversary fights **every round at its full, undegraded stats** — no spiral, no softening, relentless to the last point — and falls only when the pool hits 0. A handful of named adversaries cannot be killed at all (HP: -); they are displaced by a named route, not a pool (see their entries).

After Combat — Looting

After defeating a creature, roll 2d6 + WIT vs. Cut 8 to search it.

Band	Result
CLEAN	Full loot — roll on the creature’s loot table
TOLL	Partial — one item or $\text{€}d6 \times 5$ in loose chits (sapient creatures only)
FOKED or RUIN	Nothing recoverable, or the situation has changed

What you can find depends on creature type:

Creature type	Chits	Materials	Notes
Sapient (netherlander, jellyhead, xin, clown, exacid)	$\text{€}d6 \times 10$	Carried weapon or item (50% chance)	Roll on their equipment
Hunter / Hungry	None	Natural material (see table below)	No currency; biological value only
Warden	None	Shell or carapace fragment	Hexikid defeat yields one Hexikid shard — usable as a weapon immediately

Creature type	Chits	Materials	Notes
Lurker	ꜥd6 × 5 if sapient	Murk residue (if murk-active)	Murk Wraith: no physical remains; leaves enough residue for one batch of Murk-salt
Blinker	None	Murk residue	No physical remains. Wait one round before looting — it may reappear. Yields one batch of Murk-salt worth of residue
Listener	None	Murk residue	No physical remains. Defeating one in silence yields twice the residue — two batches of Murk-salt
Boss	Defined in creature entry	Defined in creature entry	Always carries something specific

Natural materials — trade value:

Material	Source	Trade value	Other use
Morivarid eye	Morivarid	ꜥ8 each	Soulprint trigger component
Dyapnid chitin plate	Dyapnid	ꜥ15	Sold to tinkers or Nascenti suppliers
Hexikid shard	Hexikid	ꜥ20 or use as weapon	Weapon (Damage 3, GRIT, Piercing)
Murk residue	Murk Wraith, Blinker, Listener	ꜥ25 or craft Murk-salt	One batch of Murk-salt
Exacid shell fragment	Exacid	ꜥ20	Sold; no direct crafting use

Recovery & Rest

Rest is not a reset. The murk does not sleep.

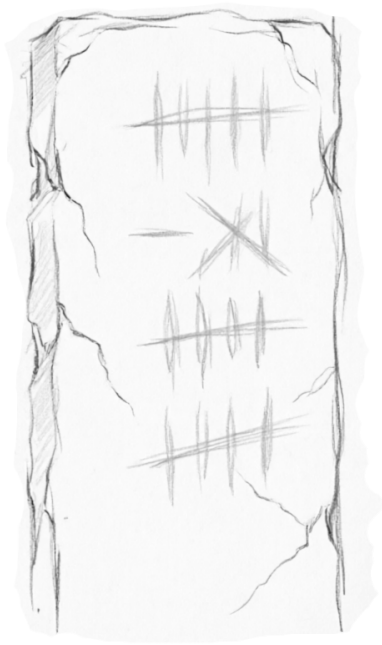
Long rest — one full murkneet in a Murk-1 location only: Recover 1 to a single damaged stat of your choice. That is all. **Every long rest advances the Murk Clock by 1** — camping is not safe; the hunter grows while you sleep.

Wounds do not heal on rest. A field dressing clears one Wound (not stat damage). Requires 10 minutes and no active threat; not usable in combat. A healer or downtime

between scenarios clears more. Untreated Wounds ride into the next encounter and the one after.

Murk-3+ hex: Long rest is not available. Rest provides no recovery of any kind. The Clock still advances if a murkneet passes.

Symbiot recovery — after a symbiot death: Requires a long rest in a safe location (Murk-1 only). Roll 2d6+MURK vs Hard Cut (11). On success, recovery begins: the MURK loss from the death reduces by 1 per subsequent successful long rest. On failure, no progress this rest.



The murk clock scratches away at your health, choking you like a noose.

The Murk Clock

One track. Starts at **0**. The thing none of you can outrun.

The Clock advances **+1** when:

- You enter a Murk-3+ hex (once per fresh entry — not re-ticked for each action inside)
- You use a MURK read or spend a MURK ability (a Soulprint discipline or a murk-charged working) — but **not** a basic natural attack such as the Xaexs

Murk pulse, which is muscle, not a drawn-down working, and does not tick the Clock

- You get a FOKED or RUIN result on any roll
- You take a long rest
- A murkneet passes

The Reckoning: each time the Clock advances, roll 2d6. If the result is $\leq$ the Clock's current value, it breaks — draw Predation and reset the Clock to 0.

Clock at 1 → breaks on a 2 (roughly 1-in-36). Clock at 5 → breaks on 2–5 (roughly 1-in-7). Clock at 8 → breaks on 2–8 (roughly 1-in-2). The player never knows which tick is the one.

Patience kills. Reading kills. Resting feeds the Clock. Standing silently next to a Boss while the murkneets bleed past is not a strategy; it is a slow way to draw Predation.

Murk Ratings

Every hex has a Murk rating from 1 to 5. It is not fixed — it can rise from an event, a Soulprint discharge, or nothing you can name.

Rating	Name	Effect
1	Clear	No modifier
2	Thin	Listeners and Blinkers active; +1 to all MURK rolls
3	Risen	Murk Wraiths may manifest; MURK checks one Cut tier harder
4	Thick	GRIT checks to move take –1; Soulprint costs +1 MURK
5	Event	Roll on the Murk Event table immediately on entry (see §Murk Events)

A Murk-5 hex does not offer combat as the primary threat. The murk is the threat; everything else is a symptom.

Murk Events

A **Murk-5 hex is an Event hex** — the murk is thick enough that crossing the threshold disturbs it. On first entry to a Murk-5 hex, **roll d6** on the table below. This is *in addition to* the Clock advance and its Reckoning for entering a Murk-3+ hex; the murk at its deepest does not wait its turn.

d6	Murk Event
1	Murkfall. Visibility collapses to close range. Until you leave the hex, every WIT-based read is one Cut tier harder (Default → Hard → Severe → Murderous).
2	Soulprint bleed. A stranger's death-echo washes through your channel — lose 1 MURK.
3	The Clock lurches. The murk floods the count — advance the Murk Clock by +1 again (roll its Reckoning), on top of the entry tick.
4	Glass-calm. The murk goes silent and still — wrong, but harmless. No effect. It is only watching.
5	It turns. Any already-roused murk-active entity in the hex orients on you at once — you gain no surprise, and a hostile one acts first this encounter. (A creature with its own trigger condition — a Listener, the Ninefold, their like — still waits for that trigger.)
6	The murk opens. The ground of the world thins beneath you — draw Predation.

A Murker with **Event Sense** (§Murk Navigation) may roll to learn the Event before entering; **Murk Damp** (Tier III) can pass one Murk-5 hex a session without rolling at all.

Movement & Travel

Distance in the Dark Peak is measured in murkneets — one full murkneet is twelve hours of travel and rest. Hexes are roughly one mile across. How many you cover depends on what you cross.

Condition	Hexes per murkneet
Clear terrain	3
Difficult terrain (gulch, ruin, water)	2
Wisewood edge	1
Murk rating 4–5	–1 to all movement (applied after terrain)

A Murk-4 gulch is 1 hex per murkneet. A Murk-5 Wisewood edge is not crossable in a standard murkneet without the right skills (see *Still Walk*, §Murk Navigation).

Rest requirement: one full murkneet of rest per three murkneets of travel. Skipping it costs 1 GRIT from exhaustion — a compounding drain, not a symbol. In Murk-3+ territory a long rest gives no recovery at all (see §Recovery & Rest). Plan rest locations before you need them.

Entering a Hex — Denizen Behaviour

A hex’s primary denizen reacts to your arrival. On entry, roll **2d6 + the hex’s Murk rating** and read the result.

