

THE SCOURGE OF THE SCORALORDS

MEATLANDIA BOOK III



KERP • LOTHAMER

THE SCOURGE OF THE
SCORN LORDS
MEATLANDIA BOOK III





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Edited by Vi Huntsman 🐉

Solo rules by Alex T.

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This book requires the use of *Old-School Essentials* and is best if used with *The Chaos Gods Come to Meatlandia*.

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PLAYTESTERS & FEEDBACK

Hobie Topping

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*What are the roots that clutch, what branches grow
Out of this stony rubbish? Son of man,
You cannot say, or guess, for you know only
A heap of broken images, where the sun beats,
And the dead tree gives no shelter, the cricket no relief,
And the dry stone no sound of water. Only
There is shadow under this red rock,
(Come in under the shadow of this red rock),
And I will show you something different from either
Your shadow at morning striding behind you
Or your shadow at evening rising to meet you;
I will show you fear in a handful of dust.*

–Excerpt from *The Waste Land* by T.S. Eliot

THE SCOURGE OF THE SCORN LORDS

Welcome to *The Scourge of the Scorn Lords*, a full-tilt dystopian post-apocalypse where marauders ride dinosaurs into wasteland battles against giant insects pulling stagecoaches!

The Scourge of the Scorn Lords is a sandbox. Your players can begin anywhere and organically learn about this world, telling their own story and following their whims until they inevitably draw the attention of the Scorn Lords. United, the Scorn Lords would be staggeringly powerful—facing them openly is doomed to fail. Instead, the players will ease into faction play by learning about the politics until they can befriend a Scorn Lord to play one faction off the others. In this way, they will leave their mark on the Scorn Lands.

HOW TO USE THIS BOOK

This book is a setting, sourcebook and sandbox all in one. Those familiar with Meatlandia may start a new chapter in this macabre world, or allow existing characters to travel here as emissaries of Meatlandia or Annalida. Alternatively, drop it into your own game and disregard the larger world—there are tables galore to generate a compelling wasteland point-crawl.

Others might be interested in specific aspects of the book. There are several new classes like the mysterious Fade, the rugged Monster Honcho, the powerful Myrmeke and the psionic Mentalist, as well as new psionic powers, vehicle rules, referee tools and a fully-stocked bestiary. Finally, maybe you want to add the Scorn Lords themselves into your game as sinister adversaries or savage allies. Take it all or tear it apart—*The Scourge of the Scorn Lords* works for everyone and anyone.

The *Scourge of the Scorn Lords* is divided into three sections:

- The first provides information on the Scorn Lands themselves, their regions and people.
- The second is all of the gameable materials: new classes, equipment, and psionics.
- The third is for the referee only and provides information on the Scorn Lords, a swarming bestiary, and a plethora of referee tools.

DO I NEED THE OTHER BOOKS IN THE MEATLANDIA TRILOGY?

Definitely not! *The Scourge of the Scorn Lords* has everything you need for a post-apocalyptic campaign in our desolate wasteland. However, for the complete Meatlandia experience, check out *The Chaos Gods Come to Meatlandia* for a surrealist world in flux, and *Worm Witch: The Life and Death of Belinda Blood* for hints at the pastoral beauty that once existed on the fringes of Chaos.



THE SCORN LANDS

This is the dead land

This is cactus land

—Excerpt from *The Hollow Men* by T.S. Eliot

The Scorn Lands peninsula is separated from the mainland by mountains and sea. Here is a place both more sane and more deadly than Meatlandia proper. The Chaos Storms that wreak havoc upon Meatlandia are unknown here, held at bay by the negating power of the Scorn Lords' Chaos Shield. But there are other terrors. You know you're in the Scorn Lands, the old saying goes, when you start to miss the Chaos Storms.

CONNECTIONS

Some say the Scorn Lords have never claimed victory against **The Meat Lord** and while true, neither have they seen defeat. The Scorn Lands are too treacherous and its Lords too powerful for the Meat Lord to conquer. His troubles in squashing Annalida taught him that. He does have reason to grind this region under his heel however, and he lusts for domination of the entire continent.

The Rust Lord sends special agents here, his aims unknown. In truth, he searches for a city hidden beneath the scrublands, to use its ancient secret to subdue the Scorn Lords.

The Death's Hand is unconcerned with the Scorn Lands, though a few agents prowl the dark city alleys and foreboding wastelands.

The Worm Witches consider the Scorn Lands their fallen paradise, for they

began here long ago. Some travel here on pilgrimage, and an enclave of worm witches resides in the Bone Mountains. These still call themselves Worm Witches, but are secretly allied with unicorns.

CONNECTING CHARACTERS FROM THE OTHER BOOKS

THE CHAOS GODS COME TO MEATLANDIA

Bards - As creatures of chaos, Meatlandia's bards may visit the Scorn Lands but are never comfortable here. As their power is derived from Chaos and the Chaos Storms, they cannot use their Bardic Super Abilities (*Playlist*, *Summon Chaos Storm*, *Posse*) while beneath the Chaos Shield.

Death's Hand Assassin - The Death's Hand assassin's *Mind Block* ability works like the psionic *Mind Block* power, blocking psionic powers such as *Remote Viewing*.

Kaldane - Kaldane are common here, with several large colonies established in ruins buried beneath the wastes. Their tendency to develop wild psionic talents means they have double the normal chance of doing so.

Meat Mage - Just as in greater Meatlandia, Meat Magic is the Scorn Lands' dominant form of magic. There are numerous meat mages here; their powers and magic are unaffected.

Rust Knight - The Rust Lord's followers can be encountered throughout the Scorn Lands. However, their abilities of *Detect Chaos Magic* and *Protection from Chaos* are useless here, beyond Chaos' influence.

WORM WITCH: THE LIFE AND DEATH OF BELINDA BLOOD

Worm Warden - Both worm witches and their wardens are rare in the Scorn Lands. Use the following table when foraging:

Scorn Lands Foraging Table – Roll 1d8

Level 1-3	Level 4-8	Level 9-13	Level 14
1 Nothing	1 Nothing	1 Nothing	1 Wasteland fig
2 Nothing	2 Nothing	2 Pinyon pine	2 Wild wasteland gourd
3 Nothing	3 Nothing	3 Yucca	3 Tamarisk
4 Nothing	4 Barrel cactus	4 Wasteland chia	4 Bush tomato
5 Nothing	5 Hedgehog cactus	5 Quandong	5 Ephedra alata
6 Prickly pear	6 Wasteland bloodwood	6 Dates	6 Wild onions
7 Cholla	7 Acacia seeds	7 Thyme	7 Sophora
8 Saguaro	8 Agave	8 Pepperberry	8 Goyo

Worm Witch - Though rare in the proper Scorn Lands, worm witches have an enclave in the Bone Mountains. The worm witch spells *Dispel Chaos Magic* and *Summon Chaos Worm* have no effect in the Scorn Lands, at least while all Scorn Lords yet live.



SURVIVING THE SCORN LANDS

NEW MECHANICS

DEHYDRATION

Player Characters and NPCs

The Scorn Lands are vast, empty and always hot. Deserts cool off at night, wastelands do not. They are scarcely fit for human habitation. A human needs to drink 1 gallon of water a day, and can walk 20 miles a day (30 with a rare good road).

To ward off heat, thirst and exhaustion, each day a character spends in the Scorn Lands **they must roll under their Constitution**, or suffer dire effects:

Each failed check inflicts a cumulative -1 to all rolls and checks (e.g. after failing 3 checks in a row, all rolls are at -3, including the next day's Constitution check).

The following considerations apply:

- If they drink 1 gallon of water and spend the whole day in shade (from a caravan tarp, makeshift umbrella, etc.), they make this roll with advantage.
- If they wear heavy armor, have no water, or are wounded they make this roll with disadvantage.
- Shade/water and wearing heavy armor cancel each other out: roll normally.
- The Scorn Lands claim many victims, but characters can return to their neutral state with a day of shaded rest and plenty of water.

Animals

Animals require water daily, to avoid dehydration. Dehydrated animals move

at ½ speed, may only carry/pull ½ the normal amount of weight, and accumulate a 10% chance of death for each day they are dehydrated. Drinking their minimum daily water requirement immediately resets the chance of death to 0. Unless otherwise noted, an animal's daily water needs are as follows:

Animal Size	Min. Daily Water Requirement
Medium (4 ft. to 7 ft.)	1 Gallon
Large (7.1 ft. to 12 ft.)	4 Gallons
Huge (12.1 ft. to 25 ft.)	8 Gallons
Gargantuan (25+ ft.)	16 Gallons

SANDSTORMS

Sandstorms are common throughout the deserts, sand dunes, wastelands, and scrublands. These great, billowing walls of dust and sand often appear without warning, covering areas of many square miles for several hours. Within sandstorms, **vision is limited to 30 feet** and navigation is impossible without a lodestone or magic.

Sandstorms provide the following mechanical effects:

- When traveling in a sandstorm without a lodestone, roll a d4 each turn, to determine the direction traveled:
1. North, 2. West, 3. South, 4. East.
- Without eye protection, roll a **saving throw vs wands** each turn within the sandstorm or become blinded (attacks at -4) for 1d6 turns.

SCORNSTRUCK

The negative energies of the Scorn Lands sometimes hit people with a deluge of power. **Characters struck in this way can't move, speak, attack, or do anything except stare in bemused amazement.**

THE ART OF SURVIVAL

The Scorn Lands are unforgiving: the wasteland is vast and unrelenting, monsters and marauders abound, and the fearsome Scorn Lords can grind unprepared adventurers beneath the ever-turning wheels of their mad machinations. Adapting quickly and effectively is vital to survival; those who cannot, or will not, are inevitably chewed up and spit out by one of the Scorn Lands' many hazards. Here are some common survival techniques.

SECURE A PATRON (OR TWO, OR THREE...)

The most obvious path to survival here is within the good graces of a Scorn Lord or two. Powerful and dangerous as they may be, oversight is minimal. The Scorn Lords are much more interested in each other's schemes than the lives of mere mortals. As such, they constantly bring on agents and soldiers to further their causes, even protecting those who have proven their loyalty. If nothing else, service to a Scorn Lord can help cement loyalties with others who serve them as well.

STRENGTH IN NUMBERS

Gangs, tribes and militias roam every corner of the Scorn Lands and they are almost always hiring replacements for those killed by battle, illness or defection. Clever adventurers associate with a variety of these groups, to ensure they are never alone. If joining a reaver gang isn't palatable, offer to guard a merchant caravan, which provides both financial support and succor during journeys through the wastes.

PRAY THE RIGHT WAY

It always pays to know who (or what) the local deity is in any region of the Scorn Lands. Since life is often short and painful, people are very committed to the afterlife and its overseers. Knowing the correct rituals and customs can help a lot—believing them could help even more.

PAY IT FORWARD

If all else fails, coin is a reliable way to grease palms and make friends. Many thugs and villains would just as soon kill you as look at you, but a steady source of income might help them forget they ever laid eyes upon you.

PREPARE FOR THE WORST

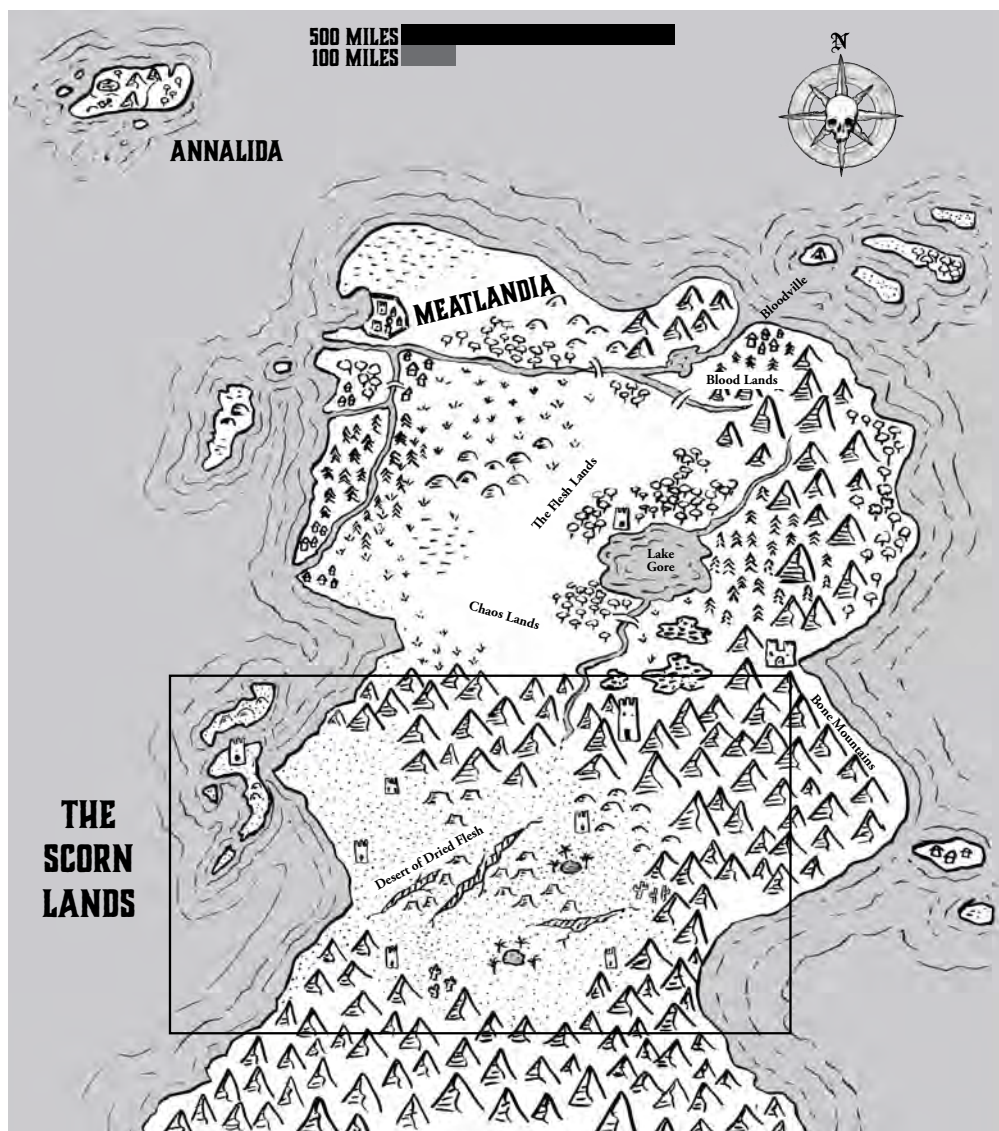
When all else fails—because, in the Scorn Lands, it probably will—a reliable backup plan is essential. The longest-living, most revered adventurers all have multiple safe houses, secret caches of food and water hidden in the wastes, weapons and vehicles stashed away, and specialists who can help them disappear at a moment's notice. Just be careful who you decide to bring in on your plan.

LOOK OUT FOR #1

Perhaps the single best survival tip for the Scorn Lands is this: never trust anyone. Follow the above suggestions, of course, but also wear your armor at all times, keep a hand on your sword, and constantly watch your back. And, if you can figure out how to do it, sleep with one eye open—because the Scorn Lands never sleep.



MAPS OF THE SCORN LANDS



THE SCORN LORDS AND THEIR SCORNOPOLISES

Argon – Dust City: G5

Janera – Scorn Town: L8

Rabid Jack – The City of Joy: J2
(or The Mad Palace: K3)

Drago – Vultureville: D7

Lu Bu – Zhen Town: K15

Uther – The Bone Fortress: M18

Gruoch Donan – Wogsalg: E17



SCORNOPOLISES

*At the violet hour, when the eyes and back
Turn upward from the desk, when the
human engine waits*

—Excerpt from *The Waste Land* by T.S. Eliot

The Bone Fortress, The City of Joy, Dust City, Scorn Town, Vultureville, Wogsalg, and Zhen Town. Each of these seven great cities are home to a Scorn Lord and their magnificent palace, rising out of the wastelands in stark defiance of this savage land.

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.

THE BONE FORTRESS

Travel into the heart of the Bone Mountains, over three dangerous passes to a harsh volcanic land of boiling pits of steaming yellow gas, massive pillars of obsidian and forests of petrified trees. Here lies the Bone Fortress, home to Uther of the Wyrms. His Fortress, with its towering walls of fused bone and obsidian, is nigh impregnable.

Only the hardiest of travelers journey here, for the land is inhospitable and the destination holds no amenities for travelers—no markets and no inns. Uther of the Wyrms wishes to be isolated from the rest of the Scorn Lands.

If there is a local dish none have spoken of it, but the locals drink Ember Brandy, an elixir forged in an arcane volcanic process. The strong brandy is worth no small amount in the greater Scorn Lands and Meatlandia itself.

THE CITY OF JOY

This ill-named tower is neither a city nor a place of any joy. A bleak encampment of Barren Elves and their struggling captives, any who wander here without a token of Rabid Jack are attacked on sight. Rabid Jack concerns himself little with the habits of his servants as long as they serve him without question.

If humans want food or drink here, they must forage, hunt or dig it from a spring.

DUST CITY

On the Scorn Lands' western coast, on the cliffs above the edge of the sea, lies Dust City. Not a particularly dusty place, either the name is ironic or hearkens back to a dustier time. The city's palisade is woven of bones and corvid feathers—travelers who approach are watched from afar.

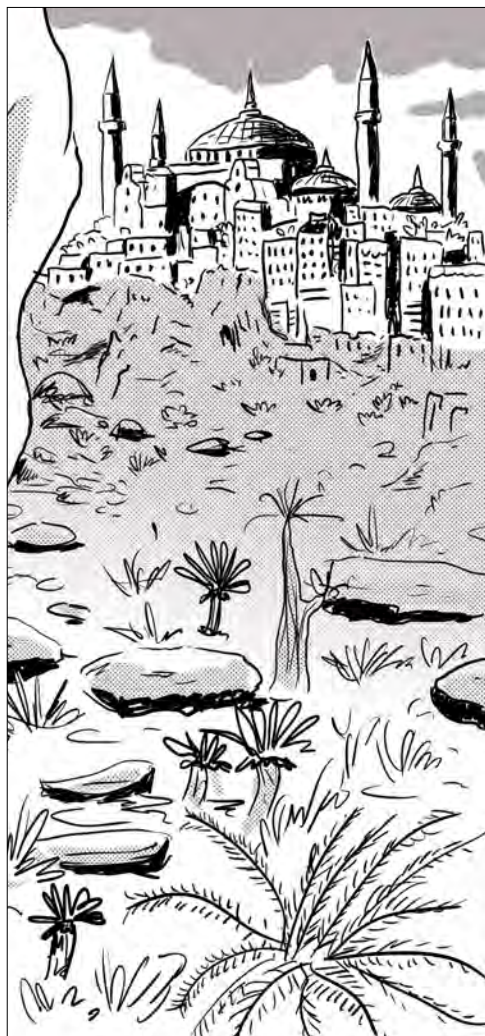
There is a small market but Argon imposes heavy tariffs (all prices doubled). The city's western quarter holds its only inn; a massive, nigh-empty building called Sorrow.

The city is known for its scorched jathrax steaks, and while Argon decreed a prohibition on alcohol at least the spring water is excellent.

SCORN TOWN

Obsidian walls rise out of the misty moors, ringing the walled city of Scorn Town, capital of Janera's domain. The city is safe, clean and well guarded—for at night the Barren Elves raid. The city is circular, its streets a confusing warren of twisting paths. The Witches Market sells demon dog fetuses and dried mrain bole for secret rituals, as well as soapstone figurines and aphrodisiac draughts. The city's excessively banal church of Law is a gathering point for clerics from the Bloodlands.

A variety of food is available, but all inns offer Golden Capra, a sun-dried war goat cooked in gorse flowers. The residents of Scorn Town are proud of their local cocktail Ithkra, a brandy served with sugar and milk.



VULTUREVILLE

Founded in the heart of the Scorn Lands, they say Vultureville was named so because the journey there turns all travelers into scavengers. The earth is barren, cracked and dry. Water is difficult to find. For these reasons, Vultureville's streets and blocks are nearly empty, its small population filling only one tenth of its old, creaking buildings. The place feels like a ghost town.

In its center, a forlorn cemetery surrounds an ancient petrified tree, the home of Drago. He offers accommodation in any abandoned structure to all who approach. He does not offer supplies.

Marm the Marauder brews cheap moonshine for thirsty adventurers. Everything else must be scavenged.

WOGSALG

By Scorn Land standards, Gruoch Donan's capital of Wogsalg is a big city, garrisoned by dangerous marauders and ne'er do-wells. Wise travelers stay in their rooms after dark and avoid dark alleys even in the daytime, but it's also the biggest city for many days. That means there are busy markets with plenty of gear, and many inns with plenty of rumors. The nearby caves are occupied by kaldane, who often hire adventurers for nefarious missions.

The local specialty is Haks, a spongy sandwich of barley and minced brain stuffed into a sheep lung, and the only drink worth drinking is Aps Ciwos, a strong spirit made under the moonlight in stumps of oak and pine. Recently popular is a too-strong ale known as Sheepshaggers.

ZHEN TOWN

Lu Bu's capital, nestled in its monochromatic bamboo groves. This town is bustling with trade and filled with adventurers, kaldane hunters, and mercenaries. Its weekend market is perhaps the best in the Scorn Lands, offering an unmatched variety of goods and services.

The rectangular town has four gates, one for each cardinal direction, leading to the city's massive central dais where the Scorn Lord holds court daily. He lives in a well-guarded fortress hidden below the dais.

The local specialties are Talsatt, a tangy cup of fried cockroaches and crickets, and Boobam, a mellow bamboo wine.

GEOGRAPHY OF THE SCORN LANDS

*Here is no water but only rock
Rock and no water and the sandy road*
—Excerpt from the Waste Land by T.S. Eliot

The Scorn Lands are vast, with large swaths remaining unmapped. These are the different geographical regions: **canyons, desert, foothills, mesas, mountains, oases, sand dunes, scrublands, sea-cliffs, and wastelands**. Each region will be described in detail below.

RANDOM ENCOUNTERS

Every 6 hours that the PCs spend exploring the Scorn Lands, roll a d20 and consult the Scorn Lands Random Encounters table to determine what, if anything, they encounter.

Scorn Lands Random Encounter Table – Roll 1d20

Roll	Result
1-10	No encounter
11-12	An agent of a Scorn Lord (roll on the Scorn Lord Agent Encounter Table)
13-16	Scorn Lord encounter (roll on the appropriate Alternate Encounter Table for the region, pp 58-70)
17-19	Regional encounter (roll on the Encounter Table for the appropriate region, or, if it is unclear which region the PCs are in (or just because you want to), roll on the Scorn Lands Standard Encounter Table)
20	Village (roll on the Scorn Land Village Generator Tables pp 94-95)



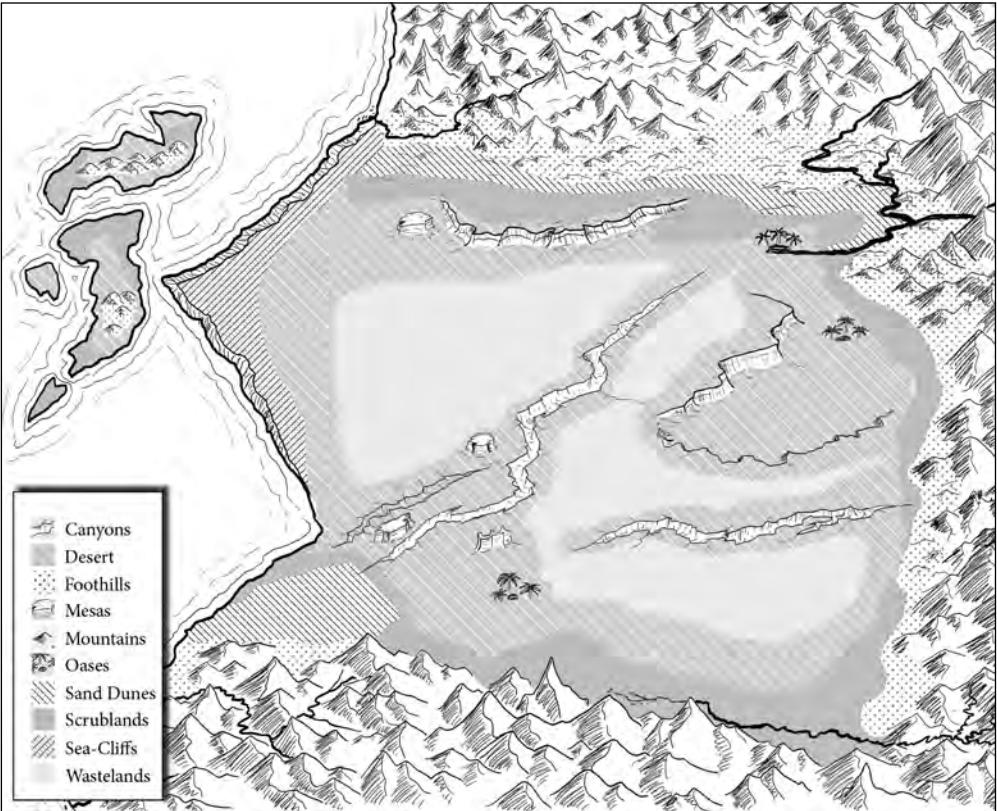
Scorn Lord Agent Encounter Table – Roll 3d8 The first die tells how many there are, the second describes their relationship to the Scorn Lord, and the third names the Scorn Lord.

	Num.	Relationship	Scorn Lord
1	1d2	Slaver for	Argon the Noble
2	1d4	Recruiting for	Drago
3	1d6	Fleeing from	Gruoch Donan
4	2d4	Questing for	Janera of the Heath
5	2d6	Spying on	Lu Bu
6	3d6	Spying for	Rabid Jack
7	4d8	Recruiting against	Uther of the Worm
8	4d20	Collecting tribute for	They don't actually know!

Scorn Lands Standard Encounter Table – Roll 1d12

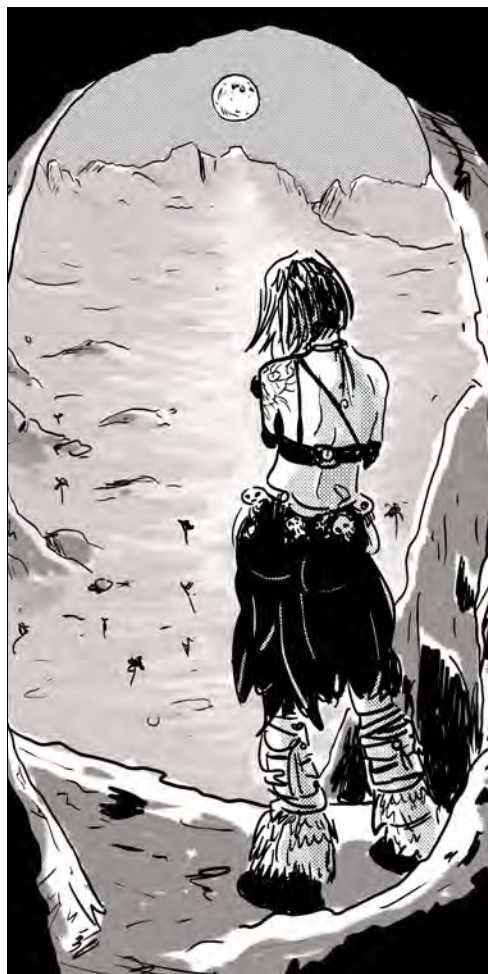
Roll	Result
1	An earthquake rips through the area. Roll 1d4: 1) Tremors that soon pass 2) A full day of earth shaking 3) The ground rips and splits in places 4) A sand worm appears.
2	1d4 giant insects . Roll 1d4 to see what they are doing. 1) Sleeping in a dry oasis 2) Battling each other 3) Hunting the PCs 4) Being ridden by marauders.
3	1d2 shadow daxions , rapidly fleeing from something behind them.
4	1d6+1 wasteland yetis . One is hurt and the others are tearfully tending to its wounds.
5	High winds buffet the PCs, whipping 1) Sand 2) Dirt 3) Rocks 4) All three into their faces.
6	Sudden rain storm. The rain is 1) Soft and gentle 2) Cold and biting 3) An immense deluge 4) Mixed with hail and smelling of ozone.
7	Sand storm. PCs must take cover for 1d4 hours while it passes or lose 1 hit point per 15 minutes from the scathing sand.
8	3d6 sonic geckos . They watch the PCs warily but only scream if approached.
9	2d6 vultards swooping recklessly close, so near it seems they aren't content to scavenge any longer
10	2d6 terror birds . They are 1) Slowly dancing in place 2) Guarding eggs 3) Ambushing from thick cover 4) Fully sprinting across the terrain.
11	1d3 mrain boles buried in the sand. Woe to mentalists or slow characters.
12	1d4 jathrax . They are shy and surly and seek to avoid the PCs if at all possible.

REGIONS OF THE SCORN LANDS



CANYONS

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.



Canyon Encounter Table – Roll 1d12

- 1 A sprung pit trap with a dead **demon dog** at the bottom. Hidden below, a human skeleton clutches a flaskteen.
- 2 Two **gladiators** jousting—one rides a small triceratops, the other a titanic war goat. Once friends, they now fight for the love of Zzzzzzrap, a myrmeke woman.
- 3 A small pond near 2 incredibly lifelike statues. One kneels, looking toward the water, the other stands looking away from the pond, face frozen in a rictus of surprise.
- 4 A thin stream, infested with **moisture gnats**.
- 5 An overgrown, long abandoned oasis. Bones of unknown creatures lie near the water, which is brackish and stagnant. The water, though, is healing.
- 6 A line of several holes in the ground. The last one holds a dead **mrain bole**.
- 7 Flash flood! Roiling water and dead trees blast through the canyon. Everyone must make a successful Dexterity check to scamper up the walls, or else are carried away by the flood.
- 8 The narrows—a tight, dark channel lit by what little light reaches through cracks in the wall. Only one person can squeeze through at a time. Anything larger than a person must be left behind or find a different way across.
- 9 A mewling adolescent **dimetrodon**, pinned by a large spear through its foot.
- 10 Ambush! 1d6 **marauders** drop rocks from above before descending on ropes to finish off the party. Their nearby camp holds 2 captive villagers and 1d100 gold.
- 11 A ruined vehicle that crashed into the canyon from above. A skeleton sits in the driver's seat. Its clothes are tattered and ruined but the wide-brimmed hat on its head remains as snazzy as ever. Any humanoid who wears the hat will fall instantly asleep for 1d4 hours.
- 12 A campfire ring—its fire is mere embers but the stones are still warm. There is no sign of anybody. If the PCs look carefully, they find a few long, stringy tufts of hair. If they stay here and lower their guard, they will be attacked by 1d8 **wasteland yeti**.

