

**We can't  
stop  
here...**



kompatibile with  
**MURKBORG**

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The **herb wagon** is old, creaky and smells of **compost**. The **ox** move **steady**, but are inches from their **last day** to come. The **watcher** on top **never falters**. And the **cargo** is **precious indeed...**

You have found yourself traveling with this decaying wagon, filled to the brim with preserved **herbs** and **fungi** — **pastes**, **powders** and **ointments** of varying sorts. All of them stored in moist clay jars or worse. On top of the strange wagon sits a **lone skull** in a reliquary keeping watch, turning to face you as you go about your business, but other than that, doing nothing. A sweet smell of compost lingers around the cart.

Traveling across the land is dangerous. **Paths between places shift**. Distances and routes warp.

It's hard enough if you don't have the herb wagon with you. It's **near impossible** if you travel besides it as it does not want to move. But if you accept it, you'll get where you're going.

You just need to **consume**.

Consume the herbs.

An independent sourcebook compatible with Mörk Borg RPG about a wagon full of dangerous hallucinogenic herbs and traveling across the land with it. For mature readers.

Content warning: Substance abuse. Violence. Religious fanaticism.

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# Partaking in the contents of the wagon

The wagon is overflowing with clay jars filled with various concoctions made from herbs and fungi. If you could get this to a town, you would make a fortune.

The jars are unlabeled, their herbal contents preserved in ghastly reeking dark fluid. Each jar has enough herbal concoction for one use. When you consume the contents of a jar, roll a dice and consult the table on the next page.

The first time you pick something from the wagon, your instincts guide you well and you roll with a **d6**. If you've done it once already, you roll a **d8**. And any time after that, roll a **d12** as the wagon's unnatural lure beacons you.

If you rummage through the wares to consume the contents of another jar during the same day, roll on the chart with a cumulative +1 bonus for each time as the dark nature of the wagon lulls you to a sense of security.

If you've already experienced a particular herb and would like to find its kind again from the unlabeled moldy jars, you roll the dice as usual, but if the roll comes up anything else than the herb you were looking for, re-roll and keep the new result.

If you're an occult herbmater, you can re-roll the partaking roll once per day.

Roll	The herb consumed and its effect
1	“Wax-thorn” a common <b>sedative</b> — Travel roll for the day suffers a -1 penalty. DR11 Toughness or fall asleep for d8 hours. If you do, regain 2 hit points during this sleep.
2	“Alchemist’s cap” a soothing <b>relaxant</b> — Regain +1 extra hit point during the night’s rest. Travel roll for the day suffers a -1 penalty. DR12 Toughness or get -2 penalty to all Agility tests for the day.
3	A nice mix of various herbs, make a roll on the <b>occult herbmaster’s</b> effect table from the MB core book.
4	“Von Root” a powerful <b>stimulant</b> — Travel roll for the day gains a +1 bonus. Gain +1 to all Strength tests for the day.
5	“Doobwart” a mild <b>psychoactive</b> — Make your roll on the trip encounter table with a d6. Travel roll for the day gains a +1 bonus. DR12 Toughness or get -2 to Presence tests for the day.
6	“Clear night thyme” a mild <b>hallucinogen</b> — Receive a paralyzing vision. Make a roll on the visions table with d12s. Travel roll for the day gains a +1 bonus. DR12 Toughness or gain -2 to Agility and +1 to Presence tests for 8h.
7	“Knuckle rot” a necromantic <b>psychoactive</b> — Make your roll on the trip encounter table with a d10, but anything you see for the next d6 days is in a form of rotting undeath, even if they normally wouldn’t be. Travel roll for the day is rolled with a +2 bonus.
8	“Silver leaf clover” a <b>hallucinogen</b> fit for kings — Be cured of any infection. Roll on the visions table with d8s. Travel roll for the day gains a +2 bonus. Toughness DR6 test or a random limb or other appendage starts to rot, falling off in d8 days.
9	“The Eye of Toad” nasty <b>psychoactive</b> — Make your roll on the trip encounter table with a d12. Travel roll for the day gains a +4 bonus. Toughness DR13 or lose clarity of sight for a week as your eyes turn sickly yellow.
10	“Milk of the Bat” not so much a <b>hallucinogen</b> as a straight up brain-scrambler — Make a roll on the visions table with d6s. Travel roll for the day gains a +4 bonus. DR15 Toughness or decrease Presence by d8. It returns at the rate of one per day.
11+	“I think that one had gone bad...” Straight up <b>poison</b> — You are unable to keep anything in for the rest of the day (can’t consume more herbs). The travel roll for the day suffers a -1 penalty. DR12 Toughness or decrease a random ability by d4. The ability can be increased when your character is improved.