Result	Behaviour
2–4	Hostile — initiates immediately; no read possible
5–7	Wary — present and watching; your first move decides what happens next
8–10	Territorial — tolerates passage if no threshold is crossed
11–13	Absent — hex appears empty; the denizen has moved on or is dormant
14+	Opportunity — distracted, injured, or approachable; the hex is yours to use

The Murk rating is added because the murk carries information: at Murk 3 a denizen knows you are in the hex before you move; at Murk 1 you might get the first look. Made once per entry — staying in the hex does not reset it. *Wary is not safe — it means the creature is deciding, and what you do next is the scenario.*

The Oracle

In solo play you are both player and oracle. When the outcome is uncertain and no rule covers it, ask one yes/no question and roll 2d6.

Roll	Answer
10+	Yes — and something in your favour
7–9	Yes — but with a complication
5–6	No — but no worse than before
4–	No — and the situation changes for the worse

Adjust the target: **+2 if the outcome is likely, –2 if it is unlikely**. Apply one adjustment per roll.

The oracle does not generate story. It generates constraints. The story is what you do with the answer. Ask one question at a time — compound questions produce compound complications.

A group with a human oracle uses that person’s judgement in place of this roll; the table is the solo player’s stand-in.

Predation

Drawn when the Reckoning breaks the Clock, or when a RUIN result calls for it. Roll d6 and obey the draw. The player rolls openly; the table dictates the lie.

d6	Predation
1	False sense. Your most recent successful read was a lie. The oracle reverses it — the “empty” hex wasn’t, the “safe” route isn’t, the “identified” creature is something else.
2	The murk rewrites you. Lose 1 permanently from your highest stat. A relied-on skill stops working until the scenario ends.
3	Betrayal. A contact, the contract, or the hivemind turns — position leaked, debt called in, “ally” was never one. Always someone you trusted.
4	It commits. A watching thing attacks now — it acts before you and connects. Take its damage to the relevant stat.
5	The murk takes. Lose an item, 1 stat point, or ¢d6×10 — the oracle picks one, but something is always lost.
6	The worst of it. Draw twice; apply both.

The content of a false sense is dictated by the table, not chosen by the player. A human oracle may pre-roll Predation in secret for extra dread; it is not required.

Weapons & Items

¢hits

Currency in Hellsborough is ¢hits (¢). Small stamped discs, issued by the Nascenti-controlled exchange, accepted everywhere inside the murk boundary. A night’s lodging costs ¢15–30. A DPDC survey contract runs ¢500. You are not starting with ¢500.

Starting ¢hits by type:

Type	Starting ¢hits
SCRAPPER	¢60
WATCHER	¢80
MURKER	¢40
COURIER	¢100

Species may adjust starting chits at the oracle’s discretion — a Clown COURIER likely starts at the higher end; an Exacid SCRAPPER at the lower.

Weapons

Weapon	Damage	Vector	Tags	Cost	Notes
Fists	1	GRIT	—	—	Always available
Knife	2	GRIT	—	¢10	Common
Staff / club	2	GRIT	—	¢8	Common
Improvised (brick, bottle)	1	GRIT	Loud	—	Found anywhere
Whip'o'wil	2	GRIT	Reach	¢35	Xin weapon; barbed, semi-organic; standard issue for xin guards
Murk-spike	2	MURK	—	¢50	Dark matter-charged implement; deals MURK damage
Hexikid shard	3	GRIT	Piercing	¢25	Salvaged mandible fragment; heavy, awkward; or looted free
Fungun	4	WIT	One-shot, Loud	¢400	Xin fungal weapon; fires fungets; rare outside xin circles; reloadable if fungets found
Sling	2	WIT	—	¢12	Thrown, recoverable
Thrown object	1	WIT	—	—	One-use
Snough torch	0	—	Ward	¢5	Burns snough root; Morivarids and Listeners will not approach

Weapon tags:

Tag	Rule
Reach	Attack from nearby zone without entering close range
Piercing	Ignores natural armour
Venom	On a hit, target loses 1 additional GRIT at the start of their next turn

Tag	Rule
Murk-charged Loud	Deals MURK damage instead of GRIT damage Automatically triggers Listener and Warden types within earshot
One-shot Ward	Single use — spent after firing Listeners will not approach a character holding this item lit or active

Vendors

Settlements have vendors. Items with listed costs are available at the prices shown. Selling loot returns roughly half its listed trade value — unless a relevant skill (Known Face, Courier Network) or an established contact shifts the terms. What a vendor stocks and whether they’ll deal with you is the oracle’s call.

Carrying Limit

Two weapons. Three items. That’s what you can keep functional. Everything else is a decision.

Items

Each item occupies one of your three item slots.

Consumables — used once, then gone:

Item	Cost	Effect
Snough root	¢5	Burns to create smoke; Morivarids and Listeners will not approach for one round
Field dressing	¢15	Clear one Wound after an encounter — not usable in combat
Murk-salt	¢30	Sprinkled at a threshold; Listeners cannot cross it for one murkneet
Fungets (×3)	¢40	Ammunition; reloads a fungun once
Hivemind token	¢80	DPDC-issued; grants a non-connected individual one-time hivemind access — send one message to any known connected recipient. Single-use.

Persistent — kept until lost or destroyed:

Item	Cost	Effect
Rope	¢12	Enables climbing, binding, crossing; no roll required for straightforward uses

Item	Cost	Effect
Map fragment	€20	Reduces movement cost by 1 hex in a named region
Field notes / bestiary pages	€25	Grants +1 to the first Assess or Taxonomy roll against a named creature type

Natural Attacks

Some species do not need weapons.

Species	Natural attack	Damage	Vector
Exacid	Pincers	3	GRIT
Xaexs	Murk pulse	2	MURK

Murk-Charged Weapons

Any standard weapon can be murk-charged by a MURKER or through certain encounters — adds the Murk-charged tag, changes the damage vector to MURK, lasts one encounter. Permanently charging a weapon requires the Weapon Charge skill (Combat & Weapons tree, Tier III).

The Hivemind

The hivemind is a communications network sustained by molon-tor — a murk-distributed biological entity. All denizens and jellyheads are connected to it by nature. Wearers of DPDC-issued psymasks are also connected. Netherlanders are not.

Baseline access gives two things:

- *Passive*: sense the presence of other connected individuals within close range, without rolling.
- *Active*: send a message to any known connected individual, regardless of distance, within the murk boundary.

The hivemind transmits emotional state alongside words. You cannot cleanly deceive on it — intent bleeds through every message. A character with MURK 6+ can attempt to suppress their emotional signal: roll 2d6+MURK vs Hard Cut (11) to send without feeling attached.

Courier channels are private, encrypted routes within the hivemind, accessible only to trained COURIERS. Messages sent through courier channels carry no emotional signal and cannot be casually monitored. A COURIER who is also

hivemind-connected has both layers; a Netherlander COURIER operates courier channels only.

Skills

How Skills Work

Skills are discrete, named capabilities acquired through play — not purchased with points at character creation. Each skill has a prerequisite, a trigger (the narrative event that unlocks it), and a mechanical effect. Tiered skills grow through stages I, II, and III. Single-tier skills are discrete unlocks.

Skills in your character type’s preferred tree require one fewer narrative trigger to unlock.

