



ZIGURAT

A Kal-Arath Supplement from
Castle Grief

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INTRODUCTION

Welcome back to the mighty steppes of Kal-Arath, traveler!

The first Kal-Arath booklet was supposed to be an 8 page project for a quick set of soloing tables. It turned into a fully illustrated 55+ page “core-book” excursion into these wild steppe lands, which this present work will expand upon.

In these pages you’ll find a bunch of stuff designed to make your solo and group play in Kal-Arath deepened and improved, whether you’re using it for one-shots, or trying to run a long-form campaign.

Expanded skills, magical abilities, items, encounters, points of interests, the Jungles of Lhar - a new region to explore, as well as a procedural “megadungeon,” called the Valley of the Black Ziggurat.

As always - I have written this with the solo player first in mind, but all of this has been run both solo and with a group.

I sincerely hope you enjoy your time here.



A NOTE ON THE SOLO CAMPAIGN

I think many people struggle with solo “campaigns.” That is, long form play for solo can be a challenge for a variety of reasons.

Often, stories are set aside, new systems are jumped to, new adventures partially run, and so on, because players lose the “thrill” of the new session, new system, and so on.

Here are just a couple of tools and tips for maintaining a long running and satisfying campaign:

Set aside time/run it on a schedule - pick a time of day, a set number of days and so on, where you’ll play. Often, our games crash and burn because we go too long between sessions or lose the thread. Regular play creates a deeper connection to the narrative and character.

Put hard caps on session ends - I’ve been doing a set amount of time or “one day at a time” on my Kal-Arath hexcrawl. This hard cap keeps things moving, and keeps it fun for me. Only allowing myself a single day of hexcrawling, or, say, 30 minutes of time makes things feel a bit more structured, and often results in ending the session on a cliff-hanger, which is another good tactic to make you think about and look forward to next session.

Emphasis on connecting threads, not increasing mechanical complexity - sometimes we want new systems or more complex advancement or different rules, thinking this will make the game deeper. What adds depth to solo play, and RPGs in general is connection. Always ask yourself how places, encounters, NPCs, and situations might connect to other ones, and what the relationship is between them. This will begin to create emerging threads that weave together and form a rich tapestry from your game.

Secondary campaigns - sometimes, just like playing in bands or doing art, it can be nice to have a “side project,” something that is a major departure from the main thing to give you a break and a breather from the “serious stuff.” Set one of your gameplay days aside for one-shots, new systems, and especially stuff totally different. If you normally run Kal-Arath, try a cyberpunk side game, or a relaxing journaling game or something. Have fun!

Develop the world as part of play. Take notes on settlements, NPCs, encounters, and the like, and use them to develop the world. Ask questions about places and people. What are they like? What color is their favorite to use for art or clothing? Do they have any strange or interesting customs here? Often, developing the gameworld itself can add a fun element to the play, for those who enjoy that.

Don’t rush. Take your time setting up your play space if possible. Make it feel how you want it to, or go play somewhere that inspires you. Cue up your favorite tunes for the genre. Use your favorite pen. Also, don’t rush the game itself. Advancing too fast or “giving too much” to your character can eliminate the feeling of “building things up” that is often one of the most enjoyable aspects of long-term play. Resist the urge to level too fast, and enjoy the process.

NEW SKILLS/RULES AMENDMENTS

All 5 “Explorer” Skills from the Core book are now included in one Skill, called “Explorer”

The first 3 “Rogue” Skills are now included in one Skill called “Specialist.”

The following are new skills, and may be taken by any character (with some caveats, listed)

Finesse	You may roll all light weapons attacks with AGI rather than STR
Killshot	If your arrow kills an opponent, immediately take another missile attack with the same weapon
Mounted Combat	Roll attack and defense at advantage when mounted
Shield Expert	You may choose to make defense rolls with STR so long as you carry a shield
Mad Rush	Charge an enemy and make your attack at an advantage. Your next Defense roll is at a disadvantage
Dirty Fighter	Once per fight, before making an attack, state your cheap shot. If your attack succeeds, take your next attack at advantage
Heavy Handed	When using 2 Handed Weapons, count any 1's or 2's rolled for damage as 3
Tough As Nails	Immediately gain 6HP
Gambler	You can state you're gambling on any check. Roll the dice - a 7 or 11 is a critical success/hit. 2, 3, or 12 is a critical failure
Suave	Roll your reaction and PRE checks with an additional +2
Iron Hand	Roll unarmed damage as d6
Beastmaster	Roll all reaction rolls with animals at advantage
Lucky	Regain a Fate Point once a session with a long rest
Second Wind	Immediately heal d6 HP one time a session, at any time
Survivor	Make first roll on Death Chart in a session with advantage

ARCANE MIGHT:

Pacts, Spells, Totems and Taboos

Pact of the Wilderness

This new pact allows the caster to utilize the elements to their advantage - but Nature exacts a price, and no gift is free.

The caster might make a pact with the primeval spirits of nature in the jungles of Lhar, remote areas of Kal-Arath, and so on - Wilderness Spirit Pacts are in direct opposition to Demonic Pacts, and monks, mystics and followers of the Demon Lords will actively seek out and eradicate those using them.

Tier 1

Aspect of the Beast. Increase STR and AGI by +2 for d6 rounds. At the end of the spell, both stats are at -2 for d6 hours.

Tier 2

Tongue of the Beast. Communicate with animals for d6 minutes. Can persuade animals to do basic tasks or provide basic information they might know. Every time the caster uses this spell, roll 2d6. On a 2, they forget how to communicate in the human tongue for 2d6 days.

Tier 3

Green Rage. A whirlwind of thorns, vines, stones and debris causes 3d6 damage to all creatures in a 10' radius of the caster. Caster 2 in 6 chance the caster takes half damage.

Tier 4

Symbiosis. Caster becomes a humanoid earth and plant-like thing for up to 1 hour. During this time they can only be harmed by fire or magical weapons, and regenerate 2 HP per round. They can communicate with plants and trees.

Tier 5

Regeneration. Heal severe wounds or severed limbs, restore full HP, even bring back creatures who have died unnaturally within the last d6 hours. Each use of this power ages the caster 3d6 years.



New Spells: Core Pacts

Tier 1

Blood Pact

The Will Is Like A Razor -

Trade 1 HP for a +2 on your next non-magical check.

Destruction Pact

Smoking Fist Technique -

The caster's hands ignite with magical flame, enabling their next unarmed attack to deal an additional d6 fire damage.

Corruption Pact

Withering Lotus -

Causes a single target within sight to feel a sudden wave of fatigue, unable to do more than collect their strength for one round.

Domination Pact

Open Mind Meditation -

Briefly read the surface thoughts of a target, gaining insight into their immediate intentions or feelings.

Illumination Pact

Whisper of the Sage -

Enhances the caster's perception for a short duration, granting them a +2 on their next Intelligence or Presence-based check.

