



LORDS OF THE PIT



CG24

A Kal-Arath Supplement from
Castle Grief

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ONE:

THE GLADIATOR CAMPAIGN

STABLEMASTER NORAX:

"So - you've got dreams of making it big in the pits, eh?"

Well, you and every other would-be slayer who comes through here. Trust me, I've seen hundreds come and go just like you - and when they go, it's just another mess to be cleaned off the sands.

Most never make it out of these little traveling operations alive - that or they lose the stomach for it once the stakes rise higher than a little blood. The ones who do well here might actually get to a big arena like Thraz or Yeru - most of them will get torn apart in their first deathmatch, whether by a superior gladiator, or maybe a raptor lizard or a few rabid mastiffs.

Then, of the ones who are truly gifted - who have taken the act of killing and made a real art form of it - only the smallest amount of them will receive that most coveted trophy of all.

Yes, you know of what I speak, eh? The Red Summons. A small bone, covered in dried blood. But it means everything - an invitation to the yearly tournament in Kar'Eld. When a pit fighter walks the Road of Bones to that sacred dueling pit, he's really made it.

But then, of course, only one fighter survives each year, and goes on to service with the Black Legion.

What's that? Oh, of course you're different. They all are.

Let me tell you how it goes around here, pup.

You, and every other piece of meat here fights for me, at the end of the day.

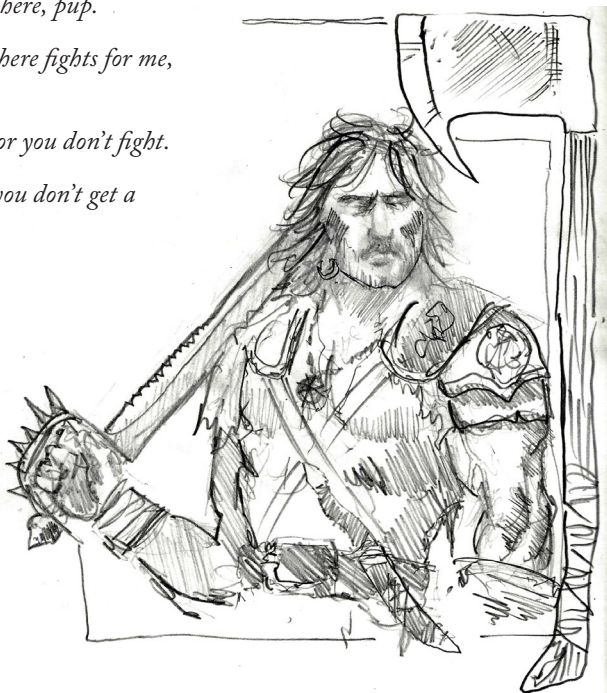
I take a third of all your earnings, or you don't fight.

If you don't accept a match I offer, you don't get a second chance.

But...if you really are different - prove it.

If you can win three in a row, I'll send word to my brother who runs a stable on the outskirts of Thraz, and give you a shot at the big time. If not...well. My dogs will eat well off your corpse, heh heh.

Let's see what you're made of, slayer."



CHARACTER CREATION

"Everything matters in the Pits to a good fighter. Brawn, speed, of course – but also brains.

Heh, I see you looking at me as though you know all this, and I can tell you're none too smart. How could you be? You wanna do this for a living, you stupid fool!

Ah, don't look so serious. I did what you did for years before I do what I do now – see the scars?

Yes, I can see you're surprised. Life is full of them – lucky for you, yours won't be too long, so you won't have to endure too many more surprises, heh.

As I was saying: Everything matters here, not just the muscle and agility. Some fighters make their way with little else of course, purely death wrapped around bone... but these never make for true legends in the arena.

It takes intelligence, too, as I said – to perceive your foe clearly, and to have an unclouded mind allows for swift decision making that adds swiftness to your hand and steel to your heart.

The foolish will never understand it's not about coldly killing your way through one opponent after another – although that, too, excites the crowd for a time. But you see? It's the crowd that matters most.

The unwashed mob of screaming, spitting, howling, filthy motherless bastards out there watching you live and die by the edge of a knife!

They determine more than just your popularity – which in turn determines your wage and opportunities.

Ah, I see you do know something of the art! Your eyes light up when I speak of this foul mass of flesh and desire called humanity...you have felt what I have, slayer. The feeling of your very blood catching fire when they are for you, shrieking for the life of your opponent. Or perhaps...yes, I see it now.

You prefer when they hate you. When despite them, you cut down your enemy, knowing he is their favorite, the object of their admiration or lust. Seeing them, seeing you, put their idol at your mercy. Feeding off their anger and scorn. Feeling it give you the strength to defeat foe and beast just to enrage them.

In time, that turns into a kind of love itself – the act of hating someone so much you fall in love with the very hating of them...and knowing that no one else can take their place as sure as the one you love the most."

NEW STAT: FAME (FAM)

Each time a Pit Fighter wins a match, their FAME increases – losses decrease it. It is tracked separately from XP, as it rises and falls with the Pit Fighter's career. It affects LOCATION, EARNINGS, and certain other aspects of the game, explained in the "PIT FIGHT" section.

FACES AND HEELS

Don't ignore that PRE stat!

Why PRE matters for the Pit Fighter: PRE rolls control the crowd, which has a mechanical advantage. When doubles are rolled in a pit fight, crowd momentum is activated - a successful PRE check means it's going your way and you enjoy a +1 to all your die rolls.

Winning a fight when crowd momentum is on your side allows you to add a temporary Face marker to your sheet. As long as you continue to win matches while crowd momentum is on your side, you may make all crowd momentum checks at advantage.

A failed PRE check means the mob goes against you and your rolls are at -1.

However - those who win a match when the crowd momentum is against them can place a temporary Heel marker on their sheet. Now, they roll PRE at disadvantage on crowd momentum checks, and instead of a -1 on a failed check, they receive a +1. If they make a successful check, or win a match with crowd momentum, they lose their "heel" status until winning another match with the crowd against them.

A current "heel" or "face" marker on the sheet at the beginning of a match, allows the PC to make an immediate PRE check for crowd momentum (following either heel or face protocol for advantage or disadvantage) instead of waiting for doubles.

If both PCs are Faces, the highest PRE check at the beginning of the match or during a CROWD MOMENTUM check wins momentum and is the favorite of the moment. If both are Heels, the lower PRE check wins momentum as the most hated of the two. If one is a Face and the other a Heel, they will both enjoy the bonus - the Face as he receives the love and admiration of the crowd, and the Heel as he feeds of their hatred.

The crowd is fickle, and Pit Fighters are performers as sure as they are killers.

In addition to the new importance of the PRE stat, optional combat rules are presented below - in them, the INT bonus, not the AGI, affects the Initiative roll and determines who acts first in a round.

In this way, every stat matters to the Pit Fighter - will you be mentally sharp and quick with your blades, or rely on heavy armor and brute force?

Don't be so sure about putting all your eggs in one basket - different fights call for different weapons, armor and equipment, and no Pit Fighter can excel in them all.

OPTIONAL COMBAT RULES

Warning: These extremely optional rules will add a level of “crunch” to the game far beyond what the normal rules call for. It is up to the table to use or discard any or all of them as they see fit - one need not use them all to enjoy some.

When playing solo, I only use them for Pit Fighting, or important one-on-one fights - for regular combat I use the standard ruleset.

I especially like to use them solo and don't mind the slowdown that more tactical combat affords, and I have begun using figures during important combats to show me where things are.

For group games at the table, I often favor speed of play over these new tactical options.

MODIFIED ATTACK/DODGE DIFFICULTY

When fighting important or “statted” opponents, such as the pregenerated pit fighters, modify your attack and dodge difficulty by an equal number to their AGI and STR, respectively.

Ex.: an enemy pit fighter with a +2 STR and a +1 AGI has a Dodge difficulty of 10, and an Attack difficulty of 9, rather than the flat 8 usually needed for standard opponents.



MOVEMENT

Movement in Kal-Arath is determined in “zones,” Close, Near and Far.

All of these zones are within missile range.

Outside of “Far,” but within reason, missile attacks suffer a -2 to hit.

Close: Melee distance.

Near: Outside of Melee distance, but within a short move

Far: Within a long move.

Combatants may take a “Short Move” to go from one zone to the next, and still attack and dodge as normal. I.e. a PC may move from Near to Close and attack on their turn, and still dodge an enemy attack.

Combatants must use an entire round, a “Long Move,” to cover the ground between more than one zone - that is, from Near to Far, and cannot attack (but may still dodge) after doing so.

MOVING OUT OF COMBAT

To safely disengage from combat, one must utilize a long move to Withdraw from Close to Near, otherwise they provoke an immediate attack from any opponents currently in the melee.

CHARGE

Straight line only from a single zone away.

Gain +2 to damage roll, but suffer -1 to Dodge this round.

FATIGUE

At the beginning of every combat, set a d6 out as a Fatigue counter.