## the morning after

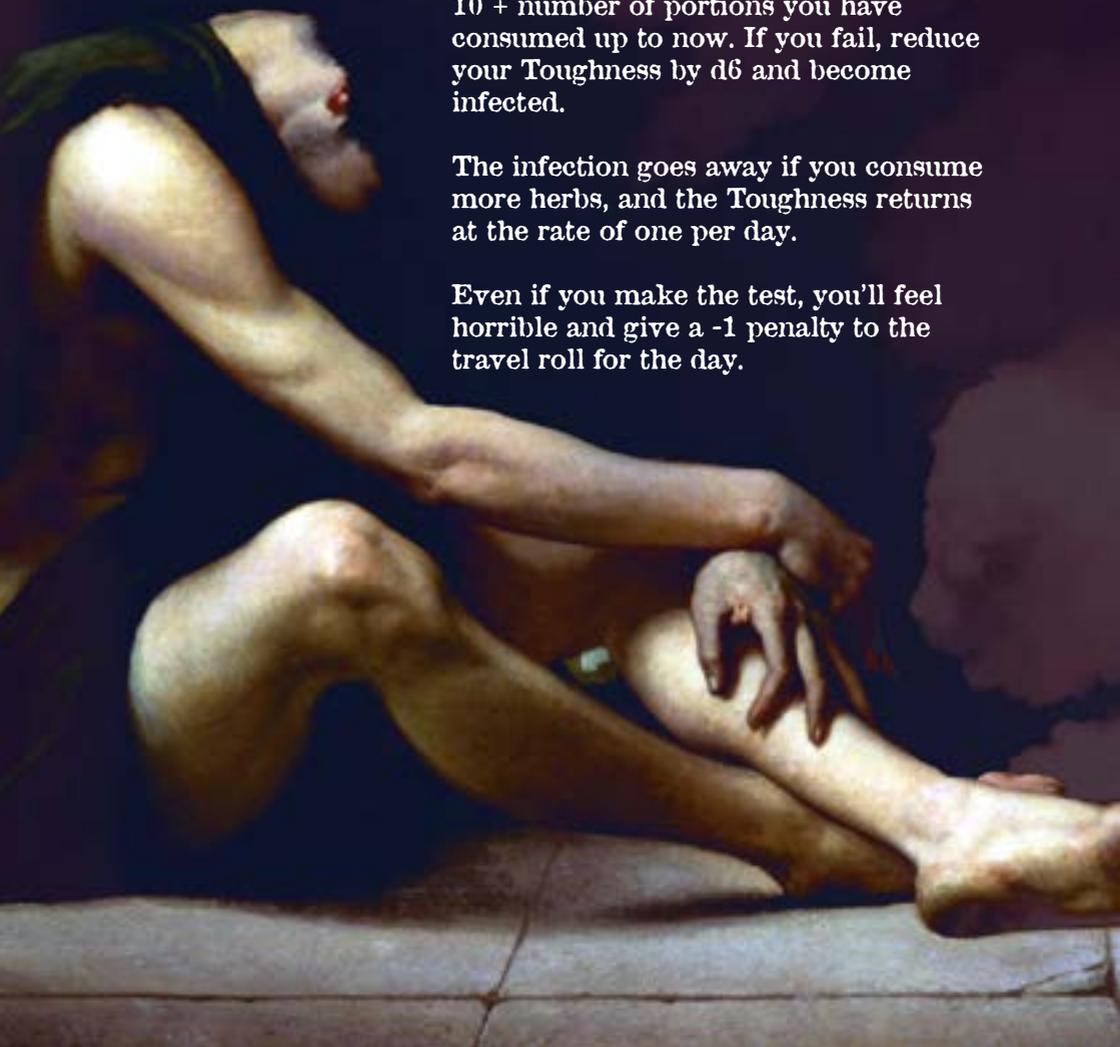
After partaking in the herbs the wagon has to offer, the next day arrives with misery and woe.

