

CONAN[®]

THE COMPENDIUM



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Introduction

AT LONG LAST, *Conan: The Compendium* has arrived, a collection of the best *Conan* articles to appear in *Signs & Portents* over the years. As well as previously published articles, this book also contains two brand new scenarios for use in your *Conan* games.

Conan: The Compendium begins with *Solo & Duo Play* by Ian Sturrock, which explains how to run games with only one or two players and a Games Master.

The White Hand of Hyperborea from *Signs & Portents* 9 gives background information on this strange sect of wizard-assassins. Writer Vincent Darlage has also included rules for including the witchman prestige class in your games.

Next is an adventure by Eric K Rodriguez entitled *Danger in the Westermarck*, which pits moderately experienced characters against savage tribes in the Pictish Wilderness.

Hiding by the side of the road, awaiting the arrival of a rich, plump merchant is the *Bandit*; a brand new character class by Todd Tjersland from the pages of *Signs & Portents* 12.

Mercenaries, nobles and lowly thieves are regular characters throughout Conan's adventures and *Three Sides of the Coin* introduces some new and relevant options for characters. This article by Charles Rice presents new prestige classes and codes of honour to reflect varying approaches to Hyborian life.

Jason Durall introduces yet more codes of honour in *The Kordovan Way*, and article from the pages of *Signs & Portents* 16.

Plunderers of the Dead by Vincent Darlage introduces players to Numalia. This adventure for 2nd to 5th level characters involves a plot to raise undead from the freshly buried corpses of a particular graveyard and is most certainly not for the faint hearted.

Encounters, from *Signs & Portents* 19, presents a comprehensive list of opponents to spice up your games when things are getting a little easy for the characters. Todd Tjersland has included a variety of tables to present specialised encounters for every conceivable type of location and terrain.

Next we have *Darkarra: The Spirit Eaters of Darfar* by Bryan Steele. This article acts as a guideline to the spiritual culture of the Darfari, new feats, character template and equipment.

With *Khemi*, from the pages of *Signs & Portents* 21, Vincent Darlage gives us a closer look at the notorious Stygian city featured in Howard's tale, *The Hour of the Dragon*.

Next are two brand new articles. The first is *The Children of Jullah* by Eric K Rodriguez, an adventure that pits characters against the dangers of the Black Kingdoms and the evil that lurks there. Second is *The God in the Bowl* by Vincent Darlage, an adventure based directly on the story of the same title by Robert E Howard.



Solo & Duo Play

THE SWORD AND sorcery genre in which the Conan stories so firmly fall does not usually have quite such large numbers of Player Characters as most fantasy roleplaying games. Rather than associating with the usual 'party' of perhaps four or five adventurers, Conan usually works alone, or with the assistance of one other main character (along with great armies of henchmen on occasion).

For *Conan the Roleplaying Game* groups of small size, with only a Games Master and one or two players, it is probably a good deal more rewarding to run games with only one or two characters rather than having each player run several characters, or using Non-Player Characters to make up the numbers.



CHARACTERS

The Games Master and player or players should work very carefully together when creating characters for solo or duo play. It is recommended that characters be designed as a group effort, rather than generated in the normal manner. If all parties involved can reach a consensus as to each character's statistics, that is probably the ideal.

One important difference between play when there is a balanced party, and when there are only one or two Player Characters, is that the party of several adventurers will usually be sufficiently versatile to cope with almost any situation in which they find themselves. This is down to the better balance of classes, and as a result, of skills, in the larger party.

There are two main ways to circumvent this in a 'party' of only one or two characters.

The first is careful choice of classes and multiclassing. *Conan the Roleplaying Game* is designed to be very forgiving of multiclass characters, so combining combat-capable classes with skills-heavy classes works quite well. It is not usually necessary to have a scholar, even in a larger party; in a smaller party of only one or two, it is perhaps more heroic not to have a scholar, though a few Counterspells are useful so the Dabbler feat might be a worthwhile investment.

The second way is the alternate skills system presented over the next few pages. With this system, not only do most characters advance in their specialist skills every level, but all characters also advance in most other skills at least every couple of levels.

If you do use the alternate skills system, you may also wish to give solo characters more feats than usual, again with the aim of ensuring they are well rounded. Rather than the usual feats at 1st level, 3rd level and every three levels thereafter (6th, 9th, etc.) it is suggested that you allow feats at 1st level, 3rd level, and every two levels thereafter (5th, 7th, etc.).

Note that Conan, like the other characters presented in Chapter 10: Adventurers and Notables of the Hyborian Age, has not been created using

the system here. This allows him to be reasonably balanced against Player Characters in most cases (other than his truly heroic ability scores). However, if you are running a solo campaign, you may wish to boost his skills and feats somewhat according to the guidelines given here.

SKILLS

This is done by simply allotting characters two ranks at 1st level, then half a rank per level thereafter, in each of a wide variety of skills, including all their class skills and several others. These half ranks are allotted before the character spends the skill points each character class gains each level. See the Skills by Class for Solo and Duo Play table, along with the example below, for precisely how this works.

Note that under this system, the characters do not gain any background skills for race. This system replaces the usual background skills system.

This system may seem complex at first, as it adds an extra stage to the process of determining how many ranks in each skill a character has. However it has several advantages for gaming in the Conan genre and should prove easy enough for experienced d20 players to grasp. If not, see the sidebar 'Half a What?' for a way to achieve the same effect with less maths.

SKILL POINT EXAMPLE: STARTING CHARACTER

Jackie decides to generate a character for a solo campaign. She will be Mabb, a 1st level barbarian. Her Intelligence is 13, probably more than that of most barbarians, but she hopes at some point to take some levels in the thief class and so wants to ensure she will gain a reasonable selection of skills when she does so.

Her skill points at 1st level are $(4 + \text{Int bonus}) \times 4$, or $4 \times 5 = 20$.

However, before spending these skill points, she determines her base skill points.

As a barbarian, she gains 2 ranks in each of the following skills, before spending any skill points:

Appraise, Balance, Bluff, Climb, Concentration, Craft (herbalism or any one mundane), Decipher Script, Disguise, Escape Artist, Gather Information, Heal, Hide, Intimidate, Jump, Knowledge (arcana),

Half a What?

For easier generation and advancement of single-classed characters without having to bother with adding up half skill points, follow these steps:

1. Work out how many skill points you gain at each level beyond first.
2. Choose twice that many class skills to specialise in.
3. You have (your level +3) ranks in each of these skills.
4. Note down all the skills which you did not choose from the table on page 5, but which have either a 'C' or a '½' in the appropriate column.
5. You have (your level +3)/2 ranks in each of these skills, rounded down.

Knowledge (geography), Knowledge (history), Knowledge (local), Knowledge (nobility), Knowledge (religion), Listen, Move Silently, Perform (any one), Profession (any one), Ride, Search, Sense Motive, Sleight of Hand, Speak Language, Spot, Survival, Swim, Tumble and Use Rope.

She decides that her sub-skills in Craft, Perform and Profession will be as follows: Craft (swordsmith), Perform (song), and Profession (sailor). She is the daughter of a swordsmith, and has spent some time aboard the riverboats of her Vanaheim home – which was also where she picked up some shipboard work songs.

At this point she spends her 16 skill points as follows: 2 each on Craft (swordsmith), Spot, Jump, Intimidate, Profession (sailor), Perform (drum), Ride, Move Silently, Listen and Survival. Note that although Perform is a cross-class skill for barbarians, Mabb has sufficiently high Intelligence that she can simply spend her Int bonus skill points on Perform.

So, after spending all her skill points, Mabb has the following ranks in her skills:

Appraise +2, Balance +2, Bluff +2, Climb +2, Concentration +2, Craft (swordsmith) +4, Decipher Script +2, Disguise +2, Escape Artist +2, Gather Information +2, Heal +2, Hide +2, Intimidate +4, Jump +4, Knowledge (arcana) +2, Knowledge (geography) +2, Knowledge (history) +2, Knowledge (local) +2, Knowledge (nobility) +2, Knowledge (religion) +2, Listen +4, Move Silently +4, Perform (sing) +2, Perform (drum) +2, Profession (sailor) +4, Ride +4, Search +2, Sense Motive +2, Sleight of Hand +2, Spot +4, Survival +4, Swim +2, Tumble +2 and Use Rope +2.

SKILLS BY CLASS FOR SOLO AND DUO PLAY

Skill	Barbarian	Commoner	Borderer	Noble	Nomad	Pirate	Soldier	Scholar	Thief	Key Ability
Appraise	½	½	½	C	½	C	½	C	C	Int
Balance	½	½	½	½	½	C	½	½	C	Dex*
Bluff	½	½	½	C	C	C	½	C	C	Cha
Climb	C	C	C	½	C	C	C	½	C	Str*
Concentration	½	½	½	½	½	½	½	C	½	Con
Craft (alchemy)	cc	cc	cc	cc	cc	cc	cc	C*	cc	Int
Craft (herbalism)	C*	cc	C*	cc	C*	cc	cc	C*	C*	Int
Craft (any mundane)	C*	C*	C*	cc	C*	C*	C*	C*	C*	Int
Decipher Script	½	cc	½	½	½	½	½	C	C	Int
Diplomacy	cc	cc	cc	C	cc	cc	cc	cc	C	Cha
Disable Device	cc	cc	cc	cc	cc	cc	cc	cc	C	Int
Disguise	½	cc	½	½	½	C	½	½	C	Cha
Escape Artist	½	cc	½	½	½	C	½	½	C	Dex*
Forgery	cc	cc	cc	cc	cc	cc	cc	C	C	Int
Gather Information	½	½	C	C	C	C	½	C	C	Cha
Handle Animal	C	C	C	C	C	½	½	½	½	Cha
Heal	½	cc	½	½	C	½	½	C	½	Wis
Hide	C	½	C	½	C	½	½	½	C	Dex*
Intimidate	C	½	½	C	½	C	C	C	C	Cha
Jump	C	C	C	½	½	C	½	½	C	Str*
Knowledge (arcana)	½	cc	½	½	½	½	½	C	C	Int
Knowledge (geography)	½	cc	C	½	½	C	C	C	½	Int
Knowledge (history)	½	cc	½	C	½	½	½	C	½	Int
Knowledge (local)	½	½	C	C	C	½	C	C	C	Int
Knowledge (nobility)	½	cc	½	C	½	½	½	C	C	Int
Knowledge (religion)	½	½	½	C	½	½	½	C	½	Int
Listen	C	C	C	½	C	½	½	½	C	Wis
Move Silently	C	½	C	½	C	C	½	½	C	Dex*
Open Lock	cc	cc	cc	cc	cc	cc	cc	cc	C	Dex
Perform	½*	½*	½*	C*	½*	C*	C*	C*	C*	Cha
Profession	C*	C	C*	cc	cc	C*	C*	C*	C*	Wis
Ride	C	C	C	C	C	½	C	½	½	Dex
Search	½	½	C	½	C	C	C	C	C	Int
Sense Motive	½	½	½	C	½	½	½	C	C	Wis
Sleight of Hand	½	cc	½	½	½	½	½	C	C	Dex*
Spot	C	½	C	C	C	C	½	½	C	Wis
Survival	C	½	C	C	C	C	½	½	½	Wis
Swim	C	C	C	½	½	C	½	½	½	Str
Tumble	½	cc	½	½	½	C	½	½	C	Dex*
Use Rope	½	C	C	½	½	C	½	½	C	Dex

(Ability)*	This skill is affected by the Armour Check Penalty of any armour worn.
C	Class skill, and you gain 2 ranks in this skill at 1 st level, then ½ a rank in this skill each level thereafter, always before spending any of your own skill points.
C*	Class skill, and you gain 2 ranks in any one sub-skill of this skill at 1 st level, then ½ a rank in the sub-skill each level thereafter, always before spending any of your own skill points.
Cc	Cross-class skill.
½	Cross-class skill, but you gain 2 ranks in this skill at 1 st level, then ½ a rank in this skill each level thereafter, always before spending any of your own skill points.
½*	Cross-class skill, and you gain 2 ranks in any one sub-skill of this skill at 1 st level, then ½ a rank in the sub-skill each level thereafter, always before spending any of your own skill points.

SKILL POINT EXAMPLE: LEVEL ADVANCEMENT

When Mabb reaches 2nd level, it turns out that she has spent much of her time fighting as a mercenary in the army of Koth, rather than thieving as Jackie had planned. It seems more appropriate to give her a level of soldier than anything else.

As a soldier she gains ½ a rank in each of the following skills:

Appraise, Balance, Bluff, Climb, Concentration, Craft (swordsmith), Decipher Script, Disguise, Escape Artist, Gather Information, Heal, Hide, Intimidate, Jump, Knowledge (arcana), Knowledge (geography), Knowledge (history), Knowledge (local), Knowledge (nobility), Knowledge (religion), Listen, Move Silently, Perform (any one), Profession (sailor), Ride, Search, Sense Motive, Sleight of Hand, Speak Language, Spot, Survival, Swim, Tumble and Use Rope.

She also gains $2 + 1 = 3$ skill points. She spends these as follows: ½ a point on each of the following: Climb, Craft, Intimidate, Knowledge (geography), Profession (sailor) and Ride.

