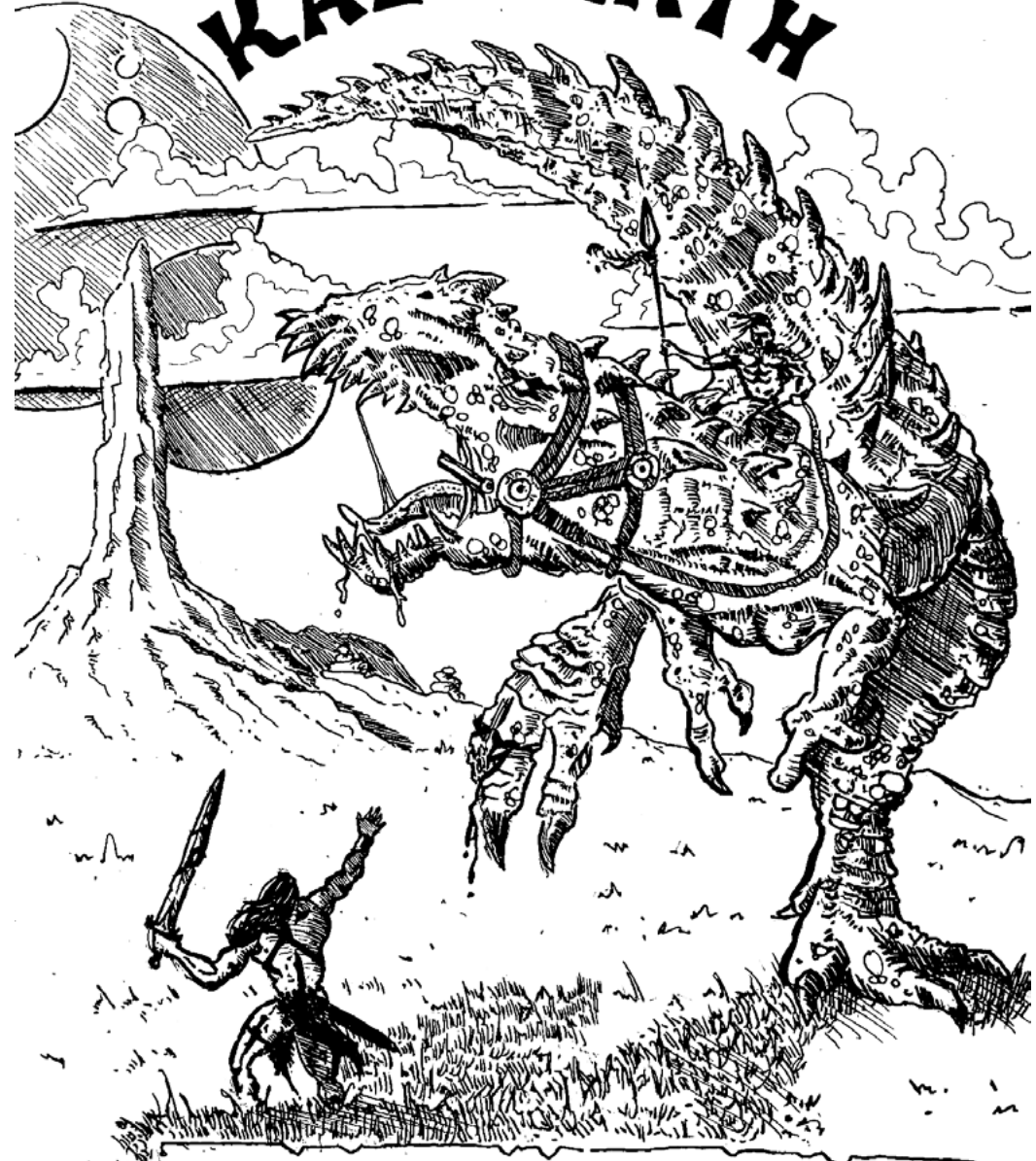


KAL-ARATH



A Roleplaying Game For 1+ Players
in a world of high adventure.



Steppe Jackal

HP:	d6
Armor:	0
Attack:	Bite (d6)
Morale:	6
Special:	Pack Tactics

Teradun (Pteranodon)

HP:	4d6
Armor:	Tough Hide (1)
Attack:	Beak (d6)
Morale:	6
Special:	Swoop

Wolves

HP:	2d6
Armor:	0
Attack:	Bite (d6 / two attacks per round)
Morale:	8
Special:	Pack Tactics

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Greetings, wanderer of wild and treacherous lands, seeker of glory and power untold!

You have set your foot upon the perilous path into a savage land — a realm where ancient demons demand sacrifice and vie for power...and mortals strive against one another with blood-magic and steel.

This massive steppe is known to its peoples as Kal-Arath, although the barbarians of the north refer to the vast grassland as “The Kyrg.”

Arathi civilization centers around the stony plateau city of Kar’eld, heart of the Khanate of Akkai, the demon lord of Kal-Arath.

Across these untamed vistas, the battle-barges of countless warlords sail a sea of grass and stone, crews hungry for the favor of squabbling demon rulers both demanding and cruel.

To survive in Kal-Arath is to dance with death, yet the rewards for the bold are riches and renown beyond imagination.

Here are monks and mystics drunk on the rotting blood of human sacrifice, practicing arts considered inhuman by those foreign to this place. Their bodies are hardened by fighting arts taught them by their dark masters, and their minds are fixed on nighted voids beyond mortal understanding.

In the sky, beneath the blinding sun, one can sometimes see the riders of the fearsome flying lizards called *teradun*, doing battle with flashing lances or dark magics. These riders are sometimes favored champions of spiteful demonic nobility, or mercenary captains, or perhaps even the scouts or messengers of some wealthy merchant king.

For Kal-Arath is not truly ruled by any — the city of Kar’eld may be the seat of the power of Akkai, but his lordship is contested at every turn by mortal and demon alike.

This is a land where even a lowly pit-fighter may earn the love of the crowd and become king.

Where rich traders and clever merchants hold more power than gods...

and he who learns the secrets of decaying scrolls and forgotten codexes might set himself up as opposition even to the demons who rule this land from their blood-soaked temples.

Nomad (Warrior)

HP:	2d6
Armor:	Leather and Shield (2)
Attack:	Spear (d6) Sword (d6)
Morale:	8
Special:	Mounted — Makes attacks at advantage while on horseback

Raptor Lizard

HP:	5d6
Armor:	Tough Scales (1)
Attack:	Claws (d6) Bite (2d6 / two attacks per round)
Morale:	10
Special:	Clever Girl — Attacks at advantage when fighting alongside another Raptor Lizard

Skeleton Warrior

HP:	2d6
Armor:	Leather (1)
Attack:	Sword (d6)
Morale:	N/A
Special:	Immune to fear and mind-affecting spells, all slashing and piercing damage done at disadvantage

Sorcerer

HP:	2d6
Armor:	None
Attack:	Staff (d6)
Morale:	6
Special:	Spells — can cast up to Tier 3 of random Pact at INT+3

Giant Spider

HP:	3d6
Armor:	Chitin (1)
Attack:	Bite d6+poison (TOU check 8+ or paralyzed for d6 rounds)
Morale:	6
Special:	Webbing (AGI check 8+ or target is immobilized until a STR check)

Kuyu (Neanderthal/Cave People)

HP:	d6
Armor:	Shield (1)
Attack:	Club or Spear (d6)
Morale:	8

Lion

HP:	4d6
Armor:	0
Attack:	Claw (d6) Bite (d6 / two attacks per round)
Morale:	9
Special:	Leaping Attack — if more than 10' from opponent and succeeds with Claw attack, knocks enemy prone and automatically succeeds with bite

Mercenary/Bodyguard

HP:	d6
Armor:	Leather and Shield (2)
Attack:	Sword (d6)
Morale:	7

Nomad (Scout)

HP:	d6
Armor:	0
Attack:	Shortbow (d6)
Morale:	7

This is Kal-Arath.

Who will you be?

How will you die?

A QUICK NOTE:

Kal-Arath is the first installment in what will be a series of booklets, each one made to play solo or with friends with no preparation, allowing your story to emerge from the dice and your own imagination.

