

# LIFE AND DEATH

A Saga of the Shattered Lands



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D101  
GAMES

**Cover:** *Dead Pot Country* by Jon Hodgson. A Ghoul Queen looks on while a group of adventurers fight against a Bone Gardener.

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## THANK YOUS

Sacha Ratcliffe for helping me get L&D over the finishing line. Simon & John for bringing it to visual life after so long.

## FURTHER INFORMATION

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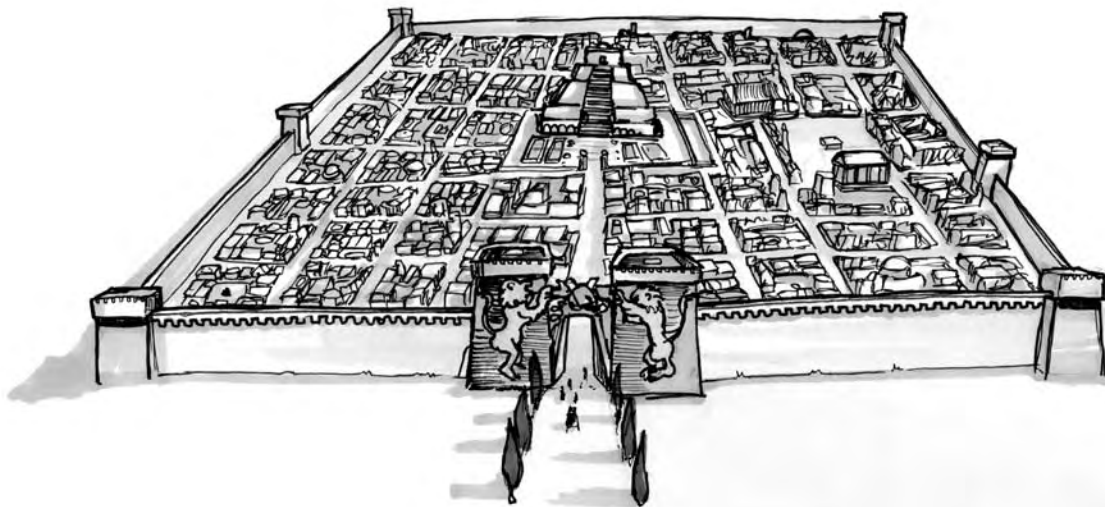
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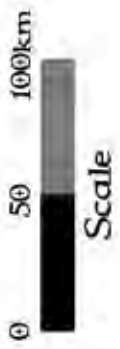
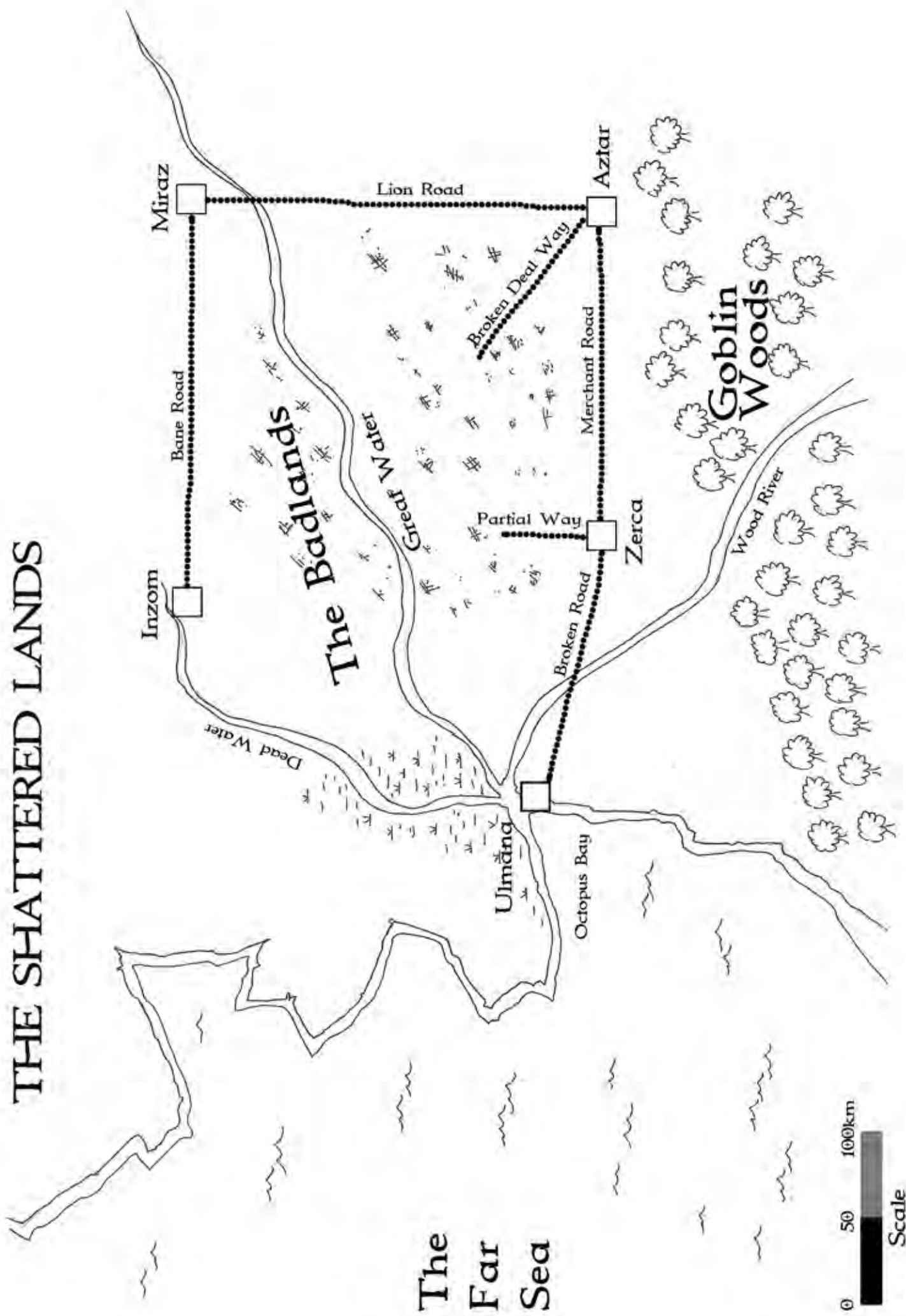
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# THE SHATTERED LANDS



