

# Shattered Lands

## Minimalistic Role Play

### By Austin Allard

Shattered Lands is a streamlined, grimdark roleplaying game for one Judge and at least one other player. The Judge creates the world, and describes locations, characters, and situations within it. The players react to these descriptions, and the game progresses through these reactions, with the Judge occasionally having players roll dice to build tension and resolve conflict.

As the game progresses the players will explore what seems to be a very broken, and doomed world. Tales of horrible monsters, and weird creatures are told throughout the land, but the worst creature of them all is man. Ancient ruins of dead civilizations dot the wilderness, and they all seem to connect like distorted labyrinths. Weird, and corrupting magics can be found, giving those who are careful great power, and those who are careless are corrupted and forever changed.

**Thanks:** Chris McDowall for the chassis of *Into the Odd*, Ben Milton for *Knave and Maze Rats*, Yochai Gal for *Cairn*, Jason Tocci for *Grave*, Dan Masters for *Deathbringer* (mainly the misery table) and Isaac Williams for *Mausritter*.

# Characters

## Rolling Attributes

Roll 3d6 for your three Attributes in the order below;

**Strength (STR):** Power, Toughness, and Resilience.

**Dexterity (DEX):** Speed, Agility, and Precision.

**Willpower (WILL):** Charms, Confidence, and Mental Endurance.

## Hit Protection and Silver

Roll 1d8 to determine starting Hit Protection (HP, your ability to avoid getting hit.) and then roll 1d6 for starting silver.

Additionally all characters start with the following;

- Torches (Ud4)
- Preserved Rations (Ud6)
- Camping Supplies **Bulky** (tents, tarps, bedrolls)

## Misery

Roll a d20 for a random Misery, or create your own.

1. Abandoned at birth
2. Banished from home
3. Betrayed by a loved one
4. Cursed by a vengeful witch
5. Disinherited or Disowned
6. Escaped from bondage or Prison
7. Fled a scandal
8. Framed for a Crime
9. Killed Someone important
10. Left for dead
11. Locusts ate your crops
12. Owe someone money (200 silver debt)
13. Pursued by law
14. Raised in the Streets
15. Reduced to poverty
16. Rejected by poverty

17. Ruined by vice
18. Suffering from amnesia
19. Survived a massacre
20. Town ravaged by plague

## Background

Roll a d10 or pick a background. This is what your character did before they were struck by misery.

### 1. Disgraced Knight

*Rusty Sword (Ud8), Chain Mail (+2), Shield (+1)*

### 2. Marauder

*Battle Axe **bulky** (Ud10), Rough leather Armor (+1), grappling hook.*

### 3. Nobles Bastard Son/Daughter

*Elegant Rapier (Ud6), expensive gold ring, elegant clothing, parrying dagger (Ud4)*

### 4. Outrider

*Longbow (Ud8), padded armor with a hood and cloak (+1), a bounty for a wanted bandit.*

### 5. Witchhunter

*shortsword(Ud6), holy symbol, 2 vials of holy water (Ud4 against undead), crossbow Ud6*

### 6. Cutpurse

*Two daggers (Ud6), rugged clothing, hood and cloak, thieves tools, 50' rope.*

### 7. Pyromancer

*Hand Axe (Ud6), Shield (+1) tattered robes, spellbook (iron flesh), spellbook (firebolt), firebombs (Ud6 blast).*

### 8. Skald

*Shortsword (Ud6), lute or drum, wooden flute, spell scroll (random spell) book of poems.*

### 9. Grimscribe

*Dagger (Ud6), fine robes, Staff (Ud6), Spellbook (Arcane Arrow), Spellbook (Cantrip).*

### 10. Wretch

*Nothing but some ragged clothing, a wooden Club (Ud6), and a wooden shield (+1).*

# Equipment

The items in this section are common weapons, items, and equipment that can be found while adventuring, or in shops. All prices are listed in *Silver* (s), but exact prices may vary depending on region, and events within a world. A small farm settlement may have less items, but they could be cheaper. But a large city would have more items available at a higher price.

