

PORK MORT (2026)

Overview

PORK MORT is an old-school fantasy tabletop roleplaying game inspired by Balearic folklore and traditional folktales. Created by Sergio Amat, Mercedes Prats, Jaume Mayans and Daniela Kropeit, the game combines dark fantasy, absurd humor and a distinctive visual style in a strange and dangerous world known simply as **The Island**.

Players take on the roles of unlikely adventurers trying to survive in a land inhabited by witches, giants, demons, talking animals and other bizarre creatures drawn from Mediterranean folklore. Exploration, danger, unpredictable encounters and dark comedy are at the heart of the game.

PORK MORT uses a fast, rules-light system that is fully compatible with **MÖRK BORG**, allowing characters, monsters and adventures to be easily used between both games.

Description

In PORK MORT, players take on the roles of disgraced knights, peasants forced into adventure, cursed hunchbacks, outcast bear-men and other kinds of antiheroes trying to survive on **The Island**, a magical land ruled by the Porkos (pig-men), who govern all its inhabitants with an iron hoof.

As if that were not enough, the Moiras (anthropomorphic spiders who can supposedly predict the future) have foretold that three of the four pillars supporting The Island have collapsed, and that the end is near.

The game prioritizes creativity and exploration, with simple rules designed to adapt to any crazy situation the players might encounter on their journey to become something more than mere wanderers, perhaps even the protagonists of the tales of the future.

System Overview & Key Features

Player-Facing d20 Rolls

The mechanic is simple: players roll a d20 and add the modifiers from their main attributes and basic abilities to beat a Difficulty Rating, which is normally 12. Players roll both to attack and defend, making them solely responsible for their own fate.

End of the World Calendar

At the beginning of each session, the Game Master makes a roll to see whether one of the calamities foretold by the Moiras and their leader, the Balanguera, comes to pass.

Once seven calamities have occurred, the last seal will be broken, the final pillar supporting The Island will fall, and all will dance in Death's wake as the sea reclaims what is rightfully its own, devouring The Island.

Blessings (OMENS)

Each player starts each day with a certain number of Blessings, depending on their class. They are key to survival, and players must use them wisely. However, they also come with a risk: players should not call upon the gods for help in vain, or they may be in for an unpleasant surprise.

Magic

There is White Magic and Black Magic, depending on whether a character deals more with gods or with demons. But no matter where it comes from, magic is dangerous, even for the one who casts it.

Pact with a Demon

When a player has no Blessings left, they can make up to one pact per day (two for the Witch class) with their personal demon to immediately gain a Blessing. But this favor comes at a price: the player will have to gamble a piece of their soul with the demon, and they had better not lose.

Broken Bodies

When players reach 0 or fewer HP, they roll on a table to determine the consequences. The table has four possible outcomes: unconsciousness, loss of a limb or an eye, bleeding out, or death.

Trailer <https://www.youtube.com/watch?v=qL2aqVRoUB8>

website <https://www.porkmort.com/>

design and illustrations <https://mayansstudio.es/>

Music https://youtu.be/mxcLv1S6IWA?si=2_lbzME6BZt1dLhI

DETAILS:

Category

Tabletop Roleplaying Games

Languages English, Spanish, Catalan

Tags TTRPG Beginner-friendly Rules-light Apocalyptic Folk Humour Satirical

System

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