Every round that combatant attacks, their Fatigue counter will go down by 1 at the end of that round. At the beginning of every round, they make a standard TOU check using the remaining pips on the Fatigue counter as an additional bonus to their roll.

If they fail their check, they are considered “Winded,” and the Fatigue counter resets to 6. Winded combatants suffer a -1 to all their combat rolls (including initiative AND morale), and their Fatigue counter now goes down by 2 every round they attack.

If they fail a TOU check while Winded, they are now “Exhausted,” and all their rolls are at a disadvantage.

REGAINING FATIGUE LEVELS:

Any round the combatant takes no attack action, they may remove one level

of Fatigue, and reset their Fatigue counter to its maximum - this means an “Exhausted” combatant could take one round to tactically withdraw, and, if they take no attacks this round, become “Winded,” at the beginning of next round with the counter at 6.

If they are able to do the same thing again at any time while still only “Winded,” they remove their Winded condition and reset the counter again to 6, essentially catching their “second wind” and acting normally.

KNOCKDOWN

On criticals, exploding damage rolls of natural 6, and any time a combatant takes 50% or more of their total HP in a single attack, a knockdown check is triggered. Make an AGI check - failure means the combatant is immediately knocked prone, and must spend a short move to get to their feet.

Prone combatants attack and dodge at Disadvantage.

Being knocked prone and losing initiative is a dangerous prospect in the pits.

BLEEDING

Combatants who take a wound of 3 or more points of damage from an edged or piercing weapon put a “Bleeding” counter on their sheet.

Bleeding tokens are removed from the sheet at the end of the following round.

When a bleeding token is removed from a combatant sheet, they take 1HP in damage.

If this causes them to fall to 0 HP or below, they do not roll on the Death and Wounding Table, but are considered to have passed out from exhaustion and blood loss.

FIGHTING MODES

There are five “Modes” a fighter can choose at the beginning of each round, before Initiative is rolled.

All Out:	+2 to Attack/-2 to Dodge
Aggressive:	+1/-1
Measured:	-/-
Cautious:	-1/+1
Defensive:	-2/+2

A character may choose any of these Modes and then opt to not attack - for example, someone retreating may choose “Defensive,” and then opt to not make an attack and still receive the bonus to their Dodge, which is a good option for those making a withdrawal or attempting to remove fatigue levels.

MORALE

Roll opponents morale whenever:

- A critical hit is scored.
- A single attack does more than 75% of total HP.
- Opponent is reduced to 25% or less of total HP.
- Any time an opponent has 3 bleeding counters at one time.

ENEMY BEHAVIORS FOR SOLO PLAY

When playing the game solo, use the following in order to determine enemy actions in a round:

Morale Check (if applicable)

Fatigue Check

Enemies make their Fatigue Checks the same way as PCs.

Enemies who are Fresh (no current levels of Fatigue) or Winded will always choose to Attack and Defend in whatever Mode is rolled.

Exhausted opponents roll d6. On 1-4 they will utilize “Defensive” Mode and withdraw for a round to recover a level of Fatigue. On a 5-6 they will roll their Mode as usual.

Roll Enemy Mode:

1:	Defensive
2:	Cautious
3-4:	Measured
5:	Aggressive
6:	All Out

Roll Initiative (Remember Fatigue affects Initiative rolls for both sides)

Determine Movement (If Applicable) - opponents not engaged in Melee will engage any unengaged opponents in ranged combat if able, or will move to engage. If more than one zone away, they will use a short move to close distance, and then another short move to Charge, if they have not been already engaged.

Resolve Attack and Defense rolls, using any Skills the opponent has that are applicable.

Add Bleeding Counters if applicable.

Adjust Fatigue Counter

Remove any Bleeding Counters placed the previous round if applicable.

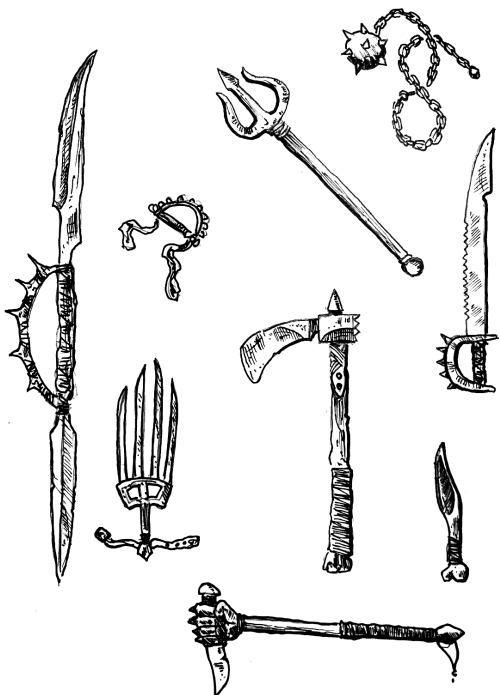
NEW WEAPONS AND OPTIONAL ARMOR RULES

Optional Rule: Weapons special effects that trigger on critical now trigger on a critical OR a damage roll of 6. Choose to either roll the extra damage die OR use weapon effect where indicated.

Bone Shiv - Hollow bone shank; d6/d; Can be “loaded” with 1 use of toxin or poison, successful attack delivers it.

Grimlash - Spiked ball spun continuously on length of chain; d6; If anyone engages you in melee before you’ve taken another attack this round, automatically take a free attack against them.

Hackhammer - Hatchet on one side, hammer on the other; Each attack, declare if it will be used as hatchet or hammer; Hatchet: d6/d. On critical, forgo extra damage to automatically grapple opponent. Can be thrown. Hammer: d6. On critical, forgo extra damage to stun enemy 1 round. Can be thrown.



Mace-Dagger - Heavy piercing weapon; d6. Causes bleeding damage (optional rule) as piercing or slashing weapon. On critical, forgo extra damage to stun for 1 round.

Render - Wicked blades that strap to the forearm. d6. Damage is rolled as d6/a if opponent is grappled or prone.

Sawtooth Cutlass - Cruelly serrated and heavy. d6; Deals an extra point of bleeding damage if using optional bleeding rules. Free counterattack on critical Dodge success.

Smiler - A half-moon of steel, studded or spiked and tied to hand and wrist. d6/d; On critical, forgo extra damage to knock enemy prone and stun 1 rd. If opponent is armed with a Medium or Larger weapon, you attack last in the round until you make a successful attack and roll initiative as normal. A failed attack resets this effect.

Trident - Heavy three pronged spear. d6; You automatically win on initiative against other weapons until failing a Dodge roll.

Twinblade - Deadly weapon requiring great skill to use. d6. On a critical, immediately take a second attack. On a critical failure, take d6 damage.

Optional Armor Rule: For every point of armor worn, reduce the AGI score by the same amount while worn.

Individuals Wearing armor with a rating higher than their TOU suffer Fatigue (optional rule) at double the normal rate.

DRUGS, TOXINS AND POWDERS

Any PC using drugs rolls 2d6 with a cumulative -1 penalty for any additional use within 1 week of “game time.”

On a 2-3, the PC is considered “addicted.” 8 hours without the drug will penalize the PC with -2 to all rolls, which will last for d3 days, after which the PC is no longer considered “addicted.”

During this “withdrawal” period, PCs presented with opportunities to ingest/ use the substance they’re addicted to must make a PRE check (suffering the -2 penalty) or give in and use it.

Costs are given for a single use.

Snowflake - A powdered vine from the Lhar jungles. Powerful stimulant, inhaled or smoked. +1 to Initiative rolls for d6 rounds. d6x10s

Ghul - Root, hard to cultivate - pounded into fibers, soaked, and prepared into a thick resin and smoked or ingested. -1 to initiative and AGI, but allows users to ignore pain and wounds. Grants user an additional d6 “temporary” hit points for 1 hour. These are considered as normal HP for all other rules - when they are lost, PCs do not incur the loss as damage, and remain at whatever HP they currently have. Ghul also allows users to make their first roll on the Death and Wounding Table with a +2. 2d6x10s.

Her’Gheera Dust - a nerve toxin taken from the man-eating plants of the jungle. Delivery is done as a blown powder, or as a paste on a piercing or slashing weapon - both of which require a successful attack. When used as powder, a dice roll of 2-3 means the user also suffers the effects. Immediate TOU check or victim suffers -2 to STR and AGI for 2d6 rounds. Critical failure on TOU check results in death. d6x100s.

Solo players and GMs should experiment with creating their own dusts, powders and decoctions - just remember, all of these should have serious drawbacks for any advantages provided, and the more potent they are, the more likely they are to be rare and expensive.

THE PIT FIGHT

"Out here in what's known as The Outer Steppe, or the hinterlands by some, you find yourself in places like these - moving encampments, temporary set-ups, tribal meeting grounds and so on.

Stablemasters bring their wares to all those who are not near enough to the big cities to see this manner of entertainment - because even the herders and the nomads and the small-time warlords still enjoy a good bloody show!

Now, you won't see a high level of talent out here, nor will you see many special match-ups or deathmatches.



Oh, don't look so arrogant, slayer - idiots like you still die in droves out here! From wounds gone to rot, from accidental blows, from rivalries getting out of hand...there are still a hundred ways to die in this game even in the shallow end of the pool.

