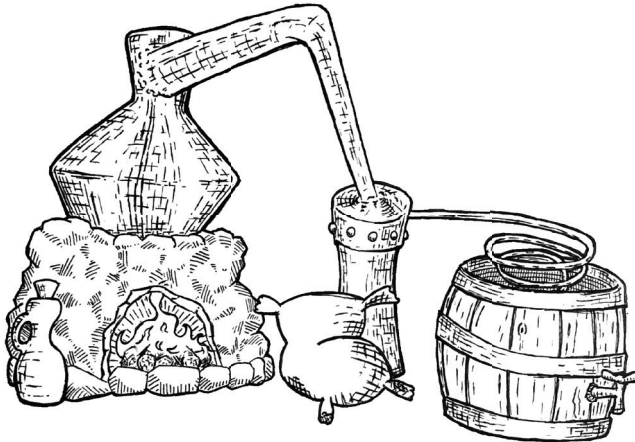




PAPPY'S MEDICINE

Pappy's up in the hills and is expecting you to bring him his medicines. Watch out for the sheriff that's going to try and stop you at some point!



Compatible with
**MORK
BORG**

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A portly man in a seersucker suit is dabbing what little hair is left on his head with a handkerchief.

“Well lordy lordy, you all were hard to find! So, yer pappy sent word that he needed another batch of his medicine got his glaucoma. The deal is, you bring him the medicine, and he’ll give us a batch of his homemade moonshine. So, if you do this for your pappy, you each get a flask of his moonshine! So, how about it? Are you heading up there or are you going to let pappy suffer without his medicine?”

“The directions are simple: head up the mountain until you get to pappy’s cabin. It’s not that far, but on the way back watch out for the sheriff and his deputies. They are as crooked as the day is long and won’t hesitate to shoot first, shoot second, and maybe ask some questions later. No one will miss them if they don’t make it off the mountain. Just something to think about if it comes to it.”

“Now git! Pappy needs his meds, and we need our shine!”



The path is well defined heading up the mountain. Well, easy enough to follow for folk who know their way around the area like you all.

As you head into the mountains, though, you start feeling like you're being watched. Make me a presence check. (DC14 because *panthers* are sneaky bastards). If at least one makes the check, they see (1d2+1) panthers stalking them, but they're prepared. If they don't make the check, then the panthers attack and get a surprise round on the characters.

If they look around after the fight they find a dead hiker - roll on the **WHAT CHA' ALL FIND C'ER DER?** d66 table in the back of the book.

Moving forward after the fight, the characters run into a sheer cliff. On the way up, everyone must make 2 strength checks to reach the top. If they fail the first check, they take 1d4 impact damage from the fall. Armor does not help here. If they fail the second check, they take 2d4 impact damage from the fall. Again, armor does not help here and if they have delicate things they can break.

Once they get to the top there needs to be a presence check DC12. Why? Snakes! ***Venomous snakes!*** There are 2 snakes per character.



After this, you're happy find pappy's cabin! There's smoke coming out the fireplace and pappy's sitting in a rocking chair on the front porch with a shotgun in his lap. His glaucoma means he can't see too well.

He gives you 6 large bottles of moonshine plus a small bottle of moonshine for each character in a wooden box.

On the way back is pretty simple. But you do have to go down the cliff again. DC12 Toughness checks twice on the way down 1st failure is 2d4 damage, second failure is 1d4 damage. Again, armor doesn't help against these falls.

At the bottom of the cliff, the *sheriff* is there with (number of players-1) *deputies*.

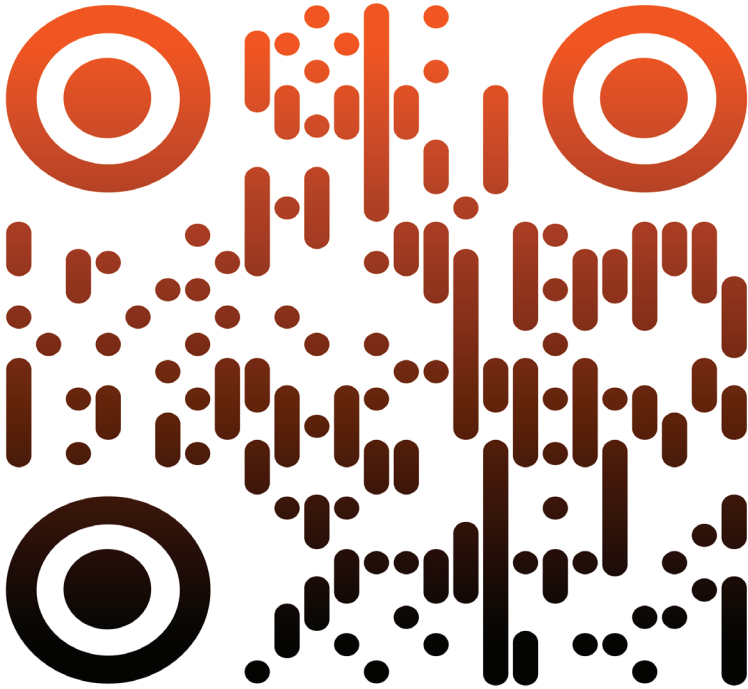
"Well, well, well, look what we have here? My name is Sheriff Buford J. Lapetomaine, and I do believe you are carrying some contraband in that case there. Ok... so... here's the deal. We'll take that off your hands, as well as them nice weapons you got. You start walking out of these woods and down the road. We'll forget we ever saw you. What do you say?"

When the players get back to town the gentleman in the seersucker suit is waiting for them on a park bench.

“Well lookie here! They were taking bets if you’d make it back or not. But here you are. Looks like I owe old Mrs. Tucker a little something. But, it’ll be my pleasure. I take it you got your own bottles from Pappy? Good good. Now, don’t go running off anytime soon, I’m sure we’ll have something more for you to do in the near future. Here’s a little bonus you can pick from inside this here sack!”

Roll d66 on the **WHAT CHA’ ALL FIND C’ER DER?** table in the back of the book.





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