

# THE SCOURGE OF THE SCORN LORDS

MEATLANDIA BOOK III

## Solo Rules





100 MILES  
30 MILES  
10 MILES



**Solo Rules**

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## Solo or Referee-less Play

There will be times when, for one reason or another, you lack a full group in order to experience what *The Scourge of the Scorn Lords* has to offer; or maybe you are just one or two friends and nobody wants to take the role of Referee. Even more, maybe you are a Referee who wants to experience the setting, familiarizing yourself with the world and its characters, before introducing it to your players.

Whatever the reason is, you will need rules to emulate the type of decisions a Referee would generally make for you as a player, and tools to learn how the world reacts to your own decisions and actions, as well as to handle all NPCs, monsters, and any other events. In the following pages, we will describe said rules and tools in a simple and direct way, to get you exploring the Scorn Lands as soon as possible.

But how does one play a Role-Playing Game, the quintessential social experience, alone? The key is seeing it as an improvised writing exercise, guided by the game mechanics you're using (in this case, *Old School Essentials*, combined with *The Scourge of the Scorn Lords*). It's like reading a book and writing it at the same time; you have a cast of characters, a story frame or setting, but you don't know where the story is going to go; the key lies in the so-called oracle tables and tools. Thanks to these basic tables,

you'll be able to surprise yourself with the twists and turns of a story you are writing on the fly. It is a storytelling experience that you tell to yourself.

It helps if you keep a record of what is going on as it happens; this can be as detailed or basic as you want it to be. Some players like keeping track of every roll and mechanical detail, while others just write down the general, main events that took place during a session. You will eventually find what works best for you, but the important thing is to not let the note-keeping get in the way of playing and the story itself. If you must pause each two minutes to write down everything that is going on, you'll get tired fast. Find your note-keeping/playing balance!



## Gameplay Structure

- I. Establish a Scene
- II. Use the Oracle to answer any doubts about the scene, create detail, and move the plot forward
- III. Use the normal gameplay rules and mechanics to resolve any situation that arises
- IV. Update (add or resolve) the Story Arcs, add or remove Characters

*Establish the next Scene*

## The Scene

A Scene consists of a Setting (the place where the action is taking place) and the Characters (all the PCs and NPCs involved in the Scene). Unless this is your first session with new characters, the scene and anything within it (setting, characters) will organically appear as a result of the previously played out scene.

## Starting Your First Scene

So you've created a fresh new character (or group of characters), learned a bit about their past (it's best if you have a general idea of your character's motivations and write down one or two things about them), and are ready to start playing. Beginning a free-form, sandbox campaign is always daunting, especially if it's your first attempt at soloing an RPG. For starters, it's always very useful to lean on your

character's background to find reasons for conflict; is your character a former slave that recently managed to run away? Maybe then you can start your first scene struggling to survive and find your place in the world, while you plot how to liberate your still captive friends. Or maybe you are simply an adventurer searching for an opportunity, and you find yourself in a town with a problem that needs solving. Whatever it is, your background and former connections can point you in the right direction.

The simplest, least-complicated way of starting though would be to simply decide a starting point in the map and travel, to see what interesting places and people you come across with. You can also create a starting settlement or an NPC and figure out what the problem with them is. We strongly recommend though using the "Setting the Stage" tables on pages 92-93 of the core book; you will find everything you need to start right there.

## The Oracle

The Oracle is the core mechanic that allows you to determine whether something is one way or another. By formulating a question in a "yes or no" fashion ("Will the rockslide come my way?"), we can know the outcome of virtually any situation taking place.

## The Oracle (D6)

- 1 - No
- 2 - No, and...
- 3 - No, but...
- 4 - Yes
- 5 - Yes, and...
- 6 - Yes, but...

A result of "and..." means the situation or answer is even more than you expected, while "but" means there is a limited effect or a drawback.

At the same time we roll a D6 to consult the Oracle, we must roll another D6 (it helps if it's a different color die), with a result of 1 meaning there's a Complication. If a Complication does take place, we must then learn more about its nature.

## Complication (D6)

1	An unexpected event takes place at a very good or bad moment
2	Something the PCs think to be one way is actually another
3	A new character(s) is revealed (reinforcements appear, the gang leader was actually just a pawn working for a rich merchant, etc.)
4	A change to the physical environment (weather, sinkhole, the bridge collapses, etc.)
5	A useful item (a key, a piece of gear, a letter) is found or lost
6	An unexpected change in the relationship between people involved in the situation (a character's mother is actually their aunt, they are mistaken for someone else, etc.)

## Surprise Events

Sometimes things change in a way we did not see coming, usually as a result of a Complication, or a "but" or "and" Oracle result; on those situations, using the Surprise Events table helps narrowing down the focus of said situations:

- Roll a D8 for the "Descriptor" column, and another D8 for the "Subject" column in the Surprise Event table.
- We then roll on the Action and Theme tables (page 8-11) to further refine the result, if necessary.

## Surprise Event (2D8)

Descriptor	1-2	3-5	5-6	7-8
1 - Encounter	Hostile	Neutral	Neutral	Friendly
2 - Physical	Struggle	Illness	Trap	Labor
3 - Natural	Wilderness	Weather	Unnatural	Deprivation
4 - Knowledge	Forbidden	Secret/Hidden	Research	Historical
5 - Player Character	Traitor	Relationship	Death	Rival
6 - NPC	Behavior Change	Misunderstanding	Disappearance	Assistance required
7 - Location	Assault	Gathering	Hidden	Destroyed
8 - Factional	Rebels	Invaders	Struggle	Disappearance

- **Encounter:** This is the most elemental type of Surprise Event; the group encounters someone or something. Roll on the appropriate tables, depending on whether it's a hostile, neutral or friendly encounter.