Character Type Preferred Trees

Type	Preferred tree	Secondary access
SCRAPPER	Combat & Weapons	Survival & Perception
MURKER	Soulprint	Murk Navigation
WATCHER	Survival & Perception	Combat & Weapons
COURIER	Faction & Network	Survival & Perception

Combat & Weapons

Skill	Tier	Prerequisite	Trigger	Effect
Weapon Hold	I	—	Starting (SCRAPPER) or first combat survival	Use any weapon without penalty
Hard Yards	I	Weapon Hold	Starting (SCRAPPER)	On a Toll result for a physical attack: choose deal full damage or avoid counter — not both
Press	II	Hard Yards	Survive 3 consecutive combats without fleeing	On a successful attack, immediately roll to attack again once
Break Shell	II	Weapon Hold	Defeat an armoured creature	All attacks gain the Piercing tag

Skill	Tier	Prerequisite	Trigger	Effect
Weapon Charge	III	Break Shell + MURK 4	Taught by a MURKER or Xaexs	Permanently add Murk-charged to one carried weapon

Survival & Perception

Skill	Tier	Prerequisite	Trigger	Effect
Copper Taste	I	—	First murk exposure	Passive: sense rising MURK before it registers on any instrument
Murk Read	I	—	Starting (MURKER) or spend a night in the Wisewood	Read MURK density and recent murk-active events in a location
First Look	I	—	Starting (WATCHER)	Always act first in the opening round, regardless of WIT order
Ground Knowledge	II	Copper Taste	Spend three sessions in the same region	Passive: never surprised in known territory; Lurker surprise round negated
Assess	I–III	WIT 3	I: careful examination; II: WIT 5 + survive a compliance entity; III: WIT 8 + enter a murk node	Reads buildings (I), people and entities (II), infrastructure and networks (III)

Faction & Network

Skill	Tier	Prerequisite	Trigger	Effect
Known Face	I	—	Starting (COURIER)	Roll 2d6+WIT vs Default Cut (8) on entering a settlement to already have an ally or useful debt there

Skill	Tier	Prerequisite	Trigger	Effect
Courier Network	I	—	Starting (Clown species) or inducted by a Courier	Always know a contact in any settlement; contacts share information freely. If hivemind-connected, messages route through private courier channels — untraceable, no emotional bleed
Exacid Read	I	WIT 3	Observe an exacid in operation	Passive: identify exacid-class entities through any performance layer or disguise
Dead Drop	II	Known Face	Run three successful information exchanges	Leave information only a specific recipient can retrieve; cannot be intercepted
Faction Mark	III	Courier Network + Dead Drop	Earn the trust of a named faction	One faction will not attack you unprovoked; other factions may treat you with suspicion

Murk Navigation

Skill	Tier	Prerequisite	Trigger	Effect
Murk Drift	I	MURK 2	Spend a full murkneet moving through Murk-3+ territory	Passive: sense the direction and intensity of murk flow in the current hex; know whether the rating is rising or falling
Still Walk	II	Murk Drift	Enter and exit a Murk-4+ hex without triggering creature responses	Ignore the –1 movement penalty in Murk-4 and Murk-5 territory

Skill	Tier	Prerequisite	Trigger	Effect
Event Sense	II	Murk Drift + MURK 3	Witness a Murk Event from an adjacent hex without entering	Before entering any hex, roll 2d6+MURK vs Hard Cut (11); learn whether a Murk Event is active before triggering it
Thin the Draw	II	Still Walk	Survive a full session with MURK at 3 or below after entering a Murk-5 hex	When fleeing in Murk-4+ territory, treat any TOLL result on a Flee roll as CLEAN — the murk covers your exit
Murk Damp	III	Event Sense + Thin the Draw + MURK 6	Successfully use Event Sense to avoid a Murk Event three times	Once per session, pass through a Murk-5 hex without triggering its Event roll

Soulprint

Available to any species and type. No character starts with Soulprint disciplines. Acquiring all five is an extended campaign achievement.

Discipline	Prerequisite	Trigger	Effect
Pre-cog	MURK 5	Survive a Listener encounter without taking MURK damage	Once per session: ask one yes/no question about the immediate future. The answer is honest.
Telepath	MURK 5	Taught by someone who holds Telepath	Read surface thoughts of non-closed minds within close range; roll 2d6+MURK vs Hard Cut (11) for guarded minds
Kinesthetic	MURK 6	Survive being the target of a Soulprint attack	Move one inanimate object within nearby range; roll 2d6+MURK vs Default Cut (8)

Discipline	Prerequisite	Trigger	Effect
Symbiot	MURK 6	A symbiot chooses you — cannot be forced	Gain a symbiot companion; if it dies, lose MURK equal to its MURK value immediately
Cognivising	All four above + MURK 8	Reserved — specific narrative event	Reserved — advanced supplement

Symbiot

A living companion bonded to one character. Stat block: GRIT 2–4, WIT 3–6, MURK 2–5. It acts on your initiative. If wounded, you take half its GRIT damage to your MURK. If it dies, you take its full MURK value as immediate MURK damage.

A symbiot cannot be sought out. It presents itself when conditions are right.

For recovery after symbiot death, see Recovery & Rest.

Advancement

Skills unlock through play — through surviving the right encounter, learning from the right person, or being in the wrong place long enough. Between sessions, apply one stat growth point to any stat. No cap.

Levels

Characters advance through levels marked by narrative milestones. The oracle declares when a level is reached — there is no point-counting.

Level	Milestone	Effect
1	Character creation	Starting skills and stats
2	Survived a significant encounter or completed a major objective	Stat growth increases to 2 points per session
3	Completed a campaign arc or faced a defining consequence	Species-level traits unlock — Netherlands naturally attract a symbiot at this level, bypassing Soulprint prerequisites
4	Extended campaign play	Advanced Soulprint disciplines become available

Experience (XP) (*optional rule*)

The milestone levelling and the per-session stat growth above stay exactly as written. This optional rule adds one thing on top: **killing a monster gives XP**, and that XP feeds both of those systems.

Earning XP

A creature has no separate hit points — its stats *are* its health, and you kill it by reducing the relevant stat to 0. So:

XP for a kill = the stat you reduced to 0 — its toughness in the vector you fought it on. For a **named adversary** with a pool, XP = the pool (the sum of its stats) instead.

A gnawmard dropped at WIT 3 pays 3 XP; a boggart at MURK 5 pays 5; a ripperthroat at GRIT 6 pays 6; a Listener at MURK 7 pays 7. Tougher the thing, bigger the stat, more the XP. A creature you flee or merely outlive pays nothing — only the kill counts. Keep one running total.

What XP does

XP feeds the two existing tracks automatically. There is nothing to spend.

- **Stat growth:** each time your total passes a new multiple of **10 XP**, take **+1 stat point** and apply it to any stat between sessions — on top of your normal per-session growth.
- **Levelling:** your lifetime XP is a second route to a level, alongside the milestone table. You level the moment you hit either one:

Level	Lifetime XP	(or the milestone)
2	20	Survived something significant
3	50	Closed an arc / took a defining consequence
4	100	Extended play

Levelling still does what it always did — Level 2 raises per-session stat growth to 2, Level 3 unlocks species-level traits, Level 4 opens the advanced Soulprint disciplines. XP just gives you a way to get there by the blade.

The Oracle's Guide to Scaling

Characters grow without a cap. The Dark Peak has to grow with them, or it stops being the Dark Peak.

Two properties of these rules make that easy.

Scale the gap, not the number. Every contest is $2d6 + \text{stat}$ against $2d6 + \text{stat}$ — difficulty lives in the *difference* between the two stats, not their size. A GRIT 9 character against a GRIT 6 creature fights at a +3 edge; to give a GRIT 14 character that same fight, the creature needs GRIT around 11. Tune the gap and the maths holds at any level.

The reward scales itself. Kill-XP is the stat you reduced to 0 (see Experience). Raise a creature's stat and its XP rises with it — a tier-IV creature at GRIT 11 pays 11 XP, exactly the bigger chunk a high-level character needs. You never retune XP; you scale the monster and the XP follows.

The levers

1. **Stats** (the main dial) — raise GRIT/WIT/MURK to hold the gap as characters climb. Characters gain roughly 2–4 stat points a level; move monster stats by a comparable step per tier.
2. **Damage** (not optional) — stats are health, and health grows, so attack values *must* climb too, or a high-stat character soaks everything and a fight costs nothing. Physical 4 becomes 6 becomes 8.
3. **Specials over size** — a higher tier should feel *different*, not just bigger: erosion that bites two stats, pack rules that scale with numbers, Bosses that act more than once a round, Murk events on every entry.
4. **Cut floors rise** — Default (8) and Hard (11) are tier-I tools; by tier IV, Hard is the floor and Severe (14) and Murderous (17) carry the real obstacles.
5. **Murk and the Clock** — higher tiers run Murk 4–5 as standard, so the Clock bites and Murk events become routine.
6. **Variants, not strangers** — stat elder, alpha, or greater versions of known denizens before inventing new ones. Escalation lands harder against a creature the players already fear.