Shadow Pact

Unheard Prayers -

Caster can whisper a simple message to someone as far away as they can see that no one else can hear.

Tier 2

Blood Pact

Ruby Armor of the Crimson King -
Trade 4 HP to increase Armor by 2 points for the next $d6+INT$ rounds.

Destruction Pact

Doors Of The Temple Spring Wide -
Force open any mundane door, lock, or container.

Corruption Pact

Abstinence -
Rot and putrefy normal food and drink up to 100 pounds/50 gallons. This could be used to either destroy an entire feast or ruin a well with standing water. Water sources themselves cannot be ruined, i.e. a spring or stream etc.

Domination Pact

Veil of Tears -
Allows the caster to determine one target's deepest trauma, fear or hidden secret to utilize as leverage over them.

Illumination Pact

All Tongues As One -
Allows caster to read anything in any language for 1 hour.

Shadow Pact

Abstinence From The Material -
The caster becomes a shadow and can move through gaps, beneath doors, through cracked windows. The laws of gravity still apply. Lasts for $d6+INT$ rounds, during which time caster cannot attack or be attacked, nor interact with material objects.



Tier 3

Blood Pact

Bloody Prayer Flag of Akkai -
(Takes d6 days to create.)

Requires materials for a banner, which should include some grisly trophies, as well as 2 HP worth of the caster's blood. Until destroyed, the banner will restore d6 HP at the end of combat to all allies who killed an enemy in the combat.

Destruction Pact

Five Venoms Of Retribution -

Caster must physically inscribe a mandala with special incense, sand, ash, or the like. When it is disturbed, stepped on, or tampered with enough to break or smudge a line, it will explode in a wave of powerful destructive force, dealing 3d6 damage to all within 10' and causing considerable environment damage.

Corruption Pact

What Is Given Can Be Taken Away -

Caster creates a large effigy of grass and human clothes, inscribed with dark sigils. The area within ¼ mile of it is cursed with failing crops, sick and dying livestock, and general illness and malaise.

Domination Pact

Thousandfold Epicentre -

Caster creates an area of confusion, fear, doubt and chaos by burying inscriptions and mantras beneath the earth in an area up to 50 yards across.

Individuals entering this area must immediately make morale (NPCs) or INT check each round in the area or be overcome and take a random action:

- | | |
|-----|---|
| 1-2 | Flee |
| 3 | Attack Nearest Person |
| 4 | Sit down and weep |
| 5 | Mill Around in Confusion |
| 6 | Attack themselves with any weapon at hand |

Illumination Pact

Running Down the Mountain Path -

One target creature may take initiative at advantage, and double all move and actions they are allowed to take for d6+caster INT rounds.

Shadow Pact

On The Wings of Evening -

Caster forms batlike wings of shadow and gains the ability to fly at a speed no faster than a normal human can jog or run for 1 hour per INT.

Magical Items

d66 Magical Items

11	Dry Whisper Beads	Communicate with spirits; requires INT check for insights or warnings.
12	Serpent Fang (Dagger)	Inflicts hallucinogenic venom on hit; target must pass TOU check or suffer Disadvantage to AGI and INT checks for 1 hour. Every time dagger is used, roll d6 - on 1 or 2, the venom has dried up.
13	Cloak of Green Shadows	Grants near-invisibility in natural surroundings; advantage on stealth checks in jungle/forest.
14	Lord of the Plains (Amulet)	Summons d6 ethereal horses and riders for d6 rounds who attack as Nomad Warriors.
15	Teradun Bone Flute	Calms reptilian creatures when played; animals won't attack unless provoked for 1d6 rounds.
16	Iron Prayer Beads	Enhances hand-to-hand combat; +1 to all unarmed attack rolls.
21	Dreamlotus	Induces deep, healing sleep; fully restores HP but user is vulnerable for 8 hours. Any night time encounters automatically get a free "surprise round."
22	Demon's Eye (Gemstone)	Reveals hidden treasure within 30' by glowing a deep amber color.
23	Manual of Personal Ascent	Enables user to leap great heights or distances 1x/day. Can jump up to 30' up or 50' horizontally.
24	Silent Steppe (Ring)	Muffles all sound made by wearer; advantage on checks to move silently.
25	Mask of a Thousand Faces	Alters the wearer's appearance at will; INT check required to see through illusion.
26	Fount of Endless Tears (Drinking Horn)	Summons a localized heavy rainstorm, centered around the drinker and extending 100 yards in all directions. Must be outdoors.
31	All Seeing Edge (Sword)	Looking through the pommel stone grants vision of anywhere the scabbard has been left.
32	Vine Whip	1x/day can animate foliage to entangle d6 enemies for d6 rounds.
33	Tiger's Claw Necklace	Grants strength of a tiger. +1 to STR in combat for 1d6 rounds.
34	Lamp of the Hidden Flame	When lit, illuminates hidden paths, reveals secret doors, up to 30 feet.

35	Sky Dancer (Feather)	Allows feather-light falls; negates fall damage from heights up to 30'. feet.
36	Horn of One Sight (Drinking Horn)	Drinking rotten blood from this allows one to share visions and thoughts with up to 3 others without speaking for d6 hours.
41	Shining Coin of Amar-Shin	Golden coin, when flipped can provide bright illumination for d6 hours, 1x/day.
42	Robes of the Wind Walker	Double overland travel speed.
43	Sash of Hur-Lin-Taur	Intimidates opponents and enhances leadership. +1 to morale checks for allies in line of sight, -1 enemy morale.
44	Thundering Horde Horn	Mimics sound of charging army 1x/day.
45	Blood Moon Circle (Nose Ring)	Doubles spell effects/powers. Critical failure on natural 2, 3, 4.
46	Friend of All Waters (Bracer)	Allows breathing underwater.
51	Slippers of Velnabar	Wearer leaves no trace and is impossible to track by conventional means.
52	7 Skulls of Vorash	When placed around the bed, individual can begin the next day with skill of their choice (only 1 at a time) or an extra Fate point, but only by feeding each skull a songbird.
53	Treemantle	1x/day, when outside, create a wall of trees and brambles 30' wide and 10' thick. These plants grow and wither rapidly, turning to dust in d6 minutes.
54	Asp (Sword)	Anyone wounded by the sword has a 1-3 on d6 chance of being attacked by a venomous snake within d6 days.
55	Sandals of Tuw'ara	+1 to AGI during combat.
56	Brass Mirror	In bright sunlight, this handheld brass mirror can start a fire on any flammable surface in sight in d6 minutes of focused sun.
61	Hash'an Talon	Roll the first ranged attack of the day at advantage.
62	Scepter of Ix	Controls the spirit of an elemental prince of earth. Once a day, command it to manipulate, move, reshape, or hurl dirt, rock, plant, up to the size of a large stand of trees, a small hill, or rock formation. Roll d6 - on a 1, the spirit breaks the scepter's control and turns on you, inflicting 3d6 crushing damage until the scepter is destroyed.