DESERTS

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 between the small villages and towns established anywhere water is reliable. Unfortunately, these deserts cool very little at night, with their hottest days ranging from 120 degrees at midday to 99 degrees at night.

Desert Encounter Table – Roll 1d12

- 1 Nomadic traders selling items of questionable value.
- 2 A bossy, brusque recruiter for the nearest Scorn Lord.
- 3 Three **myrmeke** hunters on the scent of a rampaging **allosaurus**.
- 4 1d6 **marauders** hauling a dead **unicorn** with a sand sledge. The horn is sawed at but still attached.
- 5 Village (roll on page 94), celebrating a full moon harvest with fried scorpions and wild dancing.
- 6 The **nega mage** 'Lord Granzomonous', who thinks he's a god. PCs can escape conflict with extreme shows of deference.
- 7 A **sand worm** attacks from under the earth!
- 8 **Refugees**, roaming in circles with little more than the clothes on their backs and their overweening pride. Anyone with more than them are looked down on and teased as "burdened" or "owners."
- 9 A former kaldane warren buried in the sand. Empty, save for 1d6 **mrain boles** who feast on the thoughts of anyone or anything with psionics.
- 10 2d6 **marauders** on a **triceratops**-carried howdah. They would love to see the PCs dead.
- 11 A **spyrunner** for Janera of the Heath. Wants the PCs to infiltrate the nearest Scorn Lord city and report back to him.
- 12 Village (roll on page 94). The exasperated aldiss bribes the party to take his spoiled, indolent heir and toughen him up. **Brax Braxis** (heir) 1 hit point, flatulent, craven, whiny. If he survives through 2 character level ups, he gains 1 ability from each PC.

FOOTHILLS

Gently rolling hills of thick alluvial soil, with intermittent streams and small lakes. The most idyllic areas in all the Scorn Lands. Northern palms and southern cypress cover the hillsides, creating a haven of biodiversity where water and shade keep temperatures between 80 to 110 degrees.

Foothill Encounter Table – Roll 1d12

- 1 Beautiful stone gray stream. Nearby plants are radiantly healthy. Submerging your face in the stream permanently grants +1 to CHA.
- 2 Cypress copse. Hidden in the brush are **terror bird** bones and an abandoned chariot.
- 3 Village (roll on page 94). The aldiss' daughter ran away and the town has formed a search party led by sub-Aldiss Berron. The aldiss seems strangely uninterested in finding her.
- 4 1d4 scrawny **scavengers** hunt a wounded **terror bird** back to its nest. They hope to collect its eggs, each worth 1d10 silver—a fortune for these unfortunate wretches.
- 5 Village (roll on page 94) ruled by a **warlord** with 1d6 psionic powers. They aggressively recruit any formidable warriors to enslave and loot weak or wounded parties.
- 6 An acrid cave, home to several **sonic geckos**. At the back is a warlord **monster honcho** named Otten Braxis with 1d1000 gold and 2 pet **basilisks**. He is wounded, or feigns to be.
- 7 A market selling dinosaur eggs—100 gp each! If pressed, the merchants apologetically confess they aren't sure which dinosaurs laid them.
- 8 Village under attack (roll on page 94). Doors are locked and no one ventures out from dusk till dawn. The town is being stalked by a **vampiric allosaurus**. The frantic villagers claim its bite turns the victim into a terrible dinosaur.
- 9 A pile of treasure (surrounded by pit traps). Fall in or stick around and 2d10 marauders led by a **kaldane** riding a **rykor** will attack.
- 10 Village (roll on page 94). It's Market Day! Jubilant traders from all over sell any common items. A Scorn Lord recruiter isolates the PCs to deliver her recruiting pitch.
- 11 A young woman lies dead by a wide field of sapphire berries—bright blue fruit on brown leaves. Acrid but not poisonous, a poultice of these berries cures basilisk petrification.
- 12 Village of the problem that has no name. The tyrannical Verglas rules 99 women through fear, threats and psionics. Out of fear, the women don't ask for help but if he is defeated they rejoice and award the PCs with the title **Friend of the Hapless**.

MESAS

High, sheer cliffs rise from the desert floor to create these rocky tablelands. Steep and difficult to traverse, they are ideal habitats for desert birds, reptiles and insects, and are a favorite stronghold of both the **kaldane** and **myrmeke**. Mesas typically sport temperatures slightly above their surrounding areas.

Mesa Encounter Table – Roll 1d12

- 1 A striking purple butte rises above the mesa floor. Nearby is a large (d100) flock of rapacious **vultards**.
- 2 Three recently dead **gladiators**, actively gnawed by scavengers. Their pouches hold several large, beautiful diamonds.
- 3 An **old woman** with a broken leg. She doesn't ask for help but would love to be escorted to her village 2 days away. If helped, she offers her enchanted flaskteen in thanks.
- 4 A crossroads with a crude shrine built in the center. Bright berries of many colors adorn the shrine.
- 5 Well-guarded well (3d4 **marauders**). They will allot a mouthful of water for 1 gp.
- 6 1d4 **quirang rangers** from Annalida. They are hunting for something and, though cordial, remain evasive about their goals.
- 7 A large oasis infested by 1d4 very territorial **giant insects**. Bones and bodies lie in mute warning to all who approach.
- 8 These lands are swarming with insects! A cross between bees and moths, they are desperate to suck the water out of the PCs' eyes and mouths.
- 9 A large war party of 3d10 **kaldane** atop **rykor**. They will not stop to answer questions—they are intently hunting Jessay Danze, the infamous **kaldane hunter**. PCs who help them catch and slay Danze are awarded the title **Kaldane Friend**.
- 10 1d4 **marauders** riding **ankylosaurs**.
- 11 A large cave hidden in the mesa's shadow. Inside dwells the **Pax Myrmeke**, a small community (4d6) sworn to live peacefully and resist corruption. Unable to affect the greater Scorn Lands with their positive message, they have retreated to this cave. It is very peaceful here, with a small garden and a deep well providing much of what they need.
- 12 A mesa dotted with fairy chimneys (totem pole-shaped rock spires). At the top of each sits a long haired **ascetic**. Silent in response to banter, but sagacious if asked about existence, substance, purpose, space, time, mind, causality, freedom and immortality.

MOUNTAINS

Despite being relatively hospitable, the Scorn Lands' 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.

Mountain Encounter Table – Roll 1d12

- 1 Monochromatic bamboo forest. A ring of flowers grow around a small stone carved with a lightning bolt. Any mentalist who carries this stone is twice as good at all powers.
- 2 A vast garden of cabbages and turnips grows in the bitter soil. The garden owner is away, but 1d6 **mrain boles** beneath the garden will attack with psionic powers if any part is disturbed.
- 3 An isolated pine grove, home to 2d20 outlaw **bone collectors**. They are building a bone ziggurat: currently nascent but ever-growing, the structure will, upon completion, reach the very stars. They eagerly accept donations.
- 4 A **Scorn Lands official** in a small hut. She asks for papers and, if those are somehow produced, she asks for permits. She accepts bribes of 1 gp per person. If the PCs impress her, she recommends they visit the nearest Scorn Lord and join their forces.
- 5 A cypress thicket, its canopy fostering masses of effulgent mushrooms. If eaten by a mentalist, they restore all PSPs. If eaten by a non-mentalist, they grant 1 use of a random psionic power.
- 6 A pit trap with a 'unicorn' at the bottom, neighing pathetically in pain. It is actually a horse with a mock horn, here to lure unwary travelers into the pit. If a party member enters, 2d4 **wasteland yeti** ambush those who remain above before killing those who entered the pit.
- 7 A tumultuous earthquake shakes the ground, knocking anyone with two feet to the ground for 1d10 minutes.
- 8 A 10 foot (3 meter) high mud flow filled with debris completely blocks the trail.

- 9 At a windy mountaintop moraine, a ladder leads down into a large cave—the home of an enclave of 3d6 **Bone Mountain witches**. All but one is completely monochrome. They plan an attack on the Meat Lord and are uninterested in the PCs unless they want to join the attack. If any PCs are from Meatlandia, they shamelessly guilt trip them, to entice them to join.
- 10 A sheer obsidian wall parallels the trail—30 feet high and recklessly sharp. It forms one part of an ancient hidden biosphere. Inside is a mini lost world full of **dinosaurs, unicorns, huge jathrax and war goats**. This area is closely held secret, known only by a select few monster honchos and warlords.
- 11 Alpine fields carpeted by beautiful flowers and ruby berries, bright red on brown leaves. They are sweet and taste excellent but are wildly poisonous (**save vs poison** or lose 1d4 hit points per berry).
- 12 Volcano that erupts large jagged diamonds every full moon. In this area diamonds are practically worthless, but many fortunes have been made by exporting them. Tyrax, a **nega mage** who rides a terror bird, has recently arrived and plans on claiming the entire area as his own.



OASES

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.

Oasis Encounter Table – Roll 1d12

- 1 Oasis village (roll on page 94). Perfectly normal, other than the **murder wasp** infestation. If the PCs can get rid of the insects, they are awarded with the title **Friend of the Downtrodden**.
- 2 Wounded **jathrax**, lapping at the oasis water. Flees from people.
- 3 3d6 **marauders** guard the oasis and press-gang for the local **nega mage**. She sells the scrubs into slavery and kicks up any promising warriors to the nearest Scorn Lord.
- 4 Oasis village (roll on page 94), its people guarded but civil as they try to get the PCs to leave. Secretly cannibals who killed the previous inhabitants, they await the departure of PCs so they can feast. If the PCs pay attention they find little hints, like how the inhabitants don't really know this area. The cannibals are not strong and fear the well-armed PCs, but will try to slay them through stealth and treachery if they remain overnight.
- 5 1d4 **giant insects** lie beneath the sands, emerging to attack any who approach.
- 6 An oasis village (roll on page 94) voting for a new Aldiss. Currently it's a tie between the eldest villager and a four year old child. They need the PCs to break the tie.
- 7 1d10 **giant insects** have been killed and sloppily vivisected near the water.
- 8 A sleek pair of sleeping **jathrax**. They hunt around the oasis, bringing prey to a nearby cave which holds several bodies, 66 gold and 1 magic item.
- 9 1d12 **giant insects** sleep here in the day, packed too close to slip past, before ambling off into the cooler nights. Several **mrain boles** dwell beneath the insect-shaded sand.
- 10 A massive oasis that appears as big as a sea. A group of merchants promise 10 gp per guard for a group willing to accompany a barge of livestock across, but they fear stories that a monster dwells beneath the surface. Oh, and their associates will pay on the other side. (There is a monster in the lake: a **plesiosaur**.)
- 11 A town, built on platforms, sits atop the water. Once the most prosperous town in the Scorn Lands, now it is haunted by **barren elves** from one side and **whisperlings** from the other. The hand-wringing aldiss will promise pretty much anything for a solution but he knows in his heart the town is doomed.
- 12 An oasis near a cave with 1d6 orphaned **jathrax** cubs. A monster honcho will be able to quell their fears instantly, others might calm them with a successful Charisma check. Otherwise the cubs will attack and fight to the death or flee.

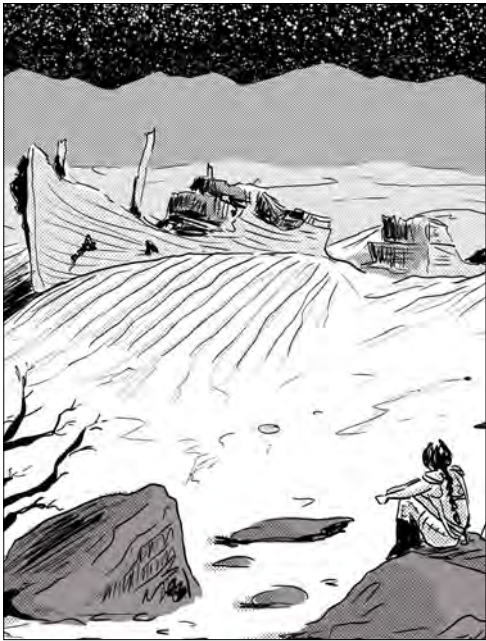
SAND DUNES

The Scorn Land’s windswept, barren interior is characterized by towering dunes and ceaseless winds. Travel here is extremely difficult. The deep, shifting sands prevent vehicular travel, and travelers are constantly blasted by airborne sand. Destabilized by the Scorn Lords’ influence, the dunes are dead, making water, plant and animal life extremely rare, if present at all. Like the arid deserts, the dunes never cool off at night and range between 99 to 120 degrees.

Sand Dune Encounter Table – Roll 1d12

- 1 Towering dunes. Travel takes four times as long.
- 2 Dry oasis. Long ago there was life here but now there is only dust and bones and, oh yeah, 3 **austroraptors** looking for their next meal.
- 3 Pumle, a strikingly short **gladiator**, insists on fist-fighting the party’s strongest/ tallest person and he won’t take no for an answer. He bets his flaskteen against 1 item of his choice from anyone in the party. Fist-fighting: Each side takes turns rolling Xd20, where X = # of rounds (so round 1 roll 1d20, round 5 roll 5d20), until someone rolls a 1 and gets knocked out, or rolls a 20 and knocks the other out. Each 1 negates each 20, and vice versa.
- 4 Somehow unnoticed until now, a large amphitheater is nearby, filled with a roaring crowd. Two **gladiators** fight with vigor and valor, defying physics with their strength and dexterity. No one notices or talks to the PCs. If they attempt to speak to anyone, the noise and crowd instantly fade away, revealing the amphitheater to be empty and in ruins.
- 5 Ceaseless winds. Everyone must take cover or become **scornstruck** (page 11) for 1d4 days.
- 6 1d8 **marauders**, astride dinosaur howdah armed with flame throwers. They want all the gold the PCs have.
- 7 An obvious entrance to a subterranean city. Massive, ancient and empty save for a **Bloodlands cleric** camp at one end, and Pils the **nega mage** with a small force of **whisperlings** at the other. At the city center is a massive statue of a woman. A faded name is chiseled at the base—a successful Wisdom check reveals it to say: **Moonchild**. This name is a powerful weapon against the Scorn Lords (page 56).

- 8 A wandering market surfs the deep sands upon an enormous platform, pulled by a dozen triceratops. Its **nega mage** merchant has an impressively bushy mustache and an accent from beyond Meatlandia. He has one of almost anything, each for the low price of 1 silver, but whatever he sells disappears the first time it’s used.
- 9 A force of **rust knights**—lost, dehydrated and sunstruck. All are suffering from trauma of some sort, and mutter darkly about “that which comes at night.” If helped, they offer information about the subterranean city (see encounter 7 above) and bestow the title **Rust Friend**.
- 10 A bridge where both ends inexplicably descend into the water of an oasis. At one end, a hidden door leads into damp caves beneath the earth, where 1d20 **wasteland yeti** reside.
- 11 A **recruiter** offers 1d100 gp to each party member who will join the local Scorn Lord. They don’t even have to journey anywhere! The Scorn Lord will be marching by with an army within 1d4 days (on their way to surprise attack the next nearest Scorn Lord).
- 12 **Nega mage** Willow leads an army against Uther of the Worm. Six other **nega mages** in desert elephant chariots lead the army of **marauders** (d100), **gladiators** (d100), a cavalry of 1d100 **Bloodlands clerics** astride **giant beetles** and **ankylosaurs**. Displaced refugees (1d100x2) follow.



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. Temperatures range between 85 degrees at night and up to 110 degrees under the noon sun.

Scrubland Encounter Table – Roll 1d12

- 1 A retired **gladiator** has cultivated a fine vineyard on a spring-fed hillside. The seasonal labor is late (eaten by a massive sand worm on their way to the fields) and she is desperate for help picking the grapes before they rot on the vine. She pays by the bushel, either in silver or wine—pickers choice.
- 2 Three **austroraptors** hunting through the grass, looking for lunch.
- 3 A small copse of withered, but living, trees filled with 1d6 **orphans**. They hunt with crude bows.
- 4 The yearly Nomad Games, where **monster honchos** riding **jathrax** and **terror birds** compete with each other in feats of bravery and dexterity. The champion is Dranx, a mustachioed braggart who has won 3 times before. The fan favorite is young Markon, competing in his first games but surprising everyone thus far. The atmosphere is cheery; trade goods are available and much silver is wagered.
- 5 An elephant graveyard, filled with **murder wasps** and **stinging insects**. Deep within the bones is a rune-carved ancient amulet. The runes are archaic but a successful Intelligence check will reveal that it reads “**Moonchild**” (see page 56).
- 6 A smoking **elephant** galloping by is the only warning that a wildfire is tearing through the dry old landscape nearby.



- 7 A ruined castle, its drawbridge in tatters. The main hallway is a trap, filling with gas when entered. Secretly roll a **poison save** for each PC, telling them how many (but not who) passed, and that everyone who failed drops instantly (but secretly) to 1 hit point. The cure is hidden deeper in the castle: dried purple berries the size of apricots. Berries cure the poison, but will poison healthy people (drop to 1 hit point). After 1d4 rounds in the room with the cure, a **whisperling** enters behind them.
- 8 A dead body, swinging on a lone tree at a crossroads. Ominous enough to a layperson, any mentalists who see it have their minds filled with images of a dead and choking god. Their powers wither—they have no PSPs for the next 1d20 hours.
- 9 Asprod the **nega mage**, bleeding to death at the foot of a dusty foothill. He offers the powerful Boon Ring (see below) to the PC he considers the most fashionably dressed. The ring is closely pursued by Carl Isle (10% she catches up each day), a 10th level **worm witch** riding Aldrich the **unicorn**. She needs the ring to save her island, and ruthlessly slays all who prevent her from possessing it.
Boon Ring: Once per day, make any roll with advantage or force an opponent to roll with disadvantage. In addition, gain 9 lives—when reduced to 0 hit points or below, the character is restored to full hit points. After the ninth time, the ring shrivels into fumes and ceases to exist, unless it changes hands first.
- 10 Fruagh Mage, the **tyromancer**, rides a female **war goat** and claims to divine the future by the coagulation of cheese. She seeks the Shrine of the Four Elements, which lies in a grassy valley.
- 11 In a distant glen is a long-abandoned village. All organic material is covered in a gray mold, and the gardens are filled with pumpkin-sized gray balls. They contain deadly spores (**save vs poison** or permanently lose 1d4 Constitution) but are harmless unless disturbed. In the village's center, lying on the skeleton of a dead goat, is a three bladed sword.
Three Bladed Sword: +1 to hit, 1d8 damage. The sword can shoot 2 of the blades up to 20 feet.
- 12 Just off the trail, hidden by tall bushy shrubs is the skeleton of an animal:
1) Jathrax 2) War goat 3) Basilisk 4) Demon dog 5) Ankylosaur 6) Giant insect 7) Terror bird 8) Vultard
Hidden in its skull are 1d4 honeycombs, dripping with golden honey. If eaten, there is a 50% chance the eater will turn into that creature each time it is encountered.

SEA-CLIFFS

In the west, 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. Strong coastal winds keep this region cool, providing nighttime lows of 60 degrees and daytime highs around 90.

Sea-Cliff Encounter Table – Roll 1d12

- 1 Four powerful **mentalists** soar high above the cliffs on telekinetic wingboards. A sudden blast of eldritch energy downs 2 of them, and the others retreat to their tiny island fortress. One of the downed wingboards is still completely intact.
- 2 Agnor Vair, a self-styled financial genius, has taken up shop in an ancient cliff-side tower. He attempts to convince the PCs to diversify their wealth by investing in his portfolio—a strange and convoluted array of holdings that includes almost nothing of value.
- 3 Half a dozen beached **plesiosaurs** bellow mournfully upon an exposed basalt shelf below the cliffs. They will die within 6 turns if left alone, but attack viciously if approached.
- 4 A horrific torrent of screams issues from a window in the highest floor of a precariously perched cliff-side tower. Was it a trick of the wind, or does something sinister lie within?
- 5 Dasnin Grid, a **cleric**, sells magically purified sea water for 1 sp per gallon. The business is a scam. He purifies customer samples, but the rest is salty as the sea itself.
- 6 A mournful **fighter** wanders the cliffs, babbling inconsolably about ‘someone’ who has gone and muttering that she has lost something important, but she doesn’t know who or what it is. In fact, her **fade** lover fell in a deep hole along the cliff face and, though she forgot him completely when he fell, she feels the loss of her love. If rescued, she remembers him immediately and rewards the party with a treasure map.

- 7 Elrax of Bloodville is a **bard raconteur** who loathes the Scorn Lands, particularly the heat, lack of good company, bad food and the flies. He speaks archaically, “thou shalt have my aid” and joins the party without asking. If asked to leave, he pretends not to understand or claims he will stay “just one more day.” He hums himself to sleep every night with his favorite song, “Mahna Mahna”, which he learned from a chaos DJ.
- 8 A wagon pulled by two wounded **camels** and a muzzled **terror bird**. The wagon owner is Padadakio: one part merchant, one part **meat mage**, all parts flim-flam man. Padadakio is charming and chuckles at his own jokes and innuendos. Unbeknownst to him, 3 teenage **bone collectors** hide in his wagon. They plan on collecting him once night falls.
- 9 A barren, wind-swept pine rests on the sea-cliff’s precipice. Ancient and wise, it will answer 1 question to those who know how to ask. Buried at its base is a bag tied with a whisper. It holds 5 rubies the size and shape of a human heart.
- 10 A giant, fuzzy rift in space and time appears before the PCs. It exists for 1 actual minute before disappearing forever. If the party enters, it takes them to another world. Randomly open another RPG book you have and continue to run the adventure there.
- 11 A dying **unicorn** in a pit trap. If helped, the unicorn accompanies the party for 1 week to repay its debt, and grants them the title **Beast Friend**.
- 12 Caves in the sea-cliff walls. In the back, a bioluminescent-lit tunnel slopes downward, ancient paintings of terrifying monsters drawn on its walls. After some hours, there is a freshly painted picture of a terrible monster, and distant drumming audible further down the tunnel.



WASTELANDS

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. Worse even than the surrounding deserts, wasteland temperatures range from 110 degrees at night to 130 in the stifling noon sun.

Wasteland Encounter Table – Roll 1d12

- 1 A sect of wandering pious **mendicants** offer water and food to any who will immediately discard all superfluous belongings. If challenged or provoked, they pour all the water into the sand in an act of reckless defiance.
- 2 Petrified forest. A crude trail wends through a long dead forest, leading to a 20 foot high, brilliantly red cactus, laden with neon fruits. Imperishable and hallucinogenic, they taste of clove and garlic. Roll on a Chaos Table from *Chaos Gods Come to Meatlandia* or *Worm Witch*, but the effect is purely in the fruit eater's mind.
- 3 What looked like a sparkling oasis turns out to be a boiling sulfur pit. Those who get close enough to realize this also realize they are standing on a thin layer of sulfur crust, which gives way after 2 rounds. **Save vs breath weapon** or fall into the scalding liquid sulfur (1d6 damage per round).
- 4 8d10 militant **zealots** follow their messiah, the Desert Mouse, who can create water and rides the biggest **sand worm** ever seen. They plan to attack the nearby outpost of the local Scorn Lord.
- 5 A **djinn** and **efreet** duel to the death, churning up a fierce storm of superheated air and flaming debris. If the party assists the winning side, it expresses its gratitude by magically creating a feast—enough food and water for 12 humans and mounts for 1 day.
- 6 Deep ragged rents expel plumes of putrid yellow and limpid green gas. The gases are deadly toxic, sapping 1 hit point per round, no save allowed, which can only be healed by magic. Three human skeletons lie outside the biggest chasm, one wearing an amulet of monster form.

Amulet of Monster Form: Once per day the wearer can change into any creature by saying its name thrice. This lasts until the changed creature takes 1 hit point of damage.

- 7 A rocky, dry riverbed covering a long empty kaldane warren. Hidden within: a dusty, half-buried chest with 1d6 alicorns and 1d6 flaskteens.
- 8 Eroded badlands with several fissures. The only life for miles is a camp: a **barren elf** named Krth, a **whisperling** named Veedar, a **bone collector** named Stay Lee and a **chitin golem** with no name. Once called the Monsters Repugnant, an unprincipled mercenary gang with the motto, “we walk the earth, but exist in HELL,” they are mercenaries who often serve nega mages, Scorn Lords, and other nefarious clients, but lately Krth and Stay Lee have been pondering their illicit actions. The arrival of the PCs might be just the instigating incident they need.
- 9 A dozen square miles of razor-sharp volcanic glass—normal movement inflicts 1d4 hit points of damage per round, even to the hardest of creatures. A small mountain rising from the center of the volcanic field appears to gleam and sparkle in the bright sun—is it a glistening treasure or merely more obsidian?
- 10 A sunburned **chaos DJ** lies dying on the scorching rocks, not 20 feet from a small spring (it is a chaos spring—radiating a 20 foot Chaos field). If revived, she will play *On Your Shore* by Enya, teleporting everyone within 20 feet of her to the western shore of the southernmost of the Zealous Islands.
- 11 A giant beetle husk resting in a volcanic wasteland. **Myrmeke** traders (3d6) live inside, offering diamonds for monster pelts and rubies for anything sweet, including trail rations.
- 12 Arid plains, improbably teeming with life. 1d20 each of **giant insects**, **dinosaurs**, **vultards**, **terror birds** and even **sand worms**. The monsters are prone, shaking; sick and dying. They have 1d4 hit points and cannot fight back. Slaying them grants the title **Monster Slayer**. They are poisoned by the presence of a sentient **dreadnaught** (see *Worm Witch*, or insert a Lovecraftian horror of your choice), that infects all who draw near. The PCs will die in 1d4 days unless they slay it. Any beasts healed by the party will join them in the struggle against the dreadnaught.

Healing a banestricken beast requires a potion of these 3 ingredients: 1 liter of oasis water, 1 red gem, and 1 *title* to be sacrificed, never again mentioned. This potion will give the banestricken victim the ability to move and fight, though they remain at reduced hit points.

PEOPLE OF THE SCORN LANDS

We are the hollow men

We are the stuffed men

Leaning together

Headpiece filled with straw. Alas!

—Excerpt from *The Hollow Men* by T.S. Eliot

Most people either live in a Scornopolis or eke out dusty, squalorous lives in luridly named villages. But the Scorn Lands are rife with rare and remarkable residents, the most noteworthy of which are described here.

BONE MOUNTAIN WITCHES

The Bone Mountains hold the Scorn Lands' last enclave of worm witches, after their departure to Annalida centuries ago. Strongly attuned with nature, they have observed the slow decline of the Scorn Lands with horror. Knowing the Scorn Lords will eventually bring about the end of all life in the region, they (and their loyal worm wardens) use their limited power to battle the land's slow decay. They are wary of others—especially those coming from the Scorn Lords' domains—but offer assistance to those who appear to be truly good. The Bone Mountain witches' most trusted allies are a small herd of unicorns, whose advice they follow without question.

DEMIHUMANS

The Scorn Lands are egalitarian by Meatlandian standards. Demihuman residents are common here, even within small villages and isolated communities. Though humans outnumber them 2-to-1, elves, dwarves, halflings and gnomes live

throughout the Scorn Lands, culturally and collectively integrated with their societies.

DESERT VILLAGERS

Despite adversarial conditions, humanoids form villages anywhere the land allows—rare foothill springs, isolated desert oases, they thrive sporadically across the Scorn Lands. Villages welcome all who are willing to work for the common good—humans, demihumans, even the rare fade, kaldane or myrmeke. Being accustomed to raiders and thugs, every village has defenses—magical or martial—and most villagers are armed and capable of defending their town. The typical Scorn Lands village is led by an Aldiss, an annually elected position open to any citizen, who is assisted by one or more Sub-Aldiss. Most villages are small, consisting of 12-50 adults (2d20+10) and half as many children.

FADES

Secretive and elusive, fades are dedicated nomads, roaming the wastes in small bands across the Scorn Lands. Fades seem to seek out the least inhabited areas, and are seen most often in the harshest wastes and hottest deserts. They try not to get involved with other races, but fades value freedom and dignity above all else and will intervene when they see abuse of power or oppression. Fade adventurers are almost always outcasts.

GLADIATORS

The one thing all seven Scorn Lords enjoy equally is gladiatorial combat, with a large segment of the Scorn Lands economy devoted to supplying their arenas of death. Some gladiators are enslaved, others chose the arena over execution, still others are

attempting to escape hopeless poverty. Gladiators may be any class or race—even monstrous humanoids such as orcs, bugbears or goblins. Regardless, most never make it out. The select few that do are formidable warriors with a fortune of winnings and the noble title of Gladiator. Some gladiators retire to estates in the foothills and mountains, but many others become addicted to the thrill of combat and roam the Scorn Land wastes in search of adventure and fame.

HERMITS

Certain high level mentalists embrace challenges of isolation in search of mental and physical perfection. They seek out inhospitable climes for their meager outposts—carved into cliff faces, set upon high mesas, balanced on rock towers or perched upon sheer canyon walls. Only the most dedicated and relentless pilgrims will see a sanctuary, let alone reach it; even then, they must prove their focus and aestheticism before the hermit will deign to speak with them. If convinced the pilgrim's purpose is pure, they may accept them as a student, imparting some (but never all) of their knowledge and wisdom.

KALDANE

Scorn Lands kaldane hide their warrens in the ancient ruins below the desert, in the massive mesas or in the deep and endless canyons throughout the wastes. These warrens, typically larger than their Meatlandia City counterparts, support 200-500 kaldane (1d4+1 x 100). Kaldane are often neighbors of the myrmeke, with whom they have good relations. They are neutral toward all other races, though their fear of the relentless kaldane hunters keeps them wary of non-kaldane outsiders. Kaldane rarely make their way to the surface, except to shop for wares in Scorn Lord cities, or to find food or water when their stores are depleted. Kaldane adventurers are typically refugees or the sole survivors of warrens wiped out by kaldane hunters.

KALDANE HUNTERS

These zealots accrue power by systematically hunting and exterminating kaldane. In dangerous roving posses, they scour the Scorn Lands for news of kaldane sightings. They love violence and intimidation, and will even torture or execute villagers they suspect of dishonesty. Most people understandably dislike and fear kaldane hunters, and try to avoid their wrath—even if it means helping them in their endeavors.