The rules included are what I use for my own solo play, which I enjoy a great deal. I like just having to use d6's because they're easy and minimalist. The games this ruleset was inspired by were Barbaric!, Mork Borg (which is the ruleset these adventures started out using), and Black Sword Hack (which I've read several times but not run a game of yet at the time of this writing).

You can use whatever rules you like with this game — as always, the rules matter a lot less than the fun you have at the table, and there is no perfect ruleset. Anything here you don't like, or feel I've left out — just plug in something else from your favorite ruleset. I included my own for a sense of completeness, so that if someone wanted to, they could run the whole game from this booklet alone.

I know you didn't need my permission...but there it is!

The setting of Kal-Arath is meant to be one of swords and sorcery, epic adventure, heroic risk, and kingly reward — but much of what lives, thrives, and dies in this strange place is largely up to you and the tables.

In my mind, Kal-Arath is a heady mix, with its forbidden cities and prayer flags flapping everywhere to the local demon lord. Monks practice martial arts and bizarre meditations under the watchful eye of demon tutors and lamas, forging their bodies and minds into killing machines.

Warlords stake out territory and engage in savage conflict with each other for resources, horses, and the favor of dark powers - who grow and lessen in power based entirely on how many are sacrificed and killed in their name. Great war-machines called battle-barges, made of once plentiful but now extinct forests, roll tirelessly under the command of mercenary captains, or have been repurposed by powerful traders and merchants.

“Dragons” here are pteranodons and the tall grasses of some areas are hunted viciously by raptor lizards capable of disemboweling the strongest warriors with ease and speed. The flying ones are sometimes tamed from an egg stolen on the highest cliffs, and ridden by various servants or champions of extremely wealthy or powerful factions.

The pit fights of Kar’eld are one of the highest forms of entertainment, and fighters train and kill in smaller versions of the tournaments all over Kal-Arath, hoping one day to make it there to slaughter the best in the world and earn a name and staggering fortune.

From this, you get a feel for what this place feels like to me, and in my games — for you...take what you like. Change the rest. Mix it up. Have fun. I hope your adventures in Kal-Arath are exciting, entertaining, and that you avoid the sacrificial rites of the Sons of Akkai.

You may notice there is little here that concerns itself with “balance” or worrying about power levels and so on — due to the nature of the game, I’ve seen a group of level one characters take out a *teradun* in one round, and had a TPK from a seemingly insignificant couple enemies rolling critical hits with exploding dice.

Luckily, character generation is quick, and there’s a great big world to keep exploring!

Keep your blades sharp,

- Castle Grief

Ghoul

HP:	2d6
Armor:	Rotting Mail or Leather (1)
Attack:	Claws (d6)
Morale:	N/A
Special:	Paralyzing Touch (TOU check 8+ or target is paralyzed for d6 rounds)

Giant (Humanoid)

HP:	6d6
Armor:	Hide (1)
Attack:	Club (2d6)
Morale:	11
Special:	Throw Boulder (ranged attack 2d6, single target)

Giant Owl

HP:	3d6
Armor:	0
Attack:	Talons (d6)
Morale:	10
Special:	Swoop — Successful talon attack may carry human or small animal (sheep etc) d6x10 feet into the air and drop for that many d6 damage, ignoring armor

Giant Snake

HP:	4d6
Armor:	0
Attack:	Bite d6+poison (TOU check 8+ or take additional d6 damage next turn)
Morale:	8
Special:	Constrict — on successful attack, grapples one opponent. Grappled target takes d6 constriction and automatic bite damage each round. STR check at disadvantage to break free

BESTIARY

Ash'Hassim

HP:	2d6
Armor:	Leather 1
Attack:	Dagger (d6/d)
Morale:	Average (8)
Special:	Stealth (INT check 8+ to detect) Backstab (add d6 on unaware targets)

Beastmen

HP:	d6
Armor:	None (0)
Attack:	Claws or Club (d6/d or d6)
Morale:	Cowardly (6)
Special:	Pack Tactics (PCs at -2 Dodge when outnumbered by Beastmen)

Black Legion Champion

HP:	5d6
Armor:	Chain and Plate (2)
Attack:	Greatsword (d6/a)x2/rd
Morale:	Elite (10)
Special:	Intimidate (Presence check 8+ or opponent makes combat rolls at disadvantage)

Duelist/Pit Fighter

HP:	3d6
Armor:	Leather and Shield (2) / Just Leather (1)
Attack:	Sword (d6) x2/round
Morale:	8

Eukarya (Giant Mantis)

HP:	5d6
Armor:	Carapace (2)
Attack:	Claws (d6) Bite (d6) (two attacks/round)
Morale:	8
Special:	Leaping Attack — if more than 10' from opponent and succeeds with Claw attack, knocks enemy prone and automatically succeeds with bite

RULES

Stats are determined by putting 4 points into the 5 stats:

Strength STR	Use for melee and other physical might rolls
Toughness TOU	Use for starting HP, death chart rolls, and feats of endurance and resistance
Agility AGI	Use for missile attacks, dodging, initiative and general dexterity moves
Intelligence INT	Use for spells, perception, and other “smart” stuff
Presence PRE	Use for reaction checks, charisma, lying, intimidation, and other social checks

None may be higher than +2 at the start of gameplay.

Additionally, one stat may optionally be put at a -1 to gain an extra point to spend elsewhere.

CHARACTER IMPROVEMENT

Leveling Up is based on XP. Each level requires that many XP to attain it, and characters are given 1XP per “meaningful” session. Meaningful simply relates to the idea that the session was a generative one, and enjoyable, during which time the character faced challenges, explored, or otherwise interacted with the gameworld - this is to keep players from the temptation of playing brief, unfulfilling “sessions” specifically to “level up.” Resist this and attain glory through deed!

Bonus XP can be awarded for:

Significant event — completing a quest, surviving an especially difficult/threatening combat, exploring a new area or surviving a dungeon, attaining a major story landmark, and so on - no more than 2 bonus XP should be given per session, with the exception of major story accomplishments like finishing a multi-session quest or some other big achievement that relates to the character’s emerged story.

Leveling up provides the following benefits:

Players must select **only one** of these two advancements:

Roll 6d6 vs. current HP	Rolling higher grants d6 HP. Rolling equal or lower grants 1 HP.
Put 1 point into any stat	To a maximum of +5

Additionally:

At 1st level, players choose one of the following skills automatically.

At 3rd, 5th and 9th level (max level attainable), they may select from the skill list again, while forfeiting their other chosen advancement.

These skills stack if taken more than once. Skills marked with an * may only be taken once.

SKILLS

WARRIOR

*You may make an additional attack per round at a disadvantage.
(Roll 3d6, take 2 lowest)

Roll attack and damage with a specific weapon type at a +1
(longsword, bow, spear, etc.)

Gain an additional point of damage reduction from wearing armor

Gain 1 point of damage reduction, but only when unarmored

*Add d6 rage/bloodlust damage until rage ends in d6 rounds. After rage ends, roll d6. On 1-3 you make all rolls at disadvantage until long rest. After a long rest you may rage again.

ROGUE

*You are at an advantage (roll 3d6 and take the best two) when hiding or sneaking.

*Advantage when thieving (locks, pockets, etc)

*You roll vs. triggering traps at an advantage (See Dungeon section)

Add a +1 to your initiative roll

When you strike from being hidden, you may add a d6 to your damage

6. A huge cavern containing piles of countless human bones. Within, a primeval monster from the dawn of man - a massive hulk of muscle, cream and jade colored scales and fangs the length of swords, eyes burning in its awful reptilian face.

Tyrant Lizard

HP:	32
Damage:	2d6 bite, d6 tail (ignores armor, knocks anyone struck d6x5 feet away.)
Armor:	2 (hide)
Special:	Awful Roar — When it roars, opponents must make a Presence check against a difficulty of 8 or be terrified, losing next action as if stunned. Tyrant Lizard will perform its roar at the beginning of combat, then roll d6 and count the die down each round — when it reaches 0, Tyrant Lizard will perform its roar again.

Among the bones are an obsidian battle axe that grants its bearer advantage on all initiative rolls.

A bag of jade figurines worth 300s.

A scroll containing the instructions for a demonic pact of random type.