63	Chain of Melek-Kesh	Temporarily binds a spirit or demon - for 1 day, gain access to any Pact's spells. Roll d6. On a 1, roll on the Arcane Disaster Table.
64	Friendship Bracer	Send single sentence messages to anyone wearing the matched bracer telepathically 1/day up to 20 miles.
65	Turban of War-Ith	Go through walls and other solid objects up to 10' thick. Every time, roll d6. On a 1, become stuck and die.
66	Iron Crown of Akkai	Commands respect and fear, enhances leadership. +2 to allies morale checks, -2 to enemies, 1x/day can cast "Liberation From All Earthly Choice." Each day it is in possession, roll 2d6. On natural 2 or 3, all blood drains from every hole on the possessor's body - immediately roll on Death table at -4.

D6 New Dooms For Spellcasters

- 1 Caster must avoid direct sunlight or -2 to all rolls
- 2 Caster is unable to cause physical violence to other living things with weapons. Doing so revokes his powers for d6 days.
- 3 Caster may not consume or harm flora in any way or will permanently lose access to this Pact.
Caster must tell a story of the ancient world to a group of listeners any time he is in a settlement, minimum of once a month, or his memory begins to fade. -1 INT permanently for any month he fails to do this.
- 4 Caster must maintain a physical shrine to his deity, even if traveling, and make prayer and obeisance daily. This shrine takes up 3 equipment slots when mobile. Failing to pray means they cannot cast any spells that day.
- 5 Caster must write down a secret, or generally unknown thing in a special tome each week. Failure to do so results in the permanent loss of their Pact.
- 6



NEW POI AND ENCOUNTERS for the GRASSLANDS of KAL-ARATH

D66 POINTS OF INTEREST

- | | |
|----|---|
| 11 | Palace of the Merchant Prince, who wants to plumb the depths of an ancient buried city |
| 12 | Hills of the Unquiet Dead - tall platforms hold the bodies of barbarian kings |
| 13 | Cave where hermit dwells and cultivates the Blue Vision spore |
| 14 | A field of deep red flowers known to produce good dreams |
| 15 | Temple of the Seventh Son - his followers call themselves Mystics of the Hidden Pact |
| 16 | You've found the Wayward Rest - a mobile inn and gambling den |
| 21 | A temple flanked with guardian statues of giant serpents |
| 22 | A gorge with a bridge across it separating two small villages at war with each other |
| 23 | Small farmsteads who sacrifice to an ancient fertility goddess statue |
| 24 | Encampment of bird trainers - they can send a message for you anywhere |
| 25 | Field of Blue Vision spores. All entering save TOU or wander for d6 days hallucinating. Roll POI and Encounters as usual. |
| 26 | Fighting Pits of the Undying Warriors |
| 31 | Ash'Hassim Training Compound |
| 32 | A school of astronomers who use (66) to track the constellations |
| 33 | Seraglio of Vela-Athun - accepts as payment only spice from (41) |
| 34 | Village on a large spring of clean water, and a monastery to the seven |
| 35 | Huge brass mirror on top of a hill - in the distance, the sun reflects off another |
| 36 | A labyrinth of prayer flags - at the center, a knife and a bowl. Make a pact. |
| 41 | A mine where rare spice is harvested from deep caverns |
| 42 | Well guarded field rich with the smell of the plant known as the Emerald Element, whose smoke intoxicates |
| 43 | Wagon of Verith the Head-Collector - he pays well for interesting trophies |
| 44 | Haggard army sieging a large fort |

- 45 “Hound cages,” well defended war-lizard cages on their way to the warlord who purchased them
- 46 A hidden community of witches who worship the old gods and despise the demon lords
- 51 Hills of white sand rise out of the endless grass - home to many giant scorpions
- 52 A huge length of massive rusted chain laying in the grass
- 53 Statue of a colossal headless woman with oversized breasts and hips
- 54 White stone amphitheatre. On 4-6, a wedding is taking place here
- 55 Campsite with standing stones around it, each marked for one of the seven
- 56 Copper dome in the grass - the roof of a tall building in a buried city
- 61 Poisoned spring of Nel-Zur
- 62 Stone walled pathway leading a half mile to cavern where elaborate and old copper steps lead downward
- 63 Miles of hills populated by sentient mole-rats
- 64 Guarded watering hole charging extortionist prices
- 65 Small monastery of brothers whose dreams come true
- 66 Astrologer’s temple with two stones suspended from the ceiling as the twin suns of Kal-Arath on clever grooves to move around a globe

D66 ENCOUNTERS

- 11 d6 Jackal cultists and 2d6 jackals barking together
- 12 Large merchant caravan being assaulted by 5d6 raiders
- 13 Several burnt yurts with demon lord prayer flags stuck in the ashes
- 14 A massive stampede of buffalo, with mounted hunters riding among them
- 15 d6 reavers demand all your belongings, including the clothes on your back
- 16 Giant snake swallowing a fine riding horse whole - thrown rider is dead nearby
- 21 Wanderer in the grip of powerful hallucination from Blue Vision spore field within d6 days walk
- 22 Nomadic horse sport of K’arathi is being played with the head of a goat
- 23 d6 Raptor Lizards fighting Tyrant Lizard, all wounded
- 24 Trophy hunter seeking dangerous game for head collection.
Roll d6 - on a 1, it’s you
- 25 Messenger running at maximum speed to get word to a nearby village
- 26 Merchant buying slaves in fighting condition for a nearby fighting pit

- 31 d6 giant lizards sunning themselves on a flat rock
- 32 Pit Fighter with her two mute concubines
- 33 2d6 giant vultures feeding on a dead giant's ribcage
- 34 Kuyu wood sculptures and rock piles - 3d6 Kuyu ambush within d6 rounds
- 35 A powerful and good-hearted sorcerer whose taboo is to speak only in lies
- 36 d6 Wolf Nomad youths on their rite of passage - looking for a fight
- 41 3 dead bodies with their hearts removed wearing bone fetishes
- 42 Wretched vampire desperate for blood
- 43 2d6 beastmen trying to get healing for their chieftain's sick child
- 44 2 battle barges clash on the open steppe in mass combat!
- 45 Road of Bones - leads to Kar'Eld, a stake with a head on it at every 50 paces
- 46 Lion hunts the tall grass while d6 of its mates wait to ambush
- 51 A poisoner out collecting herbs for a rare decoction
- 52 Wardrums - just over the rise march rank upon rank of warriors
- 53 A trader on a wagon made of teradun bones with the wings as sails
- 54 Several loaded pack animals with no one leading them
- 55 A healer offers services at a large rock in return for entering the nearby ruins
- 56 3d6 warriors dying of thirst
- 61 Two half giants in a drinking competition
- 62 Huge yak-drawn cages filled with women and children, heavily guarded
- 63 2 survivors tell about a ruined city d6 hexes in d6 direction, and have a map to its interior
- 64 Gargantuan serpent tells travelers tales of the ancient heroes it has slain
- 65 Three brothers with horses and information to trade
- 66 A great turtle with a fort on its back manned by fighting monks

THE JUNGLES OF LHAR

In the extreme south of Kal-Arath, the grass begins to lengthen, the climate is hot and humid, and the edges of the great jungle of Lhar can be seen - a nearly impenetrable southern border to the steppe.