MARAUDERS

Marauders are a plague upon the Scorn Lands, fouling its every region. Marauders are often cannibals—survivors are devoured, not ransomed. Brutal and fierce, they surprise their prey by attacking quickly from cover. They use mounts and vehicles whenever possible, so their ambushes are more likely near roads than in the open wilderness. Their gangs are small, typically between 12 and 30 members (2d10+10), but larger gangs of up to 200 members have been known to exist. Some of the more dangerous marauder bands are led by psychic warlords—powerful mentalists who physically and psychically dominate others, gathering unwilling servants from every corner of the Scorn Lands. While most marauders are human or demihuman, the gangs led by psychic warlords often feature orcs, ogres, bugbears and even giants.

MERCHANT CARAVANS

The lifeblood of the Scorn Lands, merchant caravans work hard to transport both goods and news, and maintain the roads that crisscross the land. Caravans are always heavily armed and armored. The typical caravan consists of 4-48 (4d12) enclosed wagons, often pulled by elephants or the larger dinosaurs, and accompanied by 1d4 mercenary guards per wagon. Guards can be of any class but tend towards fighters and mentalists of levels 2-4. They wear leather armor, carry bows and small arms, and ride horses, camels, or terror birds. The goods in transport range from humble grains to wagon loads of treasure and, while most are already accounted for by buyers at their destination, they might sell a few goods at a 200% markup.

MONSTER HONCHOS

Though they live throughout the Scorn Lands, monster honchos' love for other creatures brings them to the mountains and foothills, alone or with a cadre of animal companions. As a rule, they do not form tribes or bands with one another. Some monster honchos join adventuring parties or sign on with caravans as bodyguards, while others have fought in the Scorn Lords' gladiatorial pits.

MYRMEKE

Myrmeke society is driven by group identity, communal preservation and complete dedication to the queen—the absolute ruler of the hive. All myrmeke have a role to fill and perform that role to the best of their ability. Hives of 40 to 400 individuals (4d10 x 10) are common, but hives as large as 1,000 are not unknown. Their hives are deep beneath the earth, typically adjacent to the great canyons marring the wastes, but hives can also be found in the mountains,

foothills and even rocky sea-cliffs. Myrmeke are typically non-aggressive and keep to themselves unless threatened or in direct competition for food. Myrmeke adventurers who have left their hives are typically outcasts, spies or sole survivors.

NOMADS

Most inhabitants of the Scorn Lands' deserts and wastes live a nomadic lifestyle, making up small bands constantly moving around in search of food, water and safety. Marauders, monsters and the Scorn Lands themselves are far too dangerous for stagnation, so these groups try to keep one step ahead of the death that constantly hunts them. Nomad groups may be peaceful and welcoming, diffident or downright hostile, and while most would rather help a lost traveler than rob them, supplies are scarce and they cannot help every hopeless soul they come across. The typical nomadic band consists of 4-24 members (4d6), with half that many mounts or vehicles.



NEW CLASSES

He who was living is now dead

We who were living are now dying

With a little patience

—Excerpt from *The Waste Land* by T.S. Eliot



FADE

Requirements: Minimum WIS 9, minimum CHA 10

Prime Requisites: WIS and CHA

Hit Dice: 1d4

Maximum Level: 14

Armor: Light Armor, will never use shields

Weapons: One-handed, bows

Languages: Common, Fade (sounds like whispers on the wind)

Fades otherwise look like normal humans but they are elusive beings with the unique ability to fade from notice. They do not turn invisible; others just fail to notice that they are there, or forget they even met them in the first place.

COMBAT

Frequently uninterested in direct combat, fades prefer attacking from the shadows and using their powers of misdirection.

ESCAPE NOTICE

Fades may slip out of sight, even in direct daylight. People will not notice them unless looking directly at them—when unobserved, this power is automatic. If already seen, the slightest distraction (fighting, turning toward a distant sound or flash of light) gives the fade a 3-in-6 chance to *Escape Notice* (2-in-6 without a distraction). Other fades, or creatures with 5+ Hit Dice more than the fade can notice them on a successful **saving throw vs spells**. A fade that has *Escaped Notice* may only be hit by a natural 20. If the fade attacks or speaks to another character, the effect is immediately lost.

SPEAK WHILE HIDDEN

A fade of 3rd level using the *Escape Notice* ability will remain hidden while talking. They may directly question or engage any other character without revealing their location. Attacking still ends the ability immediately.

SURPRISE ATTACK

An unnoticed fade hits and damages more reliably, as per the **fade level progression table**.

FORGOTTEN

There is a (1 + the fade's CHA modifier)-in-6 chance a person completely forgets the fade—they forget the fade's name, appearance and what they did during the encounter until they interact with them again.

ANTI-MARTYR

When a fade dies, there is a (4 + the fade's CHA modifier)-in-6 chance their companions immediately forget them, as per the *Forgotten* ability above. If unsuccessful, they will not even notice the fade's corpse, nor will they be able to retrieve the fade's money or equipment.

WAS NEVER THERE

A fade of 7th level may remove themselves from a single interaction once per day. Examples include failed saves, spell effects, Chaos Storms, compromising situations, falls, even death. The player states "I was never there" and the event's consequences are completely disregarded.

AFTER REACHING 9TH LEVEL

The fade can cause 1d4 followers to abandon their current cause regardless of morale. A fade never attracts followers of their own.

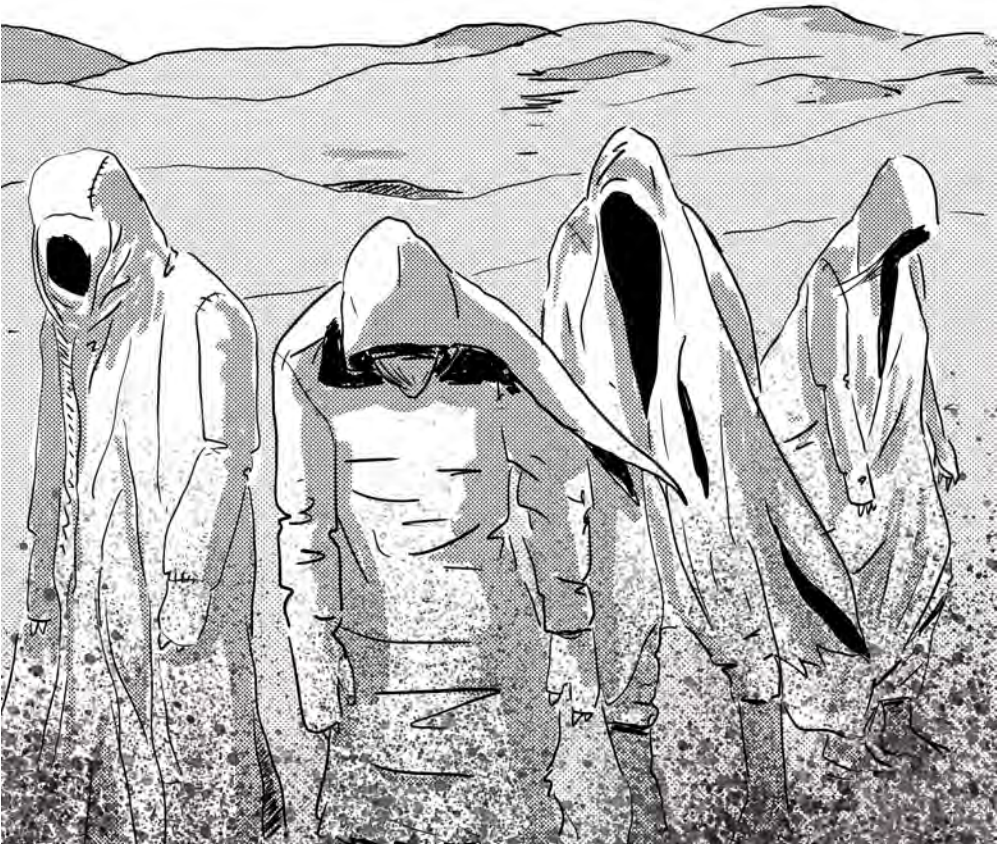
Fade Level Progression

Level	XP	Title	Hit Dice	THAC0	Saving Throws					Surprise Attack
					D	W	P	B	S	
1	0	Wisp	1d4	19[0]	12	9	10	13	14	+4
2	1,200	Blur	2d4	19[0]	12	9	10	13	14	+4
3	2,400	Echo	3d4	19[0]	12	9	10	12	14	+4
4	4,800	Shadow	4d4	19[0]	10	7	8	10	12	+5
5	9,600	Rumor	5d4	17[+2]	10	7	8	10	12	+5
6	20,000	Inceptionist	6d4	17[+2]	10	7	8	10	12	+5
7	40,000	Forgotten	7d4	17[+2]	8	5	6	7	10	+6
8	80,000	Perplexion	8d4	17[+2]	8	5	6	7	10	+6
9	160,000	Fade	9d4	14[+5]	8	5	6	7	10	+6
10	280,000	Fade 10th	9d4+1*	14[+5]	6	3	4	4	8	+7
11	400,000	Fade 11th	9d4+2*	14[+5]	6	3	4	4	8	+7
12	520,000	Fade 12th	9d4+3*	14[+5]	6	3	4	4	8	+7
13	640,000	Fade 13th	9d4+4*	12[+7]	4	2	2	2	6	+8
14	760,000	**	9d4+5*	12[+7]	4	2	2	2	6	+8

* Modifiers from CON no longer apply

** No memory or record of a Level 14 exists

Saving Throws: **D**=Death/poison; **W**=Wand; **P**=Paralysis/petrify; **B**=Breath attacks; **S**=Spells/rods/staves



MENTALIST

Requirements: Minimum CON 9, minimum INT 10, minimum WIS 13

Prime Requisites: CON and WIS

Hit Dice: 1d4

Maximum Level: 14

Armor Allowed: Leather, shields, never helmets

Weapons Allowed: Any one-handed

Languages: Common

The mentalist strives to unite every aspect of their self into a single, powerful whole through spiritual introspection.

Though their powers appear similar to those of magic-users, there are three fundamental differences: first, the mentalist's power comes from within—not from a deity, book, or worm; second, manifesting their powers only requires the requisite number of Psychic Strength Points (PSPs)—no preparation or memorization required; third, all mentalists have equal knowledge, including every psionic power described within this book (page 48).

COMBAT

Mentalists prefer to use their innate powers, but use one-handed weapons when necessary. Mentalists may wear leather armor and use shields, but wearing a helm of any kind disrupts use of their powers.

MIND OVER MATTER

Psionic Powers: A mentalist's true power is in their absolute control of both body and mind. Every mentalist has access to the complete array of psionic powers and, with enough psychic energy, can use them at will.

Psychic Strength Points: Psychic energy comes from within. This energy is measured in Psychic Strength Points (PSPs), which are expended when a mentalist uses a psionic

power. The exact cost depends on which power is used, and how long the mentalist uses it. Psychic Strength Points increase with experience—a mentalist's PSP maximum is their CON and WIS modifiers, plus the number indicated in the **mentalist level progression table** below.

Regaining Psychic Strength Points: Mentalists regain 1d6 PSPs per day of normal activity (3d6 if they completely devote the day to meditation). If the mentalist drinks alcohol, worm honeydew, worm ambergris, or otherwise defiles their body, no PSPs will be regained that day.

Maintaining Powers: Only 1 psionic power can be initiated each round. However, once initiated, the mentalist may maintain that power for as long as they can continue to pay the Psychic Strength Point cost. Mentalists can maintain multiple powers at once.

Movement: Psionic powers require intense concentration. Using one (or more) during a combat round halves the mentalist's movement.

USING MAGICAL ITEMS

Since a mentalist's power is innate, not from esoteric or divine forces, they may not use scrolls or items intended for either arcane or divine spell casters.

AFTER REACHING 9TH LEVEL

The mentalist may build an isolated sanctuary, at least 40 miles from the nearest settlement. One fellow mentalist, of 1st or 2nd level, is attracted each month to study at the feet of the master. The mentalist may attract and maintain a number of followers equal to their Charisma score, who serve the mentalist without question, provided the mentalist dedicates at least 10 hours per week to instructing them.

Mentalist Level Progression

Level	XP	Title	Hit Dice	THAC0	Saving Throws					Psychic Strength Points
					D	W	P	B	S	
1	0	Medium	1d4	19[0]	13	15	10	16	15	4
2	2,200	Clairvoyant	2d4	19[0]	13	15	10	16	15	7
3	4,400	Metaphysician	3d4	19[0]	13	15	10	16	15	10
4	8,800	Occultist	4d4	19[0]	13	15	10	16	15	13
5	16,500	Spiritualist	5d4	17[+2]	12	13	8	14	13	16
6	30,000	Psychic	6d4	17[+2]	12	13	8	14	13	20
7	551,000	Seer	7d4	17[+2]	12	13	8	14	13	24
8	100,000	Oracle	8d4	17[+2]	12	13	8	14	13	28
9	200,000	Mentalist	9d4	14[+5]	10	11	6	12	11	32
10	330,000	Mentalist 10th	9d4+1*	14[+5]	10	11	6	12	11	37
11	460,000	Mentalist 11th	9d4+2*	14[+5]	10	11	6	12	11	42
12	590,000	Master	9d4+3*	14[+5]	10	11	6	12	11	47
13	720,000	Grand Master	9d4+4*	12[+7]	8	9	5	10	9	53
14	850,000	Enlightened One	9d4+5*	12[+7]	8	9	5	10	9	60

* Modifiers from CON no longer apply
Saving Throws: **D**=Death/poison; **W**=Wand; **P**=Paralysis/petrify; **B**=Breath attacks; **S**=Spells/rods/staves



MONSTER HONCHO

Requirements: Minimum CHA 12, minimum CON 10

Prime Requisites: CHA and CON

Hit Dice: 1d8

Maximum Level: 14

Allowed Armor: Never leather, hide or metal armor

Allowed Weapons: Any weapons (add +1 to attack with caestus or whip)

Languages: Alignment, Common

Lone wanderers of the Scorn Lands, monster honchos collect teams of animals and monsters while doing their best to survive against overwhelming odds. Though taciturn and curt around people, they have utter respect for the animals they interact with.

They cannot retain human or demihuman hirelings but may befriend a number of animals equal to their level.

A monster honcho does not differentiate between animals and monsters and considers them all to be creatures.

COMBAT

Monster honchos survive unarmored. They refrain from using leather, and the Scorn Lands are too hot for plate. Instead, they get +1 to attack with whips or caesti, and may add their STR modifier to their Armor Class when using a caestus.

SPEAK WITH CREATURES

All monster honchos can *Speak with Creatures* (animal or monster) a number of times per day equal to their experience level.

Duration: 6 turns

Range: 30'

The monster honcho can communicate with 1 type of animal within range when the spell is cast.

- Type of animal: Ordinary animals, or giant versions of ordinary animals may be targeted.
- Questions: The caster can ask questions of and receive answers from animals of the chosen kind, although the spell doesn't make animals any more friendly or cooperative than normal (a reaction roll may be required).
- Services: If an animal is friendly toward the monster honcho, it may perform some favor or service.

CREATURE SENSE

A monster honcho of 2nd level can enter a trance and see/hear/feel through the senses of any animal or monster within 1 mile. It happens automatically for normal animals or willing intelligent creatures—unwilling intelligent creatures may **save vs paralysis** to resist. If the creature is killed while the monster honcho is linked with them, the monster honcho loses half their current hit points and becomes **scornstruck** for 1d4 rounds (see page 11).

STUN CREATURE

A monster honcho of 3rd level can force their will upon a creature to utterly stun it once per day.

Duration: 6 turns +1 per level

Range: 120'

This spell paralyzes one or more creatures who fail a **saving throw vs spells**. It may be cast in two ways:

- Against an individual: The target's saving throw is penalized by -2.
- Against a group: 1d4 individuals in the group are targeted.
- Restrictions: Only affects animals or monsters (undead are not affected).



CHARM CREATURE

A monster honcho of 5th level may use *Charm Creature* once per day. To do this, the honcho must declare they are attempting to charm the creature, then wrestle it into submission with an attack of 10 or higher. No saving throw is allowed.

Duration: One or more days (see below)

Range: Touch

- **Friendship:** The subject regards the monster honcho as its trusted friend and ally and will come to the caster's defense.
- **Commands:** The monster honcho may give the charmed creature commands, which it will obey.
- **Subject's nature:** Commands that contradict the charmed creature's habits or alignment may be ignored.
- **Suicidal commands:** An affected creature never obeys suicidal or obviously harmful orders.
- **Restrictions:** Only affects animals or monsters (undead and constructs, including whisperlings, are not affected).
- **Duration:** The charm lasts indefinitely, but the subject may **save vs spells** at intervals depending on its INT score. If their save succeeds, the spell ends.
INT 3-8: The creature saves once per month.
INT 9-12: The creature saves per week.
INT 13-18: The creature saves once per day.

STEELY GAZE

A monster honcho of 7th level can now *Charm Creature* with their steely gaze. This ability works on any creature.

SUMMON CREATURE

A monster honcho of 14th level is so powerful they can bring forth creatures from the very air. Only 1 creature summoned in this way exists one at a time. If a monster honcho is slain, their spirit flees to their created creature, where they live out the rest of their days, keeping the animal's strengths and abilities but maintaining the human ability to speak, reason, etc.

Roll 1d20 below to identify which type of creature is summoned. Each creature has 1 Hit Die and the appropriate abilities.

1	White antelope	11	Wallaby
2	Fennec fox	12	Gopher
3	Monitor lizard	13	Jackal
4	Camel	14	Flying squirrel
5	Red-tailed hawk	15	Weasel
6	Chuckwalla	16	Badger
7	Gila monster	17	Coyote
8	Scorpion	18	Bighorn sheep
9	Mountain goat	19	Dust sloth
10	Feral dog/dingo	20	Porcupine

WASTELAND WANDERER

A party with a monster honcho has only a 1-in-6 chance of getting lost in the Scorn Lands (as per *Wilderness Adventuring in Old School Essentials Core Rules*).

AFTER REACHING 9TH LEVEL

The monster honcho can build a menagerie. Animals in the menagerie are completely loyal, and do not count against the monster honcho's level capped followers. Should they choose to open it up to the public, the menagerie can bring in 1d1000 gp per week.

Monster Honcho Level Progression

Level	XP	Title	Hit Dice	THACO	Saving Throws					Ability
					D	W	P	B	S	
1	0	Beast Tamer	1d8	19[0]	12	13	14	15	16	Wasteland Wanderer, Speak with Creatures
2	2,000	Creature Trainer	2d8	19[0]	12	13	14	15	16	Creature Sense
3	4,000	Beast Master	3d8	19[0]	12	13	14	15	16	Stun Creature
4	8,000	Varmint Whipper	4d8	17[+2]	10	11	12	13	14	Charm Creature
5	17,000	Critter Conqueror	5d8	17[+2]	10	11	12	13	14	
6	34,000	Creature Handler	6d8	17[+2]	10	11	12	13	14	Steely Gaze
7	72,000	Beast Lord	7d8	14[+5]	8	9	10	10	12	
8	140,000	Creature Controller	8d8	14[+5]	8	9	10	10	12	
9	280,000	Beast Boss	9d8	14[+5]	8	9	10	10	12	
10	360,000	Monster Honcho	9d8+2*	12[+7]	6	7	8	8	10	
11	480,000	Monster Honcho 11th	9d8+4*	12[+7]	6	7	8	8	10	
12	630,000	Monster Honcho 12th	9d8+6*	12[+7]	6	7	8	8	10	
13	760,000	Monster Honcho 13th	9d8+8*	10[+9]	4	5	6	5	8	
14	900,000	Head Monster Honcho	9d8+10*	10[+9]	4	5	6	5	8	Summon Creature

* Modifiers from CON no longer apply
Saving Throws: **D**=Death/poison; **W**=Wand; **P**=Paralysis/petrify; **B**=Breath attacks; **S**=Spells/rods/staves





MYRMEKE

Requirements: Minimum STR 11, minimum CON 10

Prime Requisite: STR

Hit Dice: 1d8

Maximum Level: 14

Armor Allowed: Shields only

Weapons Allowed: Any

Languages: Common, Myrmeke (scent communication)

Myrmeke are four-legged, two-armed ant people with two fingers and a thumb on each hand. They can run quickly on their four legs: movement of 180' (60').

COMBAT

Myrmeke may use any weapons and shields but never wear armor, instead relying on their hard carapaces which offer a natural AC of 5 [14]. In addition to their normal weapon attacks, myrmeke may attack once per round with their mandibles (add DEX to hit, deals 1d4+STR damage).

FALLING ABILITY

Myrmeke may fall approximately 100 feet per level without harm. After exceeding these distances, falling deals 1d6 damage per 50 feet.

INSECT MIGHT

Myrmeke can carry their Strength x 100 pounds (or x 1,000 coins) of weight without being encumbered.

SENSE OF SMELL

Myrmeke have highly developed olfactory senses, resulting in the following:

A myrmeke may follow its own trail or that of another myrmeke without fail if it is under 1d4 days old (2-in-6 chance if older).

Myrmeke can communicate with other myrmeke through scent, up to 60 feet away.

Myrmeke can only be surprised by ghosts, specters, and other creatures which exude no scent. Corporeal creatures cannot surprise a myrmeke.

AFTER REACHING 9TH LEVEL

The myrmeke may dig its own hive and attract 3d6 myrmeke of level 1-3 who serve the Myrmeke Lord faithfully.





Myrmeke Level Progression

Level	XP	Title	Hit Dice	THAC0	Saving Throws					Falling Ability
					D	W	P	B	S	
1	0	Bug	1d8	19[0]	8	15	10	13	18	100'
2	2,200	Pest	2d8	19[0]	8	15	10	13	18	200'
3	4,400	Insect	3d8	19[0]	8	15	10	13	18	300'
4	8,800	Ant	4d8	17[+2]	6	13	8	10	16	400'
5	17,000	Builder	5d8	17[+2]	6	13	8	10	16	500'
6	35,000	Forager	6d8	17[+2]	6	13	8	10	16	600'
7	70,000	Soldier	7d8	14[+5]	4	11	6	7	14	700'
8	140,000	Myrmeke	8d8	14[+5]	4	11	6	7	14	800'
9	270,000	Myrmeke Lord	9d8	14[+5]	4	11	6	7	14	900'
10	400,000	Myrmeke Lord 10th	9d8+2*	12[+7]	2	9	4	4	12	1000'
11	530,000	Myrmeke Lord 11th	9d8+4*	12[+7]	2	9	4	4	12	1100'
12	660,000	Myrmeke Lord 12th	9d8+6*	12[+7]	2	9	4	4	12	1200'
13	760,000	Myrmeke Lord 13th	9d8+8*	10[+9]	1	7	2	2	10	1300'
14	890,000	Conqueror Myrmeke	9d8+10*	10[+9]	1	7	2	2	10	1400'

* Modifiers from CON no longer apply
 Saving Throws: **D**=Death/poison; **W**=Wand; **P**=Paralysis/petrify; **B**=Breath attacks; **S**=Spells/rods/staves

SCORN LANDS EQUIPMENT

Let me also wear

Such deliberate disguises

Rat's coat, crowskin, crossed staves

—Excerpt from *The Hollow Men* by T.S. Eliot

ADVENTURING GEAR

Item	Cost	Weight (Coins)
Dowsing Rod	40 gp	10
Keffiyeh	1 gp	5
Lodestone	200 gp	2
Parasol	4 gp	10
Quartz Goggles	80 gp	10
Veil/Bandanna	2 sp	5
Wingboard	20 gp	400
Wooden Slit Goggles	1 gp	5

Dowsing Rod. A forked stick, usually of yew, used to locate underground water sources (1-in-6 chance, 1-in-12 in wastelands, deserts).

Keffiyeh. A head wrap and face covering that protects from the sun and wind. Wearer adds **+1 to rolls on Heat Checks**.

Lodestone. A small magnetic stone, suspended on a cord, which unerringly points north to assist with navigation.

Parasol. A large umbrella that protects from the sun. Its user is **considered 'shaded' when making Heat Checks**.

Quartz Goggles. Quartz lenses set in leather straps, protects the eyes from both the sun and sandstorms. Wearer **automatically succeeds on saves vs sandstorms**.

Veil/Bandanna. Cloth covering for the nose and mouth, to prevent breathing in sand and dust. Wearer adds **+1 to rolls on Heat Checks**.

Wingboard. A 20 foot wide lightweight board, shaped like a giant boomerang. High level mentalists can strap in, bring it aloft with their telekinesis power, and glide across great distances. Wingboards have a speed of 240' (80') and cover 200' for every 10' of altitude.

Wooden Slit Goggles. Slitted wood set in leather straps, protects the eyes from bright sunlight, but not much from wind or sand. Wearer adds **+1 to saves vs sandstorms**.





ARMOR

Armor	Cost	AC	Weight (Coins)	Notes
Cloth Jack	5 gp	AC 8 [11]	100	Light Armor
Leather Armor	20 gp	AC 7 [12]	200	Light Armor
Reaver Armor	30 gp	AC 6 [13]	250	Light Armor
Chain Mail	40 gp	AC 5 [14]	400	Heavy Armor
Chitin Armor	80 gp	AC 5 [14]	350	Light Armor
Hardened Kelp Mail	2,000 gp	AC 4 [15]	150	Light Armor
Plate Mail Armor	60 gp	AC 3 [16]	500	Heavy Armor
Piecemeal Armor	Varies	Varies (see below)	Varies (see below)	Varies

Body - Only 1 piece may be worn at a time

Leather Breastplate	10 gp	1	100	
Chain Shirt	30 gp	2	300	Metal
Chitin Breastplate	40 gp	2	200	
Plate Breastplate	40 gp	3	350	Metal, counts as two pieces

Arms - Only 2 pieces may be worn at a time

Leather Arms (2)	5 gp	See Notes	50	Wearing both leather arms and legs grants +1 AC
Chain Arms (2)	15 gp	1	150	Metal
Chitin Arms (2)	25 gp	1	125	
Plate Arm (1)	15 gp	1	100	Metal

Legs - Only 2 pieces may be worn at a time

Leather Legs (2)	5 gp	See Notes	50	Wearing both leather arms and legs grants +1 AC
Chitin Legs (2)	25 gp	1	75	
Plate Legs (2)	20 gp	1	100	Metal

Additional Items

Galerus (plate shoulder guard) (1)	20 gp	1	80	Metal
Mail Coif (head)	10 gp	1	100	Metal
Plate Gorget (neck)	15 gp	1	50	Metal
Shield	10 gp	1	100	
Caestus	15 gp	1	50	

Cloth Jack. A cloth jacket with pieces of chitin sewn in. Very light.

Leather Armor. Crafted by hardening leather in boiling oil. Lightweight, durable and affordable, leather is by far the most common armor in the Scorn Lands.

Reaver Armor. Leather reinforced with chains and rivets. Can be worn by thieves with a 5% reduction to thief skills.

Chitin Armor. Made from the exoskeletons of large desert insects. Heaviest non-metal armor available. Can be worn by thieves with a 15% reduction to thief skills.

Hardened Kelp Mail. Exclusively worn by the barren elves of the Zealous Islands, never sold. Strong, lightweight and extremely difficult to come by. Can be worn by thieves with a 10% reduction to thief skills.

Piecemeal Armor. Mismatched armor of various materials. Very common among reavers and desert nomads. There is a huge range of configurations and pieces may be exchanged throughout the armor's lifetime. If it includes 3+ metal pieces it is heavy armor, otherwise it is light armor.

Galerus. A large, almost shield-shaped plate shoulder guard designed to protect the neck,

shoulder and upper torso of one side. Usually affixed with leather straps. Cannot be worn with a breastplate.

Mail Coif. A flexible hood of mail that covers the head, chest and shoulders.

Plate Gorget. A steel collar worn to protect the neck and upper chest.

Caestus. Described in weapons section below.

WEAPONS

Weapon	Cost	Damage	Weight (Coins)	Range
Bolas	5 gp	1d2	5	Missile (20'/40'/60')
Caestus	15 gp	1d3	50	Melee
Chain	7 gp	1d4	20	15' Melee
Flail	10 gp	1d6	30	5-10' Melee
Mancatcher	30 gp	Special	60	5-10' Melee
Net	4 gp	0	25	Missile (5'/10'/15')
Scorn Lands Spear	40 gp	1d8	30	Brace, Melee, Missile (20'/40'/60')
Spiked Staff	7 gp	2d6	80	Melee
Trident	8 gp	1d6	60	Brace, Melee, Missile (10'/20'/30')

Bolas. A number of weighted balls connected by a strong cord or chain, which entangles the quarry's limbs: ogre-sized or smaller creatures must **save vs death** or become entangled for 1d2 rounds. On an attack roll of natural 20, and failing the save, the bolas wraps around the victim's neck, paralyzing them—they will die of strangulation in 1d6+2 rounds unless rescued. Constructs or creatures that do not breathe are immune to this effect.

Caestus. A heavy gauntlet of leather strips, iron plates and chains or spikes. Can be used offensively or defensively, either granting an additional unpenalized attack per round (with an off-hand caestus), or adding +1 to Armor Class.

Chain. Heavy lengths of chain, often 15 feet or longer. Especially good for reaching around opponents' shields (+1 to hit vs enemies with shields).

Flail. One or more spiked balls chained to a handle. Especially good for reaching around opponents' shields (+1 to hit vs enemies with shields).

Mancatcher. A non-lethal polearm, 10 foot long with spring-loaded iron jaws at the end, which snap shut around a human-sized victim on a hit. Ensnared victims take

1d2 damage per round and lose the DEX modifier to their Armor Class. If the victim fails a **save vs death**, they are pinned to the ground. The attacker cannot make any other attacks or actions while pinning or holding a victim. Mancatchers are especially effective at dismounting mounted opponents.

Net. A 10 foot diameter weighted net used to entangle opponents: ogre-sized or smaller targets must **save vs death** or become entangled. Entangled victims may make subsequent saves each round thereafter to escape. Subsequent saves have +4 if the victim is holding a bladed weapon.

Scorn Lands Spear. A bamboo-shaft spear with a starmetal spearhead. It is 10 feet long but light enough to wield one-handed. Rolls critical hits on a natural 19 or 20 and may be braced as a standard spear.