If you don't consume anything more from the wagon, then by midday, the ill effects of the herbs will catch up on you.

Make a Toughness test with the DR of  $10 +$  number of portions you have consumed up to now. If you fail, reduce your Toughness by  $d6$  and become infected.

The infection goes away if you consume more herbs, and the Toughness returns at the rate of one per day.

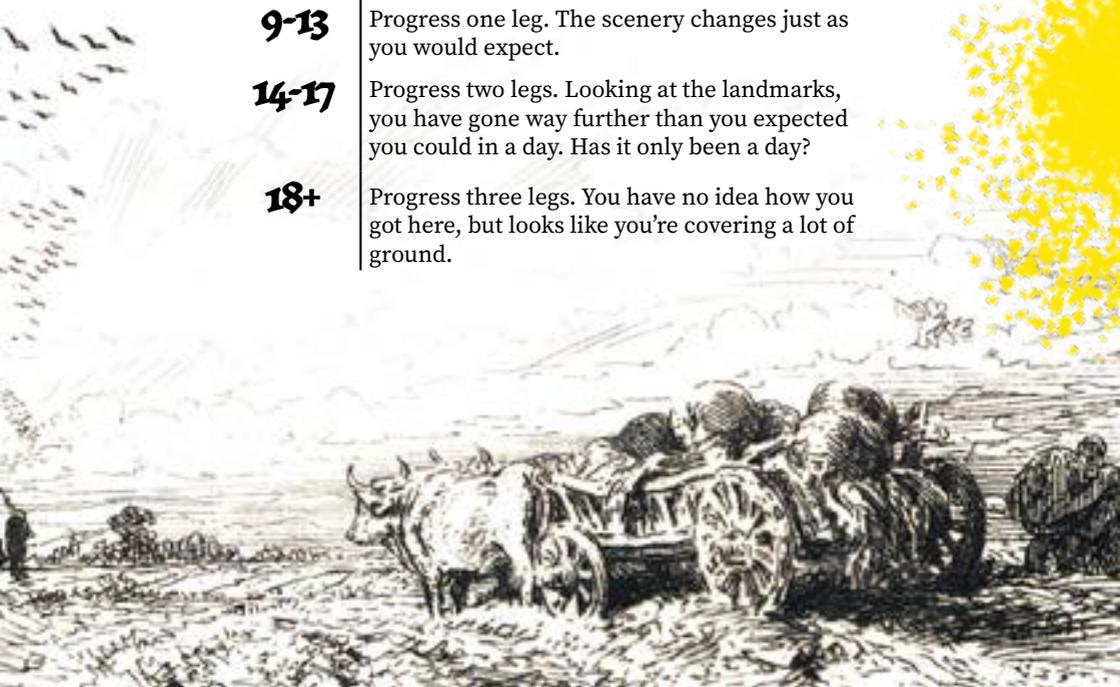
Even if you make the test, you'll feel horrible and give a  $-1$  penalty to the travel roll for the day.



# Moving without traveling

When you decide where you want to move with the wagon, the GM sets a number of legs you need to get through to get there. For a short distance, it's 3 legs and for a huge trip across the land, it would be something like 15. Getting the wagon somewhere requires the group as whole to make a single **d10** Travel Roll each day. Each member of the group adds to the roll the highest bonus they have gained from partaking in the wagon's contents that day. Consult the table below:

Roll	How the travel goes
<b>0-</b>	On a zero or less, the group loses sight of the wagon somehow. It might be gone forever or the GM might allow you to try and track it.
<b>1-2</b>	You got turned around. You lose one leg from your progress. You are back where you were a lot earlier.
<b>3-8</b>	No progress. While the wagon rolls forward steadily, you might as well be going in circles or for some other reason are able get nowhere today.
<b>9-13</b>	Progress one leg. The scenery changes just as you would expect.
<b>14-17</b>	Progress two legs. Looking at the landmarks, you have gone way further than you expected you could in a day. Has it only been a day?
<b>18+</b>	Progress three legs. You have no idea how you got here, but looks like you're covering a lot of ground.