But the big excitement here is team matches and beast fights. Oh yes! Brutal fighting dogs trained to go wild at the smell of blood, dragon-lizards whose single bite can turn deadly in an hour, serpents, wolves...you will fight them all, if you're lucky or skilled enough to live!

And after enough of this, when you've begun making a name for yourself on the steppe, word will begin to spread, and you may be invited to the next level of challenge: The Fringes. At the edge of the few mighty cities of the grasslands, men and women slaughter each other in droves for the chance to make it to the Grand Arenas.

Thraz, Kar'Eld, Dread Hadim that nestles in the shadow of the Rimrocks like a sprawling viper...

It is in the Fringes that competition becomes fierce, slayer, and you will be truly tested. For each fighter there has dreams like yours, and it is determined whose dreams will come true, and whose will leak out all over the sand.

Here, you will get your first chance at being seen by someone connected, scouts for Stablemasters who bring their warriors to the Great Arena - the rarest of the rare, shining stars of the darkest pits, who will go on to true fame or total death.

In the Great Arena competitions, one comes to know and fear The Fangs - two fingers put to the neck by the crowd to signal their bloodlust, telling a fighter to show no mercy. There, the crowd controls life and death in this one simple motion, and the deathmatch is considered the only true pit fight...all the rest are merely to whet the appetite for the taking of life.

Set your sights there, slayer - and perhaps one day you may reach one of the Great Arenas, and prove yourself as one of that chosen few champions that men call Lord of the Pit.

OUTER STEPPES

Matches are fought either:	1-4 Unarmored or 5-6 Armored (Light)
Weaponry will be either:	1-4 Light or 5-6 Medium
Shields are:	1-4 Allowed or 5-6 Not Allowed
Fighting with two weapons is:	1-4 Not allowed or 5-6 Allowed

MATCH TYPE

1: Beast Fight Roll Again:	1-3: 3 Fighting Dogs (As Steppe Jackal) 4-6: Weary Lion (as Lion but -1 all rolls)
2-5:	One v One
6: Roll Again:	1-4: 3 v 3 Team Match 5-6: 1 v 2 Match (select two random gladiators)

OPPONENTS AND RANKINGS (2D6)

In any Location, when rolling for an opponent, make a mark next to your current opponent.

Your next opponent will automatically be the next higher number. If you lose a match, drop down d6 spots in the rankings to determine your next fighter. If a fighter is killed, and permanently removed from the rankings, select the next higher one if they are indicated by a roll.

You may fight the same opponents multiple times while working through the ranks to the Championship match.

Flat numbers the PC needs to Dodge and Attack are included in stat blocks, if optional rules are being used.

Armor rating is only if armor is allowed.

If armor 0, fighter does not own armor.

All fighters own a shield and will receive a +1 to armor in any match a shield is allowed.

To determine weapon, roll:

1	Sword
2	Dagger
3	Spear
4	Club
5	Axe
6	Flail

2: KHAZRA

FAME:	7
STR:	1 (Dodge 9)
AGI:	0 (Attack 8)
TOU:	-1
INT:	2
PRE:	0
HP:	8
ARMOR:	1
SKILL:	+1 attack and damage with their weapon



3: MORGH

FAME:	6
STR:	-1 (Dodge 7)
AGI:	2 (Attack 10)
TOU:	1
INT:	0
PRE:	-1
HP:	6
ARMOR:	1
SKILL:	Additional attack per round at disadvantage

4: VARAK

FAME:	7
STR:	2 (Dodge 10)
AGI:	-1 (Attack 7)
TOU:	0
INT:	1
PRE:	1
HP:	5
ARMOR:	1
SKILL:	+1 point of damage reduction from armor

5: TARKHAN

FAME:	5
STR:	0 (Dodge 8)
AGI:	1 (Attack 9)
TOU:	-1
INT:	2
PRE:	0
HP:	7
ARMOR:	1
SKILL:	Add d6 rage/bloodlust damage for d6 rounds

6: ZURAK

FAME:	2
STR:	1 (Dodge 9)
AGI:	0 (Attack 8)
TOU:	2
INT:	-1
PRE:	-1
HP:	6
ARMOR:	0
SKILL:	Armor 1 even if unarmored

7: ASHRATH

FAME:	5
STR:	0 (Dodge 8)
AGI:	1 (Attack 9)
TOU:	1
INT:	2
PRE:	0
HP:	8
ARMOR:	1
SKILL:	Add a +1 to Initiative Roll

8: SHENKAR

FAME:	6
STR:	-1 (Dodge 7)
AGI:	2 (Attack 9)
TOU:	0
INT:	1
PRE:	1
HP:	5
ARMOR:	5
SKILL:	Roll all Light weapon attacks with AGI (Dodge 10)

9: THARUK

FAME:	4
STR:	2 (Dodge 10)
AGI:	0 (Attack 8)
TOU:	1
INT:	-1
PRE:	0
HP:	3
ARMOR:	1
SKILL:	+1 point of damage reduction from armor

10: VEZRAN

FAME:	8
STR:	0 (Dodge 8)
AGI:	-1 (Attack 7)
TOU:	2
INT:	1
PRE:	-1
HP:	5
ARMOR:	0
SKILL:	Add d6 rage/bloodlust damage for d6 rounds

11: GORNAK

FAME:	10
STR:	2 (Dodge 10)
AGI:	0 (Attack 8)
TOU:	-1
INT:	2
PRE:	1
HP:	7
ARMOR:	1
SKILL:	Additional attack per round at disadvantage



12: RASH'KARA (CHAMPION)

FAME:	10
STR:	2 (Dodge 10)
AGI:	1 (Attack 9)
TOU:	2
INT:	0
PRE:	1
HP:	10
ARMOR:	1
SKILL:	Dirty Fighter: With their first attack, if Rash'kara succeeds, PCs defend against their next attack at disadvantage

FAME, EARNINGS, PROGRESSION: OUTER STEPPES

Each fight a PC wins in the Outer Steppe, they gain 1 point of Fame, plus an additional point if their opponent had a higher Fame rating.

Beast matches earn 1 Fame.

Team matches earn 2 Fame.

1 v 3 Matches earn 3 Fame.

PCs earn Fame x10s for every match in which they are victorious.

Fame begins at 1 and cannot drop below 1.

Championship Matches are worth double normal Fame and coin. If a fighter is currently champion, but does not have the necessary Fame to take fights at the next location, they must defend their title until they do.

In order to be allowed to take matches in the fighting pits of the Fringes, a PC must have at least 10 Fame.



THE FRINGES

Matches are fought either: 1-2 Unarmored 3-4 Light Armor or 5-6 Medium Armor
Weaponry will be as listed for opponent rolled.
Shields are allowed.
Fighting with two weapons is allowed.

MATCH TYPE

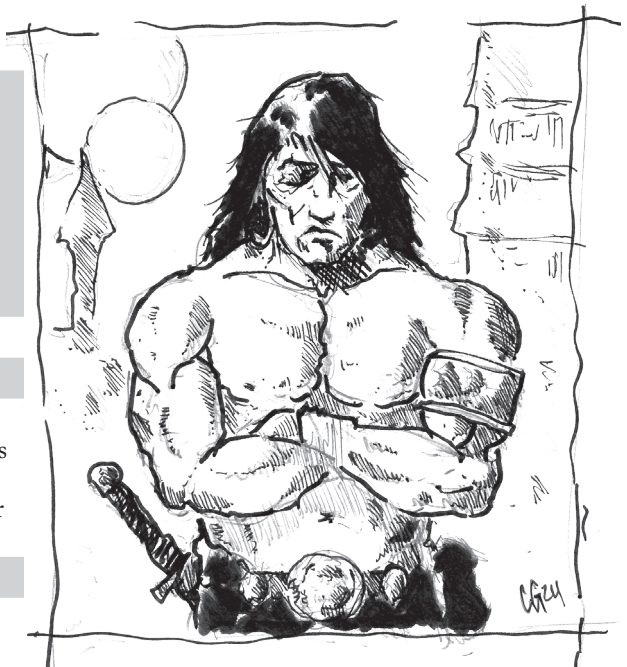
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| 1 | Beast Fight. Roll Again
1-2 2 Mastiffs (As Wolf)
3-4 Giant Spider (defanged - no venom)
5-6 Lion |
| 2 | Team Match |
| 3-4 | One on One
One V. Many (Roll d6 - take on this many gladiators with stats as random Outer Steppes fighters) |
| 6 | Deathmatch |

OPPONENTS AND RANKINGS (2D6)

Flat numbers the PC needs to Dodge and Attack are included in stat blocks, if optional rules are being used.