Lhar is home to many people - hardy tribes make the jungle's canopy their home, ropes and vines creating bridges and platforms up in the trees to keep some villagers safe from more dangerous predators on the jungle floor.

Merchants from Kal-Arath come down this way to trade with the locals - wood, spices, rare plants, trained monkeys, relics from lost civilizations and much more are highly prized further north.

No one knows just how far south the jungle goes - deeper in, it becomes much more dangerous, with terrifying creatures holding sway, and the vast expanses of long forgotten cities said to be host to things dark and unknowable.

The peoples here dedicate themselves to one of the Four Spirits - the snake, the bat, the monkey, or the jaguar. Each tribe is just as likely to be at war as at peace. When traveling in Lhar, roll a d6 for any tribe encountered to determine their attitude toward the other three:

1-2 At War

2-3 Neutral

5-6 Trading/
Friendly



D3d6 POI (roll one die as d3, the second as d6 and consult the table)

- 11 Massive Ruin of Nameless City - A Colossal adventure site. Use 11d6 to determine Areas and Passages. Due to the huge nature of the Nameless City, each of these 11d6 forays can be considered one sector of the city. Exploring 5 of these means the Nameless City has been fully explored.
- 12 Temple covered in primitive carvings of men and women engaged in carnal acts. Within, a huge stone altar overseen by a male and female statue with exaggerated genitalia.
- 13 Watering Hole. 4-6 chance of an encounter here.
- 14 Suspended rope bridges with no discernible way up that lead to a lookout post in a very high tree.
- 15 Rank springs boil up out of tangled roots of the jungle trees here, forming a kind of sulfurous swamp. Breathing the air here causes 1 point of damage per round spent in the area. In the main pool is a skeleton with a jeweled dagger (sentient, evil, cursed) and a bag of rubies (300s)
- 16 A marketplace is going on, hosted by the Jaguar People. Many things are here for sale and trade, but outsiders may be challenged to prove their honesty and good intentions by handling live snakes or being bitten by thunder ants.
- 21 A tall, slim jade tower of elegant architecture, covered in moss. Home to a sorcerer called Hur-Kul-Za'an, who is always willing to work magics or trade things for those who will venture into the Nameless City for him.
- 22 Shrine of the Solar Serpent - home to many priests of the jungle's shining snake god, there is a 2-6 chance that they are holding a religious service involving feeding someone to the massive serpent that lives within.
- Four huge stone idols in the shape of a jaguar, a man-like bat, a serpent, and a monkey stand here with bowls at their base.
- 23
- Offering to the jaguar of 3 rations of meat results in +1 AGI for a day.
 - Offering the bat 3 HP of one's own blood grants the ability to see in total darkness for one night.
 - Offering the serpent 50 silver allows one re-roll on any table this session.
 - Offering the monkey 3 rations of fresh fruit grants an extra Fate point for the session.
- 24 Emerald colored crystals in an open clearing radiate an eerie light. Most are too large to move, and lose their power if broken but d6 of them can be taken (but take up 1 equipment slot each). Leaving them in daylight for one whole day makes them glow as a torch for 1 hour. All together they could be sold or traded on the steppe for d6x1000 silver.

25 A deep chasm, far from the sunlight. Skulls on sticks and other grisly warnings are all around. This place is home to the Bat People, who are hostile to outsiders as a rule and drink blood for unnatural sight in the darkness and the favor of Tal'axu, the blood-drunk bat god of Lhar.

26 Storyteller's Rock - a gathering place for many of the peoples of Lhar, a colossal stone rises up from the jungle floor in a natural depression surrounded by cliffs, forming a kind of amphitheater. There is a 2 in 6 chance some kind of celebration or meeting is happening here.

31 A grove of fruit trees and herbs, possibly permaculture deliberately. 3-6 chance of d6 rations of fruit here, and 4 in 6 chance of d6 herbs.

32 18' tall monkey head, semi buried in the jungle floor. Around it in the trees, the Monkey People make their homes in the high canopy.

33 Roaring rapids of the mighty Shekerah River, lungs and veins of the jungle of Lhar; a waterfall cascades hundreds of feet down the cliffs, and is home to a vivid green and purple species of teradun.

34 A scattering of tents near a river, where 3d6 slavers and guards from the steppe cities have a number of members of the various jungle peoples chained in groups, ready to transport them out of the jungle.

35 Black stone monolith rises from the jungle floor - a lone individual sits nearby, playing a high, eerie song on a flute carved from the same material. Bleached bones rest all around the base of the monolith.

36 Valley of the Black Ziggurat. At the center of a long, lush valley, rises the Black Ziggurat, a Colossal sized dungeon.



3d6 ENCOUNTERS

3 D6 Geb-run, the rare intelligent monkeys of Lhar. On friendly reactions they may speak to PCs or tell them something useful. On neutral or hostile rolls they will actively sabotage or try to harm them.

4 Jaguar People hunting or war party. 2d6 warriors or hunters (roll 50% chance of either)

5 D6 Her'geera plants, hungry for their next meal.

6 Lone champion of the Bat People, in elaborate stone and wood armor.

7 Panther, stalking the undergrowth.

8 Expedition of explorers, taking boats upriver into the deeper jungle.

9 Stone Warrior - a construct of stone, covered with moss and ancient, guards an entrance to a burial chamber. Intelligent characters may be able to study the carvings inside for d6 weeks and learn the language that is on the construct's stone armor, and converse with him in basic ideas. He has forgotten his purpose here, and will join a party that speaks his language. Otherwise, he does not attack, but may ask PCs questions in his language. He seems confused and sad.

Inside the chamber is a mummy with a jade chest piece and large earrings. Chest piece acts as 2 Armor, earrings allow the wearer to speak with birds once a day.

10 Shaman of the Monkey People, seeking herbs for visions.

11 D2 Raptor Lizards, hunting prey.

12 D3 Teradun circling overhead.

13 Carnivorous Ape, considered holy by the Monkey People, a fearsome denizen of Lhar. Highly territorial. 2 in 6 chance he is encountered with his females (d6) and d6 young.

14 D6 sorcerers from further north, seeking the Black Ziggurat.

15 D6 Tal'axi, hunting.

16 Slaver Camp. 5d6 slavers and 20+ slaves taken from various tribes in the jungle, heading north to sell them.

17 The Pale One - a river dwelling salamander of terrific size, The Pale One feeds on anything living all up and down the banks of the Shekarah.