Her skill ranks are now as follows:

Appraise +2.5, Balance +2.5, Bluff +2.5, Climb +3, Concentration +2.5, Craft (swordsmith) +5, Decipher Script +2.5, Disguise +2.5, Escape Artist +2.5, Gather Information +2.5, Heal +2.5, Hide +2.5, Intimidate +5, Jump +4.5, Knowledge (arcana) +2.5, Knowledge (geography) +3, Knowledge (history) +2.5, Knowledge (local) +2.5, Knowledge (nobility) +2.5, Knowledge (religion) +2.5, Listen +4.5, Move Silently +4.5, Perform (sing) +2.5, Perform (drum) +2.5, Profession (sailor) +5, Ride +5, Search +2.5, Sense Motive +2.5, Sleight of Hand +2.5, Spot +4.5, Survival +4.5, Swim +2.5, Tumble +2.5 and Use Rope +2.5.



The White Hand of Hyperborea

EVEN THOUGH MOST sorcerers work alone, many have found the need for mutually supportive communities for darksome training and better understanding of the esoteric tomes they study. Indeed, given the scarcity of truly powerful tomes, it is understandable that the possessors of such tomes would find themselves at the centre of such gatherings, and the truly powerful practitioners of the art find themselves equally sought after by others. Other societies are formed by those practitioners who, either through obsession or temperament, long to be a leader. Such is the case with the White Hand of Hyperborea, a sorcerous cult devoted to Louhi, considered to be the avatar of a death goddess.

The White Hand is a strange cult of wizard-assassins that holds power in Hyperborea through the terror of their horrible arts. They kill without leaving a mark and fight only with their strange, platinum-tipped rods. Those who serve in the White Hand undergo strange mortifications of body, mind and will. They are accounted the deadliest fighters in the world, immune to fear and pain. In addition to the death goddess, they worship a whole host of devil-gods and avatars. All members of the White Hand are subject to The Rule of the Master (see the *Conan Roleplaying Game* for details).

Even the brooding Cimmerians, amongst their forested ridges and misty hills, know the infamous the White Hand. The sight of it can set a brave man to trembling. Members of this order are known as Witchmen or Witchwomen, all of who are virtual devils in human guise, without the taint of compassion or any other constraint that limits other men to sensible or moral behaviour.

This organisation is small, though its leader, Louhi, longs for it to reach the size and prestige of the Black Ring of Stygia. Even so, perhaps because she also has the services of the infamous Witchmen of Hyperborea and became an avatar of their horrible god, her magical order has gained the attention of Thoth-Amon of the Black Ring, as well as the Scarlet Circle in far Khitai.

THE WITCHMEN OF HYPERBOREA

The Witchmen and Witchwomen of Hyperborea serve the sorcerers and sorceresses of Hyperborea, learning from them, serving them and protecting them. As with all prestige classes in the *Conan the Roleplaying Game*, this class is a favoured class for any who meets its requirements.

Low-level Witchmen serve as shock troops and assassins for the Witch Kings and Queens. Until they reach 6th or 7th level, they are required to dress in skin tight black clothing and featureless white ivory masks while in public view. They are taught to not divulge their emotions, lending them expressionless faces at higher levels, which aids them in Bluff checks. At 9th level, the character is deemed a Witch King or Witch Queen and usually begins his or her own cabal of Witchmen, although all are still considered part of the White Hand. Individual avatars may order their Witchmen to display their own symbol on their black uniform. For example, Vammatar's Witchmen, in de Camp and Carter's *Legions of the Dead*, had a red emblem on their chests.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Witchman of Hyperborea, a character must fulfil all of the following criteria.



The Witchman of Hyperborea

Class Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+1	+0	+2	+2	Scholar Levels, Bonus Feat, Exotic Weapon Proficiency, Witchman Accoutrements
2	+2	+0	+0	+2	+0	+3	+3	Bonus Feat, Advanced Spell
3	+3	+1	+1	+3	+1	+3	+3	Bonus Feat, New Sorcery Style
4	+3	+1	+1	+3	+1	+4	+4	Mortification of Body, Bonus Feat
5	+5	+1	+1	+4	+1	+4	+4	Bonus Feat, Advanced Spell
6	+6	+2	+2	+5	+2	+5	+5	Mortification of Mind, New Sorcery Style
7	+6	+2	+2	+6	+2	+5	+5	Advanced Spell
8	+7	+3	+3	+6	+2	+6	+6	Mortification of Soul, Advanced Spell
9	+8	+3	+3	+7	+3	+6	+6	Leadership, New Sorcery Style
10	+9	+3	+3	+8	+3	+7	+7	Avatar, Advanced Spell

Sorcery Styles: Must know at least two sorcery styles.

Codes of Honour: Must not have a code of honour.

Skills: Knowledge (arcane) 5 ranks, Perform (ritual) 5 ranks.

Race: Must be Hyperborean.

Religion: Must be a worshipper of the Death Goddess of Hyperborea in good standing.

Corruption: 1 or higher.

Special: Must have been a member of the White Hand coven for at least a year.

Advanced Spell: At 3rd level and every level thereafter, the Witchman of Hyperborea improves his knowledge of any one of the sorcery styles he already knows by gaining any one of the advanced spells listed under the style. The Witchman of Hyperborea is taught this spell by his Witch King or Queen and does not get to choose his own spell. This is a supernatural ability.

New Sorcery Style: This new sorcery style may be chosen either from the *Conan Roleplaying Game* or from *Conan: The Scrolls of Skelos*, and the Witchman of Hyperborea also gains the basic spell associated with it.

CLASS SKILLS

The Witchman of Hyperborea's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (alchemy) (Int), Craft (herbalism) (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (any) (Int), Move Silently (Dex), Perform (Cha), Sense Motive (Wis), and Sleight of Hand (Dex). See the *Conan Roleplaying Game* for skill descriptions.

Skill Points At Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Witchman of Hyperborea prestige class.

Weapon and Armour Proficiency: The Witchman of Hyperborea gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

Soon the trail of the Hyperborean horses faded out on stony soil. But there was little chance to lose the trail, for now and again he passed a sign that his son's abductors had left to guide him: the imprint of a hand, white against rock or soil. 'Betimes it was seared into the dry, scrubby grass of a hummock like a pattern of frost left by a blast of preternatural cold.

'Witchcraft! He growled, deep in his throat, and his napehairs prickled. His own homeland, Cimmeria, lay to the northwest. His primitive folk knew of the White Hand, dread symbol of the Witchmen of Hyperborea. He shivered at the thought that his son was their captive.

L. Sprague de Camp and Lin Carter, *The Witch of the Mists*

The Acolyte Path of the Witchman of Hyperborea

Character Level	Scholar Level	Witchman Level	Witchman of Hyperborea	Magical Attack Bonus
1	1	—	<i>Lesser Ill-Fortune</i>	+0
2	2	—	<i>Witch's Vigour</i>	+1
3	2	1	—	+2
4	2	2	<i>Ill-Fortune</i>	+3
5	2	3	<i>Raise Corpse</i>	+4
6	2	4	—	+4
7	2	5	<i>Death Touch</i>	+5
8	2	6	<i>Astrological Prediction</i>	+6
9	2	7	—	+7
10	2	8	<i>Gelid Bones</i>	+7
11	3	8	<i>Agonising Doom, Greater Ill-Fortune</i>	+8
12	4	8	<i>Warding, Visions</i>	+9
13	5	8	<i>Sorcerous News</i>	+9
14	5	9	Free Choice	+10
15	5	10	Free Choice	+11

Scholar Levels: The Witchman of Hyperborea may add his Witchman of Hyperborea class level to his scholar class level for the following purposes: gaining bonus spells for high Intelligence, determining effective scholar level when casting spells. This is a supernatural ability.

Witchman Accoutrements: The Witchman gains a Rod of the Witchman and The Faceless Costume for free. If the Witchman dies, the Rod and the Costume are removed from the dead body so that others cannot steal them.

Exotic Weapon Proficiency: The Witchman of Hyperborea is proficient with the use of the Rod of the Witchmen (see below).

Bonus Feats: The Witchmen of Hyperborea gain a bonus feat at 1st, 2nd, 3rd, 4th and 5th levels as they develop their fighting styles at the expense of magical power. They may choose from the following feats: Combat Expertise, Improved Disarm, Improved Feint, Striking Cobra, Weapon Finesse.

Mortification of Body (Ex): The Witchman of Hyperborea gains curiously green eyes and his body is trained not to telegraph coming attacks or movements or to reveal emotion. The green eyes allow the Witchman to take the Steely Gaze feat even if he does not otherwise meet the prerequisites. The body training gives the Witchman a Bluff bonus equal to his class level. Hyperboreans are naturally thin and gaunt, and this mortification makes them even more so.

Mortification of Mind (Ex): The Witchmen are trained to obey their leading avatar and to not feel the emotions their faces already refuse to betray. As cold as the land they live in, they are inscrutable and alien in thought. This makes

them extremely resistant to mental domination from anyone other than their avatar. The Witchman gains a +2 bonus to Will saves against spells from the Hypnotism and Divination styles. They gain a -2 penalty against any spell of any school cast by their avatar.

Mortification of Soul (Ex): The Witchman is twisted and vile through his training. He has no sense of right or wrong, only a duty to his avatar. He automatically gains a point of corruption and a +1 Power Point bonus. His soul is so cold, he can sear his emblem, the White Hand, onto any surface with a press of his palm, leaving a white imprint as if frosted.

Leadership: The Witchman of Hyperborea that reaches this level becomes a Witch King or Witch Queen and gains the Leadership feat as a bonus feat. If the character already has the feat, he gains the Enhanced Leadership ability as a 6th level noble (see *Conan the Roleplaying Game*).

Avatar (Su): The avatar of a Hyperborean Witchman Cult gains all the benefits of The Rule of the Master (see *Conan the Roleplaying Game*). Hyperborean avatars also have damage reduction equal to their Cha bonus derived directly from their magical natures, rather than from the hardness or natural armour of their bodies. This is indicated in the entry for Damage Reduction by the parenthetical note (avatar) after the number. Any damage reduction gained in this way can be removed by use of the *incantation of Amalric's witchman* spell. Avatars immediately gain a +10 bonus to Reputation. The avatar becomes the sponsor of his or her own arcane religion (see *The Scrolls of Skelos*). That of Louhi, the Death Goddess, is detailed below.

NEW ARCANES RELIGION

LOUHI, DEATH GODDESS OF HYPERBOREA

Although Louhi is a mortal sorceress, she is considered to be the living avatar of the Hyperborean death-goddess. She is the master of the cult and all worshippers must follow the Rule of the Master as given in *Conan the Roleplaying Game*. She teaches magic, warping her followers' bodies, minds and souls, in exchange for their obedience.

Requirements of Worship: Pay a tithe worth 1 sp/level/month to the local priests of Louhi, attend at least one cult meeting/month.

Benefits of Worship: Spells (Counterspells, Curses, Divination, Immortality, Necromancy, Oriental Magic, Prestidigitation).

Requirements for Ordained Priesthood: Standard, plus as follows: must know at least three sorcery styles and three advanced spells; Knowledge (arcana) 8 ranks; must give up at least three magical links to oneself to the cult's avatar.

Benefits of Ordained Priesthood: Standard, plus sorcery teaching is available (Counterspells, Curses, Divination, Immortality, Necromancy, Oriental Magic, Prestidigitation)

Typical Punishments for Disloyal Priests: Killed in a sorcerous ritual.



This spell works as a more powerful version of *Raise Corpse*, allowing a veritable army of undead to rise and work for the sorcerer. The undead follow the sorcerer's verbal commands until the spell expires, when the undead become lifeless corpses again.

* This spell can have severe repercussions on a campaign world and is subject to Runaway Magic (see *Conan the Roleplaying Game*).

NEW SPELL

LEGIONS OF THE DEAD ☠

PP Cost: 1 point/5 corpses

Components: V, S, F

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft. per scholar level)

Effect: Up to 5 corpses per scholar level

Duration: Concentration plus 1d6 hours

Saving Throw: See Below

Prerequisites: *Raise Corpse*, Magical Attack Bonus 10+

NEW MAGICAL DEVICE

THE ROD OF THE WITCHMEN

The Rod of the Witchmen, which can be used as a finesse weapon, provides a proficient wielder with ability to *stun* his opponents with blinding pain. A foe touched by this weapon is forced to make a Fortitude saving throw (DC 10 + one-half your character level + Magical Attack). Armour is no defence

against this attack. If the defender fails his saving throw, he is *stunned* for 1 round (until just before his next action). A *stunned* character may not act and loses any Dodge or Parry bonus to Defence Value. Attackers get a +2 bonus on attack rolls against a *stunned* opponent.

These rods or batons are over two feet long and made of sleek, gleaming black wood. The ends of each rod are tipped with spherical knobs of platinum slightly smaller than a fowl's eggs.

Purchase Price: 20,000 sp

NEW UNUSUAL ITEM

The following item is not magical, but may be regarded as magical by the ignorant. It is difficult to buy, as someone has to kill a Witchman in order to have one to sell. This item is only ever offered for sale at the Games Master's discretion.

THE FACELESS COSTUME

The Witchmen of Hyperborea dress in the costume created by Vammatar: a skin-tight black outfit with tight cowl and an ivory mask without features save for two small eye-slits. This costume is frightening to look upon and gives the Witchman a +4 circumstance bonus to Intimidate and Bluff checks. Its overwhelmingly black look gives the Witchman a +1 circumstance bonus to Hide checks in darkness or shadows.

Purchase Price: 2,000 sp. The ivory mask is a work of art in and of itself, and the costume and mask is fitted exactly to its wearer to maximise the impact. The price is high also because of the extremely limited supply.