Characters have 10 **item slots**, and all items occupy one slot unless they are marked as **Bulky**. **Bulky** items occupy two slots, and require two hands to use. Carrying more than one **Bulky** item also causes disadvantage on **DEX** saves.

## Usage Dice

Items with a Usge Die (marked as Ud) are consumable, have a limited supply, or have durability. When using one of these items roll its Ud, on a result of 1 it is lowered one step on the dice chain. Result of a 1 on a d4 means the item is used up, lost, or broken. These items can be resupplied in towns, or repaired while out on adventures if the character has the equipment and knows how to do so.

**d4>d6>d8>d10>d12**

Weapons damage and Armor defense is also determined with its Ud. When they have their durability reduced they use the next lowest dice in the chain until they are repaired. If a weapon or piece of armor is fully broken it can only be repaired in town by a blacksmith for a price. Magic weapons and armor can not be broken, or lose their durability which makes them more appealing to adventurers.

# Weapons

|                                                                       |
|-----------------------------------------------------------------------|
| Improvised weapons (Fist, Crowbar, etc.) Ud4                          |
| Light Weapons (Shortsword, Clubs, Daggers) Ud6 10s                    |
| Martial Weapons (Longsword, Spear, Axe) Ud8 50s                       |
| Great Weapons (Halberd, Greatsword, Great Axe) <b>Bulky</b> Ud10 100s |
| Noble Weapons (any above) <b>Bulky</b> UdX + 2 200 silver             |
| Light Ranged (Sling, Shortbow, Crossbow) Ud6 10s                      |
| Heavy Ranged (Longbow, Heavy Crossbow) Ud8 50s                        |

# Armor

|                                                    |
|----------------------------------------------------|
| Light Armor (Hide, Fur, Padded) +1 Armor 15s       |
| Medium Armor (Chain, Scaled, Studded) +2 Armor 30s |
| Heavy Armor (Plate) <b>Bulky</b> +3 Armor 100s     |
| Shield +1 Armor 20s                                |

# Alchemy and Spell Casting

|                                                                             |
|-----------------------------------------------------------------------------|
| Acid Ud4 100s ( <i>Reduces item one step</i> )                              |
| Smithing Oil 50s ( <i>one use, increases weapon or armor by one step</i> ). |
| Firebomb Ud6 blast 50s                                                      |
| Healing Herbs 100s (one use, cures all poisons)                             |
| Holy Water Ud4 50s (damages undead)                                         |
| Magic Ring 500s (roll for effect)                                           |
| Silver Cross (causes undead to flee)                                        |
| Spell Scroll 800s (random one use spell)                                    |
| Spell Book 2000s (random spell)                                             |

# Tools and Gear

|                                     |
|-------------------------------------|
| Animal Trap d6 damage (one use) 50s |
| Bottle, Vial, or Flask 2s           |
| Chain 10’ 10s                       |
| Crowbar 5s                          |
| Grappling Hook 10s                  |
| Hammer 5s                           |
| Thieves Tools 25s                   |
| Lantern Ud6 25s                     |
| Mirror 200s                         |
| Net 10s                             |
| Pickaxe 10s                         |
| Rope 50’ 10s                        |
| Saw 10s                             |
| Shovel 10s                          |
| Spy glass 50s                       |
| Tinderbox 50s                       |
| Torches Ud4 10s                     |
| Twine 300’ 5s                       |

# Core Rules

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## Saving Throws

When you attempt something risky, or failure could result in serious harm, roll a d20 under a relevant Attribute. If you roll equal to or under you succeed. Roll over, and you fail. 1 is always a success, 20 is always a failure.

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## Turns

Usually, the Player Characters will take their turns first. If the players are surprised, or it is unclear who goes first, have a player roll a **DEX** save. On a failure the monsters go first, on a success the PCs go first. On each sides turn, each character can move 20', and make one action (attack, cast a spell, use a magic item, or move another 20').

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## Attacking and Defending

The attacker rolls the Ud dictated by their weapon, then subtract the target's Armor from the result. The remainder is dealt to the target's HP.