# VISIONS from Beyond

Roll on these three tables to get the nature of the vision you receive.

If you receive the Pure vision of the Agony of Your Soul, you immediately realize the pain you are in and the way things are. You must make a DR15 Presence test or simply vanish. Succeed and gain a permanent +2 to your Presence.

If you receive the True vision of the End of The World, you are steeled by the inevitability of things. Gain +1 Toughness and +3 Presence immediately. Your third eye opens in a bloody tear on your forehead and you have the potential to unlock one secret the Basilisks could teach you.

No matter what visions you receive, the GM rolls a d8. If the result is 6 or higher, the vision holds some crucial truth that can become relevant to what you are pursuing. The visions feel extremely important no matter what the result of the GM's roll is.

# THE

Roll	Vision's style
1	Pure
2	Incomprehensible
3	Aggravating
4	Desperate
5	Hopeful
6	True
7	Judgmental
8	Scarring
9	Chaotic
10	Exciting
11	Filthy
12	Disgusting

# VISION OF THE

Roll	Vision's theme
1	Agony
2	Decay
3	Pride
4	Sloth
5	Greed
6	End
7	Combat
8	Torture
9	Hedonism
10	Tyranny
11	War
12	Clouds

# OF

Roll	Vision's target
1	Your Soul
2	Bats
3	The Basilisks
4	A King
5	The Future
6	The World
7	Goblins
8	Trolls
9	Drakes
10	The Living
11	The Past
12	The Dead

The skull, if for any reason it descends from its reliquary, is a ripe bastard. Once a mortal herbmaster, it has become so much more. At least if you ask it of its condition. It mocks you and belittles your efforts while mercilessly bombarding you with mental magics. All it wants is to go home. Wherever that is.

**SKULL.** 2HP. Morale 10. No Armour. No attacks.  
**SPECIAL:** Anyone attacking or otherwise trying to harm the skull must succeed in a DR15 Presence test. Failure in test causes the character to succumb under control of the skull and rush towards the wagon to consume the contents of a jar.



the skull

# YFTZEPAKO

## THE BAT OF THE HERBS

The unholy bat is the source of all the herb in the wagon. She is an ancient warlock and an otherworldly being who has bred and cultivated every plant found on the wagon. She has given each and every jar her loving blessing by touching them with one of her dozen hands. And thus the herb are her children and she judges those who use them by the actions they take under their influence, and how much they value the visions the herbs bring them. She has knowledge of many forbidden things and is willing to teach a devoted follower many a secret. If they are willing to consume.

HP 28. Morale 10. Thick Fur -d4. Two mouths filled with sharp teeth: d6 each (two attacks per round). Flying.

**SPECIAL:** If the bat misses with both her mouths, she exhales a cloud of herbal dust around her. Roll a d12 and consult the partaking on herb table for what effect the cloud has.



When traveling with the herb wagon, you will come across many a strange sight. Due to the nature of the strange trip you're going through, only some of these visages are real, while others are not. Each day, each one of you makes a roll on the following *trip encounter table*. If nothing tells you otherwise, roll with a d4.

If two or more of the group roll the same result on the table, the encounter is real. Otherwise, it was just a figment of your imagination that goes away with a successful Presence DR10 test or after 5 minutes.