18 Feared By The Sun - A tyrant lizard of legendary size and ferocity, one of a kind. She is heard and felt before she is seen. Her hide is scarred and riddled with old arrows and weapons. She is considered a goddess by the denizens of Lhar, but a terrible one - occasionally she will descend on entire villages and consume them.

THE VALLEY OF THE BLACK ZIGGURAT

In ancient times, the Nameless City (now called T'elku Lhar, by those who have heard of it), was ruled by a powerful sorcerer king named Ictezoma'a.

After the denizens and slaves of the great city rose up against him, the king was slain - but unknown to them, his personal retinue bore his body away in secret to a hidden valley deep in the jungle, following his final instructions to them.

They sealed him in the domed cube at the top of the Black Ziggurat, which he had prepared in secret, killing all those who had built it in a hideous ritual. After his retinue bore him here and placed him within, they joined him in death, not knowing their service would be forever.

The rituals and magics cast by Ictezoma'a keep him in a perpetual state of dreaming undeath, and his mummified form waits for enough lives to be claimed by the Ziggurat itself in order to bring him back to this realm, and rebuild the Nameless City to rule once more.

His burial chamber and obsidian sarcophagus are guarded still by his ceremonial guard, but the valley in which the Black Ziggurat squats obscenely is a place of death. Various champions and tribes have succumbed to the curse of the Black Ziggurat and come under its influence - with every life lost here in the valley, the Ziggurat seems to grow in size, and feed the unholy power to the body of the dreaming and dreaded king.

Even the fearsome animals of this jungle - from poison frogs to screaming carnivorous apes - they all serve him.

The tribal hunters have rigged the valley with many traps and snares - devices of lethal cunning - to make this place even more of a nightmare for any who set foot within the area influenced by the Black Ziggurat.

And with each life it claims, that area is growing.



REASONS TO COME HERE

1. You were sent into the valley by the wizard Hur-Kul-Za'an to bring him a stone from the Ziggurat itself to study.
2. The drunken wretch in the winesink who handed you a map of human skin with a trembling hand rambled about a lost valley filled with treasures beyond imagining...and horrors undreamed of.
3. You traded years in the service of the monks of a forgotten order to read a fragment of the Nagha Scrolls - among maddeningly incomplete bits of ancient lore were references to the Nameless City, and a description of the route to the Black Ziggurat.
4. An old shaman from somewhere deep in the jungles of Lhar made a long journey to the steppes of Kal-Arath. Just before he died of extreme old age and the rigors of his journey, he handed you a clay tablet. "Beyond the place where the Shekarah divides herself in two, and the statues of the Four Spirits dwell, follow the star of the serpent god, and you will come to the resting place of Ictezoma'a."

5. In service of the Great Khan, Akkai; you owe a life-debt to the Sons of Akkai, who sent your group under a geas with strict instructions: do not return from the jungles of Lhar while the Black Ziggurat still stands. Even Akkai himself may fear what is stirring in the deep jungle.

6. A child in the great city of Kar'Eld has prophesied that the sorcerer king of T'elku Lhar will arise and once again rule over the whole of the southern lands. Explorers have once again become obsessed with finding the ancient city and the burial place of Ictezoma'a. You are one of them, and travel in a party up the Shekarah into the heart of darkness.



SPECIAL RULES FOR THE VALLEY OF THE BLACK ZIGGURAT

Roll 22d6, or scatter that many tokens on a sheet of paper and roll for their contents individually.

The die that falls closest to you (as GM or solo player) will be rerolled if it shows a 6. The furthest die from you is always a 6. Any other 6's appearing during exploration are to be re-rolled.

When using the procedure for solo crawling in the core book, you will drop the 22d6 to determine the areas and passages of the “dungeons” shape, then roll each die as you come into that area to maintain the element of surprise - simply reroll any 6's that occur, and when you reach the final die of the Valley, after exploring the rest, it will always be a 6.

Refer to core rules for passages and area placement. On rolls of 1-3 when traversing a ‘passage’ or pathway in the valley, roll another d6. 1-3 :Random Foe. 4-6:Trap/Obstacle.

Note: When rolling Foes for group play, you'll have to use your judgment on “amount appearing” numbers to make things challenging but not impossible. Depends on level, gear, number of PCs and so on. Suffice to say, this area is not friendly to low level or solitary PCs, and when running it solo, you might want to hire some help!

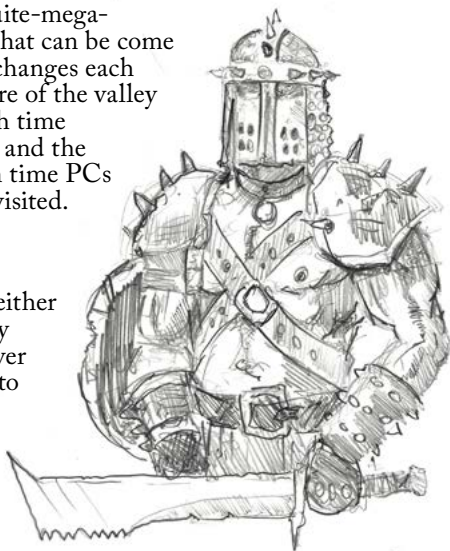
- 1 Empty Area, considered “safe” for a short rest. In the Valley, you can take a full rest, but must roll for encounter during rest.
- 2 Hazard/Obstacle/Trap
- 3 Foe
- 4 NPC
- 5 Item/Treasure on a d6 roll of 1-2, it is guarded by a Foe.
- 6 Special/Boss Area

The Valley of the Black Ziggurat is intended as a sort of “experimental, generated-yet-specific, not-quite-mega-dungeon” for Kal-Arath. The idea is a place that can be come back to and explored several times, but that changes each time due to A) the tangled and difficult nature of the valley dictating different routes and encounters each time and B) the shifting nature of its paths, areas, and the factions within involve different routes. Each time PCs leave the Valley, re-roll any areas previously visited.

It cannot be mapped with reliability.

The Valley itself, depending on rolls, can be either challenging, relatively empty, or an absolutely nightmarish deathtrap. Reaction rolls are never rolled here - all encountered Foes are trying to kill the PCs in service of Ictezoma'a and the sentient evil intelligence of the Ziggurat.

The Ziggurat itself, and its slumbering ruler, will be the site of further adventures!