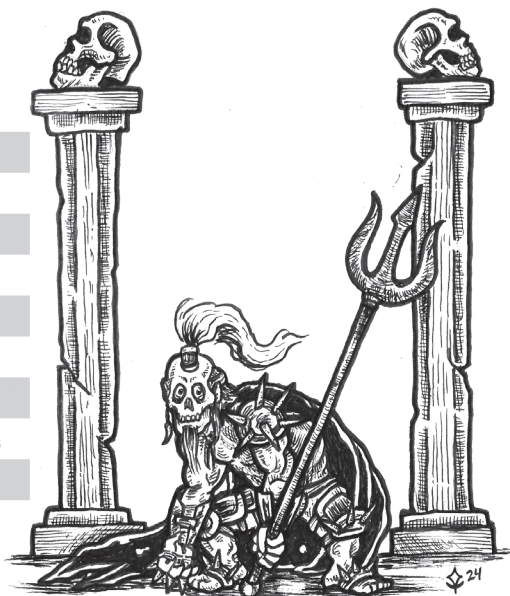
Armor rating is as called for in the match - all opponents are assumed to have the necessary armor.

All fighters own a shield and will receive a +1 to armor in any match a shield is allowed. All fighters not wielding 2 weapons, 2 handed weapons, or who benefit from being unarmored will use a shield.



2: KHAZIR

FAME:	19
STR:	1 (Dodge 9)
AGI:	0 (Attack 8)
TOU:	3
INT:	-1
PRE:	-1
HP:	16
WEAPON:	Sawtooth Cutlass
ARMOR:	-
SKILL:	+1 attack and damage with weapon



3: MALIKA

FAME:	15
STR:	-2 (Dodge 6)
AGI:	2 (Attack 10)
TOU:	0
INT:	1
PRE:	0
HP:	9
WEAPON:	Bone Shiv + Render (first successful attack contains Her'Geera Dust)
ARMOR:	-
SKILL:	Dirty Fighter: First Dodge vs. Malika is rolled at disadvantage

4: ZULKAR

FAME:	22
STR:	3 (Dodge 11)
AGI:	-1 (Attack 7)
TOU:	1
INT:	0
PRE:	1
HP:	12
WEAPON:	Sawtooth Cutlass
ARMOR:	-
SKILL:	Finesse: Shield Expert - while he is holding shield, roll all attacks on Zulkar vs STR (11)

5: KELDON

FAME:	12
STR:	0 (Dodge 8)
AGI:	3 (Attack 11)
TOU:	-1
INT:	1
PRE:	-1
HP:	11
WEAPON:	Hackhammer
ARMOR:	-
SKILL:	Finesse - rolls light weapon attacks with AGI (Dodge 11)

6: NASHARI

FAME:	17
STR:	-1 (Dodge 7)
AGI:	4
TOU:	-1
INT:	2
PRE:	2
HP:	10
WEAPON:	Battle Axe
ARMOR:	-
SKILL:	Add d6 rage/bloodlust damage for d6 rounds)

7: YARIK THE IMMORTAL

FAME:	20
STR:	- 2 (Dodge 10)
AGI:	0 (Attack 8)
TOU:	0
INT:	3
PRE:	0
HP:	15
WEAPON:	Spear
ARMOR:	-
SKILL:	The first time Yarik drops below 10 HP, he immediately gains 6 HP.

8: KORASH LEFT-HAND

FAME:	23
STR:	3 (Dodge 11)
AGI:	1 (Attack 9)
TOU:	0
INT:	0
PRE:	0
HP:	12
WEAPON:	Twinblade
ARMOR:	-
SKILL:	Heavy Handed - Korash counts all damage rolls of 1 or 2 as 3.

9: VALLEX THE DUST-DEVIL

FAME:	23
STR:	1 (Dodge 9)
AGI:	3 (Attack 11)
TOU:	0
INT:	0
PRE:	1
HP:	12
WEAPON:	Trident
ARMOR:	-
SKILL:	Additional point of damage reduction from armor (No AGI penalty for extra point)

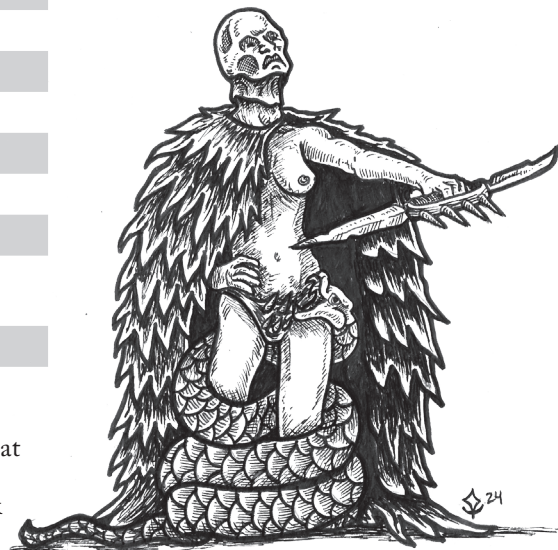
10: “BEAUTIFUL” HERETH

FAME:	13
STR:	1 (Dodge 9)
AGI:	2 (Attack 10)
TOU:	0
INT:	1
PRE:	3
HP:	12
WEAPON:	Mace-Dagger
ARMOR:	-
SKILL:	Second Wind: Once, when under $\frac{1}{2}$ HP, Hereth gains 6 HP.

11 TAZIR'ASH, THE RED BITCH

FAME:	21
STR:	2 (Dodge 10)
AGI:	3 (Attack 11)
TOU:	0
INT:	0
PRE:	1
HP:	13
WEAPON:	Grimlash + Smiler
ARMOR:	-

SKILL: Roll Dodge vs. Tazir'ash's charge attacks at disadvantage, roll next attack on Tazir at advantage.



12 KORYA THE NORTHERNER (CHAMPION)

FAME:	25
STR:	3 (Dodge 11)
AGI:	1 (Attack 9)
TOU:	0
INT:	1
PRE:	-1
HP:	15
WEAPON:	Great Axe
ARMOR:	-

SKILL: Additional attack per round, PC at advantage to Dodge second attack

FAME, EARNINGS, PROGRESSION: THE FRINGES

Each one on one fight a PC wins in The Fringes, they gain 2 points of Fame, plus an additional point if their opponent had a higher Fame rating.

Beast matches earn 2 Fame.

Team matches earn 3 Fame.

1 v 3 Matches earn 5 Fame.

Deathmatches earn double normal fame and double earnings.

PCs earn Fame x10s for every match in which they are victorious.

In order to be allowed to take matches in the fighting pits of The Great Arena, a PC must have at least 25 Fame.

If a PC suffers enough losses to drop below 10 Fame, and is still alive, they lose the ability to take matches in the Fringes until Fame reaches 10+ again.

GREAT ARENA

Matches are fought either:
1-2 Unarmored 3-4 Light
Armor 5 Medium Armor 6
Heavy Armor

Weaponry will be as listed
by opponent.

Shields are allowed.

Fighting with two weapons
is allowed.

"THE FANGS"

The Fangs are the most
feared decider of fate in
the Great Arena - and
many will live or die
entirely based around their
reputation. (Norax)



At the end of any match in the Great Arena, even if not specified as a Death Match, the loser must roll a standard PRE check, modified by the following:

Each opponent defeated this match (if multiple) +1

Opponent at less than 50% HP +1

Loser has “Face” marker +1

For every 10 points of Fame +1

Loser has “Heel” marker -1

Loser used dirty fighting tactics (toxins, cheap shots, throwing weapons, etc) -1

A failed roll means the crowd makes the sign of The Fangs, and calls for their death from the victor. The victor, if an NPC, will then make a roll - on a 1-4, they will kill. On a 5-6, they will show mercy and allow the PC to live.

If a Beast Fight, the animal will be released to finish the PC(s) off.

MATCH TYPE

- | | |
|-----|---|
| 1 | Beast Fight. Roll Again
1-2 2 Mastiffs (As Wolf)
3-4 Giant Spider (defanged - no venom)
5-6 Lion |
| 2 | Team Match |
| 3-4 | One on One
One V. Many |
| 5 | (Roll d6 - take on this many gladiators with stats as random Outer Steppes fighters) |
| 6 | Deathmatch |

OPPONENTS AND RANKINGS (2D6)

Some of the fighters on this list have Skills or Weapons not included anywhere else. As an optional rule, you may “unlock” these Skills and Weapons for your own campaign after facing an opponent who possesses them.

Flat numbers the PC needs to Dodge and Attack are included in stat blocks, if optional rules are being used.

Armor rating is as called for in the match - all opponents are assumed to have the necessary armor.

All fighters own a shield and will receive a +1 to armor in any match a shield is allowed. All fighters not wielding 2 weapons, 2 handed weapons, or who benefit from being unarmored will use a shield.

2: VIPER KAEEL

FAME:	25
STR:	1 (Dodge 9)
AGI:	3 (Attack 11)
TOU:	0
INT:	1
PRE:	0
HP:	10
WEAPON:	Bone Shiv, Spear
ARMOR:	-
SKILL:	Finesse: Kaelin uses AGI for Light Weapons (Dodge 11), Relentless (advantage on attack if he wins initiative).