PASSAGES/CORRIDORS/CONNECTIONS (ROLL D6)

For each passage or corridor, roll a d6 when traversing. On a 1, you encounter a Foe

1	Straight, unremarkable corridor
2	Winding, narrow passage
3	Staircase up/down
4	Hidden/Secret passage
5	Blocked/Impassable without effort
6	Special feature (trap, mural, etc.)

Rolling a 1 on D6 when traveling any corridor or room you've been through before means there's a random enemy.

The warlord's Runecarved Blade (on a critical hit, there is a 2-6 chance of automatically killing any opponent)

Sack of d6x50s in ancient coins.

5. Torchlight illuminates ancient frescoes that depict the rise of a civilization built on the waters of an endless ocean offering sacrifices to what seems to be a huge mass of tentacles. In the cavern's center, a deep and broad cistern of unknowable depth containing the offspring of a god that once called this area home when it was underwater.

Tentacled Horror

HP:	28
Damage:	d6, attacks 4x/rd
Armor:	1
Special:	Grapple instead of damage — if successful, no further attack roll is required next round to deal d6 crushing damage. Escape requires Strength check against 8+.
	Cloud of Chaos — Once per round, there is a 1–6 chance that the Horror uses its attack to create a 30' wide cloud of confusion around itself — all opponents caught inside must make INT check 8+ for d6 rounds in order to act.

In the room is a bronze crown/cirlet that allows its wearer to cast “*Diamond Mind Shatters*” (Domination, Tier 1) 1x/day.

A copper dagger that allows the user to take 2 attacks each round.

A bag of silver ingots from an ancient kingdom (500s)

MYSTIC

Gain +1 to INT checks when casting spells

Gain a +2 to casting a specific spell

Make a demonic pact (see chart)

*Roll INT at advantage when crafting with Herbs or Chemicals

Gain additional Fate Point

EXPLORER

*Roll Forage at advantage

*May choose to roll overland Encounter Check at advantage or disadvantage.

*Discover POI on 4-6

*Advantage on Getting Lost rolls

*Makes INT rolls for tracking/outdoor lore at advantage

All characters also receive one **Fate Point**, which can be used *once per session* by a player to re-roll any one of their own dice rolls.

HP are determined at character generation by rolling a d6 and adding TOU. This is the only time TOU is added to a HP roll.

OPTIONAL: take max HP at character generation for higher survival rate

All **Resolution** is 2d6+Stat. 8+ is a “standard” success. When doing very difficult things, roll at disadvantage. Very easy things shouldn't require a roll, unless under pressure, in which case you can roll at advantage.

Two 6's is always a critical success, and two 1's is always a critical failure.

To summarize and give you an idea of your chances:

This means a PC with 0 in a stat has only a 41% chance of standard success, a +1 will succeed nearly 60% of the time, while a PC with +2 in a stat has a 72% chance of success. +3 stats grant 83% chance of success, and the maximum, +5, is a master with a 97% chance of success, only failing on a natural 2.

Reaching +5 in a stat is a major accomplishment for anyone, and stats of +5 can be considered an individual with legendary prowess in that area.

Conceivably, a player could forgo all HP increases and skills to max an ability by level 4, however, they would certainly be at a severe disadvantage still in other areas.

In this world, everything comes at the cost of something else.

COMBAT

Players start a combat by rolling d6+AGI for **Initiative**. On a 4+ they go first, otherwise enemies do. Natural 1 always loses initiative. In cases of group combat, you can do one initiative roll per side, allowing an entire group to act, then allowing their opponents to act, or you can choose to allow one side to activate one unit at a time - the choice is completely up to you. I prefer side initiative for fast and streamlined play, and to encourage character co-operation and team-ups, but your mileage may vary.

In a round, you can move and attack, drink something, throw something, etc... anything you can reasonably do in a few seconds. Further combat and weapon options may be added to future supplements, or, use your own from systems you like. If playing solo, I keep things honest by allowing a short move and attack, standing from prone, etc. all counting as my action.

In group play, if I'm GMing, I encourage players to be creative and do cool things, and reward them for it by not hemming them in too much with the rules. This is a game of epic sword and sorcery, not strict tactical wargaming, so I allow some leeway within reason for a good story and fun session.

Attacking and Defending is done in a "player facing" method with 2d6+STR vs 8 to succeed with a **melee** or **brawling/grappling** attack. Use AGI for **missile** attacks, and INT for **magical** attacks/spellcasting.

Success means rolling weapon **damage**, subtracting any modifiers for **armor** or other equipment, and dealing that much damage to the opponent's HP. Critical success doubles damage dice. Critical failure means some setback has occurred — a broken bowstring, a lost weapon, a fall to prone etc.

Brawling attacks deal d6/d (roll 2 take the worst) damage.

Grappling means the opponent cannot attack with anything other than Light weapons or brawling attacks. If grappled or grappling, the player must roll STR check to break free or maintain the hold each round.

On the opponent's turn, the player rolls 2d6+AGI to dodge. Failure means he takes damage in the same way. Critical failure means the enemy doubles their damage dice. Critical success with some weapons can result in a bonus action. See **Weapons section**.

If 2 players are fighting each other, use opposed **Dodge/Attack rolls**.

- Remnants of a Eukaryan priest's sanctum, walls still hold some inscriptions in that hideous language, and the desiccated husks of two giant, armored mantids that spring to life when the room is disturbed.

Temple Guardians

HP:	15/18
Damage:	d6 with advantage (spiked polearms)
Armor:	3 (ancient plate armor)
Special:	Leaping Strike. At beginning of combat, both will attempt a leaping strike, which covers distance between them and their target, and if it hits, acts as a critical, dealing double damage dice. In two rounds, they will do it again, and so on.

In the sanctum is a book containing 3 Eukaryan sorceries (acts as random effect scroll, roll on pact and spell list to determine)

A noxious green powder in a bag (6 uses) that can be consumed in a tea and grants the user an advantage on casting a spell.

A brass chest plate inscribed with a primitive sun that can be worn and acts as Armor 2.

- An ancient burial room contains a warlord from days long gone by, and d6 of his retainers, clothes in tatters, mail rusted to stains, but still holding weapons in their skeletal fingers.

They attack!

Warlord

HP:	5d6 (20)
Armor:	Ancient Plate (1)
Attack:	Rune-carved Sword d6 (2x/rd)
Special:	On a critical hit, sword forced automatic roll on Death and Wounding Table

Retainer

HP:	2d6 (8)
Attack:	Bronze Axe d6

The room contains an ornate box (60s) with d6 different powdered herbs with d6 uses each.

61	Alchemical Elixirs	d6 vials / Random effect	20–100s each
62	Gold Necklace		60s
63	Rare Spices	d6 packs	20s each
64	Exquisite Wine	1–2 Spoiled / 3+ Good	5s/50s
65	Masterwork Chainmail		200s
66	Rune Blade	Rolls all attacks and damage at advantage, on killing enemy, regain d6 hp	Priceless, or 10,000s

SPECIAL FEATURE/BOSS ROOM

1. An altar stained with eons of blood, depicting slaughter of Neanderthal-like cave people by a more advanced race. Still living somehow after all this time is a member of this forgotten line — massive, hideous, clothed in rotten fur and scraps of human hide — he carries a bone sword etched with the markings of his forgotten tongue.

Kuyu Cannibal Champion

HP:	24
Damage:	Bone Sword — damage rolls of 5–6 explode as if a natural 6.
Special:	Consume. Each round there is a 1–2 chance on a d6 the Champion makes a bite attack, ripping meat and blood from his opponent, d6 with advantage. He gains an equal amount of HP.

2. Round chamber, the center of which contains a raised stone obelisk atop of which sits a heart-like organ of unknown origin, pulsating with a sickly green light. The organ manifests Foes at random, 1 each round, until it is destroyed. (30HP)

Room also holds many corpses of various men and beasts, in various stages of decay.

Assorted coins (200s)

An iron mace that stuns enemies for 1 round on any damage roll of natural 5.

A horse sculpture with a word on the bottom that when spoken summons a massive, powerful and swift horse for d6 hours a day when out of doors. When the time ends, the horse stops dead for a few moments, then will throw any rider and gallop to the horizon. Any attempt to imprison or stop him will result in a stampede of wild horses (5d6) attacking the area within d6 minutes.