- **Physical:** This type of Event describes something happening that requires the use of physical skills but that is not combat-related. It can mean you need to haul some fallen trees blocking the road, or that you sprung a trap and you need to see if you react on time.

- **Natural:** A Surprise Event related to the natural world; it can be a sudden change of weather, or that the ravine you were going to cross is now somehow flooded.

- **Knowledge:** This type of Surprise Event relates to any type of information or knowledge the players may have or need to acquire. It can be that they suddenly find out about a secret plot to kill the local leader, or that they learn about some important event that happened years ago that explains their current situation.

- **Player Character:** This focuses on situations that affect the PCs directly, such as the sudden appearance of an old rival, or a change in a relationship.

- **Non-Player Character:** This type of event describes situations when something unexpected happens to one of the relevant NPCs in the present campaign; basically any character in the Character list that is not a PC. It could be the players learning that a character that helped



them in a previous Scene is now in trouble, or they discover an allied NPC is actually plotting against them.

- **Location:** Surprise Events that have something to do with the location where the Scene takes place. Maybe the place is being assaulted by robbers, or the town the PCs were looking for has been destroyed.

- **Factional:** This type of Surprise Event covers the struggle caused by the different factions; this can be something as a Scorn Lord striking a deal with another Scorn Lord, or the disappearance of a whole tribe.

### Updating the Story Arcs

Story Arcs are threads or overarching themes that form the backbone of the story. They can take the form of quests, or simply appear organically while the game is played. Once we consider the Scene as completed (the characters arrive in a town after traveling the whole day; the prisoner's interrogation has yielded interesting information and an action plan is ready; the tense

negotiation with the village elder ends with the characters being forced out of town), it is time to tally up your progress:

- *Have you completed a mission or request?*
- *Are there no more leads to follow?*
- *Are all the characters involved dead or gone?*
- *What are the next steps to take? Who do you need to talk to/fight/follow, where do you need to go to?*

All these questions (and more, these are just examples) will let you know whether you should consider the Story Arc as closed, or continuing in the next scene. For example, if one of your active Story Arcs was “find the missing girl” and you do find her, then you can consider that Arc closed. But did you find the girl alive and well, or was she dead? If so, what (or who) killed her? Closing a Story Arc will most likely open a new one; if the girl was found dead, the next Arc could be “Find out how the girl met her end”; if she was found alive and well, maybe she was taken by someone with a specific purpose; then the next Story Arc could very well be “find a way to stop the kidnappers from sacrificing children”, or “find the girl's uncle, still lost in the dark woods south of the village”.



As we open and close Story Arcs, Characters will appear organically, maybe as friends, maybe as foes. Following the example above, one of the characters would be the missing girl, while another would be the person (or persons) that asked the PCs to find her. After resolving her arc, we would maybe need to remove the girl's character from the list, but add the name of a cult leader, or maybe the girl's uncle, depending on where the story takes us. As always, let your intuition and logic lead the way, and write down the names of any characters you think may play a role, directly or indirectly.

### Solo Advice and Story Tools

**Failing Forward:** Remember that you are the master of the story, and as such you are in charge of making it move forward. Do not let a failed perception or persuasion roll stop the flow of the story; make those failures part of the story by analyzing it and incorporating them as narrative

elements. Did your character fail to spot the secret exit because a sudden gust of air pushed dust into their eyes? Or maybe you didn't actually fail, you just took very long finding it, long enough for the enemies you're running away from to catch up with you. Be creative with your failures and look for alternative, realistic solutions to what may seem like forced endings.

**Choosing an End Goal:** While many players will be happy to simply let their characters roam the world without any particular goal in mind, others may feel the need to set a final, grand goal for their character. You may have been an orphan looking for your parents, or maybe you want to avenge the death of your brother at the hands of one of the Scorn Lords. Whatever the reason, it has to be something difficult, almost impossible to achieve. This way, every adventure you play, every mission you complete, can be part of your greater scheme, simply stepping stones towards your end goal.

**Flashbacks:** Sometimes, you may feel your story requires you to learn more about a specific situation; where and how did you meet an NPC that is supposed to be an old companion of yours? What's the story behind the ring you have that allows you to become invisible? If you want to simply move the story forward you may simply answer these questions by quickly making something up, or by



using the Action & Theme tables.

Alternatively, you may want to play out a flashback; a scene in the past detailing what brought you to the current situation.

This could play out as a whole another adventure, out of the context of your current campaign, or a simple scene of roleplaying, as you remember how the NPC you just met is actually the girl you were hitting on as a teenager at a cattle fair, so many years ago.

Use flashbacks as a tool to flesh out both your character's story and that of the world they live in.



## The Action & Theme Tables

The last fundamental tools that you'll need to solve problems such as figuring out the direction of a scene, or the result of a Surprise Event, are the **Action** and **Theme** tables. These two tables combined give you a seed of an idea, something that you can interpret in light of the specific situation the characters are in at any given moment.

Using the tables is simple: roll once on each table and combine the result. If the first pair needs more details you may roll again to refine the result.