3: RHAGO

FAME:	30
STR:	3 (Dodge 11)
AGI:	0 (Attack 8)
TOU:	2
INT:	0
PRE:	1
HP:	12
WEAPON:	Hackhammer
ARMOR:	-

SKILL: Rage (add d6 damage until rage ends),
Tough as Nails: Rhago immediately gains 6 HP once per match when they drop below ½ HP.



4: LYRIA IRONHAND

FAME:	35
STR:	2 (Dodge 10)
AGI:	2 (Attack 10)
TOU:	1
INT:	1
PRE:	0
HP:	11
WEAPON:	Smiler, Grimlash
ARMOR:	-
SKILL:	Invincible: The first time Lyria is reduced to 0 HP or below, she is at d6 HP instead.

5: KHALID THE SWIFT

FAME:	40
STR:	1 (Dodge 9)
AGI:	4 (Attack 12)
TOU:	1
INT:	0
PRE:	1
HP:	9
WEAPON:	Sawtooth Cutlass
ARMOR:	-
SKILL:	Duelist: If an opponent misses Khalid by more than 4 points, he makes immediate counterattack

6: MORGAN NIGHTSHADE

FAME:	45
STR:	3 (Dodge 11)
AGI:	1 (Attack 9)
TOU:	2
INT:	1
PRE:	2
HP:	14
WEAPON:	Twinblade
ARMOR:	-
	Heavy Handed: Morgan counts all 1's and 2's rolled for damage as 3's.
SKILL:	Morgan makes 2 attacks per round (second at disadvantage/PC at advantage to Dodge)

7: ZORAK, SCOURGE OF THE STEPPES

FAME:	50
STR:	3 (Dodge 11)
AGI:	0 (Attack 8)
TOU:	3
INT:	1
PRE:	1
HP:	18
WEAPON:	Sword
ARMOR:	-
SKILL:	Frenzy: When reduced below $\frac{1}{2}$ HP, makes all attacks at advantage. Zorak makes 2 attacks each round, PC at advantage to Dodge 2nd attack.

8: THALIAS WAR-WHORE

FAME:	60
STR:	3 (Dodge 11)
AGI:	2 (Attack 10)
TOU:	0
INT:	-1
PRE:	-1
HP:	15
WEAPON:	Grimlash
ARMOR:	-
SKILL:	Thalias gains an additional point of reduction from armor. Crusher: Thalias adds his STR bonus to damage rolls.

9: BAE THE BUTCHER

FAME:	70
STR:	2 (Dodge 10)
AGI:	3 (Attack 11)
TOU:	1
INT:	1
PRE:	1
HP:	16
WEAPON:	Dagger in each hand
ARMOR:	-
SKILL:	Bloodlust: (add d6 to damage for d6 rounds of the match), Finesse: rolls light weapon attacks with AGI (Dodge 11)

10: SORIN WORLDBREAKER

FAME:	80
STR:	4 (Dodge 12)
AGI:	2 (Attack 10)
TOU:	2
INT:	0
PRE:	1
HP:	18
WEAPON:	Death's Head Hammer (d6, on critical, roll immediately on Death + Wounding Table)
ARMOR:	-
SKILL:	Shield Expert: use STR for defense rolls with a shield (Attack 12), Tough as Nails (gain 6 HP once per match when Sorin drops under ½ HP).

11: THUNDERBIRD ILLIAX

FAME:	90
STR:	4 (Dodge 12)
AGI:	3 (Attack 11)
TOU:	3
INT:	2
PRE:	0
HP:	17
WEAPON:	Teradun Bone Battle Ax
ARMOR:	-
SKILL:	Resilient: Illiax recovers 1 HP at the start of each combat round.

12: GORGOTH OF WARBARIA (CHAMPION, LORD OF THE PIT)

FAME:	100
STR:	4 (Dodge 12)
AGI:	4 (Attack 12)
TOU:	4
INT:	1
PRE:	2
HP:	20
WEAPON:	Sword of Ultima Borealis: On critical, deals an extra d6 damage.
ARMOR:	-

SKILL: Terror from the North: Each round fighting Gorgoth, make PRE check or suffer -1 to all rolls that round.

Crusher: Gorgoth adds STR bonus to damage rolls.



FAME, EARNINGS, PROGRESSION: THE GREAT ARENA

One v One matches in the Great Arena are worth 5 points of Fame - +1 if the opponent has a higher Fame.

Beast Matches are worth 5 Fame.

Team Matches are worth 10 Fame.

1 v 3 Matches are worth 15 Fame.

Death Matches of any kind double the Fame and Earnings, as do Championship Matches.

PCs earn Fame x10s for all matches in which they are victorious.

Holding Champion status in all 3 Locations and reaching 100 Fame in the Great Arena gains PCs the title of Lord of the Pit.

MATCH TYPES: ALL LOCATIONS

One v One - PC faces off against a single opponent.

One v Many - PC faces off against multiple opponents. Opponents gain “pack tactics” ability: PCs at -2 Dodge when outnumbered. (Multiple opponents must be engaging them in melee)

Team Match - Multiple allies vs. multiple opponents. Generally fought as a 3 v 3. Initiative is rolled “individually” and combat actions are taken in order, from high to low. Ties are considered simultaneous. If a combatant is outnumbered in a melee, see “pack tactics” above.

Beast Match - PC fights one or more beasts in the arena. Only beasts with “pack tactics” listed as an ability receive its advantage.

Death Match - A fight to the death. If a PC is reduced to unconsciousness, they are considered dead. Death match winners earn double Fame and earnings.

Championship Match - Worth double Fame and coin. Championship matches that are also death matches are worth a total of 5x Fame and coin - these are the most viewed and anticipated fights in the Arena.

TWO:
THE STABLEMASTER
CAMPAIGN



2014
JULY
24

Before long, even the dumbest fighter comes to know that the true coin in this game of death comes not from the fighting itself – but from the establishment of the Urag and the Khaash – the training facility and the stable of fighters one curates and brings to the testing grounds of the Pit.

Sure, there are those “independent” fighters who think they don’t need a Stablemaster – these fools scabble like rats and drop like flies when they have no access to trainers, herbalists, and the like – or when they have a run of bad luck or skill in the pits and run out of money for food or wine!

No, the finest fighters are those who come up under the hawk-like eye of the discerning master – one who can see where they are best matched and utilized... where they will earn the most money and have the highest likelihood of surviving to earn even more.

Solitary fighters must also connive and intimidate, politic and win over other fighters in order to take part in team-matchups and the like – and without the reputation and clout of being an established Stablemaster, they are often unable to secure high paying matches for themselves...this game is less about the strength of the blow and more about the ‘who you know.’

It is an arduous task, that of the Stablemaster – many come with dreams of fortune and lose it all on one ill-placed bet, or put their faith in an up-and-comer and find that putting all eggs in one basket leaves them starving to death when the snakes come in and steal them!

For it is not just the fighters that concern the fastidious master of the Urag and the Khaash – other Urags will poach and bribe, lie and cheat – do anything in their power to see your noble stable brought low and be wiped from the lists.

Money must be carefully managed, Urags improved, trainers brought in from far-off cities, herbalists hired to see to the wounded, and more. In this game, the Stablemaster is at war with all, and plays for the highest of stakes. We live and die by our reputation, and our ability to see talent and turn it into champions.

This is the career of the Stablemaster – and at the heights of it, there is more money than all the fighters in every pit across this cursed land could ever dream of holding in their blood-stained hands.

Can you grasp it for yourself?

The Stablemaster campaign is a sort of mini-game or subsystem designed to be run within the broader world of Kal-Arath, but providing the player with a different experience.

In this section, rules and resources will be found for establishing, maintaining, and improving one's stable of pit fighters, and pitting them against other Stablemasters for fortune and riches.

The system is designed to be streamlined and simple, and still uses only the standard 2d6 of the main game.

One could even run this alongside a normal campaign, with one's character as a member of the same stable that they run in a "zoomed out" fashion, using the Stablemaster ruleset. Or, one's regular character could decide to invest coin and become a Stablemaster also.

NEW STAT: REPUTATION (REP)

Reputation is the combined current FAME of all Fighters in a Stable. It affects HIRING, EARNINGS, and LOCATION as well as other factors.

PIT FIGHTER ADVANCEMENT:

All new fighters in the Pitmaster Campaign begin with a randomly assigned stat array using the table below. From here, Advancements can be bought with Fame, and other bonuses can be obtained via the Spending Resources section.

The first advancement purchased has a cost of 5 Fame.

Subsequent advancements cost a cumulative +3 Fame.

(First at 5, second at 8, third at 11, fourth at 14, etc)

This means for 3 advancements, a fighter will need to have earned 24 points of Fame, and for a fourth, 38 points will be necessary.

In the Pitmaster Campaign, a maximum of 5 advancements may be purchased for any fighter, no matter how much Fame they earn.

As in the base game, stats may not go higher than +5.

