

KAIGAKU



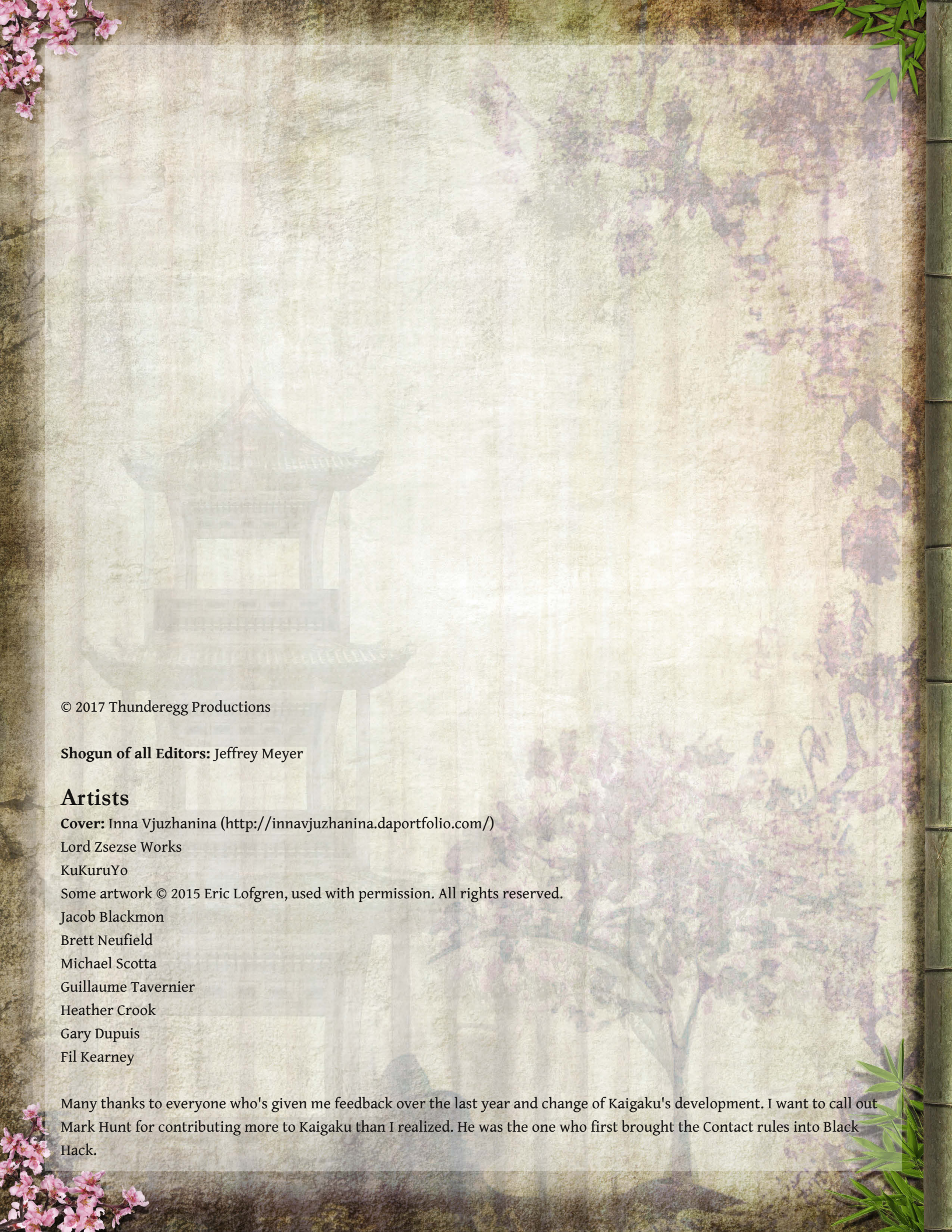
The Ruined Kingdom

by Jacob DC Ross



KAI GAKU

The Ruined Kingdom

The background features a traditional Japanese pagoda with a multi-tiered, curved roof, rendered in a light, misty style. To the right, there are large, stylized cherry blossom branches with pink and purple flowers. The overall aesthetic is soft and traditional, with a textured, paper-like background.

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Many thanks to everyone who's given me feedback over the last year and change of Kaigaku's development. I want to call out Mark Hunt for contributing more to Kaigaku than I realized. He was the one who first brought the Contact rules into Black Hack.



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Introduction

Hi!

Thanks for checking out The Ruined Kingdom. This book is the first campaign for Kaigaku. I chose to do an adventure that takes place largely outside of Kaigaku for two reasons. First, I'm that guy who, when you set a game in one country, always asks to play an outsider. Second, I wanted to show that the world Kaigaku inhabits is a large and vibrant place.

This is largely a sandbox campaign. There's a lot to do, and you can take it at the speed that you like. You can always revisit the areas later. My goal with this book is to give you enough options to play for several months' worth of sessions, or even longer.

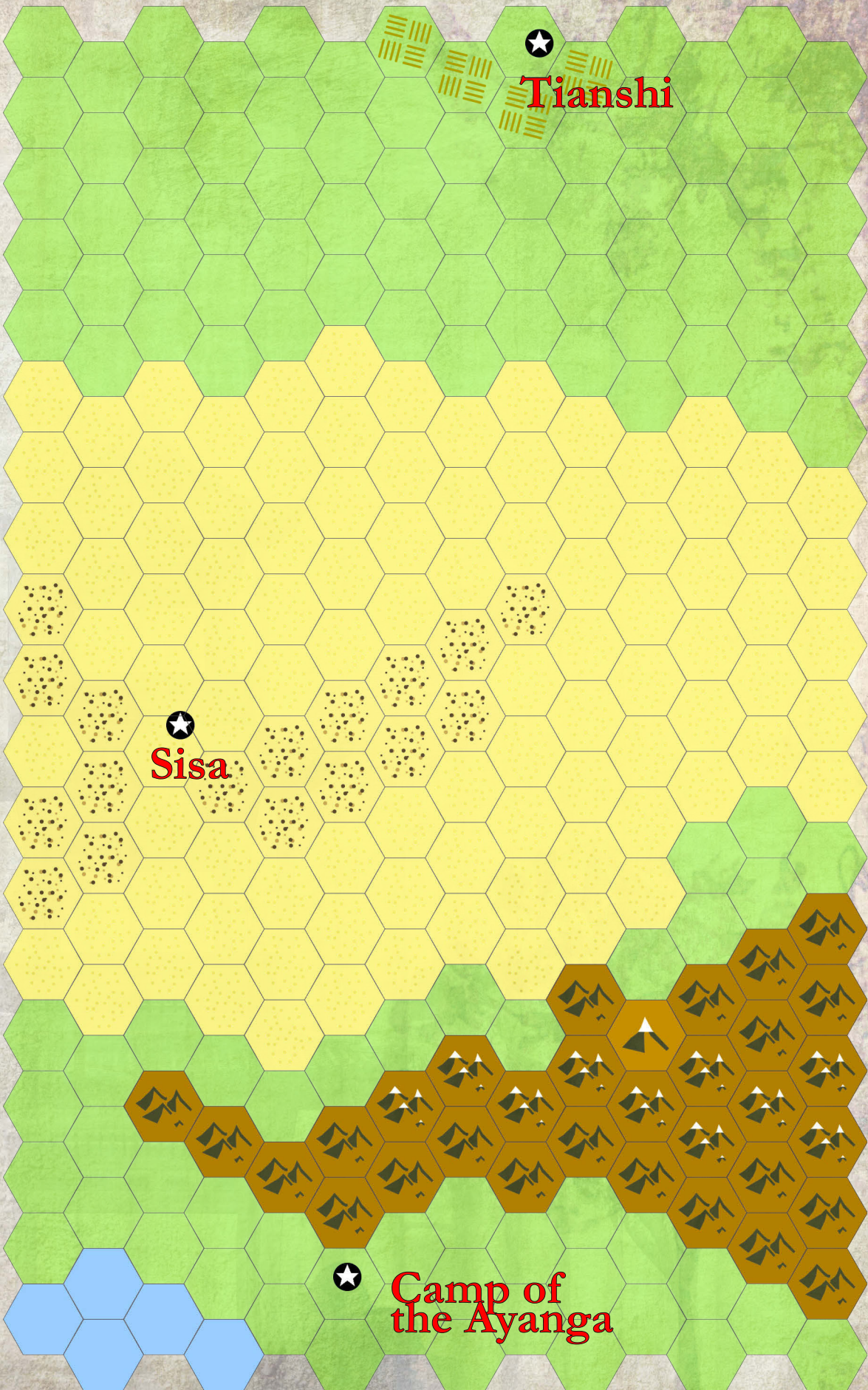
I don't like being told how to game, and I doubt that you like it either. There are many approaches to the challenges in this campaign. You can choose where to go, with whom to align and what to do when you've defeated the villain.

Combine the dungeon generator in this book with the NPC generators in the Premium Edition of Kaigaku and you can adventure forever. There's plenty for players, too. We've got two new classes and nine new ryu.

Take your game of Kaigaku further than ever before.

Many thanks,

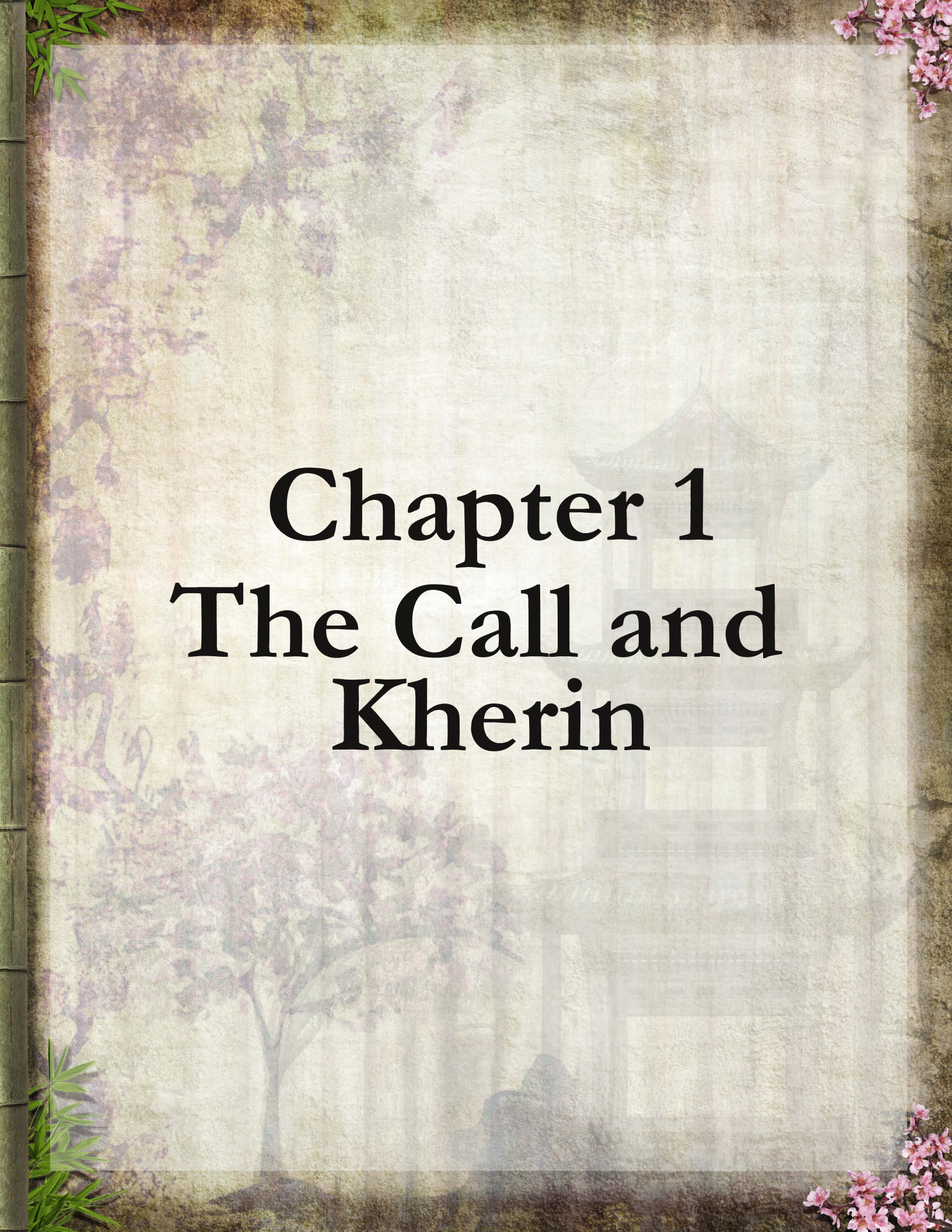
Jacob DC Ross



Tianshi

Sisa

Camp of the Ayanga



Chapter 1
The Call and
Kherin

White Box Rules

The Ruined Kingdom is the first “Gray” Kaigaku book. The core Kaigaku book originally just supported the Black Hack rules set. The fantastic thing about Black Hack is that it can run content from just about any OSR game, that is, those games inspired by the rules set of the earliest editions of the world’s most popular roleplaying game. The only catch is that material made specifically for Black Hack is not easily compatible with other OSR systems. To remedy this, I went ahead and made this book compatible with both Black Hack and White Box.

I chose White Box because it’s simple to implement and is the home system for some of my favorite games, including White Star and White Lies. The biggest thing to know is that when you’re instructed to “roll Strength” or “roll Charisma” and you’re using the White Box rules, you roll against your Saving Throw, adding or subtracting the modifier for that stat. If you roll over your Saving Throw rating, then you succeed.

When you Intensify a roll you add +2 to your Saving Throw rating for that roll, making it harder to succeed but giving you a bonus of some sort, dependent on circumstances, if you do succeed.

Close is within arm’s reach, or up to 5 feet, Nearby is between 5 and 60 feet, Far Away is 60 to 120 feet and Distant is anything beyond this.

Solo Rules

I don’t think it’s fair that the GM never has anyone running scenarios for them, or that a lot of folks don’t have the circumstances to get together for a regular game. To that end, here’s a simple solo setup so you can enjoy the game before you run it for your friends.

For travel, simply roll on the appropriate region’s Encounter Tables each period of travel, then resolve the encounter that’s given. To make it from Kherin to Achaem, and then from Achaem to Tian, you also roll a d10 for Progress with each encounter. Keep track of your total, and when it reaches 100, you make it to the next step of the journey.

Roll a Usage Die for rations during each step of the journey. Rations are a d6 piece of equipment. Purchasing more rations or trading for them increases the Usage Die of your rations. Rations are per person, so if you run out your allies can share with you. For each person other than yourself who eats rations, roll with Disadvantage on the Usage Die for that leg of the trip. If you kill an animal during your encounters, you can roll Wisdom to get enough food from it to avoid dipping into your rations (be reasonable about what animals are edible). Ration Usage Dice cannot go above d8 normally.

Settlements have a list of encounters or quests, or story hooks. If there are well-defined guidelines, you can follow those. For more open-ended stories just decide on the actions that feel “right” for you.

When it comes to combat, if you’re using your own created enemies, you can simply roll Initiative, then attack and dodge in order until the enemy runs away, defeats you, or succumbs. Various NPC and monster entries may have defined behaviors, or you can choose to narrate their actions based on what’s most entertaining or appropriate to your story.

Introduction

The adventure begins anywhere within Kaigaku. If you’re already running a campaign with your group, then set the initial attack wherever the PCs call home. For the purpose of this book, I’m going to designate the coastal city of Harayama as the site of the call to action.

An enormous monster, a kaiju, approaches from the north. The city garrison is on alert before the threat arrives, as reports of a rampaging beast are circulating throughout the area. The monster’s nature is variable, depending on the challenge that you want to give to your players.

If the players are just starting out, have them face some of the monster’s spawn. Instead of a single creature, the main monster is the parent to a swarm of smaller creatures. While the soldiers assigned to Harayama’s defense are engaged with the mother, one or more offspring menace the players’ location. This allows the city to come to genuine peril while also giving the players a chance to participate in its defense in a meaningful way.

Raigame, 10 HD

This hulking beast is straight out of a nightmare. Its gigantic size means that it has a long stride, which makes it faster than its ponderous movements cause it to seem. Its thick hide absorbs all sorts of damage, making it very hard to take out.

Encountered: 1

Special Ability: Raigame never has fewer than 2 AP, regardless of how many hits it has taken.

Raigame		
AC	HD	To-Ht
4 [15]	10	+10
Attacks: 1x per round for 1d8+5 damage		
ST	Movement	HDE/XP
9	20'	10/1200
Special: Armored: Reduce incoming damage by 4		

Raigame Spawn, 3 HD

Raigame carries its spawn where it goes. These squat beasts enjoy jumping around to wear out weaker prey before making their move.

Encountered: 1d6

Special Ability: After you miss them with a melee attack, if you missed by more than 2, the beast jumps behind you and attacks. You have Disadvantage to dodge this attack.

Raigame Spawn		
AC	HD	To-Ht
8 [11]	3	+3
Attacks: 1x per round for 1d6		
ST	Movement	HDE/XP
2	20'	3/75
Special: Counterattacks missed attacks if you fail a saving throw		

In the middle of the battle, a small force of warriors appears on horseback. They charge directly into the middle of combat, fighting bravely and without heed for their own lives. Use them as "red shirts" in the battle. The idea is to have one or two of them survive. Their leader, Lieutenant Mei, survives the battle. She asks the PCs to take her to the highest authority figure.

At the court of the city governor, Mei reveals herself as the leader of an elite unit from the kingdom of Tian, a nation with historic ties to Kaigaku. Tian is largely withdrawn from the world at large, with very little contact between the two peoples for the last several generations.

Tian and Kaigaku

What is the history between the two countries? It's really up to you to say. The bare bones is that much of the population of Kaigaku is descended from Tianjin folks who settled in the region centuries ago. They were responsible for displacing the indigenous Uriwane tribes. You can define the relationship more precisely, if you wish. Was Kaigaku ever a vassal state to Tian? Were the two countries on friendly terms?

The Problem

Decades ago, a cataclysmic Seirakka, or starfall, resulted in the deposit of unprecedented amounts of material known as kiseki into the earth in and around Tianshi, the capital of Tian. As with most Seirakka, this eventually led to the appearance of aggressive mutant creatures. Unlike most starfalls, this one unleashed a horde of beasts so powerful and numerous that they eventually overtook most of the country. Tian is in a state of decline and most of it, save the capital, is already in ruins.

Mei warns the assembled courtiers, which include representatives of all the greater clans, plus most of the local lesser clans, that the Tianjin military noticed that the hordes of beasts are organizing themselves, fighting with greater intelligence and appearing to devise tactics that change from battle to battle. The generals fear that the monsters now have designs on conquering the rest of the world. She begs for help humbly and in the name of the Tianjin Empress.

Party Logic

Why don't the samurai send an army? They don't trust one another. Why send your precious military to a foreign nation and leave your home unguarded against neighboring clans? Why trust the Tianjin in the first place? By sending a small force, the clans of Kaigaku risk little and have a potential for great rewards.

