



Overland travel

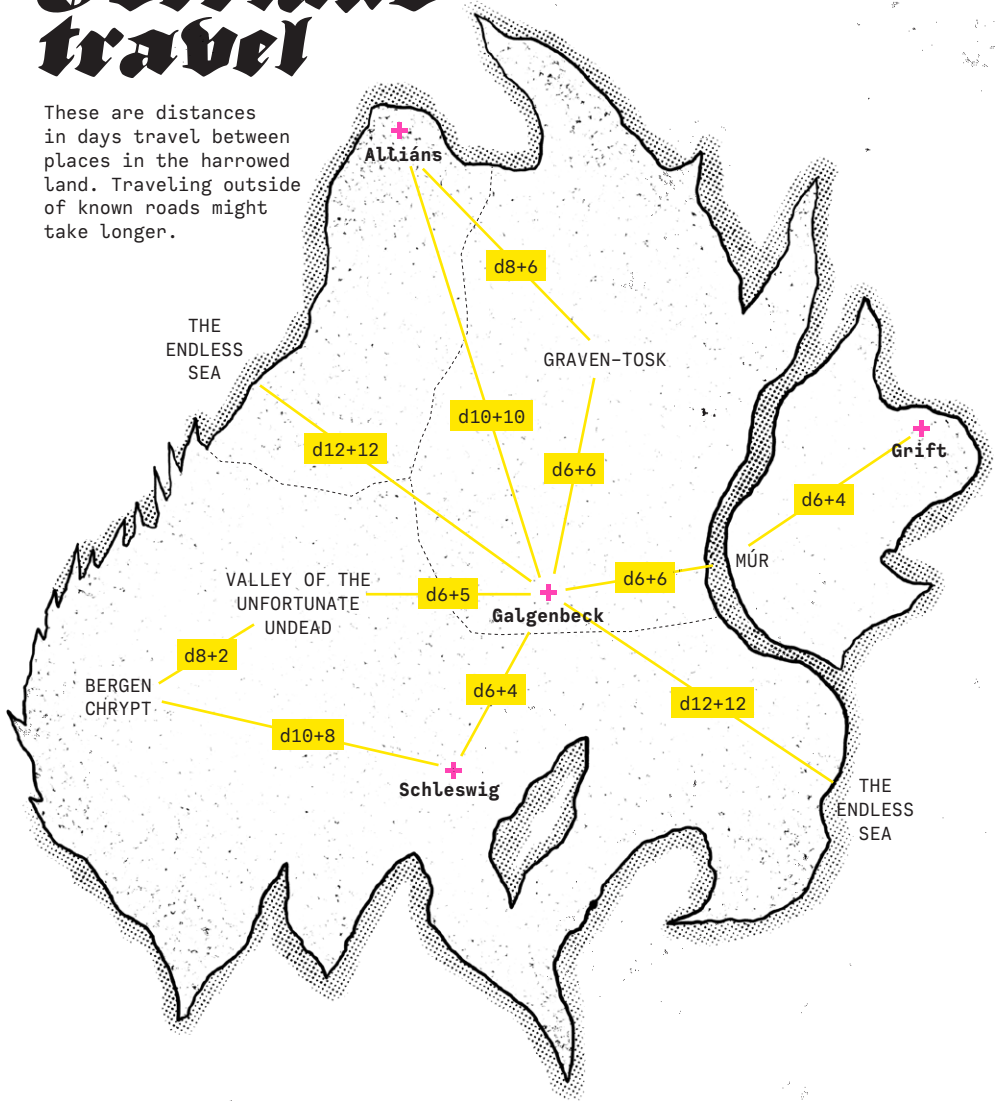
HOME BREW RULES FOR

MÖRK BORG

Text Svante Landgraf Graphic design and art Johan Nohr Proofreading Esh

Overland travel

These are distances in days travel between places in the harrowed land. Traveling outside of known roads might take longer.



If you want a **smaller world**, divide the static modifier by 2 and drop the die size one step. For a larger one, double everything.

If the **weather is unusually bad** that day, travel might be slower than usual, so it takes two days to move one day's travel.