Spiked Staff. A 5 foot long wooden club, often sheathed in iron, with spikes or studs on one end. Heavy and powerful, it grants +1 to hit when used two-handed.

Trident. A short, 5-6 foot long spear with three 18-inch prongs at the head, the trident may be wielded as a melee weapon or thrown. It grants +1 to hit when used two-handed and may be braced as a standard spear.

BEASTS OF BURDEN

Animal	Cost (gp)	Unencumbered			Encumbered		
		Miles per Day	Movement Rate	Max Load (Coins)	Miles per Day	Movement Rate	Max Load (Coins)
Ankylosaurus	2,000	20	60' (20')	90,000	10	30' (10')	180,000
Austroraptor	140	50	150' (50')	2,000	25	75 (25')	4,000
Camel	100	30	150' (50')	3,000	15	75' (25')	6,000
Elephant	1,000	24	120' (40')	100,000	12	60' (20')	200,000
Giant Insect	5,000	30	120' (40')	15,000	15	60' (20')	30,000
Horse (Draft)	40	18	90' (30')	4,500	9	45' (15')	9,000
Horse (Riding)	75	48	240' (80')	3,000	24	120' (40')	6,000
Horse (War)	250	24	120' (40')	4,000	12	60' (20')	8,000
Mule	30	24	120' (40')	2,000	12	60' (20')	4,000
Terror Bird	150	60	150' (50')	2,500	30	75' (25')	5,000
Triceratops	5,000	22	90' (30')	150,000	11	45' (15')	300,000

Ankylosaurus. These heavily armored dinosaurs are about 8 feet tall, 20 feet long and weigh up to 8 tons. They are hardy and strong, able to pull great loads, but are incredibly slow. An ankylosaurus can be outfitted for any vehicle (though rarely used for chariots), and either a standard or war howdah. An ankylosaurus requires 8 gallons of water per day to prevent dehydration.

Austroraptor. Large bipedal dinosaurs, austroraptors stand 5 to 7 feet tall, 15 to 20 feet long and weigh 500 to 700 pounds. Extremely fast and hardy, they are commonly used as mounts or to pull chariots or wagonn but are too small to carry a howdah. Austroraptors require 4 gallons of water every other day to prevent dehydration.

Camel. Camels are extremely common and well-suited to the harsh, arid wastes. At 7 feet tall and 10 feet long, they weigh between 800 and 1,300 pounds (just around ½ ton). Typically used for riding or as pack animals, they may also pull carts, chariots, wagons and even a standard howdah (but not the larger war howdah). Camels remain hydrated across 7 days of travel, after which time they require 4 gallons of water to prevent dehydration.

Elephant. Desert elephants are 8 to 11 feet tall and up to 16 feet long, weighing around 5 tons. They are equally used for riding and pulling carts and make great pack animals. An elephant can carry either a standard or war howdah. Elephants require 8 gallons of water per day to prevent dehydration.

Giant Insect. There is a great diversity in giant insects of the Scorn Lands, but most are 6 to 12 feet tall, 10 to 20 feet long, and 1-4 tons. They may pull wagons and carts (though never chariots) and can carry either a standard or war howdah. As native fauna, they can survive 2 weeks without food or water, after which time they require 4 gallons of water to prevent dehydration.

Horse/Mule. The most common beasts of burden in the Scorn Lands, horses and mules can be found pretty much anywhere. They stand 5 to 7 feet tall, and weigh 1,000 to 2,000 pounds (½-1 ton). They can pull any kind of vehicle, are great for riding, and make sturdy pack animals, but cannot carry howdahs of any kind. Horses and mules require 4 gallons of water per day to prevent dehydration.

Terror Bird. Flightless birds, between 8 to 10 feet tall, weighing 330 to 400 pounds. They are extremely fast, strong and hardy—a favorite of desert raiders and marauders. Used for riding or pulling chariots, and less commonly for pulling wagons and carts. They are much too small to carry a howdah. Terror birds require 4 gallons of water per day to prevent dehydration.

Triceratops. The Scorn Lands’ largest beasts of burden, a triceratops stands 10 to 14 feet high, 26 to 36 feet long, and weighs 10 to 15 tons. Quite fast and hardy, they are built for warfare. Fit for any type of vehicle (though rarely chariots), including any kind of howdah. Triceratops require 16 gallons of water per day to prevent dehydration.

BARDING

It is common to armor beasts of burden. Such barding is a crafted combination of padded cloth, leather and chitin.

Item	Cost (gp)	Weight (Coins)	AC
Barding: Horse or Camel	300	600	5 [14]
Barding: Raptor or Terror Bird	400	500	4 [15]
Barding: Elephant	2,400	2,000	4 [15]

LAND VEHICLES

The amount of vehicles encountered in the Scorn Lands is staggeringly wide. Use the tables at the beginning of the book to create your own unique set of wheels or if you prefer a classic alternative, consult the below options.

AC. Vehicles have this AC, unless modified with armored plating.

Hull Points. The measure of a vehicle's integrity (like hit points for vehicles). Normal weapons cannot reduce hull points, but catapults, ballistas and the like can. Spells, fire

and magic weapons deal ¼ damage to hull points. If you choose not to use hull points, hit point values are provided in parenthesis.

Movement Rate. The vehicle's maximum safe speed (howdahs have their mount's speed). Vehicles may be pulled above this speed, but anything higher requires a check for damage or roll-over (see descriptions).

Animals Required. The number of camels, horses, mules, terror birds or austroraptors required to pull a vehicle. Divide by 4 for elephants or ankylosaurus and 8 for triceratops.

Max Load. The total weight a vehicle can accommodate (including crew, armor and weapons). The lower number assumes the minimum number of animals are pulling the vehicle, the higher number assumes the maximum number of animals.

Wagons, carts and chariots must be pulled by teams of horses, camels, giant insects, austroraptors or terror birds, or by a single elephant, triceratops, or ankylosaurus. Howdahs must be carried by a camel, elephant, giant insect, triceratops or ankylosaurus. War howdahs may only be carried by an ankylosaurus, elephant, or triceratops.

Vehicle	Cost (gp)	AC	Hull Points	Movement Rate	Animals Required	Max Load (Coins)
Cart	65	9 [10]	2 (10hp)	60' (20')	1-4	4,000-8,000
Chariot	200	8 [11]	3 (15hp)	240' (80')	4-8	3,000-6,000
Howdah	150	8 [11]	3 (15hp)	NA	1	Per animal
Howdah, War	2,000	7 [12]	10 (50hp)	NA	1	20,000-30,000
Wagon, Enclosed	500	8 [11]	6 (30hp)	60' (20')	4-8	15,000-25,000
Wagon, Open	200	9 [10]	4 (20hp)	60' (20')	2-8	15,000-25,000

Cart: A two-wheeled vehicle with room for 1d4 occupants. If pulled faster than its movement rate, roll 1d6: 1) Breaks down, 2-3) Tips over, 4-6) Rattles violently, but holds.

Chariot: A fast, light and open, two-wheeled vehicle designed for riding and combat. Holds up to 3 passengers. If pulled faster than its movement rate, roll 1d6: 1-2) Breaks down, 3-5) Tips over, 6) Jumps a little, but holds.

Howdah: A light wooden frame, with 1-2 seats shaded by a fabric covering, mounted atop a large animal. Howdahs carried by ankylosaurs or triceratops can feature up to 6 seats. Anyone riding in a howdah is considered shaded and at rest.

Howdah, War: An armored cabin of wood, leather, metal and chitin, providing up to 50%

cover to those within. A typical war howdah weighs 1,500 coins and can hold 4 fighters. War howdahs carried by ankylosaurs or triceratops can hold up to 10 fighters. Anyone riding in a howdah is considered shaded and at rest.

Wagon, Enclosed: A wagon with walls and a covering, often made of cloth. Individuals and items within are not in direct sunlight and are considered shaded and at rest. If pulled faster than its movement rate, roll 1d6: 1) Breaks down, 2-3) Tips over, 4-6) Rocks back and forth, but holds.

Wagon, Open: Little more than a wooden box, on four wooden wheels. If pulled faster than its movement rate, roll 1d6: 1) Breaks down, 2-3) Tips over, 4-6) Shakes about, but holds.

VEHICLE MODIFICATIONS: WEAPONRY

Vehicles may be outfitted with various weapons, but their weight (and the crew's weight) cannot exceed the vehicle's carrying capacity. Damage for hull points are written first, with hit points damage written in parentheses.



Item	Cost (gp)	Range	Damage	RoF	Crew	Weight (Coins)
Ballista, Light	500	300'	1 (2d6)	1/2	1	3,000
Ballista, Medium	750	500'	1d3 (3d6)	1/3	2	6,000
Caltrops	5	0	0 (1d4)	1	1	100
Catapult, Light	1,000	300'	1d2 (2d10)	1/5	2	8,000
Crossbow, Heavy	80	150'	0 (1d6)	1/2	1	100
Flame Thrower	800	50'	Special	1/4	2	2,000
Grappling Hook	10	100'	0 (1d4)	Special	1	250
Turret	200	NA	NA	NA	NA	500
Wheel Spikes	50	0	1 (2d6)	NA	0	100
War Fire	100	NA	1d2 (2d10)	NA	NA	20

Ballista, Light. A turret-mounted crossbow-like contraption, which can be fired in any direction. It can be fitted to a cart, wagon or war howdah (turret sold separately).

Ballista, Medium. A larger turret-mounted ballista, exclusively for the war howdah (turret sold separately).

Caltrops. Typically held in a box or sack near a vehicle's rear, each set includes dozens of caltrops to be released with a pull cord. Caltrops deal damage to pursuing animals or monsters, and trigger a break-down check for any vehicle that rolls over them (see individual vehicle descriptions). This check is made at -1 if the vehicle is exceeding its maximum safe speed when it hits the caltrops. Each set of caltrops gives a single use. They may be attached to any vehicle.

Catapult, Light. A small catapult, fitted to a cart, wagon or war howdah. It offers great damage, but can only be fired in the direction it was installed. The weight given covers the catapult and 20 stones.

Crossbow, Heavy. May either be turret-mounted or fixed. Fits any vehicle (turret sold separately).

Flame Thrower. An ingenious device—a heated chamber of war fire is pressurized via hand pump, before being expelled through a valve-controlled nozzle and ignited! On a successful attack the target is lit on fire and takes 1 hull point or 1d8 hit points of damage per round for 1d4 rounds, or until the fire is extinguished. However, the device is volatile and dangerous—on an attack of natural 1, the extreme pressure and heat cause it to explode, engulfing the attacker and their vehicle in flames, as described above. The flame thrower holds 10 shots of warfire before it needs to be refilled.

Grappling Hook. A light grappling hook with 100' feet of rope, affixed to a special bolt for either a heavy crossbow or light ballista (RoF determined by the firing weapon). A successful attack deals no damage, but successfully grapples the target vehicle. Depending on which vehicle is pulled by a stronger team, the target may be slowed, pulled, or even dragged by the grapple. Humanoids and animals targeted by the grappling hook must **save vs death** or become grappled, typically resulting in dragging, which inflicts 1d4 hit points of damage per round. The rope must be cut to free a vehicle or victim from the grapple.

Turret. A rotating platform that holds a ballista or heavy crossbow, allowing the weapon to rotate 360 degrees. The turret also provides partial cover for the weapon's crew.

Wheel Spikes. Large knives or spikes, affixed to a wheel's central hub. They may be placed on one or more wheels of a cart, chariot or wagon. If a wheel spike attack hits with a natural 18, 19 or 20, the target vehicle must immediately make a break-down check (see individual vehicle descriptions). This check is made at -1 if the vehicle is exceeding its maximum safe speed.

War Fire. A small amphora of very flammable and secretive substance. Can be thrown like a grenade or used to fuel the flame thrower.

VEHICLE MODIFICATIONS: ARMOR PLATING

A vehicle can be armored once, with metal plates or scales that improve its Armor Class.

Item	Cost (gp)	AC	Weight (Coins)
Chariot Plating	200	5 [14]	1,000
War Howdah Plating	1,000	3 [16]	4,000
Open Wagon Plating	350	5 [14]	2,000
Enclosed Wagon Plating	600	4 [15]	3,800



PSIONICS

Between the idea

And the reality

Between the motion

And the act

Falls the Shadow

–Excerpt from the Hollow Men by T.S. Eliot

The following psionic abilities are available as wild talents, potentially for any character or NPC, except those in bold, which are exclusive to the mentalist. The term *psychic* here is synonymous with *caster*. Unless otherwise stated, powers can be extended for additional turns at the cost of 1 PSP per turn. The number listed after each psionic power is its PSP cost.

Psionic Abilities

Alter Aura (4)	Object Reading (1)
Aura Read (2)	Precognition (12)
Body Control (3)	Psychic Force Field (3)
Chaos Projection (12)	Psychic Healing (16)
Commune With Dead (5)	Psychic Overload (1)
Concussion Blast (3)	Remote Viewing (8)
Domination (3)	Sensory Override (3)
Empathy (1)	Telekinesis (1+)
Hypnosis (1)	Telepathy (2)
Mind Block (6)	Tower of Iron Will (2)
Mind Over Body (3)	True Seeing (4)
Mind Probe (6)	

Psionic powers are common in the Scorn Lands. Besides the mentalists, who have mastered the powers of the mind, many denizens of the Scorn Lands possess wild psionic talents.

WILD TALENTS

When creating your character, roll a d20 and try to get under the character's WIS + INT modifiers (double that number for kaldane). If you succeed, they have a wild talent! Roll below to find what it is.

Your starting Psychic Strength Points (PSP) will be 1d4 + your WIS modifier. Add another PSP every time you level up.

Wild Talents – Roll 2d10

Roll	Power	Roll	Power
2	Mind Block (6)	12	Object Reading (1)
3	True Seeing (4)	13	Aura Read (2)
4	Body Control (3)	14	Tower of Iron Will (2)
5	Alter Aura (4)	15	Telepathy (2)
6	Psychic Force Field (3)	16	Domination (3)
7	Sensory Override (3)	17	Mind Over Body (3)
8	Psychic Overload (1)	18	Concussion Blast (3)
9	Hypnosis (1)	19	Commune With Dead (5)
10	Telekinesis (1+)	20	Mind Probe (6)
11	Empathy (1)		

PSYCHIC STRENGTH POINTS

The inner psychic energy of a psychic—whether mentalist, wild talent, or monster—is measured in Psychic Strength Points (PSP). They are used to manifest psionic powers, its exact cost depending on which power is used, and how long it is maintained.

REGAINING PSPs

Psychics regain 1d6 PSPs per day of normal activity. Mentalists—and only mentalists—regain 3d6 PSPs per day if they devote the entire day to meditation. If a psychic drinks alcohol, worm honeydew, worm amberggris, or otherwise defiles their body, no PSPs are regained that day.

MAINTAINING POWERS

A psychic can initiate 1 psionic power per round. However, once initiated, they may maintain it as long as they pay the maintenance cost each round (or turn). Psychics who have mastered multiple psionic powers can maintain multiple powers at once.

MOVEMENT

Psionic powers require intense concentration—activating one (or more) during a combat round reduces the psychic's movement by half.

PSIONIC POWERS

ALTER AURA

Point Cost: 4

Maintenance Cost: 2/turn

Duration: 1 turn

Range: The psychic

The psychic temporarily disguises their own psychic signature, misleading those who can see auras. The psychic may alter any or all of the following:

- Alignment
- Level/Hit Dice
- True form (if disguised, polymorphed, or invisible)
- Psychic ability (conceal or amplify)
- Whether they are possessed
- Whether they are healthy or sick

The psychic may also hide their aura altogether, effectively shielding themselves or their projected forms from the Aura Read ability.

AURA READ

Point Cost: 2

Maintenance Cost: 1/round

Duration: 1 round

Range: 20'

Auras are invisible to the naked eye, but provide great insight to those who can view and interpret them. A creature's aura reflects each of the following, although only 1 aspect can be revealed per round:

- The target's alignment
- The target's Level/Hit Dice
- Whether the target has magic and/or psionic powers
- The target's true form (if it is disguised, polymorphed, or invisible)
- The presence of a possessing entity
- Whether the target is ill and which illness it may suffer from
- Whether the target is spellbound, enchanted, or hypnotized

This power also reveals projected forms. Illusions, mirror images and the like have no aura, so may be detected through the use of this power.

If the target has 5+ Hit Dice greater than the psychic, the psychic is overwhelmed by its presence, becomes **scornstruck** (p. 11) for 1 round, and the power ends.

BODY CONTROL

Point Cost: 3

Maintenance Cost: 1/turn

Duration: 1 turn

Range: Touch

The psychic adapts a creature's body to survive in a hostile environment—water, fire, lava, acid, extreme heat, extreme cold, the Chaos Realm, etc. The target can breathe and move normally, and they take no damage and suffer no disadvantages from being in that environment.

CHAOS PROJECTION

Point Cost: 12

Maintenance Cost: 1/turn

Duration: 1 turn

Range: The psychic, and creatures joined in a circle

The psychic thrusts a complete copy of themselves into the Chaos Realm, leaving their physical body behind in a state of peaceful rest. The Chaos Realm exists in all realities at once and touches upon other worlds, so the psychic can travel their world, or travel to other worlds at will. To enter one, the psychic leaves the Chaos Realm, forming a new physical body (and equipment) in the new dimension.

- Travel through the Chaos Realm. The psychic's self can move at any speed below the speed of light and is not burdened by gravity. From the Chaos Realm, the traveler can view all worlds at the same time and, as such, may travel anywhere and see anything while traveling thus.
- Communication. The psychic's self is invisible and ethereal, unable to communicate or interact with items or creatures, save through telepathy. The psychic's self can be sensed through an *Aura Reading* or *True Seeing*.
- Companions. The psychic can bring other willing creatures with them, provided they are all linked in a circle at the time of initiation and the psychic expends 6 PSP per companion. These fellow travelers are dependent upon the psychic and must accompany them at all times. If something happens to the psychic during the journey, their companions are stranded until they can be rescued.

CONCUSSION BLAST

Point Cost: 3

Maintenance Cost: NA

Duration: Instant

Range: Sight

The psychic pummels an object or creature with telekinetic force, dealing 1d6 damage (lethal or nonlethal). Anyone or anything the psychic can see (including doors, walls, locks, and so on) may be targeted by this blast, though unbound living targets may **save vs breath weapon** for half damage.

The psychic can augment this power in one or both of the following ways:

- For every 2 additional PSPs spent, damage increases by 1d6 points.
- For every 3 additional PSPs spent, choose an additional target within 15 feet.

COMMUNE WITH DEAD

Point Cost: 5

Maintenance Cost: 3/round

Duration: 1 round

Range: 120'

The psychic opens themselves to the spirit world, serving as a conduit between the living and the dead. The following considerations apply:

- If contacting a specific spirit, the chance of success is level-in-10 (+1 per personal artifact of the target spirit).
- Double the chance of success if the spirit died within 48 hours (automatic if 1 hour or less).
- The psychic may ask 1 question per round, and the spirit must answer truthfully. However the dead tend to be brief, cryptic and hold grudges against the living.

DOMINATION

Point Cost: 3

Maintenance Cost: 2/turn

Duration: 1 turn

Range: 20'

The psychic forces a target to do (nearly) anything. The following stipulations apply:

- If the target fails a **save vs spells**, they fall completely under the psychic's control for as long as this power is maintained. The victim makes another save if forced to act against their alignment.
- The target is aware, but cannot resist the psychic's will. Commands are given mentally and automatically.
- The target's abilities are unchanged, but for every additional PSP spent, the psychic can lower the result of a target's saving throw by 1. The psychic may choose to reduce the stat or the die roll, but only before any dice are rolled.
- The psychic may compel the target to use any power or ability.
- For every 3 additional PSPs spent, choose an additional target within 15 feet.

EMPATHY

Point Cost: 1

Maintenance Cost: 1/turn

Duration: 1 turn

Range: 30'

This power may be used in one of two ways:

- Empathic Sense: The psychic senses the target's basic needs, drives and/or emotions.
- Empathic Transmission: The psychic adjusts the emotional state of all creatures within range (**saving throw vs spells** to resist).

Either way, the psychic gains +4 (or -4 if desired) to all reaction rolls with affected creatures. Likewise, affected creatures' morale checks are made at +2.

HYPNOSIS

Point Cost: 1

Maintenance Cost: 1/day

Duration: 1 day

Range: 10'

The psychic affects a creature by implanting a suggestion or modifying the target's memory of a specific event, causing 1 of the following effects:

- The subject remembers things they have forgotten (or things that never happened).
- The subject forgets a specific event, or remembers it differently. This cannot negate *Charm*, *Geas/Quest*, *Suggestion* or similar spells.
- The subject becomes calm and unafraid of a specific situation.
- The subject overcomes a phobia, psychosis, PTSD, or other mental condition.
- The subject overcomes a non-magical bad habit or addiction.
- The subject adopts another's personality, and can impersonate them.
- The subject will carry out a single specific action (within their alignment) upon hearing or experiencing a clearly defined trigger.

Hypnotism cannot change ability scores, grant powers or abilities, expand capabilities, or give the subject information they couldn't possibly know. A modified or implanted

memory does not necessarily affect the subject's actions, particularly if it contradicts their natural inclinations or alignment. Illogical or extremely horrific memories are dismissed by the subject's subconscious. Unwilling subjects may **save vs spells** to resist the hypnosis.

MIND BLOCK

Point Cost: 6

Maintenance Cost: 2/turn

Duration: 1 turn

Range: The psychic

For the duration, the psychic is protected from all devices, powers and spells that detect, influence or read emotions or thoughts. This includes the spells *Charm Person*, *ESP*, *Clairvoyance*, *Charm Monster*, *Geas*, *Remove/Cause Fear*, and *Quest*, and the psionic powers *Domination*, *Empathy*, *Hypnosis*, *Mind Probe*, *Psychic Overload*, *Sensory Override* and *Telepathy*. If *Remote Viewing* scans an area the psychic is in, the effect works but the psychic isn't detected. *Remote Viewing* attempts that specifically target the psychic do not work at all.

MIND OVER BODY

Point Cost: 3

Maintenance Cost: 3/day

Duration: 1 day

Range: The psychic and/or a touched creature

This power allows the psychic to suppress their body's need for food, water and sleep in exchange for 1 hour of meditation that day. The following considerations apply:

- The target feels neither hunger, exhaustion or thirst, nor do they suffer any negative effects from these conditions.
- A creature can survive in this way for 5 days, or a number of days equal to the psychic's level, whichever is more. After that time, they collapse from exhaustion and sleep for 2 hours per day spent using this power.
- The psychic can affect additional creatures for every 4 additional PSPs spent, but must target themselves. All such creatures must maintain physical contact during their meditation.

MIND PROBE

Point Cost: 6

Maintenance Cost: 2/round

Duration: 1 round

Range: 20'

All the subject's memories and knowledge become accessible to the psychic, from memories deep below the surface to those still easily called to mind. The following considerations apply:

- The psychic learns the answer to 1 question per round, to the best of the subject's knowledge or memory.
- If the subject succeeds on a **save vs spells**, it is not required to answer the question, but the power can be maintained. The psychic can ask a new question (or the same question) in subsequent rounds for as long as the power's duration persists.
- If the subject is sleeping, answers are given automatically, but if the subject then succeeds on a **save vs spells**, it wakes after providing the answer.
- Questions and answers are delivered telepathically, transcending language.

Alternatively, the psychic can passively read the subject's mind. In this case, no save is allowed and the psychic senses and understands all the target's surface thoughts while the power is active.

OBJECT READING

Point Cost: 1

Maintenance Cost: 1/turn

Duration: Instant

Range: Touch

The psychic detects the psychic impressions of an object, room or location, learning its previous owners or occupants, their name, class/race, level, gender, age and alignment. The power can also reveal how the owner came to possess the item, as well as how they lost it.

Each additional turn (and PSP) spent concentrating reveals a significant event associated with the object or location, starting with the most recent event, if any such events exist to be sensed. Events that elicited strong emotions leave psychic

impressions: battles and betrayals, marriages and murders, births and deaths, or any other event where one emotion dominates.

If the referee does not have anything planned for the object, roll 3d8 on the following table:

Roll	What	Where	When
1	Battle	Graveyard	Yesterday
2	Heartbreak	Wasteland	Months ago
3	Betrayal	Caves	Years ago
4	Discovery	Distant city	Centuries ago
5	Birth	Distant star	The distant past
6	Shock	Forgotten valley	Minutes ago
7	Marriage	Ancient jungle	Weeks ago
8	Calm	Scorched desert	Decades ago

PRECOGNITION

Point Cost: 12

Maintenance Cost: 0

Duration: Instant

Range: The psychic

The psychic foresees the probable outcome of a successful action, described in detail. The future becomes exponentially complex with time, so foresight is limited to 24 hours from the time the power is used. The following considerations apply:

- The psychic sees the most likely outcome, described as vividly as possible given the conditions established by the psychic.
- If the party sticks completely to the actions described by the psychic, the scenario's outcome should be extremely close to that described by the referee.
- If the party deviates from the described actions, the scenario's outcome will likely deviate accordingly.
- With enough PSP, *Precognition* may be used again to evaluate multiple courses of action.
- Using this power provides a precognitive edge—the psychic can add +4 to 1 attack, damage, ability check or saving throw roll, before or after the roll is made.



PSYCHIC FORCE FIELD

Point Cost: 3

Maintenance Cost: 2/round

Duration: 1 round

Range: The psychic

The psychic projects a field of improbability around themselves, granting +4 to Armor Class. This power manifests quickly enough to be used on an opponent's turn, but before the opponent's attack is rolled.

PSYCHIC OVERLOAD

Point Cost: 1

Maintenance Cost: 1/round

Duration: 1 round

Range: 30'

A blast of mental energy assails the target. If the target fails a **save vs spells**, it is stunned and unable to move or attack for 1 round. For every additional PSP spent, reduce the target's save by a cumulative -1. Alternatively, for every 2 additional PSP spent, target an additional creature.

PSYCHIC HEALING

Point Cost: 16

Maintenance Cost: 0

Duration: Instant

Range: The psychic or a touched creature

The psychic heals themselves or a willing subject, ridding them of all ailments, wounds, poisons and normal or magical diseases. The subject enters a deep 24-hour trance, which cannot be broken unless the subject loses 5 or more hit points. At the end, the subject awakens, restored to complete health: all diseases are cured and all hit points are restored.

REMOTE VIEWING

Point Cost: 8

Maintenance Cost: 2/round

Duration: 1 round

Range: Unlimited

The psychic sends a metaphysical simulacrum of their mind across space and dimensions, to see and hear a particular subject. For the duration, the psychic's physical body remains unmoving and unaware of their surroundings.

- The psychic sees and hears the subject's immediate surroundings (up 30 feet in all directions from the subject) but may not speak or interact in any way.

- The subject may be able to sense the psychic. Subjects who can see or sense invisible or hidden creatures sense the psychic on a 5-in-6; otherwise the chance is 1-in-6. An *Aura Reading* will also reveal the presence of the psychic.
- The psychic's remote self has a speed of 20 feet, though if it gets farther than 30 feet from the target, the power ends.

SENSORY OVERRIDE

Point Cost: 3

Maintenance Cost: 3/round

Duration: 1 round

Range: 30'

The psychic overrides a target's senses, causing one of the following effects:

- Temporary blindness
- Temporary deafness
- Minor auditory or visual hallucinations
- Temporary pain (no damage, but attacks and saves at -4)

If the target fails a **save vs. spells**, the effect lasts as long as the psychic continues to pay the maintenance cost. This power can also reverse any of the above conditions.

TELEKINESIS

Point Cost: 1/25 pounds

Maintenance Cost: 1/round

Duration: 1 round

Range: 120'

The psychic moves objects through space without touching them. This power may be used in one of three ways:

- The psychic lifts themselves into the air, with a speed of 60' (20').
- The psychic lifts and/or hurls an object. The psychic makes a ranged attack roll, adding their INT modifier instead of DEX. Hurling weapons deal their standard, unmodified damage (no STR bonus). Other objects deal 1d6 damage per 25 pounds of weight.
- The psychic lifts other creatures; holding them aloft, dropping them to the ground, or slamming them against a solid surface (slamming deals 1d6 damage, plus any falling damage). The psychic can affect 1 object or creature per experience level (maximum 14 targets), if all are within range, and each is no more than 10 feet away from another. Objects or creatures can be hurled up to 10' per level.

TELEPATHY

Point Cost: 2

Maintenance Cost: 1/round

Duration: 1 round

Range: 1,000'

The psychic mentally communicates with an animal or intelligent creature within range, even if they do not share a language. This two-way communication works over any distance (even across dimensions). This grants no special power, influence or mind-reading, and the psychic only receives thoughts which the other party wants to send. This power can be augmented in one or both of the following ways:

- Attempt to bond with an unwilling creature (**save vs spells** negates) by spending 3 additional PSP
- Target additional creatures within range, for 1 PSP each

TOWER OF IRON WILL

Point Cost: 2

Maintenance Cost: 1/round

Duration: 1 round

Range: 10'

Generate a bastion of thought, protecting everyone in range. All creatures in range gain +4 to all saving throws against mind-affecting spells, psychic abilities or powers.

This power manifests quickly enough to be used on an opponent's turn.

TRUE SEEING

Point Cost: 4

Maintenance Cost: 2/round

Duration: 1 round

Range: The psychic or a touched creature

The target gains true sight, which allows them to see all of the following within 120 feet:

- See through normal and magical darkness
- Notice objects, creatures and passages hidden by magic
- See the exact locations of creatures or objects under displacement effects
- See through illusions
- See the true form of polymorphed, changed, or transmuted things
- See projected selves, including psychics using remote viewing
- See into the Chaos Realm

This power does not grant any of the following abilities:

- It does not penetrate solid objects
- It does not confer X-ray vision
- It does not negate concealment, including that caused by fog
- It does not help the viewer see through mundane disguises, spot hidden creatures, or notice secret doors hidden by mundane means



THE SCORN LORDS

To Carthage then I came

Burning burning burning burning

O Lord Thou pluckest me out

O Lord Thou pluckest

burning

—Excerpt from *The Waste Land* by T.S. Eliot

This lore is for the referee's eyes only.

Players will learn details in their adventures, but few know history's full scope.