# WELCOME TO THE SHATTERED LANDS

Set in the Shattered Lands, this supplement guides the characters through a tale of a world recovering from a magical apocalypse and rediscovering the powerful magics of the past. Already the dead walk if not cremated and various evil forces seek to bring about a state of everlasting Death. The players on the other hand must oppose them and bring Life back to the world, or seize the power of death for themselves, if they so choose.

These scenarios are for four to six starting characters using the OpenQuest main rulebook.

Both adventures seek to highlight the defining characteristics of an OpenQuest adventure, based upon the author's experience of playing D100 games in one form or another for twenty years.

- *Monsters are characters too*, with abilities and magic like the player characters and their own goals and motivations.
- *Treasure is often culturally significant* as well as magically powerful.
- *Cultural detail is important*. The adventure doesn't take place in a social vacuum, the player characters start out in the fantasy equivalent of a Wild West town, travel to the adventure location and kill things and take their stuff. In OpenQuest those 'things' your players have just killed have friends and allies outside of the 'dungeon' that may take objection. The friendly town where the adventure starts and the players go to lick their wounds has its own laws and customs which affect how the local residents react.

- *Magic is an integral part of the world*, which shapes and forms it. Even in a low magic world such as Shattered Lands, the existence of magic has profound effect on the everyday inhabitants beyond the local war wizard casting Ball of Fire.
- *Interaction with the world is not just about based around combat*. Player characters have communication, knowledge and stealth skills plus magic spells as well as combat skills. Therefore player characters are better equipped to deal with a variety of situations and this scenario reflects that.

## WHAT'S IN THIS BOOK?

### A TRAVELLER'S GUIDE TO THE SHATTERED LANDS

This is a brief overview of the setting with Cults. Enough for a Games Master to use the setting without clipping the wings of inspiration.