**There is no such thing as a shared hallucination**

**Roll      What you encounter**

- I      There are strange shapes in the clouds.
- II     Something terrible looms in the distance. Only a shape that you can barely see. Each time you roll this, it is closer and larger until the GM can't take any more and forces you to meet whatever it is.
- III    An encounter with something sinister or inhuman. Perhaps a filthy GOBLIN! (As per MB core book) Or something worse.
- IV    Travelers. You come across another group of wanderers. Drawn in by the wagon's strange presence. Are they friendly or a threat?
- V     Bats! Rats! A SWARM OF SMALL ANIMALS surrounds you. If agitated, they cause d2 points of damage (armor helps).
- VI    A local hermit. 50% they are a BERSERKER (as per MB core book), 50% that they're a peaceful healer that can, for a price, help you with any infection you are suffering from.

**Roll      What you encounter**

- VII    Your PARENTS. How are they here? What do they want? And why are they dangerous? HP 2. Morale 4. No armor. Fists d2.
- VIII   A PINK SKY MORAY swims by. HP 12. Morale 7. Slippery scaly skin -d4. Bite d4. If hits, latches on and holds on, dealing d4 damage per round, unless torn off with a DR11 Strength test.
- IX    It consumes all sounds and sight, leaving you in darkness and silence. Is it alive? What does it want? Why is it familiar?
- X     YRTLEPAKKO (see previous spread), swoops down from the skies to regain her wagon.
- XI    The SKULL (see previous spread) of the wagon itself floats down from the reliquary and confronts you about your sins.
- XII    THE BASILISK VERHU. Speaking prophecies and looking for sacrifice.

**Just because something isn't real, it doesn't mean it can't kill you.**

# ...this is BAT country

An adventure that leads to the characters discovering the herb wagon if they are lucky. If not. They'll be new fertile ground for the herbs to grow in.

## Introduction

They flew in at night. Through the window that was open. Killed your friends right in front of you. And then they flew out, back to the night. Men with wings of bats and mouths upon mouths. Swearing revenge in a boisterous rage, you set out to follow on the trail of the dreadful bat-men.

## Clues left behind

Roll a d8 times two for each character and see what they have found that are pointing the characters to the correct direction.

- 1: One of the bat-men was covered in strange moss (true)
- 2: They didn't seem to like bright lights (true)
- 3: The leader of the group seemed the religious sort (true)
- 4: There was a large swarm of bats circling the town (true)
- 5: There was a cult of bat-worshippers in town in the past (false)
- 6: Your friends were in a lot of debt (true but irrelevant here)
- 7: The bat-men smelled like rotting meat (true)
- 8: One of them screamed how all this was revealed in a vision (true)

If one person rolls a number twice, they hear a voice in their mind. This is the skull on the wagon. Guiding them forwards, whispering about a treasure the bat-men have. Waiting to be freed.

