

# THE SOLITARY SCORN LANDS

*A game of solo adventure set in the world of the Scorn Lords!*

You are the bravest of souls—the kind of person who travels the harsh, unforgiving Scorn Lands not merely for survival but in order to eke out a profit. Most traders do not survive for long but there are fortunes to be made for the brave and the lucky.

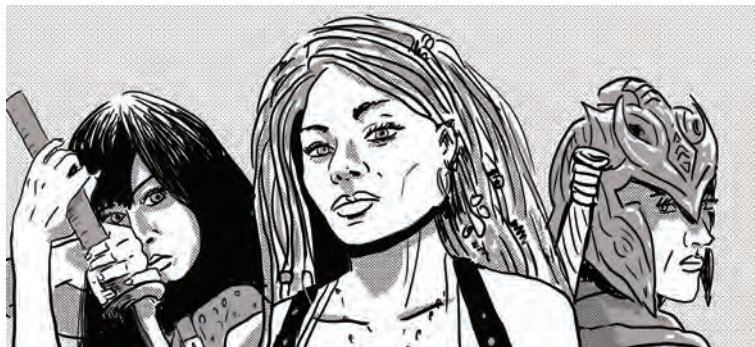
**To Begin you need at least 3 six-sided die, one 8 sided die, and a pencil.**

## WHO ARE YOU?

### Table A: Character Class—Roll 1d8

Roll	Class	Ability
1	Bone Mountain Witch	Ignore 3's on the mishap roll
2	Desert Villager	Add or subtract 1 from any roll per terrain
3	Fade	Not affected by 1's in Scornopolises
4	Gladiator	Ignore 1's on the mishap roll
5	Kaldane	Wins at 80 Gold
6	Mentalist	Reroll both dice when trading in towns
7	Myrmeke	Repairs for free
8	Monster Honcho	Reroll monster once per encounter

**This is the story of your peddler so give them a name and a reason why they have resorted to such a desperate career.**



## TRADE GOODS

Now you need to determine your starting goods, gold, and wagon's hit points. **Roll 3d6** and consult the table below:

- The **first** die determines the **quantity** (Column B1)
- The **second** die determines the **attribute** (Column B2)
- The **third** die determines **what goods** (Column B3)
- The **highest** die roll is **how much gold** you start with (Column B4)
- The **lowest** die roll determines your wagon's **hit points** (Column B5)

For example, if you roll a 3, 4, and 5 you would begin with 3 desolate tamarisks, 5 gold and 30 HP for your wagon.

**Table B: Trade Goods—Roll 3d6**

B1: Quantity	B2: Attribute	B3: Goods	B4: Value/Gold (highest die)	B5: Wagon HP (lowest die)
1	Rugged	Pear	(1 gp)	10
2	Scraggy	Cactus	(2 gp)	20
3	Bleak	Bloodwood	(3 gp)	30
4	Desolate	Yucca	(4 gp)	40
5	Forlorn	Tamarisk	(5 gp)	50
6	Waste	Pepperberries	(6 gp)	60

**Your peddler wins if they collect 100 gold, or if they visit every hex in the map. They can then retire to a life of relative luxury.**

**Your peddler loses if their wagon reaches 0 HP. They lose their entire investment and wander off into the desert to die or, worse, become a despicable marauder.**

# PLAYING THE GAME

## STEP 1

Each turn you enter a blank hex: roll a die (d8) to see what terrain you enter. Mark it on your map with the letters given in parenthesis.

Once you have left a terrain, you can never return to it.

Note: The map you create will not match the official Scorn Lands map. Think of it as existing in a parallel universe.

### Table C: Terrain—Roll 1d8

Roll	Terrain	Roll	Terrain
1	Canyon (C)	5	Scrublands (SL)
2	Desert (D)	6	Sea Cliff (SC)
3	Oasis (O)	7	Wasteland (W)
4	Mountain (M)	8	Scornopolis (S)

## STEP 2

Next you will need to roll an encounter for that hex. Consult the entry for each individual terrain for specific encounter tables.

If an encounter specifies either trade or repairs, you may consult the following mechanics:

### Trade—Roll 2d6

Roll 2d6 on Table B, columns B2 and B3 and look for matches with your inventory. The merchants will either pay for anything with the rolled quality or the rolled good.

- If neither of them are rolled, there are no buyers.
- If either the quality or the good is rolled, they will pay the amount listed in column B4.
- If both quality and good are rolled, they will pay double the amount listed in column B4.

You can sell as many items as you want.

## Repair

Pay 1-6 gold to restore that many Wagon HP.

## Monster Encounters

Monsters emerge from the wasteland. Roll on **Table D** to see what kind. You can hide in the canyon to avoid them but doing so leaves your wagon vulnerable to their wrath. **Monsters do their number times 5 damage to the wagon.** (A Bone Collector does 10 damage, a Giant Insect does 35, for instance.)