### ADVENTURE 1. DEAD POT COUNTRY

Enter the ancient ruins of the River Valley Civilization in search of a missing Merchant.

### ADVENTURE 2. LIFE AND DEATH

Journey to the tyrannical city of Miraz and stop the plague of Undeath that afflicts it.

### APPENDIX:

#### THE ADVENTURERS

Six ready made characters for inspiration or pick up and play.

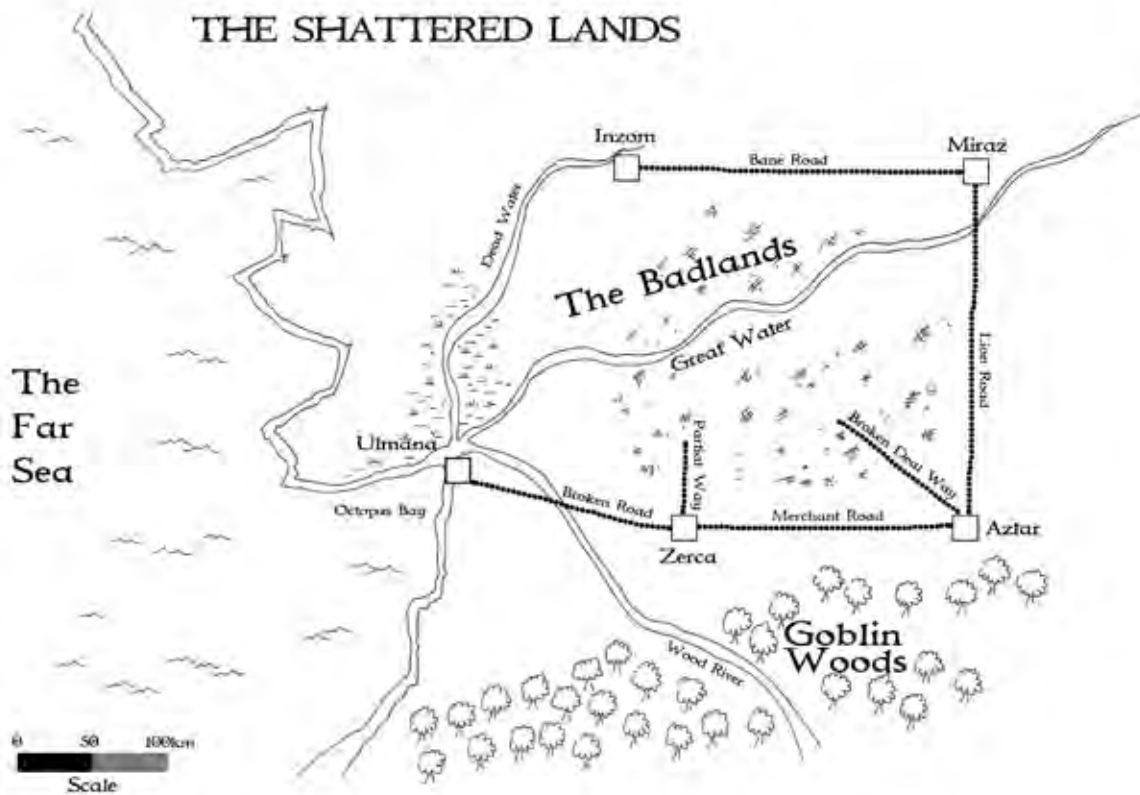
# A TRAVELLER'S GUIDE TO THE SHATTERED LANDS

Five hundred years ago human civilisation reached a peak with the Empire of the Lions. The last Lion Emperor was a man of great hubris who brought down the wrath of the gods. They sent earthquakes and fire from heaven, made people speak different languages and built invisible walls that imprisoned people in their cities. The country-dwellers were cut off and devoured by monsters. Then the Old Gods withdrew from the world leaving the remnants of mankind imprisoned in their cities.

One hundred years ago, the Age of Isolation ended and people began to wander back into the wilderness. City-States began to nervously trade with one another, wars came and went, and Magic began to return to the world.