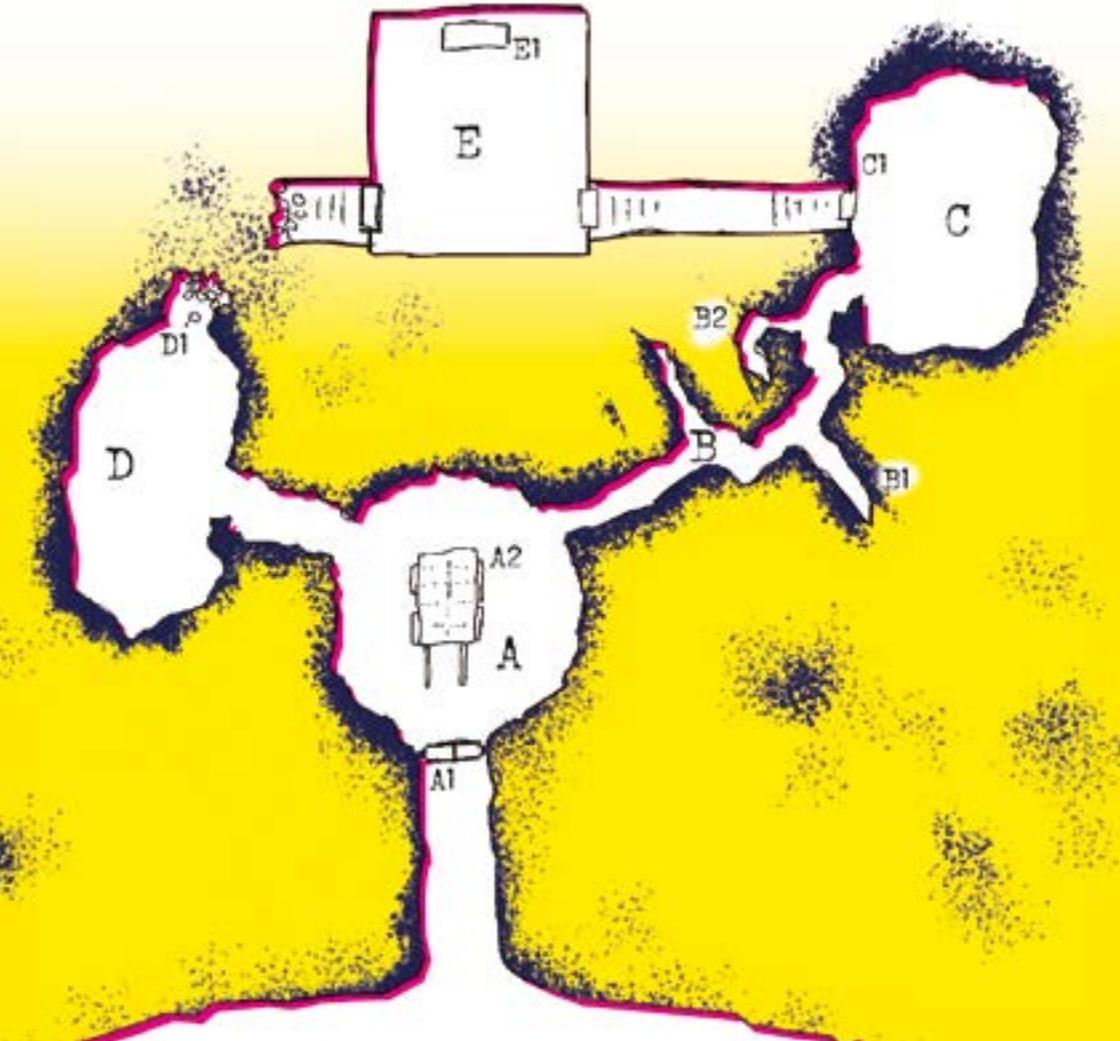
## What's their deal?

The group of 8 bat-men are a small religious sect following the visions their leader **MSK** receives from Yrtlepakko by consuming the holy herbs. To determine their motivation, roll on the **Visions from beyond** table and find out. Whatever the vision is, they are now following it with a single-minded fanaticism.

Their murderous night was a result of interpreting these visions, and if not stopped, it won't be the last. And they will start gaining more followers soon from those they sell the herbs to in the town.

## The cave of the Bat-men

The location is an old temple of Yrtlepakko carved into the side of a cliff. The bat-men live and grow their herbs here, preserving the results in the wagon. While the operation is still small, they have been selling herbs to the townsfolk from this base for a while with moderate success.



## A. The herb wagon

The first room when entering the cave is damp and dark. The herb wagon stands proudly in the middle. It is unlikely that anyone is here, giving each of the eight bat-men a mere 10% chance to be tending the wagon when the characters arrive.

The room has natural stone walls and the ground is muddy. A clever tracker can count that there are at least 6 different tracks going in and out with a DR12 Presence test. (The younglings' tracks are too hard to differentiate from one another)

### A1: the double doors

The double doors to the cave are flimsy and not locked. If care isn't taken when opening them, a DR8 Strength test is needed to open them without the left door coming down off its hinges and alerting absolutely everyone inside that someone is coming.

### A2: the herb wagon

The herb wagon stands here, as presented in the first section of this supplement. There are two ox in the corner eating hay.

**OX.** HP 15. Morale 4. No armor. Bull rush d10 / Head butt d6

## B. The guard caves

These corridors serve as the first line of defense to the caves. As the bat-men aren't too concerned about security, there is only a 50% chance for one guard to be present and a 10% chance that there are actually two bat-men guards here. If there has been sounds of combat or other clear loud noises, the guards are here.

