

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 & 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 & 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)

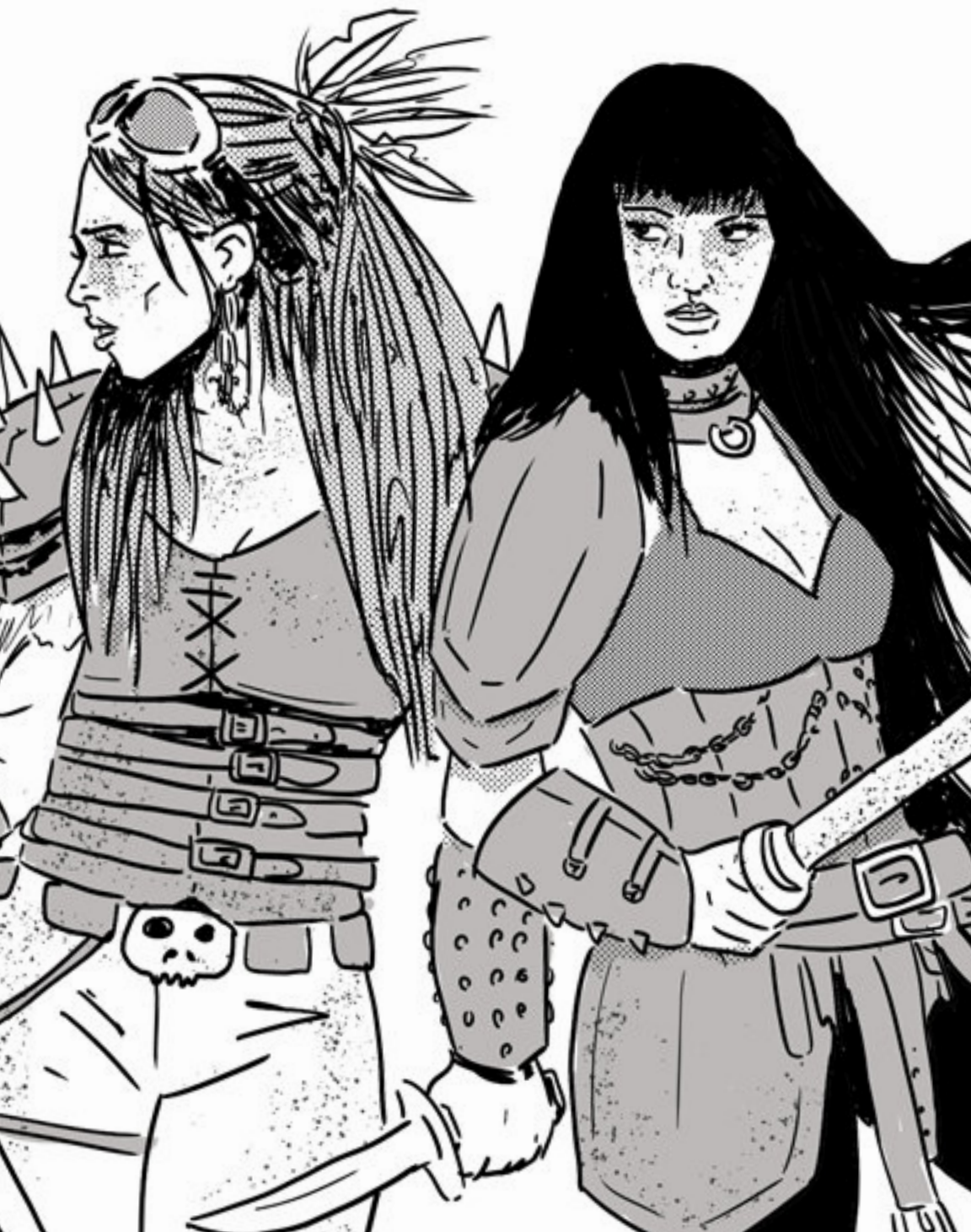
| | |
|----|--|
| 1 | The patron has a dark secret/ulterior motives |
| 2 | The patron has been abducted |
| 3 | A band of savages invades the area |
| 4 | The patron's information is wrong |
| 5 | A person in a position of power intervenes in the mission |
| 6 | A natural disaster strikes the region |
| 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

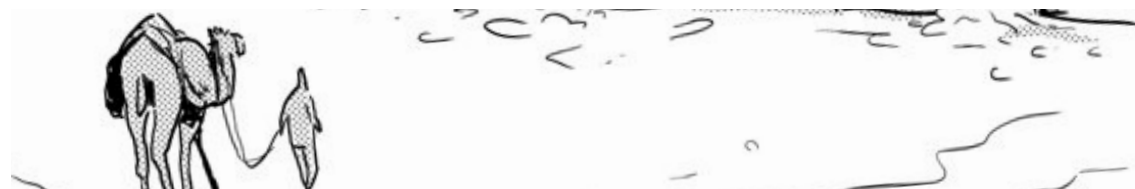
Once the party settles down for the night, you must check to see if there's any problem while setting camp. Roll a D6, a result of 1 means that something went wrong; roll on the Setting Camp Complications table.

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 |

Solo Game Rules

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 |

Solo Game Rules

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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