OPTIONAL: Modify rolls by one for every level difference between opponents. Ex: A L4 and L2 character fight. The L4 adds +2 to their attack and Dodge rolls to show their skill and experience discrepancy. This can also be used for powerful non-monster opponents in the normal game, as well. Ex: L3 character is fighting an L5 enemy fighter — the player subtracts 3 from their attack and dodge rolls.

Damage dice explode. This means 6's are rerolled *only once*, and the additional number added to the total. If a second 6 is rolled, it is counted "as is."

This makes critical hits especially dangerous, as a total of 24 damage is possible with a single d6, however unlikely. Two handed weapons which deal damage at an advantage already are positively deadly when rolling critical hits.

Always beware of an enemy with a greataxe, maul, or two-handed sword!

Reaching 0 HP prompts a roll on the **Death and Wounding Table**.

Rolls are made at a cumulative -2 for each time an individual at 0 HP takes damage.

Anything below an adjusted roll of 7–8 indicates the character is "out of the action," and can no longer fight in this engagement. They will still recover HP at the end of battle as normal, but further status adjustments might make another combat before they can rest ill-advised.

DEATH AND WOUNDING

2	Instant Death
3	Fatal Wound. Die in d6 rounds.
4	Severed or destroyed limb. Die in 2d6 rounds without immediate healing. -2 to Agility Permanently. D6 weeks to heal past 50% HP unless magically healed.
5	Shattered. Roll d6: 1 - Face -1 PRE 2 - Leg -1 AGI 3 - Arm -1 STR 4–5 - Core -1 TOU, 6 - Head -1 INT d6 days to heal past ½ HP unless magically healed.
6	Broken, Slashed, or Pierced. -1 HP permanently. D6 days to heal unless magically healed.
7–8	Unconscious 2d6 rounds. If wearing a helm, stunned 1 round.
9	Stunned 1 round. With helm, knocked down.
10	Knocked down. Standing takes a round's action. Attack and dodge at disadvantage while prone.
11	Reeling but still in it.
12	Adrenaline surge, bloodlust, hand of god, whatever. Immediately gain d6 HP. At end of combat, black out for d6 rounds.

All injuries stack.

If permanent HP loss would reduce character below 1 HP, character is considered dead.

Healing occurs at the end of battle — characters immediately gain back 1+ TOU (min 1) at a battle's end.

In this game, HP represents not just physical damage, but a combo of stress, injury, blood loss and damage, as well as decreasing luck as the survival rate plummets toward zero.

Characters also recover d6+TOU with a full rest. Night time encounters and other interruptions cancel out this healing process, as does a lack of rations/supplies.

MORALE

Any time an enemy is:

- Reduced in total number by 50%
- Takes damage equal to 50% or greater of its HP in one hit
- Loses their leader

Roll 2d6 - higher than their morale flees or surrenders; lower, continues fighting.

MAGIC

Magic is handled by rolling INT check vs. **Spell Difficulty**. Success indicates normal casting and results. Critical success doubles the effect of the spell.

Players who wish to run magic-using characters must choose “Make a Demonic Pact” either at creation or later in your character's career through gameplay.

Almost all magic in Kal-Arath is the result of **Pacts** with demons lesser and greater, who represent certain ideals or archetypes reflected in the powers they grant their supplicants — and these powers must be paid in return for their knowledge.

DEMONIC PACTS (CHOOSE OR ROLL D6)

1	Blood
2	Destruction
3	Corruption
4	Illumination
5	Shadow
6	Domination

There are currently 5 spells in each pact — more spells and pacts will be added in supplements.

ITEM/TREASURE

First roll d6. On 1-2 it is guarded by a Foe.

11	Ancient Coins	3d6	10s
12	Furs	2d6	5s
13	Engraved Silverware		15s
14	Iron Ingots	d6	5s each
15	Tarnished Jewelry		5s
16	Fine Cloth	d6 yards	10s/yard
21	Carved Ivory Idol		25s
22	Fine Bronze Neckpiece		30s
23	Leather Armor		30s
24	Iron Sword	d6	15s
25	Herbal Remedies	d6 doses nullifies poison	15s/dose
26	Waterskin		8s
31	Traveler's Pack		20s
32	Masterwork Steel Dagger		70s
33	Grain Sack		10s
34	Rope	50ft	5s
35	Silver Mirror		30s
36	Adventurer's Bones		
41	Wooden Trinkets		2s each
42	Fine Embroidered Cloak		25s
43	Soldier's Helmet (Dented)		20s
44	Whetstone		2s
45	Quality Boots		25s
46	Animal Pelts	d6	3s each
51	Finely Made Bow		80s
52	Enchanted Amulet	+1 Armor	200s
53	Brass Lantern		12s
54	Healing Salve	d6 applications, each heals d6 hp	10s each
55	Masterwork Steel Sword		150s
56	Elaborately Carved Scroll Case	Empty	30s

NPC

- 1 Treasure Seeker
- 2 Monk/Mystic
- 3 Scavenger
- 4 Soldier/Mercenary
- 5 Historian
- 6 Guide/Scout/Expert

A cursory glance will show the awesome and awful power of sorcery in Kal-Arath. Spells like “*Liberation From All Earthly Choice*,” and “*Void of the Black Lotus*” have major game-changing effects. Go with it, and have fun. The drawbacks and penalties of sorcery are also extreme, and it is incredibly dangerous and corruptive to work with. Over a long enough time frame, all sorcerers will be brought low by their own power and hubris. This is a feature, not a bug!

To maintain a pact requires the deliberate taking on of various taboos and observances, known as **Dooms**. Each one of these will affect the character in a major way, and limit some of their roleplaying choices. These should be leaned into and played out, as, especially in the solo format of the game, they can be the focal point of whole story arcs.

- 1 The caster must not use metal weapons or armor. Violation breaks their pact and they lose all spells and powers.
- 2 Each new moon, the caster must sacrifice something of great value (monetarily or otherwise, up to and including human sacrifices). Failure to do so may result in a curse or the loss of powers.
- 3 The caster must speak the names and prayers of his demon master out loud when casting. He is unable to cast spells if he is silenced through mundane or magical means, and his casting is loud, attracting attention of any in earshot.
- 4 At the behest of his demon, the caster must travel to a desolate place of powerful significance to his master and spend d6 days and nights there in prayer and meditation.
- 5 The caster must create all their spells on scrolls written in blood that cost 1 hp permanently to keep that spell “active” and ready to cast. Destroying a scroll gives the lost HP back, but then he cannot use that particular spell until he makes another scroll (1 full night of work).
- 6 The caster may not speak for an amount of hours equal to the level of spell they have cast last. Breaking the silence before time is up could mean the loss of that spell’s use, or some other wrath from their patron.

Each of the five spells listed in each Pact are available to the caster immediately depending on his INT — **but casting them requires a base 8 difficulty, which increases by one for each tier of the spell.**

A caster may only attempt a spell of a Tier as high as his current unaltered INT score.

A Tier 5 spell, therefore, such as “*Enlightenment Through Ruin*,” is a difficulty of 12 to cast, and requires an INT of +5 to attempt. Natural 12’s always indicate success, and the spell’s effect is considered “doubled” or “extreme.”

Casting Failure results in 1 damage to the caster, and the inability to cast spells again until a rest.

Critical Failure results in Arcane **Disaster**:

- 2 A lesser demon takes hold of the caster's body, seeking to use it for its own dark purposes. The caster's soul is trapped and tormented, becoming totally enslaved to the demon. Your adventure is at an end!
- 3 The caster's blood vessels burst, causing severe internal bleeding. Reduced to 0 HP and -2 TOU permanently unless healed by powerful magic. (Roll on **Death Table**)
- 4 The complex sigils and mantras overwhelm the caster's mind, causing permanent psychic damage. -2 INT and suffer from vivid, traumatic hallucinations.
- 5 A part of the caster's soul is torn away, leaving them hollow. -1 INT and PRE stats and they suffer from horror, despair, and overwhelming feelings of emptiness.
- 6 The caster becomes cursed by a demon, causing them to suffer misfortune and accidents. Lose ability to use Fate Point until a way can be found to end the curse.
- 7 The caster's body changes in a disturbing way, granting them a monstrous or unsettling appearance. -1 PRESENCE, but +1 PRE to intimidation.
- 8 The spell's sigils burn into the caster's flesh, leaving permanent, painful scars. -1 PRESENCE and they suffer from chronic pain, making STR checks at a disadvantage.
- 9 The magic lashes back at the caster, causing burns and injuries. -1 permanent HP.
- 10 The caster is left with a psychic echo of the failed spell, causing headaches and nightmares. -1 INTELLIGENCE for d6 sessions.
- 11 The spell drains the caster's vitality, leaving them weakened. -1 STRENGTH from fatigue for the remainder of the session.
- 12 The spell fails, but the caster only suffers minor effects from a small psychic backlash.