Politics

It might take some convincing to get the clans motivated. Each clan largely has the right to send their troops wherever they wish, so there's no need to seek direct permission from the Emperor. The ranking clan members within the city who decide to send a warrior with the Tianjin "delegation" can do so on their own authority, then send a missive to their clan daimyo seeking formal permission, and listing the justification that they used to make their decision.

If the representatives need convincing to send support to Tian, Mei is authorized to offer shares of the Tianjin treasury, loads of kiseki stones, the promise of favorable trade deals, or even tribute in the future, or she can simply appeal to humanitarian ideals. PCs who want to support the cause can praise the bravery of the first to give permission, thus politely giving the insult that those who don't offer assistance are cowards.



Once the clans each definitively decide whether or not to send a group of samurai, those who do offer help proclaim the "Liberation Alliance", formally drawing up a hasty treaty that defines the mission, as well as declaring that the men and women on the quest to free Tian are exempt from actions against one another should their clans go to war while the samurai are away fighting monsters. If a PC's clan doesn't support the mission, they always have the option to become a ronin, or forsaking their clan affiliation while they go on a musha shugyo, or warrior's pilgrimage.

Setting Out

Lieutenant Mei and her surviving party spend the next night under the protection of city governor Chisaten Daiichi, enjoying his hospitality. The stoic Mei is not given to indulging herself while her brothers and sisters in Tian die to protect their people, but she understands the value of keeping fit, and takes the time to fuel her body and clear her mind.

The next morning Alliance leaders, technically politicians who stay home while their kinsmen go out to fight, summon the volunteers. They've raided their vaults for equipment. Conveniently enough, they happen to have found enough to give each of the PCs a weapon, a piece of armor, or other useful equipment.

Equipment Boons

Base these boons on a PC's weapon of choice or something else which they would find useful.

Equipment	Upgrade
Beautiful	Any item. You have Advantage to lead troops in battle or to convince others of your martial authority.
Boomerang	Kama, sai, and other small weapons. Balanced for throwing up to Nearby distance, and they return to you even after striking an opponent.
Bone Breaker	Any weapons. Victims have Disadvantage on attacks or movements, or you gain Advantage to dodge their attacks.
Extended Range	For ranged weapons or those listed as throwable. Doubles the weapon's range.
Invincible	Any item. Can only be destroyed by another invincible item or something truly powerful with greater than 20 HD.
Miracle Tool	Most any item with at least some wood and some metal components. Breaks down into multiple pieces and merges back into one, bends like taffy, stays as rigid as you like, folds up to fit in your hand. The right tool for almost any job from picking a lock to climbing a mountain.
Tethered	Any throwable weapon or weapon with a flexible component, such as a kusarigama. Can be thrown to Long distance. Tethered to a cord. Returns or sticks in flesh or wood so that you can use it to climb.



The Journey, Part I:

Kherin

Just beyond the borders of Kaigaku, at the edge of the territory patrolled by the Watanabe clan, are the Kherin Steppes. Various tribes of horsemen live here. They make their way by taking what they need from dispersed city states or occasionally trading. These people are widely considered the masters of mounted warfare in the world. Their territory extends into the deserts beyond, as many tribes made their way west a long time ago. They intermarry with various nations from time to time, and thus share common heritage with certain groups from Achaem, Tian, Maru (a nation to the southwest), and nearly to Cordova.

The Kherin peoples are a loose confederation of tribes who all swear fealty to a Khan of Khans, the Khagan, who can call the others to festivals, summits, or war. The current Khagan is Bayar Khan, who has designs for conquering the world. Despite his megalomania, he's not crazy. He just feels that the world would be better off under his rule, and that, as a powerful warlord, he has the right to take what he can.

The PCs are welcome to travel through the lands of Bayar Khan if they manage to impress him. Until then, they're subject to attack from lesser tribes, and may still run into hostiles even after being granted passage. To find Bayar Khan, the players have to encounter one of his elite Wolf Patrols and ask for parley in the manner appropriate to the Kherin.

At the camp of the Khagan, they can choose to try to impress Bayar by competing in a series of athletic games called the Naadam, accompanying the Wolf Patrol in battle and proving valor, telling a great story, or offering technological knowledge. Money means nothing, as the warlord feels that he can simply take it from the players and send them out into the steppes with nothing.

Kherin Politics

Mei and the other Tianjin characters are eager for allies in their fight, and they're open to recruiting from the steppe

barbarians. This might create conflict, depending on the current disposition of each PC's clan towards the Kherin peoples.

Tian and Kherin have a generally cordial relationship with each other. Tian fortifies its cities and stockpiles ingenious kiseki-based weaponry, which tends to keep the tribes at bay. The Tianjin view the riders of the steppes as a sub-kingdom, with autonomy, but who ultimately are subordinate to the Tianjin Empress, despite occasional military tensions.

The Kherin, as with most other nations in the world, believe that they are the just rulers of all mankind. They see all of their neighbors as an orchard, from which they can pluck "fruit" in the form of food from farming communities, as well as weapons, goods, and scholars taken as prisoners. Some of the tribes are not militaristic, but operate trading caravans.

While Kaigaku and Tian are fairly sedentary, Kherin is among the most active empires on the planet. Both their military and commercial interests have the same effect on the world's nations that a bee's pollination has on plants. It lifts bits of knowledge, culture, and resources from one area, and spreads them all over, resulting in a robust and dynamic society.

Kherin society is organized at the tribal level, with each tribe generally roughly equivalent in power to one of the greater clans of Kaigaku. Each tribe varies in its level of loyalty to Bayar Khan's Ayanga tribe, and some even consider themselves allies of his mortal enemies. Nevertheless, when the call gets sounded, all obey the summons to war. Those few who disobey inevitably get crushed.

Kherin Life

The average tribesman serves as a homemaker or a hunter. Most tribes are peaceful enough to outsiders, raiding only when they lack something, though a tribe is as likely to be mercantile as it is warlike. Some tribes are balanced, trading frequently but not above making war.

A Kherin family has a number of riding horses for each member, plus some breeding stock. They live in a domed tent on wheels called a ger or a yurt. The greatest ger in the

steppes is the chomchog of Bayar Khan, which is overlaid in gold leaf and silk. Most homes are modest felt buildings that stay warm in the cold months and are very waterproof.

A Kherin camp smells strongly of meat. There is always something cooking in the pots. The men and women of the steppes generally eat game and milk, either from horses or yaks, plus scrounged roots.

At night, the community gathers together in large pockets of people, eating, laughing, and listening to storytellers. There is singing at every gathering, especially tuvan throat singing, a unique form that combines deep tones with whistling.

The Kherin steppes are the original home of many people from around the world. There were several waves of nomads who each spread to different areas, then often intermarried with the original populations, or sometimes conquered them. This diaspora extends to the eastern edges of the continent on which Albar and Cordova lie, plus the realms of Achaem, Maru, and beyond. Kherin ancestry extends to a wide range of ethnicities, and the people can have any skin color, from pale alabaster to deep ebony. Most of the folks encountered in this adventure look similar to the samurai of Kaigaku, but with slightly stockier builds, bowed legs from years in the saddle, and rounder faces.

Travel To and Within Kherin

The first phase of the journey takes place within the borders of Kaigaku. The empire itself ends in a vaguely defined steppe area full of border villages that are ostensibly part of Kaigaku, but which the samurai of the Watanabe clan like to use as a buffer between the Kherin and themselves. The inhabitants look far more like Kherin, with darker skin, harder features, and more thick-set frames than the light and lithe Kaigakujin, so it's unfortunately very easy for the samurai to conclude that their duty doesn't extend to these people.

Once they reach the border villages, the players are in Kherin territory proper. Most of this territory is steppes, but there's also expansive mountains to the north and desert to the west, where their land claims blur with those of Achaem and Tian.

For each phase of journey through the steppes, roll on the Kherin Wilderness Encounter Table to see what happens. The first time you roll any result with "Kherin" in the title, you instead come upon the Camp of the Ayanga, see the section below.

When you encounter the Kherin, your status begins at Neutral. Negotiating with the Kherin is a simple Charisma roll. If your status is ever Friendly, you get Advantage on the roll, and if it's Hostile, you get Disadvantage. If an encounter is listed as Hostile in its description, you get Disadvantage to parley, and if they're Friendly, you get Disadvantage. This means that you might enjoy the favor of Bayar Khan, but run into some members of a tribe that still have a personal grudge against you. In this case, you'd roll with neither Advantage nor Disadvantage, as both cancel one another out.

Kherin Wilderness Encounters

Roll	Result
2	Rock Beast. 9 HD
3	Kherin Raiders, Non-Ayanga, Hostile. 8 HD
4	Achaem Caravan, Neutral. 4 HD
5	Kherin Raiders, Neutral. 5 HD
6	Band of Horses. 3 HD
7	Wolves. 3 HD
8	Kherin Raiders, Neutral. 4 HD
9	Hawks, 2 HD
10	Kherin Wolf Patrol. 7 HD
11	Death Worm, Juvenile. 8 HD
12	Death Worm, Adult. 10 HD

Each PC and NPC leaves with two weeks' worth of food and three days' worth of water.

Kherin Camps

The camps are mobile affairs with ger tents pulled by powerful horses, essentially cities on wheels. Here you can parley for trade by rolling Charisma to keep stocked up for the journey. Each successful roll and each Intensification made on the roll provides another four days of food and one day of water. They can also bargain for weapons and armor.

All Kherin camps have the following equipment:

- Rations
- Tulwars, curved blades that are the main swords used by the Kherin people.
- Small shields, which offer 2 AP but which cause you to be fighting two-handed if you wield a weapon.
- Bows and arrows
- Cold-weather clothing
- Saddles and other horse equipment
- Artistic baubles
- Horses

On a roll of 1 on a d10, they also have a scholar from Tian or Achaem in the camp. That scholar makes hand cannons, which are pistols that do triple damage, rather than double damage.

Camp of the Ayanga

This is the main hub of Kherin activity in the region. Like the others, it's mobile, so you might run into it more than once as you travel. It's also not the only Ayanga camp, but it's the main one, officially named The Golden Camp of the Lightning Tribe.

At a glance, here's what you can find within:

All commercial services available at other camps

Bayar's Ger, a stately pleasure dome adorned with gold, silk, and steel. It's the home of Bayar Khan, and you can also run into any of his advisors here.

The Meeting Grounds, a place where all of the tribes sit and talk, conduct mock warfare, or participate in the Naadam.

The Tianjin and the Ayanga

Lieutenant Mei, like many of her people, doesn't hold the Kherin with the same cordial respect that she has for Kaigaku. This is because the Kherin have a history of making occasional raids on Tian's borders. Nevertheless, she won't hold back from trying to get help.

If the PCs make a positive impression on Bayar Khan, he may send a force with them as an escort. Mei welcomes this without argument, as she does need all of the people she can get. This can be a problem for the PCs, as if the Kherin show themselves more effective at fighting monsters in Tian, or can somehow curry favor with the Tianjin Empress, then the Tianjin might be less inclined to heap lavish rewards on the clans of Kaigaku. Both the normal senses of honor in Kaigaku and Tian forbid the samurai from simply attacking their Kherin companions once they're underway, so they'll have to wait until the Kherin cause problems or simply try to perform greater deeds than them.

If Bayar Khan does not send a Wolf Patrol to accompany the PCs. Have the group instead meet up with a wandering Surinian or Guilgachono band. In any event, make the Kherin NPCs that go on the journey roughly equivalent in number and abilities to the PCs.

Ayanga Quests

If you're on Neutral or Friendly terms, you can roll here to get a quest from someone in the camp. Completing it raises your stature from Neutral to Friendly, or maintains it at Friendly if you already were. Failure causes the Kherin to look upon you less favorably.

You can do each of these quests as part of your regular travels, as the camp is also on the move. Assume that you depart and meet up with the camp further along the trail. After each quest, roll a d6, and if you roll under the number of quests you've done for the Kherin, it's time to part ways. You can stock up and say your goodbyes, but the Golden Camp is heading back towards Kaigaku. Assume that all other encounters with it are just regular tribal camps.

Ayanga Camp Quests

Roll	Quest
1	Vengeance: Search the steppes with the Wolf Patrol. If you roll a 7 for your Encounter, you instead find an enemy tribe. Fight them in Mass Battle to 20 Victory Points. Use the Kherin Raider NPCs for enemies. Gain 5 Progress if you succeed. If this is your first time, assume that a Wolf Patrol captain is the leader of the Army (HD 9). Otherwise, you can lead the patrol. Gain a score in this quest equal to the number of Victory Points by which you exceeded your enemy. Increase it by 5 if you led the attack.
2	The Hunt: Roll for a Wilderness Encounter until you get a creature result. Riders can add or subtract 1 to the roll to find creatures. Bring back the carcass to score points equal to the creature's HD. Subtract 1 point for each time you rolled. Roll a d10 to determine how the next best competitor did. If you beat them then, you earn Progress equal to your score in the Hunt.
3	Raiding Parties: Roll for a Wilderness Encounter until you get an Achaem roll. Riders can add or subtract 1 to the roll. Have a Mass Battle to 20 Victory Points, using the Achaem Caravan NPCs as enemies. Gain a score for this quest equal to the number of Victory Points by which you exceeded the enemy's, minus the number of times you had to roll to find them. Gain 5 Progress if you succeed.
4	Naadam. Reroll if you've already done it.

Naadam

The Naadam is the annual gathering of the Kherin peoples on this side of Achaem territory. It's a time of rejoicing and kinship, and all who want to compete are welcome. The Kherin have reputations as hostile people, so relatively few outsiders realize that even they are welcome to compete, provided they act peacefully at all times. The Naadam consists of three events, which are horse racing, wrestling, and archery.

Archery

Archers prove their skill in various ways. The first test is a simple shot against a stationary target. The most accurate shot in each group of ten proceeds to the next round. You hit the target with a simple attack. To see if you were the most accurate in the group, roll a d20 and compare it to your die roll. If it's lower, you are not the most accurate shot. For each Intensification you made to the roll, roll another d20, and take the highest result.

The second round of the archery competition is on horseback. You have to shoot five targets while moving. The size of the targets imparts Disadvantage. You have to hit each one in order to pass on to the final round.

The final round sees archers matched up in groups of three. They're blindfolded while attendants set up a target range. Targets are red, blue, and green, and each archer has arrows in one of those colors. At the signal, all archers remove their blindfolds, as the final round takes place among several groups of three, all simultaneously shooting, and each archer tries to shoot their four matching targets before the other archers hit their own. Intensify one or more times to make more than one shot at a time. After each volley, roll a d4. If the roll is higher than the number of targets you've hit so far, then another archer beat you.

The winner of each group of three is considered an expert marksman, while the archer judged most accurate overall among winners is the overall champion. Achieving expert marksman ranking is considered a mark of glory in itself, and nobody views people at that level as having any less skill than the champion.

Horsemanship

The horse races are simple affairs. They require you to guide your mount over the terrain of the steppes across a trying distance that tests both your skill and the horse's fitness.

In solo play, simply roll Dexterity for yourself to determine how well you control the mount, and roll a d6 under your horse's HD for its endurance. Particularly well-bred horses, such as the Sky Blue Stallions (see the Creatures subsection), roll with Advantage. For every successful Intensification you make on this roll and for every point by which your horse succeeded its roll, gain 1 point. Roll a d10, and if it's under your score, you win the race. There are three heats over three days. The winner of the third day is the overall champion, though anyone who succeeds at their roll, and whose horse succeeds at its roll, gains glory in the eyes of the Kherin.

Wrestling

Kherin wrestling, called bokh, is very similar to the sumo tradition of Kaigaku. The aim is to simply knock your opponent so that any part of his body, other than his feet, touches the ground. There's no kicking allowed. You may grab your opponent on his legs, waist, arms, head, and neck.

Bokh competitions require you to roll Strength. After each roll, if you were successful, roll a d6. If you roll equal to or less than your total number of Intensifications versus this opponent, then you knock your opponent down and win. If you fail your Strength roll, reduce your total number of successful Intensifications against this opponent by 1. If the total number of successful Intensifications is ever zero, except during the first round, you lose. You face four opponents per day, each with a HD equal to your level on the first day, +1 on the second day, and +2 on the third day. The winner of the third day is the Kherin national champion, though anyone who makes it to the third day receives a measure of acclaim.

Impressing Bayar Khan

To impress the great Khagan of the Kherin, you have to have at least a Neutral reputation, and you have to have completed quests for him. When it's time for the Ayanga Camp to turn around, you can ask a favor of the Khan. Tally up the score of your combined quests for the Kherin and roll a d20. If you roll lower than your score, you've impressed the Khan. Courtiers gain Advantage on this roll if they speak for the group.

The Effect of this roll is the degree by which you fail or succeed. See the chart below for the results.

Effect	Result
+3 or higher	The Khagan drives you out in disgust. All Kherin encounters are Hostile from this point forward, without the possibility of negotiation.
+1 to +2	The Khagan allows you to leave in peace if you offer a suitable gift of weapons, armor, gold, or something else, and you gain Disadvantage on all rolls to parley with Kherin in the future.
0 to -2	You part on non-Hostile terms.
-3 to -7	The Khagan sends a member of his Wolf Patrol with you as brothers in the quest. They are to act as a bodyguard to a member of the party, and to be a diplomatic envoy to Tian.
-8 or lower	As above, but you also get an oxtail battle standard that identifies you as an honored friend. Encounters with Kherin tribesmen begin at one step higher than their listed disposition (Neutral instead of Hostile and Friendly instead of Neutral).

Character Rules

Kherin characters tend to come from the new rider class, or occasionally from the ninja, courtier, or new merchant class (see the Achaem section).

Rider Class

Riders are similar to bushi, but they spend their lives in the saddle. Assume that all Bushi ryu from the core Kaigaku book are compatible with the Rider class.

Starting HP: 4+1d10

Per Level/Resting: 1d10

Weapons and Armor: Any

Attack Damage: 1d8 Armed/1d6 Unarmed or Improvising

Special Features

A Rider rolls attack and defense rolls with Advantage while mounted. They also gain Advantage to control their mount or to make friends with wild animals that are not overtly hostile.

Leveling Up

Roll twice for Constitution and Dexterity, roll once for other stats.

Starting Gear

Weapons: Spear or lance, bow

Armor: Medium armor

Additional: Horse or camel, quiver and arrows, chop, tea set, hostile weather gear, and wide hat

Kherin Tribes Ayanga

The Ayanga currently rule the assembled tribes of the steppes. They ascended to this position only within the last couple decades, solely on the strength of the tactical acumen of their leader, Bayar Khan. Before their ascendance, they were among the lowliest groups of warriors. They wear their new status openly. There is an expression among the other tribes, “the swagger of Ayanga”, which means someone who rides on the glory of another while considering himself above everyone else.