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## Enhanced and Impaired Attacks

Attacks that are impaired (firing from cover, attacking while grappled, etc.) roll a Ud4 regardless of weapon type. Attacks that are enhanced (from a maneuver, or attacking a vulnerable enemy, etc.) use a Ud12 regardless of weapon type.

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## Blast

Weapons that cause blast damage, damage all targets in an appropriate area. Roll the damage dice once, all targets take that much damage.

## Multiple Attackers

Multiple attackers targeting the same character both roll damage. The target takes damage from the highest result.

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## Damage

When a character takes damage, they lose that much HP.If a character takes more damage than their HP the remaining is removed from their **STR** score. They must make a **STR** save to avoid Critical Damage.

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## Critical Damage

When a character takes critical damage they are unable to do anything but crawl till they are tended to and take a short rest. If not tended to after an hour, they are **dead**.

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## Resting

Resting for a few moments, and drinking some water, and eating some food restores all lost HP. But this can put the party in danger from an ambush.

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## Healing

Restoring damaged Attributes requires multiple days of rest (one day of rest in a safe location heals an Attribute by one point) or paying for healing services with a cleric.

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## Attribute Score Loss

When **STR** is reduced to zero a character is dead. When **DEX** is reduced to zero a character is paralyzed. When **WILL** is reduced to zero you are mentally broken, and must roll on the corruption table.

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## Manoeuvres

When a character attempts a maneuver in combat (like backstabbing, blind, trip, disarm, etc.) the side most at risk makes a relevant **Save**. Regardless of if the player is successful, they take a **Fatigue**.

## Fatigue

When a character goes without a crucial need (like food, water, rest) They gain Fatigue, each Fatigue occupies one item slot. Performing Manoeuvres, and casting spells also causes Fatigue.

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## Death

When a character dies, the player will make a new character immediately! And the Judge should be sure to get them back into the game as soon as possible.

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## Reactions

When the PCs interact with NPCs, and their disposition towards the party is unclear, have the character leading the interaction make a **WILL** save. On a failure the NPC may turn hostile, or give them worse prices in trade, etc.

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## Morale

When a group has lost half of their number the leader must make a **WILL** save, on a failure they may attempt to escape. Lone combatants make a **WILL** save when their HP is reduced to zero. Fleeing characters must make DEX saves, and have a place to flee to.

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## Scars

If an attack brings a PC down to exactly 0 HP, they gain a Scar. Find the amount of HP lost on the scar table on the next page. Scars are permanent.

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# Scars Table

|                                                                                                                                                                                                                                     |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1 Lasting Scar:</b> Roll 1d6   1: Neck, 2: Hands, 3: Eye, 4: Chest, 5: Legs, 6: Ear. Roll 1d6. If the total is higher than your max HP, take the new result.                                                                     |
| <b>2 Rattling Blow:</b> You're disoriented and shaken. Describe how you refocus. Roll 1d6. If the total is higher than your max HP, take the new result.                                                                            |
| <b>3 Walloped:</b> You're sent flying and land flat on your face, winded. You are deprived until you rest for a few hours. Then, roll 1d6. Add that amount to your max HP.                                                          |
| <b>4 Broken Limb:</b> Roll 1d6   1-2: Leg, 3-4: Arm, 5: Rib, 6: Skull. Once mended, roll 2d6. If the total is higher than your max HP, take the new result.                                                                         |
| <b>5 Diseased:</b> You're afflicted with a gross, uncomfortable infection. When you get over it, roll 2d6. If the total is higher than your max HP, take the new result.                                                            |
| <b>6 Reorienting Head Wound:</b> Roll 1d6   1-2: STR, 3-4: DEX, 5-6: WIL. Roll 3d6. If the total is higher than your current ability score, take the new result.                                                                    |
| <b>7 Hamstrung:</b> You can barely move until you get serious help and rest. After recovery, roll 3d6. If the total is higher than your max DEX, take the new result.                                                               |
| <b>8 Deafened:</b> You cannot hear anything until you find extraordinary aid. Regardless, make a WIL save. If you pass, increase your max WIL by 1d4.                                                                               |
| <b>9 Re-brained:</b> Some hidden part of your psyche is knocked loose. Roll 3d6. If the total is higher than your max WIL, take the new result.                                                                                     |
| <b>10 Sundered:</b> An appendage is torn off, crippled or useless. The Warden will tell you which. Then, make a WIL save. If you pass, increase your max WIL by 1d6.                                                                |
| <b>11 Mortal Wound:</b> You are deprived and out of action. You die in one hour unless healed. Upon recovery, roll 2d6. Take the new result as your max HP.                                                                         |
| <b>12 Doomed:</b> Death seemed ever so close, but somehow you survived. If your next save against critical damage is a fail, you die horribly. If you pass, roll 3d6. If the total is higher than your max HP, take the new result. |