FOE

This is a very basic dungeon encounter chart. You can replace any of the monsters on it with ones that make more sense for what you've rolled or what narrative you're following or have generated.

A full bestiary is forthcoming, but you can quite easily use any OSR monster by following this rule of thumb:

- Convert HD to d6.
- Convert d6-d8 damages to straight d6. Convery d4 and under to d6/d. Convery d10 and d12 to d6/a.
- Convert heavier damage to a number of d6's that make sense. 2d6 is quite heavy damage in this game, and something like 5d6 is going to kill *most* things in a single hit, especially is 6's are rolled.
- Descending Armor Class of 7-9 is Light (1); 4-6 is Medium (2), 0-3 or better is Heavy.
- Ascending follows the same except +1-+3, +4-+6, +7-+10

All you need to make your own monsters is HP, Attack/Dmg, Armor, Morale, and any special attacks or strategies they might have. It's pretty dang simple.

For human foes, just use the same abilities as players have access to and decide on a level/HD.

Enjoy!

2	Black Legion Champion with Mercenaries	
3	Ghoul	d6
4	Skeleton Warrior	2d6
5	Beastmen or Kuyu	2d6
6	Giant Spider	d6
7	Wolves	d6
8	Steppe Jackals	2d6
9	Raptor Lizard	(1 or 2 1-3 or 4-6)
10	Giant Snake	1
11	Mercenaries	2d6
12	Eukarya	1

HAZARD/OBSTACLE/TRAP

(Traps are set off on a 1-3 on d6 when entering/passing through their area.)

2	Collapsing Tunnel	AGI check 8+ to avoid or suffer d6 damage from falling debris
3	Blood Moss Chamber	Lose 2 HP passing through as the moss drains blood; must be burned to pass safely
4	False Floor	AGI check 8+ to detect/avoid or fall for d6 damage
5	Spiked Pit	AGI check 8+ to avoid or fall in for 2d6 impaling damage
6	Weak Bridge	1 in 3 chance the bridge collapses, fall d6x10 feet for that many d6 damage
7	Choking Dust	TOU check 8+ or suffer a disadvantage on all actions until a rest period
8	Tripwire Alarm	1-3 on d6 chance to alert nearby enemies
9	Falling Rock Trap	AGI check 8+ to avoid or take 2d6 blunt force damage
10	Deep Chasm	Navigating around or over requires an AGI check 8+; failure means a fall with variable consequences
11	Flooded Passage	Passage requires a TOU check 8+ to swim through without losing equipment or taking d6 damage
12	Crumbling Cliff/Wall	AGI check 8+ to navigate without causing a landslide/cave-in for 2d6 damage or falling for d6x10 feet +damage

SPELLS**PACT OF BLOOD**

Crimson Palm Scripture — Drains d6 hp from anyone touched (does not require attack roll), caster gains equal amount — HP over caster's maximum are kept until next rest or depleted as normal to a maximum of double normal HP.

Eternal River of Blessed Strength — Sacrifice 4 HP to increase STR and AGI by +2 for 1 hour.

Mantra of Thirst - Exchange 6 hp to roll next casting check at an advantage.

Ascendance of the Scarlet Flower — Summon a powerful blood demons. It will do your bidding for d6 rounds.

STATS: HP: 5d6 Armor: 2 Damage: Claws 2d6 Morale: 10

Mandala of Calm Serenity — Sacrifice 2 HP to deal d6 damage automatically to multiple targets in missile range — this can be stacked (i.e., 8 hp for 4d6 split among multiple targets)

PACT OF DESTRUCTION

Vision of Transience — Shatter/disintegrate one non-magical item within missile range no larger than a jug of wine or length of rope or cause d6 damage to one individual within missile range.

Way of the Sundering Fist — All your unarmed blows roll damage at advantage.

Temple's Demolishing Breath — Force wave of damage around the caster, d6 damage to all in melee range, knocking them back 10'.

Cleansing By Fire — Produces an exploding ball of flame that can be sent up to 50' from the caster. Causes 3d6 damage to all within a 20' radius.

Enlightenment Through Ruin — Caster produces meteor-like storms for d6 rounds plus one per level, capable of destroying a small village or a whole battalion. Everyone within a 100x100' square area takes 2D6 damage per round.

PACT OF DOMINATION

Diamond Mind Shatters — The caster causes uncontrollable confusion and fear in d6 targets for d6 rounds.

Doctrine of the Subservient Path — Target individual obeys the caster within reasonable boundaries of friendship for 1 day.

Life Is Only A Mirage — Caster can create a believable illusion up to the size of a large temple. To maintain it, he must maintain total concentration and can take no other action beyond a slow walk over open ground.

Heavenly Edict of Obedience — Complete mental domination and control over an individual. Spell must be recast each day at an advantage to maintain.

Liberation From All Earthly Choice — Vast radius of command. The caster is able to gain temporary control of d6x10 individuals for d6 rounds plus caster's level.

PACT OF ILLUMINATION

Flame of Insight — Success means the caster can force a re-roll of any one roll each time he casts this spell.

Lantern of the Revealing Path — Shows the location of any object known to the caster.

Ecstatic Meditation on Death — For one day, gain advantage on all attack and dodge rolls.

All-Encompassing Gaze — Gain d6 Fate Points this session.

Golden Final Enlightenment — Any roll made in the game is subject to one re-roll at the casters choice. Effect lasts the entire session.

PACT OF SHADOW

Sworn to the Dark — Invisibility except in full daylight for 1 hour/level of caster. Attacking negates this effect.

Veil of the Hidden Monastery — Creates a mobile globe of shadow and darkness around the caster for 20'. He can see out, none can see in. Lasts d6 rounds plus 1 per level.

Silent Passage Through The Realm of the Master — May teleport from one shadow to another that the caster can see, no matter how far.

Blessed Guardian of Night's Temple — Summon a lesser demon of the shadow realm to do your bidding for d6 rounds plus one per level.

STATS: HP: 24 Armor 2 Damage: 2d6 Morale: 10

Void of the Black Lotus — Caster kills one individual with a mantra. Roll d6. On a 6, gain a level.

- The position of the dice relative to each other represents the layout of the areas. Closer dice are directly connected, while farther dice may require passages/stairs or additional areas to connect - for these major gaps, you can roll another dice if you like on the Passages table, or simply opt to roleplay it. Swimming through an underwater tunnel, going to another section of a ruined city, and the like.

- The number on each die represents the type of area or room, determined by a separate table.

Important note for solo play: Draw around the dice on your initial throw to determine areas shape and how many passages/connections you'll have to go through.

When actually exploring it, reroll each die as you enter the area to determine its contents, this way you get to actually explore and be surprised at what's there instead of seeing it all ahead of time.

BOSS ROOMS

When a 6 is present, this indicates a boss area. If more than 1 is rolled, keep the 6 that is "furthest in" to the dungeon, and "downgrade" any other 6's by re-rolling them until another number comes up.

Area Type

- | | |
|---|----------------------|
| 1 | Empty |
| 2 | Hazard/Obstacle/Trap |
| 3 | Foe/Monster/Combat |
| 4 | NPC |
| 5 | Item/Treasure Room |
| 6 | Special Room/Boss |

DUNGEONS

Upon discovery of “Dungeon,” roll on the following tables to proceed:

NATURE AND SIZE OF THE LOCATION

Nature of the Location (Roll d6)

1	City Ruins
2	Dungeon
3	Temple
4	Caverns
5	Fort
6	Special (Non-typical — vertical structure with bridges, underwater caves, labyrinth, ruined vessel etc.)