Following a series of victories against stronger opponents, several scattered groups of riders swore fealty to Bayar Khan, forsaking the name of their ancestors. As they stand now, the Ayanga can summon a larger force of riders than any two other tribes, so the Khan of Khans stands unopposed within his domain. The Ayanga see themselves as masters of the steppes, and all that lies beyond.

Burning Wind Raider

These powerful warriors swear absolute fealty to the Khan of Khans, no matter the tribe from which the current ruler hails. For this undying loyalty, they currently hold a place of honor in the armies of the Ayanga.

This ryu specializes in shock tactics, breaking through pikes, running down archers, busting up artillery formations, and so on. They ride swifter horses than most of their kinsmen, and they use them to devastating effect.

Type: Bushi or Rider

Weapon of Choice: Tulwar and shield

Tier 1: Combined Might

Double your mount's speed. You can move at double speed while unmounted a number of rounds each battle equal to your Tier rank.

Tier 2: Crippling Reversal

Once per turn, after defending against an attack, you may immediately counter with your shield. Step this attack's damage down by one die value. For each successful Intensification you make on the roll, gain +2 to Strength. This bonus applies only to your next attack made against this opponent, and only on your next turn.

Tier 3: Flashing Blade

Each time you charge towards an enemy, whether on horseback or on foot, you gain an additional attack against a number of enemies that you pass equal to your Tier rank, and you may attack the enemy at the end of the charge, even if you already moved your full paces this turn.

Tier 4: Unstoppable Juggernaut

Your shield gives you double AP.

Tier 5: Unyielding Fury

Step up your damage against the target of a charge made with your Tier 3 ability by two die types.

Rider				
Level	XP	HD	BHB	ST
1	0	1+1	+0	14
2	2000	2	+1	13
3	4000	3	+2	12
4	8000	4	+2	11
5	16,000	5	+3	10
6	32,000	6	+4	9
7	64,000	7	+4	8
8	128,000	8	+5	7
9	256,000	9	+6	6
10	512,000	10	+6	6



Screaming Falcons

The Kherin, martially minded as they are, do have a courtier tradition of sorts. Most of them are emissaries sent out to other tribes or nations. The Screaming Falcons serve that function for the Ayanga. Their techniques are very similar to those of the Growling Bear ryu used by the Watanabe clan. The Watanabe developed their ryu from this one, though they maintain that the Screaming Falcons imitated them.

Type: Courtier

Weapon of Choice: Tulwar

Tier 1: Browbeat the Weak

You can make threats without repercussions, so long as you don't slander anyone. You can slander foreign leaders when proclaiming the will of your khan, though that is likely to get you killed. Gain Advantage for social rolls against intimidated NPCs and PCs.

Tier 2: Words and Fists

You gain a +2 bonus to your Strength when attacking someone who is intimidated by you.

Tier 3: Force of Personality

You can roll Charisma to cause someone in the scene to become intimidated by one ally present, or to make them fearful of your Khan's eventual arrival.

Tier 4: Hold Your Own

You can now make two attacks per turn.

Tier 5: Overbearing Presence

Use Charisma to make a boastful statement. Each Intensification made on this roll gives you a single +1 bonus to Charisma to use for social rolls made during this scene.

Relationships

The Ayanga view all other tribes as their inferiors. Despite this, they treat most others with a modicum of respect, especially at the Naadam and other festivals. They do hold the upstart Guilgachono in contempt, and are starting to take a harder stance against their increased presence in Ayanga territory.

They have less contact with the tribes from across the Divide, the Achaem lands between the Eastern and Western Kherin, but they bear them no ill will. Bayar Khan is in such a position of strength that he anticipates most of those groups willingly joining him when his war machine finally crosses over.

They don't have any official contact with Maru, nor with any of the nations on the continent occupied by Cordova, Albar, and others. The Ayanga do hear tell of the light-skinned foreigners' work with devices, and they want these for themselves.

Achaem and Kaigaku represent the biggest thorns in Bayar's sides. He's flanked by them on the west and east, respectively, and each country seems to be a match for his own armies. Bayar is using proxy armies sent by other tribes to determine the defenses of these empires and to probe out any weakness.

He would cross over to take Tianshi, the Tianjin capital, if he felt it was worth it. Bayar prefers to have a buffer between his forces and the northern monster swarms. Any attack against Tian ultimately brings that horde closer to him.

Territory

The Ayanga have Kaigaku to their east, with Achaem's desert covering their northern, eastern and part of their southern border. The rest of their southern border is open ocean.

Most of their land is lush steppes with near-perfect grazing grounds. They have their share of sandy desert that give way to a wide mountain range that covers their northern border with Achaem. Their capital is the Golden Camp of the Ayanga, which is mobile, but it tends to maintain a central position within their lands.

Surinians

People who identify as Kherin cover a large portion of the globe. This tribe is one of several that hail from across the deserts of Achaem far to the west. They share ancestry with both the Achaem and the Kherin. Despite the commonality, they're frequently at odds with the tribes and the Achaem Dynasty.

These plains riders have designs on the wealth of the Achaem. They have no allies among their immediate neighbors, or none whom they view as militarily valuable, so they're making overtures to the Ayanga. Their goal is to tear the desert kingdoms apart and split them down the middle.

Victorious Nightingale

This archery school teaches the value of combined arms. Archers support infantry and vice versa. They're famous for their parting shots where they fire on hapless enemies they've goaded into pursuing them.

Type: Rider or Bushi

Weapon of Choice: Bows

Tier 1: Rain of Arrows

You gain an extra ranged attack per turn.

Tier 2: Parting Shot

When you move away from an opponent after shooting at them, you gain a free Intensification on your next attack.

Tier 3: Force of Arms

Your allies roll double damage against any enemy that you hit with a an arrow in the last two rounds.

Tier 4: My Brothers Are Safe

You never suffer Disadvantage for firing at a target that's surrounded by a crowd.

Tier 5: Combined Assault

Gain an additional ranged attack per turn against any opponent attacked by an ally this turn.

Relationships

The Surinians are the big fish in their pond. They're surrounded by resentful smaller tribes who alternate between kowtowing and initiating pathetic revolts. Nearby satrapies of the Achaem Dynasty trade willingly, but farther kingdoms openly petition the Shabhanu to conquer the Surinians, whom they believe to be a rebel Achaem state.

Surinia has no or little formal contact with Tian or Kaigaku, though with their love of the open plains and alien customs, there's little chance that they'd be natural allies.

This nation occasionally trades with the kingdom of Maru, which lies to the south of it, even though it is just as often as they fight vicious wars with one another.

The Surinians extract tribute from petty kingdoms to the west, which lie between them and Cordova.

Territory

Unlike the Kherin of the east, the Surinians do maintain cities. Most of their leaders, including Eran Khan, choose to make their personal homes out on the plains, seeking battle. The nominal capital is Rey, a small but fortified city along a lazy river.

Guilgachono

Founded in just the last decade by Guilgachin, the Beggar Khan, this militant group of upstarts wants what they feel they're being denied: power and respect. They began during Guilgachin's travels throughout the world and are a heterogenous mix of Kherin, Tianjin, Achaem and other peoples. Despite their differing backgrounds, each member comes from a repressed class and strives to make a greater name for themselves.

Although their number are fewer than 200, the Guilgachono have a reputation as a fearsome fighting unit. In the past, they've been mercenaries for Achaem nobles, though now that Guilgachin Khan is back in his home territory, they're maintaining a low profile so they can raid forces loyal to Bayar Khan without drawing his wrath.



Ebon Ravens

These scouts make effective guerilla warriors, but they are just as often called upon as guides or outriders. These archers make deadly opponents, especially when operating on familiar terrain.

Type: Rider or Ninja

Weapon of Choice: Bow

Tier 1: The Land Swallows Me

Choose one type of terrain to be your home turf. This can be steppes, forests, jungles, or anything else related to your early life. While in this terrain, you can always find somewhere to at least attempt to hide and stalk stealthily, even if mounted.

Tier 2: The Sky Takes My Arrows

Double your range with bows of any sort, both while on foot and while mounted.

Tier 3: The Land Feeds Me

While on your home turf, you gain Advantage to any roll made to forage food and water, hunt, or find shelter. At this Tier, you can have two types of terrain count as your home turf.

Tier 4: The Sky Returns My Arrows

You roll twice and take the better roll when checking the Usage Die for your arrows. You also gain one additional attack with bows per turn.

Tier 5: I Am the Horizon

You take what the sky and land give you and make it yours. You can run up to Far Away and still attack. You may, while on your home turf, move any increment of your turn's movement before, between, and after attacks, up to the total distance you can move.

Relationships

The average Guilgachono rider despises traditional authority structures, as each sees themselves, correctly or not, as the victim of an injustice. To this end, they value personal liberty and the bonds created by sworn family.

The Guilgachono hate the Ayanga, though secretly, even they respect that Bayar Khan was able to rise above his modest birth. They feel that the Khan of Khans is too

hungry for power, and that his rule enriches only himself at the expense of too many others.

They are cordial with the Surinians and their ilk, the riders of the western plains beyond Achaem. The Beggars were well-tolerated while in that area of the world, and thus have no lingering hostility towards them.

The Achaem merchant princes love to fight wars with false flags and mercenary units, and they contributed much wealth to Guilgachin's forces many years ago. The Guilgachono served competently and are welcome in cities throughout the Achem Dynasty.

For their treatment of the peasant caste, the Guilgachono do not care for the samurai of Kaigaku. Why should an accident of birth mean that one man can capriciously dictate the life and death of his neighbor?

Territory

The Guilgachono currently hold no land, though they usually stay near the borders of Achaem and Kherin territory, making judicious raids or hiring themselves out as guides to people of all nations.



NPCs and Creatures

Here is a list detailing some of the most common or notable encounters in Kherin territory.

Creatures

Not all of these creatures are animals. Some are human, but are listed as creatures to differentiate them from more notable NPCs.

Achaem Caravan, 4 HD

Traders from the sandy deserts are not rare in this area. They like to trade their baubles for horses or to purchase the services of mercenaries. Caravans are usually small, with just a few laden camels and wagons. Prosperous traders have an outrider who serves as their bodyguard, while the richest have several of these.

Encountered: 1d3 traders

Special Ability: On a 1 on a d6, there are also 1d3 4 HD Kherin Raiders as security. The caravan is predisposed to negotiations and business dealings unless the Achaem have a very good reason to be mad at you.

Achaem Traders		
AC	HD	To-Ht
8 [11]	3	+3
Attacks: 1x per round at 1d4		
ST	Movement	HDE/XP
2	10'	3/75
Special: They gain +10 to ST when engaged in commerce		

Death Worm, 9 HD

There is no creature more feared among the steppes than the infamous death worm. It's a thick and muscular creature that makes its way through the high grasses of the steppes stealthily before it attacks its prey. Most worms die as juveniles, reaching a size of about seven feet long. The rare adults grow to dwarf most other creatures, even sometimes becoming large enough to circle around a tent. Death worms have terrifying jaws and a deadly contact venom.

Achaem Traders		
AC	HD	To-Ht
8 [11]	3	+3
Attacks: 1x per round at 1d4		
ST	Movement	HDE/XP
2	10'	3/75
Special: They gain +10 to ST when engaged in commerce		

Encountered: 1

Special Ability: If you touch or get hit by a death worm, roll Constitution every round until you succeed. If you fail, take 1d6 poison damage. You have to Intensify once on this roll for every time in your life that you've been exposed to death worm venom. On a 1 on a d20, this is an adult death worm with 12 HD, whose poison does 1d10 damage.

Hawks, 2 HD

Hawks are the dominant aerial predators in the Kherin steppes. Most are similar in size and appearance to those found elsewhere, but some of the star-changed are truly terrifying. They grow to twice the size of the regular variety and have extra-sharp talons that they use to knock out prey, which can be anything up to the size of a horse.

Encountered: 1d4

Special Ability: These animals can fly and in combat stay Far Away before dive-bombing. You can attempt to attack them at range during the dive-bomb by taking Disadvantage, or in melee during the dive-bomb by Intensifying once and taking Disadvantage. You can also attack them freely in the round following a dive-bomb attempted as they try to gain altitude. Getting hit by the dive-bomb forces you to make a Constitution roll or be stunned on the next turn, which causes you to have Disadvantage on every roll. On a 1 on a d20, one hawk is a Great Raptor, which has 4 HD and imposes Disadvantage on the Constitution roll to avoid being stunned.

Hawk		
AC	HD	To-Ht
17 [2]	2	+2
Attacks: 1x per round at 1d4		
ST	Movement	HDE/XP
2	30'	2/20
Special: Flies. Only vulnerable to melee attack in the round after attacking. If hit roll a Constitution ST or face Disadvantage on all rolls next turn.		

Great Raptor		
AC	HD	To-Ht
15 [4]	4	+4
Attacks: 1x per round at 1d6		
ST	Movement	HDE/XP
4	30'	4/100
Special: Flies. Only vulnerable to melee attack in the round after attacking. If hit roll a Constitution ST or face Disadvantage on all rolls next turn. You have Disadvantage on the Constitution roll.		

Horse, 3 HD

The Kherin peoples take justified pride in their accomplishments as horsemen. As much of their reputation as riders comes from the quality of the breeds of the horses they ride as it does from their own skill. The mounts that thrive on the steppes are robust, able to run for hours at a time without any danger to their health. Above all, the Kherin prize the fabled Sky Blue Stallions, a special variation that's even stronger and faster than others, and which is only born once in a thousand pregnancies. Consider any character mounted on a horse to be twice as fast as a character on foot.

Encountered: 1d12

Special Ability: On a 1 on a d20, one horse is a Sky Blue Stallion, which has 5 HD and can gallop for four hours without becoming tired, while a normal horse might tire in half that time.

Horse		
AC	HD	To-Ht
16 [3]	3	+3
Attacks: 1x per round at 1d6		
ST	Movement	HDE/XP
3	30'	3/75
Special: Gallops for 2 hours without becoming tired.		

Sky Blue Stallion		
AC	HD	To-Ht
15 [4]	4	+4
Attacks: 1x per round at 1d6		
ST	Movement	HDE/XP
4	30'	4/100
Special: Gallops for 4 hours without becoming tired.		

Kherin Raiders, 4 or 5 HD

The Kherin make their way in the world through force of arms. A raider party can be anything from a few scouts to the main caravan of a smaller tribe. Unless you make a show of strength when initially crossing paths, or are obviously a superior force or ally of the tribe, the Kherin are likely to loot you. If you have a force composed of mostly war-capable fighters, they still want to talk, if only briefly, for possible trade and to get a handle on events in the area.

Encountered: 1d6

Special Ability: Non-riders have Disadvantage when trying to escape the Raiders on horseback.

The raiders will only accept surrender before a fight breaks out. Once you resist them, they won't stop unless defeated. They run away after two of their number are defeated. If the raiding party starts with only two members, the attempt to run away occurs after either dies.

Kherin Raiders		
AC	HD	To-Ht
7 [12]	4	+4
Attacks: 1x per round at 1d6		
ST	Movement	HDE/XP
3	30'	4/100
Special: Imposes Disadvantage on attempts by non-riders to evade them during chases.		

Kherin Raiders, Elite		
AC	HD	To-Ht
6 [13]	5	+5
Attacks: 1x per round at 1d6		
ST	Movement	HDE/XP
5	30'	5/240
Special: Imposes Disadvantage on attempts by non-riders to evade them during chases.		

Kherin Wolf Patrol, 7 HD

The best of the best. The Wolf Patrol is a khan's personal strike force. They scout his lands or those of his enemies, vanquish enemies, and enforce his will. Wolf Patrols that meet the players in Kherin territory almost certainly demand that the travellers accompany them to Bayar Khan, as they have yet to receive official permission to travel Kherin territory.

Encountered: 1 or 2 riders

Special Ability: If there are two riders and they attack the same target in the same turn, the second attack causes the defender to have Disadvantage when they roll.

Wolf Patrols join anyone who can demonstrate that they have their khan's favor. Consider them to be part of your party while you journey. Whenever you roll to gain Progress on the journey, roll a d6. On a result equal to or less than the number of times you've gained Progress while traveling with them, the Wolf Patrol must depart.

Kherin Wolf Patrol		
AC	HD	To-Ht
7 [12]	7	+7
Attacks: 1x per round at 1d8		
ST	Movement	HDE/XP
7	30'	7/650
Special: May join your party.		

Rock Beast		
AC	HD	To-Ht
10 [9]	9	+9
Attacks: 1x per round at 1d8		
ST	Movement	HDE/XP
9	10'	9/1000
Special: Tremor sense. Does +1 damage for each point by which its attack exceeded your AC.		

Rock Beast, 9 HD

One of the very few non-natural creatures in the territory, this gigantic monster is a terror to behold. It's completely blind but has a keen sense of hearing, and it uses its sense of touch to tell the directionality of enemies based on the vibrations they make in the ground. This sense is so acute that it can tell the approximate size and weight of a being.

Encountered: 1

Special Ability: Great Smash: Add 1 to this creature's damage for every point by which you failed your defense roll.

If you can approach a Rock Beast from the air by any means, then it is blind to you. Leaping attacks gain Advantage against it. The tremor sense extends throughout Nearby range.

Wolf		
AC	HD	To-Ht
16 [3]	3	+3
Attacks: 1x per round at 1d4		
ST	Movement	HDE/XP
3	10'	3/75
Special: Roll 1d10 each turn. Calls another wolf on 1.		

Great Wolf		
AC	HD	To-Ht
14 [5]	5	+5
Attacks: 1x per round at 1d6		
ST	Movement	HDE/XP
5	10'	5/240
Special: Roll 1d10 each turn. Calls another 3 HD wolf on 1.		

Wolves, 3 HD

The Kherin hold wolves in special regard. They believe that these animals are their kin. The riders empathize with the wild spirit that's at once individualistic and yet devoted to the cause of the pack. Most wolves are relatively straightforward opponents, but the occasional Great Wolf leads a pack.

Encountered: 1d3

Special Ability: Roll 1d10 on each turn. On a 1, call in another wolf. On a 1 on a d20, one wolf is a 5 HD Great Wolf.

NPCs

These are the most powerful individuals in the steppes.

Bayar Khan

The Khan of Khans, He Who Rules from Sea to Sea, Bayar is the greatest warlord of his generation. Renowned for his physical prowess, the Khagan is even more feared for his tactical brilliance. He can command a small army to dominance over a much larger force, and he used this ability to wrest control of the Kherin from his predecessor.

Born in the midst of a thunderstorm and kidnapped along with his mother soon after, war and destruction follows Bayar Khan wherever he goes. He was rescued from the kidnappers by his father, Temurgal, who realized the need for the Ayanga to be strong enough to ward off any attack. He dedicated the remainder of his days to training Bayaar in the ways of war, as he himself was too far beyond his prime to become a conqueror.