Tier reference

Foked is solo first — the bands below assume **one character** against the hex. Match the scenario's tier to that character's level. For a group (two or three players, where a scenario allows), hold the gap by adding bodies or raising opposition stat: a solo runner and a trio should never meet the same hex unchanged.

Tier	Character level	Monster stat band	Attack band	Cut floor	Boss erosion
I	1	1–6	1–4	8 / 11	$2d6 + 7$
II	2	4–9	3–5	11	$2d6 + 8$
III	3	7–12	4–7	11 / 14	$2d6 + 10$
IV	4	10–15	6–9	14 / 17	$2d6 + 12$

These are centres of gravity, not cages — a tier-III hex can hold a tier-I nuisance and a tier-IV horror in the same breath. Spread matters more than uniformity.

The one caution

Do not pile a Boss's scaling onto a single axis. A Murk-erosion Boss tuned to $2d6 + 12$ simply deletes any build that is not a Murker; a pure-physical Boss does the same to anyone light on GRIT. Higher-tier Bosses should threaten **two or more axes at once**, so there is no dump stat that auto-loses and no single build that auto-wins. Keep every axis afraid and you keep every build alive.

A Note from Pip

These rules fit in your pocket. The Dark Peak does not. You've read what you need to read - go well.

- *Pip Rippon, field notes, after the fact*

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Scenario 01 — Three Murkneets Dark

A hex sandbox scenario for one to three players. Uses the full Foked rules.

Version 1.0 Tier I — character level 1. Uses the full Foked Core Rules.

A Note from Pip

The DPDC survey team filed their last signal three murkneets ago from the Dunford Mill complex. Four names, two signal transmitters, one oracle assigned. The oracle's signal went quiet first, then the transmitters one by one, over about a murkneet and a half.

The kill fee for a DPDC recovery contract is ¢80 split across however many come back. The full contract pays ¢160 each if you bring out at least one live team member. The paperwork says “recovery.” The briefing says “determine cause.” Neither document says “be careful,” which is the one piece of advice I would have given.

I know the Dunford Mill complex. Stone and rot. The mill pond is black year-round — the kind of black that has stopped being a colour and become a behaviour. The gnawmards were thick in the outbuildings last time I surveyed, which is the one thing I kept from the briefing: three murkneets ago, when the team went in, the gnawmard colony in the outbuildings was active. I confirmed this with the edge contact at the Dunford Arms. She mentioned it as an aside, the way people do when they do not realise they have told you the important thing.

She also said the briar had come up through the millstone floor. Thornwork, thick as a man's arm, where the survey map shows clear stone. Briar does not grow in three murkneets. Something is feeding it.

She did not say whether the gnawmards were still active.

I did not ask.

— *Pip Rippon, field notes, Dunford Arms, edge of Dunford settlement*

Your Character

Create a character using the full Foked rules: choose a species, choose a type, and assign your 3-2-1 stat array. See the core rules for the full species and type tables.

Starting equipment for this scenario: one weapon of your choice (cost up to ¢35), one field dressing, one snough torch. Starting ¢hits as per your type, minus the weapon cost.

Three ways in, three ways to end it. The journey forks into three approaches — a

steep physical climb up the Gritstone Clough (GRIT), a drowned murk-bog through the Drowned Carr (MURK), and a derelict contour road you navigate by eye along the Packhorse Road (WIT) — and each leads to a different way down into the mill and a different way to kill the thing at the node. GRIT is the most direct and asks the least preparation: the physical route, and a blade to the node's anchor-root, will always work. But a MURK build can cross the bog, sink through the flooded channel, and unmake the node on its own axis; a WIT build can read a dry stair down past the briar-choked tunnel, mark the briar's single anchor-root from the high road, and cut the one length that matters. Pick the route that fits your build, and the node solution that fits your route. Whoever you are, carry a snough torch — the briar is fire-shy, and that holds on every axis.

The DPDC briefing includes: the team's last known signal location (Mill Pond zone, Hex B), their names, and a hand-drawn map of the complex from last survey. Accurate to within one murkneet of their departure — conditions may have changed.



Dunford Mill: stone and rot, the black mill pond, briar pushing up through the millstone floor.

The Situation

Dunford Mill ceased operation two hundred years ago. The Nascenti classification file lists it as Murk 2, structure stable, gnawmard colony active, no scheduled events. The classification file has not been updated in twelve years.

The DPDC team's assignment: survey the mill complex and assess a reported murk rise in the lower levels. Standard survey work. In and out in one murkneet.

They were in for three before the last signal. The last signal was a location ping. No text.

There is a murk node in the lower chamber — amber, steady, the size of a cartwheel — and it was placed there. It is not natural and it is not in the classification file. Since it was placed, a thorn-briar construct has grown up out of the millstone floor and filled the lower mill, fed on the node's discharge. The gnawmards will tell you whether the

situation has changed. The briar will tell you how far it has gone.
You are going in.

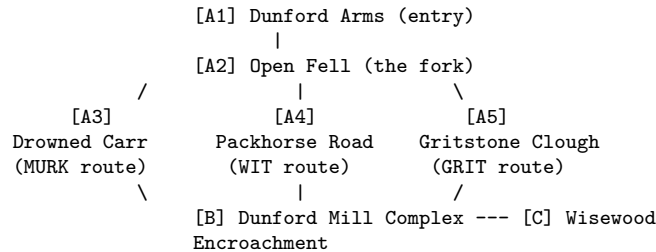
The Map

This scenario operates at two scales.

Hex-scale travel governs the journey to Dunford Mill — each hex is roughly one mile across, and the standard movement rules apply.

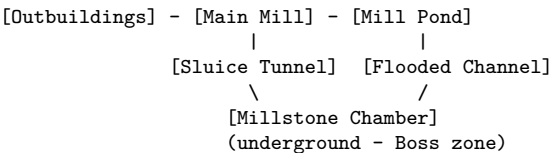
Zone-scale exploration governs movement inside the mill complex once you arrive at Hex B. Zones are not hexes. Moving between zones takes minutes, not murkneets — no travel roll required unless a creature, a barred way, or a situation contests your movement.

Hex-Scale Travel Map



Three approaches from the fell to the mill, each navigated on a different axis. They reconverge at Hex B but reach it at different points — and lead to different ways down into the lower mill. Take the route your build can walk.

Zone Map — Hex B Interior



Each approach reaches Hex B at a different point: the Gritstone Clough (A5) at the Outbuildings or Main Mill; the Packhorse Road (A4) at the Main Mill, with the complex already scouted from the high contour; the Drowned Carr (A3) at the Mill Pond, where the bog's water table surfaces.

The Millstone Chamber is underground, and there are four ways down — the trapdoor in the Main Mill floor (GRIT), the Sluice Tunnel (GRIT), and the way past Brent's

notes), the dry miller’s stair off the Main Mill (WIT), or the flooded channel that drops from the Mill Pond to the chamber (MURK). One for each axis, and the descent you take is usually the one your route brought you to.

Hex C can be entered from the Outbuildings or Sluice Tunnel zone — wherever the treeline has pushed closest to the mill.

The Hexes

A1 — Dunford Arms

HEX A1
TERRAIN: Edge settlement
MURK: 1 (Clear)
DENIZEN: Jellyhead / Clown / Xin - civilian
LANDMARK: The Dunford Arms, a surviving public house used as a faction waypoint
NOTES: The edge contact (Marta, xin) will brief you without charge. She will not accompany you. She mentions the gnawmards as an aside - active last time she checked. That was two murkneets ago. She also mentions the briar.

The Dunford Arms is safe. A long rest here (Murk 1) restores 1 to one stat of your choice — see §Recovery in the core rules. This is the only location in the scenario where rest mechanics apply; Hex A2 is Murk 2 and the mill interior runs Murk 3 and above. Recover before you leave; there is no second chance at it.