Size of the Location (Roll d6)

1	Small	3 Areas
2–3	Medium	5 Areas
4	Large	7 Areas
5	Vast	9 Areas
6	Colossal	11 Areas

**Note*: Adjust the sizes as per the desired challenge and game pacing.*

DETERMINING DUNGEON AREAS

Dice Pool Creation

Based on the size, create a dice pool of d6’s, one for each area.

For example, for a Large location, you would have 7d6. These areas don’t necessarily represent individual rooms - an area could be a floor, a room, a large cavern, a section of corridors - it’s up to you. Each area will be defined by a certain number which will indicate the tables to roll on for contents.

Rolling and Placement

Roll all the dice at once and let them fall where they may on a flat surface or sheet of paper.

PACT OF CORRUPTION

Decay is the Way of All Things — Animate one recently deceased body to serve you for d6 hours, with whatever gear/equipment it had in life. Only one undead servant may be animated at a time. After d6 hours, it returns to death.

STATS: as Skeleton Warrior (Bestiary)

Clouds Descend To The Earth — A thick fog 30’ around the caster causes d6 damage per round to all inside it except the caster for d6 rounds.

Withering Mandala — Necrotic rot for d6 damage on d6 targets. If they die from this attack, they animate as ghouls under the caster’s control. They last d6 days or until destroyed by other means.

Soldiers Of the 10,000 Strong Army — Summon 3d6 ghouls in a thick fog that follows them. Caster must maintain total concentration or lose control of them.

Forbidden Temple of the 7th Sigil — Causes a major plague outbreak in any populated area. The plague lasts d6 days. Each day, anyone entering the affected area or interacting with those infected has a 1–4 in 6 chance of contracting. Caster is daily joined by 2d6 plague victims now under his control as Plague Ghouls.

EQUIPMENT

PCs can carry STR+8 items. More than that and all physical rolls are made at disadvantage. At twice the number, they cannot move.

For starting gear, roll d6x10s

- Choose one weapon
- Roll d6 for total rations

That's it — *now survive!*

(All prices are in silver; most commerce in Kal-Arath is done by trading items or services of comparable value. Take the following as guidelines and use your excellent judgment for the rest!)

D6S

Meal (Day of rations)

Lodging (Poor)

Rough Clothes

Rope

Simple tool

D6X10S

Light armor

Simple Weapons

Poor to Average Horse

Lodging (Fine)

Healing Herbs

Bundle of Torches/Lamp and Oil (5)

Tent

D6X100

Medium Armor

Large, Fine, Metal Weapons

Good Horse

Wagon

5. RUMORS AND OPPORTUNITIES:

11: Stolen sacred relic

41: Vanishing travelers

12: Violent nomad tribe

42: Discovered ritual site

13: Hidden treasure cave

43: Desecrated ancestral burial

14: Outlawed rituals

44: Stolen totem

15: Forbidden ancient texts

45: Hidden monastery

16: Corrupted village elder

46: Betrayed warlord

21: Abandoned yurts

51: Ruined temple

22: Dishonored warrior

52: Silent warrior cult

23: Poisoned water source

53: Stolen herd animals

24: Blockaded route

54: Forbidden love

25: Lost caravan goods

55: Collapsed cliff

26: Enslaved nomads

56: Upcoming battle

31: Sacrificial cult

61: Seasonal dance

32: Plague-ridden refugees

62: Blood feud

33: Smuggled artifacts

63: Secret underground passage

34: Wandering warrior

64: Nightly predatory beasts

35: Mysterious hermit's warning

65: Haunted canyon

36: Ancient curse

66: Lost ancient scripture

6. POTENTIAL CONFLICTS OR CHALLENGES:

Roll a d6 to determine if there are any potential conflicts or challenges in the settlement.

1–2 Internal Conflict (Faction rivalry, local disputes, etc.)s

3–4 External Threat (Threats from outside the settlement)

5 Resource Scarcity (Shortage of food, water, or other essentials)

6 Relative Stability (No major conflicts or challenges apparent)

7. SPECIAL FEATURES OR EVENTS:

Roll a d6 to determine if there are any special features or events currently taking place.

1 Religious Festival or Ritual

2 Market Day or Trade Fair

3 Tournament or Contest

4 Local Celebration or Holiday

5 Recent Incident or Crisis

6 No special events; a typical day in the settlement

TRAITS

11: Brash	41: Grim
12: Sneaky	42: Odd
13: Fierce	43: Sharp
14: Guarded	44: Distrusting
15: Moody	45: Loyal
16: Obstinate	46: Untamed
21: Violent	51: Strong
22: Cautious	52: Shrewd
23: Rough	53: Silent
24: Enigmatic	54: Severe
25: Crafty	55: Zealous
26: Cold	56: Bold
31: Vindictive	61: Fearless
32: Stoic	62: Wild
33: Slow	63: Stern
34: Secretive	64: Solemn
35: Tough	65: Steadfast
36: Thoughtful	66: Remote

4. RESOURCES AND TRADE:

Roll a d6 to determine the main resources and trade goods available.

- 1 Livestock and animal products
- 2 Metalwork and tools
- 3 Textiles and clothing
- 4 Food and rations
- 5 Herbs, specialty items
- 6 Information

WEAPONS AND ARMOR

Two weapons can be used simultaneously, roll both weapon damage, take the best. Heavy Weapons cannot be used except two handed, and dual-wielding can only be done with a Medium and Light or two Light weapons.

All weapons in a size category deal the same damage, but their abilities vary, allowing for more customization and strategy than a simple “attack and dodge” combat round.

Masterwork weapons give a +1 to attack or damage.

Magical weapons often come with one or more powerful abilities and are extremely rare: roll attack or damage with advantage, damage explodes on a 5 or 6, or some other granted ability. Be creative, or anything but boring!

LIGHT WEAPONS (DAMAGE: D6/D ROLL 2D6 TAKE WORST)

Dagger/Knife	Can be thrown (AGI), Damage is d6/a (roll 2d6 take best) when grappling or enemy prone
Hatchet	Can be thrown. On critical, can forgo extra damage die to automatically grapple opponent.
Staff/Stick	On critical, forgo extra damage to knock enemy prone

MEDIUM WEAPONS (DAMAGE: D6)

Sword	On critical Dodge success, immediately make counterattack
Battle Axe	On critical, forgo extra damage to tear enemies weapon away
Flail	Ignores shields
Spear	Can interrupt anyone moving into attack range and attack, regardless of initiative roll
Mace	On critical, forgo extra damage to stun one round

HEAVY WEAPONS (DAMAGE: D6/A ROLL 2D6 TAKE BEST) (ALL HEAVY ARE 2-HANDED)

Greataxe	On critical, enemy immediately knocked prone
Two Handed Sword	On killing blow, immediately attack again
Maul	On critical, forgo extra damage to stun opponent d6 rounds and knock prone

MISSILE WEAPONS

Sling	(d6/d) On 6 damage, instead of exploding, enemy stunned 1 rd
Javelin	(d6) On a hit, may forgo damage to destroy enemy shield
Shortbow	(d6) May move, attack, and move again
Longbow	(d6) May spend up to three rounds aiming for +1 attack and damage each round spent

ARMOR

Armor breaks down into **Light**, **Medium** and **Heavy** categories.

Heavy armor should be nearly as rare as magical items — reserved for the most powerful champions and warlords.