TRAPS/HAZARDS/OBSTACLES

(2d6 Table. Set off on a 1-3 when passing through area)

- 2 AGI check to avoid falling into a pit of poisoned spikes. Damage: 2d6, plus TOU save or -2 all rolls for the rest of the day.
Hidden quicksand patch. STR check each round to escape at cumulative -2; failure results in a cumulative 1 point of damage until freed or dead (i.e. 1, then 2, then 3, etc)
- 4 A landslide alters your path. AGI check to avoid injury; 1d6 damage on failure. Draw a new passage to the next Area, then: Roll 1-3 for ambush (Foe encounter), 4-6 for a clear path.
- 5 Bent back branches from a thorn tree spring across the path. AGI check to avoid d6 damage.
- 6 Tripwire triggers poison darts. AGI check to dodge or d6 damage and TOU save to avoid another d6 poison damage.
- 7 Fall into a hidden pit. AGI check to avoid, d6 damage on failure, then: roll d6. On 1-3, you are ambushed by a Foe as you escape the pit.
- 8 Swinging log trap. AGI check to avoid 2d6 damage.
Fungal spore trap causing hallucinations or debilitating fear. INT check, failure results in 2d6 hours of confusion and terror, then: roll d6. On 1-3, you are lost in the jungle. Add 3 new Areas to the Valley you must proceed through to get back on track.
- 9 Fall into a breeding den of Lhar cobras. AGI check to avoid d6 damage. STR check at -2 to escape. On every failed STR check, another AGI check is required to avoid being bitten. For every AGI failure, make TOU check or die of poison.
- 10 Vine trap suspends you upside down. You are ambushed by d6 Ziggurat Slaves. Make all rolls at Disadvantage while fighting free, if you can: AGI check (also at /d) to free yourself.
- 11 Explosive trap releases Dust of the Obsidian Sarcophagus. TOU check or become Ziggurat Slave. Your adventure is over!

FOES

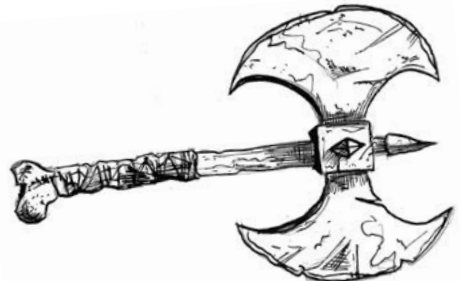
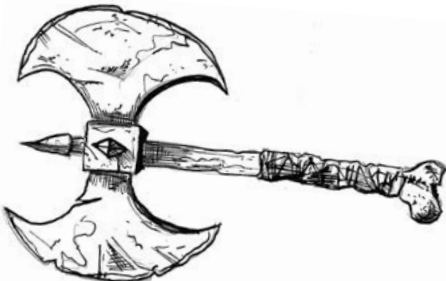
- 2 d2 Raptor Lizards
- 3 Corrupted Jaguar People Champion (1) with d6 Ziggurat Slaves
- 4 Giant Cobra (1)
- 5 Carnivorous Ape (1)
- 6 2d6 Ziggurat Slaves
- 7 Panther and d6 Ziggurat Slaves
- 8 Corrupted Shaman (1) and d6 Ziggurat Slaves
- 9 d6 Tal'axi
- 10 Corrupted Bat People Champion (1) with d6 Ziggurat Slaves
- 11 d2 Stone Guardians
- 12 Wraith

NPC

- 1 Prisoner
- 2 Outcast
- 3 Adventurer
- 4 Lost Scholar
- 5 Slaver
- 6 Specialist

VALLEY ITEM/TREASURE

- 2 Partial map of the area - bypass one area of your choosing while traversing the Valley (250s)
- 3 Explorer's Compass - +2 to all "Getting Lost" rolls. (200s)
- 4 Satchel of herbal medicines and natural remedies. d6 uses, each heals d6 HP. (100s)
- 5 Waterproof satchel filled with 2d6 rations and 100s (150s)
- 6 Leather Whip. d6/d. Successful attack roll can deal no damage to disarm. AGI check to use it to swing over things so long as there's something to whip it around.
- 7 Tanned monkey hide waterskin. Drinking from this allows the user to climb difficult and sheer surfaces 1x/day without a check.
- 8 Enchanted Jade Statuette, a small dragon. 1x/day it will produce a gout of flame for d6 damage and light combustibles, even damp ones. (300s)
- 9 Clay Tablet, carved with eldritch signs. Shattering it on any locked or closed container or portal will cause it to open forcefully. (150s)
- 10 Jungle Moccasins. Allows the wearer to move completely silently through the jungle, automatically succeeding on his sneaking rolls. (200s)
- 11 Teradun Bone Totem. Gives the bearer advantage to hit on all saurians, including dead ones...(250s)
- 12 An obsidian miniature of the Black Ziggurat. Allows the bearer to avoid all traps inside the Black Ziggurat. (300s)



BOSS:

To defeat the Valley of the Black Ziggurat, the party must defeat the Apex Predator.

A creature from myth, spiritually connected to the deepest parts of Lhar, the Apex Predator is neither reptilian, nor mammal, nor human, but a mix of the three. It is the jungle at its most deadly. Once content to hunt all living things throughout the massive expanse of Lhar, once it wandered into the Valley, its mind was dominated and put to use by Ictezoma'a.



Now, it acts as a fearsome guardian of the crumbling ruins that mark the edges of the Outer Grounds.

HP:	45
Armor:	2 (Tough Scales)
Attack:	3x
	Claws: d6
	Bite: d6/a
	Tail Whip: d6 (Stuns for one round on 4-6 damage roll, doesn't explode)
Morale:	10
Special Abilities:	Pheromone: Every 3 rounds, releases musk as a free action. All creatures in combat TOU check to resist; on fail, unable to act this round Lightning Quick: At beginning of combat and every other round after: Vanishes at beginning of initiative and reappears for a surprise attack at the start of next round. Make INT check. Failure means you're surprised and cannot act this round. Defend at disadvantage. Call of the Wild: If Apex Predator is reduced to ¼ HP, it lets out a piercing scream which summons a random Foe from the Valley at max number appearing, and flees back into the jungle.

BEASTS, BRUTES and BELLIGERENTS

Carnivorous Ape

400 pounds of muscle and hunger with teeth sharp enough to rend flesh.

HP: 4d6

Armor: -

Attack: • Pound (2d6)
• Bite (2d6) + Special (2 attacks/round)

Morale: 10

Special: Slam:
If Carnivorous Ape is successful on the same target with both attacks, he may take a third slam attack for another 2d6 damage that ignores armor.

Champion, Bat People

Grim slayers, painted black and blessed by the Lord of Night, Tal'axu.

HP: 3d6

Armor: Wood and Stone plates (2)

Attack: Bronze Khopesh (d6) + Special

Morale: 10

Special: See in total darkness.

Disorienting scream:

At beginning of combat, Bat People Champion will emit a terrifying high pitched scream of incredible volume. All hearing it make PRE save or be at Disadvantage on all rolls for the first round of combat.

Champion, Jaguar People

Lean and powerful, swift, silent and feared by all.

HP: 3d6

Armor: -

Attack: • Stone Spear (d6)
• Knife (d6/d) (2 attacks/round)

Morale: 10

Special: Extreme Swiftiness:
All attacks made against Jaguar People Champion are at disadvantage.



Champion, Monkey People

Wrestlers, drinkers and violent kings of the treetops.