Bayar Khan saw the fractured nature of the tribes and determined that if he wanted to have any chance at conquest he would need to unite the people of the steppes before moving on to his more foreign neighbors. Within the span of three years, he was able to gain a capitulation or oath of fealty from each of the tribes on this side of the Achaem Dynasty. Now he casts his gaze wide. Bayar desires the wealth of Achaem, the samurai of Kaigaku, the knowledge of Tian, and the fabled resources of such far-flung nations as Maru, Albar, and Cordova. He will not rest until they all submit.

Bayar is lately called The Shadow Khan. He was wounded in battle with a pack of marauders displaced from Tian. It was only the ministrations of his aide, Sakhal, that saved his life. Since then he's not left his ger, ruling only from the comfort of his dwelling. Bayar's stature among his people still commands great respect, and most people consider his wounds a temporary setback, so none dare challenge his position- yet.

Sakhal

Originally a minor prince descended from one of the lesser Tianjin kingdoms, Sakhal came to serve Bayar when he was taken hostage as a young man. Born to the crumbling

courts of a decadent petty domain, Sakhal actually prefers to live among the Kherin, who are stronger and more prosperous than his own people.

Though he towers over all of the stocky Kherin people, Sakhal is not a warrior. He spends his days studying the scrolls that his adopted people take from their victims. The scholar's accumulated knowledge makes him Bayar Khan's most trusted advisor. Perhaps his greatest accomplishment is convincing the Khagan to abandon the wholesale slaughter of civilians, instead setting up conquered cities as sources of renewable labor and resources.

Guilgachin Khan

The Beggar Khan, whose true name is lost to time, named his tribe after himself. He was an outcast sent away from home for stealing horses. Bitter from what he felt was an unjust punishment, Guilgachin vowed to make something of himself.

Walking the steppes, he stole another horse from a lone rider and set out looking for other exiles. His travels took him through Achaem and Tian, all the way to the lands of the light-skinned folk. Taking on any abandoned rogue or warrior that he found, Guilgachin soon amassed a formidable army.

The Beggar Khan recently returned to the area of his birth, and is engaging in a guerilla war, attacking Kherin trade caravans. So far, he's managed to conceal his activities from the other tribes. His endgame, like that of so many other would-be warlords, is to overthrow Bayar Khan and earn his place in the sky.

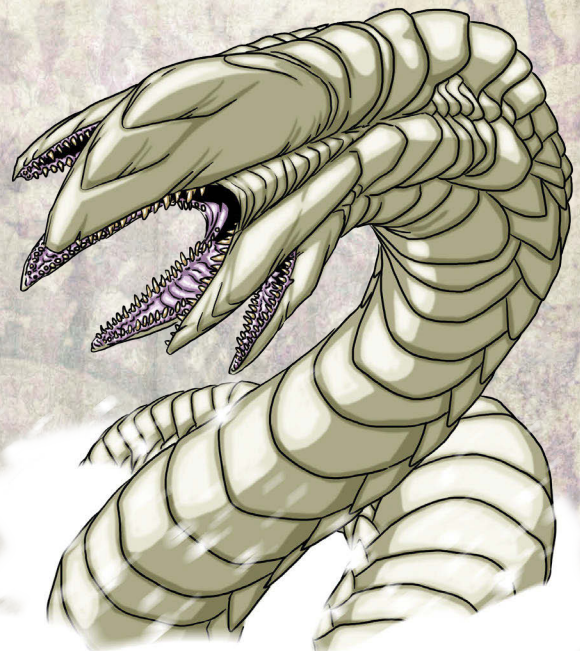
Eran Khan

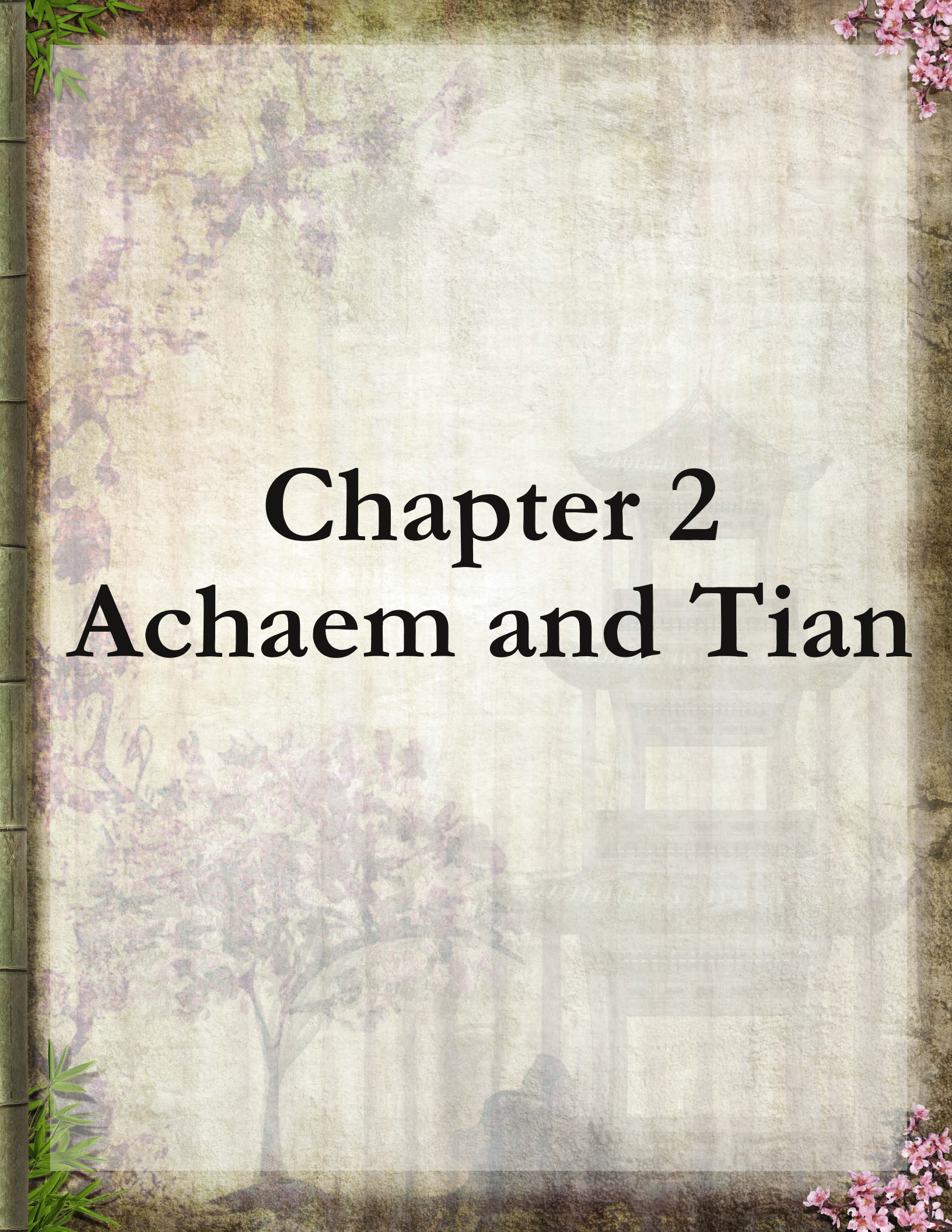
Eran is tall, thin, and fair compared to the majority of his kinsmen. He and his Surinian people come from the lands west of the Achaem. Tales of Bayar Khan's might and the desire to create a unified alliance of Kherin peoples drew him to the east.

While Bayar relies on his skills as an orator and swordsman to inspire his troops to greatness, Eran uses his brilliant tactical mind to win battles. He values speed, intimidation, and efficient use of energy.

His preferred tactic is to have mounted archers unleash a hail of arrows and retreat, shooting at any pursuers that chase the archers. During the archers' retreat, a line of cataphracts, or heavy armored lancers, charges forward, passing through and rushing the enemy. The mounted archers wheel around and follow, shooting as far forward as they can manage.

Eran used this maneuver to decimate a massive foreign army near a settlement called Corrhus when he was a young general. His lord at the time was a paranoid man who was jealous of Eran's success and feared Eran as a threat to his position. When the old khan tried to have Eran executed, the general's loyal men rose up and struck down the khan instead. In that moment, Eran became Khan of the Surinians and began his methodical journey to carve out a name for himself.



The background is a traditional Chinese ink wash painting. It depicts a landscape with a multi-tiered pavilion on the right, a large tree with pink blossoms on the left, and a bamboo fence on the far left. The style is soft and atmospheric, with a muted color palette of greens, pinks, and greys. The text is overlaid on this background.

Chapter 2

Achaem and Tian

The Achaem Dynasty

A vast empire with a population that dwarfs Kaigaku, Achaem is the next stop on the journey.

Achaem Politics

Achaem is one of, if not the absolute most, cosmopolitan empires in the world. It covers a larger contiguous land mass than any other society in history, and it's composed of a number of different nations, all of whom swear loyalty to the Shahbanu, Queen Yazmin.

Due to the distance and the hostility of Kherin between Kaigaku and Achaem, the two nations have little communication with each other. What contact they do maintain is infrequent trade, usually of Achaem steel and artwork for silks and precious gems from Kaigaku.

Achaem is much more friendly with Tian, which sits relatively nearby, than they are with other nations. Since the calamity that befell Tian there's been a lot of discussion about sending help over to them. The only problem is that Achaem is also neighbors with Maru, Kherin, and several other countries, each of which occupies a lot of their time and resources.

The Queen rules from her kingdom of Achepolis, delegating authority to a series of governors called satraps. There are hundreds of satraps in the Dynasty, each of whom has more or less absolute authority within their domain. Since the empire is so large, it's often hampered by slow communications and mired in bureaucracy.

The Achaem Dynasty values wealth above all things, through they have a strong scholarly tradition. The roots of many of their constituent kingdoms are actually based in Kherin traditions, so even though they have a reputation as fey merchants, they're more than capable of holding their own in a war with any other empire.

Achaem Life

There is no such thing as an average life within a nation as large as Achaem. The Southwestern Territories, where the action of The Ruined Kingdom takes place, is a highly urbanized society because most of the people need to live near the sparse water supplies.

There are a handful of large cities in the area, usually set up along riverbanks or near large lakes. The people who don't live in cities are usually attached to caravans that trade between oasis outposts.

The Achaem do practice slavery, through it's more a form of indentured servitude where one works off debts. This practice sees a debtor enter service for a set period of time in return for food and shelter. The practice is a fact of life due to the lack of abundant food and water coupled with a high population level. There is little social stigma attached to being a slave, and slaves of high-ranking court officials, merchants, and generals often have a status that is much higher than that of many free men.

The center of an Achaem community is the bazaar, an area of town set aside for commerce. Walking through it, you can see wares from all over the world, as well as skilled artisans at work. Dancers, singers, acrobats, and others all perform amazing feats to dazzle their audiences in return for money.

Languages

Language doesn't pose that much of a challenge when traveling within Kherin, because most Kherin caravans have at least one Kaigakugo speaker in their ranks. Members of the Watanabe clan can often speak Kherin, too. Virtually all ascetics and courtiers from Kaigaku can speak Tiango. Kaigakugo's kanji system borrows characters from Tiango, which means that most people from Kaigaku can read Tian's literature. Most Tianjin are unfamiliar with Kaigaku's other writing systems, hiragana and katakana, or with the hangul system of the Shirai clan.

The problems arise in Achaem, as Kaigaku has much less contact with that nation, and Kaigaku and Achaem have no common cultural heritage. To get by, the PCs can choose to let Mei's people or any Kherin that they've picked up do all the talking and trust that the parties are being honest with them. In every bazaar, there is always at least one person who speaks broken Kaigakugo. They're available to serve as translators for a modest fee. Treat the translators well and they'll advise you of any cultural taboos that you might be about to break. Even a week or so in the city is enough to pick up some of the basics of the Achaem tongue, but Mei is likely to want to leave soon.

Travel Within Achaem

While the Achaem Dynasty rules a greater area of the world than any other and their terrain is incredibly varied, the scope of this adventure is confined to deserts. Roll for Progress from Achaem to Tian in the same way that you roll for travelling from Kherin to Achaem.

It takes 150 Progress to get to Tian from Achaem. There is either a village or an oasis every 30 Progress. At the 60 Progress mark, you make it to Sisa, the local capital. Between Sisa and the border of Tianjin territory is the Deep Desert, which is more treacherous than the previous area. Navigation in the Deep Desert requires rolling with Disadvantage unless you have a local guide or one of your skills relates to navigating desert environments.

2d6	Result
2	Roc, 10 HD
3	Hashishin, Always Hostile. 7 HD
4	Ventine Caravan, 4 HD
5	Tianjin Patrol, Neutral. 4 HD
6	Herd of Camels. 3 HD
7	Jackals. 3 HD
8	Achaem Caravan, Neutral. 4 HD
9	Yak, 2 HD
10	Satrap's Patrol, Neutral. 8 HD
11	Scorpions. 8 HD
12	Scorpion Riders, Hostile. 9 HD

Achaem Cities

The city is the heart of Achaem culture. Each one is several days' journey from the next, as water is scarce enough in this part of the world to restrict settlements to what few lakes and rivers are around. Most cities of any size are built around or near mysterious dune lakes, water which seems to have no connecting rivers but contains enough to hydrate hundreds or a few thousand people. This water might be the leftover remnants of when the area was below the waterline. Very deep pits surrounded by high dunes hold old water which gets enough shade to prevent much of it from evaporating and which stay cool enough to condense moisture out of the air.

Achaem cities are known for their stone walls, which often connect to houses on the perimeter of the city. Folks live in boxy buildings, either two stories tall or one story with a small room built on top. This upper chamber is usually accessible by an outer staircase and serves as a guest room or a banquet room.

The heart of any Achaem city is the bazaar. It's a large plaza either in the heart of the settlement or just inside the main entrance. Vendors pack stalls along the wall and in rows within the plaza. They cry out their wares to passersby, enticing the hungry with "Sugar dates! Sugar dates and figs! Sugar dates and pistachios!" or with exotic silks from Tian and Kaigaku, jewels mined from Maru and even farther regions, and many other items. Musicians, dancers, storytellers, acrobats, and other performers take up whatever space they can, busking for coins. Merchants might be local, but just as often they're made up of representatives from virtually all nations of this world.

Achaem Houses

Below, and sometimes above, the satraps are the Houses of Achaem. These political structures are more or less equivalent to Kaigaku's clans, though they may not revolve around a hereditary family structure. Some are essentially powerful trade guilds, while others are simply the remnants of the heirs of whatever body ruled a given area before the Achaem absorbed them.

In this area, there are several prominent houses, including House Sargos, House Igrurusu, and House Alatash. House Alatash is the faction of the current local satrap, Darius.

The City of Sisa

Sisa is the closest thing to a metropolis within the desert. It's located next to one of the desert lakes and has a population of about 50,000. Governor Darius of House Alatah currently rules, but many factions within the city vie to either take his authority or warp it to their own ends.

Sisa is surrounded by a stark, light sandstone wall with shining bronze accents that make it visible from many miles away. A single large boulevard leads from the bazaar, which starts at the city gate and goes all the way to the Satrap's Palace in the center of town. The palace is in a walled complex that surrounds the lake. A system of ducts leads outward to water stations where locals and visitors pay to drink, all natives have a meager free monthly allotment.

Besides the palace, lake, and bazaar, the other most noteworthy features are a series of cafes along the main avenue and a guard barracks halfway down the main road. Most of the rest of Sisa is residential housing and various infrastructure buildings only of interest to the natives. The rest of the city is connected more by a series of alleys than actual streets.

The bazaar in Sisa is the most impressive of all Achaem bazaars within at least a month's journey. There are vendors from every civilized nation on the globe and almost all goods that one can conceive of are for sale.

Favor of the Satrap

Mei insists on meeting with the satrap. Her Tianjin guide who bore her squad through the Deep Desert on the way to Kaigaku perished on the journey. The shifting sands, hostile creatures, and frequent windstorms make travel too perilous to undertake the journey alone. Mei represents herself as an emissary of the Tianjin Empress.

Darius is eager to gain more allies and prestige so that he might rise above the influence of the various houses and merchant guilds, and perhaps even exterminate the threat of the Hashishin. He's heard about the fate of Tian, though, and he's hesitant to waste resources on a fool's errand. To get a guide from the satrap, the party has to prove their worth by undertaking one of the quests below.

Alternatively, the PCs might convince Mei to seek assistance from a merchant guild or another faction. She's not disposed to seek a less-than-official guide because Darius is most likely to send a heavily armed escort to Tian instead of just a scout rider or two. It's in the players' best interests to limit the amount of support that Achaem sends to Tian so that once Tian is safe they can claim that Kaigaku was the sole or main ally in the struggle of the Tianjin.

Sisa Quests

While Mei sets about recruiting mercenaries and contacting any Tianjin couriers to send word of her progress, the PCs can perform a quest for Darius on their own.

There are rumors that a Hashishin cell is operating within the city. Darius tasks you with aiding the city guard in eliminating it. You get 1d4 2 HD guards to accompany you while you track the Hashishin down. Investigation reveals that they've been striking in the bazaar. Searching the bazaar leads to a secret tunnel network dug out beneath the main plaza. Use the dungeon generator later in this book to create a 5-room dungeon. Roll up a Hashishin encounter for each room, using the NPC section in this chapter to generate enemies. The last room also has a Mutakkin Hashishin.

The Hashishin

Perhaps the greatest threat to Satrap Darius' rule comes from the Hashishin. This group of fanatical shadow warriors has a stronghold somewhere within the city. They are notorious for making impossible-seeming assassinations on their enemies. They might strike in broad daylight or under the cover of darkness, but they always do so in a dramatic manner. If they attack and there are no witnesses the Hashishin make sure to leave evidence of their deeds.

Those who have seen Hashishin in action note that their dexterity and reflexes seem to be beyond what's normally possible for a human being. Hashishin pull off daring physical feats, such as leaping from rooftop to rooftop, climbing a sheer wall, or running over the heads and shoulders of a crowd. Many people describe their eyes as having an eerie red glow.

Merchant

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	2000	1+1	+0	13
3	4000	2	+1	12
4	8000	2+1	+1	11
5	16,000	3	+2	10
6	32,000	3+1	+2	9
7	64,000	4	+3	8
8	128,000	4+1	+3	7
9	256,000	5	+4	6
10	512,000	5+1	+4	6

Nobody can state with certainty that they know the Hashishin's true agenda, nor can they name their members. Rumors persist of a legendary Sheikh al-Jabal who rules in secret. Whatever his motivations, end goal, and true strength, the public can only make vague guesses and hope that they do nothing to provoke the wrath of the Hashishin.

Character Rules

Here are options for PCs to use.

Merchant Class

Merchants are similar to courtiers, but they are usually more focused on acquisition instead of politics. Assume that all Courtier ryu from the core Kaigaku book are compatible with the Merchant class.

Starting HP: 4+1d6

Per Level/Resting: 1d6

Weapons and Armor: Knives and similar weapons

Attack Damage: 1d6 Armed/1d6 Unarmed or Improvising

Special Features

Advantage on rolls to appraise the value of, buy, or sell items. Once per day, they can roll Advantage on a Usage Die. WhiteBox characters get +50% more consumables.