**IF THE WAGON REACHES ZERO HP, IT'S GAME OVER.**

# TERRAIN DESCRIPTIONS

## 1 CANYON

Throughout the wastes, ancient canyons provide shelter and shade for plants, animals and humanoids alike. The greatest inland canyons are hundreds of miles long, twenty or more miles wide and up to two miles deep. Much cooler than the surrounding area, their lowest depths often feature small pools of water from springs or rare rainstorms. Though it supports the fragile ecosystems, rain can also be a deadly danger, bringing destructive flash floods. Inhabited canyons are typically guarded by traps and troops, and wanderers should enter at their own risk. In the deepest chasms, rarely touched by daylight, strange and dangerous monsters roam the depths.

## 2 DESERT

These vast, continent-spanning deserts fluctuate between dry and rocky near the mountain foothills, to desolate and sandy toward the interior. Though water is scarce (especially in the central plateau, untouched by rain), plant and animal life persists. Nomads and raiders roam indiscriminately, between the small villages and towns found anywhere water is reliable. Unfortunately, these deserts cool very little at night.

### **3 OASIS**

The life-blood of the Scorn Lands, oases are sprinkled throughout most of its regions. They vary in size and appearance, but most have permanent towns or guarded camps built around them.

### **4 MOUNTAIN**

These mountains contain plenty of unique hazards. Born as volcanoes, some peaks are still active and unpredictable. Mud flows, earthquakes and volcanic eruptions are dangerously common. The hard basalt ranges are treacherous on their own, but the nearby cliffs of razor-sharp obsidian reject life of any kind. Between mountains, where alluvial deposits created fertile valleys and forests of cypress, pine and bamboo, temperatures reach 100 degrees or more—though as elevation rises, temperatures drop to as low as 10 degrees at the glacial peaks.

### **5 SCRUBLANDS**

Found between the deserts and foothills to the east and along the southern border, scrublands have wide plains and gently rolling hills, dotted with grasses, shrubs and cacti. The fast-draining sandy soils and arid climate make for a dry landscape where wildfires are common. Animal life is relatively common here and nomadic groups of humanoids and other predators follow the migration of larger animals.

### **6 SEA CLIFF**

High coastal deserts give way to a miles-wide shelf of naked granite and sandstone. This 250-mile-long shelf terminates in a high barren cliff, dropping several hundred feet into the sea. The granite and sandstone floor, mixed with the salt air and heavy winds provides a harsh habitat fit for nothing but lichens and small succulents. Wildlife abounds, particularly coastal birds, and permanent settlements can be found at intervals along the cliffs.

### **7 WASTELAND**

Most of the Scorn Lands are in fact wastelands. This includes vast fields

of volcanic debris, salt flats and barren, rocky plateaus—all worsened by hazardous geological features like toxic gas geysers, active volcanoes and frequent earthquakes. Human life is unsustainable in the wastelands and what few outposts persist in these regions must be completely supplied from the outside.

## 8 SCORNOPOLIS

Built over millennia, often upon the bones of even more ancient civilizations, these bastions of humanity and commerce provide relative safety and abundance. Though they vary in size and magnificence, each Scornopolis covers several square miles and boasts over 1,000 residents—a hefty number in this sparse and thankless land. Here the successful adventurer may find the joys of a soft bed, fine food and even the gentle caress of one whose skin has not dried and cracked beneath the wasteland sun. Connections, too, are made in these thriving urban outposts. The Scorn Lords' agents can always use capable spies and warriors, caravans seek guards, and treasure hunters and explorers look for strength in numbers.

There are great profits to be made in the Scornopolises. However, great danger is here as well.



**NOW UNFOLD  
THIS BOOKLET,  
FLIP IT OVER  
AND GET  
READY TO  
PLAY:  
THE SCORN  
LANDS AWAIT!**

## CANYON ENCOUNTERS

Roll	Encounter
1	Mishap – Roll on Canyon Mishap Table
2	Village of Incomprehensibilities ( <b>trade</b> once)
3	Abandoned Pear Orchard – Gain d6 pears, roll on Table B to see what kind.
4	Cactus Farm – Gain d6 cactus, roll on Table B to see what kind.
5	Bloodwood Forest – Gain d6 bloodwood, roll on Table B to see what kind.
6	WVild Yucca – Gain d6 yucca, roll on Table B to see what kind.
7	Tamarisk Grove – Gain d6 tamarisk, roll on Table B to see what kind.
8	Town of Pellucidity ( <b>trade</b> once, can re-roll one die) OR ( <b>repairs</b> )