HP: 4d6

Armor: Tough Bark (1)

Attack: Mace (d6/a)

Morale: 10

Special: Lucky:
All Monkey People Champions may rethrow one dice roll in combat.

Monkey People utilize group tactics whenever possible, with their champions enjoying the support of swift climbers who throw bola from the trees. (Missile Weapon: Bola - No damage. On successful hit, force immediate AGI check or victim is entangled and cannot act next round except to untangle.)

Champion, Snake People

Sinuous and wise in the venomous ways of the ancient rainforest.

HP: 3d6

Armor: Serpent Hide (1)

Attack: Twin Daggers (d6/d) (2 attacks/round) + Special

Morale: 10

Special: Poisoned Blades:
Anyone struck with the Snake People Champion's blade must make immediate TOU check or be paralyzed d6 rounds.

Cobra, Giant

18 feet long and knows nothing but hunger and hatred.

HP: 4d6

Armor: Giant Scales (1)

Attack:

- Bite (d6)
- Poison (TOU check or be paralyzed d6 rounds and take d6 automatic damage every round affected)

Morale: 8

Feared By the Sun

Ancient Tyrant Lizard, revered as a goddess, hide studded and adorned with a hundred failed weapons.

HP: 54

Armor: Legendary Hide (3)

Attack:

- Bite (3d6, automatically slays on critical)
- Tail (2d6, automatically roll on “Death” Table on critical) (2 attacks/round)

Morale: 12

Special: Awful Roar:

Always begins combat with this, then roll d6 and count down to the next roar in that many rounds. All who hear must make PRE check or be stunned 1 round with fear.

Geb-Run

Intelligent monkeys who speak the human tongue – sometimes cruel tricksters, sometimes useful allies.

HP: d6

Armor: -

Attack:

- Strike (d6/d)
- Thrown Stones (d6/d)

Morale: 6

Special: Awful Roar:

Every Geb-Run has a 1-2 chance on d6 to know a Tier 1 spell from a random Pact.

Her'Geera

Beautiful purple and black flowers the size of a large man.

HP: 4d6

Armor: Tough (2)

Attack: • Tendril (d6)
• Special

Morale: 8

Special: Swallow Whole:

If Her'Geera makes successful attack, make a STR check. Failure means being swallowed whole by the flower, taking d6 acid damage per round. Each round, a STR check may be made at disadvantage to escape.

Pale One, The

Albino newt of terrific size, large as two horses nose to tail.

HP: 42

Armor: -

Attack: • Bite (2d6)
• Special (2 attacks/round)

Morale: 11

Special: Any time The Pale One rolls a 6 on any damage die, instead of rolling it again, make a TOU check or lose a random limb. Roll on Death Table.

Panther

Black shadow of the jungle, strikes without warning.

HP: 3d6

Armor: -

Attack: • Claw (d6)
• Bite (d6) (2 attacks/round)

Morale: 6

Special: Ambush Attack:

Panther will drop from a tree or spring from the shadows. Make INT check when attacked or do not act this round.

Raptor Lizard

Clever reptiles with terrible speed and claws like scythes.

HP: 5d6

Armor: Tough Scales (1)

Attack: • Claws (d6)
• Bite (2d6) (2 attacks/round)

Morale: 10

Special: Clever Girl:

Attacks at advantage when another Raptor Lizard is present.

Shaman

Mystics of the steaming jungles and tribal advisors.

HP: 2d6

Armor: Bone (1)

Attack: Dagger or Club (d6/d)

Morale: 8

Special: Cast spells at +2 up to Tier 3 from a random pact (1-4 on d6 that it is Nature)

Stone Guardian

Huge temple guardians from forgotten times.

HP: 5d6

Armor: Stone (4)

Attack: Stone Mace (2d6)

Morale: -

Special: All edged weapons deal damage at disadvantage.
Unaffected by magical attacks.

Tal'axi

*Children of the Lord of Night,
winged, black as shining leather.*

HP: 2d6

Armor: -

Attack: •Claw (d6/d)
•Bite (d6) (2 attacks/round)

Morale: 8

Special: Feed:
If bite attack succeeds, make immediate STR check or lose another d6 damage, ignores armor. Tal'axi gains this many HP even if that would take it over its maximum.



Wraith

Spectres from Ictezoma'a's lost court.

HP: 4d6

Armor: • Spectral Armor (2)
• Special

Attack: • Bronze Sword (d6)
• Special

Morale: -

Special: Wraiths are immune to standard weapons and can only be harmed by magic or weapons made of bronze from the Lost City. Damage inflicted by Wraith results in a permanent loss of half that many HP.



Ziggurat Slave

Wretched slaves to the dominating force of the dreaded Black Ziggurat.

HP: d6

Armor: -

Attack: Club (d6)

Morale: 6

Special: Pack Tactics:
PCs are at -2 to dodge rolls when outnumbered by Ziggurat Slaves.

RANDOM NAMES for NPCs and SETTLEMENTS

11	Varnak	41	Jorum
12	Ghi-Dor	42	Zal-Thorik
13	Tarum	43	Karn-Esh
14	Kae'lith	44	Ern
15	Noraxa	45	Mor
16	Zul-Kar	46	Gal-Rend
21	El-Dan	51	Orvix
22	Myrthak	52	Ral
23	Sarnara	53	Yur
24	Tharos	54	Kel-Var
25	Ul-Mek-An	55	Thraz
26	Vyrk	56	Vel-Dor
31	Ren-Dalara	61	Nar
32	Kor-Vash	62	Rath
33	Yenar	63	Ull
34	Arzokala	64	Jarn
35	Thun	65	Vathalara
36	Mel-Dakkaia	66	Karani



ADVENTURE INSPIRATION GENERATOR

For action and subject, Roll d6, then d3 to clarify - unify dissonant results as you see fit.

D6 ACTION

- 1 RETRIEVE/INTERCEPT/STEAL
- 2 ASSAULT/SLAY/DESTROY
- 3 RESCUE/DEFEND/PROTECT
- 4 UNCOVER/INVESTIGATE/EXPLORE
- 5 ESCORT/DELIVER/GUIDE
- 6 NEGOTIATE/DECEIVE/BROKER

D6 SUBJECT

- 1 Village/Market/Caravan
- 2 Courtesan/Slaver/Mystic
- 3 Warlord/Bandit/Merchant
- 4 Idol/Tome/Amulet
- 5 Temple/Fortress/Shrine
- 6 Ruin/Caverns/Lost City

D6 KEY LOCATION

- 1 Thraz, the mighty and wicked, so-called "City of Virtue."
- 2 Plateau of Kar'Eld, center of the Arathi steppe and the Khanate of Lord Akkai
- 3 The steaming southern jungles of Lhar, amongst ancient nighted ruins
- 4 In the foothills of the eastern Rimrock, beneath the winged shadows of teradun riders
- 5 On the borders of Turog, desert kingdoms of the Jeweled Cities
- 6 Far to the north, in the barbarian's forested land, called Saar'Khash by the Arathi