The corridor is a lot more moist towards the entrance, and the dirt floor turns to a sand floor as it gets closer to the living quarters (C). If there are bat-men present at the living quarters, their sounds can be heard here.

### B1: guard post

If there are guards present, this is a place where one of them can be hanging upside down from the ceiling, waiting for the group to move past in the main corridor and then attacking them by surprise.

### B2: guard post

Similar to B1, except there are **10s** worth of coins on the floor below the hanging spot of the guard here, so they can drop on a person who goes and pockets the money.

**BAT-MAN GUARD.** HP 9. Morale 8. Heavy jacket -d4. Nasty long spike d6.

## C. The living quarters

Reasonably comfortable, this cavern has bunks for all of the 8 inhabitants of the bat-man crew, plus a couple of extra beds for visitors. There is a cooking area in the north and usually (80%) d4 of the bat-men are here tending to their daily business.

Three of the bat-men in the group are younglings — lanky teenagers who don't know any better, but it doesn't make them any less dangerous. In fact their hormonal outbursts make them more prone to extreme action than their older counterparts. They are quite likely to be here, loitering.

**BAT-MAN YOUNGLING.** HP 6. Morale 6. No armor. Rusty sword d6.

Searching the bunks yields 23s worth of coins, **an unclean scroll** and a paper that explains how C1 is opened safely.

## C1: the door

The door from the living quarters is a part of the temple within. To open it, the character must align three dials on the door so that they all point upwards and pull the handle. Attempting to just open the door without aligning the dials causes a blade trap to spring out — Agility test of DR15 avoids getting sliced for d6 points of damage.

## D. The compost

This is a wet, dark cave that smells of fungus. It's where the bat-men are growing their dark herbs. Looking at the ground more closely reveals that they have been using animal and human carcasses for fertilizer for quite a good while. There are always d4 bat-men present, tending the garden.

To the bat-men, this is a holy place, so they are not instantly hostile to anyone coming in, no matter the circumstances. However, there is no shame in adding more bodies to the compost if that's what the characters want.

**BAT-MAN. HP 7. Morale 7. No armor. Nasty axe d6.**

Going through the compost is a dreadful and long process. Each hour a character spends going through the decayed matter, they find d20 worth of silver, until a total of 121s has been found. They also can find various weapons and rusted armor, as the GM seems fit. Also, the corpse of someone they used to know.

## D1: the collapsed corridor

The corridor to the north has collapsed ages ago. Moving some rocks and spending time investigating reveals a spiral staircase rising upwards, but clearing the rubble would take way too long for any sane person to try and do it.

## E. The temple of

## Yrtlepakko

The stairs lead up to an ancient marble temple. Wall-paintings show scenes of a bat flying down from the skies to bring magical herbs to mortals so they can see the truth of everything.

MSK is typically (90% of the time) found here, and is most likely (75% of the time) joined by one of the other bat-men. On the midnight of the full moon, all of the bat-men are here, as well as Yrtlepakko herself.