Leveling Up

Roll twice for Charisma or Wisdom, roll once for all other stats.

Starting Gear

Weapons: Dagger

Armor: None

Additional Items: Horse or camel, fine garments, scale,



Houses of Sisa

The following information is more or less general knowledge for players and NPCs.

House Alatash

Alatash descends from the ancient rulers of this area of the desert. When the Shah of Achaem annexed this portion of the empire centuries ago, he did it through economic means and the Alatash were able to negotiate a generous agreement. Darius, the current head of the House, is the satrap, and his territory covers everywhere between Kherin and Tian.

The Alatash take more than their fair share of the cut from trade running through the city. They hide their tracks very well, but if the Shahbanu knew of their graft, she would likely depose Darius and his family. Make sure that no one has a reason to expose them by fostering a decadent atmosphere in Sisa and by spreading bribes to the right people.

House Alatash is a small faction, numerically speaking, and they don't have a school of their own. In their complacency, they simply allow others to do everything for them.

Relationships

House Alatash thirsts for power, and they view anyone who can bring them more power, greater prosperity, or a higher measure of prestige as valuable, though they don't necessarily respect them as equals.

The Alatash smile politely at members of House Igurusu and speak sweet words of honor and bravery to their faces. The truth is, however, that these privileged nobles can't fathom devoting one's life to an ideal other than the pursuit of pleasure. They are more understanding of House Sargos and probably a bit too trusting. Darius has yet to make the logical leap as to why his enemies seem to disappear whenever he complains to Master Khlát.

The Alatash trade with the Kherin and pretend that they're on an even military level with the confederacy controlled by the Ayanga. Bayar Khan's raiders love to loot Achaem caravans, especially those bearing the seal of the satrap,

though they dare not attack too frequently, lest the stream of caravans dries up.

Kherin raids on Achaem caravans are the biggest reason why there is relatively little trade or interaction between Kaigaku and the various Achaem cities. An official mission might show up in Sisa once in a generation.

Relations with Tian are much better, though they're strained in recent years. The Tianjin don't trust Darius not to invade them in their weakened state, so they make a show of trying to appear as if everything is normal.

Territory

The Alatash rule the entirety of Sisa, plus they have nominal authority over the desert between Kherin and Tian. This includes the various oases and villages that sparsely dot the landscape.

House Igurusu

House Igurusu represents an oddity among Achaem's people. Instead of chasing their own profit, they're instead devoted to perfecting their skills. House Igurusu's warriors serve as bodyguards for nobles, city guards, soldiers in the army, and any other position that requires bearing a sword.

Igurusu's roots go back a few generations. They were started by a peasant warrior who took up a khopesh to defeat a desert bandit. Since that time, they've gained a reputation as the most efficient and most deadly warriors in the district. The only thing they prize more highly than perfection is virtue, which to a member of House Igurusu means never selling one's services solely for money.

Eagles of the Blade

The Igurusu are unparalleled masters of the khopesh. They use the curved blade to wicked effect against their enemies. It's common to see them serving as squad leaders on the city militia or as escorts for visiting dignitaries.

In combat, an Eagle of the Blade focuses on eliminating his enemies. They see beauty in perfection of form and efficiency of victory. An Eagle never toys with his opponents and he never sells his services for personal gain.

Type: Bushi

Weapon of Choice: Khopesh

Tier 1: Twin Talons

You have no penalties for wielding two khopeshes at once, though you retain the +2 damage bonus.

Tier 2: Follow Through

You gain an extra attack per turn to use against the target of your last attack.

Tier 3: Wings Spread Wide

When you attack just one target per turn, you do additional damage equal to your Tier rank.

Tier 4: Unyielding Assault

You gain a second extra attack per turn to use against the target of your last attack.

Tier 5: Catch the Counterattack

If you make an Intensification on your attack roll and attack only one opponent this round, you gain +1 to your Dexterity when defending against the next attack from that opponent.

Relationships

House Igurusu holds House Alatesh up as an example of what men can achieve if they apply themselves. They are not naive to their lords' contempt, but they choose to let their actions speak instead of their words.

House Igurusu and House Sargos work together closely on some projects. It's a misconception that the Igurusu hate money. They hate debasing their art for money, but they don't hold more commercially-minded Houses in lesser esteem, so long as they are true to the pursuit of

perfection. In this context, they respect members of House Sargos for what they do so well and often work as bodyguards for the courtiers and merchants of that House.

The Igurusu tend to meet Kherin and Tianjin forces only in battle, as they often serve as outriders guarding the precious cargo making its way to a far-off destination.

Decades ago, the Igurusu crossed paths with explorers from Kaigaku's Shirai clan. This group left them with the impression that Kaigaku is an empire of scholars, one which the average member of House Igurusu would very much like to visit.

Territory

The Igurusu maintain a spartan estate near the palace grounds. It is heavily fortified and boasts a large gymnasium that's nearly always filled with the sound of steel clanging against steel as the young warriors train in their art.



House Sargos

The Sargos came to prominence only recently. Their founder, Khlat, is a humble tailor who was elevated for providing a wondrous dress for Governor Darius' favorite daughter, Fatima. Khlat has since made an enormous fortune in the silk trade, in addition to his clothing designs.

Members of House Sargos currently comprise Khlat and his wife and concubines, plus his brothers, all of his brothers' children, and several retainers. Courtiers of House Sargos are known for being quiet and unassuming but impeccably dressed. Despite their reserved nature, House Sargos' agents tend to insert themselves into most important events and controversies, though nobody seems to be able to recall ever asking for their help.

The Black Ibises

This ryu is a technique originally developed by Khlat to hide his secret activities. Like their namesake bird, the Ibises are adept at moving silently, going unnoticed even in public and striking when their prey is unaware.

The school straddles the line between courtier and ninja. Most members spend their day at court or in the bazaar working to promote their House's political interests. When an opponent threatens their prosperity, the Ibises quickly remove that threat, usually using poison administered in broad daylight. Ibises work for themselves and their allies and are not available for hire, though Master Khlat may have them perform tasks as favors for powerful individuals.

Type: Ninja or Merchant

Weapon of Choice: Daggers and poison

Tier 1: Wading Among the Fish

Your outfits all have hidden pockets filled with 1d10 Usage Die poison that does 1d8 damage on initial contact, inhalation, or consumption. PCs take 1d6 damage on subsequent rounds until they pass a Constitution roll. For NPCs, roll 1d20 under their HD to end the effect. Your attempts at poisoning during conversation are attacks that use Charisma instead of Strength.

Tier 2: Present No Threat

You gain Advantage when trying to convince someone that you mean well. You may delay the effect of your poison by

1 minute per Intensification you make on your poison attack roll.

Tier 3: More Than One Solution

Sometimes you don't need to kill a man to end his life. You may choose to have your poison act as a narcotic instead of having it harm the victim. PCs resist with a roll of Intelligence while NPCs resist with their HD. If the initial roll fails, then your target is susceptible to your subtle commands for half an hour. This effect doesn't give you absolute control, but it does make victims prone to suggestions and inclined to act out of character.

Tier 4: There Without Being There

Make an Intelligence roll and Intensify once for each range band beyond Nearby. If successful, you can hear a whispered conversation in the same room or outdoor space within that distance. Intensify once more to do this without being obvious about it.

Tier 5: Master of Poison

Subtract your Tier rank from your target's HD when determining the difference between their HD and your level when you are attempting to poison them.



Relationships

The Sargos know that they're valued by the Alatah, but they'd like to see one of their own as the satrap. They'd settle for a marriage alliance, which would give them power without as much of the accountability as actually holding the office of governor. Several of Khlath's brothers are advocating that he place himself or even just a puppet in Darius' place. There are no firm plans to do so yet.

The Igurusu and the Sargos maintain an odd friendship. The Igurusu take an open path to eliminating their problems while the Sargos work from the shadows. Both Houses respect the other's skill and dedication to perfecting even the smallest details of a plan.

House Sargos merchants travel broadly. They have some contact with Tian and Kaigaku, mainly to procure silk for their garments as the family still maintains a prosperous tailoring and design house. They've recently begun trying to dull the edge of the ferocity of the Kherin by introducing them to the finer things of life. Their hope is that the khans are going to want to settle down and enjoy their splendor rather than raiding their neighbors.

Territory

The Sargos estate is closer to the bazaar than to the palace, as the family spent generations as middle-class merchants before being elevated. Master Khlath's apartment complex is notorious for its wasteful and luxuriant garden and fountain. Cautious courtiers note that it really is more opulent than the satrap's garden.

Hashishin

While the Hashishin aren't an optimal faction for a PC during this campaign, you might want to play as one later.

Aurora Blades

This sect of Hashishin enhances their natural abilities by means of the kiseki stones. To avoid the madness that usually comes to those who attempt to use the stones without training, the Aurora Blades ingest a powder called salt, which is made from finely ground kiseki particles. It metabolizes immediately and grants them incredible power for a few minutes. They take their name from the incredible flashes of color that fill their eyes while they're affected by the powder.

Type: Ninja

Weapon of Choice: Any dagger or short blade and an optional small shield

Tier 1: Salt Frenzy

You become adept at using your momentum so that no kinetic energy gets wasted. Your salt use lasts for a number of rounds per battle equal to 5 times your Tier rank. For each successful attack that you make, you get -1 to your next attack roll, so long as you keep making attacks. This ability, called Momentum, stacks up to a number of times equal to your Tier rank and ends if your salt wears off or you take any action which is not an attack.

Tier 2: Preservation

Reset your Momentum to 0 to gain Advantage on a defense roll.

Tier 3: Spinning Destruction

You maintain your Momentum from your Tier 1 ability if you kick off from a wall, large object, or person. When doing so, you may immediately move Nearby without ending your Momentum.

Tier 4: Powerful Inertia

When using your Tier 2 ability, you now only need to reduce your Momentum by 1 to gain Advantage on a defense roll, and making defense rolls now preserves your Momentum.

Tier 5: Impart Momentum

You can channel your Momentum into your target, pushing them one range band, from Close to Nearby, by reducing your Momentum by 2. You reduce your Momentum before rolling for the attack. If your attack is successful and you push them into a wall, rock, or something large and hard, the attack does 1.5 times normal damage. This attack, if successful, does increase your Momentum by 1 for your next attack.

Relationships

The Hashishin maintain a policy of not getting involved in the affairs of regular citizens. They take out their targets and follow their own agenda. No House in Achaem can claim to truly know them.

The Hashishin have no love for foreigners. They don't go out of their way to target foreign merchants, but in the event of an invasion, they'll wage a shadow war against any aggressors.

Territory

The hidden lair of the Hashishin is a secret known to them and them alone. The rumor is that they have a secret mountain stronghold near the border with Tian.

NPCs and Creatures

This section includes information on some of the encounters that you can find in the desert.

Creatures

The encounters below are not exhaustive. Feel free to make up your own.

Achaem Caravan, 4 HD

Achaem traders are in their element when they travel the sandy deserts, but it's still hazardous even for them.

Encountered: 1d4 traders

Special Ability: On a 1 on a d6, there are also 1d3 4 HD Achaem Outriders, which have no special abilities, as security. The caravan is predisposed to negotiations and business dealings unless the Achaem have a very good reason to be mad at you.



Veteran Traders		
AC	HD	To-Ht
8 [11]	4	+4
Attacks: 1x per round at 1d4		
ST	Movement	HDE/XP
4	10'	4/100
Special: +10 to ST when engaged in commerce.		

Achaem Outrider		
AC	HD	To-Ht
7 [12]	4	+4
Attacks: 1x per round at 1d6		
ST	Movement	HDE/XP
4	20'	3/75
Special: Roll 1d10 each turn. Calls another wolf on 1.		

Camel, 3 HD

Like horses, but with large humps on their backs and much longer necks, these are the preferred mounts of the desert people. Camels can go for weeks without tiring in the desert, so long as they can drink up an incredible amount of water before they set out. A rider mounted on a camel moves at 1.5 times their regular speed. For Black Hack rules, this means you add an extra range band to their movement, but in a sprinting race with a horse, the camel is almost always going to lose.

Encountered: 1d6

Special Rules: Camels have Advantage to resist heat, dehydration, and fatigue. Roll under 10 + the camel's HD for this. On a 1 on a d20, the herd surrounds a King Camel. King Camels only need to drink water once every three months and have 5 HD.

Camel		
AC	HD	To-Ht
16 [3]	3	+3
Attacks: 1x per round at 1d4		
ST	Movement	HDE/XP
3	30'	3/75
Special: +12 ST to resist thirst.		

King Camel		
AC	HD	To-Ht
15 [4]	5	+5
Attacks: 1x per round at 1d6		
ST	Movement	HDE/XP
5	30'	5/240
Special: Drinks only once every 3 months.		

Hashishin, 7 HD

These servants of Sheikh al-Jabal are not capable of reasoning. Once they choose to reveal themselves, they are committed to your defeat. They do not surrender or run away.

Encountered: 1d2

Special Rules: Roll Constitution whenever you get hit by an attack from a Hashishin. If you fail, you're poisoned and have Disadvantage to your attacks for the next 1d3 rounds due to painful spasms. On a 1 on a d20, you encounter a Mutakkin Hashashin. They have 9 HD and a special Surprise Attack. Before combat begins, roll Wisdom, and if you all fail the Hashishin gets a round to attack you. You have Disadvantage to defend against this attack.

Hashishin		
AC	HD	To-Ht
6 [13]	7	+7
Attacks: 2x per round at 1d4+2		
ST	Movement	HDE/XP
7	10'	7/650
Special: Poison		

Mutakkin Hashishin		
AC	HD	To-Ht
5 [14]	9	+9
Attacks: 2x per round at 1d4+2		
ST	Movement	HDE/XP
9	10'	9/1000
Special: Poison and Surprise Attack		

Jackal, 3 HD

Jackals are small canines. They're scavengers who don't pose much of a threat under normal circumstances. You can make a Strength or Charisma roll to scare them off if you don't want to bother with a fight. Each 3 HD of jackals actually represents three jackals.

Encountered: 1d2

Special Rules: Every time you encounter them, roll 1d4. On a 1, instead of running into them during the day, they raid your camp at night, making off with supplies. Roll with Disadvantage whenever you have to eat rations until you can trade for more.

Jackals		
AC	HD	To-Ht
17 [2]	3	+3
Attacks: 1x per round at 1d6		
ST	Movement	HDE/XP
3	10'	3/75
Special: May appear at night		

Roc		
AC	HD	To-Ht
4 [15]	10	+10
Attacks: 1x per round at 1d8		
ST	Movement	HDE/XP
10	30'	10/1200
Special: May have a stunning shriek		

Roc, 10 HD

An enormous star-changed bird, this creature is the terror of the desert. It's not much of a flier due to its heavy body, but it usually stays at a height above the ground equivalent to Long distance. Characters who attack it must either use ranged weaponry or try to lure it down to the ground and then attack in the moment before it ascends again. This tactic requires you to attack the roc with Disadvantage.

Encountered: 1

Special Rules: On a 1 on a d20, this creature can emit a stunning shriek attack that causes its target to seize up. Unless you pass a Constitution roll, you gain Disadvantage to dodge when the bird strikes.

Satrap's Patrol, 8 HD

These riders are mounted on the finest camels and are armed to the teeth. Depending on the satrap's disposition to your group, they may simply exchange greetings or attack you.

Encountered: 1d4

Special Rules: On a 1 on a d20, this is a group of the Royal Guard on a secret mission. They have 10 HD. This patrol carries royal seals and other ornaments that you can use to forge credentials or decrees.

Satrap's Patrol		
AC	HD	To-Ht
6 [13]	8	+8
Attacks: 1x per round at 1d6		
ST	Movement	HDE/XP
8	10'	8/800
Special:		



Royal Guard		
AC	HD	To-Ht
5 [14]	10	+10
Attacks: 1x per round at 1d6+2		
ST	Movement	HDE/XP
10	10'	10/1200
Special:		

Scorpions, 8 HD

Not the small arachnids found throughout the world, but large star-shaped beasts that can rend a man to pieces. They tear into prey with their powerful claws and use their venomous tails to subdue them.

Encountered: 1

Special Rules: Scorpions can move and attack once or attack once with their stingers and once with their claws. Stingers impart poison, which does 1d6 damage per round until you resist with a successful Constitution roll. On a 1 on a d20, this is a 9 HD Scorpion Rider, a madman with a symbiotic relationship to the beast. Scorpion Riders can attack three times a round, or move once and attack twice. The extra attack is a sword slash from the rider.

Tianjin Patrol, 4 HD

Lieutenant Mei's group was not the only group sent from Tian. The Tianjin regularly patrol into the desert because it pays to keep an eye on your neighbors. The Achaem tolerate this because the Tianjin tend to attack bandits on sight. This group passes on various bits of news to Mei if she is still alive. If Mei is dead, or if you struck out on your own, the patrol might just conclude that you're a bandit party.

Encountered: 1d6 individuals

Special Rules: On a 1 on a d20, this is an Elite Patrol. They are 6 HD NPCs, with 1d8 individuals present.

Scorpions		
AC	HD	To-Ht
6 [13]	8	+8
Attacks: 2x per round at 1d6		
ST	Movement	HDE/XP
8	20'	8/800
Special: Poison		

Scorpion Riders		
AC	HD	To-Ht
5 [14]	9	+9
Attacks: 3x per round at 1d6		
ST	Movement	HDE/XP
9	20'	9/1000
Special: Poison		

Tianjin Patrol		
AC	HD	To-Ht
15 [4]	4	+4
Attacks: 1x per round at 1d6		
ST	Movement	HDE/XP
4	10'	4/100
Special:		

Elite Tianjin Patrol		
AC	HD	To-Ht
13 [6]	6	+6
Attacks: 1x per round at 1d6+2		
ST	Movement	HDE/XP
6	10'	6/480
Special:		

Ventine Explorers		
AC	HD	To-Ht
15 [4]	4	+4
Attacks: 1x per round at 1d6		
ST	Movement	HDE/XP
4	10'	4/100
Special:		

Ventine Caravan, 4 HD

Explorers from a land near Cordova The Ventine have little to no contact with Kaigaku, but they enjoy trading with Achaem and are interested in reaching Tian. The nations of Cordova and Albar monopolize sea trade so Ventine and other nearby countries have to use overland routes to reach faraway locations. These folks are usually friendly.

Encountered: 1d8 individuals

Special Rules: Most members of the caravan are Tianjin or Achaem guides. If this is the first time you have encountered Ventine caravans, the masters find you so exotic that they offer to give you lots of rations, Ventine artwork, and more if you agree to share stories of your homeland. On a 1 on a d20, the legendary (to the Ventine, anyway) traveler Martino Paolino is present. He offers to merge his caravan with yours. If you accept his offer, this means that you have more folks on your side during a fight but also more competition for the Tianjin Empress' favor later on.

Yak, 3 HD

Simple beasts of burden with highly edible meat. They're useful for carrying your gear or for eating.