## CANYON MISHAPS

Roll	Result	Effect
1	Flash Flood	Lose d6 gold (min 0)
2	Fall Into a Pit Trap	Lose d6 Wagon HP
3	Uncrossable Chasm	Can't enter this hex
4	Indignant Dimetrodon	Lose d6 goods
5	Flash Flood	Lose all of most valuable goods
6	Monsters!	Roll d6 on Table D: Monsters

## DESERT ENCOUNTERS

Roll	Encounter
1	Mishap – Roll on Desert Mishap Table
2	Village of Cognizability ( <b>trade</b> once)
3	Marauder Picnic with baskets of food – Gain d6 pears, roll on Table B to see what kind.
4	Cactus-covered Ridgeline – Gain d6 cactus, roll on Table B to see what kind.
5	Bloodwood Grove – Gain d6 bloodwood, roll on Table B to see what kind.
6	Nomadic Traders – Gain d6 yucca, roll on Table B to see what kind.
7	Dry River Bed with ancient trees – Gain d6 tamarisk, roll on Table B to see what kind.
8	Town of Manifestness ( <b>trade</b> once, can re-roll one die) OR ( <b>repairs</b> )

## DESERT MISHAPS

Roll	Result	Effect
1	Myrmeke Hunters	Lose d6 gold (min 0)
2	Broken Wheel	Lose d6 Wagon HP
3	Sand Worms Ahead	Can't enter this hex
4	Dinosaurs Attack	Lose d6 goods
5	Hidden Marauders	Lose all of most valuable goods
6	Monsters!	Roll d6 on Table D: Monsters

## OASIS ENCOUNTERS

Roll	Result
1	Mishap – Roll on Oasis Mishap Table
2	Village of Polysemousness ( <b>trade</b> once)
3	Thriving Oasis – Gain d6 pears, roll on Table B to see what kind.
4	Cactus Mountain – Gain d6 cactus, roll on Table B to see what kind.
5	Copse of Bloodwood – Gain d6 bloodwood, roll on Table B to see what kind.
6	Yucca Farm – Gain d6 yucca, roll on Table B to see what kind.
7	Tamarisk Grove – Gain d6 tamarisk, roll on Table B to see what kind.
8	Town of Tergiversation ( <b>trade</b> once, can re-roll one die) OR ( <b>repairs</b> )

## OASIS MISHAPS

Roll	Result	Effect
1	Giant Insects	Lose d6 gold (min 0)
2	Cart Mishap	Lose d6 Wagon HP
3	Deep Chasm	Can't enter this hex
4	Moisture Gnats	Lose d6 goods
5	Poisoned Waters	Lose all of most valuable goods
6	Monsters!	Roll d6 on Table D: Monsters

## MOUNTAIN ENCOUNTERS

Roll	Result
1	Mishap – Roll on Mountain Mishap Table
2	Village of Corrugation ( <b>trade</b> once)
3	Abandoned Village with canned goods – Gain d6 pears, roll on Table B to see what kind.
4	Abandoned Peddler's Wagon – Gain d6 cactus, roll on Table B to see what kind.
5	Stacks of Wood in alpine valley – Gain 2d6 bloodwood, roll on Table B to see what kind.
6	Friendly Nomads – Gain d6 yucca, roll on Table B to see what kind.
7	Pepperberry Trees – Gain d6 pepperberries, roll on Table B to see what kind.
8	Town of Ablation ( <b>trade</b> once, can re-roll one die) OR ( <b>repairs</b> )

## MOUNTAIN MISHAPS

Roll	Result	Effect
1	Savage Shadaxion	Lose d6 gold (min 0)
2	Avalanche	Lose d6 Wagon HP
3	Rock Slide Over Mountain Pass	Can't enter this hex
4	Bone Collectors	Lose d6 goods
5	Volcanic Rumbling	Lose all of most valuable goods
6	Monsters!	Roll d6 on Table D: Monsters

## SCRUBLANDS ENCOUNTERS

Roll	Encounter
1	Mishap – Roll on Scrublands Mishap Table
2	Village of Chaparral ( <b>trade</b> once)
3	Monster Honcho Greenhouse – Gain d6 pears, roll on Table B to see what kind.
4	Valley of Thorns – Gain d6 cactus, roll on Table B to see what kind.
5	Grateful Gladiator – Gain d6 bloodwood, roll on Table B to see what kind.
6	Garden at the Crossroads – Gain d6 yucca, roll on Table B to see what kind.
7	Pepperberry Grove – Gain 2d6 pepperberries, roll on Table B to see what kind.
8	Town of Boscage ( <b>trade</b> once, can re-roll one die) OR ( <b>repairs</b> )