*Example: After having dealt with the hunters that were chasing him, Wudanaz is unsure of where to go next. He decides to make an Action/Theme roll for inspiration, and the result is "Return Dream". He immediately interprets this as him having an intensely vivid dream about his mother, compelling him to return home. He awakes covered in a cold sweat and a clear goal in his mind.*



## Action (D100)

1 – Antagonize	26 – Reveal	51 – Hunt	76 – Alert
2 – Violate	27 – Defend	52 – Uphold	77 – Take
3 – Assault	28 – Focus	53 – Move	78 – Withdraw
4 – Attach	29 – Hold	54 – Deliver	79 – Debate
5 – Assist	30 – Breach	55 – Reject	80 – Cause
6 – Care	31 – Restore	56 – Avoid	81 – Travel
7 – Lie	32 – Transform	57 – Begin	82 – Swear
8 – Develop	33 – Defy	58 – Uncover	83 – Build
9 – Return	34 – Block	59 – Hold	84 – Deflect
10 – Inquire	35 – Neglect	60 – Surrender	85 – Search
11 – Usurp	36 – Abuse	61 – Share	86 – Learn
12 – Bestow	37 – Open	62 – Risk	87 – Preserve
13 – Oppose	38 – Carry	63 – Capture	88 – Evade
14 – Fight	39 – Attract	64 – Challenge	89 – Destroy
15 – Increase	40 – Punish	65 – Release	90 – Create
16 – Waste	41 – Guide	66 – Escort	91 – Attain
17 – Inform	42 – Fortify	67 – Seduce	92 – Communicate
18 – Decrease	43 – Gather	68 – Guard	93 – Harm
19 – Postpone	44 – Reveal	69 – Inspect	94 – Gratify
20 – Propose	45 – Break	70 – Break	95 – Return
21 – Suppress	46 – Dominate	71 – Locate	96 – Imitate
22 – Explore	47 – Carry	72 – Serve	97 – Tolerate
23 – Secure	48 – Investigate	73 – Control	98 – Trust
24 – Abandon	49 – Impress	74 – Finish	99 – Deceive
25 – Ask	50 – Distract	75 – Endure	100 – Help

## Theme (D100)

1 – Dispute	26 – Trial	51 – Gear	76 – Life
2 – Death	27 – Danger	52 – Action	77 – Path
3 – Energy	28 – Weapon	53 – Belief	78 – Disease
4 – Outside	29 – Ally	54 – Ally	79 – Creature
5 – Friend	30 – Peace	55 – Opinion	80 – Prize
6 – Enemy	31 – Information	56 – Debt	81 – Loss
7 – Emotions	32 – Location	57 – Safety	82 – Pain
8 – Plans	33 – History	58 – Reverence	83 – Fame
9 – Possessions	34 – Land	59 – Misfortune	84 – Magic
10 – Advice	35 – Price	60 – Fortune	85 – Travel
11 – Rumor	36 – Secret	61 – Safety	86 – Attention
12 – Knowledge	37 – Innocence	62 – Battle	87 – Benefit
13 – Power	38 – Community	63 – Tool	88 – Prison
14 – Fight	39 – Faction	64 – Nature	89 – Conspiracy
15 – Message	40 – Blood	65 – Problem	90 – Burden
16 – Environment	41 – Trade	66 – Loss	91 – Adversity
17 – Opposition	42 – Advantage	67 – Shelter	92 – Mystery
18 – Trust	43 – Health	68 – Guidance	93 – Wealth
19 – Animal	44 – Idea	69 – Opportunity	94 – Leader
20 – Riches	45 – Duty	70 – Direction	95 – Agent
21 – Victory	46 – Time	71 – Deception	96 – Obstacle
22 – Friendship	47 – Agent	72 – Memory	97 – Sanity
23 – Wishes	48 – Bond	73 – Burden	98 – Expectations
24 – Liberty	49 – Fear	74 – Battle	99 – Desire
25 – Wound	50 – Resource	75 – Dream	100 – Enterprise

## Missions, Objectives &amp; Rumors

While simply wandering about without a clear objective can provide hours of entertainment and unexpected adventures, moving towards a concrete goal can feel more rewarding. This is especially ideal when starting out, or when the last played scene wrapped up all the active Story Arcs.

Don't take the following tables as a fixed set of possibilities or scenarios; they are meant to help you jump-start your imagination and provide some direction. You are free, as always, to change any details you want. You may

choose to ignore a patron and keep a valuable artifact for yourself, or maybe the noble's kidnapped son wasn't kidnapped, after all; he just ran away with one of the guards escorting him. The possibilities are limitless.

These are vague by design; if you're having trouble coming up with details, use the Action and Theme tables.

In case the mission doesn't present itself organically, you may use the following table to determine how the PCs learn about it.