Encountered: 1d12

Special Rules: You can slaughter yaks to make sure that you don't run out of rations on this leg of your trip. On a 1 on a 1d4 which is rolled after you decide to slaughter a yak or not, an Achaem caravan shows up, claiming ownership.

Yak		
AC	HD	To-Ht
17 [2]	2	+2
Attacks: 1x per round at 1d4		
ST	Movement	HDE/XP
2	10'	2/20
Special:		

NPCs

Here are some of the political masters of this section of Achaem territory.

Satrap Darius

Darius did nothing to earn his position, save dodge the occasional assassin's blade sent by one of his younger siblings. He is a hedonist of the first order who is content to let the lower classes slide into poverty so long as it means that he can maintain his lavish lifestyle.

Darius believes that he is one of a select few perfect individuals in the world He treats all save the occasional emissary from the Shahbanu with dismissive contempt at worst and lightly patronizing indulgence at best.

Lately, his avarice is giving rise to a paranoia that the lowly fools beneath him cannot comprehend his perfection and that they are going to revolt. To prevent this, his advisors tell him that he needs to make a big move. He's not sure

what it's going to be, but he feels that it should involve military action and that he needs to be able to take credit for it.

The visiting samurai and Lieutenant Mei might have just the quest that he needs to change the public perception of him from a gluttonous slob to a romantic ruler. If the PCs give Darius enough information about their quest to pique his interest, he gives them supplies for the first leg of their journey. Mei doesn't want to let Tian's neighbor know exactly how weak the country currently is, as her superiors feel that the mercurial satrap will use that weakness as an excuse to attack. If the players want to go to him for supplies, they have to do it behind Mei's back, and somehow convince Darius to send supplies without insisting that the group bring along an Achaem detachment.

Master Khlat

The leader of House Sargos is a quiet and unassuming man. He has a knack for showing up in the middle of a conversation and with just the right bit of information that the conversants needed, without anyone ever having summoned him.

Few know that Khlat is actually the most seasoned assassin among the Houses of Sisa. He is personally responsible for taking out more targets than anyone save perhaps Sheikh al-Jabal of the Hashishin. Khlat worries over the future of the city in such incapable hands as Darius' and he's pondering his options. Khlat's most widely quoted saying is "There is nothing truer than a well-crafted lie."

Master Karim

Karim the Jackal is a relatively young leader. He came to his position when the previous mistress of the House, Layan, retired by walking into the desert to find a challenge that she could not defeat. This is the custom of their people, and one that Karim knows he must follow when he becomes too weak to lead.

Karim is overly suspicious of outsiders, but he is easy to placate if the samurai exchange knowledge regarding their martial techniques. He won't divulge the secrets of his people, and would never ask that of another noble warrior, but Karim loves to spar. The position of leader of House

Igurusu is one that you must earn through trial by combat, which means that sparring with Karim is a very dangerous prospect.

Sheikh al-Jabal

The Old Man of the Mountain is the legendary leader of the Hashishin. He augments his soldiers by providing them with salt, a red powder that's a mixture of ground-up Kiseki particles and an unknown substance. His assassins can reach anyone in the city, and so far they can strike with impunity. He is currently anonymous, and no one can prove that they've met him or even if al-Jabal is a man at all.

Al-Jabal doesn't immediately become hostile to the PCs, but if they violate his interests, he takes any measures possible to ensure that they don't live to interfere again.



The Arrival

When the players finally reach Tian, they are in for a shock. In Kaigaku, children grow up hearing stories from their parents about a semi-mythical kingdom where the poorest pauper is as wealthy and wise as a clan daimyo. The reality is that this land is blasted. There are wide patches usable for farming, but most villages have been burned, and the few people that the PCs meet on the road are all gaunt and have a haunted expression. Mei silently weeps in her tent at night.

The journey from the border to the Imperial Palace takes a few days, and while the players might encounter some monsters on the way, they shouldn't come up against the biggest ones quite yet. You might send a medium threat against them as the party approaches the palace walls, racing to get inside so the archers can take it out before it crashes through the gates.

Once home, Mei is greeted by her superiors with a stern look and an order of arrest. The young lieutenant is led away by guards while the soldiers detain her fellow travelers. None of the PCs are threatened with violence, but it's clear that the guards do not want them to leave the vicinity of the South Gate.

It turns out that Mei was not authorized to undertake her mission to Kaigaku. She was attached to an expeditionary unit that was hunting down Raigame, the monster that assaulted Harayama at the beginning of the adventure, within Kherin territory. Her superior officers were killed in action and rather than call for reinforcements, Mei took her men on an unauthorized revenge mission. The Imperial Court sees her absence as dereliction of duty.

Mei apparently claims that her superior had a secret document authorizing her mission to Kaigaku, one that was sealed by a recently deceased general of her army. The lieutenant claims that the document was destroyed on the return trip during a combat encounter.

The PCs never saw Mei produce any documents for the court at Harayama. Her deception is obvious to them. This means that there is no official agreement for Tin to reward Kaigaku for helping them destroy the monster plague. Their companion is also facing execution.

The PCs can choose to lie and save her, or they can leave her to her fate and return home. The consequences of going back to Kaigaku empty-handed mean dishonor for each PC and for their families. It's in their best interests to back up her story.

Mei gets promoted to General of her Army, the Courageous Spears. She can then grant any warriors among the PCs officers' commissions in the unit.

Courtier Spotlight

This development also means that any courtiers in the party can negotiate with the Tianjin court during the days or weeks that they spend in this land. They can work out specific boons for their own nation or for their specific clans. While the more martially-minded PCs go out on the hunt, courtiers can work their own magic.

Any Kherin and Achaem NPCs who accompanied Mei are also going to include courtiers in their number, and each delegation wants some of the same things from Tian. Let the courtiers argue and maneuver amongst one another, trying to discredit their rivals without seeming too greedy or aggressive, as both are traits that the Tianjin find extremely distasteful.

One novel way to get the Achaem and the Kherin out of the way is to actually extol their virtues and leadership capabilities. Emperors of Tian have a history of appointing loyal foreigners to positions of mid-level authority in remote provinces. This ensures new blood takes the reins and subverts some of the power of the corrupt governors.

Empress Weixin is politically wise, and if the PC courtiers can convince her of this then she'll send the Achaem and the Kherin to the Northern Provinces, far from their homelands. The more avaricious members of those delegations almost immediately forget about their own people while enjoying the luxury that their new positions bring. The only issue is that it can take many days or even weeks before the PCs get admitted into the throne room. Until that point, they attend court in the gardens or the courtyards.

The Imperial Palace of Tian

Much of the Palace still stands and is in excellent condition. The Tianjin hold the Palace as the physical embodiment of the Empress, who is the embodiment of human perfection. Because of this, the people give what they have to keep the castle in good repair, even as their own huts lie in shambles.

The complex consists of a large square section, about three kilometers to a side, with a high wall to keep out invaders and to prevent archers from aiming accurately. With the monster problems of the last few decades, this wall is critical to the survival of the empire. Some of the monsters are capable of flying, so the Tianjin have a series of cannons and ballistae set up to deal with them.

Within the walls are several buildings, including barracks, ministers' estates, servants' quarters, granaries, gardens, and more. The Palace proper is actually fairly small, and surrounded by a featureless plaza that extends 200 meters (650 feet) all around. Four guard towers at each of the plaza corners allow sentries to fill would-be assassins with arrows before they can approach the throne room.

Tianjin Politics

Tian is an absolute monarchy, ruled by an Empress with near-total power over daily life. She has an extensive bureaucracy at her disposal. There are ministries for agriculture, war, education, the arts, trade, and many other domains. The ministers heading these ministries are the next most powerful people in the government. The monarchs make sure that each ministry has at least one redundant department, as this ensures the ministers have to compete among themselves and makes sure they do not have time to plot against their ruler.

Below the national ministers are the governors. Each province of Tian, besides the capital, Central Tian, used to be a sovereign nation. These nations were unified by a legendary First Emperor centuries ago. The governors of these provinces are the descendants of the conquered kings. They tend to live luxuriously by skimming from the Imperial taxes. The Empress tends to tolerate this unless the governors take too much and cause needless suffering among the farmers and other members of the lower classes.

Tian and Kaigaku have more or less warm relations with each other. The Tianjin believe that Kaigaku was founded by a legendary lost Tianjin explorer and his retinue. Some evidence supports this, such as the tales of the native Uriwane people of Kaigaku. The Shirai Clan, who as a group predate the foundation of Kaigaku, also mention the coming of foreigners in their histories. The official stance of the Emperors of Kaigaku is very vague, so as to keep from either offending the Tianjin or from giving the Tianjin a claim of sovereignty over Kaigaku.

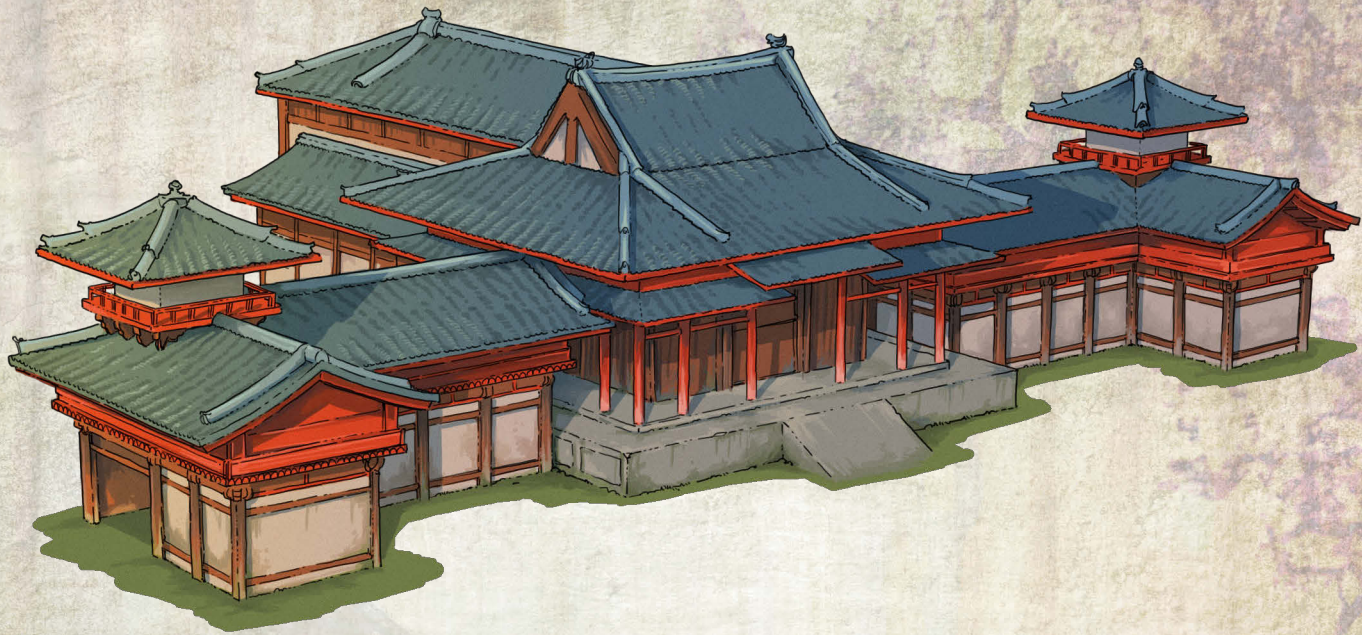
Tian and Kherin have a more adversarial relationship. The steppe nomads raid the outer territories of their neighbors with a measure of impunity. They ride in, take what they want from the peasants, and leave again before Tian's military can react.

In the most recent generation, the Tianjin sought to pacify the barbarians by sending a delegation to the Ayanga Tribe with weapons and gold. The ambassador declared Bayar Khan the "Warden of the Southern Nomads". Bayar accepted the items and gave no thought to the title. He used the wealth and arms in his campaign to bring the other tribes under his banner. According to Tianjin customs, the acceptance of the title meant that Bayar Khan swore fealty to the Empress. This had the effect of saving face for the Empress, even though the Khan of Khans would certainly rebel if Tian tried to bring him to heel.

Achaem is a trading partner with Tian. The desert dwellers appreciate Tian's silks, which make their harsh climate easier to endure, as well as their delicious tea blends. In return, Tian is more than pleased to accept works of scientific literature, gold, and exotic curiosities. Beyond the trade, both nations mistrust one another, as each empire thinks that the other wants to plunder their bountiful resources.

Tianjin Life

The vast majority of Tianjin are peasant farmers. They live and die within the villages where they're born. Each individual family works its assigned plots and gets to keep a meager amount of their harvest, passing on the rest to the village administrators and on up the chain to the Empress.



Beyond the peasants are merchants and artisan who provide goods and services. They tend to lead modest lives, too, as most of their customers are poor farmers. Every craftsman dreams of the day when a passing member of the bureaucracy spies the quality of their work and gives them a place at court.

There is no warrior class analogous to the samurai of Kaigaku. Armies are levied whenever the governor or Empress demands. Officer positions are often filled by members of the provincial ruling families and their friends, but besides the generals, most of them also have a peacetime occupation.

The bloated nature of the bureaucracy produces many scholars and nobles who have no useful function. They take up scholarly positions, spending their life in esoteric studies or learning artistic disciplines.

Language

Tiango, the language of the Tianjin Empire, is a fairly complex tongue. A word's meaning changes with the tone in which it's pronounced. Instead of the alphabetic system used by the Achaem, the Tianjin employ a pictographic system with over 10,000 symbols.

The Kaigakujin use this pictographic system too, and they call it kanji. They limit it to only the 2,000 most common symbols, though. Tianjin peasants have limited literacy. Folks usually only learn the words that they need to know for performing their duties. Each of the provinces has its own dialect and variation on the writing system. Official government documents are only written in the Imperial system.

Tianjin Armies

Due to the tragedy that's befallen Tian, the generals of the various armies are quickly rising in prominence. Their armies now vie for control and influence. Ministers come under the sway of commanders and the military orders are essentially the equivalent of Kaigaku's clans, Kherin's tribes, or Achaem's houses. While all of them come under the aegis of the Righteous Tian Defense Force, in practice many of the army units operate independently.

Courageous Spears

The Courageous Spears are a small elite unit now led by General Mei. They specialize in both mounted attacks and anti-cavalry tactics. The main pike unit sets up a defensive screen on which opposing horsemen impale their mounts while the riders surge out from the flanks to hammer the enemy's main force.

Following the outbreak of monster attacks, the Courageous Spears became a specialized team of scouts and rangers. They are typically the first Tianjin soldiers to encounter a given species of beasts.

Type: Rider or Bushi

Weapon of Choice: Spears

Tier 1: Face Down Giants

You gain a -1 bonus to your attacks and a +1 bonus to damage versus mounted riders or creatures at least as large as a horse. These bonuses increase by 1 for each Tier rank.

Tier 2: Dazing Blow

When you successfully damage a mounted rider or a large creature, you gain a free Intensification on your next defense roll against that target.

Tier 3: Spear Wall

When you're standing in a group of at least two other spear-wielding allies, reduce the HD of one enemy in Close range by 1. This doesn't reduce their HP, only the damage that they do and any penalties that you might have for attacking an opponent of higher HD. This HD reduction lasts as long as you're within Close range of that enemy. Your allies within Close range of you and the enemy also gain this bonus..

Tier 4: Destructive Blow

If you make an Intensification on a defense roll against a mounted rider or large creature, or on any attack roll, you can impale your opponent. The number of Intensifications you made on the roll each deal 1d4 damage to the opponent.

Tier 5: Final Strike

On any attack you make while in a group of at least two other spear-wielding allies, you add an extra damage die equal to your class' base damage die.

Bronze Blades

Under the command of General Cao, the Bronze Blades make up about half of the entire Tianjin Imperial Army. They are trained to maintain discipline in any situation and loyalty to their commander above all else.

The Bronze Blades are perhaps the most generalized and versatile of the Tianjin armies. Members learn to fight with both the dao and the spear. When in battle, a Bronze Blade soldier shuts out the external world in order focus solely on achieving victory.

Due to General Cao's paranoia and elitist feelings, the Bronze Blades are not a formal ryu. While their soldiers are effective in battle and superior to a standard peasant force, this ability comes mainly from discipline, their leaders' tactical acumen, and their greater numbers. Cao does not want to have a force of highly educated warriors composed of the lowerer classes of society.

White Lotus

Master Fan's White Lotus army is an irregular troop originally comprised of disaffected farmers and other peasants. They train hard and work to uphold the ideas of the land. Master Fan teaches that all people are created, if not equal, at least worthy of respect and dignity from one another.

A member of Fan's army is known as a youxia and trains in tactics designed to repel smaller mobs of bandits or monsters. Their special weapon is the jian. While initially treated with contempt by the other armies, the White Lotus earned a grudging respect due to their tenacity and devotion.

Type: Bushi or Rider

Weapon of Choice: Jian, a straight sword that's mechanically equivalent to a katana

Tier 1: Born of the Land

When fighting to defend your hometown, province, or someone to whom you've sworn fealty, you gain a reroll that you can use for any attack, defense, or other applicable roll per combat. You can use this reroll even if you have Advantage or Disadvantage.

Tier 2: An Army Unto Myself

Whenever you make attacks against more than one enemy whose HD or Levels are all equal to or less than your character level and you roll damage, apply the highest rolled damage to all of your enemies. This replaces the original damage. So if you attack three 3HD bandits and roll 1d8 for damage, getting, 4, 7, and 8, all three of the bandits take 8 damage.

Tier 3: Devoted to the Land

You gain an additional reroll from your Tier 1 technique, for a total of 2. You cannot use this reroll on a die that you used your Tier 1 technique to reroll.

Tier 4: The Unjust Cannot Stand

When using your Tier 2 technique against multiple enemies, you double the damage done.

Tier 5: One with the Land

You gain a third reroll per combat. You may use this reroll on a die that you've already rerolled with either your Tier 1 or Tier 3 abilities.



Monster Patrols

Tables for hunting monsters, including taking out queens when the PCs find their lairs. Each queen that the PCs take out is powered by a kiseki stone that's obviously crafted by a human. Someone tampered with these monsters, and the PCs have to find out who would do such a thing.

As the GM, it's up to you to determine how long you want the campaign to go. This book contains various queens and their spawn. The only one that is integral to the story is Lung Shi, as that boss fight gives the final clue to what's going on. You can have the players track down any of the others in order to add length or variety to the campaign. Alternately, you can rule that it's not Lung Shi, but another monster that Lung Shandian wants destroyed (see *Rendezvous with Dragons*), and go with that queen instead.

Should you have the players track down multiple queens, make sure to beef up the stats of the final queen just a bit, making it clear that this monster species is a bigger threat than the ones that came before it.

When on patrol, head out from the city of Tianshi in a set direction, and roll for Progress each day, as in the previous chapters. At every 20 Progress you get an encounter with a group of spawn. At 50 Progress you find the queen and encounter them with the maximum number of their spawn.