+1 Stat

+d6 HP

+1 Skill (a maximum of 2 skills may be purchased for any fighter)

+1 Fate Point (one re-roll of any dice thrown per match)

PIT FIGHTER STATS (D6)

STR: 1	AGI: 1	TOU: 1	INT: 1	PRE: 0	HP: 5
STR: 2	AGI: 0	TOU: 1	INT: 1	PRE: 0	HP: 4
STR: 0	AGI: 2	TOU: 1	INT: 1	PRE: 0	HP: 5
STR: 1	AGI: 0	TOU: 2	INT: 0	PRE: 1	HP: 7
STR: 1	AGI: 1	TOU: 0	INT: 1	PRE: 1	HP: 5
STR: 0	AGI: 1	TOU: 2	INT: 0	PRE: 1	HP: 8

STARTING RESOURCES

MONEY

New Stablemasters begin play with 1d6x100 in coin, and a tiny stable of pit fighters with which to make their fortune, or lose everything.

STABLE

- 4x Pit Fighter with random stat arrays
- 2x own Light Armor.
- All own one light and one medium weapon of your choosing.
- Pit Fighters may not swap weapons or armor.
- If a fighter is not properly equipped for a match, they cannot take that match.
- All fighters own a shield.

THE SEASON PHASES

ROSTER MANAGEMENT

- Hiring new Fighters costs 50s
- Higher quality Fighters can be hired for 500s/advancement, up to a maximum of 3.
- Their Fame score will be 10 points per advancement purchased.
- A Reputation of 100 or more reduces this cost by 10%.
- A Reputation of 250 or more reduces this cost by 25%.
- Fighters can be removed from the roster during this phase, but cannot be hired back once gone.

SETTING MATCHES

- You may accept a maximum of 4x matches per season
- Each match type is randomly determined by Location (see Part 1)
- You may choose not to accept matches after determining type and opponent(s), but you will lose d6x5 Reputation any time this is done.

RESOLVING MATCHES

Matches may be resolved using either the normal core rules (for the faster option), or via the optional tactical rules presented in Part 1, as the player prefers.

Following each match, roll on the following table:

POST-MATCH EVENT TABLE (D6)

After each match, roll 1d6 to determine the outcome for each participating fighter. Add a modifier based on the match type and the fighter's condition:

- **Standard Match:** No modifier
- **Fighter Defeated:** -1 modifier
- **Deathmatch:** -1 modifier
- **Fighter's Hurt:** -1 if the fighter's HP was reduced to 2 or less
- **Fighter Victorious:** +1 modifier
- **Fighter Unhurt:** +1 if the fighter was unwounded

POST-MATCH EVENT OUTCOMES

1	Mortal Wounds:	The fighter dies from their injuries. Remove them from the roster immediately.
2	Severe Injury:	The fighter suffers a debilitating injury. Roll another d6: 1-2: -1 to a random stat (roll d3 for STR, AGI, TOU). Cannot accept matches for d3 seasons 3-4: -1 to HP permanently. Cannot participate in the next season. 5-6: -2 to HP for the next season only
3	Serious Wound:	The fighter is seriously wounded. Roll another d6: 1-3: Out for the next season, -1 to a random stat (roll d3 for STR, AGI, TOU) 4-6: -1 HP next season only
4-5+	Unscathed:	The fighter emerges from the battle unscathed with no negative effect

If a natural '6' is rolled following a match, the fighter immediately gains one free advancement. This still counts toward their total amount of allowed advancements.

OTHER MODIFIERS

- **Healer:** If the stable has a dedicated Healer, add +1 to all post-match rolls. On any natural 1, re-roll. If a second 1 is rolled, treat as Mortal Wound. Otherwise, treat as Severe Injury.
- **Top Level Facility:** Add +1 to the post-match roll. Follow same natural 1 roll rules as "Healer" above, unless both Healer and Top Level Facility are purchased, at which time ignore natural 1 rolls, and treat as 3.

EARNINGS AND EXPENSES

- Fighters earn Fame as shown in Part 1
- You earn your fighter's Fame x10s for victories, plus your Reputation score
- Deathmatches of any kind double this
- Fighters cost Fame x5s to keep on the roster
- Upkeep of the Urag is equal to Reputation x2s

SPEND RESOURCES

Pitmasters may spend earnings on new fighters, better equipment, and upgrades to their facility.

Masterwork Weaponry	250s	Provides the fighter with a +1 to their damage rolls
Masterwork Armor	3x Armor Base Cost	Adds +1 to armor rating
Medium Armor	300s	
Heavy Armor	750s	
Expert Trainer	1000s	Provides all Pit Fighters +2 HP
Healer	1000s	+1 to all post match rolls
Top Level Facility	2500s	Provides all fighters +1 to all stats

END OF SEASON

At the end of each season, after all other turn phases are finished, roll on the following table:

2-3	A random fighter from your stable has succumbed to wounds or illness and died.
4	Your top fighter has abandoned the team for a better deal. Add them to the list of potential opponents!
5	Illness! A sickness has weakened your stables. All Fighters who take matches next season are at -1 to STR and HP.
6-8	Business as usual.
9-10	Windfall! Your bets this season paid off. Gain d6x100s
11	Fast Learner. A random fighter on your roster gains an advancement immediately
12	A wandering hero has joined your stable. Immediately gain a Pit Fighter with 3 advancements and 25 Fame who fights for you free of charge for d6 seasons. At the end of this time, roll d6. On a 5-6, they remain another d6 seasons for free.

LOCATIONS

Fight Locations are unlocked by earning a high enough reputation score. To take matches in the Fringes, you must have a current Reputation score of at least 25.

For the Great Arena, at least 100.





THREE:

WRETCHED THRAZ CITY OF VIRTUE

A sprawling and ancient port city on the western edge of Kal-Arath, Thrax lies on the Bay of Azura like a malevolent beast of prey.

Gateway to the Jeweled Cities of fabled Turog, the so-called “City of Virtue” is home to nearly every vice and criminality imaginable.

Perfumed priestesses of Kae’lith, Demon Lord of Thrax, can be seen in their processions of pleasure and pain, making their obeisances through the extremities of the flesh.

Corsair kings and slaver princes vie for control of the dockside markets; pit fighters risk their lives cheaply for an opportunity to fight to the death in the Great Arena that overlooks the shining waters from its place of prestige in the Upper Ward.

Merchants from strange and far-off places offer the exotic, the beautiful and the deadly in equal parts – beast hunters, explorers and sellswords all brush shoulders here in the chaotic mass of wretched Thrax.

Come, traveler – let me show you the city, if you dare! But have a care not to wander from the main roadways, as cutpurses and cutthroats swarm every alley... and worse, more fearful things stalk the city at night.

Yes, come. Let me show you the wonders of the most evil city in the world.

THE CITYCRAWL

Thrax, like Kal-Arath at large, is yours to create and explore using what is provided here, and whatever other resources you choose – your City of Virtue will look different from mine, and can grow, shift and change throughout your games in Kal-Arath.

Thrax is a city of wretched slums, opulent palaces, sprawling temple complexes and bustling market squares all connected by tangled streets and alleys.

Waterways run throughout the city flanked by many docks. Ships, boats and galleys choke these passages at all times of night and day.

City guards in Thrax are commonly seen only in more wealthy areas of the city, making the slums and docks extremely dangerous to travel alone.

Areas are intended to be a bit vague, as time frames for traveling through the city shift depending on time of day, traffic, and so on – for the purposes of timekeeping, traversing one area in Thrax to the next takes approximately one hour.

Transportation can be hired in the form of rickshaws or covered litters.

Rickshaws cost 3s per area traveled, halve travel time, and reduce chance of encounters by 1.

Litters cost 10s per area traveled and eliminate encounter and POI rolls - good for when you're trying to get somewhere quickly and have little interest in "sightseeing" along the way.

Hiring either one requires a specific destination and payment in advance.

To determine your own map of Thraz, drop 12d6 on a sheet of paper. 1's and 2's are slums. 3's are docks, 4's are markets, 5's are temple districts and 6's are opulent areas, where the wealthy of the city make their homes and walled pleasure gardens.

Your map need not be considered the entirety of Thraz, just one section. If your dice indicate no markets, or slums, or docks, etc - these are merely in another area of the city. Feel free to add dice to your map until things feel "complete," or, generate the city as you go, using a d6 to indicate the number of neighborhoods away a desired destination is.

When traveling through the city, roll a POI any time you go through an area, and record its location in your notes. Going through the same neighborhood, you will generate another POI on the appropriate chart, and in this way "get to know" the city of Thraz.

Encounters are triggered in Thraz either when Getting Lost (see below) or on a roll of 5-6 when traveling through any type of area/neighborhood.

GETTING LOST

Thraz is a complicated city of roads, alleys, bridges, catwalks, slums, marketplaces and more - as such, it is very easy for travelers to become hopelessly lost here.

A foot guide can be purchased for 10s/day, which will eliminate the need for the "Getting Lost" check. Without a guide, any time you enter an area, there is a 1-2 chance on the d6 of getting lost.

When this occurs, immediately trigger an encounter check, and double travel time.