Now in the Land of the Five Cities, your adventurer has strapped on their armour, donned his weapons, prepared his spells and has stepped outside the walls of his city ready to explore the new world of adventure that is opening up.

The Shattered Lands



## THE FIVE CITIES

The human population of the Shattered Lands is huddled around five self-contained City-States. Each has a supporting belt of farms and villages which cluster up to ten kilometres away from the city. Beyond these peasant dwellings are the barren Badlands.



**From Left to Right: A Zercan Sorcerer, A Badland Warden, An Aztar Timber Baron, An Inzom Mortuary Assistant, A Ulmanan Pirate and a Mirazan Peasant.**

### MIRAZ, CITY OF THE TYRANT

Home to the Iron Legions, this city was constantly with its neighbours. While its attempts at conquest have ultimately failed, Miraz remains a constant threat to the other cities due to its highly organised social structure and great reserves of iron weapons. Its wealth, stolen from others in constant raids, pays for a large number of foreign mercenaries leading to the popular saying “Miraz’s Iron Legions stomp along roads of Gold”.

### IRON LEGIONARY

The legendary fighting men of Miraz, fully armed and armoured in iron, whose hob-nailed boots stomp through the dust of the Badlands on annual campaigns of conquest against the other cities.

The pinnacle of Mirazian discipline an Iron Legionnaire is a feared fighting machine, both at home and away. They are taught to fight with sword and shield in heavy iron plate mail, in tight formation, fighting alongside their fellow legionaries.

*Skills:* Close Athletics, Combat, Dodge, Resilience.

*Battle Magic:* None, Magic is outlawed in Miraz.

### AGENT

Agents are Miraz's administrative class, responsible for the day to day running of the city. They come from hereditary families that sit just outside of the nobility. This class is allowed to handle and manage money, but is not allowed the initiative to broker its own deals. Trade is strictly controlled by laws laid down by the Tyrant which ensures that all profits flow into his treasury. An Agent's life vies between one of comfort and paranoia, depending on their standing with the tyrant. Agents are experts in balancing the books and surviving the games of one-upmanship and intrigue that are prevalent in their class.

*Skills:* Trade, Influence, Languages (Other), Engineering, Persistence, Streetwise.

*Battle Magic:* None, Magic is outlawed in Miraz.

### NOBLE

A member of one of Miraz's 'Golden Families' who sided with the First Tyrant during the beginning of the Age of Isolation and who joined with him in a pact of power that has held the city in its iron grip ever since. The noble families intermarry to consolidate their power. With the best upbringing and training that money could buy, Miraz's nobles are expected to rule the lower classes with absolute authority and protect them from the unwanted and unruly attentions of outsiders.

*Skills:* Athletics, Close Combat, Influence, Ranged Combat.

*Battle Magic:* None, Magic is outlawed in Miraz.

### INZOM, CITY

#### OF THE DEAD

Inzom is also known as 'Necropolis'. Even in the time of the Lion Empire it was the last destination for many nobles who could afford to be interred in the city of the dead outside the walls of the city of the living.

During the Age of Isolation, the living huddled within the walls of their city, while the dead shuffled around in theirs. A strange relationship exists between the two cities, with centuries of ritual and tradition ensuring the city's prosperity, known as *The Balance*.

Its last living ruler died in the invasion of the city by Miraz fifty years ago. The Bone King rose up with the dead legions and expelled the Iron Legions. Since that time he has ruled the city of the living as well as the city of the dead. The Bone King occasionally sanctions expeditions into the city of the dead to raid the tombs of nobles who have fallen out of favour.

#### MORGUE ATTENDANT

Lurkers at the threshold of Death, their job is to ensure that the dead are successfully interred and that nothing passes over or back from the City of the Dead, living or dead, that would upset the Balance between the Living and the Dead. Part embalmer, part investigator, Morgue Attendants have a grim sense of humour that comes from sticking their heads in places foul and rotting in search of some glimmer of the truth.

*Skills:* Lore (Undead), Lore (The Balance), Mechanisms, Streetwise, Ranged combat, Resilience.

*Battle Magic:* Call Spirits, Create Charms, Second Sight, Spirit Shield, Spirit Binding Ritual.