## How did the characters learn about the mission? (D10)

1-2	A dream or vision suggests the opportunity
3-4	A person offers to trade mission details in exchange for payment
5-6	A friend or family member tells the characters about the mission
7-8	The PCs hear rumors about the opportunity
9-10	A potential employer contacts the PCs

## Type of Mission (D4)

1 – Location 2 – Item 3 – Individual 4 – Event

## Location Missions (2D10)

Die Roll	Mission	Location
1	Loot	Crossroads
2	Assault	Tower atop a Mesa
3	Explore	Berry Fields
4	Destroy	Spindly Pine Groves
5	Infiltrate/Spy/Recon	Canyon Cave
6	Defend	Wasteland Shrine
7	Secretly Return Something/Someone to	Wasteland Village
8	Locate	Subterranean City
9	Liberate	Scornopolis
10	Retake	Dry Oasis



## Item Missions (2D10)

Die Roll	Mission	Location
1	Find	Weapon
2	Protect	Honeydew
3	Hide	Jewelry
4	Steal Unnoticed	Cargo
5	Transport	Message
6	Smuggle	Nega Stone
7	Rob	Evidence
8	Intercept	Cure
9	Destroy	Item of Worship
10	Recover from Dangerous Location	Ancient Relic (Non-Magical)

## Individual Missions (2D10)

Die Roll	Mission	Location
1	Capture	Scorn Lord Recruiter
2	Bring Message	Gladiator
3	Escort	Warlord
4	Transport	Merchant Caravan
5	Find	Monster Honcho
6	Extort	Witch of the Heath
7	Assassinate	Bone Mountain Sage
8	Kill	Random Patron/Target (p15)
9	Incriminate	Random Patron/Target (p15)
10	Bribe/Negotiate	Random Patron/Target (p15)

## Event Missions (2D10)

Die Roll	Mission	Location
1	Escape	Scorn Lord press-gang
2	Prevent	Arrest or Trail
3	Prepare/Plan for robbery	Robbery
4	Survive/Overcome	Invasion
5	Solve problematic outcome originating from	Natural disaster
6	Investigate the events surrounding	Supernatural disaster
7	Lead/Organize	Murder
8	Sabotage	Exploration
9	Expose someone involved in	Treason
10	Hide evidence of something happening during	Political upheaval

## Patrons &amp; Targets (D20)

1	Argon the Noble (Scorn Lord)
2	Drago (Scorn Lord)
3	Gruoch Donan (Scorn Lord)
4	Janera of the Heath (Scorn Lord)
5	Lu Bu (Scorn Lord)
6	Rabid Jack (Scorn Lord)
7	Uther of the Wyrms (Scorn Lord)
8	Blight, leader of the Barren Elves
9	Noble
10	Alchemist
11	Marauder
12	Kaldane Hunter
13	Merchant
14	Village Aldiss
15	Peasant
16	Hunter
17	Death's Hand Assassin
18	Cooper
19	Messenger
20	Scholar





## Mission Complications

Instead of doing the standard Complication table, you may choose to roll on the Mission Complications table while you're performing a mission; it would only make sense to do so once, though, or else the mission would become too chaotic and will lose its focus. As usual, you can use the Action and Theme tables to refine these results or interpret them in light of your character's circumstances.

### Mission Complications (D20)

1	The patron has a dark secret/ulterior motives
2	The patron has been abducted
3	A band of savages invades the area
4	The patron's information is wrong
5	A person in a position of power intervenes in the mission
6	A natural disaster strikes the region
7	The patron hired other characters without the PCs knowing so
8	A rival group of NPCs are after the same goal
9	Stalked by a dangerous beast
10	A bounty has been placed on the head of one of the PCs
11	A mysterious new player offers to pay the PCs to abandon their mission
12	An agent of the Scorn Lords is involved in the mission somehow
13	Unexpected alliance is required
14	Unwanted attention from criminal group
15	Someone in extreme need asks the PCs for help
16	A PC suffers from a sudden, mysterious illness
17	The PCs cross a Threshold and find themselves in a random Region
18	Ambushed
19	PCs wrongly accused of a crime
20	The patron has been killed and there's no reward