AREA TYPE

1-2	Slum
3	Market
4	Temple
5	Docks
6	Opulent

2D6 STREET NAMES

In case it's not readily apparent, streets, places and neighborhoods in Thraz tend toward a certain alteration of the truth in their names. Mostly, the places that sound the finest and safest are some of the worst hellholes in the city. Use these whenever you need a quick name for another horrible street in the City of Virtues!

2	Way of Perfumed Steps
3	Shining Path to Heaven
4	Road of Truth and Light
5	Refuge Alley
6	Court of The Enlightened Ones
7	Ascension Street
8	Avenue of Peace and Humility
9	Oasis Road
10	The Lilting Path
11	Blessed Way to Sweetness and Beauty
12	Paradise Row

POI AND ENCOUNTERS BY AREA

SLUM (2D6 POI)

- 2 Infamous winesink known as “Honest Man’s Refuge,” harboring the worst criminals, smugglers and killers in the city
- 3 A filthy alleyway home to The Beggar’s Market, where many stolen and repurposed goods can be found
- 4 Decrepit shrine to a local demon, guarded by three monstrous black mastiffs
- 5 Healer’s Row - stalls of dubious herbs, powders and remedies
- 6 Outlawed fighting pit, “Door to Paradise,” disguised as winesink offering violence and killings of a type only the most depraved would pay for
- 7 Central square, once a wealthy cemetery - mausoleums now used as shops, stalls and alehouses
- 8 Hidden tunnel entrance from a mausoleum or back alley cellar leading below the streets
- 9 Tenement house turned into a stronghold by the Brotherhood of Love and Understanding, a gang of killers for hire and smugglers
- 10 The House of Many Perfumes, a ragged brothel said to be the headquarters for a growing rebellion
- 11 Crumbling obelisk surrounded by countless bowls of rotting blood, coins, and prayer flags
- 12 Leper colony, walled off and gated... some claim its leader to be among the most powerful criminal lords in the city

SLUM (2D6 ENCOUNTER)

- 2 1d6 drunk thieves on their way to a famous brothel
- 3 Wild-eyed beggar with tales of an entrance to tunnels below the city
- 4 Urchin offers to act as a guide for 1s
- 5 A famous bravo fleeing the city guard
- 6 A mob of 2d6 desperate citizens attempt to overturn a vegetable cart
- 7 Merchant attempts to sell PCs illicit powders
- 8 Local brawler attempts to call out any intimidating PC
- 9 Crime boss taxes PCs for “travel rights”
- 10 Man is publicly beaten for disrespecting the shrine of a neighborhood demon
- 11 PCs offered a job escorting a famed courtesan through the slums to nearest Opulent area
- 12 Loan shark and d6 thugs chaining a family to sell in the markets

MARKET (2D6 POI)

- 2 Fortune teller stall - accurate predictions for 50s (gain 1 Fate Point this session)
- 3 Temekh's Hall of Generosity - well-known loan shark with brutal methods of collection
- 4 Weapons dealer with masterful craftsmanship (+1 damage, 10x usual price)
- 5 Guildhouse of the Elevated Order of Weavers, who control the city's textile markets and are said to employ corsairs and bravos to eliminate potential competition
- 6 Hall of Dust and Shadows, an unbelievably opulent tavern and inn catering to wealthy merchants and adventurers
- 7 Street of Indulgent Mercy, famed for its slave markets, overseen and run by the masked order of Gentle Mendicants
- 8 Seven Serpents, a confluence of seven streets and alleys, where street festivals, parties and debaucheries continue around the clock
- 9 Auction block selling men, women and children - many masters, well-guarded, hawk their wares
- 10 A shop with no sign and a cerulean door is rumored to sell anything for the right price
- 11 Leriath's House of 1000 Whispers is a brothel and information broker where nearly anything can be known or heard about for coin
- 12 The Great Arena - massive fighting pit and pride of Thraz, its outside walls make up the Grand Bazaar of Thraz

MARKET (2D6 ENCOUNTER)

- 2 Rare spice vendor traveling to the nearest Docks has lost his bodyguard in the crowd
- 3 D3 Tigers on their way to the Great Arena have escaped their cages and are rampaging through the area
- 4 Beautiful street performer engaged in lascivious dance while her comrades loot the crowd
- 5 Cartographer on their way to Kar'Eld seeks traveling companions in exchange for treasure map
- 6 The crowd clears a wide berth for a group of Decaying Ones - lepers wrapped completely in bandages and robes
- 7 A fire breaks out as a group of thieves begins a robbery
- 8 City Guard accompany a merchant accusing the PCs of thievery
- 9 Pit fighters seeking sponsors work their way through the crowd
- 10 A foreign noble from Turog on a gilded litter, carried by 15 slaves, on its way to Temple District
- 11 PCs approached by a merchant, dying of poison, clutching a note in his hand
- 12 PCs are invited to the Hall of Dust and Shadows, an opulent inn, by a veiled figure offering work

TEMPLE (2D6 POI)

- 2 Spire of Ecstasy, the largest temple in Thraz dedicated to Kae'lith, demon queen of pleasure and pain. Day and night, sacrifices, orgiastic rites, and other observances are held here - only the truly faithful or reckless seek entrance.
- 3 Street of the Blessed Dead, where funeral rites can be procured, and rumors of necromancy and communication with those beyond the grave are common
- 4 Square of Endless Pleasures - here, those who have displeased Kae'lith are publicly tortured and executed by the faithful of the demoness
- 5 Garden of Eternal Delight, a large and well-appointed garden within which are hundreds of sculptures of humans and demons engaged in every form of congress imaginable
- 6 Wide steps leading up to a large and very old temple - the stairs and interior are now home to a massive population of rats that are fed daily as a devotional practice by citizens
- 7 Steps of the Silent God, a large inverted temple complex with many doors and tunnels down within its courtyards. Worship of its forgotten god was outlawed long ago
- 8 A wall covered with thousands of stone faces in various stages of emotion and feeling. Touching them briefly produces a sensation in line with the expression
- 9 A tall tower known as Weariness, where those grown tired of life come to throw themselves from the top - the bodies are collected by the Order of Embalmers and Stewards, who occasionally create "servants" or artwork for the wealthy from bodies "discarded" in this way
- 10 Temple of the Bleeding Moon, housing a pool that fills with scarlet water said to be the blood of Kae'lith - pilgrims who worship her come here hoping to drink the waters for various boons
- 11 Arms of the Mother is a brothel where servants of Kae'lith perform mandatory service to fund the various temples and workers of the cult
- 12 Chamber of Lamentations, an echoing temple where one can pay a fee to have its wailers mourn for them

TEMPLE (2D6 ENCOUNTER)

- 2 Priests and priestesses of Kae'lith, dragging bound prisoners through the street for a public ritual. The air is filled with the scent of incense and blood.
- 3 A monk clutching the icon of a forbidden god to his chest begs the PCs for help
- 4 A priestess of incredible beauty, with rusted nails driven into both arms, offers PCs an invitation to tonight's ritual at the Spire of Ecstasy
- 5 Doomsday prophet accosts PCs for coin
- 6 Two rival sects of Kae'lith's worshipers suspend themselves by hooks and flagellate in an ordeal to prove the most faithful
- 7 A silent procession of the Order of Embalmers and Stewards goes by, carts filled with dead bodies
- 8 A blindfolded and bound giant from the steppes is walked by, guided by hooded cultists who keep it drugged with thick smoke
- 9 PCs are offered free food and drink by renunciates who wish to pray for them
- 10 Pilgrims on their way to the Temple of the Bleeding Moon ask the PCs to join them in drinking the scarlet waters
- 11 A mystic offers the PCs a heavy sum to investigate the Decaying Ones, the leper colony believed to be making some kind of power play in the city
- 12 City Guards demand obscure paperwork from the PCs in an obvious attempt to extract a bribe

DOCKS (2D6 POI)

- 2 Maw of Leviathan, a ruined old ship converted into a dockside shrine for sailors, pirates and smugglers
- 3 The Open Eye, a special kind of tavern where a rare Walakian herb is smoked to produce shared dreams of other times, and other worlds
- 4 A chained together floating marketplace of ships and rafts repurposed for it, called the Golden Tide - down in the hulls is where the darkest bargains and strangest items are found
- 5 Streetcorner fishmonger where urchins gather and run messages to other areas of the city for a few coins
- 6 Former shipping warehouse converted into the headquarters of the Sea Reapers, a mercenary group from the faroff Fulgrim Isles
- 7 Guildhouse of the Illustrious Unity of Oceans, the city's most powerful shipping guild and vessel builder
- 8 Tattoo parlor, Bloodlines, where ex-priestess of Kae'lith "Lady Pain" tattoos her maze designs on those with enough coin (500s, +1 PRE, -1 HP)
- 9 Crow's Nest, high up on the walkways and rope bridges of the so-called High City, this tavern juts to the sky like a giant mast - bravos often duel on the precarious balconies and bridges surrounding it
- 10 A large series of rusted cages hang out over the water, many of them containing bodies both living, dead and in between, placed here for various crimes
- 11 The Coffin Ship, docked here only occasionally as it sails between ports from here to distant lands - within, one can pay 1000s to play a game called Coffins. Winners leave with a small black wooden coffin containing a parchment with a black circle on it, cashable at a Coffin House for one killing. Losers must sail as crew on the Coffin Ship for one year to unknown ports.
- 12 Guildhouse of The Virtuous Friendship, Thraz's major criminal guild - although it dabbles in legal trade and investments as well, The Friendship makes much of its coin through its cutpurses and killers who operate out of secret and disguised winesinks known as Coffin Houses, which can be found in many major port cities of the world.