To make the the initial encounters more interesting your can change things up. Perhaps the spawn attack the PCs while they sleep. Maybe the spawn are automatically accompanied by one of their "special" brethren, the more powerful versions of many creatures that show up if you roll 1 on a die. The scouts might have missed a hidden den, and you can roll up another die to send reinforcements to the spawn in the middle of the fight.

NPCs and Creatures

A selection of Tianjin people and the monsters in the area.

Lung Shi, 14 HD

Lung Shi is a dragon with the power to manipulate rock and earth. He was the first to fall to the traitor's experiments when he was drawn in through cunning and then trapped in the complex. The cave system in which the

traitor runs their experiments was originally one of Lung Shi's haunts. Shi is now little more than a mindless beast, though he retains a tactical cunning.

Number Encountered: Unique

Special Abilities: He can create spikes that shoot up from the ground. They remain in place for several minutes, at least throughout an encounter, and obscure vision and prevent movement. These spikes damage anything below them that does not dodge. Lung Shi can attack up to five times a round using this ability, though only against different targets. Lung Shi does not fly, but can phase through soil, stone and metal deposits as if they were air. He usually stays below for 1d3 rounds, moving silently and bursting up to attack.

Lung Shi Spawn, 8 HD

These smaller dragons are each about the size of a man. They are not yet as mature as their progenitor, but each has the capacity to become a full dragon.

Number Encountered: 1d4

Special Abilities: They can phase through the ground in the same manner as Lung Shi. If If with Lung Shi and the elder dragon is wounded, there's a 1 in 1d4 chance that Lung Shi uses an attack to devour its offspring and heal 1d10 HP.



Lung Shi		
AC	HD	To-Ht
1 [18]	14	+14
Attacks: 3x per round at 1d10		
ST	Movement	HDE/XP
14	30'	14/6000
Special: Earth control and phasing		

Lung Shi Spawn		
AC	HD	To-Ht
6 [13]	8	+8
Attacks: 1x per round at 1d8		
ST	Movement	HDE/XP
8	20'	8/900
Special: Phasing, sacrifice		

Soraguma, 10 HD

Originally a giant whale from the Great Northern Ocean that comprises Tian's extreme border. This beast queen creature was captured and mutated. Soraguma does not create her own spawn but acts as a carrier and shelter for other minions, notably Giant Crabs.

Number Encountered: Unique

Special Abilities: She floats about 20 meters (65 feet) from the ground, but can also still thrive underwater. Every turn roll 1d20, and on 18-20 generate another 1d4 Giant Crabs that drop down on the players. Soraguma can attack 3 times per round.

Giant Crabs, 4 HD

Aggressive arthropods that charge the party with berserk fury. They're often found with Soraguma, but other times are running alone. While not created by Soraguma, these are her "spawn".

Soraguma		
AC	HD	To-Ht
4 [15]	10	+10
Attacks: 2x per round at 1d12		
ST	Movement	HDE/XP
10	20'	10/1200
Special: Flying, Amphibious, Drop Crabs		

Giant Crab		
AC	HD	To-Ht
14 [5]	4	+4
Attacks: 2x per round at 1d6		
ST	Movement	HDE/XP
4	10'	4/100
Special:		

Number Encountered: 1d6

Special Abilities: They can attack twice per turn, once with each claw. On 1 in 1d8 one of them is a 5 HD King Crab with double AP.

Sazori, 10 HD

This beast queen is an enormous scorpion, and apparently the source of the scorpions that plague the Achaem desert. Its spawn that get separated from Sazori during battles end up aimless until bandits "domesticate" them. Those that remain in proximity to Sazori are very hostile to humans.

Number Encountered: Unique

Special Abilities: Sazori can move and attack twice or attack once with their stingers and twice with their claws. Stingers impart poison, which does 1d10 damage per round until you resist with a successful Constitution roll.

King Crab		
AC	HD	To-Ht
13 [6]	5	+5
Attacks: 2x per round at 1d6		
ST	Movement	HDE/XP
5	10'	5/240
Special: Halves all incoming damage		

Sazori		
AC	HD	To-Ht
7 [12]	10	+10
Attacks: 3x per round at 1d8		
ST	Movement	HDE/XP
10	10'	10/1200
Special: 1d10 venom		

Scorpions, 8 HD

These are the same scorpions that you find in Achaem, but they're in this section for easy reference. You also encounter more of them at once, and none of them have riders.

Encountered: 1d6

Special Rules: Scorpions can move and attack once or attack once with their stingers and once with their claws. Stingers impart poison, which does 1d6 damage per round until you resist with a successful Constitution roll. On 1 in 1d10 one of them is a 9 HD Berserk Scorpion that gains an additional attack per turn.

NPCs

Throughout their time in the Ruined Kingdom, the PCs can make many friends and enemies.

Empress Weixin

The young Empress only ascended to Her position three years ago after the death of Her father. He was a valiant

Scorpions		
AC	HD	To-Ht
6 [13]	8	+8
Attacks: 2x per round at 1d6		
ST	Movement	HDE/XP
8	20'	8/800
Special: Poison		

man who felt that the Emperor's example should always guide the people. He met his end leading a successful cavalry charge against a queen beast whose horde was attacking the Imperial City.

Weixin exemplifies the Tianjin standard of a compassionate ruler. She's opened the Palace's servants quarters up for refugees to live in and allowed the peasants to set up tents, so long as they're away from the throne room complex in order to maintain its defenses.

Weixin knows that General Cao covets her hand and her position. Though he is the mightiest of her generals, she will not accept his offer. When and if the Empress chooses to marry, she will only do so out of love.

General Cao

Cao is the leader of the Bronze Blades Army. He is a man of boundless ambitions and he aspires one day to sit on the throne. No one doubts his loyalty to the Empress, but if she were to pass away, he is likely to attempt a coup. There is currently no heir, as Weixin was an only child and is single and childless.

Cao's most expedient route to power is to marry Empress Weixin. She has no desire to marry him, nor does she have any obligation to do so. As the absolute ruler of Tian, the Empress is free to marry whomever she wishes, even one of the samurai PCs. Cao believes that if his armies are the ones to defeat the monster hordes, then the Empress will fall for him. He offers the PCs the chance to ride with him. Cao is far more influential than Mei, and if the PCs bear Mei any ill will for her earlier deception, then they might just choose to follow Cao's banner.

Master Fan

This demagogue is a man of the people. He founded the White Lotus Army from the ranks of the displaced peasantry. Master Fan gathered his legions and then appeared before the North Gate of the Imperial City, pledging his loyalty to the Empress and asking recognition of his army.

Fan was accepted into the ranks, but since that time he's become disillusioned due to the corruption at court and the infighting among other generals. He spends his time now out on campaigns and leaves a few trusted ministers to see to the White Lotus' interests in his absence.

Master Fan is adept with both spears and the dao short sword. He is willing to take any warrior, from the lowliest peasant to the highest noble, so long as they pledge to treat all with respect and dignity. The players might run across him while on patrol. If they find Master Fan, they discover that he's abandoned his patrol, leaving the bulk of the army with his lieutenants while he trains and wracks his brain for a way to bring down the corrupt generals without weakening Tian's position.

Prime Minister Chunghua

A true multidisciplinary master, Chunghua is perhaps the most accomplished person in all of Tian. She's written treatises on chemistry, biology, physics, and medicine. When not poring over scholarly texts, she's busy training with the spear.

Chunghua served the Empress' father, and his father before him. Her training, and perhaps judicious application of kiseki medicines, helps her maintain a youthful appearance and physique. She stands as a beacon of hope to the nobles and common folk alike, vowing that "From the monsters that created this nightmare we will find the means to excel."

Scholar Ren

Ren is a wizened old man who devoted his life to studying all of the animals in the empire. He compiled a list of all of the species living within the empire when he traveled its length and breadth as a youngster. Since the rise of the beast hordes, Ren's star is rising at court.

His insights into how animals work allows military overseers to develop strategies that counter monstrous attacks. He has some hypotheses about the monsters, but he dares not share them yet, not without proof. If only he could get a group of adventurers to bring back the body of a queen beast...

Rendezvous with Dragons

At some point during their patrols, the PCs are stopped dead in their tracks. The sky darkens, thunder claps, and in a flash of lightning, an image resolves. It is Lung Shandian, a massive dragon. Lung Shandian is considered a myth by most people, as dragons tend to spend their days secluded away from humanity.

Lung Shandian is a very powerful being, and this is something that PCs of even moderate intelligence are aware of. Although not venerated as gods, dragons in this world command respect when they choose to appear before men.

Assuming that the PCs react peacefully, Shandian speaks to them. Shandian's brother dragon, Lung Shi, has been missing for years. Shi is somewhere in the nearby wastelands, but uses his elemental powers over earth to conceal himself when Shandian flies overhead. Shi was corrupted and is now the progenitor of a swarm of monsters. Mighty as he is, Lung Shandian cannot defeat Lung Shi unassisted.



To find Shi, the party must trek through the wilderness, rolling for Progress in the same manner that they do during overland travel and on other patrols. The PCs have too much gear on hand for Lung Shandian to carry them, and even if he could, the dragon considers it beneath his dignity. Shandian retreats to the clouds, telling the players that he will race to their aid if they call out to him when they find Lung Shi. Once the players accumulate 50 Progress, they come upon Lung Shi's nest.

Lung Shi is a massive dragon who has an affinity for mountains, canyons, and other rocky areas. The space is occupied by Lung Shi and 1d12 of his spawn. If any of the players, acting as a vanguard or scout, rolls Intelligence successfully, then that character can discover the camp from about 2 kilometers, or one mile, away, giving them time to stop and prepare for the battle, as well as to call down Lung Shandian.

If the scout fails their Intelligence roll, then the party instead comes out just around 100 meters (330 feet) from the nest, and they only have a minute or two to act before Lung Shi and his spawn see them. Instead of 1d12 spawn, the party encounters 1d20 of Lung Shi's spawn.

Dragon Slain

If the group manages to kill all of the dragon spawn, they recover just in time to see Lung Shandian tear into Lung Shi with a final and furious assault. The two massive beasts intertwine and begin snapping and scratching while they grapple to overcome one another.

In the end, Shandian manages to crack Shi's spine and drops his fallen brother to the ground. Shandian thanks the PCs before leaving to contemplate his fratricide. He allows the PCs to take a conspicuous kiseki gem that slides partially out of a slit in Shi's forehead, but warns them not to further damage Shi's body.

The stone is clearly carved by human hands. Rather than the raw, jutting spikes of a newly fallen stone, this one is cut into a perfectly symmetrical design and polished to a high shine. If this is not the first queen beast that the PCs kill, then they already know this. Regardless of how many they've defeated, this stone holds the key to finding out who mutated the first queens.

Lung Shandian is a more or less benevolent creature. He's aware of some human societies, as his curiosity sometimes drives him to approach isolated travelers and learn from them. He is certain that someone within Tian enslaved and corrupted his weaker brother, and he wants to make that person pay. Shandian is not a capricious beast, and wants to bring justice without wantonly destroying the entirety of Tian. While the PCs continue their quest, he retreats to the sky, patiently watching.

There are no stats for Lung Shandian. While he might not be able to take on an entire army of lesser dragons, he's certainly far more powerful than a handful of PCs and their retainers.

Dragons and Kaigaku

The people of both Kaigaku and Tian don't worship the dragons, nor do they view them as supernatural creatures. Thanks to the wonders unlocked by the discovery of kiseki stones, the people of this world have a more scientific bent.

The current view is that dragons were once a species of more mundane animal that became uplifted during a Seirakka starfall event. The dragons could even be the result of a hybridization of several species over many generations.

Dragons tend to keep to themselves, preferring to feed on flocks of migrating birds, schools of fish, and other small but numerous creatures in their chosen habitat.

Return to Tianshi

The PCs can use their return trip to the city of Tianshi to try and determine who could have the knowledge of both natural creatures and of the kiseki to cause such dramatic mutations in regular creatures. If they've spent enough time at court, or if the PCs ask Master Fan, Mei, or another ally the list very quickly narrows down to either Scholar Ren or Prime Minister Chunghua.

Who is the traitor? That's up to you as the GM. It could be either of them, or maybe even both are in on the scheme together.

Chunghua's motivation is that she feels Tian must rise above all other nations, and that creating an army of monsters is the surest way to accomplish her goals. Ren is a

curious mind, and if he's the traitor, it's mainly because he wanted to see what would happen if he ran his twisted experiments.

When the players return to Tianshi, they don't have any concrete evidence to present to the Empress. It's going to take time to develop a case. The players could simply bring any jewels that they've collected from dead queens to the court and loudly proclaim that a traitor is in their midst.

With no proof of a specific party's guilt, a brash accusation or fear-mongering accomplishes nothing. Later in the night, both suspects disappear as one has taken the other hostage and escaped.

If the characters do some digging around, they can uncover some clues. Perhaps the gems from the queens pulse eerily when in the presence of the traitor. Or maybe a subordinate of the traitor claims that, while on a recent trip away from the city on "official business", the traitor falsified details of the journey.

Maybe the PCs suspect the wrong person and the traitor later drugs them at the evening meal. Instead of climbing down through the entrance of the traitor's complex (see below), they wake up already imprisoned within the final section of the dungeon. In this case, they have to work their way out of the complex.

If the players manage to dig up some dirt and accuse the right traitor in front of the Empress, the traitor takes advantage of a few seconds' hesitation from the assembled guards and officials to run out of the castle by means of a secret passage behind the throne. They jam it shut behind themselves so that no one can follow.

The escape route leads out of the city through the north. It has a secret stable stocked with the Empress' swiftest steeds. By the time the alarm gets raised and the PCs storm out, the traitor has a lead of at least 3 kilometers (about 2 miles). Tracking the traitor down requires an Intelligence roll. If there are any Achaem or Kherin NPCs still in Tianshi, they're going to try to get there first. For each Intensification you make on the tracking roll, you gain an hour to explore the complex before the others get there, including any of the Tianjin armies.

Traitor's Complex

The complex is located within a nearby mountain. It's not a long climb to the entrance, but the cave system is quite vast. You might or might not spend a lot of time exploring.

There are two parts to the Traitor's Complex. The first is from the main entrance all the way to the entrance to the Inner Sanctum. To maintain surprise and randomness for the players, or if you're playing solo, use the Dungeon Generator in the next chapter to create the rooms and challenges that the PCs face. Any random items you find in the cave sections aren't likely to be anything besides dropped weapons and some beast components that a trained naturalist might turn into medicine.

For a light challenge create one or two floors, or even none, before reaching the sanctum. Anything beyond can lengthen the game session, but also make the final victory more rewarding. Even if you enter the complex from the cave mouth and defeat the traitor, you still have to roll for random enemies on the way back up.

The Inner Sanctum is where the traitor hides. It's the large section on the map.

Traitor's Complex Enemies

The traitor protects their interests by means of various mutated or wondrous creations. Roll randomly to determine:

1d6	Enemy
1	Cave Vole, 2 HD
2	Giant Bat, 3 HD
3	Troglodyte Stalker, 4 HD
4	Cave Serpent, 5 HD
5	Living Gemstone, 6 HD
6	Stone Guardian, 7 HD
7	2 Greater Stone Guardians, 9 HD, and 1d6 Stone Guardians

Cave Vole		
AC	HD	To-Ht
17 [2]	2	+2
Attacks: 1x per round at 1d6		
ST	Movement	HDE/XP
2	10'	2/50
Special: Infected bite		

Giant Bat		
AC	HD	To-Ht
16 [3]	3	+3
Attacks: 1x per round at 1d6		
ST	Movement	HDE/XP
3	10'	3/75
Special: Golden bats affect ascetics and kiseki.		

Cave Vole, 2 HD

A small, nearly blind species of subterranean rodents. They hunt by means of a keen sense of smell and acute hearing. Voles have a nasty disposition. They're not much of a threat in a fight, but the bacteria in their mouths makes it easy for a bite to get infected.

Number Encountered: 1d4

Special Ability: Roll Constitution to avoid getting infected when bitten. The infection causes pain that gives Disadvantage on all physical rolls for the next hour. Reroll Constitution each hour until you succeed, for a maximum of eight hours. Allies with medical training can take a few minutes to treat the wound and then roll Intelligence. If successful the infection clears at the next hour interval.

Giant Bat, 3 HD

Enormous flying mammals about the size of a grown man's torso. They use their incredible organic sonar to navigate even in pitch black conditions. They're especially attuned to the inaudible vibrations caused by kiseki gems.

Troglodyte Stalker		
AC	HD	To-Ht
15 [4]	4	+4
Attacks: 2x per round at 1d6		
ST	Movement	HDE/XP
4	10'	4/100
Special:		

Troglodyte Mentalist		
AC	HD	To-Ht
13 [6]	6	+6
Attacks: 1x per round at 1d6+3		
ST	Movement	HDE/XP
6	10'	6/480
Special: Uses telekinesis to attack		

Number Encountered: 1d8

Special Ability: On a 1 in 1d4 one of these bats is the Golden Bat, which imposes Disadvantage on all attacks and defense rolls made by ascetics or characters bearing kiseki weapons and armor.

Troglodyte Stalker, 4HD

The traitor performs experiments on the occasional human. Most of these procedures are fatal. The majority of the subjects that survive become incoherent mutants. The troglodytes are those who proved useless for the traitor's purposes but strong enough to survive in the caves.

Number Encountered: 1d3

Special Ability: On a 1 in 1d6 one member is a 6 HD Troglodyte Mentalist, who has an additional 1d3 stalkers as bodyguards. The Mentalist can pull stones from the walls and hurl them like weapons. This allows them to make ranged attacks anywhere within their line of sight.

Cave Serpent, 5 HD

The greatest natural predator of this cave system. They are not venomous, but rather constrict their prey to death. These snakes are each about twice as long as a man is tall.

Number Encountered: 1

Special Ability: If the Cave Serpent hits you in combat roll Strength. If you fail that roll then it wraps around you, doing 1d12 damage per turn automatically until you succeed at a Strength roll. While constricting you this snake can attack anyone Nearby with its regular attack. It won't leave you until forced to or until you die.

Living Gemstone, 6 HD

An animate array of quartz, jasper or another stone. This being is an early attempt by the traitor to create life using the kiseki. It is roughly humanoid and uses its internal kiseki core to create a number of effects.

Number Encountered: 1d4

Special Ability: All Gemstones can fire a beam that attacks within Long distance. Roll 1d4 per Gemstone. 1: Ruby: Laser attack that can reach Far Away distance; 2: Sapphire: Healing ray that restores 1d12 HP to allied gemstones within Long distance; 3: Diamond: Hard body provides +3 AP; 4: Emerald: Refracts beams from other Gemstone around corners and for an additional Long distance increment.