It was deserted, save for an old woman with lank grey hair. She squatted atop a circular stone dais, staring into the flickering flames of a dish of red coals. This he knew for Louhi, priestess-queen of the Witchmen, who regarded her as the living avatar of their death-goddess.

L.Sprague de Camp and Lin Carter, *The Witch of the Mists*



LOUHI, THE WITCH OF THE MISTS

Medium Human Hyperborean Female

10th level Scholar / 10th level Witchman

Hit Dice: 10d6+20 plus 10 (65 hit points)

Initiative: +12 (+2 Dex, +10 Ref)

Speed: 30 ft.

DV (Dodge): 20 (+2 Dex, +8 Level)

DV (Parry): 18 (+0 Str, +8 Level)

DR: 5 (avatar)

Base Attack Bonus/Grapple: +16/+16

Attack: Dagger +18 melee (1d4/19-20/x2 / 1 AP)

Full Attack: Dagger +18/+13/+8 melee (1d4/19-20/x2 / 1 AP)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spells

Special Qualities: Background (*lay priest*), Knowledge is Power, Increased Maximum Power Points, Mortification of Body, Mortification of Mind, Mortification of Soul, Avatar

Magic Attack Bonus: +17 (+12 base +5 Cha bonus)

Saves: Fort: +9, Ref: +12, Will: +17 (+2 bonus to Will saves against spells from the Hypnotism and Divination styles)

Attributes: Str 11, Dex 15, Con 16, Int 16, Wis 17, Cha 21

Skills: Bluff +26, Concentration +16, Craft (alchemy) +16, Craft (herbalism) +16, Craft (stone) +5, Decipher Script +16, Diplomacy +13, Gather Information +13, Heal +5, Hide +12, Intimidate +30, Knowledge (arcana) +26, Knowledge (religion) +28, Knowledge (local) +16, Move Silently +12, Perform (ritual) +27, Profession (priestess) +5, Sense Motive +28, Sleight of Hand +12

Feats: Adept (necromancy), Combat Expertise^b, Exotic Weapon Proficiency (Rod of the Witchmen)^b, Hexer, Improved Disarm^b, Improved Feint^b, Iron Will^b, Leadership^b, Menacing Aura, Negotiator, Opportunistic Sacrifice, Priest, Ritual Sacrifice, Sorcerer's Boon, Steely Gaze, Striking Cobra^b, Tortured Sacrifice, Weapon Finesse^b

Climate/Terrain: Hyperborea

Organisation: The White Hand

Base Power Points: 11

Maximum Power Points: 33

Reputation: 72 (villain) Louhi may apply her +8 Reputation bonus to all Bluff, Intimidate and Gather Information checks when dealing with others

Corruption: 9 (corrupt) Louhi is extremely thin and bony

Advancement: By character class

^b = Bonus feat

^s = Chosen in lieu of a sorcery style

Louhi's background is as a lay-priestess in the temple of an unnamed death goddess of Hyperborea. She became an acolyte of Vammatar, a powerful necromancer gifted with eternal youth. Louhi herself eventually became a high priestess. In Conan's youth, Louhi served Vammatar the Witch-Queen as a high priestess at Castle Haloga, where she was notably critical of Vammatar's pursuit of sensual pleasures. After Vammatar's death, she moved her base of operations to Pohiolo. As she can change shape into animal forms, she must have either travelled to the Orient, hosted an Oriental sorcerer or bargained with a demon for the Oriental Magic style at some point in her career. She became identified as the avatar of the death-goddess and took control of the White Hand. Seeking more power, she allied herself with Thoth-Amon and several other notable sorcerers of the Hyborian Age. Turning herself into a white stag, she lured King Conan's son into a trap. King Conan arrived at her citadel and, during the course of combat, set her on fire. She was last seen blazing past Conan. She is presumed dead, her corpse buried underneath the rubble of her citadel.

She appears as an incredibly ancient woman. Although her rival, Vammatar, held the guise of eternal youth, such is not the interest of Louhi, although she is more than capable of performing that particular spell, having learned it from Vammatar herself. Louhi's expressionless face is furrowed with a thousand wrinkles and her grey hair dangles in an unkempt manner. She is thin, tall and gaunt. Louhi's overriding weakness was curiosity, which ultimately led to her downfall. Thoth-Amon told her to kill Conan on sight, but she wanted to find out for herself why such a powerful wizard feared a mere mortal man. She found out.

The next instant, even as he flung back on arm to hurl the javelin, it happened. The stag dissolved into mist – a mist that reformed into a tall, gaunt, human shape clothed in white robes. It was a woman, from the billowing cloud of iron-grey hair that swirled about the bony, calm, expressionless mask of its face.

Terror smote Conn. The pony reared, eyes rolling, and neighed shrilly, then came down and stood motionless, shuddering. Conn stared into the cold, cat-green eyes of the woman-thing before him.

L. Sprague de Camp and Lin Carter, *The Witch of the Mists*

Spells: Louhi knows the following styles and spells:

Counterspells: *Warding, Greater Warding*

Curses: *Lesser Ill-Fortune, Ill-Fortune, Greater Ill-Fortune, Gelid Bones, Draw Forth the Soul*^b

Divination: *Astrological Prediction, Visions; Sorcerous News*

Immortality: *Witch's Vigour, Eternal Youth, Life Drain*^b

Necromancy: *Raise Corpse, Death Touch, Agonising Doom, Draw Forth the Heart, Legions of the Dead*

Oriental Magic: *Calm of the Adept, Shape-Shifter*

Prestidigitation: *Conjuring, Telekinesis*

^b = Bonus spell

ADVENTURE HOOKS

Howard's *The Hyborian Age* establishes that many aspects of this age has carried forward to the modern era. Finnish Mythology has a goddess named Louhi who rules the icy realm of Pohjola. Perhaps this is a racial memory. Perhaps she survived Conan's attack and later achieved godhood.

Also, from Finnish Myth, Louhi has several beautiful maiden daughters who send suitors on impossible tasks – and Louhi, critical of fleshly pleasures, ensures that these suitors fail. These may not be literal daughters, but acolytes.

Danger in the Westermarck

BACKGROUND

Until recently, the wild regions of Pictland had been left untouched by the hands of civilisation. Only a few, wooden forts were stretched along the Westermarck, the land that stands between the golden kingdom of Aquilonia and the trackless forests of Pictland. Desperate settlers from Aquilonia and the savage Pictish tribes that inhabit the wild forest have fought over this dark and dangerous land for generations. For the last few years, an uneasy peace has reigned along the frontier, with only a few, random skirmishes to mark the passing of time. Recently, the king of Aquilonia, King Numedides, has given land grants to many new barons and lords who have proven themselves in the brief war with Nemedra. One of these barons, Trejanus, has decided to take his land grant and immediately begin settling a small, untouched section of the Westermarck. This area of forest is south of the Aquilonian fort of Schondara, east of the Black River and west of the Thunder River. Baron Trejanus has only a small retinue of men-at-arms, but does have a large supply of gold, which he uses to purchase the mercenaries he needs to hold his new lands.

The adventure starts with it being two day's past the first of a new month. The mercenaries and free companions that Baron Trejanus has hired are becoming restless. The supply train, carrying more food and necessities for Fort Drethil, has still not shown up and is now considered overdue. Baron Trejanus and the men at his fort can weather several more weeks without food or new supplies; however the mercenaries will not wait for their wages. Baron Trejanus was running low on supplies and coin and had a strongbox added to the supply caravan that hailed from Aquilonia proper. Over 300 golden lunas had been in the strongbox, and were to be used to pay the mercenaries and traders that Baron Trejanus was dealing with. With the loss of the money, Baron Trejanus now finds himself in a dangerous predicament, with very few options.

The baron has no choice but to trust a few mercenaries or men of his retinue to go and find out what has happened to the supply caravan. Hopefully the adventurers will return with the strongbox intact, so that the mercenaries will be paid and continue to protect Baron Trejanus' interest. After being given their mission, the party should depart immediately for the road east, toward Aquilonia.



THE PICTS

Two Pictish tribes have formed a temporary alliance for the sole purpose of slaughtering the frontier settlers. The Black Boar tribe and the Red Hawk tribe crossed the Black River six days ago and ambushed the supply caravan just as it crossed over the Thunder River, from the border of Aquilonia. After looting the caravan, the surviving members of the war party travelled swiftly back across the Black River and into Pictish territory. While arguing over the splitting of the plundered goods, a fight broke out, which turned deadly. After the bloody melee was over, the victorious Black Boar tribesmen left

with a majority of the goods and went south toward their territory. The Chief of the Black Boar tribesmen is Gorla, a larger than average Pict, standing almost six feet tall. The real brains behind the chief is a shaman named Yagga, who worships the ancient god of the wood and animals, Jhebbal Sag. Yagga has convinced chief Gorla that there is value in striking at the settlers' caravans, denying them food and water, so that sooner or later they will be forced to leave. Yagga was also able to convince chief Gorla that the metal strongbox, which Yagga has not been able to open yet, is a valuable bargaining tool and that it must be of great value to the Aquilonians. When the full moon of Jhebbal Sag rises in 10 days, sacrifices will be made and Yagga's magic will be at its strongest. Then the strongbox will be opened and its 'magic' used against the frontier settlers.

THE ADVENTURE

CARAVAN AMBUSH

When the group arrives at the site the smell of rotting bodies can be detected up to 300 yards away. Carrion birds take flight as the group enters the ambush area. Bodies, both men and beasts of burden, are spread across the caravan trail in a haphazard manner. Careful examination reveals that most of the bodies have crude arrows stuck in them, or show signs of cuts or gashes all about their bodies. An easy Spot check (DC 10) reveals that all the men's bodies are missing a tuft of hair from their heads. A character with Knowledge (local) skill (DC 10) can determine that many of the local tribes of Picts take a slain enemy's scalp as a trophy to hang on his mud and thatch hut. A Search check (DC 15) shows that little was left behind by the savages; however a leg can be seen protruding from underneath a wagon, in what must have been the rear of the caravan. Characters with a combined Strength of 25 can lift the wagon upright and reveal what was underneath. The group finds the crushed body of a Pict, underneath the wagon, who bears many tattoos and body piercings. A character with the Knowledge (local) skill can make a check (DC 15) to determine what tribe the Pict hails from, and a general idea of its territory. If successful, the group determines that the Pict is from the Red Hawk. If a member of the group tries to follow the Picts, a Track (DC 20) check will reveal a faint trail heading west, back toward the Black River.

ANIMAL ATTACK

While trudging through the trackless forest, the group comes upon a pack of wild wolves feasting on the carcass of a large deer. These wolves are not normal

wolves, and do not flee at yells from the group or simple gestures. If any of the group moves within 30 yards of the creatures, they attack.

Wolves: Normal, (6), Hit Die and statistics per *Conan the Roleplaying Game*. No treasure.

BURNT SETTLERS' CABIN

Upon arriving, the first thing the group notices is that the cabin is still smoldering. The barn that is adjacent to the cabin is still standing, and contains a few surviving livestock animals, although they look like they have not been tended to in days. A Search check (DC 10) reveals that no bodies are to be found. A search of the burnt out cabin reveals some salvageable items. Hidden under a floor board in the cabin, the group finds a pouch with 10 slightly melted silver coins and a gold chain and locket that holds the likeness of a pretty young woman. If a search of the barn is made, the group finds several farming tools, two 50-foot lengths of rope, and four sacks of edible grain. The barn also contains several domestic animals, which hold no value, unless the group wished to slaughter an animal for food. A Tracking skill check (DC 15) reveals that the war party did hit the farm and continued to the west.

CONSTRUCTOR SNAKE ATTACK

After finding a ford to cross at the Black River, the group comes under attack from a giant constrictor snake. The snake should attack the group when they are at a point in the crossing where the water is at least hip deep. Randomly roll a dice to determine which character the snake falls upon.

Snake, Constrictor: (1), Hit Die and statistics below. No treasure.

Skills: Snakes have a +4 racial bonus to Hide, Listen and Spot checks and a +8 racial bonus to Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

PICTLAND

BLACK BOAR VILLAGE

BLACK
RIVER

FT. DRETHIL

FT. SCHONDARA

FT. THANDARA

AUGUSTUS
BRIDGE

KINGS
ROAD

AQUILONIA

6

5

4

3

2

1

Constrictor Snake**Medium Animal****Hit Dice:** 3d8+6 (19 hp)**Initiative:** +3**Speed:** 20 ft. (4 squares), climb 20 ft., swim 20 ft.**DV:** 15 (+3 Dex, +2 natural)**Base Attack/Grapple:** +2/+5**Attack:** Bite +5 melee (1d3+4)**Full Attack:** Bite +5 melee (1d3+4)**Space/Reach:** 5 ft./5 ft.**Special Attacks:** Constrict 1d3+4, Improved Grab**Special Qualities:** Scent**Saves:** Fort +4, Ref +6, Will +2**Abilities:** Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2**Skills:** Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11**Feats:** Alertness, Toughness**Climate/Terrain:** Warm forests**Organisation:** Solitary**Advancement:** 4–5 HD (Medium); 6–10 HD (Large)

Constrictor snakes are not usually aggressive and flee when confronted. They hunt for food but do not attempt to make a meal out of any creature that is too large to constrict.

Combat

Constrictor snakes hunt by seizing prey with their jaws and then crushing it with their powerful bodies.