- Keep track of **food and water** (equipment, p. 25).
- Remember to roll for **The Calendar of Nechrubel** each day.
- Roll for **weather** (inside cover), and re-roll when it becomes boring or when the travel events table tells you to.
- **Information within parentheses** in the tables are things which are not clear at first glance.

What's the road like? (d8)

- 1 Almost-forgotten **dirt track**.
- 2 **Narrow wagon track** used by farmers.
- 3 **Tracks drawn up by wild beasts** or savage monsters.
- 4-5 Once well maintained **trade road**, now fallen into disrepair.
- 6-7 **Well-used road**.
- 8 **Paved road**, sporadically patrolled by the King's soldiers.

Events by the road. Roll once a day (d20):

When you roll a result written in *italic*, cross it out and write in something else of your own making.

- | | |
|--|--|
| <ol style="list-style-type: none"> 1-3 Nothing particular happens.
The world is grey. 4 The weather turns worse (like the current weather but more extreme).
You make no progress today. 5-6 Weather change. Roll on the weather table (inner front cover). 7-8 The road forks, the signs are unintelligible. Re-roll what the road is like. 9 1d6 rations of food or water become spoiled. 10 <i>A monastery stands by the side of the road. You hear chanting inside. (The monks and nuns are cultists of Nechrubel).</i> 11 <i>The ruins of a castle stand out against the sky. (It's infested with savage crows. A blind alchemist has taken up residence in the one remaining tower).</i> 12 A religious procession of flagellants and hermits.
(They seek to see HIM but have lost their way). | <ol style="list-style-type: none"> 13 <i>A funerary procession of toothless villagers, carrying a very large coffin. (The giant inside is dead but dreaming).</i> 14 Filthy farmers on their way to the market. 15 1d6+1 slavers, leading 2d6 slaves, half beaten to death, half of them freshly caught. 16 A few mercenaries and their 1d8 guards. (All infected by a brain parasite.) 17 <i>Across the road, a battle is taking place between a band of flayed cultists and a tribe of Earthbound.</i> 18 The troll Adnah ambushes you (p. 64). 19 Abandoned graveyard by the road. (In a chapel there is an inverted gold cross worth 50s. d8 zombies hide in a crypt (p. 65)). 20 Two dead bodies by the side of the road (inner front cover). |
|--|--|

When you spend a day searching for food and water (d6):

- 1 **You get lost** and spend all day before finding the road again.
- 2 **You find d6+1 rations** of food and water, but one of the rations is spoiled and makes you sick for 6 hours after consumption. Presence DR12 to notice this in advance.
- 3 **You find d6+3 rations** of good food or fresh water.
- 4 **You track down a savage beast.** Killing it nets d8+2 rations worth of food.
- 5-6 You find a village where you might be able to buy what you need.
Roll on the village table.

The village is (d6):

- 1 **Deserted.** d6 total rations of food and water can be scavenged from the ruins.
- 2 **Stricken by plague,** any ration bought is 2 in 6 to be tainted.
- 3 **A well-off trading post,** food and water are plentiful and cheap.
- 4 **Ruled by bandits.** Don't show off too much wealth while buying.
- 5 **Dominated by spider cultists.** No trading with outsiders.
- 6 **Inhabited by cannibals.** No water for sale but a bunch of food.

When you leave the road, after half a day's journey, you encounter (d12):

- 1 **A petrified forest.**
- 2 **An ancient battlefield** (full of half-buried rusty blades and wraiths (p.61)).
- 3 **A valley full of the bones** of extinct animals.
- 4 **A temple to a pre-human god,** covered in lichen.
- 5 **An entrance to the deeper** underworld.
- 6 **A cannibal village.**
- 7 **Goblin-infested hills** (p.58).
- 8 **A ruined abbey.** (Guarded by a grotesque (p.67). Hidden in a crypt is a random occult artifact (inner cover)).
- 10 **The silhouette of a wyvern** against the purple evening sky (p.69).
- 11 **A clock tower, chiming.** (Heretic witches create unliving troll hybrids in its shadow).
- 12 **A vast bog.** (Precarious to traverse. Ruled by a huge, bloated, tentacular thing that claims to once have been royalty).