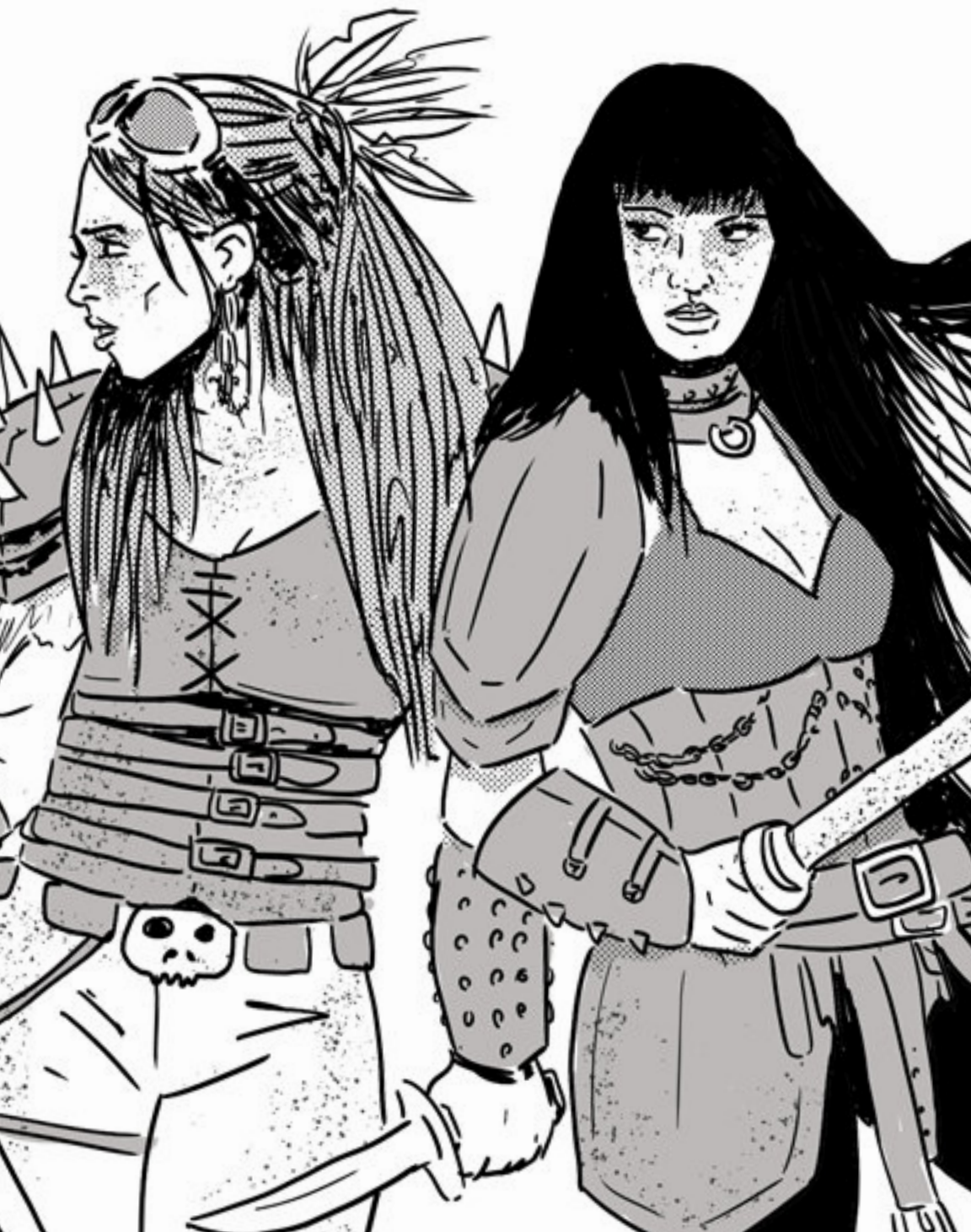
## Rumors

The following rumors are the type of gossipy information players can expect from random travelers and camps. They are generally only local stories, but some of them may have spread far beyond their point of origin.

### The Stories They Tell (D20)

1	The sword with three blades is supposed to bring down the rule of the Scorn Lords, but it hasn't been seen in a hundred years
2	Bone collectors are from the stars and they have been trying to figure out how to return since they arrived here
3	Deep in the sand dunes dwell the biggest monsters of all. Walk without rhythm and you won't disturb the worms
4	Nomadic markets are the cheapest and best place to acquire goods
5	Beware any who bear seven scars, for they lust for power above all else
6	Canyons are one of the most dangerous places in the Scorn Lands. If the flash floods don't get you, the ambushing marauders will
7	Kaldane Warrens are great sources of treasure
8	You can't trust the Myrmeke. All they do is in service of their hive queen
9	Jathrax look fierce but for the most part they are very gentle
10	Anyone or anything could be a spy for the Scorn Lords. Be wary!
11	If you need a hearty crew, Wogsalg teems with burly adventurers
12	Scorn Town is the nicest place to live in the Scorn Lands
13	When all other means fail, a big fat bribe might just save your life
14	Oasis water will keep you alive but it's better if you bring your own
15	There's strength in numbers. Join with a caravan or militia to get across the Scorn Lands
16	If a Scorn Lord is after you, the best way to survive is to enter the service of a different Scorn Lord
17	The horn of a unicorn can cure all ills
18	The lands of Drogo are filled with savage dopplegangers
19	The only Scorn Lord worth serving is Uther of the Wyrms. He's strong enough to invade Meatlandia on his own
20	The patron has been killed and there's no reward





### Exploring the Scornlands

Your character's adventures will likely begin in one of the few settlements found in the region (see the chapter Scornpolises, on page 14 of the core book); from there, you will have plenty of things to do and places to visit, for whatever reasons (see the Starting your first scene section in the Solo or Referee-less Play chapter). If necessary, you may roll on the following tables:

#### Scornpolis (D8)

- 1 - Small settlement, use the rules on page 94 of core book
- 2 - The Bone Fortress
- 3 - The City of Joy
- 4 - Dust City
- 5 - Scorn Town
- 6 - Vultureville
- 7 - Wogsalg
- 8 - Zhen Town

### Region (D10)

- 1 - Canyons
- 2 - Deserts
- 3 - Foothills
- 4 - Mesas
- 5 - Mountains
- 6 - Oases
- 7 - Sand Dunes
- 8 - Scrublands
- 9 - Sea-Cliffs
- 10 - Wastelands

When travelling, perform a Random Encounter check each 6 hours, as described on page 16 of the core book; the only change is that a result of 1-10 (usually a "no Encounter" result) means you've encountered a potential threat; roll on the Scornlands Encounter table.

Additionally to the Random Encounter check, roll a D6; a result of 1-2 means that a Sandstorm is heading your way, as described on page 10 of the core book.



### Scornlands Encounter (D10)

- 1 - Jathrax
- 2 - Bone Collector
- 3 - Terror Bird
- 4 - War Goat
- 5 - Myrmeke
- 6 - Chitin Golem
- 7 - Dimetrodon
- 8 - Press-Gang Gladiators
- 9 - Barren Elf
- 10 - Whisperling

### Travel Complications

Aside from checking for encounters, each 6 hours you must roll to see if there are any sort of travel complications; roll a D6, with a result of 1 meaning you're in trouble. Consult the Travel Complications table.