Light armor	Reduces damage by 1 and is often piecemeal leather, studs, spikes, bronze plates, and so on
Medium armor	Reduces damage by 2 and is often lamellar, metal ring on leather, full suits, and so on
Heavy armor	Reduces damage by 3 and is almost always customized for the individual, comprised of foreign parts like chain and plate or scale
Shields	Reduce damage by 1 and can be sacrificed to reduce all damage from a single attack to 0

22: Hunter	52: Nomad
23: Elder	53: Refugee
24: Soothsayer	54: Sorceress
25: Healer	55: Beastmaster
26: Warrior	56: Youth
31: Pit Fighter	61: Beggar
32: Thief	62: Mercenary
33: Prostitute	63: Farmer
34: Forager	64: Emissary
35: Outcast	65: Captive
36: Mystic	66: Demon

MOTIVATION

11: Seek Wealth	41: Secure Safety
12: Gain Power	42: Find Home
13: Find Love	43: Escape Past
14: Achieve Peace	44: Heal Wounds
15: Obtain Knowledge	45: Resolve Conflict
16: Attain Freedom	46: Pursue Passion
21: Seek Revenge	51: Overcome Addiction
22: Establish Legacy	52: Break Curse
23: Prove Worth	53: Find Truth
24: Protect Family	54: Achieve Greatness
25: Overcome Fear	55: Restore Honor
26: Fulfill Duty	56: Forge Alliance
31: Attain Enlightenment	61: Conquer Challenges
32: Explore Unknown	62: Solve Mystery
33: Make Amends	63: Prevent Disaster
34: Find Purpose	64: Attain Wisdom
35: Achieve Victory	65: Uncover Secrets
36: Gain Respect	66: Master Skill

SETTLEMENTS

Any time a settlement is encountered, the following procedure can be used to ascertain information about the place and its inhabitants.

1. SIZE AND TYPE:

Roll a d6 to determine the size and general type of the settlement. Any hex within 10 hexes of a city treats 5–6 as “Village”

- 1 Lone dwelling (Hermit, Outlaw, etc.)
- 2 Encampment (Small group of tents, yurts, etc.)
- 3–4 Tribal Compound (A few dozen inhabitants)
- 5 Village (Up to a few hundred inhabitants)
- 6 City (A few thousand inhabitants)

2. DOMINANT FACTION OR GROUP:

Roll a d6 to determine the dominant faction or group in the settlement.

- 1 Warlord
- 2 Religious Sect
- 3 Merchant/Guild
- 4 Tribe/Clan
- 5 Local Militia or Mercenaries
- 6 Mix of several small groups, competing for resources — roll 3x, discarding 6’s

3. IMPORTANT NPCs:

Roll on the following d66 tables for important NPCs, to determine role, motivation, trait.

ROLE

11: Shaman	42: Innkeeper
12: Warlord	43: Storyteller
13: Nomad Leader	44: Craftsman
14: Smith	45: Falconer
15: Trader	46: Smuggler
16: Scout	51: Guard
21: Hermit	41: Herdsman

GAMEPLAY

WHAT FATE BROUGHT YOU HERE?

The following table can be rolled on or chosen from to determine your starting adventure/main story quest.

You may add other quests and adventures as you play, but this starting table can help you determine your character’s motivation when you begin play.

- 2 Slavers came to your village and burned it down, taking some of your people with them. Find them, rescue your people, and exact a terrible vengeance.
- 3 You seek the legendary ruin of T’elku Lhar, said to be somewhere out in the vast steppes of Kal-Arath. (Every time you roll a dungeon encounter, roll a 2d6. On 11–12, you’ve discovered T’elku Lhar. Add a +1 to your roll for every other dungeon you’ve explored or discovered.
- 4 You are here to make a pact of allegiance with the mighty Demon Lord Akkai in Q’arzh — But to do so requires overcoming 3 challenges that kill nearly every applicant...or worse.
- 5 You track a member of the Ash’Hassim rumored to be traveling through Kal-Arath who killed a member of your family.
- 6 Your desire is to find a battle-barge carcass and restore it to glory, making a name for yourself as a warlord and conqueror of settlements across Kal-Arath!
- 7 A lone mystic holds the key to ridding your clan of a terrible curse from a lesser demon lord.
- 8 You are a hunter, stalking a legendary beast as your prey. Somewhere out in the grasslands, the glory of the kill awaits you.
- 9 Legend has it an ancient text known as the Nagha Scrolls are lost to time somewhere in a hidden monastery far from civilization — these scrolls are filled with arcane knowledge that many would do anything to obtain!
- 10 You desire more than anything to become a champion within the Black Legion, the dread force that serves Akkai and enforces his awful will across the steppes of Kal-Arath. You’ll have to prove yourself by winning the Grand Tournament at the fighting pits.
- 11 Establish a thriving trading or smuggling ring by setting up routes and caravans across and through the Heart of the World...but bandits, reavers, thieves, beasts, and even giants stand in the way.
- 12 Somewhere in Kal-Arath lies the means to make the 10,000 coins you need to buy the services of the mercenary legion that will march with you back to your homeland and retake the kingdom that is rightfully yours from the bastard usurper who holds it now!

ORACLE

For yes/no questions, simply roll a d6. 1-3 is no, 4-6 is yes, with all odds being a “but.”

1 and 6 are “extreme” result. For a “likely” question, roll 2d6 and take the highest. For “unlikely,” roll 2d6 and take the worst. For “extremely likely/unlikely” use 3d6.

For insight questions, roll 1-3 times on the following tables and ascertain a meaning from the words generated.

FOR STORY QUESTIONS, TURNING POINTS, OR SITUATIONS:

11. Alliance	41. Despair
12. Betrayal	42. Hope
13. Revelation	43. Separation
14. Competition	44. Union
15. Victory	45. Mystery
16. Tragedy	46. Corruption
21. Deception	51. Assault
22. Courage	52. Defense
23. Sacrifice	53. Retreat
24. Temptation	54. Negotiation
25. Discovery	55. Capture
26. Obstacle	56. Release
31. Triumph	61. Renewal
32. Loss	62. Decline
33. Escape	63. Intrigue
34. Pursuit	64. Corruption
35. Transformation	65. Enlightenment
36. Conflict	66. Collapse

45	Artifact Dealer w/3D6 guards
46	d6 Drunken Brawlers
51	Lone Sorcerer
52	2D6 Desperate Thieves
53	4D6 Mercenaries
54	5D6 Starving Refugees/Escaped Slaves
55	Dangerous Beast
56	d6 Trophy Hunters
61	d6 Traveling Pit Fighters
62	Solitary Ash'hasim
63	Nomadic Family of 2D6 people
64	Champion Pit Fighter and entourage of 2D6 admirers
65	Cursed Traveler
66	d6 Eukarya

VI. CAMP, SPEND RESOURCES, RECOVER

At the end of the day's travel, the party makes camp. They will need to expend a ration and can attempt to heal any wounds or conditions. Check for night-time encounter (1-2 on d6)

2	Giant
3	Eukarya
4	Giant Owl
5	Poor Travelers
6	Black Legion
7	Nomads
8	Sons of Akkai
9	Wolves
10	Skeleton Warriors
11	Dark Sorcerer/Mystic
12	Demon Emissary

VII. END OF DAY/SESSION

Summarize the day's events in your journal, update the party's status, roll for any meaning or turning points if necessary, prepare for the next day of travel, or end your session.

V. ROLL FOR ENCOUNTER

Determine if the party has an encounter during their travels. On a 5–6, use the encounter chart below. All Encounters then use a Reaction Check to determine disposition, although this can be done using advantage/disadvantage depending on circumstances or what type of creature is encountered:

Reaction Check (2d6+PRE)

2–3	KILL
4–6	Angered/Hostile
7–8	Neutral
9–10	Friendly
11–12	Actively Helpful

Encounters: Kal-Arath Grasslands

11	D6 Nomad Scouts
12	3D6 Monastic Pilgrims
13	2D6 Kuyu (see Bestiary)
14	Merchant Caravan w/4D6 people
15	Lost Child
16	2D6 Demon Cultists
21	Battle Aftermath w/ D6 survivors
22	Hunting Party of D6 nomads
23	2D6 Roving Bandits
24	Sacred Procession of 6D6 monks and worshippers
25	Pair of Raptor Lizards
26	D6 Bison Herders and herd
31	Solitary Hermit
32	2D6 Steppe Jackals (2-6 chance they are led by d6 Kuyu on a raid)
33	D6 Grave Robbers
34	D6 Slave Traders w/d6 guards and 3D6 slaves
35	d6 Roaming Storytellers
36	2D6 Bloodthirsty Reavers
41	Disgraced Warlord
42	Giant Snake
43	d6 Treasure Seekers
44	d6 Yak People (Khainar)

TO GAIN INSIGHT INTO PEOPLE, PLACES AND THINGS:

11. Ancient	41. Gleaming
12. Strange	42. Ruined
13. Dark	43. Majestic
14. Shining	44. Desolate
15. Helpful	45. Enchanted
16. Angry	46. Savage
21. Abandoned	51. Fertile
22. Crowded	52. Barren
23. Distant	53. Sacred
24. Hidden	54. Profane
25. Luminous	55. Opulent
26. Menacing	56. Stark
31. Vibrant	61. Flourishing
32. Decaying	62. Crumbling
33. Silent	63. Peaceful
34. Bustling	64. War-torn
35. Forbidden	65. Hospitable
36. Tranquil	66. Foreboding

This book provides tables for adventuring in the land of Kal-Arath, the massive steppe at the center of all the other realms.