## SCRUBLANDS MISHAPS

Roll	Result	Effect
1	Austroraptors	Lose d6 gold (min 0)
2	Thorn Bushes	Lose d6 Wagon HP
3	High Rocky Plateau	Can't enter this hex
4	Stinging Wasps	Lose d6 goods
5	Brushfire	Lose all of most valuable goods
6	Monsters!	Roll d6 on Table D: Monsters

## SEA CLIFF ENCOUNTERS

Roll	Encounter
1	Mishap – Roll on Sea Cliff Mishap Table
2	Village of Mellifluous ( <b>trade</b> once)
3	Hidden Cache in the Cliffs – Gain 2d6 pears, roll on Table B to see what kind.
4	Ship-wrecked on the Beach – Gain d6 cactus, roll on Table B to see what kind.
5	Cryptic Bone Mountain Witch – Gain d6 bloodwood, roll on Table B to see what kind.
6	Hidden Garden in the Hills – Gain d6 yucca, roll on Table B to see what kind.
7	Pepperberry Trees – Gain d8 pepperberries, roll on Table B to see what kind.
8	Town of Bombinate ( <b>trade</b> once, can re-roll one die) OR ( <b>repairs</b> )

## SEA CLIFF MISHAPS

Roll	Result	Effect
1	Mentalist Pirates	Lose d6 gold (min 0)
2	Sharp Rents in the Earth	Lose d6 Wagon HP
3	High Barren Cliff	Can't enter this hex
4	Barren Elves Raid	Lose d6 goods
5	Heavy Coastal Winds	Lose all of most valuable goods
6	Monsters!	Roll d6 on Table D: Monsters

## WASTELAND ENCOUNTERS

Roll	Encounter
1	Mishap – Roll on Wasteland Mishap Table
2	Village of Syzygy ( <b>trade</b> once)
3	Petrified Forest with live fruit – Gain d6 pears, roll on Table B to see what kind.
4	Giant Insect stuffed with plants – Gain 2d6 cactus, roll on Table B to see what kind.
5	Scorched Forest – Gain d6 bloodwood, roll on Table B to see what kind.
6	Ruins of the old world – Gain d6 yucca, roll on Table B to see what kind.
7	Dead Gladiator clutching something in hand – Gain d6 pepperberries, roll on Table B to see what kind.
8	Town of Petrichor ( <b>trade</b> once, can re-roll one die) OR ( <b>repairs</b> )

## WASTELAND MISHAPS

Roll	Result	Effect
1	Marauders	Lose d6 gold (min 0)
2	Volcanic Debris	Lose d6 Wagon HP
3	Boiling Sulfur Pits	Can't enter this hex
4	Wasteland Yeti	Lose d6 goods
5	Toxic Gas Geyser	Lose all of most valuable goods
6	Monsters!	Roll d6 on Table D: Monsters

## ENTERING A SCORNOPOLIS

### TRADE

Roll 2d6 on Table B, columns **B2** and **B3** and look for matches with your inventory. Standard trade rules apply, with two exceptions:

- if there are 0 matches, you can sell the inventory item that you have **the most of at double price**.
- If **you roll ones on both dice**, you get the attention of the Scorn Lord, who confiscates your wagon and eliminates you. **Game over**.

### REPAIR

Pay 1-6 gold to restore **twice** that many Wagon HP.

## TABLE A: CHARACTER CLASS

Roll	Class	Ability
1	Bone Mountain Witch	Ignore 3's on the mishap roll
2	Desert Villager	Add or subtract 1 from any roll per terrain
3	Fade	Not affected by 1's in Scornopolises
4	Gladiator	Ignore 1's on the mishap roll
5	Kaldane	Wins at 80 Gold
6	Mentalist	Reroll both dice when trading in towns
7	Myrmeke	Repairs for free
8	Monster Honcho	Reroll monster once per encounter

## TABLE B: TRADE GOODS

B1: Quantity	B2: Attribute	B3: Goods	B4: Value/Gold (highest die)	B5: HP (lowest die)
1	Rugged	Pear	(1 gp)	10
2	Scraggy	Cactus	(2 gp)	20
3	Bleak	Bloodwood	(3 gp)	30
4	Desolate	Yucca	(4 gp)	40
5	Forlorn	Tamarisk	(5 gp)	50
6	Waste	Pepperberries	(6 gp)	60

## TABLE C: TERRAIN

Roll	Terrain	Roll	Result	Damage
1	Canyon (C)	1	Kaldane	5
2	Desert (D)	2	Bone Collector	10
3	Oasis (O)	3	Mrain Bole	15
4	Mountain (M)	4	Nega Mage	20
5	Scrublands (SL)	5	Chitin Golem	25
6	Sea Cliff (SC)	6	Whisperling	30
7	Wasteland (W)	7	Giant Insect	35
8	Scornopolis (S)	8	Sand Worm	40