# Magic

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| <b>Spellbooks</b> contain a single spell and take up one slot. They cannot be transcribed or created; instead they are recovered from places like tombs, dungeons, and manors.                                           | <b>Spellbooks</b> sometimes display unusual properties or limitations, such as producing a foul or unearthly smell when opened, possessing an innate intelligence, or being legible only when held in moonlight.                                                                                                                                                                                                                                                                                                                                                                                                  | <b>Spellbooks</b> will attract the attention of those who seek the arcane power within, and it is considered dangerous to display them openly. |
| <b>Scrolls</b> are similar to Spellbooks, however: <ul style="list-style-type: none"><li>• They do not take up an inventory slot.</li><li>• They do not cause fatigue.</li><li>• They disappear after one use.</li></ul> |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                |
| <b>Casting Spells</b>                                                                                                                                                                                                    | Anyone can cast a spell by holding a Spellbook in both hands and reading its contents aloud. They must then add a Fatigue to inventory, occupying one slot. Given time and safety, PCs can <i>enhance</i> a spell's impact (e.g., affecting multiple targets, increasing its power, etc.) without any additional cost. If the PC is deprived or in danger, the Warden may require a PC to make a WIL save to avoid any ill-effects from casting the spell. Consequences of failure are on par with the intended effect, and may result in added Fatigue, the destruction of the Spellbook, injury, or even death. |                                                                                                                                                |

# Arcane Spell List d20

- Arcane Arrow:** Green energy burst from your fingers, ignoring mundane armor and dealing 1d6 damage.
- Architects Eye:** Any hidden doors in a 60ft range light up as if on fire.
- Addle Brain:** Target must pass a **WILL** save or be dropped to zero **WILL** for one hour.
- Burning Missile:** You fire an acid missile that does 1d6 damage to a target for every round it is not washed off.
- Create Unlife:** Creates 1d4 undead skeletons and zombies from corpses. WIL save every hour to control them.
- Cantrip:** Create a minor, harmless magical effect.
- Darksight:** Target can see 60 ft. in total darkness.
- Deaths Breath:** You summon a poisonous cloud (d6 STR loss) you can control.
- Firebolt:** Summon and throw a ball of fire. Deals d6 blast damage.
- Feline Dexterity:** Target becomes limber, lithe and as fast as quicksilver.
- Fish Lung:** A target can breathe underwater until they surface again.
- Ice Ray:** Ice and snow flow from your fingerprints, dealing 1d8 damage (blast) in a straight line.
- Ill Fate:** Target automatically fails next their next save.
- Iron Flesh:** Your flesh turns into solid iron. +3 Armor. Disadvantage on **DEX** saves.
- Lamp's Hue:** Target object shines like a torch for one hour.
- Linguist:** For the next hour you can speak and understand any mundane language.
- Sleep:** 1d6 targets must make a **WILL** save, or fall into a deep slumber.
- Sway Will:** A target is compelled to follow a stated course of action, without understanding why.

19. **Winters Woe:** A target is compelled to follow a stated course of action, without understanding why.
20. **Word of Pain:** A single phrase from your lips does 1d12 blast damage. Affected targets are also deafened.