Vendor stock at the Arms:

Item	Cost
Field dressing	¢15
Snough root	¢5
Knife	¢10
Staff / club	¢8
Hexikid shard (Damage 3, GRIT, Piercing)	¢25
Rope	¢12

Marta does not have murk-salt and does not deal in murk-craft. What she stocks is what gets people back up the mill road: edge, weight and something to bind a wound. The Hexikid shard is the most useful thing on the table and she knows it — its Piercing edge bites the briar where a club will not.

A scratcher sits on the roof of the Arms, watching north toward the mill road. It has not moved since Marta arrived this murkneet.

A2 — Open Fell (*the fork*)

HEX A2

TERRAIN: Open fell

MURK: 2 (Thin)

DENIZEN: Scratcher (Lurker) - watching, not blocking

LANDMARK: A DPDC waymark stone, three arrows scratched into it
by old survey teams -
one low to the carr, one along the contour, one
straight up the clough

NOTES: The made track gives out here and forks three ways.
Listeners and Blinkers
active at Murk 2.

The fell is where the road ends and the choice begins. Three ways to the mill from here, and they do not cross again until the complex:

- **Low and left — the Drowned Carr (A3).** Murk-bog, crossed by murk-sense. The route for a MURK build.
- **Along the contour — the Packhorse Road (A4).** The old derelict mill road, threaded by eye. The route for a WIT build.
- **Straight up — the Gritstone Clough (A5).** Steep, broken, physical. The most direct, and the route for a GRIT build.

You can read the ground before committing — roll 2d6 + WIT vs Default Cut (8): CLEAN tells you each route's axis and which way the survey team went (drag-marks lead up the clough); TOLL, the axes only; FOKED or worse, nothing the route descriptions above don't already give you. This is a settlement-edge read, not a murk read — the Clock does not advance either way.

Two gnawmards watch from the waymark stone, oriented on the mill, alert and active. Where the briar has reached, the gnawmards are not — and they are still here.

A3 — Drowned Carr (*MURK route*)

HEX A3

TERRAIN: Drowned alder carr (water / bog)

MURK: 4 (Thick)

DENIZEN: Boggart (Lurker)

LANDMARK: The drowned alders - a wood the mill leat flooded a
century ago, standing
dead in black water; this bog's water table runs
underground to the mill
pond and the chamber below it

NOTES: Murk pools thick here. Movement: 2 hexes per murkneet
(marsh), Murk 4 penalty
(-1). The firm ground is found by reading the flow, not
by looking.

Entering A3 advances the Murk Clock (Murk 4+).

The carr is the same dark water that surfaces at the mill pond, and the node’s discharge runs through it — a MURK character feels the amber pull from the moment they step in. The route is to read the murk-flow and follow the firm ground it hides; lose the read and the bog has you.

To cross — roll 2d6 + MURK vs Hard Cut (11):

Band	Margin	Outcome
CLEAN	+4 or better	You read the flow the whole way across and come out attuned to the node’s discharge — you reach the Millstone Chamber on the murk axis, MURK unspent and already half-inside the node’s current.
TOLL	0 to +3	Across, but the murk takes something — lose 1 MURK.
FOKED	−1 to −3	The flow turns you; lose 1 MURK; the Clock advances.
RUIN	−4 or worse	The bog pulls you under to the chest before you find footing — lose 1 MURK; draw Predation; the Clock advances.

Denizen — Boggart: A boggart haunts the drowned alders, throwing dead wood and pulling at your footing. It cannot follow you out of the carr (location-bound — Flee succeeds automatically the moment you leave the bog), and an offering left in the water pauses it for a round. A nuisance on the MURK route, not a wall; a MURK build reads around it.

The carr surfaces at the **Mill Pond** zone of Hex B. From the pond, the flooded channel drops to the Millstone Chamber — the MURK descent (see Mill Pond).

A4 — Packhorse Road (*WIT route*)

HEX A4
TERRAIN: Derelict packhorse road (contour path)
MURK: 2 (Thin)
DENIZEN: Ripperwing (Warden)
LANDMARK: The old mill road, cobbles heaved and revetment
rotted, contouring the
hillside with a clear vantage over the whole complex -
pond, mill, and the
amber node-glow under the millstone floor
NOTES: Dead ground, false paths, and a long drop off the
broken revetment. The true
path and the safe approach are found by eye.

The packhorse road served the mill before the clough track was cut. It is the long way and the high way, and from the contour you see everything the GRIT route walks into blind. The hazard is the road itself — false paths into dead ground, rotten revetment over a long fall — read wrong, walked wrong.

To thread the road — roll 2d6 + WIT vs Hard Cut (11):

Band	Margin	Outcome
CLEAN	+4 or better	Clean passage, and from the vantage you read the briar's shape and the chamber's layout — you go in oriented and WIT unspent, knowing the whole briar hangs from a single anchor-root you'll still have to find and cut in the dark.
TOLL	0 to +3	You make the road, but lose the thread once and pay for it — lose 1 WIT.
FOKED	-1 to -3	A false path into dead ground; lose 1 WIT; the Clock advances.
RUIN	-4 or worse	The revetment gives under you over the drop — lose 1 WIT; draw Predation; the Clock advances.

Denizen — Ripperwing: A ripperwing works the contour in long circles — first pass reconnaissance, second a test, third commitment, and you will not register the third pass until it has happened. Read its passes (a CLEAN crossing reads them for free) and leave the territory before the third and it does not pursue (Flee -2). Stand and watch it too long and the third pass is a surprise strike from above.

The Packhorse Road arrives at the **Main Mill** zone of Hex B, with the complex already scouted.

A5 — Gritstone Clough (*GRIT route*)

HEX A5

TERRAIN: Gritstone clough (steep, broken grade)

MURK: 2 (Thin)

DENIZEN: Hexikid (Warden)

LANDMARK: A DPDC marker post, snapped at the base - three days old damage; drag-marks in the peat where the survey team hauled their kit up the direct line

NOTES: The clough grades up hard toward the mill, then breaks into slumped peat hags and a flooded culvert where the track has fallen in. Listeners and Blinkers active at Murk 2.

The direct line, and the one the survey team took — the drag-marks are theirs. The marker post was snapped outward; something large came down the clough from the mill, and recently.

A Hexikid is road-sleeping across the full width of the track where it crosses the broken ground. It ignores living creatures; the danger is its bulk and the slumped, water-logged grade you have to cross to get around it. The snapped post says it has already shouldered one obstacle aside this murkneet and is not inclined to shift again.

To cross — roll 2d6 + GRIT vs Default Cut (8):

Band	Margin	Outcome
CLEAN	+4 or better	Over the hag and round the Hexikid clean. No cost.
TOLL	0 to +3	You make it, but you go in to the knee in the culvert and haul yourself out wrong — lose 1 GRIT. <i>(On a GRIT build this is rarely worse than a TOLL; on a low-GRIT build it is where the Wound spiral starts — which is the point of taking a different route.)</i>
FOKED	-1 to -3	The peat gives under you — lose 1 GRIT; the Clock advances.
RUIN	-4 or worse	You go down hard against the Hexikid's flank; it shifts and pins your leg a half-second too long — take 2 GRIT and draw Predation; your arrival at the mill is heard.

The Gritstone Clough arrives at the **Outbuildings** or **Main Mill** zone of Hex B. From there the trapdoor or the Sluice Tunnel takes you down — both GRIT. Two gnawmards watch from the clough edge, alert and active, oriented on the mill.

B — Dunford Mill Complex

HEX B

TERRAIN: Ruin / structure

MURK: 3 (Risen - baseline for travel and behaviour roll)

DENIZEN: Dyapnid (Hungry) - primary; controls the main structure

LANDMARK: The millstone floor - amber discharge visible below it to MURK 3+ characters; black thornwork pushing up through the joints

NOTES: The full mill complex: outbuildings, main building, mill pond, sluice tunnel, and underground chamber. Murk varies by zone (see below).
Zone-scale exploration applies within the site.

Entering Hex B advances the Murk Clock (Murk 3+).