Constrict (Ex): On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

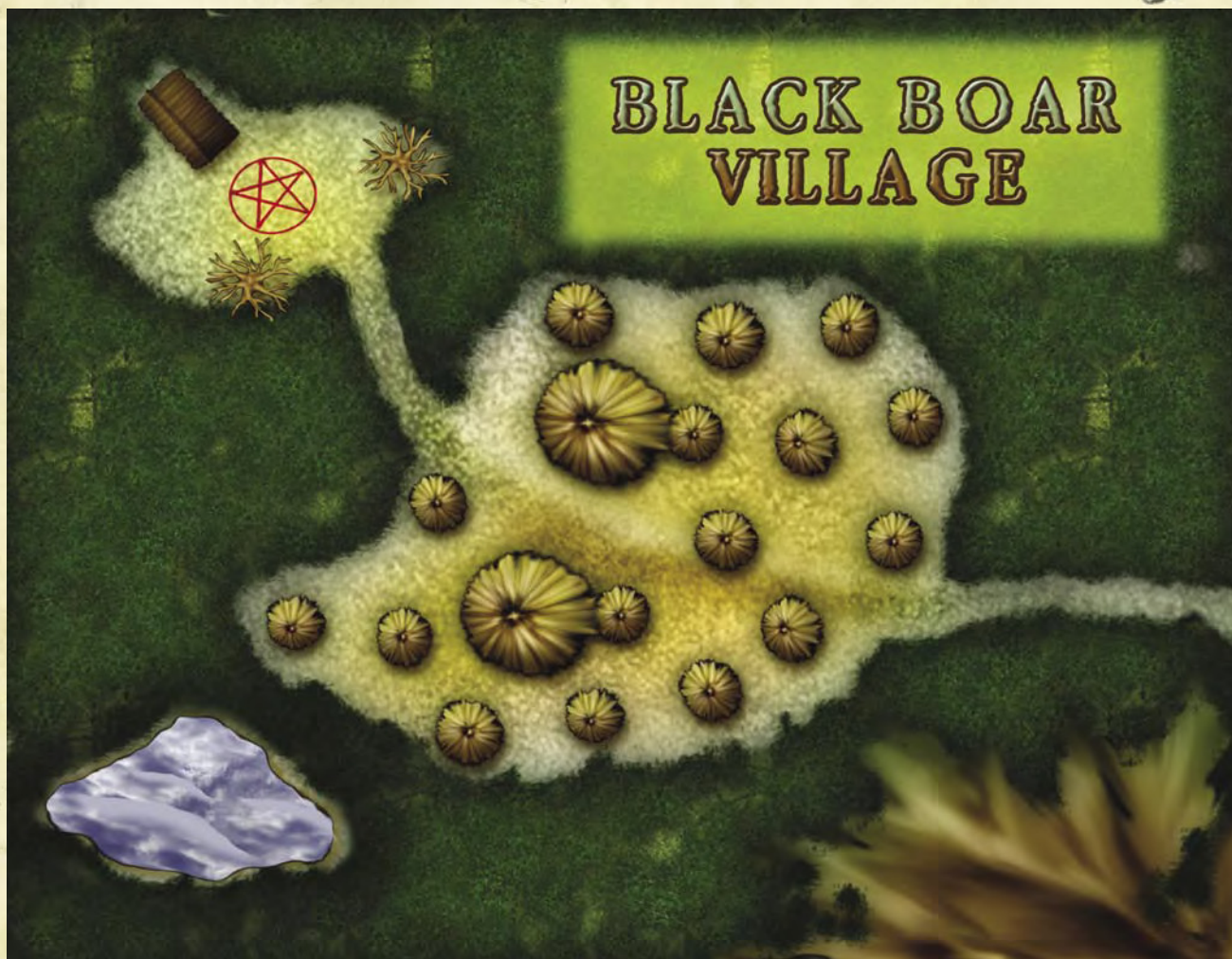
TRIBAL BATTLE

Now deep into Pictish territory, the group comes upon a disturbing and confusing scene. Splayed out in front of them is another scene of carnage, except the dead bodies that cover the meadow are Picts. A Spot check (DC 10) reveals that the bodies are those of the Red Hawk tribe of Picts. A Spot check (DC 15) shows that one body bears the markings of the Black Boar tribe. A character with a reasonable Intelligence (DC 18 check) can determine that the two war parties must have had a falling out and fell upon each other to the death, with the Black Boar tribesmen coming away victorious. A Search check (DC 15) reveals several



simple, barbaric weapons scattered across the meadows in different stages of wear and quality. Approximately five minutes after the group arrives at the meadow, a scouting party of Red Hawk Picts also arrives at the meadow and attacks the group, thinking them responsible for the massacre. None of the Picts speak Aquilonian, let alone any other language, so only a character who speaks Pictish will have a chance of convincing the Red Hawks that the group did not have anything to do with the massacre. The Picts are not friends with the white men, but if a character speaks the language and makes a successful Diplomacy check (DC 20), then the Picts will stop fighting, temporarily, to at least listen to what the characters have to say. If the group is successful, then they will convince the Red Hawk tribe to go to war against the Black Boars. Although this may not have an immediate affect in the adventure, this will affect the happenings in a continuing campaign. If the group fails to convince the Red Hawks to listen, then they fight to the death.

Pict Warriors: (5), 1st level Pictish barbarians, Hit Die and statistics per *Conan the Roleplaying Game*. **Treasure:** assorted animal jewellery that can be traded for equivalent of 5 silver pieces. 1 Aquilonian crafted dagger: Average quality. One set of leather bracers, studded with turquoise, valued at 30 silver pieces.



VILLAGE OF THE BLACK BOAR

Hopefully the group arrives undetected and is hiding behind a rock bluff that overlooks the Black Boar village. As the day progresses the characters can see that the village is filled with activity. Five large wooden poles have been driven into the ground and are covered in strange markings and carvings. A larger, more ancient-looking totem, covered in demonic and bestial visages, looms over the five smaller poles. A Spot check (DC 20) reveals the hut of the village shaman and the chief of the tribe.

If the group waits for nightfall, they begin to see a grisly ceremony play itself out. Most of the tribesmen are becoming increasingly intoxicated by some local home brew, and can be seen laying about the village in various stages of inebriation. Many of the women and children of the tribe are gathered in a semi-circle around the five sacrificial poles. The shaman can be heard chanting in a guttural, inhuman tongue, gesturing

occasionally to the large totem behind him. Attached to the five sacrificial poles are what appear to be five Aquilonian settlers; one male, one female and three children. The group notices that although most of the warriors in the village are passed out or extremely intoxicated, a group of four warriors stand next to the chief; his ever-watchful bodyguards.

The most successful tactic would be for the adventurers to kill the shaman first, interrupting his ceremony and causing pandemonium amongst the tribesmen. If the group causes some distraction, like setting the huts on fire, then this will successfully send the village into chaos, but the shaman will still complete his ceremony. When he does, a large black boar appears and walks toward the sacrificial victims, intending to eat them. Yagga completely controls the creature and if the characters present themselves, then he will have the boar attack them. If the boar is slain before it has killed the sacrificial victims, then the demonic totem bursts into flames and topples down upon the shaman, crushing him into the earth. If this happens, whether the chief and his bodyguards are still alive, they



flee into the dark forest depths, never to return. If the shaman is killed after the boar is summoned, then the creature goes berserk and kills at random. Chief Gorla and his bodyguards will only flee if the boar is slain, otherwise they fight to the death. If the combat goes for over eleven rounds, then eight more tribesmen become sober enough to enter the melee.

If the characters are successful and the Black Boar tribe defeated, then they can search the village and find the following items: Lord Trejanus' strongbox, 300 golden lunas, 33 silver pieces, miscellaneous jewellery valued at 100 golden lunas, and 13 miscellaneous semi-precious stones, valued at 75 golden lunas.

Boar: Normal, (1), Hit Die and statistics per *Conan the Roleplaying Game*. No treasure.

NON-PLAYER CHARACTERS

Below you will find all the characters you will need to populate the Pictish village.

Chief Gorla: 3rd level Pictish Barbarian, Hit Die and statistics per *Conan the Roleplaying Game*.

Treasure: Hide armour made of boar skin (average quality), wooden spear w/stone tip (primitive quality), bone handled dagger (primitive quality), Zingaran mastercraft short bow (Akbitanan quality), and the 'Necklace of the Boar', a magical stone necklace that allows the wearer to summon the strength of a boar once per week (+4 to Strength) and lasts for 10 rounds.

Chief's bodyguards: (4), 2nd level Pictish Barbarians, Hit Die and statistics per *Conan the Roleplaying Game*.

Treasure: All four have hide armour made from various animals, weapons include 4 spears, 4 bone handled daggers, 2 crude short bows, 2 weighted twine nets (all weapons primitive quality), one mastercraft Aquilonian short sword (Akbitanan quality), and miscellaneous jewellery valued at 10 golden lunas.

Yagga, Shaman of Jhebbal Sag: 1st level Pictish Barbarian/ 3rd level Pictish Shaman (Scholar), 12 Power Points, Hit Die and statistics per *Conan the Roleplaying Game*.

Treasure: Vest made of bones, equal to hide armour (average quality), Steel dagger (average quality), sack containing the rare Purple Lotus and unique herbs and plants (valued at 500 golden lunas), Staff of Jhebbal Sag (staff allows wielder to use *Summon Beast*, Greater once per month with a 10% chance of gaining 1 point of Corruption per use).

Black Boar Tribesmen: (8), 1st level Pictish Barbarian, Hit Die and statistics per *Conan the Roleplaying Game*.

Treasure: Miscellaneous jewellery and trinkets valued at 20 silver pieces, Stone-tipped spear (primitive quality), stone dagger (primitive quality), Stone Hand Axe (primitive quality).

EPILOGUE

After freeing the captives, the group learns that they are a family of settlers whose farm was attacked and their cabin burned. The family lets the characters know that they will always be grateful and will always have a safe place to rest and recuperate. After the group makes it back to Fort Drethil and returns Baron Trejanus' strongbox, they are rewarded with 10 golden lunas each, and given letters of recommendation from Baron Trejanus himself. If the characters manage to start a tribal war between the Red Hawks and Black Boars, award them 200 experience points each. If they free the captives give them 100 experience points each. If the group manages to destroy the demonic totem, give each character 500 experience points.

The Bandit

BANDITS ARE RAIDERS, ambushing unwary travellers and demanding payment for safe passage. A bandit's life is a wild and free one, but often short and violent. Bandits recognise no authority other than that of their leader, and only then so long as he is the strongest and smartest among them and can provide them with rich plunder.

Characteristics: The bandit is, by necessity, a fast and agile fighter, adept at laying ambushes and bullying victims into surrendering their valuables. A bandit relies on a quick, frenzied strike to bring down the most powerful among his foes before they have a chance to counterattack. This is all the better to terrorise and demoralise any other resistance among his victims.

Religion: Bandits often swear by Bel, God of Thieves, while others hold to the gods of their homeland.

Background: Many bandits are deserters from shattered armies, down on their luck mercenaries or criminals forced to flee into the wilderness. Bandits stay near established roadways likely to see rich caravan trade, and the Road of Kings is the most tempting of these targets, particularly the farther east one travels. The Zamorian forests and Eastern Desert near Turan are filled with bandits, as are rich nations suffering under civil war and rebellion, such as Corinthia, Koth and Ophir.

GAME RULE INFORMATION

Abilities: A bandit's quick-moving combat style relies on Dexterity in battle, followed by Strength and Constitution to help him win through tougher opponents, and finally on Charisma to avoid unnecessary fights altogether. A high Wisdom also benefits several of his skills.

Hit Die: d8

CLASS SKILLS

The bandit's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (any mundane) (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (geography

or local) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Weapon and Armour Proficiency: A bandit is proficient with all simple and martial weapons, two weapon combat, light armour and shields. Note that armour check penalties for wearing medium or heavy armour apply to the skills Balance, Climb, Jump, Move Silently, Sleight of Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Favoured Terrain: At 1st level a bandit gains a favoured terrain type from among the following: Desert, Forest, Hills, Mountains, Plains, Swamp or Tundra. At 7th, 13th and 19th level, he may choose an additional favoured terrain. All the benefits derived from favoured terrain are extraordinary abilities.

Any time a bandit is in one of his favoured terrain types and wearing at most light armour, he gains certain benefits as follows:

+1 circumstance bonus to all Hide, Listen, Move Silently, Search, Spot and Survival checks

+1 Dodge bonus to DV. The bandit is adept at using the natural features of the terrain to his advantage in combat.

At 4th level and every four levels thereafter, the bandit's favoured terrain bonus increases by +1. His second favoured terrain bonus increases by +1 at 12th and 17th levels, and his third favoured terrain bonus increases by +1 at 19th level.

The bandit gains additional benefits as his favoured terrain bonuses increase. If he has a favoured terrain bonus of at least +2 for the terrain he is in, he gains a +10 feet circumstance bonus to his movement.

If he has a favoured terrain bonus of at least +3 for the terrain he is in, he may use the Hide skill even if the terrain does not usually grant cover or concealment.

If he has a favoured terrain of at least +4 for the terrain he is in, his movement bonus within that terrain is increased by +20 feet. If he has a favoured terrain bonus of at least +5 for the terrain he is in, he can use the Hide skill while being observed.