### Travel complications (D10)

- 1 - **Lost.** It would appear you've been walking in circles, making no progress whatsoever. You must start again from where you initiated today's journey, having wasted the day
- 2 - **Battlefield.** A fight between two large groups took place here. Unfortunately, there are untriggered traps set all over the place. You move at a slow pace (10 miles/day) in order to avoid the traps. Perform a Random Encounter Check each 3 hours for the day
- 3 - **Landslide/collapse.** The ground suddenly shifts under your feet, causing you to stumble and fall into the gap under your feet
- 3 - **Fog.** A sudden, persistent fog bank forces you to reduce your pace to 10 miles/day; perform a Random Encounter Check each 3 hours for the day
- 4 - **Blocked.** The road or path ahead is blocked, forcing you to find an alternative route
- 5 - **Sprained Ankle.** A random party member has injured themselves, forcing the party to stop for the day
- 6 - **Wild animals.** The party runs into a group of local animals. There's a big chance they've been startled and will therefore attack
- 7 - **Vermin swarm** - A plague of rodents sweep across the area, devouring everything organic in their path.
- 8 - **Marauders** - A large force of them are camped up ahead around a noxious fire.
- 9 - **Agent of the Scorn Lords** - Do you have your permit? Do you have the exact payment? Do you have the right application? Do you know how much to bribe?
- 10 - **Sandstorm** - Take cover for tornadoes of sand and wind are whipping across the landscape.

### Camping

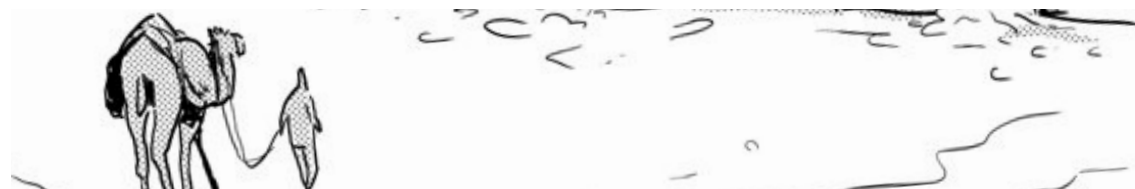
Once the party settles down for the night, you must check to see if there's any problem while setting camp. Roll a D6, a result of 1 means that something went wrong; roll on the Setting Camp Complications table.

### Setting Camp Complications (D10)

- 1 - You set camp over a wet patch of land, without realizing it. You wake up wet and uncomfortable, with damp clothes and gear. *-1 to all rolls today.*
- 2 - There is no wood to be found in this barren place; forcing you to spend the night without a fire. *-1 to all rolls today.*
- 3 - You are too noisy while setting camp, attracting some unwanted attention. *Roll on the Encounter table.*
- 4 - You have somehow misplaced your flint and steel, and no matter how hard you try you're unable to light a fire. *No Rest this Night.*
- 5 - Part of your rations seem to have spoiled. *Remove D4 rations*
- 6 - Mosquitoes plague you the whole night, and you wake up tired and irritated. *-2 to all rolls today.*
- 7 - You are distracted and don't realize you've burnt the food you're cooking beyond recognition. You must start all over, *spending an extra ration*
- 8 - You've *lost a piece of gear*, no matter how hard you look for it. Determine which one randomly.
- 9 - You suffer terrible nightmares the whole night. *-3 to all rolls today.*
- 10 - Roll twice on this table. If you roll the same result twice apply its consequences twice as well

### Forage & Hunting

A character can forage for edible goods, water, and other natural ingredients in the wild, as well as attempt to do some hunting. These activities may not be done while traveling, though. There's a 3-in-6 chance of finding edible roots, fruit, vegetables, or mushrooms while foraging, or of having a successful hunt. Success means the character finds enough supplies for a day enough for D4 people. Failure means something went wrong; roll on the Hunting & Foraging Complications table.





## Hunting & Foraging Complications (D10)

- 1 – You wander off into the wrong area, running into potential trouble. *Roll on the Encounter table*
- 2 – Distracted, you fall and twist your ankle. *-10 to speed for d6 days*
- 3 – You've *lost a piece of gear*, no matter how hard you look for it. Determine which one randomly
- 4 – The food you manage to get is poisoned in some way. *-1 to CON for 1d10 days.*
- 5 – You've wandered off too far from camp and cannot find the way back. *-You are lost and cannot be located until the party spends d4 hours to find you.*
- 6 – You step on an old, abandoned trap. *-1 HP*
- 7 – Due to your carelessness, you manage to break one of your boots. *You need new boots.*
- 8 – You're caught in a thick, sand storm. Afraid of getting lost, you wait it out but are too tired to try and continue searching for food *-2 to all rolls today.*
- 9 – As you walk about trying to find some food, the ground below your feet collapses and you fall into a small hole. It's not difficult to climb out of it, but you've hurt yourself. *-D4 HP, -1 to all rolls today.*
- 10 – You find a beehive but before you can even think of harvesting some honey they attack you, stinging your face and hands. *-D4 HP, -2 to all rolls today.*







## NPC and Monster Behavior

Aside from using the standard reaction tables found in *Old School Essentials* in order to determine the initial reaction of an NPC or monster we encounter, we can refine these results and know more about them using the following tables. This comes is specially relevant when facing NPCs, since, as intelligent beings, their reactions may vary wildly.

### NPC Starting Attitude (D6)

- 1-2 – Hostile
- 3-4 – Neutral
- 5-6 – Friendly

Based on the NPC's starting attitude, we may want to know more precisely how they react towards the PCs with the use of the following tables.