HISTORY

Long ago, before history was recorded, the area now known as the Scorn Lands was a lush expanse of forests and marshes, with mist dancing through oak and pine branches and clear rivers flowing to the sea. Uru, the first city, was built by color-worshipping witches. At first in harmony with nature, over time the city grew and more trees were cut down, more rivers were dammed and diverted. Soon the color witches fled, leaving Uru's insatiable population in less-noble hands.

The witch diaspora covered the realm—some went as far as the distant Yria. Many journeyed to Annalida to become the original worm witches. Still others went to Bloodville or beyond to what is now the city of Meatlandia, though then it was a tranquil village on a point between two rivers known as Muddy Confluence. At least one of those color witches is still alive, living beneath the city, transformed by time and malice into a terror.

Much later, though still before history had begun to be recorded, Uru's new leader

brazenly called upon forces she did not understand and could not control. Her intentions were good, but it mattered not. Her deed utterly changed the world. The chaos worms were summoned, her seven children were molded with Uru's protective shields and changed into the Scorn Lords, and a small puddle of her blood transformed into the creature eventually known as the Meat Lord. Her name is not spoken, and her deed purposefully forgotten, for never was a leader hated like the Lady ~~Annalida~~.

The disaster's wake shattered cities across the land with devastating waves of chaos, time and power that concussed the land. In the rubble the Scorn Lords grew, learned their powers, conquered kingdoms and began plotting against one another, thinking of themselves as gods. They have so utterly forgotten their origins and their mother that if they heard her name spoken, they would be **scornstruck** (p. 11) for 1d4 minutes by the shockingly sudden intrusion of reality.

Despite being untouched by the raging Chaos Storms, the Scorn Lands are bleak, corrupted and foreboding—those in Meatlandia city call it the Desert of Dried Flesh. Few people live here and fewer by choice. The largest towns hold a few hundred people huddled together in hovels. The desperate and lost come here to escape the Chaos Storms of Greater Meatlandia, but soon regret their decision. Even though the Chaos Storms are held back, life in the Scorn Lands is brutal, nasty and short, where days and nights alike reach burning temperatures, food is scarce and water scarcer still. But the Scorn Lands' most terrifying aspect is the Scorn Lords themselves.

The 7 Scorn Lords are impossibly long-lived. Some scholars argue that the Scorn Lords reach old age and create young clones of themselves. Others believe they bear children who take on their mantle and names. A few hold that they are truly immortal. It's mostly a matter of conjecture, for those who delve too deep into the secrets of the Scorn Lords will quietly disappear.

Regardless, they are decadent and amoral at best, and capable of deeply considered cruelty at worst, each held in check only by their relationship to the others. Should the Scorn Lords ever unite, their power would rival any in Meatlandia. As foes they are implacable and evil, but their self-interests involve more than murder and torture. Most would rather try to use the PCs than kill or capture them.

The Scorn Lords do not deign to use Meat Magic. Instead, they are lone practitioners of the Olde Magic that existed before ever the Chaos Gods entered Meatlandia. Most have picked up magic user spells and some are able to use psionics, but their strongest power is known as "Scourge."

SCOURGE

Every Scorn Lord can say "No you didn't" to cancel any attack or ability. The first 3 uses each day are free, additional uses cost 1 hit point each. Whether ambushed, poisoned, hit with an arrow or blade, or sometimes even embarrassed, this power ensures it never actually happened. Everyone present remembers what didn't happen, of course. It's a terrible twist of fate—those who witness it must **save vs paralysis** or be rendered scornstruck for 1d4 rounds. The Scorn Lords act as though this makes them invulnerable, keeping its limits a closely guarded secret. The Scorn Lords are clever and will allow flesh wounds to hit, thereby saving their Scourge to prevent more devastating strikes.

SCORN POWER

Each Scorn Lord has mastered a unique Scorn Power, usable at will unless stated otherwise (described in the corresponding Scorn Lord entry).



DEATH STROKE

If a Scorn Lord is somehow slain, a powerful wave of energy is released. Everyone within sight, except the killer, permanently loses 1 Hit Die worth of hit points.

The killer takes no damage and instead is filled with eldritch energy. They gain the Scorn Lord's Scorn Power, usable once per day.

CHAOS SHIELD

Intangible and unseen but vastly powerful. Beneath the enswathing embrace of the barrier there is a complete negation of all Chaos Magic. Exactly where the shield begins is a matter of debate but the Scorn Lords, and nega mages have an innate sense of the barrier and will not leave the Scorn Lands while it is up. The Chaos Shield is an extension of the Scorn Lords' life-force, the final gift bequeathed upon them by their mother, and cannot be dispelled while they live. Each of the seven Scorn Lords powers the Chaos Shield on a specific day of the week—a bond that they dare not break and keeps them from destroying one another.

The death of each Scorn Lord damages the shield protecting the Scorn Lands from Chaos Magic. For each Scorn Lord that dies, 1 day of the week will be hit with Chaos Storms. Track their deaths, and the days of the week below:

- ☐ Monday (Janera of the Heath)
- ☐ Tuesday (Argon the Noble)
- ☐ Wednesday (Rabid Jack)
- ☐ Thursday (Drago)
- ☐ Friday (Uther of the Wyrms)
- ☐ Saturday (Lu Bu)
- ☐ Sunday (Gruoch Donan)

NEGA MAGES

Scorn Lord liaisons with mortals produce twisted, reality-warping offspring. These abominations are known as nega mages (page 83). No Scorn Lord acknowledges their offspring, leaving nega mages rejected by both mortals and immortals alike.

ARGON THE NOBLE

Level 10 Scorn Lord

Armor Class 5 [14] (chainmail + shield)
Hit Points 42
Attacks 1 × axe (1d8+1) or 1 × spell
THACO 12 [+7]
Movement Rate 60' (20')
Saving Throws D6 W6 P9 B7 S4
Alignment Chaotic
STR 15 **INT** 12 **WIS** 14 **DEX** 10 **CON** 11
CHA 11
Spells Charm Person, Read Magic, Light (Darkness), Continual Light (Continual Darkness), Levitate, Phantasmal Force, Fly, Haste, Protection from Evil 10' Radius (MU), Dimension Door, Growth of Plants, Massmorph, Cloudkill, Feeblemind
Items Helm of Telepathy, Magebane (+3 Axe vs magic-users), Potion of Poison, Spell Scroll (Resist Cold)

APPEARANCE

Argon is green skinned, with long hair pulled into a topknot. His hearty beard and mustache fill most of his face. His brilliant white trousers match an equally white blouse. He stands over 6'7".

PERSONALITY

Argon is the master of knowledge and knows everything there is to know (above ground anyway).

ABILITIES

Scorn Power: Shield

If attacked, Argon creates a shimmering bubble around himself. He can recreate them at will but it is possible to shame him into letting it down. It dissipates after 12 minutes unless popped by a natural 20. The first 3 attacks that do not pop the bubble harm the attacker as follows:

- The first attack permanently halves the attacker's hit points.
- The second attack removes the attacker's ability to wield magic weapons.
- The third attack changes the attacker's alignment.

Natural 20s and subsequent attacks do no harm to the attacker.



Scourge

Argon can say "No you didn't" to cancel any attack or ability. The first 3 uses each day are free, additional uses cost 1 hit point each.

WEAKNESS

Hubris. He is impressively aware, yet lacks understanding.

ENVIRONMENT

Argon the Noble is based on the Scorn Lands' western coast, among high sea cliffs, rolling hills, ancient ruins and hidden caves. These lands are largely unpopulated, its rare villages barricaded by thick palisade walls, protection from incessant barren elf raids. Merchants shun these lands. Monster honchos, on the other hand, love this area for the vast amounts of beasts that roam within. Dust City is the capital of his domain.

Alternate Encounter Table – Roll 1d20 (roll every 8 hours of travel).

Note each Corvid encounter; they report back to Argon the Noble—Each Corvid encounter grants Argon a +1 to any future interactions with the party.

Roll	Result
1	Sea creature
2	Violent monster honcho
3	Bloody excavations
4	Abandoned tower
5	Giant sand castle
6	Oasis
7	Corvids overhead
8	Corvids overhead
9	Barren rolling hills
10	Sandy shore
11	Two-headed basilisk
12	1d6 ornery vultards
13	Psionic warlord riding a war goat , leading 1d6 marauders
14	1d8 refugees fleeing bone collectors
15	A quirky kaldane hunter seeking assistants
16	1d4 giant insects
17	1d8 giant insects
18	Corvids overhead
19	Corvids overhead
20	Oasis

MINIONS

Corvids AC 6 [13], **HD** 1 (2hp), **Att** 1 × bite (1d2), **THAC0** 18 [+1], **MV** 30' (10'), Flying: 180' (60'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 20, **NA** 1d100, **TT** NA, **PSI** NA

ARMY STRENGTH

Argon the Noble can marshal the following forces:

- 800 men-at-arms
- 5000 peasant levy
- 400 monster honchos
- 500 gladiators

ALLIES

Argon is tenuously allied with Gruoch Donan, as they often have similar goals and Argon's information is very useful to a cautious woman such as Gruoch Donan.

ENEMIES

His scouts report Drago is planning an incursion into his lands. Argon is frantically mustering his forces.

RECRUITING TACTICS

Argon never physically appears for those he doesn't fully trust. Instead he sends one of the following:

Argon Recruiting Table – Roll 1d4

Roll	Result
1	An innocuous farmer approaches the party with an offer
2	An enormous raven delivers parchment bearing an offer
3	A small child parleys, carrying a white flag. The back of the flag holds the offer
4	An amicable one-armed marauder named Jym carries an offer

MEANS OFFERED

If the PCs impress Argon, he offers one of the following:

Argon Offer Table – Roll 1d4

Roll	Result
1	Leader. Command a force of d12 marauders
2	Envoy. Carry important messages to Gruoch Donan
3	Coast watch. Join the garrison that guards against barren elves
4	Bird-keeper. Help with the corvid flocks

DEATH STROKE

Killing Argon permanently reduces the hit points of all onlookers by 1 Hit Die, except the killer who gains the Shield Scorn Power, usable once per day. Killing him also damages the Scorn Lands' protective shield, allowing Chaos Storms every Tuesday.

DRAGO

Level 10 Scorn Lord

Armor Class 5 [14] (chainmail + shield)
Hit Points 28
Attacks 2 × dagger (1d4)
THAC0 12 [+7]
Movement Rate 60' (20')
Saves D6 W6 P8 B7 S4
Alignment Chaotic
STR 11 **INT** 19 **WIS** 18 **DEX** 11 **CON** 12
CHA 12
Spells Light (Darkness), Read Magic, Shield, ESP, Knock, Web, Invisibility 10' Radius, Protection from Evil 10' Radius (MU), Protection from Normal Missiles, Hallucinatory Terrain, Wall of Fire, Wizard Eye, Hold Monster, Wall of Stone
Items Potion of Levitation, Rope of Climbing, Treasure Map, Wand of Enemy Detection

APPEARANCE

Drago appears to be the eldest Scorn Lord. His long white beard protrudes in all directions, obscuring his face with the help of a large top hat. His long brown coat hangs to the middle of his sturdy boots. He stands just under 11 feet tall.

PERSONALITY

Drago is gruff and no-nonsense. No one alive has heard him laugh or seen him smile. He is highly organized and perhaps the greatest strategist of all Scorn Lords.

ABILITIES

Scorn Power: Toxic Tones

His grating voice is literal poison, if he so desires. For every sentence uttered, players must **save vs poison** or permanently lose 1d4 hit points.

Scourge

Drago can say “No you didn’t” to cancel any attack or ability. The first 3 uses each day are free, additional uses cost 1 hit point each.

WEAKNESS

Drunkenness. Drago drinks desert honeydew until he becomes absolutely stocious. The honeydew does not give him meat magic or metamorph him but it severely affects his judgment and can lead to critical mistakes.



ENVIRONMENT

The shriveled heart of the Scorn Lands: Cracked, empty earth, as foreboding as it is dangerous. Dusty villages dot this featureless land, where water is precious and hard to find. Only the intrepid dare travel here, where all the Scorn Lands’ dangers are found. However, being at the center of the Scorn Lands also brings opportunity. His capital is Vultureville.

Alternate Encounter Table – Roll 1d20 (roll every 8 hours of travel).

Roll	Result
1	1d8 cannibalistic marauders
2	1d4 bemused gladiators
3	Oasis
4	1d6 dehydrated jathrax
5	Vile whisperling
6	Insect swarm infested ruins
7	Caravan from Janera of the Heath (1d1000 gp in trade goods), guarded by 8 level 3 fighters and 1d4 demon dogs
8	Barren empty plains
9	1d12 vengeful vultards
10	Dust storm (take cover or take 1d6 damage and become scornstruck (p. 11) for 1 hour)

Roll	Result
11	1d3 stealthy barren elves
12	Corvids overhead
13	1d6 marauders hidden underground, hunting travelers for food and water
14	Ambush of fade assassins (1 per party member) with deadly weapons: when they hit, save vs poison or die
15	1d10 weary refugees
16	1d8 rampaging myrmeke
17	1d6 slavers (stats as gladiators)
18	A nega mage , served by 1d3 marauders
19	Three bellicose Bloodlands clerics
20	Goon squad (see below, re-roll if eliminated)

MINIONS

Goon squads are utterly devoted to Drago. Created using secret means, they consider the PCs to be their feeble doppelgangers. To create the goon squad take each PC, add 3 levels, invert alignment and roll 1 new feature on the following table.

Goon Squad Feature Table – Roll 1d10

Roll	Result
1	Mohawk haircut (+1 to Charisma)
2	Missing eye (-1 to Dexterity)
3	Wings (can fly at will)
4	Scorpion tail (save vs poison or lose 1d4 hit points per round)
5	Saws for hands (d6 damage, severs a limb on hit)
6	Long lizard tongue (steals one item upon each successful attack)
7	Carries a shotgun (2d4 damage)
8	Bladed leather armor (attackers take 1d4 bleeding damage for 1d4 rounds)
9	Metal hand (+2 to melee damage)
10	Eyes shoot flames (d10 damage)

The ways that Drago creates his goon squad is unknown to all save Uther of the Worm, for Drago stole a whisperling-creating kiln. With it he creates simulacra of those who enter his lands without paying proper

obeisance. The ridiculousness of being stalked and killed by an evil copy of oneself brings great joy to Drago's withered heart.

Each goon takes an hour to create. He only has one squad active at a time. They live until they bring back the bodies of their originals, at which point Drago breaks the squad back down into parts. He only does this once per group; if a party somehow survives his goon squad he will want to meet them personally.

ARMY STRENGTH

Drago can marshal the following forces:

- 200 men-at-arms
- 800 peasant levy
- 300 Bloodlands clerics, allies led by Duke Agis
- 1-10 goons, who lead his forces

ALLIES

Drago warily trusts Janera of the Heath and considers her his partner.

ENEMIES

Drago fears no living being.

RECRUITING TACTICS

Drago has one way of recruitment. When the PCs enter his land, he creates a goon squad to capture or kill them. He forgets those who are killed, and conscripts those who are captured. But if they defeat the goon squad, Drago will send Agis (level 4 fighter wielding two Kitqizi), leader of the Bloodlands clerics, to recruit them to his side.

MEANS OFFERED

If the PCs impress Drago, he offers them roles in his army. Unlike some Scorn Lords, he insists they begin as grunts to prove themselves. With impressive skill they can quickly rise in rank, for Drago's army currently lacks leadership.

DEATH STROKE

Killing Drago permanently reduces the hit points of all onlookers by 1 Hit Die, except the killer who gains the Toxic Tones Scorn Power, usable once per day. Killing him also damages the Scorn Lands' protective shield, allowing Chaos Storms every Thursday.

GRUOCH DONAN

Level 10 Scorn Lord

Armor Class 0 [19] (pangolin plate + shield)

Hit Points 43

Attacks 1 x psionic power

THACO 12 [+7]

Movement Rate 60' (20')

Saves D6 W6 P7 B7 S4

Alignment Chaotic

STR 15 **INT** 17 **WIS** 20 **DEX** 13 **CON** 14
CHA 16

Items Rod of Cancellation d12 charges (drains all magic from an item hit with an attack roll against AC 9 [10], or appropriate AC), Potion of Healing (3).

APPEARANCE

Her hair is long and red. Each morning she paints her face in elaborate blue and black galaxy patterns. She wears animal furs tied together with a rams head skull about her waist. She is 5 feet tall and heavily muscled.

PERSONALITY

Gruoch Donan is, put simply, a cheapskate. Of all the Scorn Lords, she spends the least on her forces and lives in what amounts to

a glorified hovel. She's not poor; she just resents spending money.

ABILITIES

Scorn Power: Spriggan

Once per day, Gruoch Donan can triple in size and hit points. In this giant form, she can smash opponents with her fist (d20 damage) or her head (2d12).

Scourge

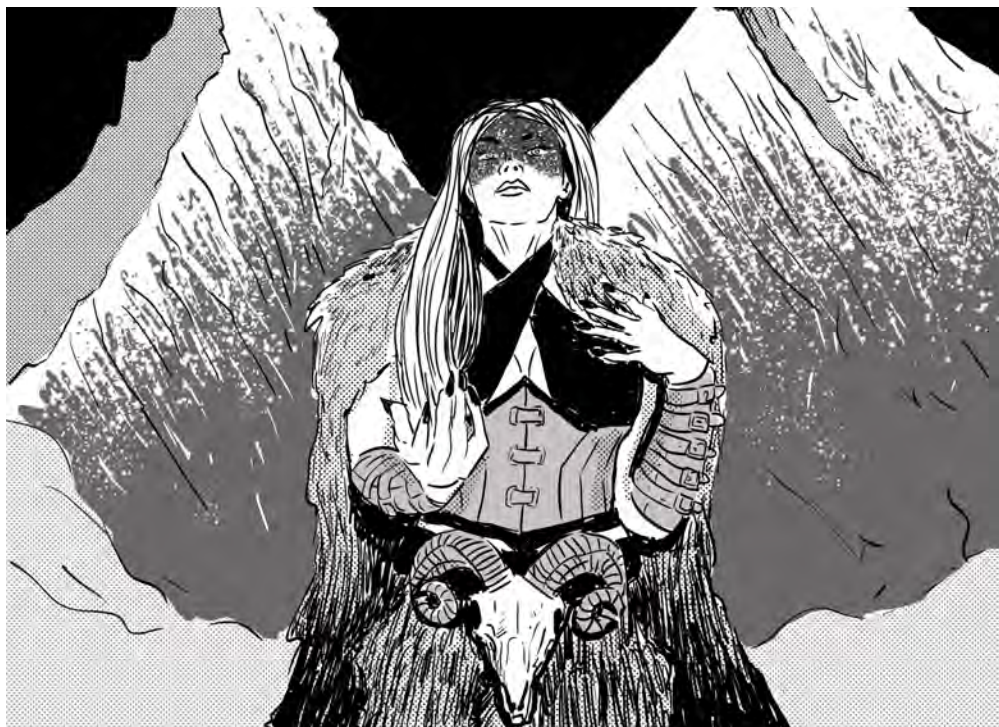
Gruoch Donan can say "No you didn't" to cancel any attack or ability. The first 3 uses each day are free, additional uses cost her 1 hit point each.

WEAKNESS

Greed. Gruoch Donan easily succumbs to bribes or presents.

ENVIRONMENT

The smallest Scorn Lord domain, yet the most defensible. Donan lives in Shinsclave, a high altitude mountain valley sparkling with waterfalls. Its lush green pastures are dotted with stone cottages, among high plateaus, freezing mountainside lakes, and grassy tussocks. These lands are relatively peaceful, difficult to enter and jealously guarded by their residents. Wogsalg, its capital, roils with the menace and violence of drunken marauders.



Alternate Encounter Table – Roll 1d20 (roll every 8 hours of travel).

Roll	Result
1	Nomad shepherding a dozen mountain sheep (no broggers)
2	A mentalist warlord leading 1d6 chained, disgruntled nega mages
3	Kaldane in a chariot led by 1d8 war goats
4	Skulking merchant selling knives and 3 contraband flasks of worm honeydew
5	1d12 wasteland refugees fleeing into the mountains
6	Marauder carrying an unconscious nexus bard
7	Two exhausted gladiators , hacking at each other
8	1d10 sheep/broggers , in a field
9	3d20 sheep/broggers , on a lake shore
10	A burbling mountain oasis. PCs who dunk their heads in gain 1d4 Charisma
11	1d4 marauders hidden underground, hunting travelers for food and water
12	Crofter's cottage with 3 days of fresh bread, a churn of fresh butter, a friendly dog and no humans whatsoever
13	Idyllic castle, home to Lady Lomond's band of 7 nega mages . Most nega mages live alone, but here seven of them have banded together under the leadership of Lady Lomond in a pale reflection of the Scorn Lords. Though they plot to overthrow the Scorn Lords, they are but children playing games and their machinations merely amuse the Scorn Lords.
14	A noble unicorn resting in a glade, lit by a purple sky filled with bright green lights
15	A sandy lake, where 1d6 monster honchos birdwatch
16	Primeval oak forest, teeming with animals (antelope, aurochs, bears, badgers, etc.)
17	The Bone Mountains' highest peak, Mt Siven Neb, home to a prophetic holy man who only tells the truth every third time
18	A small honeydew distillery, serving the finest vintages
19	Sgarbach, a high cliff dotted with rare sapphire berries
20	1d100 sheep/broggers , in a forest

MINIONS

Broggers. Every grassy plain holds a few dozen sheep, but 1 in every 4 sheep is a brogger. Though similar to sheep in appearance, broggers are creatures warped by Meatlandia's Chaos Storms. Some wandered here, where they have been multiplying ever since.

Broggers AC 9 [10], **HD** 1hp, **Att** 1 × head butt (1d10) or special, **THAC0** 19 [0], **MV** 30' (10'), **SV** D12 W13 P14 B15 S16 (1), **ML** 4, **AL** Neutral, **XP** 35, **NA** 6d6, **TT** NA, **PSI** NA

► **Highly Volatile:** Touching a brogger causes it to messily explode (d10 damage in a 6' radius) and triggers a random effect (see monster entry on page 75 for more information).

ARMY STRENGTH

Gruoch Donan can marshal the following forces, defensively if at all possible:

- 100 men-at-arms
- 800 marauders, astride war goats and dehorned unicorns

ALLIES

Gruoch Donan works at times with Argon the Noble. They have concocted wild schemes but neither has the power to pursue them.

ENEMIES

She fears her neighbor Drago and frets about the day they will clash. She's terrified of Uther of the Wyrn and is desperate to find help assassinating him.

RECRUITING TACTICS

A gladiator riding a dehorned unicorn will bear her summons.

MEANS OFFERED

Gruoch Donan accepts (perhaps even expects) service from the PCs, but will not grant any rewards or favors. She only wants help assassinating Uther. If pressed she will agree to any terms, but not in good faith.

DEATH STROKE

Killing Gruoch Donan permanently reduces the hit points of all onlookers by 1 Hit Die, except the killer who gains the Spriggan Scorn Power, usable once per day. Killing her also damages the Scorn Lands' protective shield, allowing Chaos Storms every Friday.

JANERA OF THE HEATH

Level 10 Scorn Lord

Armor Class 5 [14] (chainmail + shield)

Hit Points 32

Attacks 1 × sword (1d8) or 1 × spell

THACO 12 [+7]

Movement Rate 60' (20')

Saves D6 W6 P9 B7 S4

Alignment Chaotic

STR 10 **INT** 9 **WIS** 15 **DEX** 10 **CON** 11

CHA 17

Spells Read Magic, Shield, Sleep, Detect Evil, Detect Invisible, Lightning Bolt, Protection from Evil 10' radius (MU), Protection from Normal Missiles, Charm Monster, Massmorph, Wizard Eye, Feeblemind, Hold Monster

Items Potion of Giant Strength, Ring of Weakness, Protection Scroll (Protection from Elementals)

APPEARANCE

Her skin is a soft blue, her eyes a yellow nimbus and her lips a full red to match. She wears voluminous red robes and stands nearly 6 feet tall.

PERSONALITY

Janera is outwardly friendly and charming, the facade hiding an amoral and manipulative core. She craves power and respect above all else.

ABILITIES

Scorn Power: Bleeds Darkness

From her every wound flows a billowing darkness. If she is outside, about 15 feet will be covered. If inside, her darkness fills any room. If she loses 10 hit points, only magic can pierce the darkness. If she loses 20 hit points, all present must **save vs spells** or be permanently blinded by the darkness. If she loses 30 hit points, all present must **save vs breath weapon** or be subsumed by the darkness, becoming a patch of darkness themselves.

Scourge

Janera can say “No you didn’t” to cancel any attack or ability. The first 3 uses each day are free, additional uses cost 1 hit point each.

WEAKNESS

Rumination. Her preference for scheming and reliance on complex plans makes her passive and slow to react when surprised.



ENVIRONMENT

Janera's lands are just south of the northern mountains. Its bleak vistas and grim heaths only tolerate spiky dull yellow gorse, gray saltbrush and withered trees. Though foreboding and harsh, this land holds some of the Scorn Lands' largest villages and sees semi-frequent travel. Due to coastal proximity the weather is cooler and frequently misty, but no one lives too close to the sea, fearing the barren elves and their night time raids. Thus her capital, Scorn Town, is ringed by great obsidian walls.

Alternate Encounter Table – Roll 1d20 (roll once every 8 hours of travel)

Roll	Result
1	Foreboding oasis
2	Haunted village
3	Friendly caravan
4	1d12 weary refugees sleeping upon a withered heath
5	Wounded myrmeke with a map to the Bone Fortress
6	1d4 raging demon dogs
7	Scattered tombs
8	1d3 diseased vultards
9	Mother basilisk and 1d4 babies
10	3d4 witches of the heath living in small caves and crude huts—their hints are cryptic but always contain some truth
11	Saltbrush flats
12	Rolling hills with withered trees
13	Thick mist for 1d4 hours
14	A starving jathrax
15	1d8 marauders hidden underground, hunting travelers for food and water
16	Insect swarm
17	1d8 raiding barren elves
18	1d4 greedy bone collectors
19	1d8 demon dogs
20	Oasis

MINIONS

Demon Dogs AC 6 [13], HD 4+1* (19hp), Att 1 × bite (1d6 + infectious bite)* or 1 x psionic power, THACO 15 [+4], MV 150' (50'), SV D12 W13 P14 B15 S16 (2), ML 10, AL Chaotic, XP 125, NA 1d4 (2d4), TT NA, PSI 1d4+4 PSPs, Psychic Overload

►**Infectious Bite:** Anyone bitten must **save vs spells** or change into a Demon Dog. If there is a cure, it is only known to the Sages of the Bone Mountains. Characters thus transformed will retain their mind for 1d20+7 days before succumbing to the horror of becoming an NPC.

ARMY STRENGTH

Janera can marshal the following forces:

- 500 men-at-arms
- 3000 peasant levy
- 300 demon dogs
- 66 witches of the heath

ALLIES

Janera is tenuously allied with Rabid Jack. She doesn't trust him, but she believes she can manipulate him. She has a long-standing alliance with Drago. These two are close as any two Scorn Lords can be (i.e., not very).

ENEMIES

Janera fears Uther of the Wyrms, particularly his whisperlings.

RECRUITING TACTICS

Janera will endeavor to have the PCs brought to her stronghold. If need be, she will meet them on the heath disguised as a raggedy herb woman. As long as she believes herself to be respected, she will live up to her terms.

Janera Recruiting Table – Roll 1d4

Roll	Result
1	She offers the PCs spouses of the highest caliber
2	She offers 1d4 x 100 gp to each PC
3	She offers courtly titles and positions
4	She offers a unicorn horn spear

MEANS OFFERED

If the PCs impress Janera, she offers one of the following:

Janera Offer Table – Roll 1d4

Roll	Result
1	Lead a squad of 4 gladiators
2	Join her personal guard
3	Attaché to the witches of the heath
4	Leader of the Wild Hunt (10 demon dogs)

DEATH STROKE

Killing Janera permanently reduces the hit points of all onlookers by 1 Hit Die, except the killer who gains the Bleeds Darkness Scorn Power, usable once per day. Killing her also damages the Scorn Lands' protective shield, allowing Chaos Storms every Monday.

LU BU

Level 10 Scorn Lord

Armor Class 4 [15] (chainmail + shield)
Hit Points 42
Attacks 1 × bamboo spear (1d8+2) or 1 × spell
THAC0 12 [+7]
Movement Rate 100' (33')
Saves D6 W6 P9 B7 S4
Alignment Chaotic
STR 16 **INT** 16 **WIS** 16 **DEX** 16 **CON** 16
CHA 16
Spells Detect Magic (MU), Floating Disc, Read Languages, Mirror Image, Web, Wizard Lock, Fire Ball, Fly, Growth of Plants, Hallucinatory Terrain, Remove Curse (Curse), Feeblemind, Magic Jar
Items Bag of Holding, Rope of Climbing

APPEARANCE

Lu Bu has skin the color of a ripe tangerine and is completely bald. One of his eyes is black, the other a piercing blue. He often wears a toga or a hooded cloak and he carries a staff topped with an elaborate geometric design. He is 5'10" tall.

PERSONALITY

Not much is known of the Sage of the Bone Mountains. Some say he is the closest to a neutral Scorn Lord, others say his kindness is a mask hiding an evil soul. He grants elaborate gifts to those who amuse him and, unique among Scorn Lords, he highly values the life of his majordomo Lady Versimage.

ABILITIES

Scorn Power: Outer Alchemy

Lu Bu may summon d12 flying demon heads. They have razor sharp metal teeth that can chew through any material.

Flying Demon Heads AC 3 [16], HD 3 (11hp), Att 1 x bite (d12 damage), THAC0 10 [+9], MV 120' (40'), SV D12 W13 P14 B15 S16 (2), ML 10, AL Chaotic, XP 75, NA 1d12, TT NA, PSI NA

Scourge

Lu Bu can say "No you didn't" to cancel any attack or ability. The first 3 uses each day are free, additional uses cost 1 hit point each.



WEAKNESS

Unknown.

ENVIRONMENT

Lu Bu resides in the Bone Mountains, just above the Scorn Lands' eastern flank. This is a land of wandering war goats, immense monochromatic bamboo groves, craggy mountain peaks and deep gorges filled with glittering rivers. Those untrained in mountain climbing will have difficulty navigating the narrow mountain paths and high altitude passes. His capital is Zhen Town.

