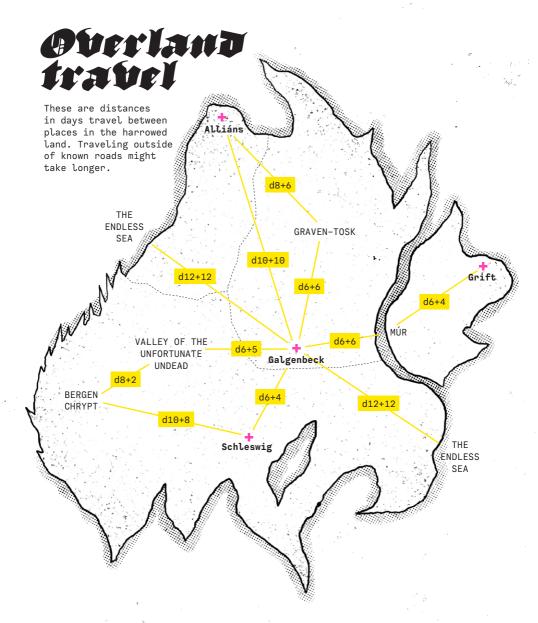


## Overland travel

HOMEBREW RULES FOR

# MIRKBORG



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.
- 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, sponadically 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.

- 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 A monastery stands by the side of the road. You hear chanting inside. (The monks and nuns are cultists of Nechrubel).
- 11 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).
- 12 A religious procession of flagellants and hermits.

  (They seek to see HIM but have lost their way).

- 13 A funerary procession of toothless villagers, carrying a very large coffin. (The giant inside is dead but dreaming).
- 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 Across the road, a battle is taking place between a band of flayed cultists and a tribe of Earthbound.
- 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.
- 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.

# When you leave the road, after half a day's journey, you encounter (dl2):

- 1 A petrified forest.
- 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).

#### The village is (d6):

- Deserted, d6 total rations of food and water can be scavenged from the ruins.
- 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.