### Hostile NPC (D10)

- 1-2 – Attacks without warning
- 3-4 – Threatens or harasses
- 5-6 – Demands something
- 7-8 – Denies access
- 9-10 – Tries to trick or deceive

### Neutral NPC (D10)

- 1-2 – Uninterested
- 3-4 – Offers job or needs aid on a task
- 5-6 – Willing to trade (items or information)
- 7-8 – Needs a favor or has a job
- 9-10 – Tries to trick or deceive

### Friendly NPC (D10)

- 1-2 – Talkative or gossipy
  - 3-4 – Offers direct assistance (gear, information, tending to wounds, etc.)
  - 5-6 – Wants to trade
  - 7-8 – Offers gifts (basic gear, rations)
  - 9-10 – Has a lead or a clue
- Lastly, roll on the Motivation Tables to learn more about what this particular character's (or group of characters) goals and motivations are.

## NPC Motivation (Verb) (D100)

1 – Prepare	26 – Construct	51 – Strive	76 – Inform
2 – Associate	27 – Plunder	52 – Understand	77 – Patronize
3 – Pursue	28 – Hinder	53 – Collaborate	78 – Depress
4 – Contact	29 – Conquer	54 – Complete	79 – Determine
5 – Embrace	30 – Advance	55 – Join	80 – Seek
6 – Record	31 – Guard	56 – Compel	81 – Detect
7 – Possess	32 – Follow	57 – Assist	82 – Execute
8 – Progress	33 – Aid	58 – Join	83 – Realize
9 – Impede	34 – Review	59 – Defile	84 – Rob
10 – Conceive	35 – Drive	60 – Produce	85 – Overthrow
11 – Promote	36 – Fulfill	61 – Establish	86 – Convey
12 – Trouble	37 – Chronicle	62 – Account	87 – Maintain
13 – Abduct	38 – Indulge	63 – Work	88 – Attend
14 – Create	39 – Abuse	64 – Accompany	89 – Discourage
15 – Interact	40 – Shepherd	65 – Offend	90 – Explain
16 – Oppress	41 – Rescue	66 – Guide	91 – Undermine
17 – Spoil	42 – Take	67 – Learn	92 – Compose
18 – Attempt	43 – Discover	68 – Persecute	93 – Refine
19 – Obtain	44 – Deter	69 – Communicate	94 – Secure
20 – Advise	45 – Acquire	70 – Process	95 – Access
21 – Relate	46 – Promote	71 – Report	96 – Suppress
22 – Administer	47 – Damage	72 – Develop	97 – Operate
23 – Comprehend	48 – Burden	73 – Suggest	98 – Manage
24 – Agonize	49 – Advocate	74 – Steal	99 – Proclaim
25 – Encourage	50 – Implement	75 – Weaken	100 – Secure



## NPC Motivation (Noun) (D100)

1 – Force	26 – Intelligence	51 – Strength	76 – Beauty
2 – Medicines	27 – Prosperity	52 – Drugs	77 – Lies
3 – Relic	28 – Wealth	53 – Freedom	78 Communication
4 – Music	29 – Allies	54 – Justice	79 – Knowledge
5 – Contraband	30 – Alcohol	55 – Gluttony	80 – Rumors
6 – Distress	31 – A cult	56 – Lust	81 – Advice
7 – Deprivation	32 – The Scorn Lands	57 – The Scorn Lords	82 – Hunger
8 – Opulence	33 – Military	58 – Laziness	83 – Worm Honeydew
9 – Poverty	34 – Dreams	59 – Dissonance	84 – Riches
10 – Resources	35 – Power	60 – Order	85 – Pride
11 – Affluence	36 – Discretion	61 – Success	86 – Exploration
12 – Hardship	37 – Love	62 – Wrath	87 – Secrets
13 – Enemies	38 – Pain	63 – Purity	88 – Death
14 – Civilization	39 – Slavery	64 – Faith	89 – Greed
15 – Religion	40 – Enlightenment	65 – Corruption	90 – Desert Cartography
16 – The poor	41 – Sensuality	66 – Power	91 – Desperation
17 – Freedom from Chaos	42 – Chaos	67 – Vigilance	92 – Myths
18 – Family	43 – Peace	68 – Zeal	93 – Legends
19 – The elite	44 – Discrimination	69 – Composure	94 – Progress
20 – Academia	45 – Disbelief	70 – Charity	95 – Beasts
21 – The Forsaken	46 – Pleasure	71 – Atrocity	96 – Magic
22 – The law	47 – Hate	72 – Envy	97 – Nature
23 – The Oppressed	48 – Happiness	73 – Cowardice	98 – Expertise
24 – Friends	49 – Servitude	74 – Narcissism	99 – Abominations
25 – Criminals	50 – Harmony	75 – Bravery	100 – Patience

You may roll on the Gender, Age, and Character Descriptor tables if you wish for more details about a specific NPC.