Alternate Encounter Table – Roll1d20 (roll once every 8 hours of travel)

Roll	Result
1	1d8 avaricious bone collectors
2	1d4 myrmeke carrying a treasure chest of 1d6 x 100 gold
3	A pair of child scavengers carrying jewels and the head of a nega mage
4	Hermit (50% chance Lu Bu in disguise)
5	Taciturn kaldane hunter
6	Wounded worm warden
7	1d12 Bone Mountain witches who worship death name worms
8	1d4 curious shadaxion
9	1d12 wary shadaxion in a monochromatic bamboo grove
10	Deep well—first to jump in gains a random psionic power
11	Warren full of plotting kaldane
12	A dozen war goats grazing in a high altitude pasture
13	1d8 Bone Mountain witches desperate for water
14	A valley of eternal springtime, filled with pink cherry blossoms, yellow flowers and several wicker basilisks
15	A field of large boulders—one hides a cave of 1d6 refugees
16	A deep, fast-flowing river that must be crossed—on the other side lives a basilisk
17	1d10 monster honchos with tame war goats offer portorage to any destination within the Bone Mountains, for 50 gp/person (if accepted, the PCs travel safely to their destination)
18	Beautiful stunning mountain views—all PCs roll with advantage today
19	A worm warden tied to a tree, being tortured by a nega mage
20	1d4 shadaxion who briefly accompany and defend the PCs

MINIONS

Shadaxion AC 6 [13], HD 4* (18hp), Att 2 × claw (1d3) or 1 × bite (1d6) or 1 x psionic power, **THAC0** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 75, **NA** 1d4, **TT** NA, **PSI** 2d6 PSPs, Empathy, Hypnosis, Telepathy

►**Immunity:** They can only be hurt by staves or arrows made from bamboo grown from their own valley.

ARMY STRENGTH

Lu Bu can marshal the following forces:

- 3000 men-at-arms
- 8000 peasant levy
- 1d100 Bone Mountain witches, accompanied by as many worm wardens
- 500 shadaxions
- 600 kaldane mounted on rykors

ALLIES

None.

ENEMIES

Lu Bu fears Uther of the Wyrms.

RECRUITING TACTICS

Lu Bu Recruiting Table – Roll1d4

Roll	Result
1	Lady Versimage will arrive bearing summons to Zhen town
2	A wizened old man diffidently approaches to inform them the Sage wishes to see them
3	He will hold court on the day the adventurers arrive at Zhen town
4	He will approach the PCs as himself

MEANS OFFERED

If the PCs impress Lu Bu, he offers one of the following:

Lu Bu Offer Table – Roll1d4

Roll	Result
1	Join a group of Bone Mountain witches to raid Uther's lands
2	Lead a group of dirty scavengers to sabotage Drago's forces
3	Join a kaldane hunter in clearing out a warren
4	Join monster honcho cavalry (mounted on shadaxions) to raid Janera of the Heath's distant lands

DEATH STROKE

Killing Lu Bu permanently reduces the hit points of all onlookers by 1 Hit Die, except the killer who gains the Outer Alchemy Scorn Power, usable once per day. Killing him also damages the Scorn Lands' protective shield, allowing Chaos Storms every Saturday.

RABID JACK

Level 10 Scorn Lord

Armor Class 2 [17] (chainmail+3)
Hit Points 52
Attacks 2 × claymore (1d10+3)
THAC0 12 [+7]
Movement Rate 60' (20')
Saves D6 W6 P9 B7 S4
Alignment Chaotic
STR 18 **INT** 11 **WIS** 9 **DEX** 17 **CON** 18
CHA 14
Items Barren Elf Boots (wearer moves silently), Barren Elf Cloak (wearer can only be spotted on a 1-in-6, attacking renders them visible for 1 turn), Sentient Sword Ruingiver
▶**Ruingiver:** +1 Sentient Sword (**INT** 10, **Ego** 10, **Communication** Speech, **Language** Alignment Tongue + 5, **AL** Lawful, **Sensory Powers** Detect Shifting Architecture, Detect Traps, See Invisible Objects, **Enchantment** +1, **Cascading Damage:** Roll 1d4 for first successful attack, then 1d6, then 1d8, then 1d12, then 1d20, then 1d100. However, targets who survive a hit gain a permanent bonus of 1d4 per hit survived, added to their damage rolls forevermore)

APPEARANCE

His clammy skin is deathly pale and he is clad in mismatched chitinous armor from unknown sea creatures. He wears a face-plate that looks like a skull, covering his head but for his rainbow mohawk emerging from the top. He is almost 10 feet tall.

PERSONALITY

A madman prone to fits of rage or unsurpassed joviality.

ABILITIES

Scorn Power: Blood Rage

Rabid Jack gets stronger when he takes damage. Each hit point of damage grants him +1 to his damage rolls (e.g. if he has taken 20 damage, he adds +20 to his strength and other bonuses when he hits).

Scourge

Rabid Jack can say “No you didn’t” to cancel any attack or ability. The first 3 uses each day are free, additional uses cost 1 hit point each.

WEAKNESS

Distant. He is removed from the mainland and though powerful on the islands, loses much of his power when forced to the mainland. His barren elves grumble about being used solely as raiders.

ENVIRONMENT

Rabid Jack alone lives away from the mainland, on the Islands Zealous. He travels from his Mad Palace (on the smaller northern island) to his Joyful Fortress in the City of Joy (on the larger southern island) as the mood strikes him. Both islands are similar geographically, featuring small sandy inlets lined with obsidian shelves, and volcanic interiors with many geysers and hot springs. The air constantly smells of sulfur. No humans live here, in the abode of the barren elves.

Alternate Encounter Table – Roll 1d20 (roll once every 8 hours of travel, 1-10 on islands, 11-20 at sea)

Roll	Result
1	1d4 marauders hidden underground, hunting travelers for food and water
2	Corrupted nega mage
3	1d6 ruthless vultards
4	Aggressive monster honcho
5	1d4 vile fades
6	1d20 boiling hot spring pools
7	Oasis
8	1d12 raiding barren elves
9	Rocky shore
10	Empty sand bar
11	Savage sea creature
12	Giant hawk
13	Empty sea cave
14	1d8 pirates (as marauders)
15	Giant squid
16	Giant toad
17	A myrmeke recklessly swimming away from a hungry sea creature
18	1d6+1 saltwater termites
19	Dead whale floating on the sea
20	1d6 rafts brimming with 2d20 barren elves returning from a raid with 2d6 captives of all ages



MINIONS

Barren Elves AC 5 [14] (hardened kelp mail + shield), **HD** 3 (10hp), **Att** 1 × hand axe (1d6) or 1 × spell, **THAC0** 17 [+2], **MV** 60' (20'), **SV** D10 W11 P11 B13 S12, **ML** 5, **AL** Neutral, **XP** 25, **NA** 1d6, **TT** T, **PSI** 2d6 PSPs, Domination, Psychic Force Field, Sensory Override, **Spells** Charm Person, Detect Magic (MU), Phantasmal Force

►**Magic Drain:** A successfully hit target permanently loses 1 spell and 1 Hit Die of Intelligence for magic-users or Wisdom for clerics. A magic-user or cleric drained of all spells ceases to live.

ARMY STRENGTH

Rabid Jack can marshal the following forces:

- 1200 barren elves
- 300 meat mages captured from Meatlandia
- 100 corrupted worm wardens

ALLIES

Rabid Jack is allied with Janera of the Heath. He indulges her self-confidence to manipulate her.

ENEMIES

Rabid Jack would not admit it to any living person, but he fears Uther of the Wyrms. Whisperlings are killed on sight in his lands.

RECRUITING TACTICS

Rabid Jack will not hire the adventurers. He trusts no one save Blight, leader of the barren elves.

DEATH STROKE

Killing Rabid Jack permanently reduces the hit points of all onlookers by 1 Hit Die, except the killer who gains the Blood Rage Scorn Power, usable once per day. Killing him also damages the Scorn Lands' protective shield, allowing Chaos Storms every Wednesday.

UTHER OF THE WYRM

Level 10 Scorn Lord

Armor Class 4 [15] (chainmail + ring)

Hit Points 62

Attacks 1 × Short Spear of the Wyrms (1d10)

THAC0 12 [+7]

Movement Rate 60' (20')

Saving Throws D2 W3 P4 B4 S6

Alignment Chaotic

STR 18 **INT** 13 **WIS** 14 **DEX** 15 **CON** 17

CHA 5

Items Potion of Diminution, Ring of Protection +1, Staff of Snakes, Treasure Map

► **Short Spear of the Wyrms:** Plunge this spear into someone's heart to suck out their soul and fill the weapon with terrible power. Only 1 soul can be stored at a time, empowering it proportionately with the victim's power. It currently houses the soul of Belinda Blood, one time leader of the worm witch rebellion.

APPEARANCE

His skin is mottled and patchy and gray. He has seven wounds in his chest that never heal. From under his wide-brimmed hat and beneath his iron mask, his eyes emit vapor. His height and weight are seemingly mutable and he's been reported to be many different sizes.

PERSONALITY

Philosophical and fey, Uther of the Wyrms suffers in turns from crippling ennui and overwhelming righteousness. Almost catlike in potential cruelty and fickleness, he is a victim of his own overwhelming passion.

ABILITIES

Scorn Power: Gravity Bomb

Uther of the Wyrms can turn off gravity for all and everything within 30' for 1 minute. Applying force (to objects, or by attempting to move) causes them to float away. Uther wears bone boots that can magically mesh to his fortress' bone floors, so is unaffected in that environment.

Scourge

Uther can say "No you didn't" to cancel any attack or ability. The first 3 uses each day are free, additional uses cost 1 hit point each.



WEAKNESS

Guilt. Fell in love with worm witch leader Belinda Blood when he traveled to Annalida and acquired his spear. He killed her anyway and now suffers from great fits of guilt and melancholy for the first time in his life.

ENVIRONMENT

In the heart of the Bone Mountains, over three dangerous passes, lies the Bone Fortress. In this harsh volcanic land of boiling pits of steaming yellow gas, massive pillars of obsidian and forests of petrified trees, Uther of the Wyrms has made his home. His fortress is nigh impregnable, with high walls made of bone and obsidian fused together.

Alternate Encounter Table – Roll1d20 (roll once every 8 hours of travel)

Roll	Result
1	An enormous malevolent basilisk , triple the usual size, whose only joy in life is creating more statues
2	1d20 gladiators seeking glory by killing whisperlings
3	Hardy kaldane rykor breeder
4	Xenophobic Bloodlands cleric
5	1d6 Chaos Storm raiders , led by a level 4 nexus bard named Ginny Jarth (AC 5 [14] (chainmail + shield), HP 20, Att 1 × war hammer (1d6-1) or 1 × spell, THAC0 19 [0], MV 60' (20'), SV D11 W12 P14 B16 S15, AL Chaotic, STR 7 INT 13 WIS 13 DEX 8 CON 13 CHA 9, 3 Chaos Charges)
6	Long path of broken sharp obsidian (movement halved), beneath which lurk 1d3 mrain boles
7	Statues of humanoids and kaldane in motion, scattered around pits of steaming yellow gas
8	A perfectly smooth obsidian pillar, 65' high, with a pile of 1d100 gp on top
9	1d3 hungry jathrax lurking within a forest of petrified trees
10	A monster honcho riding a war goat at full speed, fleeing Dyngel, a sadistic nega mage who is 5 minutes behind
11	A dozen fades on a sacred quest that they allude to but will not specify
12	A cloaked woman (Lucy, level 4 mentalist) riding a unicorn through a distant valley
13	A copse of petrified trees—beneath one is a seemingly empty cache
14	Kaldane hunter cooking a campfire meal, next to a pyramid of 1d100 kaldane bodies
15	1d6 occupied vultard nests atop obsidian pillars, each 30'-130' tall
16	A thicket of petrified trees surrounds a hollowed out obsidian pillar, the lair of 5d4 basilisks
17	1d6 whisperlings
18	1d8 whisperlings
19	1d10 whisperlings
20	1d4 Bone Fortress guardians

MINIONS

Whisperlings AC 2 [17], HD 4*** (18hp), Att Special (Clap or Glare), THAC0 12 [+7], MV 120' (40'), SV D10 W11 P12 B13 S14 (4), ML 12, AL Chaotic, XP 650, NA 2d6, TT L, PSI NA

- **Baleful Glare:** Small creatures **save vs petrification** or are instantly mummified, human sized creatures save or a limb withers and dies.
- **Clap Attack:** The whisperling softly claps its hands together. The target must **save vs spells** or be knocked 10' back with rib-crushing force (take 1d2 damage and make all rolls with disadvantage until healed).
- **Construct:** Can re-attach their limbs.

ARMY STRENGTH

- Uther can marshal the following forces:
- 10,000 men-at-arms
 - 1000 whisperlings
 - 50 Bone Fortress guardians

ALLIES

Uther of the Wyrms currently has no allies, though he has sent emissaries to Drago, Rabid Jack and Argon the Noble. He wants to unite the Scorn Lords and remove the Meat Lord from power. He will not stab another person with his spear until he reaches the Meat Lord personally. One way or another, he plans to attack Meatlandia before the year is out.

ENEMIES

He fears no one.

RECRUITING TACTICS

If Uther encounters the PCs, he will offer them a place in his forces. He has no intended use for them other than as shock troops and dreadnaught fodder.

MEANS OFFERED

He offers good rates: 20 gp a week.

DEATH STROKE

Killing Uther of the Wyrms reduces the hit points of all onlookers by 1 Hit Die, except the killer who gains the Gravity Bomb Scorn Power, usable once per day. Killing him also damages the Scorn Lands' protective shield, allowing Chaos Storms every Sunday.

SCORN LANDS BESTIARY

*What is that sound high in the air
Murmur of maternal lamentation
Who are those hooded hordes swarming
Over endless plains, stumbling in cracked earth*
—Excerpt from *The Waste Land* by T.S. Eliot



BARREN ELF

Long-limbed creatures of nightmare who survive by sniffing out magic and eating it. Before feeding, their faces are featureless white blanks. After, they temporarily adopt the features of their victims for 24 hours. Only with features can they feel joy or happiness, thus they are constantly raiding.

The magic of older magicians tastes rotten, so barren elves seek out young clerics and magic users. Some even cultivate friends among the magical as emergency batteries. For this reason, no humans (except slaves) live on the islands and the elves raid the mainland ever more.

Armor Class 3 [16] (hardened kelp mail + shield)

Hit Dice 2* (10hp)

Attacks 1 × hand axe (1d6) or 1 × spell or 1 × psionic power

THACO 17 [+2]

Movement Rate 60' (20')

Saving Throws D10 W11 P11 B13 S12

Morale 5

Alignment Neutral

XP 25

Number Appearing 1d6

Treasure Type T

Psionic Ability 2d6 PSPs, Psychic Force Field, Sensory Override, Domination

Spells Charm Person, Detect Magic (MU), Phantasmal Force

► **Magic Drain:** A successfully hit target permanently loses 1 spell and 1 Hit Die of Intelligence for magic-users or Wisdom for clerics. A magic-user or cleric drained of all spells ceases to live.



BLOODLANDS CLERIC

Clerics hailing from the nearby Bloodlands. They worship by spilling copious amounts of blood, which they consider an essential balm, restoring balance to the earth. They are jolly and convivial, especially during bloodshed, unless it is their own (which they heal with magic). They justify their hypocrisy saying they must survive to spill more blood.

Armor Class 6 [13] (leather armor + shield)

Hit Dice 2*** (7hp)

Attacks 1 × kitqiz (1 + special) or 1 × spell

THACO 19 [0]

Movement Rate 90' (30')

Saving Throws D11 W12 P14 B16 S15

Morale 6

Alignment Neutral

XP 30

Number Appearing 1d4

Treasure Type S

Psionic Ability None

Spells 3 random cleric spells, one at 1st, one at 2nd, one at 3rd level

► **Kitqiz:** A club or tree branch lined with razors, sanctified in moldering pits of congealed blood. If hit by such a cursed weapon, **save vs poison** or pass out from the pain. It does 1 damage.

► **Meat Man Transmutation.** Bloodlands clerics have 1d4 of the following transmutations: **Fleshplate** (2 damage resistance against all attacks), **Haste** (doubled movement and number of attacks), **Alter Environmental Structure** (survive in the wasteland), **Invisibility** (turn invisible at will).

BONE COLLECTORS

Esoteric humanoid creatures with beetle heads, and three, four, or five arms. With their long serrated tongues they taste the wasteland air, collecting bones of fallen creatures. Many dress in animal furs or outfits made of human skin. They don't always have the patience to ambush their opponents, but they are always opportunistic and only attack those obviously weaker than them. With their collected bones they create large structures in the mountains where they perform obscene rituals.

Armor Class 6 [13] (Reaver armor)

Hit Dice 4* (13hp)

Attacks 1 × moondagger (1d4 + special*) or
1 × psionic power

THAC0 19 [0]

Movement Rate 60' (20')

Saving Throws D8 W9 P10 B13 S12

Morale 4

Alignment Chaotic

STR 16 **INT** 10 **WIS** 10 **DEX** 5 **CON** 13 **CHA** 9
XP 125

Number Appearing 1d10+1

Treasure Type Q

Psionic Ability 1d6 PSPs, Alter Aura, Tower of Iron Will, Telepathy

- **Moondagger:** Used at night, this dagger pierces to the bone, dealing 1 point bleeding damage for the next 1d4 rounds.
If pierced by 3 moondaggers at once, **save vs spells** or instantly die and wither into a skeleton.



BONE FORTRESS GUARDIAN

Fearsome creatures of bone fused to obsidian. Humanoid in shape, they stand 8-10' tall and are utterly subservient to their creators. Their featureless faces are a jumble of shapes, like an incomplete puzzle, and their thin bodies are deadly sharp, all spikes and angles.

Armor Class -2 [21]

Hit Dice 4*** (18hp)

Attacks 2 × puncture (1d8)

THAC0 16 [+3]

Movement 30' (10')

Saving Throws D10 W11 P12 B13 S14 (4)

Morale 11

Alignment Neutral

XP 175

Number Appearing 1

Treasure Type None

Psionic Ability None

- **Mundane Damage Immunity:** Unaffected by mundane weapons.
- **Spell Immunity:** Unaffected by sleep spells.
- **Puncture:** Their whittled bone appendages can puncture anything—targets are considered armorless (though Dexterity bonuses still count).

BROGGER

Though similar to sheep in appearance, broggers are creatures warped by Meatlandia's Chaos Storms before wandering into the Scorn Lands. The effects triggered by touching a brogger are permanent unless otherwise stated, though the witches of the heath may know a cure.

Armor Class 9 [10]

Hit Dice 1hp*

Attacks 1 × head butt (1d4) or by special

THACO 19 [+0]

Movement 30' (10')

Saving Throws D12 W13 P14 B15 S16 (1)

Morale 4

Alignment Neutral

XP 35

Number Appearing 6d6

Treasure Type None

Psionic Ability None

► **Highly Volatile:** Touching a brogger causes it to messily explode (d10 damage in a 6' radius) and triggers an effect as determined below:



Brogger Effect Table – Roll1d20

Roll	Result
1	The PC falls in love with the next person they see wearing a hat
2	The PC becomes cripplingly itchy for 1d4 hours—gain relief by stripping off all armor and clothes
3	The PC wants nothing but to play a sport as soon as possible
4	The PC can no longer get drunk from alcohol
5	The PC grows hedgehog-like spikes from their back, destroying their backpack and its contents but improving AC by 2
6	The PC's body will grow thick luxurious wool forever more
7	The PC grows awesome-looking ram horns out of their skull
8	The PC's hair and beard (if appropriate) grows down to their feet
9	The PC gets drunk from drinking any clear liquid
10	The PC cannot rest until they have eaten their body weight in butter
11	The nearest PC can now transform into a sheep once per day
12	The nearest PC gains a random mental power
13	The nearest PC gains a random 1st level spell
14	The nearest PC gains a random 2nd level spell
15	The explosion leaves behind a small red cap which, while worn, reduces the PC to 3' tall with a thick white beard and fire-red eyes
16	The explosion leaves behind a wicker necklace bearing a dried thistle which, while worn, grants an OSR feat (see <i>Old School and Cool</i> vol. 1)
17	A wooden club spills out of the brogger's innards
18	A 100' rope made of maiden's hair spills out of the brogger's innards
19	Three bags full of treasure spill out of the brogger's innards; each contains 1d1000 gp
20	One random magic item (see <i>OSE Classic Fantasy</i>)

CHITIN GOLEM

Constructs made of discarded insect chitin. They appear to assemble spontaneously, it is unknown if an intelligent force is behind their assemblage, but these creatures are far from mindless. They are seen traveling at great speeds, digging pits in barren lands and collecting materials. They are very territorial and secretive.

Armor Class 1 [19]

Hit Dice 10* (45hp)

Attacks 2 x fist (1d12)

THAC0 9 (+10)

Movement Rate 90' (30')

Saving Throws D5 W7 P8 B8 S6

Morale 11

Alignment Neutral

XP 2,600

Number Appearing 1d4

Treasure Type None

Psionic Ability None

► **Damage Immunity:** Unharmed by slashing and piercing weapons.

CORVIDS

Huge flocks of ravens, crows, rooks, treepies and nutcrackers. They fly overhead, scouting the lands for their master, the Scorn Lord Argon. They appear overhead once per day when traveling in Argon's lands.

Armor Class 6 [13]

Hit Dice 1 (2hp)

Attacks 1 x bite (1d2)

THAC0 18 [+1]

Movement 30' (10'), Flying: 180' (60')

Saving Throws D12 W13 P14 B15 S16 (1)

Morale 8

Alignment Neutral

XP 20

Number Appearing 1d100

Treasure Type None

Psionic Ability None

DEMON DOG

Whether called devil dogs, demon dogs or imp hounds, these canines resemble wolves with smaller and shorter legs, a shorter tail, a more elongated torso and a narrower muzzle. Their coats are uniformly dark tawny beige but their five glowing red eyes give them their name. Their powerful jaws and high intelligence make them ideal pets and familiars for the witches of the heath.

Armor Class 6 [13]

Hit Dice 4+1* (19hp)

Attacks 1 x bite (1d6 + special)* or 1 x psionic power

THAC0 15 [+4]

Movement 150' (50')

Saving Throws D12 W13 P14 B15 S16 (2)

Morale 10

Alignment Chaotic

XP 125

Number Appearing 1d4 (2d4)

Treasure Type None

Psionic Ability 4+1d4 PSPs, Psychic Overload

Collective Noun: Bray

► **Infectious Bite:** Anyone bitten must **save vs spells** or change into a demon dog. If there is a cure it is only known to the sages of the Bone Mountains. Characters thus transformed will retain their mind for 1d20+7 days before succumbing to the horror of becoming an NPC.



DINOSAUR

The Chaos Shield draping the Scorn Lands preserves more than just the Scorn Lords—creatures long-since lost to the rest of Meatlandia flourish in this harsh land. The following dinosaurs can be found throughout the Scorn Lands:

Allosaurus. Massive carnivores, 10' tall at the shoulder, 40' in length and weighing 2-3 tons. The allosaurus has a hugely powerful jaw, and wicked claws on its small forelimbs and massive back legs.

Ankylosaurus. Heavily armored dinosaurs, about 8' feet tall and 20' long, and up to 8 tons in weight. They are armed with a club-like tail that they can swing with great ferocity.

Austroraptor. Large bipedal dinosaurs, austroraptors can range from 5-7' in height, 15-20' in length and 500-700 pounds in weight. They make good use of their powerful hind legs, enormous claws and vicious bite.

Dimetrodon. Quadrupedal predators, typically 12' long and 500 pounds in weight. They feature a spiny sail on their backs and will attack by biting with their powerful jaws.

Triceratops. Triceratops stand 10-14' tall and 26-36' long, and weigh 10-15 tons. They are incredibly powerful and will most often attack by charging with their 3 massive horns.

Plesiosaurus. Large marine reptiles, ranging 12-15' in length. They haunt the coastal shallows, move at incredible speed and attack with razor sharp teeth.

	Allosaurus	Ankylosaurus	Austroraptor
Armor Class	5 [14]	0 [19]	6 [13]
Hit Dice	13 (58hp)	7 (31hp)	4 (18hp)
Attacks	1 × bite (4d6) or 2 x claws (2d8)	1 × tail (2d6)	1 × bite (1d6) or 1 x kick (2d4)
THAC0	10 [+9]	13 [+6]	16 [+3]
Movement	150' (50')	60' (20')	150' (50')
Saving Throws	D4 W5 P6 B5 S8	D8 W9 P10 B10 S12	D10 W11 P12 B13 S14
Morale	9	6	9
Alignment	Neutral	Neutral	Neutral
XP	1,350	450	75
Number Appearing	1d4	2d6	3d6
Treasure Type	V	None	None
Psionic Ability	None	None	None
	Dimetrodon	Triceratops	Plesiosaurus
Armor Class	7 [14]	4 [15]	6 [13]
Hit Dice	7 (31hp)	20* (90hp)	16 (31hp)
Attacks	1 × bite (2d8)	3 × horns (1d8, 2d8, 2d8)	1 × bite (4d6)
THAC0	15 [+4]	6 [+13]	8 [+11]
Movement	120' (40')	90' (30')	Swimming 150' (50')
Saving Throws	D8 W9 P10 B10 S12	D2 W2 P2 B2 S4	D2 W3 P4 B3 S6
Morale	8	9	9
Alignment	Neutral	Neutral	Neutral
XP	450	4,175	1,350
Number Appearing	1d6	1d6	1d3
Treasure Type	V	None	None
Psionic Ability	None	None	None

► A triceratops might charge (moving 60' toward its target), especially on its first attack, for double damage.

FADE

Fades have the ability to ease out of notice. They do not turn invisible; others just fail to notice them. Even those who meet a visible fade soon forget almost everything about the encounter.

Armor Class 4 [15] (reaver armor)

Hit Dice 6* (27hp)

Attacks 1 × weapon or 1 × psionic power

THACO 14 [+5]

Movement 150' (50')

Saving Throws D10 W11 P12 B13 S14

Morale 11

Alignment Chaotic

XP 500

Number Appearing 1d4

Treasure Type S

Psionic Ability 3-in-20 chance of 4+1d4 PSPs, Hypnosis

- **Escape Notice:** Fades can slip out of notice, even in direct daylight (2-in-6 chance), so prefer to use misdirection and attack from the shadows. Those who encounter a fade forget the encounter after 1d20 hours.

GLADIATOR

Veterans of the Scorn Land fighting pits, gladiators are formidable warriors who know one thing very well: how to stay alive.

Armor Class 6 [13] (piecemeal armor)

Hit Dice 3+1** (15hp)

Attacks 1 × weapon (1d8 or by weapon)

THACO 18 [+1]

Movement 90' (30')

Saving Throws D12 W13 P14 B15 S16

Morale 10

Alignment Chaotic

XP 45

Number Appearing 1d6

Treasure Type P

Psionic Ability 2-in-20 chance of 3+1d4 PSPs, Mind over Body or Psychic Force Field

- **Quick Learner:** A gladiator's THACO improves by 1 each round, as they assess their enemy and improve their attacks.
- **Savvy:** When reduced to 0 hit points the first time, a gladiator will either (50%) *Play Dead*, arising 1d4 hours later, or (50%) *Dig Deep* and gain 1d10 hit points to finish their fight.

INSECT, GIANT

These enormous scuttlers cut great swaths through the wasteland. They eat grass and slow mammals. They are encountered almost entirely at night (5-in-6) or at oases (3-in-6).

Armor Class 5 [14]

Hit Dice 12** (54hp)

Attacks 1 × charge (4d6) or 1 × bite (2d6)

THACO 10 [+9]

Movement Rate 120' (40')

Saving Throws D13 W14 P15 B16 S16

Morale 6

Alignment Neutral

XP 2,700

Number Appearing 1d4

Treasure Type None

Psionic Ability None

- **Charge:** In the first round of combat, before melee begins, run 60' toward the target and deal double damage.
- **Trample:** Gain +4 to-hit humanoid or smaller creatures, who take 2d6 additional damage and must **save vs breath weapon** or be knocked prone. On a successful save the target halves the additional damage and retains their footing.
- **Chitin:** Worth 1d4 × 10 gp per scale, or may be assembled into armor.





JATHRAX

Equal parts lynx and jackal, these lean and agile creatures uncannily combine both feline and canine features. Solitary and shy, they are usually found in shallow caves near oases.

Armor Class 6 [13]

Hit Dice 4+1 (19hp)

Attacks 1 × bite (2d4)

THAC0 15 [+4]

Movement Rate 150' (50')

Saving Throws D12 W13 P14 B15 S16

Morale 8

Alignment Neutral

XP 125

Number Appearing 1d4 (2d4)

Treasure Type None

Psionic Ability None

Collective Noun: Scatthe

- **Companion:** Jathrax are a favorite companion of monster honchos.



KALDANE HUNTER

These cowboys of the Scorn Lands prefer to work alone, but when faced with big warrens they whip up a posse to smoke out the kaldane. They are capable, dedicated, and implacable foes.

Armor Class 4 [15] (piecemeal armor + shield)

Hit Dice 4** (19hp)

Attacks 1 × spear (1d6)

THAC0 19 [0]

Movement Rate 60' (20')

Saving Throws D12 W13 P14 B15 S16

Morale 8

Alignment Lawful

XP 200

Number Appearing 1d4 (4d4)

Treasure Type U

Psionic Ability 16 PSPs, Mind Block, Tower of Iron Will

- **Kaldane Killer:** Hunters gain +1 to hit and damage vs kaldane for each kaldane they have killed in battle. These bonuses are permanent and powerful; veteran hunters kill a kaldane with every attack.
- **Rykor Wrangler:** Hunters are highly skilled at handling unmounted rykor. Any rykor not currently controlled by a kaldane will heed a kaldane hunter's commands, even fighting for the hunter at -4 to hit and -2 to morale.



MARAUDER

Scourges of the wastelands, these opportunistic raiders will burn down the weak and accumulate as much wealth as they can. Though cowardly bullies, they are powerful warriors. Some collect exotic armor and claim to be Scorn Lords, exacting taxes from small villages. They wear scavenged gear and compete to have the most outrageous tattoos, haircuts, and personalities.

Armor Class 5 [14] (reaver armor + shield)

Hit Dice 7* (31hp)

Attacks 1 × war hammer (1d6)

THACO 14 [+5]

Movement Rate 60' (20')

Saving Throws D8 W9 P10 B10 S12

Morale 4

Alignment Neutral

XP 850

Number Appearing 4d6

Treasure Type R (K)

Psionic Ability 1-in-20 chance of 7+1d4 PSPs, Mind Block, Sensory Override, or Telekinesis

► **Bully:** For every level they have over an opponent, they get +1 to hit and damage.