Ferocious Attack: The bandit's ferocity tends to rapidly overwhelm almost any opponent. On the first round of any combat, he may declare a ferocious attack. He gains a +2 bonus to his initiative check and all melee attack and damage rolls that round. However, he is unable to defend himself very effectively during the ferocious attack and has a -2 penalty to his Dodge and Parry Defence Value score during the first round of combat. Furthermore, he may not make any sneak attacks on the round in which he declares a ferocious attack. This is an extraordinary ability. At 7th level, the bonuses to initiative, attack and damage rolls increase to +4, and the penalty to -4. Furthermore, the bandit gains an additional attack on the first round of combat, at his highest attack bonus.

At 13th level, the bonuses increase to +6, and the penalty to -6. Furthermore, any opponent struck and damaged by the bandit during the first round of combat must make a Will saving throw (DC = 10 + ½ bandit's class level + bandit's Charisma bonus) or be *stunned* for 1d4 rounds due to fear of the bandit. Note that if the bandit is also able to somehow perform a coup de grace on the first round of combat using his To Ride A Road of Blood And Slaughter class feature, any Will saving throws called for by the Ferocious Attack class feature have their DC increased by +2.

At 19th level, the bonuses increase to +8, and the penalty to -8. In addition, if the bandit strikes an opponent during the first round of combat, any of the opponent's allies who observe the ferocious attack must make Will saving throws (DC = 10 + ½ bandit's class level + bandit's Charisma bonus) or be at -2 to attack rolls for 1d4 rounds.

Persuasive: At 2nd level, the bandit gains Persuasive as a bonus feat. If he already has Persuasive, he instead gains Negotiator. Bandits often use threats and trickery to get loot from victims without entering combat. Bandits with codes of honour will usually keep their word not to harm those who surrender and co-operate, while those without honour will do as they please.

To Ride A Road of Blood and Slaughter: A bandit of 2nd level or higher may perform a coup de grace as a free action up to once per round. This coup de grace never provokes an attack of opportunity – the bandit is so used to dispatching helpless opponents that he can do so before an opponent can react. Furthermore, he gains a +4 bonus to Intimidate checks he may make for one round immediately following the

performance of a coup de grace, if it was successful. This is an extraordinary ability.

Sneak Attack: From 3rd level onwards, any time a bandit's target would be denied dodge or parry bonus to Defence Value (whether the target actually has a dodge bonus or not), or when the bandit flanks the target, the bandit's attack deals extra damage. The extra damage is +1d6 at 3rd level and an additional 1d6 every three levels thereafter. Should the bandit score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can only count as sneak attacks if the target is within 30 feet. The bandit cannot strike with deadly accuracy beyond that range.

With a sap or unarmed strike, the bandit can make a sneak attack that deals subdual damage instead of normal damage. The bandit cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, even with the usual -4 penalty (except see the Sneak Subdual class feature, below).

A bandit can only sneak attack a living creature with discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The bandit must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The bandit cannot sneak



The Bandit

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+0	+2	+2	+0	Favoured Terrain, Ferocious Attack
2	+1	+1	+1	+0	+3	+3	+0	Persuasive, To Ride A Road of Blood and Slaughter
3	+2	+2	+1	+0	+3	+3	+1	Sneak Attack +1d6, Sneak Subdual
4	+3	+3	+2	+1	+4	+4	+1	Uncanny Dodge
5	+3	+3	+2	+1	+4	+4	+1	Mobility
6	+4	+4	+3	+1	+5	+5	+2	Sneak Attack +2d6
7	+5	+5	+3	+1	+5	+5	+2	Favoured Terrain, Ferocious Attack (additional)
8	+6/+1	+6	+4	+2	+6	+6	+2	Improved Uncanny Dodge
9	+6/+1	+6	+4	+2	+6	+6	+3	Sneak Attack +3d6
10	+7/+2	+7	+5	+2	+7	+7	+3	Human Compass, Improved Mobility
11	+8/+3	+8	+5	+2	+7	+7	+3	
12	+9/+4	+9	+6	+3	+8	+8	+4	Sneak Attack +4d6
13	+9/+4	+9	+6	+3	+8	+8	+4	Favoured Terrain, Ferocious Attack (additional)
14	+10/+5	+10	+7	+3	+9	+9	+4	
15	+11/+6/+1	+11	+7	+3	+9	+9	+5	Greater Mobility, Sneak Attack +5d6
16	+12/+7/+2	+12	+8	+4	+10	+10	+5	
17	+12/+7/+2	+12	+8	+4	+10	+10	+5	
18	+13/+8/+3	+13	+9	+4	+11	+11	+6	Sneak Attack +6d6
19	+14/+9/+4	+14	+9	+4	+11	+11	+6	Favoured Terrain, Ferocious Attack (additional)
20	+15/+10/+5	+15	+10	+5	+12	+12	+6	

attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Sneak Subdual: At 3rd level, the bandit gains the Sneak Subdual feat for free. This is an extraordinary ability.

Uncanny Dodge: From 4th level and above, the bandit retains his dodge or parry bonus to Defence Value (if any) if caught flat-footed or struck by an invisible attacker. If the bandit already has Uncanny Dodge from some other source (such as from already being a 4th level barbarian) he instead gains Improved Uncanny Dodge (see below). This is an extraordinary ability.

Mobility: From 5th level onwards the bandit gets a +4 dodge bonus to Defence Value against attacks of opportunity caused when he moves out of or within a threatened area. If the bandit already has Mobility from some other source (such as from already being a 5th level nomad) he instead gains Improved Mobility (see below). Note that Mobility does not apply if the bandit is mounted.

Improved Uncanny Dodge: At 8th level, the bandit can no longer be flanked, except that a thief or pirate at least four levels higher than him can still flank him. This is an extraordinary ability.

Improved Mobility: From 10th level onwards the bandit never provokes attacks of opportunity, whatever he does, so long as he moves at least 10 feet during that combat round. If the bandit somehow already has Improved Mobility (such as for already having had Mobility from another source before reaching 5th level, and so gaining Improved Mobility at 5th level instead of Mobility) he instead gains Greater Mobility (see below). Note that Improved Mobility does not apply if the bandit is mounted. This is an extraordinary ability.

Greater Mobility: From 15th level onwards the bandit may move up to his speed as part of a full attack action, rather than merely taking a 5-foot step. He may move and attack in any order, so he might, for example, move five feet, attack once, move fifteen feet, attack twice more, and then move again for the remaining ten feet of his movement. Note that Greater Mobility does not apply if the bandit is mounted or is wearing heavy armour. This is an extraordinary ability.

Human Compass: At 10th level, the bandit gains the ability to automatically know where he is on land, even in the middle of nowhere. He has a detailed mental map of all the lands he has visited and how to get there from where he is now. This is an extraordinary ability.

Three Sides of the Coin

THESE NEW CODES of honour supplement those found in the *Conan The Roleplaying Game* core rulebook. As with all codes of honour, they grant a +3 morale bonus on Will saving throws, rising to +6 if the Will saving throw is against Corruption. They also bestow a +2 bonus to Reputation.

CHIVALROUS CODE OF HONOUR

This is a stricter version of the civilised code of honour found in the *Conan The Roleplaying Game* Core Rulebook. This code is almost exclusive to the knights of Poitain, though it is very similar to codes found among the warriors of the mysterious eastern lands of Khitai.

A character with a chivalrous code of honour will:

- ❖ Obey all precepts of the civilised code of honour.
- ❖ Respect alliances with other honourable civilised characters.
- ❖ Avenge any insult to his honour, even if this leads to his own death. The Poitainians are fond of the expression 'death before dishonour'.
- ❖ Find an honourable lord and swear allegiance to him. To count as an honourable lord, the person a character with this code of honour swears allegiance to must himself possess a code of honour. The chivalrous and the civilised codes of honour are preferred but any code of honour will do. This allegiance, known as fealty, will always be the knight's first allegiance; allegiances are listed in order of importance. The lord to whom the knight swears allegiance will be known as his Liege Lord.
- ❖ Avenge any insult to his Liege Lord's honour, even if this leads to his own death.
- ❖ Avenge the death of his Liege Lord, even if this leads to his own death.
- ❖ Obey the orders of his Liege Lord without question.

- ❖ Show unwavering courage and bravery in the face of battle, even if that battle involves overwhelming odds and will result in the knight's death. The knight sees his life as a temporary state but his honour is eternal.
- ❖ Aid any honourable lady in need.
- ❖ Always grant mercy (in return for ransom) to any character with the chivalrous or civilised code of honour unless ordered differently by his Liege Lord.

A character with a chivalrous code of honour will not:

- ❖ Break any of the precepts of the civilised code of honour.
- ❖ Attack an opponent at a disadvantage. If an opponent has no missile weapons, the knight will close and melee. If an opponent is on foot, the knight will dismount.
- ❖ Break his word under any circumstances.
- ❖ Betray or abandon his Liege Lord. Once a knight swears allegiance to a Liege Lord, only the death of the knight or his Liege Lord can break that bond.

MERCENARY CODE OF HONOUR

Although they wander far to make their way as 'sellswords', many mercenaries live by a code of honour. Ruthless but not without principles, these mercenaries are highly sought after and renowned for always fulfilling their contracts to the letter.

A character with a mercenary code of honour will:

- ❖ Demand half of all promised payment up front if payment is to be a lump sum.
- ❖ Demand two months' payment in advance if payment is to be monthly.
- ❖ Notify other mercenaries if a client does not pay.

- ❖ Require the client to spell out exactly what will satisfy the requirements of employment, preferably in writing.
- ❖ Fulfil all requirements of employment.
- ❖ Maintain confidentiality concerning who hired him and what he was asked to do.
- ❖ Only work for competing employers after 30 days of the contract's expiry.

A character with a mercenary code of honour will not:

- ❖ Violate any explicitly stated requirements of employment.
- ❖ Violate the confidentiality of his employer including revealing what he was hired to do.
- ❖ Take assignments from his employer's competitors before 30 days have elapsed.

HONOUR AMONG THIEVES

Men, civilised men, say there is no honour among thieves. This is not so. Although they will slit a throat for a copper coin or kidnap a Brythunian noblewoman and turn her into a harem slave, thieves have a set of laws that they live by with a strange, bewildering sense of roguish nobility.

A character with 'honour among thieves' will:

- ❖ Respect and honour a better thief.
- ❖ Be bold.
- ❖ Share adventure, and spoils, with a worthy thief.
- ❖ Trust his instincts.
- ❖ Be ever watchful.

A character with 'honour among thieves' will not:

- ❖ Steal from thieves with whom he has shared adventure.
- ❖ Give aid or information to the city guard or militia about his fellow thieves, even if this costs him life or freedom.
- ❖ Kill more than is necessary in the course of his thievery.
- ❖ Take employment as an assassin.

NEW PRESTIGE CLASSES

These prestige classes embody two of the new codes of honour introduced above.

GUNDERLAND MERCENARY

As a young man it is almost a rite of passage for a Gunderman to leave home and take up service as a mercenary. Many of these adventurous youths are never seen again. Those who return home do so as grizzled veterans of foreign campaigns, dangerous, shrewd and wealthy.

Hit Die: d8.

REQUIREMENTS

To qualify to become a mercenary, a character must fulfil the following criteria:

Base Attack Bonus: +6

Codes of Honour: A mercenary must have the mercenary code of honour.

Feats: Toughness

CLASS SKILLS

The mercenary's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (local) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis) and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the mercenary prestige class.

Weapon and Armour Proficiency: A mercenary is proficient with all simple and martial weapons, two-weapon combat, light, medium and heavy armour and shields.

Blood Money: A mercenary is motivated not by patriotism, love nor discipline but by money. The listed number of times per day, a mercenary being paid a substantial sum may gain a +2 morale bonus to any one attack roll, damage roll, skill check or saving throw. To activate this ability, the 'substantial sum' must be at least 100 sp per character level if the sum is to be delivered as a lump on completion of the work, or 3 sp per character level if the character is being paid on a daily basis. The mercenary must either have received the sum already, have been paid a due

Mercenary

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+0	+2	+2	+0	Blood Money 1/day
2	+2	+1	+1	+0	+3	+3	+0	At Home In Armour
3	+3	+1	+2	+0	+3	+3	+1	Patchwork Armour +1
4	+4	+2	+3	+1	+4	+4	+1	Cheap Shot +1d6
5	+5	+2	+3	+1	+4	+4	+1	Blood Money 2/day
6	+6	+3	+4	+1	+5	+5	+2	Patchwork Armour +2
7	+7	+3	+5	+1	+5	+5	+2	Cat Nap
8	+8	+4	+6	+2	+6	+6	+2	Cheap Shot +2d6
9	+9	+4	+6	+2	+6	+6	+3	Patchwork Armour +3
10	+10	+5	+7	+2	+7	+7	+3	Blood Money 3/day; Cheap Shot 2/day

share of it that day, be in line to receive the sum within 30 days, or some combination of these.

At Home In Armour: A mercenary is at home in his armour, wearing it until it becomes almost a second skin. Whether constant wear of the armour makes it more flexible or the mercenary's skin more rough is a topic of some debate. Regardless of the cause, mercenaries are renowned for their ease and comfort in their armour. A mercenary with this ability reduces the armour check penalty by 1 for any suit of armour he has owned for more than one month. Once the mercenary has owned a suit of armour for long enough to reduce the armour check penalty, he can sleep in that armour without being fatigued.

