



# Overland travel

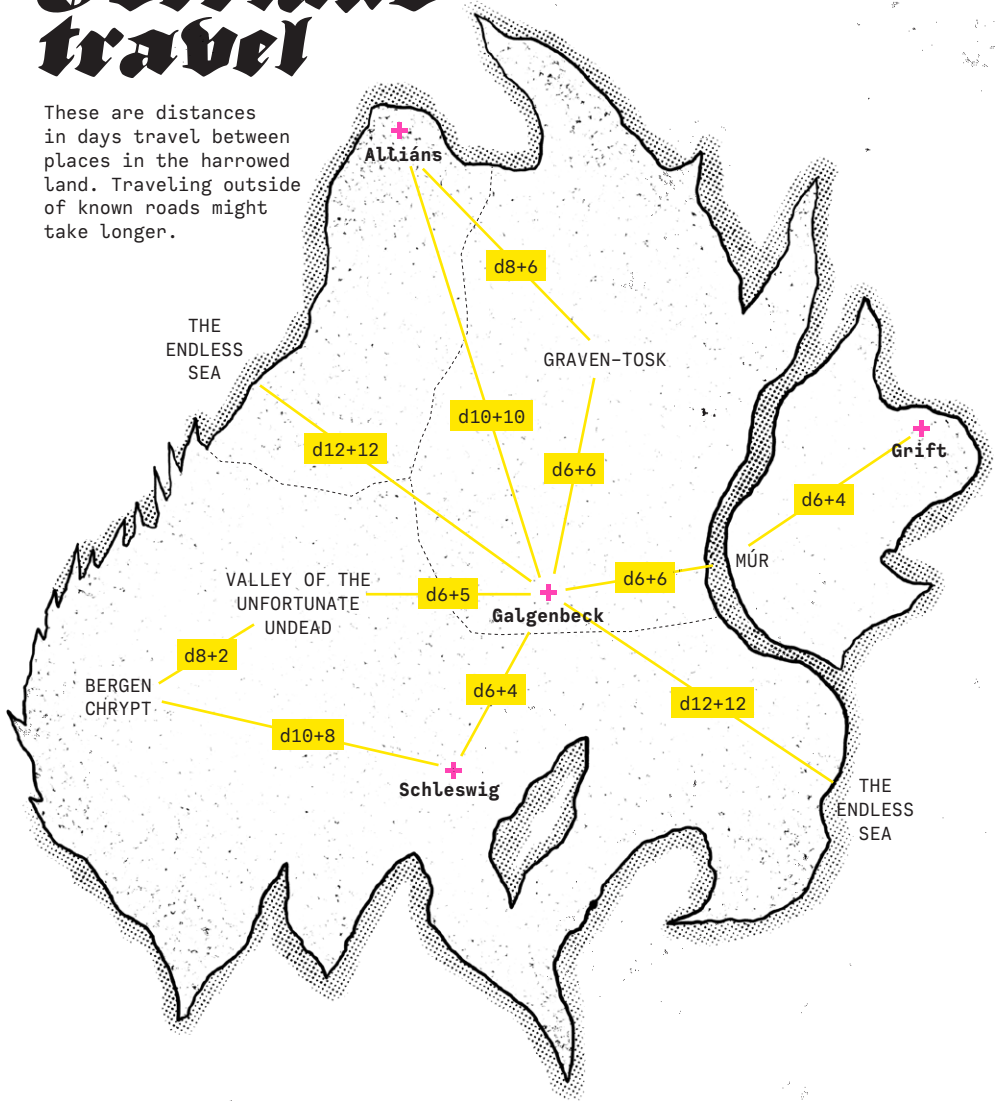
HOME BREW RULES FOR

# MÖRK BORG

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# 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.

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