## Gender (D6)

- 1-2 Female appearance  
3-4 Male appearance  
5-6 Androgynous appearance

## Age (D6)

- 1-2 Young  
3-4 Middle-aged  
5-6 Elderly

## NPC Character Descriptor (D100)

1 – Poor	26 – Wealthy	51 – Clean	76 – Dirty
2 – Rough	27 – Fancy	52 – Polite	77 – Rude
3 – Trained	28 – Skilled	53 – Educated	78 – Ignorant
4 – Common	29 – Intelligent	54 – Unusual	79 – Sweet
5 – Foul	30 – Beautiful	55 – Driven	80 – Small
6 – Large	31 – Loud	56 – Fast	81 – Slow
7 – Quiet	32 – Exotic	57 – Uninformed	82 – Interesting
8 – Colorful	33 – Informative	58 – Ugly	83 – Dangerous
9 – Inept	34 – Clumsy	59 – Capable	84 – Intrusive
10 – Respectful	35 – Primitive	60 – Elegant	85 – Armed
11 – Different	36 – Young	61 – Difficult	86 – Helpful
12 – Harmful	37 – Disciplined	62 – Erratic	87 – Wild
13 – Commanding	38 – Meek	63 – Humorous	88 – Frightened
14 – Strong	39 – Impulsive	64 – Naive	89 – Surprising
15 – Calculative	40 – Sophisticated	65 – Bold	90 – Crazy
16 – Confident	41 – Passive	66 – Old	91 – Careless
17 – Cautious	42 – Sneaky	67 – Intimidating	92 – Powerful
18 – Unhinged	43 – Powerless	68 – Hurt	93 – Rough
19 – Caring	44 – Honorable	69 – Principled	94 – Arrogant
20 – Gentle	45 – Brave	70 – Weak	95 – Curious
21 – Supportive	46 – Heroic	71 – Untrustworthy	96 – Pious
22 – Generous	47 – Posed	72 – Greedy	97 – Nervous
23 – Hopeless	48 – Sociable	73 – Sketchy	98 – Disdainful
24 – Reserved	49 – Proud	74 – Optimistic	99 – Humble
25 – Shy	50 – Calm	75 – Courteous	100 – Formal



## Combat

Once combat is initiated against an NPC or monster, use the following rules to determine their behavior. The standard morale and movement rules found in *Old School Essentials* still apply as usual.

## Balance

It is important to keep in mind that most monsters and opponents that are found both in *Old School Essentials* and *Scourge of the Scorn Lords* are balanced around a whole group of adventurers.

This means that a single adventurer will, more often than not, find that combat is extremely deadly, even more so than usual. The most obvious and simple solution would be to play with a full party, or at least a couple of characters, but some people prefer to go at it truly solo.

Over time, a single character can accomplish almost anything, but starting off as a single level 1 character can be extremely tough.

For this reason, we recommend that when using a level 1 single character, before starting the combat one should evaluate if the character really has a chance of taking down their opponent. If the answer is a clear “no”, we recommend a very simple solution: consider the opponents Hit Dice directly as Hit Points.

This means that, for example, a unicorn (*Scourge of the Scorn Lords*, page 86) which has 4 Hit Dice and an average of 18 HP, would simply have 4 HP. This will of course result in a more heroic type of gameplay, one where the main character can defeat almost any foe from the very beginning.

As it's always the case when playing alone though, we must sometimes don the “Referee hat” and decide when this type of ruling helps or hinders the progress of the story. Nobody likes it when a fresh, new character dies ten minutes after beginning a campaign, but feeling like there's no threat in the world can be equally boring.

## Determining the target

If the NPC or monster isn't already in melee, and their last opponent is already incapacitated, roll on the following table. If a result doesn't apply, they always default to attacking the closest threat:

## NPC/Monster target (D6)

- 1 - Closest threat
- 2 - Most wounded opponent
- 3 - Ranged opponent
- 4 - Magic user opponent
- 5 - Most protected opponent
- 6 - Most dangerous opponent (based on damage dealt)

## Combat Behavior

Next, we assign the NPC or monster an appropriate role, based on what we know about their skills and general behavior. These roles are: Brute/Beast, Standard Melee, Ranged, Support, Caster, and Lurker.

Then, at the start of each of their turns we roll on the appropriate table. As always, use logic; if the tables call for “Use item” and the NPC has both a Healing Potion and a Potion of Strength but they're about to die, it would make more sense for them to use the Healing Potion.

## Brute/Beast Combat Behavior (D10)

*General behavioral guidelines: Will usually charge head in into combat, without much subtlety*

- 1-7 - If already in melee: Melee attack; otherwise, rush towards the closest opponent
- 8-10 - Use special ability/skill if they have one; otherwise, Melee attack

## Standard Melee (D10)

*General behavioral guidelines: Standard, balanced melee combatant. Will try to force melee combat*

- 1-4 - Main attack: Utilizes its main form of attack
- 5-6 - Secondary attack: Utilizes its secondary form of attack. If it doesn't have one, default to Main attack

- 7 - Maneuver: The creature moves about, either to change target (roll on the Target table), avoid being surrounded, or to take advantage of the terrain and current situation
- 8-9 - Use special ability/skill if they have one; otherwise, default to Main attack
- 10 - Use an item; if not applicable, default to Main attack

## Ranged (D10)

*General behavioral guidelines: Standard, balanced ranged combatant. Will attempt to stay at range and avoid melee combat*

- 1-4 - Main attack: Utilizes its main form of attack
- 5 - Secondary attack: Utilizes its secondary form of attack. If it doesn't have one, default to Main attack
- 6-7 - Maneuver: The creature moves about, either to change target (roll on the Target table), avoid being surrounded, or to take advantage of the terrain and current situation
- 8-9 - Use special ability/skill; otherwise, default to Main attack
- 10 - Use an item; if not applicable, default to Main attack







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