Patchwork Armour: Mercenaries constantly work on their armour, repairing tears and dents and adding pieces of metal, hide and the armour of their opponents to shore up any weak spots. A mercenary with this ability adds the listed bonus to the DR of any suit of armour he has owned for more than one month. However, the maximum DR a suit of armour can gain with this ability is equal to the character's mercenary class level. For example, a 6th level mercenary is given a quilted jerkin as part of his 'signing bonus' with a local militia. After a month, the DR of this armour becomes 5, as the mercenary has added to the armour. Later, this same mercenary kills a soldier wearing a scale corselet. After taking a few pieces to add to his armour, he leaves the armour on the corpse, as his quilted jerkin provides just as much protection and is lighter. As he explains to his comrades, 'it's a part of me'.

Cheap Shot: Mercenaries have no concept of fair play or chivalry in battle. The mercenary always seeks an edge in battle and no target is off limits. Mercenaries also look for any weakness in an opponent's armour and will repeatedly strike at a weaker area, such as a shoulder, attempting to wear through armour. Once per day

a mercenary may add the listed bonus to the damage of a successful attack. This damage also adds to the damage dealt for the purposes of damaging armour, since the mercenary will try to exploit and open up any weaknesses. At 10th level the mercenary may use this ability twice per day.

Cat Nap: Mercenaries learn to sleep when they can. This ability functions exactly as the Sleep Mastery feat, except that the mercenary does not need to meet the prerequisites for that feat. If the mercenary already has sleep mastery, he gains Alertness instead.

POITAINIAN KNIGHT

The kingdom of Poitain has always had to defend itself from its neighbours in incessant wars with Zingara, Argos, and Ophir. To protect its people, the tiny kingdom has developed a long and proud history of chivalry and knighthood and produces some of the finest heavy cavalry of the Hyborean Age. This training begins as young as the age of six, when a boy is enlisted to become a page to an established nobleman. At ten the boy can graduate to become a squire, a harsh, sometimes brutal life, often fighting at the side of an established knight. Only after long service and hardship is the squire named a true knight.

Hit Die: d10.

REQUIREMENTS

To qualify to become a knight, a character must fulfil the following criteria.

Base Attack Bonus: +5

Code of Honour: A knight must possess the chivalrous code of honour.

Skills: Ride 8 ranks

Feats: Mounted Combat

Special: A knight must possess the heavy cavalry formation combat ability granted by the soldier class

The Poitanian Knight

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+0	+2	+0	+0	Born to the Saddle; Horsemanship +1
2	+2	+1	+1	+0	+3	+0	+0	Armour Tolerance +1
3	+3	+1	+2	+0	+3	+1	+1	Horsemanship +2
4	+4	+2	+3	+1	+4	+1	+1	Armour Tolerance +2; Lance Charge +1
5	+5	+2	+3	+1	+4	+1	+1	Born to the Saddle
6	+6	+3	+4	+1	+5	+2	+2	Armour Tolerance +3; Horsemanship +3
7	+7	+3	+5	+1	+5	+2	+2	Improved Heavy Cavalry
8	+8	+4	+6	+2	+6	+2	+2	Armour Tolerance +4; Lance Charge +2
9	+9	+4	+6	+2	+6	+3	+3	Horsemanship +4
10	+10	+5	+7	+2	+7	+3	+3	Armour Tolerance +5; Born to the Saddle

CLASS SKILLS

The knight's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (local), Knowledge (nobility) (Int) and Ride (Dex)

Skill Points at Each Level: 4 + Int modifier

CLASS FEATURES

All of the following are features of the knight prestige class.

Weapon and Armour Proficiency: A knight is proficient with all simple and martial weapons, light, heavy and medium armour and shields.

Born to the Saddle: A knight is nothing without a good horse. During any jousting tournament or battlefield encounter, the wise knight (also known as an old knight) knows his mount is often the difference between victory and defeat. Selecting the best mount is therefore extremely important. If a knight makes a successful Handle Animal or Ride check (DC 15), he can determine the precise number of hit points and hit dice of any horse. Unlike the nomad ability of the same name, a knight cannot use this ability on a camel or pony. This extraordinary ability takes 1d6 rounds to perform and the knight must be within 5 feet of the creature to be assessed.

At 7th level a knight may also determine a horse's precise ability scores (Strength, Dexterity, and so forth) if he succeeds at the Handle Animal or Ride check.

At 10th level a knight can determine all of the above as a free action for any horse he can see, for a number of times per round up to his Wisdom modifier +3.

Horsemanship: Knights spend tremendous amounts of time in the saddle. Tilting, jousting, sword fighting, mounting and dismounting are all treated as vital combat skills. The knight adds the listed bonus to all attack rolls while mounted and to all Handle Animal and Ride skill checks.

Armour Tolerance: A knight's training begins in earnest when he is as young as ten, when the boy is referred to as a squire. Combat practice and other vigorous activities such as horsemanship, climbing fences and crossing muddy ditches are all performed in armour. As the squire progresses in his training the type of armour worn during these activities becomes progressively heavier. By the time a squire becomes a full-fledged knight, the heaviest armour is worn with ease. The listed modifier is added to the maximum Dexterity bonus and armour check penalty of any medium or heavy armour worn by a knight. The maximum armour check penalty for a suit of armour is -0. This allows the knight to make Ride checks for fast mounting and dismounting, jump, and climb checks with a reduced penalty.

Lance Charge: The signature attack of the knight, at 4th level he gains the listed bonus to damage rolls and to armour piercing when making a mounted charge attack with a lance. At 8th level this bonus improves to +2.

Improved Heavy Cavalry: This ability improves the knight's bonus when using the heavy cavalry formation to +2.

Ex-Knights: Should a character lose or renounce the chivalrous code of honour, he cannot gain any further levels in the knight prestige class. However, he retains all previous abilities and levels earned in the class.

The Kordavan Way

CONAN THE ROLEPLAYING *Game* features a code of honour system, offering a standard of behaviour that Player Characters can attempt to uphold, rewarded with a bonus to morale and Reputation. The rules offer two primary codes of honour: barbaric and civilised, with a note that additional ones might be introduced by the Games Master. This article presents a third code of honour, practised by Zingarans who hold to their old ways, a belief system based on chivalry and noble behaviour. It is similar to the civilised code of honour, though there are many significant differences.

CHIVALRIC CODE OF HONOUR

In old Zingara rose a chivalric tradition, borne in the hearts of the noblest of knights, a code of honour that adhered to the most elevated principles and loftiest behaviour. The knights who practised this code of chivalry were held in the highest regard by their peers, and were the gist of countless tales of valour and greatness across the land. Questing knights holding to a chivalric code of honour were once emblems that all was right in the land, and with them rode the hearts and souls of the Zingaran people, common and noble alike. Times changed, however, and principled behaviour was often trumped by brutal, cunning expediency and ruthlessness, and where Zingarans were once viewed as chivalric paragons of knightly virtue, they took on a reputation as untrustworthy opportunists. There is a core of Zingaran nobility and others who still hold true to the old ways, however, and they continue to practice the chivalric code of honour of their forefathers. Chivalric behaviour is a difficult means of life, and therefore ennobling in the eyes of those who practice this code of honour. It is also unapologetically sexist and old-fashioned, hewing closely to an older and more idealised behaviour than is commonly practiced elsewhere in the Hyborian age.

A character adhering to the chivalric code of honour gains an additional advantage above and beyond the benefits to morale saves and Reputation. When dealing with civilised allies or even enemies, characters with a chivalric code of honour gain a +1 circumstance bonus while using the following skills: Diplomacy, Gather Information

and Intimidate. The caveat to this is that the character must be behaving in a manner appropriate to the chivalric code of honour to gain the circumstance bonus.

Furthermore, characters (player or non-player) who possess no code of honour gain a +1 circumstance bonus to Bluff, Gather Information and Sense Motive checks against characters with a chivalric code of honour.

Requirement: To practise the chivalric code of honour, a character must be Zingaran or have spent a significant amount of time in Zingara living alongside Non-Player Characters who adhere to the old methods of chivalry. At the Games Master's allowance, a character from another suitable Hyborian nation may also follow this code of honour, though he may be considered odd or old-fashioned by his fellows. In these cases, it is assumed that the character learned chivalric behaviour from hearing stories about it, or through reading ancient tales and legends. A character can adopt a chivalric code of honour given the proper circumstances in the course of play, at the Games Master's allowance.

RESTRICTIONS OF THE CHIVALRIC CODE OF HONOUR

A character with the chivalric code of honour will:

- ☒ Respect allegiances with other honourable characters, meaning those with a barbaric, civilised or chivalric code of honour.
- ☒ Refuse significant allegiance with characters who follow no code of honour. This does not mean that he will refuse to associate with them, but means that he will not consider them equals or worthy of partnership in any significant endeavour. If the chivalric character discovers that an ally is without honour, he will take whatever steps are reasonable to disassociate himself with that ally, remaining true to his code of honour all the while.

❖ Adhere to whatever alliance, promise, covenant or agreement he has made, even if it turns out to be to a dishonourable character, though he will do what he can to free himself from his oath or bond and remain chivalric and honourable. If a character is duped into an agreement to do deeds that are ignoble or unchivalric and cannot free himself of this obligation (and does not possess the freedom to refuse), he will emphatically proclaim to any concerned that he is oath-bound into ignoble action, and apologise for the repercussions of his actions.

❖ Adhere loyally to any contract of employment, even if the employer is revealed to be without honour, in a manner similar to that described above.

❖ Offer allegiance to any leader regarded as legitimate and following a civilised or chivalric code of honour. If the allegiance is considered temporary (such as a particular task or battle), it is not considered binding. If the leader follows a chivalric code of honour, any offer of allegiance is to be considered open-ended and terminated only at the decision of the leader.

❖ If insulted in any noticeable manner, demand a formal duel at the most immediate suitable opportunity. Honour can only be satisfied through victory in combat, a profuse and honest apology or through intercession of a shared leader who follows the chivalric code of honour.

❖ Give quarter where it is asked, even if it is from a dishonourable foe, and even when the foe is clearly going to use this quarter to their advantage. Only in situations where the foe has clearly betrayed the character before and presents an obvious and apparent threat to the innocent or those under the chivalric character's protection can the chivalric character refuse quarter. In such situations, the chivalric character should even then be amenable to further negotiations by which a means of granting quarter can be achieved.

❖ Obey the laws of their homeland, so long as those laws are held by a rightful ruler and enforced by lawful and honourable means. If this is not the case, the chivalric character will behave in a chivalric manner to demonstrate the superiority of his own code of honour to those who rule.

❖ Protect those weaker than himself in most circumstances, provided that the weaker party is not obviously a criminal or deserving of their punishment or treatment. Though a chivalric character will never keep slaves, he will allow for others to keep them and will not automatically



attempt to set them free, though he should act against any unnecessarily cruel or dishonourable masters in defence of the slaves, if their punishment is unjust or unwarranted.

❖ Protect women of any social class, even if he would otherwise not willingly associate himself with them. Furthermore, in most cases, he will defer to a woman's commands if they are obviously need assistance, though in all cases he will bear himself with utter chivalric behaviour.

❖ Show deference to any character of equal or greater social rank than the character, and, where applicable, all women, regardless of social rank. The degree of deference can vary appropriately, such that while a full bow and kiss on the hand are required for meeting a noble lady, a mere nod and polite greeting will do for a common milk-maid or innkeeper's wife.



A character with the chivalric code of honour will not:

- ❖ Use a sneak attack to gain advantage in combat against another foe, honourable or otherwise. Use of the Zingaran sneak attack special ability is considered a dishonourable means of combat and unsuited to chivalric behaviour.
- ❖ Break the law of the land unless it has been enforced by a ruler who is notably without a code of honour, or if the law of the land is enforced by those who have no rightful claim of rulership, such as in the case of an usurper or invading king. If he does ignore the laws of the land, these

will be only in matters relating to restoration of rightful rule, or as demonstration of chivalric principles and behaviour.

❖ Slay an honourable foe without extreme provocation. As noted above, he will grant quarter if it is asked from any but the most despicable of foes, and if possible will offer a truce or conditions of surrender at the moment before a killing blow. A chivalric character will even risk further harm to himself if doing so means he might avoid killing an honourable foe, though he will place the safety of others under his protection before such mercy.

❖ Slay a dishonourable foe whenever possible, in the belief that demonstrating the chivalric code of honour to a dishonourable foe might impress them towards a higher standard of behaviour, or serve as an example of chivalry to others, despite the practicality of the situation.

❖ Work for a dishonourable employer under any circumstances, unless unknowingly. As discussed above, should a chivalric character discover they are serving a dishonourable character, he will do all without their power to end such a period of employ, though adhering to chivalric principles all the while.

❖ Attack peasants or ordinary citizens unless under the direst of circumstances, such as when said common-folk threaten those under the protection of the chivalric character, or those who would otherwise receive such protection and defence.

❖ Attack women without severe provocation, regardless of the risk to himself. If forced into a circumstance where fighting a woman is unavoidable, he will attempt to use nonlethal damage wherever possible, offer frequently for a surrender, or, if such a victory would do more damage to his reputation than good, he might go so far as to surrender honourably rather than besmirch his reputation further. Better to surrender gracefully to a lesser opponent than to be called a woman-killer.

Plunderers of the Dead

AN ADVENTURE FOR Conan the Roleplaying Game for characters between 2nd and 5th level.

OVERVIEW

Hyperborean Witchmen are in a Hyborian city. Corpses are vanishing. Dead men are stealing from their old homes. Who is behind it?