On arrival at Hex B — Dyapnid behaviour roll (2d6 + 3):

Result	Dyapnid disposition
2–4	Hostile — descended to ground level; present in the Main Mill from the start, attacking on contact
5–7	Wary — on the second floor, aware of your approach; fast movement or forcing the trapdoor draws them down
8–10	Territorial — in the upper floors; tolerate ground-level movement if you don't run
11–13	Absent — deep in the upper structure; effectively not a factor unless upper floors are entered
14+	Opportunity — two have been killed by the briar already; spacing is broken; the colony is thin

This roll is made once on arrival and applies throughout your time in the complex. Dyapnids attack on the physical axis (Physical 3 — crushing) and resist on GRIT. They are the structure's standing toll on your GRIT before you ever reach the chamber.

Zone: Outbuildings Murk 2. Brick shells with no roofs. The gnawmard colony is in the eastern outbuilding — or was.

A DPDC survey pack is half-buried under a collapsed lintel. Shifting the lintel is a straightforward haul — roll 2d6 + GRIT vs Default Cut (8); on FOKED or worse the lintel drops and you lose 1 GRIT, otherwise it gives. Inside: two field dressings, a dead transmitter (battery unrepairable in the field), and survey notes reading *nothing anomalous* dated three murkneets ago.

Gnawmard colony check — roll 2d6 on each entry:

Roll	Colony status	Effect
8+	Active — loud, normal	No modifier anywhere in the complex
5–7	Restless — present but subdued	+1 to all denizen behaviour rolls in Main Mill and Mill Pond this visit
4–	Silent — gone or hiding	The briar has reached the outbuildings; Dyapnids in the Main Mill are agitated — -1 to your GRIT resist rolls against them this visit

You can search the outbuildings without triggering the colony. Do not run.

Zone: Main Mill Murk 3. Five-floor structure, partially standing. The amber discharge is visible through gaps in the millstone floor — faint, steady, to any character with MURK 3+. Black thornwork has come up through every joint in the floor, thickening toward the west wall.

The Dyapnids (four, spacing too deliberate, stillness too trained — Xin-trained) occupy the upper floors. Their disposition is set by the arrival behaviour roll. At Territorial or above they tolerate ground-level movement; Hostile means they are already here and you will trade GRIT to cross the floor.

Roll 2d6+MURK vs Hard Cut (11) to read the amber discharge: the node below has been active for at least three murkneets, possibly longer, and the briar is rooted in it. It is not in the DPDC classification file. *(Optional — this is information, not a gate. A character with no MURK to spare can skip it and lose nothing but the read.)*

Trapdoor: In the west wall of the millstone floor, where the briar is thickest. Heavy, iron-banded, and the thornwork has grown across it. Forcing it open is the first true test of the journey.

Roll 2d6 + GRIT vs Hard Cut (11):

Band	Margin	Outcome
CLEAN	+4 or better	The trapdoor tears free of the briar in one heave. No cost, no noise.
TOLL	0 to +3	It opens — but with a grinding tear of timber and thorn. Lose 1 GRIT; Dyapnid disposition worsens by one step for the rest of the visit.
FOKED	−1 to −3	It shifts but the briar holds it; you wrench something — lose 1 GRIT; the Clock advances; try again next round.
RUIN	−4 or worse	The briar whips back as the boards give — take 2 GRIT, draw Predation, and the trapdoor stays shut this round.

Two characters pulling together roll once at +2. If the gnawmard colony in the Out-buildings is active, they will go briefly louder when the trapdoor opens. This is the right sound.

The dry stair — the WIT descent: Behind the rotten north panelling — where the briar has not reached, because the old miller’s stair is dry stone set back from the leat — there is a way down the survey map does not show. The treads are sound in some places and briar-rotted in others, and the work is reading which is which in the dark. This is the descent the Packhorse Road lands you beside; a character who scouted from that contour (A4) comes to it WIT unspent and already knowing it is there to find.

To find and pick the stair — roll 2d6 + WIT vs Hard Cut (11):

Band	Margin	Outcome
CLEAN	+4 or better	You find the panel, read the sound treads, and go down quiet and dry — straight to the chamber, no briar, no water. No cost.
TOLL	0 to +3	Down, but you misread one tread and catch yourself hard — lose 1 WIT.
FOKED	-1 to -3	The panelling gives up nothing you can use this pass; the stair stays unfound — lose 1 WIT; the Clock advances; try again, or take another way down.
RUIN	-4 or worse	A rotted tread lets go under you on the way down — lose 1 WIT; draw Predation; the Clock advances.

The dry stair skips the Sluice Tunnel — and Brent’s notes with it. A WIT build that came by the Packhorse Road does not need them: the contour scout already showed it the anchor-root, and that the node is what the briar lives through. But the iron and the courier-wrapped record stay in the tunnel for whoever walks it.

In all, four ways down to the Millstone Chamber: the trapdoor and the Sluice Tunnel (GRIT), the dry stair (WIT), and the flooded channel from the Mill Pond (MURK) — one for each axis a build might own.

Zone: Mill Pond Murk 3. Black water. Still. No current. The smell of it is different here — older, settled.

No gnawmarks at the pond edge. Completely absent. Note this.

A scratcher sits on the stone sluice wall, watching the mill, not the water. Roll 2d6+WIT vs Default Cut (8) to read it. CLEAN: it is oriented on the briar mass below the millstone floor — a large, rooted, murk-active growth that has been spreading for more than a murkneet. TOLL: rooted growth, scale only; lose 1 WIT. FOKED or worse: no read; lose 1 WIT; the Clock advances. (*Optional read — skip it freely if WIT is not your axis.*)

The DPDC signal transmitter is half-submerged at the pond edge, still pinging once every ninety seconds. The sluice wall above it has slumped; reaching the transmitter means going down the broken stone and into the cold black shallows.

To retrieve it — roll 2d6 + GRIT vs Default Cut (8):

Band	Margin	Outcome
CLEAN	+4 or better	Down the wall, transmitter in hand, back up. No cost.

Band	Margin	Outcome
TOLL	0 to +3	You get it, but the cold water and the bad footing take something — lose 1 GRIT.
FOKED	−1 to −3	The wall gives under your weight; lose 1 GRIT; the Clock advances; the splash draws the Morivarids.
RUIN	−4 or worse	You go in to the chest; lose 1 GRIT; draw Predation; the Morivarid column commits.

Morivarid behaviour roll (2d6 + 3, plus gnawmard modifier if applicable): Two trios at the slumped edge — Morivarids come in threes, and there is more than one three here. They strike on the physical axis (Physical 2 — face and soft tissue) and resist on GRIT. A lit snough torch keeps them back for one round.

The flooded channel — the MURK descent: Where the sluice wall has slumped, the pond drains into a flooded under-channel that runs down to the Millstone Chamber — the same water table that feeds the Drowned Carr. It is the third way down, and the only one that is not a GRIT test. Sink into the black water and let the murk-flow carry you down, reading it so it does not keep you.

To descend — roll 2d6 + MURK vs Hard Cut (11):

Band	Margin	Outcome
CLEAN	+4 or better	The flow carries you down clean; you surface in the chamber below the node, behind the briar’s densest growth — close to the node, which is exactly where the work is.
TOLL	0 to +3	Down, but the murk presses — lose 1 MURK; you surface at the chamber edge.
FOKED	−1 to −3	The channel turns you around; lose 1 MURK; the Clock advances; you surface disoriented at the chamber edge.
RUIN	−4 or worse	The murk holds you under longer than your lungs like — lose 1 MURK; draw Predation; the Clock advances.

Descending the channel skips the Sluice Tunnel — and Brent’s notes with it. A MURK build does not need the hint: at the node, the discharge tells them plainly what the briar is rooted in. But the iron, the blade-and-fire method, and the courier-wrapped record stay in the tunnel for whoever walks it.



The tall figure is a barghest. A tragedy is likely, it may be already on its way.

Zone: Sluice Tunnel Murk 4. The collapsed sluice control room has opened into a tunnel system connecting to the lower mill. The roof has come down in two places and the briar has threaded the rubble. GRIT checks here are at -1 . Soulprint costs $+1$ MURK.