This region is called “*Heart of the World*,” “*The Sea of Grass and Stone*,” and many other names besides.

The setting is largely implied in the tables, and left for you to discover and determine the rest as you see fit — this adventure belongs to you!

Other lands, realms, and additional tables for gameplay will be created in the near future.

OVERLAND TRAVEL

It is recommended you use a blank hex map to record your journeys in Kal-Arath. “Hex” is just a term — you can use squares, circles, dodecahedrons... whatever you like, as long as you understand that each one of these shapes represents roughly the same area of land.

Hexes represent one day’s travel by foot (about 20 miles, give or take). A horse can double this.

Roll for weather, POI, encounters, etc. based on **day’s travel** not by hex. In other words, multiple days spent traveling slowly through a hex are more likely to net POI or encounters than cruising smoothly through them.

When it rains, it pours, and traveling unprepared overland can be very dangerous.

I. ROLL FOR WEATHER

Weather is determined by season, using the following tables, with low rolls being milder weather, and high rolls representing more extreme variants for that time of year. These can have an impact on travel times, foraging rolls and potentially other aspects of play.

SPRING WEATHER

1. Clear Skies: The sun shines warmly, perfect for travel.	+1 Getting Lost +1 Foraging
2. Partly Cloudy: A gentle breeze carries the scent of grass and blooming wildflowers.	+1 Getting Lost
3. Light Rain: Showers help the flowers bloom, but make the ground muddy.	
4. Unexpected Chill: A sudden drop in temperature brings unseasonal harsh frost.	-1 to Foraging
5. Heavy Rain: Spring showers turn into a downpour. Roads may flood. 1/2 travel speed	-2 to Foraging -1 to Getting Lost
6. Storm: Thunder rolls as a major storm breaks. High winds and heavy rain. No travel today, begin the next day in the same hex.	Foraging impossible -2 to Get Lost.

61	20’ Tall Statue of Headless Humanoid
62	3 Petrified Eukarya (see bestiary)
63	Salt Flats and Cliffs
64	Field of Demon Sigil Prayer Flags
65	Outpost Settlement Filled With Only Corpses
66	Settlement

IV. ROLL FOR POI

Roll to see if the party comes across a point of interest. 1–4 nothing. 5–6, roll:

Points of Interest in Kal-Arath (d66)

d66 Points of Interest in Kal-Arath

11	Teradun Nest w/Eggs On A Cliff
12	Sunken Cistern
13	Stone Circle
14	Nomad Bazaar
15	Stone Watchtower Foundation
16	Dungeon/Ruin (What is this place? Go to Dungeon Tables)
21	Hidden Shrine
22	Bridge Across Deep Span
23	Wide Expanse of 7' Grasses
24	Watering Hole
25	Deserted Campsite w/ Random Equipment
26	Settlement (What manner of settlement? Go to Settlement Tables)
31	Stone Roadway Through Canyon
32	Crops Growing In Valley Between Cliffs
33	Sacrifice Site, Weathered Bodies On Posts
34	Remnants of Massive Broken Wheel From Battle Barge (200s)
35	Cliffside Monastery
36	Dungeon/Ruin
41	High Rock Formation
42	Ancestral Grave Mounds
43	Lone Yurt, Ceiling Open To The Sky, Filled With Skeletons
44	Massive Stone Demon Head w/ Inscriptions
45	Ancient Volcanic Caldera
46	Settlement
51	Giant's Skull/Bones
52	Stony Field of Obsidian Pieces
53	Sunbaked Altar
54	Hot Springs
55	Recently Abandoned Battle Barge (complete)
56	Dungeon/Ruin

SUMMER WEATHER

1. Clear Skies: The sun blazes in the sky.	+1 Getting Lost +1 Foraging
2. Partly Cloudy: Occasional clouds offer respite from the heat.	+1 Getting Lost
3. Light Rain: A welcome relief from the summer heat.	
4. Thunderstorm: A sudden storm brings heavy rain and lightning.	-1 to Foraging -1 to Getting Lost 1/2 travel speed -2 foraging Expend extra ration at day's end
5. Heatwave: Intense heat makes travel arduous.	No travel today Foraging impossible -2 to Get Lost
6. Wind Storm/Tornado: A wall of whirling wind and debris lasting most of the day.	

AUTUMN WEATHER

1. Clear Skies: A crisp, clear day perfect for travel.	+1 Getting Lost +1 Foraging
2. Partly Cloudy: Cooler temperatures and a light breeze.	+1 Getting Lost
3. Light Rain: Cold rain begins to fall.	
4. Heavy Rain: Autumn rains turn low areas to mud.	1/2 Travel Speed -2 to foraging -1 Get Lost 1/2 travel speed Foraging Impossible -1 Get Lost
5. Storm: A strong autumn storm.	Expend extra ration at day's end
6. First Snow: An early snowfall and major cold snap.	

WINTER WEATHER

1. Light Snow: Gentle snow falls, covering the ground	+1 Foraging
2. Clear Skies: A rare clear day, but bitterly cold	-1 Foraging
3. Heavy Snow: A snowstorm hits	1/2 travel speed Foraging -2 -2 Getting Lost -2 to Foraging due to reduced visibility -2 Getting Lost
4. Freezing Fog: Thick fog rolls in. No effect on travel speed	-1/2 to travel speed Foraging impossible -2 Get Lost
5. Ice Storm: Freezing rain and hail.	No travel Foraging impossible -3 Get Lost.
6. Blizzard: An intense blizzard	

II. GETTING LOST

Roll after the weather, prior to foraging to see whether or not you are lost. 1–2 on a D6 means you are lost and do not leave the current hex for this day, and must make full travel through it tomorrow — characters can still forage with regular weather adjustments to success.

Characters traveling a roadway or following a river or another specific landmark cannot “get lost,” and continue to travel in the direction they are going.

Once lost, rolls to Get Lost are made at a disadvantage unless a skill mitigates this, and results of 1–2 imply the character is still lost and makes no progress.

Lost characters or parties still roll for POI and Encounters.

III. FORAGE

If the party chooses or needs to forage for food and water, or other resources, make a roll to determine the success of their efforts.

Weather can affect this.

Foraging reduces the day’s movement to 50% of whatever it would be normally (after considering weather).

FORAGING RESULTS

1. Scarcity: The land is barren today, you find nothing edible.

2. Hard Luck: Your search yields very little.

3. Adequate Forage: You find enough for a basic meal. **Gain 1 ration**

4. Good Harvest: A successful forage. **Gain 3 rations**

5. Bountiful Forage: The land is generous today and you find a variety of food. **Gain 5 rations.**

6. Rare Bounty: In addition to ample food, you discover a rare or beneficial herb. **Gain 5 rations
Find d6 doses of an herb from the following table.**

HERBS

1. Zhar’um Crushed and applied to wounds, this herb accelerates the body’s natural healing process. **Restores d6 HP. (20s)**

2. Gruul When brewed into a tea, this root sharpens the senses and reflexes. **+1 to AGI for 1 day. (15s)**

3. Tarnak Berry These berries provide a burst of energy when ground and drunk, and remove the need to consume a ration that day. **(5s)**

4. Valkash A rare plant valued for its dark staining juices which are used as dye and ink. **(20s)**

5. Mor Blossom This flower’s petals can be crushed and inhaled **provides a +2 bonus to INT checks for 1 hour. (50s)**

6. Thun Spore This delicate mushroom releases spores that, when inhaled, are believed to allow the user to commune with the ancient spirits of Kal-Arath. **Regain a spent Fate Point. (80s)**