This adventure is set in Numalia. Numalia, on the Road of Kings, is the second largest city of Nemedia, a Hyborian Age metropolis, boasting a population of 45,379 residents among its gleaming spires. Numalia also lies on the southern caravan route, a well-travelled road through Ophir, Koth and Khoraja. The police here are identified by their scarlet tunics. They carry short swords, ideal for stabbing, and bills. Lord Ostorio Bragorus is the Governor of Numalia. One of the roads of Numalia is called the Palian Way. The wealthy of Numalia live in villas and usually travel by chariot.

A Hyperborean Witchman is utilising the city graveyard to create a small army of permanent risen dead to serve him as he excavates beneath the city for the tomb of an Acheronian king. However, if these risen dead taste salt, they regain their memories and realise their state. One of these risen dead has managed just this and has returned home to his wife, trying to gain her help, carrying a magical amulet stolen from the Witchmen. He wants revenge. When the woman runs off, he shuffles after her, trying to get her to listen. She encounters the Player Characters and hopefully the characters take the time to listen to the dead man and hear his story.

Immediately following that encounter, regardless of the outcome, Hyperborean Witchmen, who have been trailing the walking dead man, come onto the scene, ready for violence. They will try to regain the necklace and capture someone of noble blood for a sacrifice. If the characters are not fast, the Hyperboreans may awaken and command an insanely powerful mummy from Acheron.

REQUIREMENTS

A Games Master will need a copy of *Conan the Roleplaying Game*, *Conan: The Scrolls of Skelos* and a few players to make the most use of this adventure. Players only need access to *Conan the Roleplaying Game*, a Games Master and some fellow players.

CHAPTER I: A PLEA FROM THE DEAD

The Player Characters are in Numalia in Nemedia. It is night, and they characters are walking through foggy streets. A scream resounds through the general nightly din of the city's noises and the characters hear running footsteps. A woman runs around the corner and into the group of Player Characters, begging for help, mad with hysteria. Her husband, she claims, has returned from the grave to consume her soul. The characters can now hear a shuffling noise in the darkly shadowed alley.

Around the corner shuffles a horrible sight, a risen dead man (see *Conan the Roleplaying Game* for statistics on the risen dead). He is moaning the words, 'Listen to me...' in a slow, haunting cadence, over and over, his voice hoarse as if it had not been used for quite some time. He carries a blue amulet on a silver chain. If attacked, the risen dead will defend himself, but will not try to kill anyone. He will continue his oral cadence as he tries to ward off attacks. He is dressed in dirty white rags and trousers and carries no weapon. Depending on the time of year, he may be surrounded by swarms of tiny insects, attracted by the sickly sweet smell of his decomposition.

If the Player Characters stop and listen to the man, he will slowly tell them his horrible tale. He will tell them, 'My name is Lichas. This beautiful woman is my wife, Sandrine. I am dead. I belong dead. Yet I am not wholly dead now. I have tasted salt from the Zamorian woodcrafter's larder and I remember. It is bad to remember. I was made to serve the Death Cult of Juhani. They have many dead. Juhani brings them forth from the earth's eternal grasp to toil for him in his temple. Our living tasks are done, but the doors to Hell are closed to us. I cannot return until Juhani is dead. I have taken his amulet. Please help me. Please help us. If he is not stopped now, he will arise as a Witch King and the Legions of the Dead will arise and conquer our nation.' He will give the amulet to the characters and say, slowly, in his eerie cadence, 'Take this to Karena, caretaker of Lord Balasi's library.' After his plea, his voice finally fails him, the vocal cords breaking, and he can speak no more.

Characters may now make Listen and Spot checks, as Hyperborean Witchmen are moving in on them. The number of Witchmen is up to the Games Master, depending on the relative strength and number of the party. This is to be a challenging encounter, but not necessarily an unbeatable encounter. Statistics for these shock troops of Hyperborea can be found in the appendix. If unseen and unheard, the Hyperborean Witchmen will seemingly melt out of the darkness and attack, possibly surprising the group. Their intent is to bring Lichas back to their dark commander and capture or kill any witnesses. The Hyperborean Witchmen will not allow any of their accoutrements to fall into the hands of others.

If characters are captured, they will be taken to the Temple of Juhani. If the characters escape, they may have some investigating to do, or they may get in touch with the authorities. Of course, they may flee the city. None of these choices will allow them to entirely avoid the vengeance of the Juhani, who will avenge the deaths of any slain Witchmen.

Lichas does not have money, nor is his surviving family rich, so the characters will not be offered any sort of monetary reward. If the characters try to take the matter up with the authorities, they will be deemed to be necromancers and possibly hung as witches. They know of no 'death cult of Juhani' in the city. They may believe the characters have dabbled with demons and found themselves cursed with a dead companion. The authorities have already been intimidated by the Hyperboreans on a former occasion and want nothing to do with them.

In any case, there are at least 20 Witchmen left in the city and Juhani will send them in successive waves to capture or kill the Player Characters if they try to investigate, go to the authorities or flee the city. Juhani will not risk his operation on trusting vagrant characters to feel intimidated enough not to talk about what they have seen.

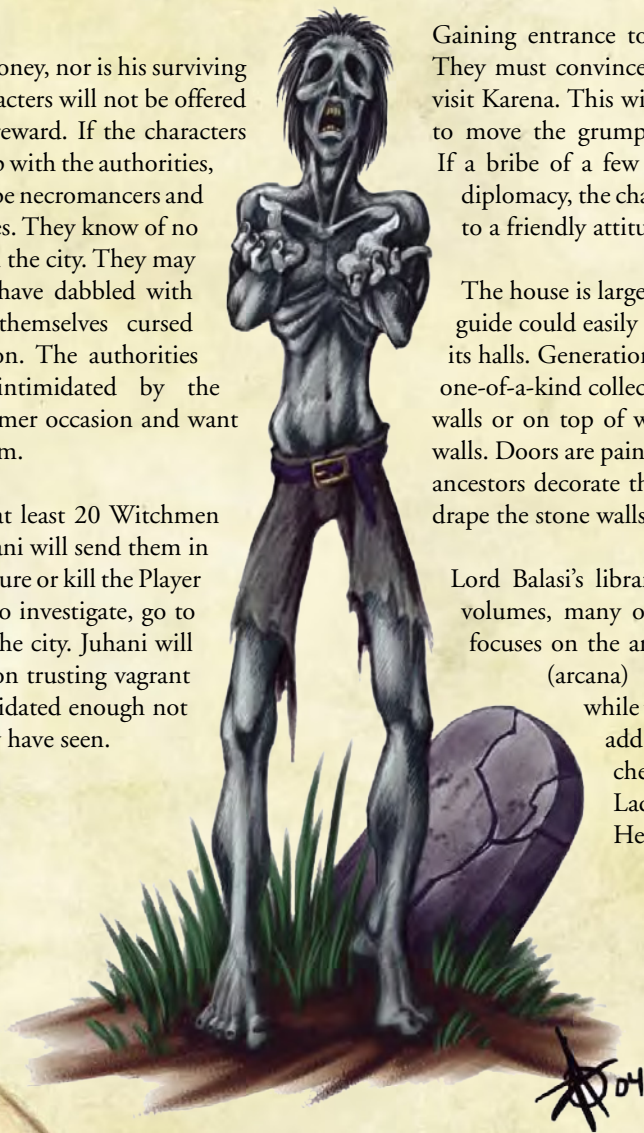
CHAPTER 2: KARENA, CARETAKER OF LORD BALASI'S LIBRARY

If the Player Characters are from Numalia, they know who Lord Balasi is and where he lives. If not, they will have to gather the information the old fashioned way (Gather Information check, DC 18). Lord Balasi is a noble scholar, a Nemedian scribe, who pens epic poems for the court in Belverus. He has a small fief in Numalia, but only a modest manor house within the city. He has a large private library. A Gather Information check (DC 22) will reveal Balasi is currently away from his demesne and in Belverus at the court of the king.

Gaining entrance to Lord Balasi's estate will not be easy. They must convince the servant at the gate they intend to visit Karena. This will require a successful Diplomacy check to move the grumpy servant from unfriendly to helpful. If a bribe of a few silver pieces is offered along with the diplomacy, the characters need only move the surly servant to a friendly attitude.

The house is large and labyrinthine. Characters without a guide could easily get lost in the wealthy and splendour of its halls. Generations of wealth have given this home many one-of-a-kind collectables, which hang suspended along the walls or on top of white pedestals set within niches in the walls. Doors are painted with gold leaf and grand portraits of ancestors decorate the ends of the halls. Fantastic tapestries drape the stone walls between portraits and objects de art.

Lord Balasi's library is fairly large, containing over 150 volumes, many of rare or esoteric content. The library focuses on the arcane and ancient, and any Knowledge (arcana) or Knowledge (history) checks made while the character has access to this library can add his total Search skill to his Knowledge check, plus an additional 1d10 bonus. Lady Karena is the caretaker of this library. Her statistics can be found in Appendix I.





If she is shown the amulet, she can identify the weird design as Acheronian. She will become excited and start pulling out books and volumes, finally finding an entry for King Tsadagoth. It will include a picture of the *Necklace of Baalath*, which the characters have, as well as a matching ring. She pulls out another volume and tells the characters of a legend which tells of a prophecy for the resurrection of King Tsadagoth, wherein the necklace and the ring can bring the ancient wizard-king to life. The necklace will resurrect him, and whosoever wears the ring will command the king. If the king gains the ring for himself, he will become self-serving and fully aware, as if he truly lived in this day and age. Of course, he would always have to wear the necklace and the ring, but such is the price to be paid for immortality. She also talks about a human sacrifice being necessary to activate the necklace in preparation to open the tomb.

She says she would like to do more research and asks that the characters return the next morning. If they have not a place to stay, she will offer them a room in the mansion, otherwise she inquires of their location so she can send for them. She asks to keep the talisman, but will not press the point if the characters want to retain it themselves.

If the characters stay in the mansion, they are awakened by servants a few hours later. The servants are in a panic. If one of the characters is a noble, this is the character they will approach; otherwise they will approach the character with the highest Reputation. Lady Karena has been kidnapped!

If the characters are at an Inn or elsewhere in the city, city officials in scarlet tunics will accost them, wanting to interrogate them on their whereabouts, having heard from a Zamorian in the city that they were seen in Lord Balasi's estate. They inform the characters that Lady Karena has been violently abducted and will interrogate and intimidate the characters as best they can. If the characters still have the

amulet, one of the officers will recognise it from the books in the library (which was open to a page with a drawing of the amulet and noticed during the investigation of the crime scene) and attempt to confiscate it. If the characters surrender the amulet, the Hyperboreans will have it by the end of the night. If the characters make their escape or manage to hold onto the amulet, the Hyperboreans will attack them before the end of the night in an attempt to obtain it.

Characters may trail the kidnappers into the city for a short way before the trail grows cold, or they may find themselves on the street for other reasons. Even if they hole up in some room somewhere, the Games Master needs to engineer an encounter with the Zamorian lad named Pariskas (his statistics appear in Appendix I under the heading, 'Ostap's Children').

Pariskas is the son of a carpenter named Ostap. He also tells the characters he is a slave to the Hyperboreans and has some information for sale. Pariskas is an ambitious figure who is just dying to betray his Hyperborean masters, as well as his father, whom he deems an unambitious fool. Pariskas knows where the Hyperborean temple is and where they took Karena (and, possibly, the amulet). He tells of them of his family history and of the secret panel in the sitting room of his father's house. He wants freedom and some money. He would not object to his father being murdered so he can run the business, but will accept start-up capital to leave the city for a new life elsewhere. He would like his death faked, and/or the death of the Hyperboreans so his defection will never be known to the Witch King. He will also guide the characters to the merchant quarters of Numalia to 'Ostap's Furnishings and Woodwork'. The Games Master should describe the twisting mazes of alleys and streets Pariskas takes them through as he leads them to his masters' abode.

CHAPTER 3: THE TEMPLE OF JUHANI

The temple of Juhani is a secret lair hiding beneath the city streets. Above the ground is a storefront on the corner of a cobbled street. The shop, which builds and sells furniture to the wealthy, is neatly nestled between an illuminator and a bottle maker. It is a three-storey building with a small tower on the corner.

OSTAP'S FURNISHINGS AND WOODWORK

There are two entrances. The first leads into the shop, which is a 20-foot by 25-foot room. The second street entrance is into the kitchen. A Zamorian craftsman named Ostap and his wife run the shop. A Brythunian slave girl runs the kitchen. A secret panel in the sitting room wall leads down to the temple of Juhani. Statistics for Ostap and his family can be found in the appendix. Ostap will try to defend the temple beneath his shop if pressed. Place the characters of the shop in appropriate places depending on the time of day or night the characters enter the building.