The tunnel has half collapsed. To force through the choke point — squeeze the rubble gap, brace the slumped lintel, drag yourself through the thornwork — roll $2d6 + \text{GRIT}$ vs Hard Cut (11) (remember the -1):

Band	Margin	Outcome
CLEAN	$+4$ or better	Through clean, briar and all. No cost.
TOLL	0 to $+3$	Through — but the gap takes its toll on you. Lose 1 GRIT.
FOKED	-1 to -3	Stuck fast for a round; the thorns hold you; lose 1 GRIT; the Clock advances; try again.
RUIN	-4 or worse	The lintel shifts on you — take 2 GRIT, draw Predation, and you are still on the wrong side.

A Piercing weapon held ready (Hexikid shard, Woad blade, anything tagged Piercing) gives +1 to the squeeze — you cut the briar instead of fighting it.

The haunt: A Barghest is in the tunnel beyond the choke — a revenant barker drawn to the liminal dark between the pond and the lower chamber. By the time you see it, it has already identified you. It shows as one of its forms: a tall figure stood in the rubble where no one is, a clovenfoot thing at the edge of the torchlight, or a flame burning on wet stone. It does not bar the way and it does not initiate. It watches you pass, and its being here at all is the omen — a Barghest seen is a tragedy already arrived, and the tragedy is twenty feet further on.

This is not a fight for a GRIT build. The Barghest attacks on the murk axis (Murk 3 — wounds that close but do not heal, 1 MURK gone for good on a hit), and until its true form is confirmed (roll 2d6+WIT vs Default Cut 8) physical attacks land for half. Confirm it if you mean to put it down; otherwise read it for what it is — a warning — and go past. Pressing through the tunnel does not require engaging it.

Brent is in the tunnel, just past the choke. Team leader, field notes sealed in waxed courier wrap. Dead. No murk wound, no drain — his chest and arms are scored deep, the cuts crusted black where the thorns went in. The notes:

Node active on arrival — amber discharge visible through millstone floor; MURK 3+ threshold, all four of us could see it. Keeva says it's placed, not natural. I agree. Classification file says Murk 2, no events. File is twelve years old.

The briar came up out of the millstone floor on the second murkneet and it came up fast. It's rooted in the node — Keeva watched it draw straight off the amber. Cut a length and it goes slack for a count of ten, then it feeds and comes back. Fire makes it flinch. Iron does nothing. The node is the thing keeping it alive.

Keeva and Darcas still in lower chamber. Darcas got caught in the thorns near the node and I couldn't cut them loose alone — needs two, or needs the node killing. Keeva is holding the entrance.

Gnawmards gone from the pond edge three murkneets before we arrived. They went where the briar reaches. This is not

Give the notes fully to the player. This is the scenario's key information delivery: **fire makes the briar flinch, a cut goes slack briefly, and the node is the anchor. Kill the node and the briar dies.**

Zone: Millstone Chamber (underground — Boss zone) Murk 5. No natural light. The node hangs two feet above the mill floor, amber, steady, the size of a cartwheel. The whole chamber is thornwork — floor, walls, the old millstones swallowed in it

— and every length of it runs back to the node like roots to a taproot. The thicker it is, the closer to the node it grows.

Keeva is at the foot of the stair (GRIT 2, WIT 3, MURK 4 — she has been holding the entrance, mobile but spent). Darcas is caught in the briar three feet from the node, eyes open, scored bloody, not struggling any more.

On entry — roll on the Murk Event table (d6, §Murk Events in the Core Rules) immediately. The node counts as a Murk 5 trigger.

Then go to **The Final Encounter**.

The briar followed the node's discharge up through the millstone floor over three murkneets, rooting deeper and reaching wider every day. It is not a creature that hunts you; it is a thing that holds whatever comes within reach and grows back faster than you can cut it. This is why there are no gnawmards at the pond, why the colony has gone quiet, and why Brent did not come back up the tunnel.

C — Wisewood Encroachment

HEX C

TERRAIN: Wisewood edge

MURK: 4 (Thick)

DENIZEN: Murk Wraith (Lurker)

LANDMARK: A stone marker carved with a DPDC survey date - twelve years ago;

the Wisewood was not here twelve years ago

NOTES: The Wisewood has pushed in from the north since last survey. Trees present

that were not present at last classification. Enter from the Outbuildings or

Sluice Tunnel zone wherever the treeline has pushed closest to the mill.

Murk 4 is not a warning here - it is a condition.

Entering Hex C advances the Murk Clock (Murk 4+).

Movement into Hex C: Wisewood edge (1 hex per murkneet) with Murk 4 penalty (–1) = 0 hexes per murkneet without relevant skills. Entering Hex C is possible but demands the right preparation.

The Murk Wraith stands equidistant between two trees. It will not initiate. It will not let you pass without acknowledgement. Roll 2d6+MURK vs Hard Cut (11). On a success, it steps aside — one slow movement — and watches you go. On a fail, it blocks your path and cannot be harmed with GRIT; MURK attacks only.

Hex C is not a required route, and it is the one place in this scenario where MURK, not GRIT, is the axis under load. It is here because the Wisewood is here, and the Wisewood does not wait for invitations. A GRIT-built character has no business in it

and loses nothing by staying out.

Creatures

GNAWMARD (Colony Runner)

Type: Hunter | **GRIT:** 1 | **WIT:** 3 | **MURK:** 1 **Attack:** Physical 1 — pack bite
Behaviour: Colony creatures, 2–8 present; test-bite before committing; go silent as murk rises; abandon territory before the briar reaches it **Special:** *Pack swell* — each gnawmard beyond the first adds +1 to attack rolls, maximum +3 **Loot:** Nothing

MORIVARID (Flying Fish)

Type: Hunter | **GRIT:** 2 | **WIT:** 4 | **MURK:** 1 **Attack:** Physical 2 — face / soft tissue; resisted on GRIT **Behaviour:** Come in threes; killing one makes the remaining two faster and less cautious; agitated by the pond's slumped edge and any splash **Special:** A lit snough torch or smoke keeps them back for one round **Loot:** Morivarid eye (¢8, Soulprint component) — 7+ roll to recover cleanly

DYAPNID (Xin-Trained)

Type: Hungry | **GRIT:** 4 | **WIT:** 3 | **MURK:** 2 **Attack:** Physical 3 — chitin strike; resisted on GRIT **Behaviour:** Territorial; Xin-trained specimens hold deliberate spacing and will not initiate on slow movement; trigger on running, on the trapdoor being forced, or on the briar disturbing them **Special:** *Hive response* — when two are present they strike simultaneously; resist each separately. This is the structure's standing toll on GRIT before the chamber. **Loot:** Dyapnid chitin plate (¢15, sold to tinkers or Nascenti suppliers)

HEXIKID (Water Beetle)

Type: Warden | **GRIT:** 6 | **WIT:** 1 | **MURK:** 1 **Attack:** Physical 3 — incidental (fall hazard and bulk, not aggression) **Behaviour:** Ignores living creatures; danger is its size and the wet, broken ground it favours; only strikes if directly obstructed **Special:** *Threshold* — treat as terrain unless cornered; on the open fell it is an obstacle to be hauled around, not fought **Loot:** Hexikid shard (¢20 or use as weapon: Damage 3, GRIT, Piercing)

SCRATCHER (Murk Indicator)

Type: Lurker | **GRIT:** 3 | **WIT:** 6 | **MURK:** 4 **Attack:** Physical 2 — precise; initiates only if cornered with no exit **Behaviour:** Does not initiate; observes; orients on murk-active entities and holds position; here it watches the briar mass, not you **Special:** *Murk pointer* — roll 2d6+WIT vs Default Cut (8) to read what a scratcher is watching; CLEAN identifies entity type and scale, TOLL type only (lose 1 WIT), FOKED or worse no read (lose 1 WIT, Clock advances) **Loot:** Nothing. Scratchers are not loot.