MOISTURE GNATS

These pests crave water so much they will enter the mouth, nostrils and eyes of any who cross their paths. They swarm their target for 1d4 hours, during which time class powers are unavailable.

MONSTER HONCHO

Lone wanderers of the Scorn Lands. They collect teams of animals and monsters and do their best to survive against overwhelming odds. The monster honcho is usually taciturn and hardy. Though curt around humanoids, they have utter respect for the animals they interact with.

Armor Class 6 [13] (cloth jack)

Hit Dice 8** (46hp)

Attacks 1 × whip (1d6+2)

THACO 14 [+5]

Movement Rate 60' (20')

Saving Throws D4 W5 P6 B7 S8

Morale 10

Alignment Neutral

XP 1,750

Number Appearing 1

Treasure Type U

Psionic Ability: 2-in-20 chance of 8+1d4 PSPs, Domination and Empathy

► **Wildlands Fighter:** Gain +1 to attack with whip or caestus and add STR to AC when using a caestus.

► **Beast Master:** Encountered alongside 1d3 of the following 1HD creatures:

1	White antelope	11	Wallaby
2	Fennec fox	12	Gopher
3	Monitor lizard	13	Jackal
4	Camel	14	Flying squirrel
5	Red-tailed hawk	15	Weasel
6	Chuckwalla	16	Badger
7	Gila monster	17	Coyote
8	Scorpion	18	Bighorn sheep
9	Mountain goat	19	Dust sloth
10	Feral dog/dingo	20	Porcupine

MRAIN BOLE

Terrifyingly ugly little critters which indiscriminately sow mental confusion and death from beneath the ground.

Armor Class 9 [11]

Hit Dice ½** (1hp)

Attacks 1 x psionic power

THAC0 20 [+0]

Movement Rate 10' (3')

Saving Throws D12 W13 P14 B15 S16

Morale 10

Alignment Neutral

XP 37

Number Appearing 1d3

Treasure Type None

Psionic Ability Special

Collective Noun: Skew

► **Zigzags of Doom:** Scrambles the minds of all within 30' by sending psionic ruptures zigzagging in all directions. Non-mentalists must **save vs death** or roll 1d4: on a 1 the character's brain is irreparably filled with zigzags and they must be retired from the game.

Mentalists who fail **their save vs death** are affected in 3 stages. The first failure drains their PSPs to zero. The second drains their hit points to 1. The third drains their Intelligence to 1.

Mind Block or *Psychic Force Field* prevents this, and it is easy to escape the slow-moving mrain boles.

MYRMEKE

Four-legged, two-armed ant people with two fingers and a thumb on each hand. They have strong carapaces and can carry immense burdens. They are known for their ceaseless labor, pheromone trails and martial prowess.

Armor Class 4 [15] (carapace + shield)

Hit Dice 3* (15hp)

Attacks 1 × weapon, 1 x mandible (1d4, +2 to hit)

THAC0 18 [+1]

Movement 180' (60')

Saving Throws D12 W13 P14 B15 S16 (2)

Morale 8

Alignment Chaotic

XP 20 (Leader: 35)

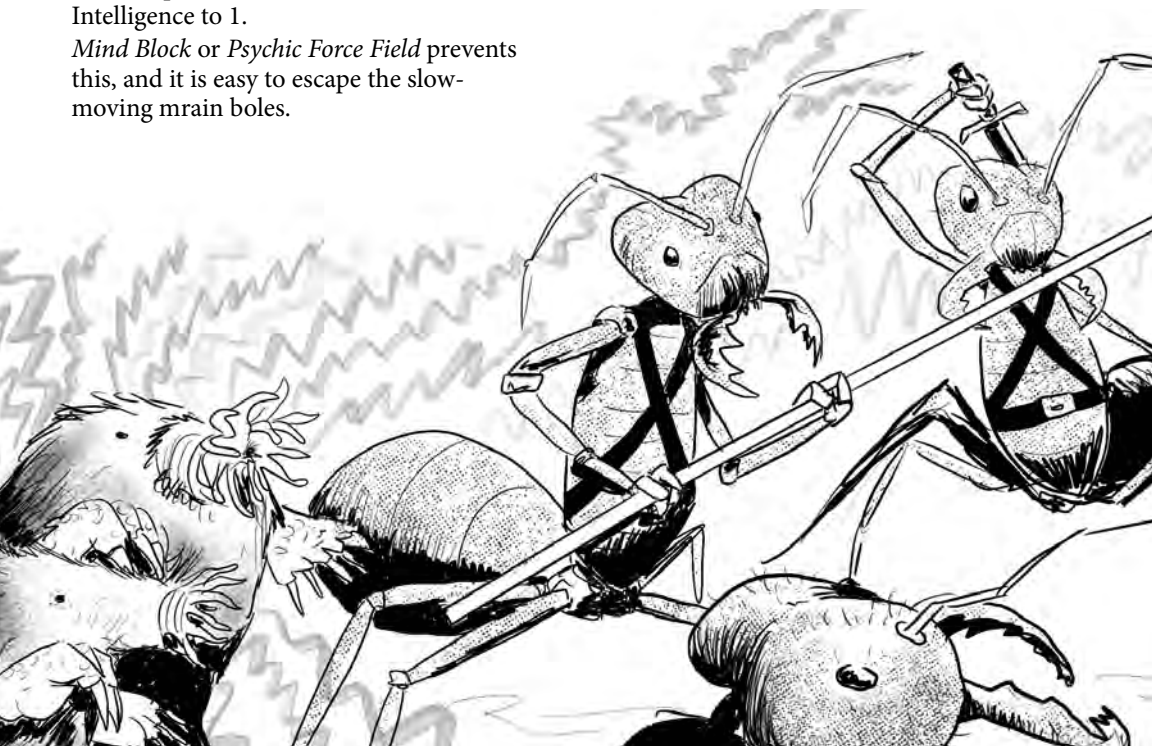
Number Appearing 1d6 (3d6)

Treasure Type P, (Q)

Psionic Ability 1-in-20 chance of 1d4+3 PSPs, Empathy or True Seeing

► **Falling Ability:** Myrmeke may fall 100' per level without harm. After exceeding this distance, falling deals 1d6 damage per 50 additional feet.

► **Insect Might:** Myrmeke may carry STR x 100 pounds of weight without being encumbered.



NEGA MAGE

Nega mages have the blood of Scorn Lords in their veins. Some have a few drops, others have a Scorn Lord parent. This affects their prestige but not their power—all the Scorn Lords' descendants have incredible might. They live for 100-200 years and imagine themselves to be demigods striding the lands. Nega mages hate each other as much as they love themselves.

Personality: cocky, arrogant, amoral, vindictive, petty

Armor Class 6 [13] (reaver armor)

Hit Dice 4** (20hp)

Attacks 1 × sword (1d8+1) or 1 × arrow (1d6) or 1 x psionic power

THACO 16 [+3]

Movement Rate 120' (40')

Saving Throws D10 W8 P5 B3 S1

Morale 10

Alignment Chaotic

XP 100

Number Appearing 1

Treasure Type E

Psionic Ability 6d6+6 PSPs, all psionic powers

► **Damage Resistance:** Takes ½ damage from mundane or magical attacks.

► **Psionic Vulnerability:** All psionics are twice as effective.

► **Nega Magic:** Spend 1 negastone charge to cancel any enemy action.

Their Nega Magic is powered by a negastone, a chunk of petrified worm honeydew worn on a belt or coarse necklace. Stones act as batteries with 2d4 charges. Once empty, the nega mage has two options:

1. Driprcharge: Permanently reduce hit points by 1 for 1 charge.

2. Repower: Submerge the stone in 1 quart of nega mage blood for 24 hours, replenishing 2d4 charges.

A negastone in the hands of a non-nega mage is corrupting and dangerous—it drains all class abilities, magic and psionics until the next full day, when it grants the owner a power. These stones are very valuable to the right buyer (d1,000 gp each).

Negastone Abilities Table – Roll 1d8 (takes 24 hours to come into effect)

Roll	Result
1	All attacks made with blades behead the opponent
2	All persuasion attempts are successful
3	Traps and hazards shine with an eerie warning light
4	Move at triple your normal speed
5	Appear as any species you wish
6	Instantaneously grow extra limbs at will
7	Disappear into your own shadow at will
8	Gain immunity to all damage and lose all emotion



SAND WORM

Great worms that are said to roam the wastelands, though few have seen one and lived. Burrowing beneath the desert, they are drawn to surface movement and psychic energy. Though they are similar to the smallest chaos worms, sand worms behave much differently: they are aggressive, predatory creatures who can quickly chase their victims across the surface after their initial attacks.

The power of the largest sand worms rivals that of the Scorn Lords themselves, but legend tells of great monster honchos of the distant past taming these beasts.

Armor Class -4 [23]

Hit Dice 11*** (56hp)

Attacks 1 × bite (2d8 + special) and 1 x crush (6d6), or 1 x psionic power

THAC0 9 [+10]

Movement 90' (30')

Saving Throws D5 W6 P7 B6 S9

Morale 10

Alignment Chaotic

XP 3,500

Number Appearing 1 or 1d4

Treasure Type E

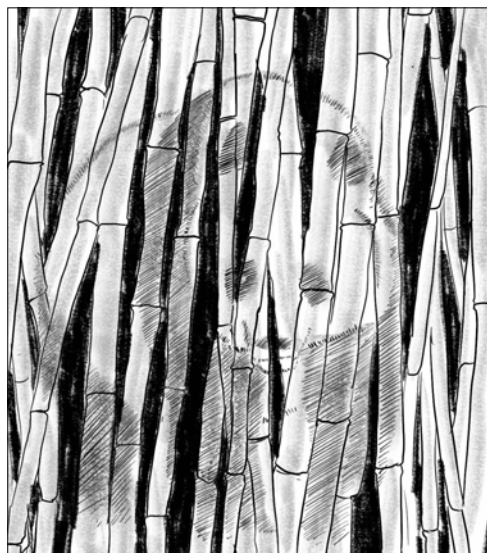
Psionic Ability 4d6 PSPs, all psionic powers

Collective Noun: Quake

► **Swallow whole:** On a bite attack roll of 20 (or 4+ over the target number), a humanoid or smaller victim is swallowed. The victim may attack with sharp weapons at -4 to hit. Being inside the worm's belly deals 3d6 damage per round, and bodies are digested 6 turns after death.

► **Crush:** The sand worm moves quickly to smash an ogre-sized (or smaller) creatures with 30' of its plated body. **Save vs breath weapon** or take 6d6 damage and be knocked prone (on success, take half damage and retain footing).

► **Unexpected:** After a faint trembling, the sand worm strikes suddenly from beneath! Has a 4-in-6 chance of surprising their prey.



SHADAXION

Translucent, difficult to see creatures described by those who have glimpsed them as bearlike mammals with short tails and shaggy coats of black and white. They are good swimmers and climbers, thriving in the bamboo forests of the Bone Mountains.

They are not aggressive but will fiercely defend their habitat.

Armor Class 6 [13]

Hit Dice 4* (18hp)

Attacks 2 × claw (1d3) or 1 × bite (1d6) or 1 × psionic power

THAC0 16 [+3]

Movement 120' (40')

Saving Throws D12 W13 P14 B15 S16 (2)

Morale 7

Alignment Neutral

XP 75

Number Appearing 1d4 (1d4)

Treasure Type None

Psionic Ability 2d6 PSPs, Empathy, Hypnosis, Telepathy

Collective Noun: Jag

► **Immunity:** Only harmed by staves or arrows made from their valley's bamboo.

SONIC GECKO

These wasteland creatures are harmless until startled, causing them to emit a psionic scream piercing the brains of anyone nearby. For this reason, savvy vagabonds and mercenaries carefully camp near them. Scorn Lords likewise populate the tunnels beneath their castles with these geckos.

Armor Class 1 [18]

Hit Dice 1* (2hp)

Attacks 1 × bite (1) or 1 x psionic power

THAC0 19 [+0]

Movement 60' (20')

Saving Throws D11 W12 P14 B16 S16

Morale 8

Alignment Neutral

XP 10

Number Appearing 3d6

Treasure Type None

Psionic Ability 20 PSPs, Psi Scream (see below)

Collective Noun: Scream

► Psi Scream

Point Cost: 1

Maintenance Cost: 1

Duration: 1 round

Range: 60'

This scream addles all within 60'.

Victims make all rolls with disadvantage for 1 hour.

TERROR BIRD

The wasteland warrior's favorite steed, an 8' tall carnivorous, flightless bird with small, useless wings and large hind legs. The terror bird runs down its prey, reaching great speeds on flat ground before using its large curved beak to snap at prey with bone-shattering force.

Armor Class 6 [13]

Hit Dice 3 (13hp)

Attacks 1 × bite (1d8)

THAC0 17 [+2]

Movement 150' (50')

Saving Throws D12 W13 P14 B15 S16

Morale 8

Alignment Neutral

XP 35

Number Appearing 2d6

Treasure Type None

Psionic Ability None

Collective Noun: Stampede





UNICORN

Ancient creatures in various shades of red, black and white. They are fiercely hunted for their horns, which counteract any poison and purify any water. Only a few very wild and remote unicorns still have horns; the vast majority have only a stub.

Armor Class 2 [17]

Hit Dice 4** (18hp)

Attacks 2 × hoof (1d8) or 1 × horn (1d8)

THAC0 16 [+3]

Movement 240' (80')

Saving Throws D8 W9 P10 B10 S12 (8)

Morale 7

Alignment Lawful

XP 125

Number Appearing 1d3 (1d6)

Treasure Type None

Psionic Ability 20 PSPs, Empathy, Hypnosis, Telepathy

Collective Noun Glory

► **Empathy with Monster Honchos:** All monster honchos can communicate with and ride unicorns.

► **Teleport:** Once per day, up to 360' (including rider).

VULTARD

Horrific birds with the body of lizards but the wings and beak of a vulture. They have curved horns and razor-toothed beaks.

They are cunning and dwell on dead trees surrounding the Scorn Lands. Unlike mundane vultures, these scavengers don't always extend the courtesy of waiting until death to eat you.

Armor Class 6 [13]

Hit Dice 4** (16hp)

Attacks 2 × talons (1d4 + special), 1 × bite (1d6) or 1 × screech (special)

THAC0 14 [+5]

Movement 60' (20'), Flying: 120' (40')

Saving Throws D13 W15 P8 B16 S10

Morale 6

Alignment Neutral

XP 1,000

Number Appearing 2d6

Treasure Type None

Psionic Ability None

Collective Noun: Vortex

► **Flight:** Though ungainly, they can reach great speeds.

► **Screech:** Their call pierces like a siren. All who don't have their ears covered are incapacitated for 1d4 rounds (**save vs breath weapon** to reduce by half, rounding up).

► **Toxic Talons:** If struck with their claws, **save vs poison** or be **scornstruck** (p. 11).



WAR GOAT

Burly beasts from the Bone Mountains. They are much bigger than regular goats, big enough for a human to ride, and are ornery even for goats. The most powerful lead kaldane war chariots. Their horns are as hard as metal and their spiky club tails make for powerful weapons.

Armor Class 7 [12]

Hit Dice 3* (12hp)

Attacks 1 × charge (1d6 damage and knocked prone) or 1 x spiked tail (1d10)

THACO 14 [+5]

Movement 120' (40')

Saving Throws D14 W13 P14 B15 S14

Morale 11

Alignment Neutral

XP 80

Number Appearing 1d12

Treasure Type None

Psionic Ability None

Collective Noun Thunder

- **Companion:** War goats are large enough for small humans to ride, and are the favored mounts of Bone Mountain monster honchos.
- **Charge:** The war goat charges 15' and strikes with its metallic horns, automatically knocking their target prone on a hit.
- **Spiked Tail:** They attempt to crush the head of a prone target.

WASPS, MURDER

Identical to normal wasps, except for red and black coloring.

Armor Class 8 [11]

Hit Dice ½* (2hp)

Attacks 1 × stinger (1 damage + special)

THACO 19 [0]

Movement Flying 300' (100')

Saving Throws D14 W15 P16 B17 S18 (NH)

Morale 7

Alignment Neutral

XP 5

Number Appearing 2d10

Treasure Type None

Psionic Ability None

- **Savage Sting:** Their stings fill the victim with unending pain—roll with disadvantage for 1 day or until healed.



WASTELAND YETI

Once they were human, perhaps. Now, corrupted by the Scorn Lands, they are lean and shaggy scavengers, mouths full of sharp teeth and eyes way too big for their faces. They stealthily stalk travelers, to ambush them after they have been wounded by other predators.

Armor Class 6 [13]

Hit Dice 4 (18hp)

Attacks 2 × claw (1d4) or 1 × bamboo spear (1d6, ignore armor)

THACO 16 [+3]

MV 120' (40')

Saving Throws D12 W13 P14 B15 S16 (2)

Morale 7

Alignment Chaotic

XP 100

Number Appearing 1d6 (2d4)

Treasure Type None

Psionic Ability None

Collective Noun Scavenge

- **Ambush:** If PCs are visibly wounded, 30% chance yetis will surprise attack the party by throwing sharp bamboo spears, before rushing in to finish with their claws. Sometimes they drive terror birds or dinosaurs into a camp to help initiate their ambush.
- **Strong Willed:** Wasteland yetis are immune to the monster honcho's powers.



WHISPERLINGS

Eerie humanoids made of porcelain, with dark eyes of sparkling onyx. Their silent mouths are sewn together with jagged stitches. They are utterly loyal to their creator.

Whisperings are created in eldritch kilns through an elaborate process known only to a select few: only Scorn Lords or nega mages can harness the power. If PCs can replace the elements and gain the aid of a nega mage, they can create these strange new automata to serve them (this is how goon squads are created).

Armor Class 2 [17]

Hit Dice 4*** (18hp)

Attacks Special (1 x clap or 1 x glare)

THAC0 12 [+7]

Movement 120' (40')

Saving Throws D10 W11 P12 B13 S14 (4)

Morale 12

Alignment Chaotic

XP 650

Number Appearing 2d6

Treasure Type L

Psionic Ability None

- **Baleful Glare:** Small creatures **save vs petrification** or are instantly mummified, human sized creatures **save vs petrification** or a limb withers and dies.
- **Clap Attack:** The whisperling softly claps its hands together. The target must **save vs spells** or be knocked 10' back with rib-crushing force (take 1d2 damage and make all rolls made with disadvantage until healed).
- **Construct:** Can re-attach their limbs, which takes one round and heals 1d3 hit points per limb.

WORM WARDEN

There are no worm wardens native to the Scorn Lands. Instead the heartiest or most foolish of them depart from Annalida to train and learn more about survival. Those that live through their Scorn Lands ordeals often do end up in leadership positions.

Armor Class 5 [14] (leather + shield + ring)

Hit Dice 5** (32hp)

Attacks 1 × sword (1d8+1)

THAC0 14 [+5]

Movement 60' (20')

Saving Throws D8 W9 P10 B10 S12

Morale 12

Alignment Neutral

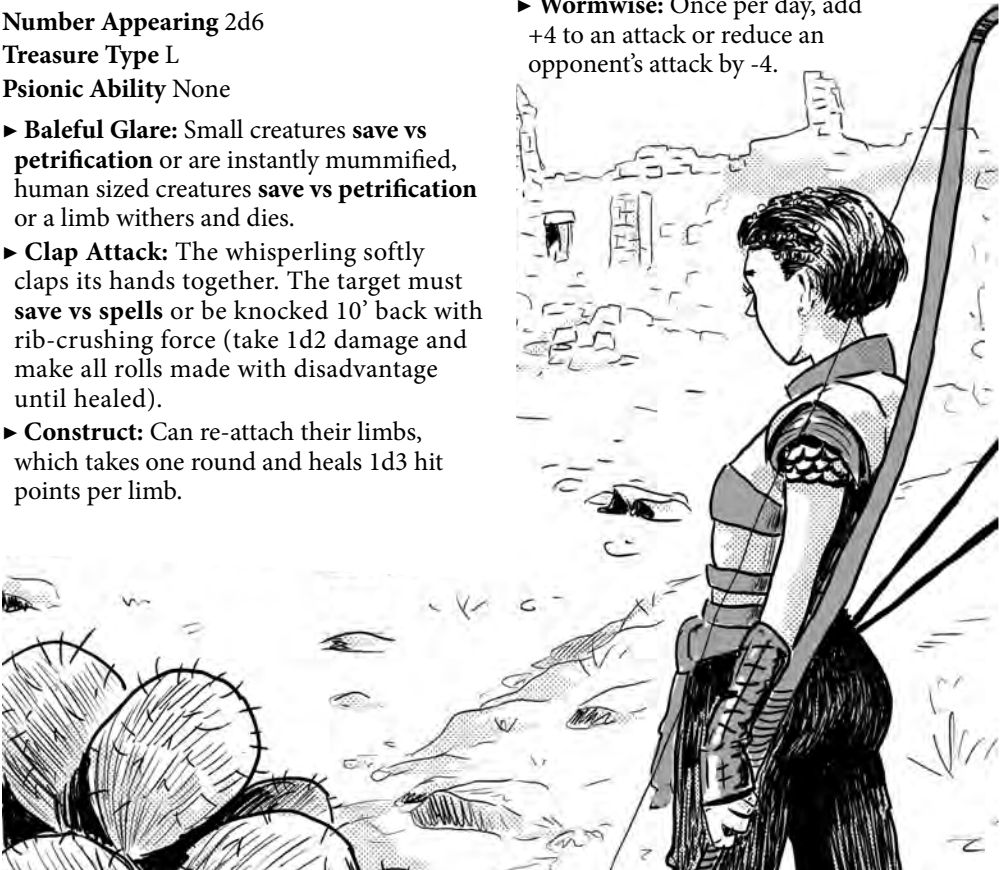
XP 425

Number Appearing 1 or 1d4

Treasure Type U

Psionic Ability None

- **Morale Boost:** A worm warden never fails a morale check.
- **Wormwise:** Once per day, add +4 to an attack or reduce an opponent's attack by -4.



REFEREE TOOLS

"What is that noise now? What is the wind doing?"

Nothing again nothing.

"Do

*"You know nothing? Do you see nothing? Do you
remember*

"Nothing?"

—Excerpt from *The Waste Land* by T.S. Eliot



SCORN LANDS CHARACTERS

Villages and Scornopolises are home to characters from all over Meatlandia.

Scorn Lands Characters Table – Roll 3d10

Roll	Name	Homeland	Talent
1	Arngeir	Small island	1d3 Meat Magic spells
2	Hrok	The withered heath	Can always find water
3	Nyyrikki	Bone Mountains	Perfect impressionist
4	Marjatta	Scorn Lands	d4 psionic powers and 2d6 PSPs
5	Vellamo	Shinsclave	Wins most arguments
6	Ostler	Village of Grandiose	Disdainful sarcasm
7	Xarror Zaf	Kaldane warren	Swordmaster
8	Noita	Meatlandia (City)	Foraging (worm warden)
9	Gunnald	Annalida	Ninja (Death's Hand assassin)
10	Occ Jaccor	Bonelands	Were-mammoth

D66 LOOT THE CORPSE

What were those barren elves you just butchered carrying, or what is hiding in the kaldane warren?

Loot the Corpse Table – Roll 1d66

Roll	Loot
11-16	Nothing
21	Rusty blade (1d4-1 damage)
22	Canteen of oasis water (heal 1d4 hp)
23	Map of a mountain covered in diamond markings
24	Battered hat with a red feather
25	Telepathic grasshopper
26	1d6 shriveled toes
31	Map of nearest Scorn Lord's city
32	Short sword (1d6 damage)
33	2d4 ruby berries
34	Metal goat mask
35	Collection of 1d12 yellowed teeth
36	Walking stick with an ornate carved scorpion
41	Map of a subterranean city
42	Bag of sparkling dust
43	Monochromatic bamboo spear (1d6+1 damage)
44	Bloody bandages
45	<i>Cure Light Wounds</i> Scroll
46	Skin of Water Bearing
51	Foil hat

Roll	Loot
52	An alicorn
53	Liter of oasis water (3 doses, each heals 1d4 hit points)
54	Moondagger (1d4 damage)
55	Illustrated creature book, annotated in an unknown language
56	Map of Annalida, worm witch isle
61-66	That much gp

NOISES HEARD AT NIGHT

Camping in the Scorn Lands is dangerous and frightening. Build atmosphere with this table.

Night Noises Table – Roll 1d12

Roll	Noise
1	Incessant drone of a million insects
2	The cries of hundreds of crows
3	Distant growling
4	Blood dripping
5	Wind howling
6	Scratching just beneath the surface of the earth
7	The screams of an owl noisily dying
8	Hundreds of humanoid footsteps, just beyond visual range
9	Thunder
10	Peacock mewling
11	Water gently lapping upon a shore
12	A guttural laugh, obviously not human

SETTING THE STAGE

Where in the vast and varied Scorn Lands sandbox do the players start? From the east near Janera of the Heath, or in the Bone Mountains near Uther of the Worm? If you aren't sure where to begin, use these three tables.

1. WHERE THE ADVENTURERS START

Roll once for the entire party.

Starting Location Table – Roll 1d10

Roll	Adventurers' Starting Location
1	The Desert of Dried Flesh: The heart of the Scorn Lands—withering heat and poison winds. Anywhere else is better than here.
2	The Heath: Shrublands with small ratty plants growing angrily in the acidic soil. Large holes in the ground insinuate something big climbed out.
3	A Bridge in the Middle of a Lake: The shore can be seen far off, but both ends of this bridge are completely enveloped by the water.
4	Zealous Island Marshes: Brackish water and sinkholes make for slow going.
5	Razor Grasses of the Sea Shore: Rolling hills on the Scorn Lands' eastern coast.
6	Bone Mountain Foothills: The cool mountains are a soothing balm, but fearsome creatures abound.
7	Bamboo Groves of the Bone Mountains: Massive monochromatic bamboo groves—over 30' high and miles wide. There are rough paths through the groves and bite marks on much of the bamboo.
8	Oasis Town: A large oasis settlement. Its people are insular but helpful.
9	Myrmeke Tunnels: Wide subterranean tunnels lit by bioluminescent fungi. Where do they lead?
10	Depleted Oasis: Once a lovely place, now a puddle of brackish water tasting of rust. There are bones nearby and the trees have rotting arrows stuck in them.

2. WHY THE ADVENTURERS ARE HERE

For some, looting and killing are reasons enough. For more, use the following table. Roll once for the party or once for each member, or just choose as you see fit.

Character Motivation Table – Roll 1d12

Roll	Character Motivation
1	Treasure Hunter(s): You risk it all to find great treasures beneath the barren wastelands. Specifically you seek an ancient city deep beneath the most empty and desolate parts of the Scorn Lands.
2	Agent(s) Provocateur: You were sent by a powerful figure, 1) Meat Lord, 2) Rust Lord, 3) Death's Hand, 4) Viscount of the Bloodlands, to infiltrate the Scorn Lands, learn its secrets then instigate violence against the mainland, justifying a full scale invasion. You aim to join a Scorn Lord to carry out your clandestine mission.
3	Rescue Party: Last month, a younger sibling was kidnapped and taken into slavery. With companions and resources you journey towards a much-needed rescue. You aim to find information and clues in towns and cities, as you still do not know where they have been taken.
4	Dissident(s): Tired of life in chaotic Meatlandia (and perhaps pursued by government officials), you fled to the most remote lands you could find. Hunted as you are, you aim to keep a low profile.
5	Naturalist(s): You love strange and exotic life forms, of which the Scorn Lands have plenty. Whether it's to catalogue fauna, find inspiration for a painting or book, or collect strange seeds for your garden, you want to experience as much of the Scorn Lands as you can.
6	Oasis Collector(s): Legends say Scorn Lands waters have healing properties. Canny entrepreneurs, such as yourself, could carry large amounts of it to large cities and make a large fortune. You aim for a rumored giant oasis, somewhere in the middle of the Scorn Lands.
7	Pilgrim(s): The constant push-and-pull between Chaos and Law has left you a little spiritually thin. However, rumor tells that true enlightenment can be found in study at the feet of a Supreme Enlightened One in the heart of the Bone Mountains.
8	Refugee(s): You are the sole survivor(s) of some harrowing event—cannibal marauders, savage monsters, rampaging sand worms or a massive earthquake. You joined this group out of necessity and will do anything to protect your new family.

Roll Character Motivation

- 9 **Bad Luck:** Unforeseen events brought you here—perhaps the fallout of a particularly bad Chaos Storm, a shipwreck at sea, or an encounter with a Bone Lands slaver expedition. Lost and friendless, you seek to find out where you are and how to get back home.
- 10 **Gladiator(s):** Whether recently pressed into servitude or born into slavery, you once fought in the local Scorn Lord's gladiatorial pits. A propitious opportunity led to a harrowing escape and now you seek to remain free at all costs (start with 1 weapon from the Scorn Lands weapons table).
- 11 **The Promise of Power:** Rumor says those who serve the Scorn Lords are well-rewarded. In fact, you heard the local Scorn Lord bequeaths their most loyal followers with Negastones—and you aim to be among them.
- 12 **Craven:** Marauders burned your village and killed everyone you knew. You were unable (or unwilling) to stop it, and the event changed something inside of you. Now you strive to prove your worth in a world that no longer cares.

3. PEOPLE WITH THE PARTY

Roll once for the entire party.

Companion Table – Roll 1d10

Roll	Companion
1	Wasteland Priestess: Knows the secret trails wending through the wasteland
2	Scorn Lord Emissary: On a mission they will not speak of
3	Wounded Marauder: Lone survivor of an ambush
4	Cowardly Mercenary: Intimidating but first to flee in a fray
5	Belligerent Monster Honcho: Picks fights with everyone
6	Nomadic Forager: Knows everything about plant life
7	Kaldane Scout: Creepy but actually a good-hearted creature
8	Honeydew Merchant: First taste is free
9	Myrmeke Bodyguard: Stolid, silent
10	Worm Warden: Yearns to return to Annalida



SCORN LANDS VILLAGE GENERATOR

All villages in the Scorn Lands have been bestowed with sweeping names (the more rural the town, the more grandiose the name). The people who dwell there are very proud of their town's names and will brag about them incessantly.