DOCKS (2D6 ENCOUNTER)

- 2 A dead body of a bravo falls from a high rope bridge to shatter in the streets and be looted by urchins
- 3 Corsair prince advertising good hiring prices for those without fear or moral compunctions
- 4 Aggressive sailors and dockhands approach the PCs looking for trouble
- 5 A famous sword instructor offers “dancing lessons” for 250s an hour. (4 lessons grants PC +1 on Dodge rolls when fighting with dueling sword)
- 6 Two cloaked men excitedly discuss the landing of The Coffin Ship at the next nearest Docks area.
- 7 Foreign noble from The City of Sun and Moon walks barefoot through the streets, 7’ tall, golden masked, surrounded by viziers, guards, and a cloud of incense smoke.
- 8 Three lepers begging on the street tell the PCs that change is coming to Thraz, and ask for coin to assist with “the uprising.”
- 9 Einar Longstrider, a famous warrior from Harvangland, and his coterie of huskarls ask for directions to a shop with no name and a blue door
- 10 Longhaired man with a human skull mask attached to his helm snarls an offer to join him on a bloody mission for the Illustrious Unity of Oceans, Thraz’s brutal shipping guild
- 11 Eight cataphracts from distant Walakia stroke mustaches menacingly as their commander argues with a ship captain
- 12 Two boat crews in the waterway are fighting a bloody conflict as a third approaches crewed with bandage wrapped sailors

OPULENT (2D6 POI)

- 2 Gilded Palace of Many Veils, an elite pleasure house where the extremely wealthy and powerful meet to plot, discuss, relax and enjoy their riches
- 3 Court of Jade, home to an enigmatic figure called the Jade Emperor, known to grant powerful boons to those who present their stories in a way that interests the Emperor - in return, the Jade Emperor will usually ask for a rare item to be brought back to the Court
- 4 The Silk Market, indulgent fashion rules the day here, as new styles and textiles are shown all day in grandiose displays
- 5 House of Undying Illumination, a large observatory and library where mystics from all over come to study the heavenly bodies and debate the truth of the world
- 6 Grand Bathhouse - underground baths fed from the warm salt waterways... some say there are old tunnels that allow access from the lower wards and docks
- 7 At the Diamond Hall of Tears and Laughter, fortunes are won and lost in a momentary toss of bone dice or the turn of a gilded card...here, the fortunate ones of the city gamble and carouse with outrageous stakes
- 8 Pourhouse, a tavern in the wealthy district catering to servants, street cleaners and the like. Some say shadowy figures in bandages and robes can sometimes be seen entering the cellar late at night
- 9 The Ossuary Vaults - on the edges of the city, these sprawling catacombs and proud monuments to the dead stretch for miles, the necropolis of Thraz's wealthy dead. Caverns and tunnels honeycomb the cliffs outside the city, and local legend says that in the deepest and largest of these temples to death, the sleeping have begun to awaken.
- 10 Private waterway with restricted shipping access from whence sail pleasure barges, messenger boats, and other secretive cargo
- 11 Embassy of the Jeweled Cities, where foreign dignitaries often come and go - many say that the so called "Sapphire Ring," the wealthiest and most powerful elites from all the Jeweled Cities, are courting Thraz to join their alliance...but not all are in agreement that this is a good thing. War may be brewing.
- 12 Sun Theater, a huge amphitheater with stone seating where plays, music, and other diverse acts all fight for the notice and patronage of the city's Epicureans and aesthetes.

OPULENT (2D6 ENCOUNTER)

- 2 A prominent noble's body is discovered completely wrapped in silk bandages, hanging from a balcony - the entire area is shut down by the city and household guard
- 3 Group of slaves from a wealthy house walk by in fashionable golden chains and jade and little else - each of them wears more in adornment than a servant makes in a year
- 4 PCs are offered work to travel from Thraz to a distant settlement in order to record the movements of the stars for the House of Undying Illumination
- 5 Famed fashion designer believes one of the PCs would be perfect for their next show, the theme of which is "The Brutality of Poverty."
- 6 A courier offers the PCs a large sum to deliver a sealed vase to an known actor's home. Is that a hissing sound from within?
- 7 A black clad wealthy couple who take their lover's walks near the necropolis say they saw three dark figures near the entrance to largest death temple...they swear one of them was their own deceased father.
- 8 PCs are offered work by a foreign dignitary who plans to attend a feast with many important merchant guild masters tonight - he doesn't trust his own bodyguards.
- 9 Priest of Kae'lith ranting in the street about the true faith is attracting negative attention from the wealthy people he is condemning.
- 10 City guard break off from their group to pursue and shadow the PCs for the duration of their time in the district
- 11 A wealthy would-be explorer offers a ludicrous sum for a capable group of "assistants" to do the unthinkable: defeat his competitor by traveling from Thraz across Kal-Arath, to the Rimrock, north to Kar'Eld, and back...in under 80 days!
- 12 A dying man slips an ancient statue of an anthropomorphic bat sitting in a throne to the PCs, raving about fabulous treasure in the Jungles of Lhar..."it's the blood," he says, pointing at the statue. Dripping blood on the statue gives the PC a nightmare the same evening that shows the correct way to the Valley of the Black Ziggurat

PACT OF FLESH (NEW PACT)

The servants and dedicants of Kae'lith have mastered the body's reactions to pleasure and pain, intermingling both and giving their life over to the worship of dread Akkai's most hated enemy, The Demon Queen of Thrax.

TIER I

Serene Vision of Supreme Ecstasy - Caster chooses d3 targets who are totally immobilized with intense pleasure or pain for d3 rounds. Attack rolls against those affected automatically succeed, but will end the effect.

TIER II

Bondage is Complete Freedom - 2 barbed chains spring forth from the caster's body for d6 rounds +1 per caster level. They attack independently each round (use caster's PRE stat for attacks) and deal d6/d damage. If a 5-6 is rolled for damage, however, the chain has hooked itself into the target and automatically deals d6/d per round until target succeeds at a STR check to break free - doing so causes another d6/d damage.

TIER III

Ever-changing Temple of Flesh
- The caster can cause temporary but dramatic changes in their own, or another's body. For 10 minutes + 10 minutes per level, the caster describes the changes desired and manipulates any Stat by up to +2. Another stat will be lessened by 2 for the duration. (For example, the caster could describe a dramatic muscular transformation, adding +2 to an ally's STR but subtracting -2 from PRE due to the hideousness of the appearance and so on)

TIER IV

Fearsome Icon of Kae'lith's Chosen
- The caster fully rewrites the biology of a living creature within 30', transforming them permanently. Target's physical form is completely altered, with 5 points to distribute for their stats as caster chooses. The target will obey all commands made by the caster, but each day, the caster must roll 2d6 for each servitor - on a 2-3, the servitor immediately attempts to travel to wherever the caster is and kill them.



TIER V

Many Forms, Many Pleasures - Caster places their life essence into a piece of sculpture no smaller than their entire physical form. Their own body becomes completely dormant. The caster may then possess any human that comes within 20' the sculpture with a successful casting check - the target's mind is then trapped in the sculpture. The caster may at any time reverse the effect, and if the target body is killed, the caster's consciousness immediately returns to the sculpture, forcing the target's out.

While the caster's essence is within the sculpture, or within another body, their own physical form does not age.

DOOMS

When first making a Pact with Kae'lith, roll on the following table. Any time a casting attempt results in a Critical Failure, roll on the Arcane Disaster table, then roll on this table again for another Doom.

1. The caster becomes completely addicted to either pleasure or pain. (Roll d6, even pleasure, odd pain). They must indulge themselves in their addiction each day or suffer a cumulative -1 to all rolls for each day they do not.

No pleasurable or painful experience can be repeated more than 3 times in total without some sort of escalation or meaningful change.

2. Caster can survive only on raw meat.

3. Caster develops instability of form - their body changes every time they sleep. All stats are rerolled every day by rolling a d6 and then subtracting a second d6 from it. Extreme results indicate extreme physical (and mental) changes.

4. Caster becomes obsessed with extreme modifications of the body. Amputation, scarification, piercing, extensive tattooing or branding - at least one major modification must be done each month or they lose access to their Pact.

5. Caster experiences intense bouts of extreme pleasure or pain at random moments throughout the day, blessings from Kae'lith. Any of their rolls resulting in doubles forces a PRE check or they become unable to act for 1 round.

6. Caster gains a strangeness and inability to relate to or understand normal people, and suffers a -2 to all social PRE checks with anyone outside of the Cult of Kae'lith - those who are worshipers are interacted with at a +2.