Stone Guardian, 7 HD

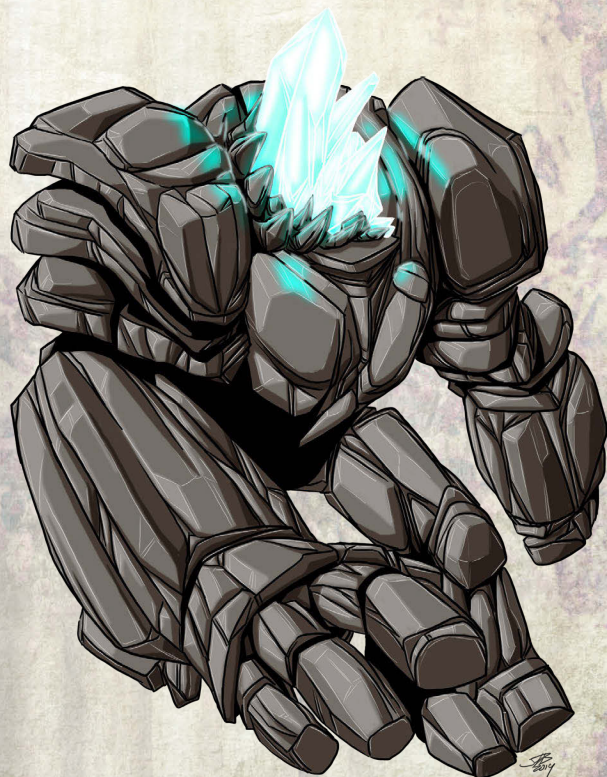
The traitor's favored forces. These artificial creatures resemble terra cotta soldiers. They stand still as statues and come to life only when commanded or when their trigger condition is fulfilled. Remind sharp-eyed PCs that they might have seen some of these statues dotting the grounds at the Imperial Palace. Are those warriors inanimate, or are they just awaiting a trigger?

Number Encountered: 1d8

Special Ability: On a 1 or 2 in 1d4 one of these statues is an 8 HD Greater Stone Guardian. It imposes Disadvantage on all rolls that PCs make to defend against attacks from Stone Guardians within Long Distance.

Cave Serpent		
AC	HD	To-Ht
14 [5]	5	+5
Attacks: 1x per round at 1d8		
ST	Movement	HDE/XP
5	10'	5/240
Special: Constriction		

Living Gemstone		
AC	HD	To-Ht
13 [6]	6	+6
Attacks: 1x per round at 1d8		
ST	Movement	HDE/XP
6	10'	6/480
Special: Rays		



Stone Guardian		
AC	HD	To-Ht
12 [5]	7	+7
Attacks: 1x per round at 1d10		
ST	Movement	HDE/XP
7	10'	7/650
Special:		

Greater Stone Guardian		
AC	HD	To-Ht
8 [12]	8	+8
Attacks: 1x per round at 1d10		
ST	Movement	HDE/XP
8	10'	8/900
Special: Protects lesser Stone Guardians		

Inner Sanctum Key

This section describes the various rooms in the Inner Sanctum. Make sure that you don't show the map to the players, as it's the full version with location E.

Location A

The foyer is a "security checkpoint", where the traitor keeps a statue guard. Behind the door to the West a regular workshop and a pantry. The PCs can use this room to repair any broken equipment, though they probably don't have much time to work if they haven't yet stopped the traitor.. A detailed search of the room reveals some kiseki gems and other rare materials for use in the Crafting section of the premium version of the Kaigaku core rulebook.

Location B

The traitor's room contains a bedchamber and a study. Though small, the wealth of knowledge contained in the volumes in this library is enough to change the world. The traitor is in this room, and they'll fight to the death. It's very likely that many books get destroyed in the fight. If

the players manage to save some of the books, do they try to sneak them back to Kaigaku without the Tianjin or others knowing? Do they force the books so that no one else can be tempted by them? There is a pair of red lenses on the writing desk. They're useful for gaining access to Location E.

Location C

This main landing features a large red seal on the floor. Anyone who walks over it, or near to it, activates an "emergency mode" in the complex. When rolling for random enemies during emergency mode add +1 to the die result. The traitor wears a ring that can deactivate this alarm. All the players have to do is bring the ring to the center of the seal.

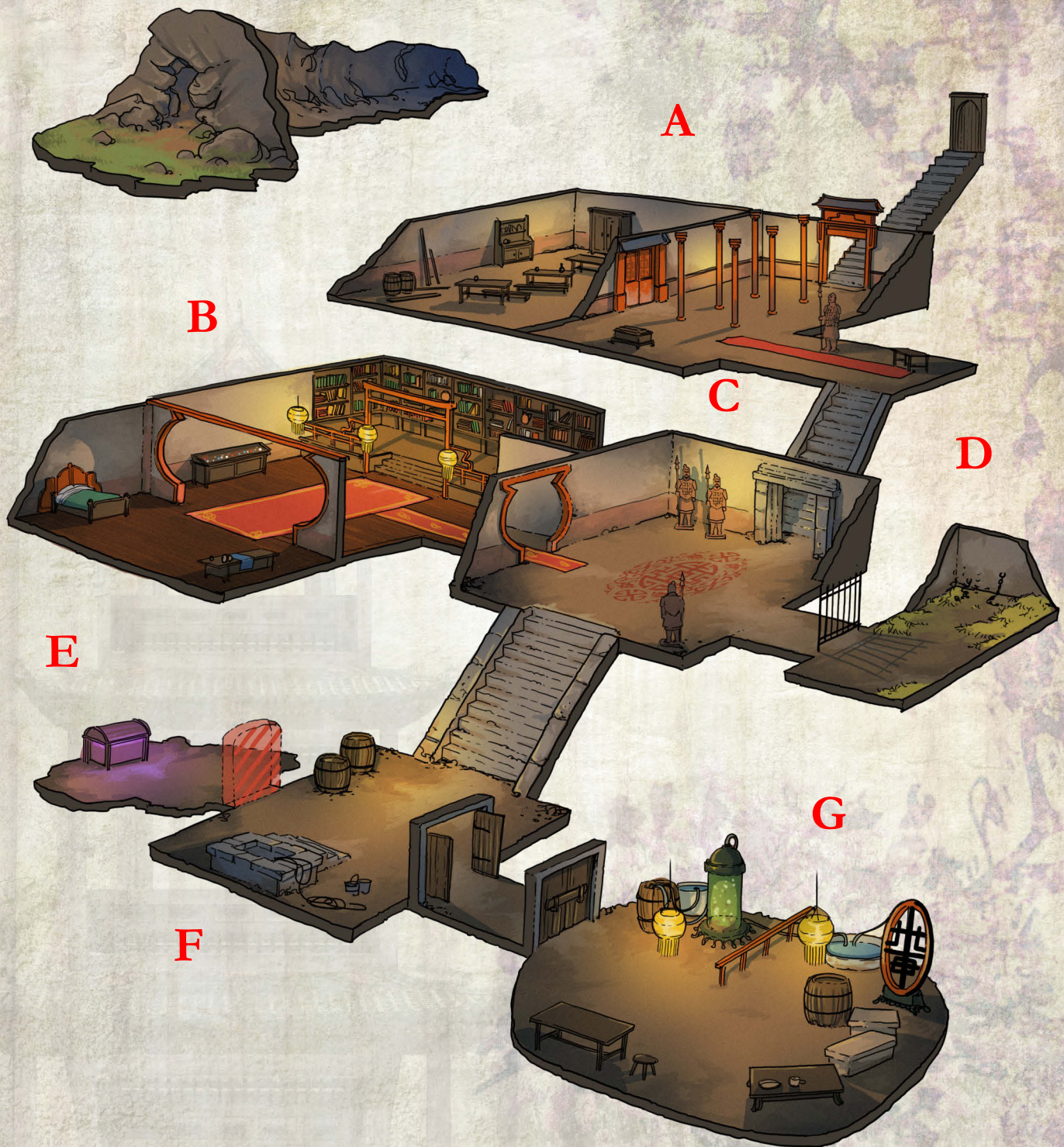
There are three stone guardians in this room. Any time a player moves while in combat they have to roll Dexterity and intensify once to avoid tripping the alarm. If the player moved in the last round they have to Intensify twice.

Location D

The cell is where the PCs wake up if they were drugged and brought here. The traitor wants to interrogate them away from prying eyes, making sure that no one else suspects them before subjecting them to experiments or summary execution. If the traitor took a hostage, that person is a prisoner here. It takes a Dexterity roll to pick the mundane locks.

Location E

This is a hidden room. Players can only see it when looking through the red lenses on the desk in the traitor's study. The chest contains a stockpile of Salt, the chemical that the Hashishin of Achaem use to enhance their abilities. It also contains a manuscript detailing how to manufacture this compound. Players can use any doses to give their character Advantage to Strength, Dexterity and intelligence rolls for 10 minutes per dose. When the dose wears off they have to make a Constitution roll, Intensifying once for every dose that they've taken in the last day, or gain Disadvantage to all rolls for an hour. Characters who fail also take 1d4 damage for each Intensification made on this roll.



The Traitor		
AC	HD	To-Ht
0 [19]	15	+15
Attacks: 1x per round at 1d10		
ST	Movement	HDE/XP
15	20'	15/12000
Special: Various mutations		

Location F

The well contains an endless supply of fresh water. The traitor can also grow edible fungus on the walls of this room, in case they need to stay in the Sanctum indefinitely.

Location G

This room features a glass tank filled with bubbling liquid. A character can make a Wisdom roll to determine its function. Placing a character within the tank cures them of all sickness, wounds and other conditions within five minutes. The tank only works once per day, and when it's done the fluid drains away. Next to the tank is what remains of what used to be a much larger version current tank. One large enough to hold very large animals.

If any character gets healed in the tank the traitor's mechanisms are actually scanning and copying that character's genetic code. A few minutes later the machine begins pumping material back into the tank, which starts to coalesce and becomes a clone of the healed character. This process takes a long time. Spring the clone on the players at a higher level.

This "Dark PC" is made from a combination of the PC's and various creatures' genetic material. It initially runs on instinct, rather than learned behavior. The clone runs to the armory in Location A and immediately suits up in whatever is handy. It then begins hunting the players down, tracking by smell and running at an inhuman pace.

"Dark PC", X HD

The "Dark PC" has HD equal to the level of the PC of which it's a copy. It's skilled at hiding and might follow the PCs instead of trying to kill them immediately. You can have

the "Dark PC" become a threat for later in the story, secretly replacing the original PC.

If this creature is chasing the PCs through the caves in the traitor's complex have it trigger a cave-in to separate the groups, pass a note to the copied PC's player and let them in on the action. The copied PC is lost on their own and the rest of the players are dealing with the copy. Either it's too dark to notice that the copy isn't wearing the correct clothing, or the copy knocked out and stole the clothes from the original PC.

It's made from a mutagenic serum and can take on the form of any creature that it significantly absorbs. If the "Dark PC" starts out in a PC's form and you don't want to have to kidnap or kill off that PC, you can instead have the monster lure away a friendly NPC and then take that character's place. The "Dark PC" does not have a stat block because it's designed to be a custom threat to your PCs' party.

The Traitor, 15 HD

The traitor is in their element here in the cave complex. They've been absorbing some of the properties of the creatures that they mutated. To make a surprise for any players roll randomly:

1d6	Mutation
1	Fire Breath: Roll 1d4 every round, on 1 the traitor attacks everyone Nearby with a burning flame that does 2d8 damage and which continues to burn for 1d6 each round until the victims use their turn to put out the flames.
2	Regeneration: The traitor heals 1d12 HP per turn.
3	Flight: The traitor sprouts hidden wings and can fly above melee range. They are still limited by the ceiling of the complex. They can fly for 1d3 rounds at a time in this limited environment.
4	Thick Skin: Add 4 to the traitor's AP.
5	2 random mutations
6	All mutations

Aftermath

When the PCs finally escape from the cave and return to Tianshi they're hailed as heroes by many in the Imperial Court. While they haven't killed all of the queens and hordes ravaging Tian, they have destroyed the means by which new threats are created. Now the people have hope that they can deal with the remaining beasts.

Empress Weixin shows extreme gratitude. She proclaims a week-long celebration and offers positions within the Imperial Court to any of the PCs. This can include governorship of a nearby province. While many of the PCs likely want to return to their clans, any ronin or low-ranking samurai might see this as a chance to improve their lot in life.

Those who choose to return get wagons full of treasure. Each clan that sent a samurai gets enough gold to pay for food to feed a large city for one season. The Empress also recognizes each of those clans, plus the family of the Emperor of Kaigaku, the Daiten, as formal allies and trading partners.

She sends scrolls of wisdom and scholars, possibly including Scholar Ren, if he wasn't the traitor, to share technology with Kaigaku.

The adventure is over, if you choose to end it. Every good sandbox spawns new adventures, and there are several optional story hooks that the players can follow.

Civil War

Following the death of the traitor General Cao becomes incensed. He either tries to oust Chunghua from her position as prime minister or to prevent Scholar Ren from taking that position, depending on who was the traitor. This leads to a brief civil war in which the Courageous Spears and White Lotus fight against the superior numbers of the Bronze Blades. If you want to lengthen this saga, have the provincial armies get involved. Maybe the more remote governors declare independence.

Any of the characters who took a governorship can retire or you can play a new campaign that focuses on running your province.

Hashishin

The traitor was the person who first developed Salt for the Hashihin, and who made most of their supply. The Hashishin harass the players all through their journey back to Kaigaku. Perhaps they even send emissaries to Kaigaku and form an alliance with an independent ninja family. The players can stop back in Sisa and attempt to join forces with various houses in order to destroy the order.

In case you were wondering, Sheikh al-Jabal is not a real person. It's an alias used by various masters of the Hashishin order over the ages. The current al-Jabal is actually a woman, one of satrap Darius' concubines named Aliyah. She's a master of the dagger, and the most potent assassin within the Achaem Dynasty.

Dragons

Lung Shandian approaches the characters when they are in an open field. Lung Shi was only the first of his dragon siblings to succumb to the traitor's machinations. Shandian's wants the any or all of the players to help him track down his siblings. Perhaps the greater dragons are beyond saving, but at least one or more of the offspring can be redeemed if they remove them from the queens. Shandian wants to take the young dragons away to an uninhabited land and raise them to maturity.

If any of the PCs agree to help Shandian inducts them into his Order of Dragons. Any member can change their name, using "Lung" in place of their original family name, if they ever had one. Thus Shirai Ryoji would be Lung Ryoji. Samurai society respects the dragons, and no samurai would see taking this name as a dishonorable act, but rather as an honor for their house.

The dragons scatter around the world. There is one still in central Tian, one in Achaem, one in Kherin, one in Kaigaku and perhaps many elsewhere. Shandian might not require the samurai to help him defeat all of his corrupted brothers, and is satisfied with their help if they take care of the dragons on the way back home. After that he and the purified children should be strong enough to take on other dragons.

For the PC's support Shandan leaves a contingent of his own children in Kaigaku to help guard the clans of an members of the Order of Dragons. As the years pass the

young dragons rotate their duties, travelling to Shandian's island and being replaced by the purified children of his brothers. Each clan that offered help gets a groups of dragons that can act in its defense.

Accomplices

The Traitor had help during their campaign. They required at least one ship with a crew during the time that they caught Raigame and Soraguma. At least some members of the imperial court had to know that the traitor was lying about their whereabouts. Any terra cotta soldiers in the castle complex are, in fact, Stone Guardians. Their trigger condition is up to you. Do they come to life when word of the traitor's death reaches the court? Perhaps after so many days without being told to remain asleep?



Adventure Site Generator

An adventure site is where a quest often climaxes. There is danger, but also the chance of great reward. By default, an adventure site has a number of rooms per floor equal to twice the number of PCs in the party, and a number of floors equal to the highest character level among PCs.

You can use the random Enemy Generator system from the core Kaigaku RPG book to create a random “roster” of enemies, or you can roll on a pre-written enemy roster. I usually do a 2d6 table for rosters, with the weakest or most common enemies as the “7” result, and the toughest or rarest encounters at “2” and “12”. Sometimes it’s a single die roll, as in the Traitor’s Complex section, so you can have hidden effects alter the results. In this case when the PCs trip the alarm by crossing the red seal they then add +1 to the rolls, locking off the “1” result and allowing a new “7” on a d6.

For each room roll D10 on the Room Contents Table:

1d10	Room Contents
1	Items
2	Items
3	Trap
4	Enemy
5	Enemy and Trap
6	Enemy and Items
7	Trap and Items
8	Enemy, Trap and Items
9	Threatening Enemy
10	Tough Enemy, Trap and Items

Trap Generator

Roll once on each of the following tables:

d6	Damage Type
1	Fire: Inflicts Burning.
2	Poison: Inflicts Poisoned.
3	Kinetic: No special rules.
4	Cold: Inflicts Frozen.
5	Acidic: Eats away 1d4 AP each turn until washed or shaken off by rolling Dexterity.
6	Electric: Inflicts Shocked.

Burning: This trap inflicts 1d8 damage on the initial hit and 1d6 each turn thereafter until the victim takes their turn to douse the flames.

Frozen: This trap does 2d4 damage and prevents you from moving until you pass a Strength roll to knock your way out. Your allies can also dig you out.

Poisoned: This trap does 1d6 damage on the initial hit, and 1d4 each turn thereafter until the victim succeeds on a Constitution roll.

Shocked: Does 2d6 damage and gives you Disadvantage on Dexterity and mental rolls that require quick thinking for the next 15 minutes.

d6	Stat to Avoid
1	Charisma
2	Dexterity
3	Intelligence
4	Strength
5	Wisdom
6	Roll twice, this trap takes two rolls to avoid.

d10	Other Effects
1	Collapses part of the room, you must roll Intelligence to find a new way out or Strength to dig through (and take D6 damage from fatigue).
2	Summons an enemy from the roster.
3	Follows you into the next 1d4 rooms. Encounter it each time.
4	All party members who fail to avoid get teleported back to the beginning.
5	Drops a random item.
6	Does double damage.
7	Does two types of damage (roll again on Damage Type, apply each as normal).
8	Destroys any items present in the room if not avoided.
9	Only one (random) PC can attempt to avoid. All PCs suffer if they fail.
10	Extends the number of rooms that you must encounter on this level by 1d4.

Items generated by this system are usually tools, scraps with resale value, edible fungi or other foods, tools or maybe weapons and armor.

For random rooms roll 1d4 for the number of exits and 1d4 for the relative size of the room, with 1 being small and 4 being large. Rolling 1 for the number of exits means that this room is a dead end. If you roll doubles on both dice then you've found the exit to the next level, or the room with the Boss if you're on the only/bottom level.

Kickstarter Backers

Faction Founders

Henry Eshleman Matthew Pemble Jordan Marvel
Tooze Roland Schruff

Bandwagon Level

Brian Cross Sectorbob Ron Peterson
Michael L. Nusbaum Richard Cornman Scott Maynard
John Le Galloudec Ron James Clark
Arthur Braune Kenny Beecher Martin Bailey
John 'Johnkzin' Rudd Andreas.L Bruceovski
Paul Mitchener John Doyle tenkar
Rethumy Gethis In memory of George Wilson, US Army Giles Dorrington
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