The head of a village is known as the **aldiss**. There are no inns in the Scorn Lands—not enough travelers—but visitors can visit the aldiss and offer a gift in return for staying the night there. This gift is usually an item that is hard to find in the Scorn Lands, but gold is always welcome.

Village Size Table – Roll 1d8

Roll	Number of Villagers
1	1-10
2	11-15
3	16-20
4	21-25
5	26-30
5	31-40
7	41-50
8	50-100

VILLAGER 1

If you roll the same character name twice, fret not. Reduplication is standard in the Scorn Lands and even a small village could have one citizen named Grub and another named GrubGrub.

Villager Table 1 – Roll 6d10

Roll	Name	Stats	What?	Looks	Noteworthy	Secret desire
1	Grub	DEX+1	Orphan	Dirty	Allergic to water	To be a chef
2	Brave	STR+1	Grass collector	Stocky	Very sweaty	To find their mother
3	Whet	–	Teacher	Big nose	Liar	To rescue their cousin
4	Silt	INT-1	Guard	Long dark hair	Steals compulsively	To learn to read
5	Scour	CON-2	Kid	Mullet	Smells like cabbage	To give up an addiction
6	Scatch	CHA+2	Forager	1-handed	Afraid of cheese	To stop being late
7	Bray	WIS-1	Diver	No teeth	Only whispers	An awesome hammer
8	Vex	CHA-1	Builder	Limps	Hates animals	Rare plant seeds
9	Dust	WIS+1	Wanderer	Big monkey ears	Speaks in 3rd person	To escape the Scorn Lands
10	Shale	CHA-1	Outcast	Straight posture	Utterly courteous	To finish their epic poem

Village Name Table – Roll 2d20

Roll	Prefix	Suffix
1	Grand	Efflorescence
2	Sweet	Translucence
3	Greater	Grandiloquence
4	High	Bucolic
5	Dawn	Halcyon
6	Sun	Lissome
7	Bright	Mellifluous
8	Fair	Quintessential
9	Fine	Tintinnabulation
10	Pure	Opulence
11	Light	Effervescent
12	Gem	Grandiose
13	Free	Wonder
14	–	Star
15	–	Absolution
16	–	Sublimity
17	–	Magnificence
18	–	Resplendence
19	–	Splendiferous
20	–	Admiration

VILLAGER 2

If you roll the same character name twice, fret not. Reduplication is standard in the Scorn Lands and even a small village could have one citizen named Muck and another named MuckMuck.

Villager Table 2 – Roll 6d10

Roll	Name	Stats	What?	Looks	Noteworthy	Secret desire
1	Muck	CHA+2	Teen	Curly hair	Walks a rat on a leash	Water
2	Dreg	STR+2, CON+3	Butcher	Hair is half shaved off	Former pit fighter	To get married
3	Mire	DEX+1	Weaver	Very tall	Great singer	A fine vase
4	Gunk	CHA-2	Mason	Very short	Prankster	Respect
5	Scuz	WIS+1	Kid	Many piercings	Has a dog	To plant a garden
6	Smudge	CHA+1	Forager	Wears stylish cape	Spaces out mid- sentence	Revenge
7	Clay	CON+1	Guard	Deep voice	Eats too much	Return of the Chaos Storms
8	Loam	INT+2	Wanderer	Bald	Strong perfume	Your deepest secret
9	Slop	DEX-2	Cobbler	Very handsome	Very hairy	Money, lots of it
10	Grit	WIS-1, INT-1	Artist	Wears tiara made of juniper	Claims they can fly	A goat

VILLAGER 3

If you roll the same character name twice, fret not. Reduplication is standard in the Scorn Lands and even a small village could have one citizen named Buzz and another named BuzzBuzz.

Villager Table 3 – Roll 6d10

Roll	Name	Stats	What?	Looks	Noteworthy	Secret desire
1	Buzz	–	Tanner	Mohawk	Loves mushrooms	A pet jathrax
2	Grime	DEX+3	Belt maker	Carries three swords	Poisoning the water supply	A spouse
3	Flake	STR+1 DEX+1 CON+1 CHA -2	Hunter	Decked out in bracelets	Openly picks their nose	To serve a scorn lord
4	Dredge	CHA -1	Watchman	Pale	Eats bugs	Their own house
5	Sift	STR+3, CON+2	Barber	Very muscled	Addicted to eating squirrel	An exotic haircut
6	Turf	CHA+2	Bowyer	Wears face covering	A nudist	To grow a mustache
7	Sod	WIS+2	Cook	Hair down to their feet	Secretly royal	A new cape
8	Rasp	WIS+2	Herbalist	Covers mouth when laughing	Has a tail	To play music
9	Pluck	–	Refugee	Purple hair	Speaks in verse	To kill a scorn lord
10	Zarkonian	INT +2	Political exile	Has a fringe	Only seen at night	To become an adventurer

MAGIC ITEMS

Magic abounds in the Scorn Lands. In addition to standard magical items and those presented in *The Chaos Gods Come to Meatlandia*, the following items may be found in the Scorn Lands.

Magic Item	Value	Weight (Coins)
Alicorn	5,000 gp	5
Flaskteen	3,500 gp	30 empty 80 full
Foil Hat	500 gp	20
Kitqiz	1,400 gp	100
Mind Trap	12,500 gp	40
Moondagger	1,000 gp	30
Negastone	d1,000 gp	200
Portable Shade	2,000 gp	5
Psychic Battery	1,000 gp	30
Rising Tide	100,000 gp	50
Skin of Water Bearing	1,600 gp	30 empty 80 full

Alicorn. A severed unicorn horn. Holding it protects against poison (never fail any save vs poison), and it purifies water no matter how polluted, brackish or salty. A character with an alicorn can always find water.

Flaskteen. A liter-sized metal bottle that generates enough potable water for 3 people (or 1 person and 1 animal) per day.

Foil Hat. A delicate hat made of thin reflective metal, grants +2 to saves vs psionic powers when worn.

Kitqiz. A club or tree branch lined with razors, sanctified in moldering pits of congealed blood. If hit by such a cursed weapon, **save vs poison** or pass out from the pain. Deals 1 damage.

Mind Trap. The hollowed-out skull of a deceased mentalist, imbued with Meat Magic. If a psychic attempts to use their psionic powers against the wielder, they must **save vs death** or have their mind trapped within the skull. The skull can only trap one mind at a time and, when trapping a new mind, any previously trapped mind will be immediately released.

Moondagger. Used at night, this dagger pierces to the bone, dealing 1 point of bleeding damage per round for the next 1d4 rounds. If pierced by 3 moondaggers at once, **save vs spells** or instantly die and wither into a skeleton.

Negastone. Chunks of petrified worm honeydew. A negastone in the hands of a non-nega mage is corrupting and dangerous—it drains all class abilities, magic and psionics until the next full day, when it grants the owner a power.

Negastone Abilities Table – Roll 1d8 (takes 24 hours to come into effect)

Roll	Result
1	All attacks made with blades behead the opponent
2	All persuasion attempts are successful
3	Traps and hazards shine with an eerie warning light
4	Move at triple your normal speed
5	Appear as any species you wish
6	Instantaneously grow extra limbs at will
7	Disappear into your own shadow at will
8	Gain immunity to all damage and lose all emotion

Portable Shade. A black cube that can be unfolded up to a 20' x 20' area. When placed upon the ground, the shade resembles the shadow of a great umbrella, protecting all who stand within it from the harsh sun.

Psychic Battery. Small objects, usually made of stone, bone, or wood that psychics may use to store up to 3d6 PSPs for later use. To store PSPs the psychic must meditate with the psychic battery for one hour, at which point their PSPs are transferred to the item.

Rising Tide. This mythical item is said to be a small sea shell that carries a sea within itself. If poured out, the sea will begin to fill any depression of any size, covering 1 square mile per turn. This magical sea (and only the one magical sea that came from the sea shell) may be drawn back into the sea shell at any time at an equal rate.

Skin of Water Bearing. Though as small as a standard water skin, it holds up to 5 gallons.



OASIS WATER TRACKING

Each drink of oasis water restores 1d4 hit points. But it is highly addictive. The following considerations apply:

- After drinking once from an oasis, and for each day without at least one mouthful of oasis water, the PC must **save vs spells** or lose 1 hit point from craving.
- If reduced to 1 hit point, lose 1 from hit point maximum per day.
- Imbibing the oasis water once more will restore 1d4 hit points if below max, but will not raise the hit point maximum back to its former amount.
- Once down to 1 hit point (max) the player character has cured their craving and will gain no benefit from drinking oasis water.

- The *Remove Curse* spell or the *Psychic Healing* psionic ability may also cure the addiction.
- Only humans and humanoid creatures are affected by this—monsters and animals are immune.

HEAT CHECKS DAILY

To ward off heat, thirst and exhaustion, each day a character spends in the Scorn Lands **they must roll under their Constitution**, or suffer dire effects:

Each failed check inflicts a cumulative -1 to all rolls and checks (e.g. after failing 3 checks in a row, all rolls are at -3, including the next day's Constitution check).

Track both of the above on the table below.

Character	OASIS TRACKING		HEAT CHECK TRACKING	
	Oasis Addict Y/N	Number of Days	Heat Check Modifier	Failed Heat Checks

VILLAGES VISITED

Scorn Land villages tend to vanish unless meticulously tracked, and even then there

are never any guarantees! Keep track of villages and other settlements the PCs have discovered on the table below:

Village Name	Location	Aldiss	Notes

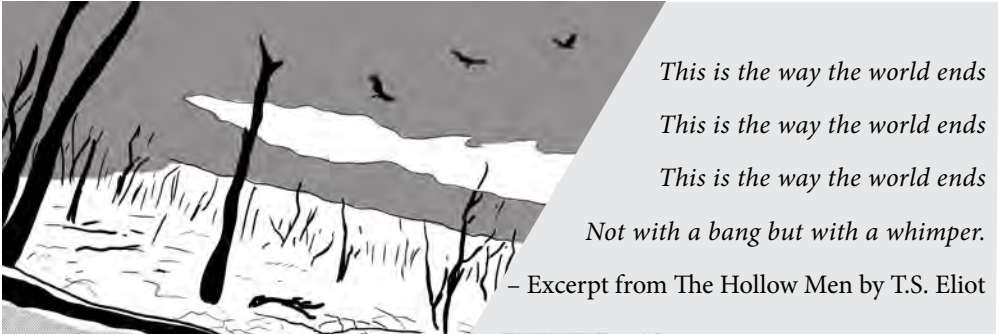
SCORN LORD TRACKING

It can be very valuable to keep track of the information that the party has gleaned about each of the Scorn Lords. The PCs will likely encounter the Scorn Lords and their agents during play. Making sense of these

encounters can spell the difference between life and death. The clever adventuring party will learn each Scorn Lord enemies, desires and degree of honesty.

The referee should record any relevant information the PCs have uncovered on the chart presented below.

Scorn Lord	Discovered? Y/N	Met? Y/N	Relationship to PCs	Notes
Argon the Noble	<input type="checkbox"/>	<input type="checkbox"/>		
Drago	<input type="checkbox"/>	<input type="checkbox"/>		
Gruoch Donan	<input type="checkbox"/>	<input type="checkbox"/>		
Janera of the Heath	<input type="checkbox"/>	<input type="checkbox"/>		
Lu Bu	<input type="checkbox"/>	<input type="checkbox"/>		
Rabid Jack	<input type="checkbox"/>	<input type="checkbox"/>		
Uther of the Wyrn	<input type="checkbox"/>	<input type="checkbox"/>		



*This is the way the world ends
This is the way the world ends
This is the way the world ends
Not with a bang but with a whimper.*

– Excerpt from The Hollow Men by T.S. Eliot

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VEHICLE MAYHEM

These were more in number, and stronger, and they were more skilled in the art of war, for they could fight, either from chariots or on foot as the occasion served; in the morning, therefore, they came as thick as leaves and bloom in summer, and the hand of heaven was against us, so that we were hard pressed.

– Excerpt from The Odyssey by Homer

Most vehicles of the Scorn Lands are idiosyncratic and highly customized. **Roll 3d20**, consult the following tables and record the results.

Table A: What it is – Roll 1d20

Roll	Vehicle	Description
1	Chariot	A light, 2 wheeled vehicle
2	Enclosed wagon	4 wheeled vehicle, covered
3	Open wagon	4 wheeled vehicle, uncovered
4	Tricycle	A 3 wheeled vehicle, front wheel larger than the back
5	Sand canoe	A slender open boat pulled by sturdy ropes
6	Giant insect husk, hollow	Room for d4+6 people
7	Sledge	A sled mounted on runners (+10 to movement rate when on sand)
8	Triceratops skull, hollow	Room for d4 people
9	Coffin	A large open coffin (50% chance it is lined with velvet)
10	Cart	A heavy, 2 wheeled vehicle
11	Buggy	A light, enclosed 4 wheeled compartment
12	Giant seashell	Room for d4 people
13	Rectangular metal box	+10 hull points (+50 hp)
14	Stagecoach	Large, 4 wheeled carriage, usually enclosed (+5 hull points (+25hp))
15	Sand ship (large)	Large wooden vessel with room for 20 people (+15 hull points (+75 hp))
16	12 foot tall bone golem	Room for 2 people.
17	Sand skis	Double movement rate but skip Table B
18	Paraglider	Double movement rate but skip Table B
19	Flesh Magic Jetpack	This ooey gooey contrivance allows you to fly at triple the movement rate but skip Table B
20	Airship	Triple movement rate but skip Table B

Unless otherwise noted, a vehicle can accommodate up to **1d4 passengers** and the base stats are as follows:

Armor Class 8 [11], **hull points 3** (15hp), **movement rate 60'** (20'), **animals required 2-8**, **max load 4,000-8000 coins**

A passenger is considered human sized. Several kaldane could fit in one human space. A myrmeke requires room for 2 passengers.

Any vehicle generated on this page breaks down on a 1-in-6 when pulled faster than its maximum movement rate.

Table B: How it goes – Roll 1d20

Only a few rare vehicles can move on their own violation. Most are pulled by some unlucky beings. See page 44 for more detail.

Roll	Result
1	Wooden wheels, powered by magic.
2	Pulled by 2d6 human wretches (Base movement is 10+1 per person)
3	Wooden skis, powered by a great sail.
4	Powered by d6 human wretches on a treadmill (+1 to movement rate per person)
5	Powered by 3d6 animal legs, animated by meat magic
6	Pulled by d2 horses
7	Pulled by d3 mules
8	Pulled by d4 elephants
9	Pulled by d4 giant insects
10	Pulled by d4 terror birds (+10 to movement rate)
11	Pulled by d4 triceratops
12	Pulled by d4 austroraptors
13	Pulled by d4 ankylosaurus (-5 to movement rate)
14	Pulled by team of a camel and a horse
15	Pulled by team of a giant insect and a triceratops
16	Pulled by team of an austrorapter and a terror bird (+5 to movement rate)
17	Pulled by team of 2 terror birds and an elephant
18	Pulled by team of a triceratops and an ankylosaurus (-5 to movement rate)
19	Powered by a Honeydew Engine (double movement rate but tank costs 1000 gp to refill)
20	Powered by an Entropy Engine (roll 1d6 each time it starts up: 1) Doesn't move for one hour 2) Halve movement rate 3) Moves normally 4) Double movement rate 5) Treble movement rate 6) Fly!)

Table C: Armament – Roll 1d20

Vehicles that are weaponless do not get far in the Scorn Lands. Spells, fire, and magic weapons will typically deal ¼ normal damage in hull points. Entries include damage in hull points before the slash and hit points after. See page ____ for more details.

Roll	Weapon	Damage
1	Catapult	1d2 / 2d10
2	Ballista	1 / 2d6
3	Animated head that spits Acid	1d8 / 3d8
4	Crossbow	0 / 1d6
5	Flame thrower	Special
6	Harpoon	None, but pull another vehicle to you / 1d4
7	Wheel spikes	1 / 2d6
8	Body spikes	3 / 2d6
9	Caltrops	0 / 1d4
10	Grappling hook	0 / 1d4
11	Blubber Bomb Launcher	1d4 / 4d4
12	Scale plating	None; vehicle AC improves by 4
13	Ram	Roll on Table G when ramming another vehicle
14	Triceratops horn ram	Choose the result you wish from Table G when ramming another vehicle
15	Windmill blades	4 / 1d6
16	Boomerang launcher	1 / 1d6 x 3
17	War fire, stored in ceramic pots	Special
18	Chainsaw	5 / 1d10
19	Pheromone spray	None but all living predators will hunt those who have been sprayed
20	Psionic cannon	2 / 10 per 1 PSP used

Now take a look at the three dice you rolled for **Tables A B and C**.

- If the highest result on one of the dice is **more than 15**, roll on Table D
- If the Lowest result on one of the dice is **less than 5**, roll on Table E
- If the results are **odd or even** on all of the dice, roll on Table F

Table D: Speed – Roll 1d8

Roll	Result	Effect
1	Last legs	-50 to movement rate
2	Falling apart	-30 to movement rate
3	Normal	Speed doesn't change
4	Fast	+30 to movement rate
5	Blur	+50 to movement rate
6	Lunar	x2 movement rate at night
7	Solar	x2 movement rate in day
8	Boost	x2 movement rate for one hour once per day

Table E: Carrying Capacity – Roll 1d8

Roll	# of Passengers	Max Load
1	Room for 1 passenger	-10,000 coins
2	Room for 2 passengers	-5,000 coins
3	Room for d4+1 passengers	-
4	Room for d6+1 passengers	-
5	Room for 2d4 passengers	-
6	Room for 2d6 passengers	+5,000 coins
7	Room for d12 passengers	+10,000 coins
8	Room for d20 passengers	+20,000 coins

Table F: Decorated With – Roll 1d8

Roll	Decoration
1	6d6 human/humanoid skulls
2	1d3 living captives chained to the sides
3	2d6 constantly burning oil lamps
4	A ton of rusty spikes, barbed wire, and broken glass
5	4d10 allosaurus teeth
6	1d4 human-sized cages that are currently empty
7	Graffiti and gang/clan iconography painted in human blood
8	1d8 magically animated arms wielding crossbows

If you didn't get to roll on any of the above tables, don't worry. Your transport might be a junker but it is sneakily good at vehicular mayhem. **Roll on table G when you crash into another vehicle.**

Table G: Vehicular Mayhem – Roll 1d8

Roll	Result
1	Your vehicle is wrecked but the entire party is miraculously unharmed.
2	Your party is thrown from the vehicle but unharmed
3	When you crash your vehicle into another, d4 of the other vehicle's occupants are thrown from that vehicle and suffer from broken arms or broken legs.
4	When your vehicle is crashed into, it kills d3 of the attackers.
5	When you crash your vehicle into another, automatically kill the opposing driver.
6	If the other vehicle was pulled by living creatures, they are dead.
7	The other vehicle explodes in a fiery mess. Any who throw themselves to the ground at the last minute will avoid taking damage.
8	Everyone on the other vehicle is dead.

Most vehicles have mechanics indicating when they might break down. To find out the effects of the break down, roll on the following table. This table should also be consulted once any vehicle's hull points are reduced to 0.

Table H: Vehicle Break Down – Roll 1d8

Roll	Result
1	1/2 of the wheels/skis/treads are destroyed
2	All of of the wheels/skis/treads are destroyed
3	The vehicle breaks in half
4	An axle/ski/strut breaks and any weapons aboard the vehicle discharge: make attack rolls vs. a randomly determined PC/NPC/monster with a THAC0 of 17[+2]
5	The frame breaks and shards of wood/metal/chitin strike all within 20 feet of the vehicle for 1d4 points of damage
6	The tongue (or whatever the team is connected to) breaks and all passengers are thrown 30' and take 3d6 points of damage (save vs. breath weapon for half)
7	The vehicle bursts into flame (regardless of the presence of a fire source)
8	One creature pulling the vehicle falls for 1d6 damage and roll again on this table

THE SEVEN SCORN LORDS QUICK REFERENCE

ARGON THE NOBLE

AC 5 [14] (chainmail + shield),
HP 42, Att 1 × axe (1d8+1) or 1
× spell, THACO 12 [+7]

Appearance Argon is green skinned, with long hair pulled into a topknot. His hearty beard and mustache fill most of his face. His brilliant white trousers match an equally white blouse. He stands over 6'7".

Personality Argon is the master of knowledge and knows everything there is to know, above ground anyway.

Scornopolis Dust City

Abilities Scourge, Shield

Minions Corvid flocks

Allies Gruoch Donan

Enemies Drago

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UTHER OF THE WYRM

AC 4 [15] (chainmail + ring),
HP 62, Att 1 × Short Spear of the
Wyrms (1d10), THACO 12 [+7]

Appearance His skin is mottled and patchy and gray. He has seven wounds in his chest that never heal. From under his wide-brimmed hat and beneath his iron mask, his eyes emit vapor. His height and weight are mutable and he's been reported to be many different sizes.

Personality Philosophical and fey, suffers in turns from crippling ennui and overwhelming righteousness. Almost catlike in potential cruelty and fickleness, he is a victim of his own overwhelming passion.

Scornopolis The Bone Fortress

Abilities Scourge, Gravity Bomb

Minions Whisperlings

Allies None

Enemies He fears no one

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DRAGO

AC 5 [14] (chainmail + shield),
HP 28, Att 2 × dagger (1d4),
THACO 12 [+7]

Appearance Drago appears to be the eldest Scorn Lord. His long white beard protrudes in all directions, obscuring his face with the help of a large top hat. His long brown coat hangs to the middle of his sturdy boots. He stands just under 11 feet tall.

Personality Drago is gruff and no-nonsense. No one alive has heard him laugh or seen him smile. He is highly organized and perhaps the greatest strategist of all Scorn Lords.

Scornopolis Vultureville

Abilities Scourge, Toxic Tones

Minions Goon Squad

Allies Janera of the Heath

Enemies None

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RABID JACK

AC 2 [17] (chainmail+3), HP
52, Att 2 × claymore (1d10+3),
THACO 12 [+7]

Appearance His clammy skin is deathly pale and he is clad in mismatched chitinous armor from unknown sea creatures. He wears a face-plate that looks like a skull, covering his head but for his rainbow mohawk emerging from the top. He is almost 10 feet tall.

Personality A madman prone to fits of rage or unsurpassed joviality.

Scornopolis The City of Joy

Abilities Scourge, Blood Rage

Minions Barren Elves

Allies Janera of the Heath

Enemies Uther of the Wyrms

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GROUCH DONAN

AC 0 [19] (pangolin plate +
shield), HP 43, Att 1 × psionic,
THACO 12 [+7]

Appearance Her hair is long and red. Each morning she paints her face in elaborate blue and black galaxy patterns. She wears animal furs tied together with a rams head skull about her waist. She is 5 feet tall and heavily muscled.

Personality Gruoch Donan is, put simply, a cheapskate. Of all the Scorn Lords, she spends the least on her forces and lives in what amounts to a glorified hovel. She's not poor; she just resents spending money.

Scornopolis Woglsalg

Abilities Scourge, Spriggan

Minions Broggers

Allies Argon the Noble.

Enemies Drago and Uther of the Wyrms

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JANERA OF THE HEATH

AC 5 [14] (chainmail + shield),
HP 32, Att 1 × sword (1d8) or 1
× spell, THACO 12 [+7]

Appearance Her skin is a soft blue, her eyes a yellow nimbus and her lips a full red to match. She wears voluminous red robes and stands nearly 6 feet tall.

Personality Janera is outwardly friendly and charming, the facade hiding an amoral and manipulative core. She craves power and respect above all else.

Scornopolis Scorn Town

Abilities Scourge, Bleeds
Darkness

Minions Demon Dogs

Allies Rabid Jack

Enemies Uther of the Wyrms

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LU BU

AC 4 [15] (chainmail + shield, HP 42, Att 1 × bamboo spear (1d8+2) or 1 × spell, THACO 12 [+7]

Appearance Lu Bu has skin the color of a ripe tangerine and is completely bald. One of his eyes is black, the other a piercing blue. He often wears a toga or a hooded cloak and he carries a staff topped with an elaborate geometric design. He is 5'10" tall.

Personality Not much is known of the Sage of the Bone Mountains. Some say he is the closest to a neutral Scorn Lord, others say his kindness is a mask hiding an evil soul. He grants elaborate gifts to those who amuse him and, unique among Scorn Lords, he highly values the life of his majordomo Lady Versimage.

Scornopolis Zhen Town, **Abilities** Scourge, Outer Alchemy, **Minions** Shadaxion, **Allies** None, **Enemies** Uther

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GIANT INSECT GENERATOR

Giant Insect Base Stats

AC 5 [14], **HD** 12 (54hp), **Att** 1 × Charge (4d6), 1 × Bite (2d6), **THAC0** 10 [+9], **MV** 120' (40'), **SV** D13 W14 P15 B16 S16, **ML** 6, **AL** Neutral, **XP** 2,700, **NA** 1d4, **TT** None, **PSI** None

Body type – Roll 1d20

Roll	Body Type	Notes
1	Stag Beetle	Bite at +1d6 damage
2	Bombardier Beetle	Chemical Spray: 4d6
3	Scarab Beetle	+2 AC
4	Longhorn Beetle	Cannot be surprised
5	Goliath Beetle	x2 size, +4 HD
6	Darkling Beetle	Infravision
7	Blister Beetle	2d6 poison damage on touch
8	Rhinoceros Beetle	Charge attack inflicts double damage
9	Jewel Beetle	Beautiful chitin worth 4x normal
10	Harlequin Beetle	+20 to movement rate
11	Whirligig Beetle	Swim at x2 movement rate
12	Walking Leaf	Camouflage on 5-in-6
13	Cockroach	+4 to all saves, +2 HD
14	Devil's Flower Mantis	Camouflage on 3-in-6, +1 attack/round
15	Conehead Mantis	+2 to initiative
16	Locust	x4 number appearing
17	Deathstalker Scorpion	Poison sting: 6d6 damage
18	Spitting Scorpion	+1 AC, +2 to morale
19	Pill Bug	+2 AC (+6 when rolled in a ball)
20	Earwig	Rear pincer attack: 3d6 damage, grapple on 18+

The Scorn Lands are infested with mega-insects. The good news is that most are peaceful unless attacked and they tend to be nocturnal. The bad news is that they are incredibly lethal and fearsome when they attack.

Legs – Roll 2d8

Roll 2d8 to see how many legs the creature has. Either take that number or consult the table below.

Roll	Number of Legs	Movement Rate
2	0	-90' (-30')
3	2	-60' (-20')
4	5	-15' (-5')
5	9	+15' (+5')
6	4	-30' (-10')
7	3	-45' (-15')
8-10	6	
11	8	
12	12	+15' (+5')
13	24	+30' (+10')
14	49	+45' (+15')
15	100	+60' (+20')
16	1000	+90' (+30')

Disposition – Roll 2d6

Roll	Disposition	Effect
2	Servile	+3 to reactions
3	Friendly	+2 to reactions
4	Cowardly	-1 to attacks, -3 to morale
5	Curious	+1 to reactions
6-8	Impartial	
9	Ornery	-1 to reactions
10	Unpredictable	roll reaction every turn
11	Jumpy	-2 to reactions, +2 to initiative
12	Aggressive	-3 to reactions, +2 to damage

Additional Qualities – Roll 2d20

Each giant insect will have additional qualities. Roll 1d4 to see how many times to roll on the below table. If the same result is rolled more than once, double the efficacy.

Roll	Quality	Mechanical Effect
2	Vice Jawed	Save vs paralysis or knocke prone until monsters death.
3	Snapping jaws	+2 to hit, damage
4	Mandibles	+1 to hit, AC
5	Stinging Tail	+1 damage, save vs poison or lose d3 hp
6	Horned	+1 AC, +2 damage,
7	Stinger	+1d6 damage to attack but it loses the same amount of hp
8	Hard Carapace	+d4 to AC
9	Wings	Can glide or fly 240' (80')
10	Claws	+1 to hit, +1 to damage
11	Rotting carapace	Save vs poison or lose 1 hp every round
12	Scent Communication	Can't be surprised, always wins initiative
13	Subterranean	Doubles damage when underground
14	Carnivorous	Gains d10 hp from consuming flesh
15	Electric	d6 extra electric damage per attack
16	Needler	Shoots needles 1 per day. Does d10 damage
17	Spiny	Covered in spines. +4 AC
18	Poisonous	Save vs poison or lose d4 hp per round until healed
19	Prismatic	So colorful! So pretty!
20	Stench Spray	All within 10' save vs poison or get violently sick
21	Split in Half	Creates two of the insect, each with half hp and stats.
22	Fast Healing	Heals d4 hp each round
23	Disease Gaze	Anyone hit contracts a horrible rotting disease. Healing other than magical is ineffective.
24	Breath Weapon	Save vs breath weapon. Cone of fire (3d6): end 10' wide, 50' long. Can be used up to three times per day.

Roll	Quality	Mechanical Effect
25	Paralyzing Gaze	Save vs paralysis or can't move for d10 turns
26	Vampiric (level drain)	Insect drains 1 level per 10 hp taken
27	Desiccating	Any limb that is hit will wither and die.
28	Chameleon	+4 AC, always wins initiative
29	Jumper	Can Jump d4x10 feet vertically or d6x10 feet horizontally
30	Silent	First attack is always a surprise
31	Brain Eater	Goes for the brain. Creature attacks at -4 but if it hits save vs death or brain is eaten.
32	Psionic	Roll for a psionic power and gain 3d4 PSP
33	Swallow Whole	An attack roll of 20 indicates a victim is swallowed. Inside the insect, suffer 1d6 damage per round. May attack with sharp weapons at -4 to hit; body digested in 6 turns after death.
34	Swarm	d100 mouse sized versions of this creature emerge and swarm all living creatures
35	Acid Spray	The acid destroys normal armour immediately and inflicts 2d8 damage per round.
36	Ovipositor	On a hit, the ovipositor deals 1 point of damage and implants 1d20 eggs in the victim. The eggs grow swiftly, hatching in 1d4 minutes into insects that burrow out of the victim's body. This deals 1 point of Constitution damage per insect
37	Cold Aura	All creatures within 20' suffer 1d8 damage per round.
38	Sonic Blast	Ruptures the eardrums of all within 30'. Hearing will return in d20 days.
39	Antenna (d6)	Add +1 to AC and to hit for each antenna
40	Extra eyes (d20)	+1 to initiative and to hit for each eye.