BOGGART (Location Spirit)

Type: Lurker | **GRIT:** 2 | **WIT:** 4 | **MURK:** 5 **Attack:** Murk 2 — poltergeist force; throws dead wood, pulls at footing, fouls the murk-read **Behaviour:** Haunts the drowned carr and nowhere else; a nuisance to anyone crossing, a reader's hazard to a MURK build threading the flow **Special:** *Location-bound* — cannot pursue beyond the bog; Flee succeeds automatically the moment you leave the carr; an offering left in the water pauses it for one round **Loot:** Nothing

RIPPERWING (Moorland Raptor)

Type: Warden | **GRIT:** 5 | **WIT:** 6 | **MURK:** 3 **Attack:** Physical 3 — talon grip (wrists and exposed limbs) **Behaviour:** Works the contour road in long circles — first pass reconnaissance, second a test, third commitment; you will not register the third pass until it has occurred **Special:** *Patience* — leave the territory before the third pass and it does not pursue (Flee -2); the third pass is always a surprise strike (Hard Cut (11)); once committed it does not break off. A WIT build reads the passes and is gone before the third. **Loot:** Ripperwing talon (£15; grip tool or sold as trophy)

BARGHEST (Revenant Barker)

Type: Lurker | **GRIT:** 5 | **WIT:** 6 | **MURK:** 7 **Attack:** Murk 3 — wounds close on the surface but do not heal; MURK permanently reduced by 1 on hit **Behaviour:** Haunts liminal places — the tunnel between pond and chamber is exactly its kind of ground; sighting one precedes tragedy; by the time you see it, it has already identified you. Does not initiate; does not bar the way; it is here as an omen, not an ambush. **Special:** *Shapeshifter* — appears as corvid, clovenfoot, tall figure, or flame; form must be confirmed (2d6+WIT vs Default Cut 8) before it can be targeted; Physical attacks deal half damage until form is confirmed. Not a gate — the tunnel can be passed without engaging it, and a GRIT build is advised to do exactly that. **Loot:**

Nothing; the organic network has no category for what the barghest takes with it

THORN-BRIAR (*Node-Anchored Construct — Boss*)

Type: Boss (run as a Bracken-class plant construct) | **GRIT:** 7 | **WIT:** 3 | **MURK:** 4 | **Pool:** 14 (does not need to be killed — see below) **Attack:** Physical 3 — thorn lash and constriction; resisted on GRIT. On a hit, the target is **entangled**. **Behaviour:** Does not hunt and cannot leave the chamber. It holds whatever comes within reach and grows back faster than it can be cut. It acts every round (Boss rule, §Combat) for as long as the node feeds it. **Special:** *Entangle* — an entangled character cannot move and is struck at +2 until they break free (see The Final Encounter). *Node-anchored* — every length of briar runs to the node; while the node lives, any briar cut grows back within a round. Sever the node and the whole construct goes slack and inert. *Fire-shy* — a lit snough torch wards it for the first round of the encounter only. **Loot:** Nothing of its own. The node, once collapsed, yields one batch of Murk-salt worth of residue and confirms the placement for the DPDC.



The briar has enveloped the mill gearing, pinning Darcas with its sharp thorns.

The Final Encounter — Millstone Chamber

The briar fills the chamber. Darcas is caught in it near the node. Keeva is at the stair, spent but on her feet. The node hangs amber and steady, feeding the whole growth. **The briar acts every round** (Boss rule): stillness does not stop it, and the Murk Clock keeps ticking in its zone.

This is a **withdrawal and a demolition, not a kill**. You will not cut down fourteen points of briar faster than the node grows it back. Your goal is to get yourself and whoever you can out — and, if you can reach it, to sever the node so the briar dies and the way out opens for everyone.

Round 1 only — snough torch: If you lit a snough torch before entering, the briar recoils from the flame this round. It does not strike and does not entangle. From round 2 the murk-damp air smothers the snough and it offers no further protection. This is your one free round — spend it reaching the node or cutting Darcas loose.

Each round (from round 1, or from round 2 if the torch was lit), the briar strikes:

Step 1 — Thorn lash (erosion): The briar lashes. It rolls 2d6 + 7; you resist with 2d6 + GRIT. If its total beats yours, lose 1 GRIT to the thorns, and you are **entangled** if you were not already. At GRIT 0: death, or a permanent physical maiming that follows you out of the mill — the thorns do not let go of what they take.

Step 2 — choose one action:

Action	Mechanic
Break free / withdraw	Roll 2d6 + GRIT vs Hard Cut (11). CLEAN: tear loose and move one zone toward the exit. TOLL: tear loose but lose 1 GRIT. FOKED: still held; the Clock advances. RUIN: still held, thorns drive deep — draw Predation; the Clock advances. <i>A Piercing weapon gives +2 — you cut the briar instead of wrestling it.</i>
Cut Darcas loose	Roll 2d6 + GRIT vs Hard Cut (11). CLEAN: Darcas is free and can be moved. TOLL: free, but you take 1 GRIT doing it. FOKED or worse: the briar grows back faster than you cut; no progress; the Clock advances. Two characters working together roll once at +2.
Sever the node — GRIT	One full round at the node, in the densest briar. Roll 2d6 + GRIT vs Severe Cut (14) (a Piercing weapon gives +2; fire held to it gives +1). Success: the anchor-root is cut, the amber light goes out, the whole briar goes slack within a round. The encounter ends — extract everyone at no further cost.
Collapse the node — MURK	One full round at the node. Roll 2d6 + MURK vs Severe Cut (14) (MURK 5+ required). Success: you unmake the discharge feeding the briar — same effect as the sever, the construct goes slack, the encounter ends.

Action	Mechanic
Find the anchor-root — WIT	The whole briar hangs from one root. Roll 2d6 + WIT vs Severe Cut (14) to find it and the exact place to cut. Success marks the root: next round, you or any ally cuts it as a Default Cut (8) action — one clean stroke ends the briar. This is the route that needs neither a deep GRIT pool nor a deep MURK pool; it needs an eye and one good cut.
Haul a freed companion	Move Keeva or a freed Darcas one zone toward the exit. Roll 2d6 + GRIT vs Default Cut (8) if the way is still briar-choked; no roll once the node is dead.
Burn it back	Spend a held flame source to ward the briar for one round (no strike this round, as Round 1) — buys a round at the cost of your action. Snough root or a torch, one use.

Killing the node is the clean win — on whichever axis your build can manage. Sever it (GRIT), collapse it (MURK), or find its root and cut the one length that matters (WIT). Everything else is a managed retreat. With the node dead the briar cannot regrow, Darcas can be cut free without a fight, and the chamber is just a dark room full of dead thornwork. With the node alive, every round you stay is another roll against the lash and another tick of the Clock. Each route in lowers the barrier to its own solution: the Carr feeds the MURK collapse, the Packhorse Road feeds the WIT find, and the Clough simply puts a strong arm and a Piercing blade where they are needed.

Outcomes

Full contract — both team members out alive:

Keeva debriefs. The node was not in the classification file because it is not natural — it was placed deliberately, by something that knew the mill would be surveyed, and the briar was the trap it grew. Whoever placed it did not plant a thing that kills quickly. They planted a thing that holds, and waited for a recovery team to come hauling the first one out. The DPDC payment is £160 each.

The contract paperwork will not include Brent's field notes, or the fact that the thing in the mill could be ended on any of three axes — a blade, a murk-working, or one well-placed cut — and which one was yours. Those are yours.

Partial contract — one team member out:

The DPDC pays £80. Keeva or Darcas, depending on who you cut loose and carried. Darcas, if alive, was in the thorns for three murkneets. The scoring will scar and the

worst of the deeper wounds will need a healer, not a field dressing. They will recover. They will not remember the briar growing, only that it was suddenly everywhere. This is probably fine.

Contract failed — no team members retrieved:

You know what is in the mill.

If you got out without killing the node, the briar is still rooted in it, still feeding, still growing toward the outbuildings and the open fell and the gnawmards that have not yet run. It does not stop. It was not built to stop.

The DPDC's next survey team will have this account if you deliver it. They will have Brent's notes — fire, a blade, and the node is the anchor. That is worth £40 and the specific knowledge that someone grew a thorn-briar around a placed murk node in a decommissioned mill and waited for the people who would come to pull the bodies out.

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FOKEP