**MSK, BAT-MAN PRIEST. HP 12. Morale -. Heavy robes -d2. Sacrificial dagger d4.**

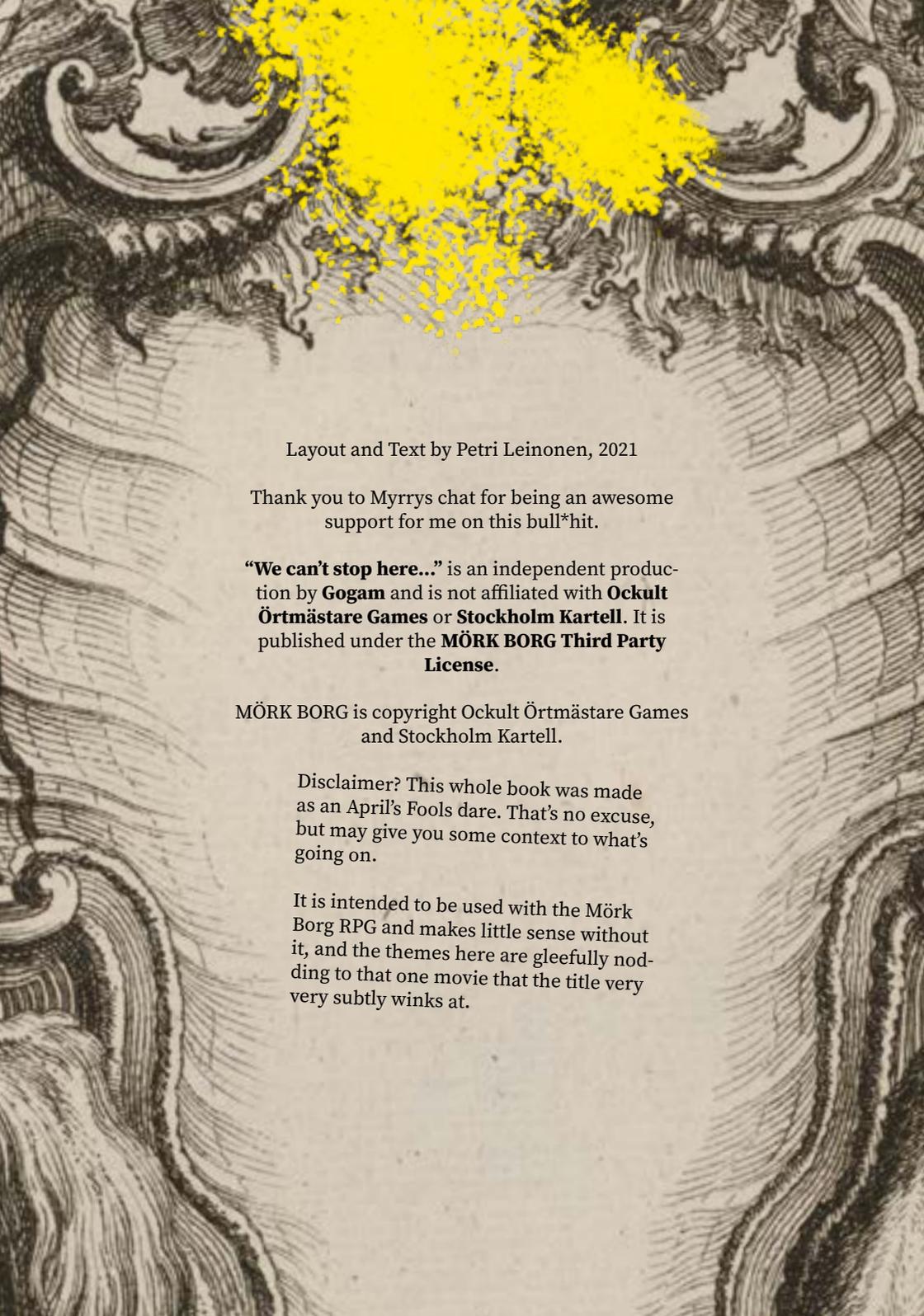
**SPECIAL:** Surrounded by a swarm of bats swooping down from seemingly nowhere if threatened. Agility test of DR8 avoids getting hit by one for d2 points of damage if in melee with MSK.

MSK carries jewelry worth 120s on their person. They are so consumed by their devotion to the visions they've been receiving that their morale never breaks. MSK has 2 **sacred scrolls** and are not afraid to use them.

## E1: the altar

If the characters arrive during the night, there is a giant bat tied to the altar. Freeing it causes the panicked animal to first attack and then flee. Sacrificing it and bleeding it on the altar will summon Yrtlepakko.

**GIANT BAT. HP 1. Flying. Morale 4. No Armor. Bite d2**



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Thank you to Myrrys chat for being an awesome support for me on this bull\*hit.

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Disclaimer? This whole book was made as an April’s Fools dare. That’s no excuse, but may give you some context to what’s going on.

It is intended to be used with the Mörk Borg RPG and makes little sense without it, and the themes here are gleefully nodding to that one movie that the title very very subtly winks at.