D6 MAIN ANTAGONIST

- 1 Bloodthirsty reavers from a nearby nomadic tribe
- 2 Foreign slaver ring from the North
- 3 Sorcerous Warlord from Kar'Eld
- 4 Mighty and monstrous beast of the steppe
- 5 Cult from the Southern Jungles
- 6 Demon Lord of the Western Grasslands

D6 KEYNPC

- 1 Hermit
- 2 Chieftain
- 3 Bandit
- 4 Thief
- 5 Noble
- 6 Outcast

D6 COMPLICATION

- 1 Betrayal
- 2 Curse
- 3 Deception
- 4 Powerful Magic
- 5 Environmental Hazard
- 6 Moral Dilemma

EXAMPLE:

Rolls can be rearranged and determined in any way you see fit – stay loose and use the tables as a guide for whatever sounds interesting, not as a rigid construct you must adhere to:

Defend
Shrine
Foothills of the Rimrock
Demon Lord
Thief
Deception

The PCs are hired (possibly by a thieves guild?) to defend a shrine to the god of thieves in the foothills of the Rimrock that has gained the negative attention of a Demon Lord and his servants (likely a small tribe under a warlord). However, they have been deceived by their patrons, and the shrine is not what it seems at all...

Deliver
Bandit
Kar'Eld
Cult from the south
Noble
Environment

The PCs take a bounty to deliver a famous criminal to the plateau city of Kar'Eld. Their journey will be a difficult one as they must travel from the borders of Lhar... and this bandit king has allies in a cult of Tal'axu, the bat lord of night and blood. The jungle and the darkness itself will be their enemies as well as the murderous cult.

To create your own tables for adventure generation, take out a few of your favorite sword and sorcery books.

- Choose a verb to direct the action.
- Choose a noun (person, place or thing) to serve as the subject of the action.
- Flip around until you find another noun (person, or type of person, or group of people) to serve as your antagonist.
- From there, decide on a cool location (will it be in a city, on the deck of a ship, or deep in a lost city?).

Use these things to inspire you to fill in only enough of the blanks to get started -

Adventures need not be “plotted out.” You just need enough to get you going and get you into the action - your sword and your wits (and the random tables) can determine things from here!

TRADING RULES

The following are meant as quick and dirty rules to help you run trade in your game, especially if you want something to govern a “merchant” style campaign.

Players interested in becoming traders and merchants may do so by buying, trading and selling goods based on availability, scarcity, and surplus.

These rules are kept simple and streamlined for ease of use at the table.

A trade good is any product that is purchasable in a large quantity.

Prices listed here are for one standard and simplified “unit.” One unit can be carried by an otherwise unencumbered person of average STR, or takes up one “slot” in a wagon, cart or horse.

- Horses are limited by available cargo space.
- Wagons are limited by size and weight allowance.

Person	1 slot
Horse	3 slots
Cart	6 slots
Wagon	9 slots
Small Ship	18 slots

Food (Fish, Meat, Dairy, Grain)	10s
Alcohol (Wine, Beer, Mead)	15s
Ore (Raw iron ore)	25s
Herbs (Medicinal, Spices, Etc.)	50s
Tools (Specialized tools for mining, Woodworking, Smithing, Etc.)	75s
Luxury (Fine clothing, Jewelry, etc.)	100s

Each population center, gathering place, etc. comes with the opportunity to buy, sell and trade these goods.

To check the current market for specific goods:

Roll 2d6:

2-3	Very Low	50%
4-5	Low	75%
6-8	Normal	100%
9-10	High	125%
11-12	Very High	150%

At the beginning of a deal, roll 2d6 and add the representative PC's PRE modifier.

<8:	Buying is 10% more expensive, selling is 10% less profitable than the standard rate.
=/>8:	Even trade
=/>10:	10% in PCs favor
=/>12:	20% in PCs favor

Well educated or connected PCs, or those willing to pay for the information, will be able to inquire about the market for items in other places. Every time they inquire, roll 1d6. On a 1-2, the news is old and outdated, and the market there will be determined by a roll as usual.

Increase the chances of this for distant or difficult to get to places, A rate of +1 for for every 6 hexes, or +1 for every environmental feature making travel to the location more difficult (canyon, mountain pass, dangerous tribes, etc)

If a large quantity of an item is sold in any market, decrease this item's market value on the chart by 1 or more steps, depending on how much was sold and the size of the settlement.

A few slots, for example, may change the market value in a small nomadic village, but not in the city of Thraz.

Large merchant operations run on caravans, repurposed battle barges, and other conveyances capable of transporting large amounts of stock - many of these do not go through the smaller or meaner villages of the Arathi plain, and those places rely either on travel to get their necessities, or the trade of lesser merchants.

WARLORD! MASS COMBAT SYSTEM

Use the following system for very large battles.

If PCs are involved in the battle, treat it as a series of skirmishes using the standard melee rules - major successes or failures can add or subtract a die from the overall dice pool.

Assign each side a number of d6s in their dice pool based on the following factors. Each factor contributes additional dice to their pool.

Both sides begin with a single d6.

Number of Dice Based on Numerical Superiority:

1	Even Numbers	No additional dice
2	25% More Troops:	+1d6
3	50% More Troops:	+2d6
4	100% More Troops:	+3d6
5	200% More Troops:	+4d6
6	300% More Troops:	+5d6

Additional Factors:

1	Veteran Troops:	+1d6
2	Superior Weapons:	+1d6
3	Superior Armor:	+1d6
4	Powerful Commander:	+1d6
5	High Morale:	+1d6
6	Defensive Position:	+1d6-+3d6 depending on fortification (hill, fort, stronghold, etc.)
7	Surprise Attack:	+1d6
8	Terrain Advantage:	+1d6 (high ground or the like, whatever)
9	Supernatural Support:	+1d6 for having magical, monstrous, or supernatural assistance etc etc "fireball" or "they have a cave troll"
10	Supply and Logistics:	+1d6 if excellent tactical lines and supplies etc

Example:

- Side A has 100 troops.
- Side B has 200 troops (100% more).

Side A:

1d6 starting dice

- Veteran Troops: +1d6
- Defensive Position: +1d6

Total: 3d6

Side B:

1d6 starting dice

- Numerical Superiority: +3d6 (100% more troops)
- Powerful Commander: +1d6
- Superior Weapons: +1d6

Total: 6d6

Both sides roll their dice pools. Rolls of 5-6 are “successes.”

Each success cancels one of the opposition’s successes.

Any successes left over remove one die from the opponent’s pool.

Reroll until surrender or the dice pool is gone.

At the end of a battle, roll a d6x10.

This is the percentage of troops from the losing side that have been routed and fled, some captured for ransom or execution - the rest are considered slain or badly wounded on the battlefield.