1. The front door hits a bell when it opens so that the craftsman knows when a customer has entered. The shop area is littered with furniture of fine and high quality pieces. A curtained doorway in the back of the shop leads to a sitting room (3) used by the family, which includes two daughters and a son. Another doorway in one of the side walls of the shop leads to the workroom (2), where the furniture is actually crafted by the father, son and one of the daughters. A fireplace is mounted in the wall against the workroom wall.
2. The workroom is an irregularly shaped room where the furniture is actually crafted. The room is approximately 760 feet square, including the area taken up by the stairway. A large stairway in one corner goes up the tower corner to room 6. The Zamorian craftsman, his son, and one of his daughters are often at work in here, although the craftsman runs the shop if he hears anyone come in through the front door. The room is filled with all sorts of woodworking tools, as well as a fireplace built against the shop fireplace on the other side of the wall. Another curtained doorway leads into the kitchen (4).
3. The family sitting room is a well-appointed and comfortable room where the family rests and relaxes in the evening hours before going to bed. Guests

are also entertained in this room. The family's youngest daughter sits in here during the day working on embroidery or on her education (she has a private tutor). A stairway in the wall abutting the kitchen goes up to a landing, then turns toward the concealed door wall and another stairway goes up to the upstairs dining room (5). A concealed panel in the wall opposite the kitchens opens to a thin hallway with a stairway going down. The panel is manually lifted away from the wall (Strength check (DC 11) to move) and replaced by whoever is still in the shop above. This room lacks a fireplace, and can get draughty and cold in the winter months.

4. The 15-foot by 15-foot kitchen, with a fireplace/stove along the wall shared with the sitting room, is run by a cute Brythunian slave girl named Beronika. She has been this family's slave since she was seven years old and cannot remember any other life. The kitchen is connected to the workroom (2) by a curtained doorway. This kitchen is mostly used as a pantry, although Beronika occasionally makes meals or snacks for the family here during the day. She also uses this room to mend the family's clothing and to do the wash. The main kitchen is upstairs (7). A ladder in the corner goes up to the attic-like bedroom above it used by Beronika (8).
5. The upstairs dining room is a richly appointed room with a masterfully crafted dining room table and matching chairs. A stairway runs down to a landing, then down to the sitting room (3). Another stairway runs up to the third floor bedrooms (10). A ten-foot wide curtained doorway leads to the main kitchen (7).
6. This is the master bedroom of Ostap the Craftsman and his wife. There is also a secret panel into Beronika's bedroom. A wide stairway goes down into the workroom. There is a window in each outside wall, overlooking the streets below. This is a corner room and is part of the corner tower. A massive four-poster canopy bed built by Ostap dominates the room, as well as various dressers, chamber pots and other bedroom furnishings. A pull down ladder in the centre of the room leads to the attic of the tower (9). The master bedroom also has a fireplace sharing the chimney serving rooms 1 and 2 below.
7. The main upstairs kitchen has two windows overlooking the street and a fireplace/stove connected to the same chimney serving rooms 1 and 2 below. This kitchen is run by the slave girl Beronika. It is 15-feet by 25-feet in dimensions. A wide, curtained doorway leads into the dining room (5).

8. Beronika's 15-foot by 15-foot bedroom is above the downstairs kitchen/pantry. A ladder in the corner goes down to the kitchen (4) and a secret panel in a wall leads to the master bedroom (6). One window overlooks the street below. Beronika spends very few hours in this room and is unlikely to be encountered here. The small bed is uncomfortable and noisy and the various people in the house like to take turns sleeping with her in their beds anyway.
9. The tower attic above the master bedroom is filled with the belongings of five generations of families who have lived there at various times throughout the building's history. Old trunks, blanketed furnishings and old clothing litter the dusty room. The room is dusty and filled with massive cobwebs. A spider the size of a cat also lives up here, but is rarely seen by the family below. It is accessed through a trapdoor in the floor and a pull down ladder attached to the trapdoor.
10. The upstairs bedrooms are the newest additions to the house, causing the main part of the house to actually rise above the tower. Ostap built these rooms on top of the former roof. There are two bedrooms accessed by a common corridor attached to the stairway down to the dining room. The larger bedroom belongs to Ostap's two daughters and the smaller belongs to his son. Each room has a trap door in the ceiling with pull down ladders to the new attic (11). These bedrooms have appropriate bedroom furnishings, including beds, dressers, chamber pots and so forth. The girls' bedroom has a fireplace connecting to the main chimney leading from rooms 1, 2 and the upstairs kitchen (7). The boy's room can get cold in the winter, so he either sleeps in the other room with his sisters, the slave girl or goes elsewhere in the winter.
11. The attic upstairs is shared by the son and daughters of Ostap the Zamorian craftsman. They often smuggle lovers into the house, hiding them in the attic until nightfall. The attic used to be a playroom when the children were younger; it tends to serve as an area for more erotic play now, as well as storage.
12. The cellar is large (approximately 40-foot by 25-foot) and supported by six pillars. A door is set in the north, opening to the temple vestibule (13). The cellar is filled with debris and storage items, including old furniture from prior owners of the building. Ostap built his own furniture and did not want to sell inferior goods, so he just set the old furniture down here and covered it with cloths. A bat also makes its home down here, as do several rats. Several stores are down here, including a rack of old wines of various nationalities and two casks of salt.
13. The vestibule is an entryway and an area for celebrants to change their clothes. Two wardrobes, tall and elegant, built with Zamorian design, stand in the room. One is for a person's everyday clothing. The other has white robes with red trim in them, clean and ready to wear. Also in the room are two permanent risen dead standing on guard, each one with a rope tied to their waist; the rope goes through holes in the wall on either side of the door and are connected to bells. The risen dead's job is to stop anyone who tries to enter without disrobing and putting on a white robe over their nude bodies. If they lurch forward, either from falling or attacking, bells will start ringing as the ropes are tugged. A weapon rack is against the wall for the storage of weaponry, which is also prohibited inside the temple. The ornate door in the north wall leads on to the actual worship room (14). If the bells ring, two Hyperborean Witchmen run into the room to deal with the intruders, hopefully to capture them for sacrifice. There is also a secret door in the east wall, activated by pulling down on one of the torch sconces, that opens to a stairway going down to the sub basement (20). The Witchmen are unaware of the secret door. After two minutes, if the characters remain in this room, more risen dead and Witchmen (up to 18 risen dead and up to 10 Witchmen) will reinforce the area.
14. The worship area is 15-foot by 22-foot room. A door in the northwest corner leads to another vestibule. The room features an altar on the eastern end. Two bells hang on either side of the door leading to the entry vestibule (13). The room currently has four Hyperborean Witchmen within - unless the bell has rung. Then there will be none, as three will have rushed into the outer vestibule (13), and the other will have run into the inner vestibule (15). The four were watching the girl, who is chained to the altar, waiting for the arrival of Juhani. Juhani is currently in his quarters (17), putting on his priestly vestments and his white mask. When the fourth Witchman runs to him (the Games Master will have to keep close watch on time and movement rates), he will run

Once the characters pass through the secret passage in the sitting room (3), they encounter a long hallway with stairs going down. The cold stairs, carved out of rock, but with wood laid on top of the stone, goes down into a cellar (12). This is the temple area, ruled by Juhani, the Plunderer of the Dead. There are 14 Witchmen in the complex. The Games Master will have to keep track of movement in the temple once any alarm has been raised.

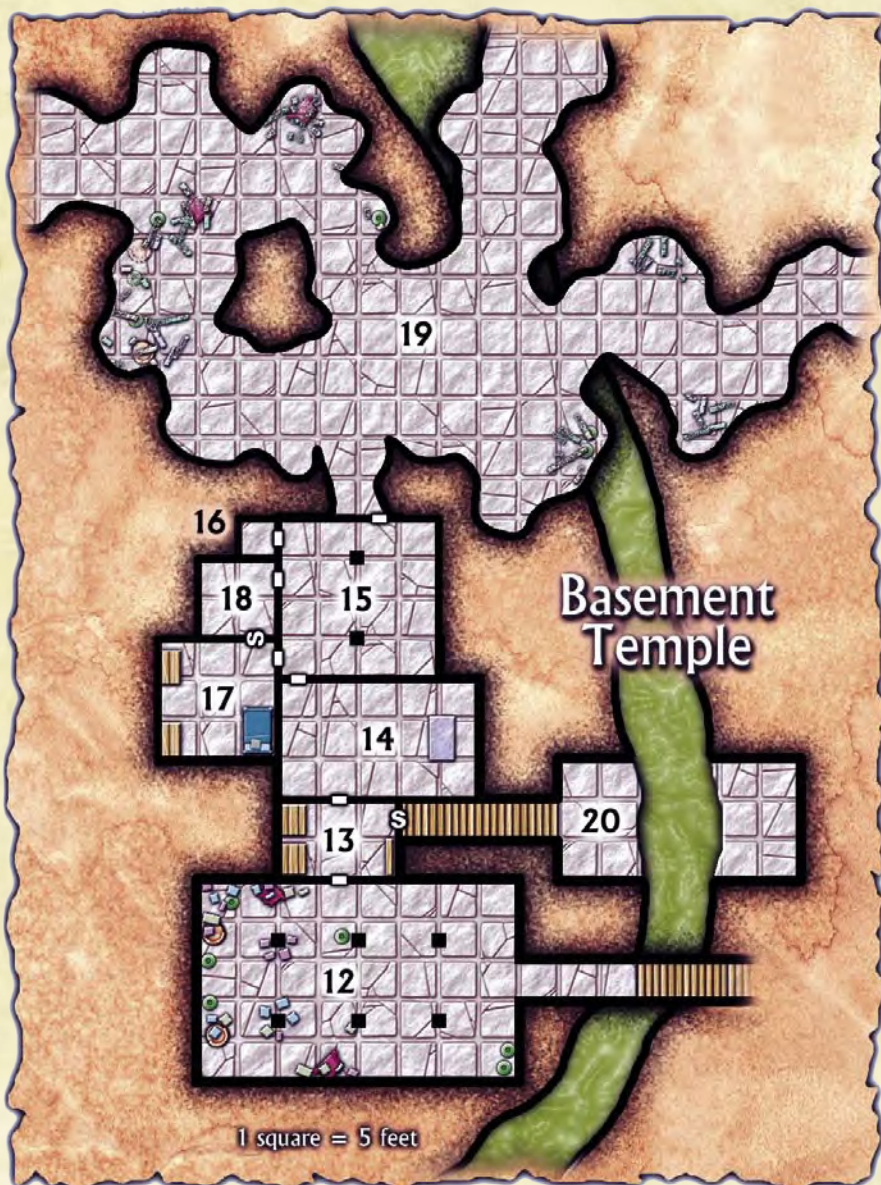
into the worship room and start unshackling the girl, hoping to lead her away toward the tunnels (19) before the Player Characters reach the room. It will take him three rounds to unshackle her and start moving her away. He will have to grapple with her, as she is resisting. During those rounds, the fourth guard will have been sent by Juhani to bring the rest of the Witchmen and the risen dead to bear. They are in the tunnel (19). They will run as fast as they can to Juhani's aid.

15. The inner vestibule is a 20-foot by-foot room supported by two large pillars. Three doors line the western wall and a heavy door is set in the north wall. The stench of the dead fills the room. If the alarm has sounded, this room may well be filled with permanent risen dead and/or Witchmen.
16. This is the cell where the girl was kept until she was needed for the sacrifice. It is currently empty.
17. This room is Juhani's quarters. If the Player Characters sneak in and raise no alarm whatsoever, Juhani will be in here, dressing for the ritual.

18. This little room is where Juhani's slave lives. A secret door connects this room with Juhani's (17).
19. This long tunnel and cave system is where Juhani has his risen dead excavating as they search for the mummy of Tsadagoth. If no alarm has been raised, there will be 10 Witchmen in here, watching over the work of 18 risen dead. They have found several tombs, many lesser Acheronian mummies, and thousands of ancient artefacts have been unearthed and discarded: chariots, tables, statues, jewellery, games, toiletries and many other relics of that bygone age. They have found the sealed door to Tsadagoth's tomb, but, due to magical wards, cannot yet open it until the

ritual is performed in the worship area (14) and a noble person's blood smeared on the door.

20. This is the sub basement. A stairwell, long disused and forgotten, connects to an underground river beneath Numalia where sewage and other waste from above are dumped. A small cleared room is at the base of the stairs with a landing on either side of the underground river. The smell is horrible, and the characters will mentally hear a constantly mumbling and babbling of appalling obscenities. This is the lair of a trapped bodiless slimmer. If it gets too annoyed at the digging process, it can, for an additional complication, rise out of the muck and go to the upper tombs in an attempt to, once again, drive out the excavators.



APPENDIX I: CHARACTERS

These characters appear in this adventure. The Games Master may want to create additional characters as needed, or replace these if they are too powerful for the Player Character group. Statistics for risen dead are in *Conan the Roleplaying Game*. The only difference here is that if a risen dead tastes salt, it remembers its former life, realises its state and will try to kill its resurrector.

JUHANI, THE WITCHMAN OF HYPERBOREA (COMMANDER)

Medium Hyperborean

Scholar 5/ Witchman of Hyperborea 8

Hit Dice: 10d6+10+3 (48 hit points)

Initiative: +17 (+4 Dex, +7 Ref, +4 Improved Initiative, +2 Lightning Reflexes)

Speed: 30 ft.

DV (dodge): 18 (+4 base, +4 Dex)

DV (parry): 15 (+4 base, +1 Str)

BAB/Grapple: +10/+11

Attack: Rod of the Witchmen +14 finesse (*stun*, Fort DC 23) or Acheronian Demon-Fire +14 ranged touch (1d6 fire plus incapacitation 1d6 hrs, DC 25)

Full Attack: Rod of the Witchmen +14/+9 finesse (*stun*, Fort DC 23) or Acheronian Demon-Fire +14/+9 ranged touch (1d6 fire plus incapacitation 1d6 hrs, DC 25)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Magic

Special Qualities: New sorcery style x4, scholar, background: acolyte, base Power Points, Knowledge is Power, advanced spell x4, scholar levels, Witchman accoutrements, Exotic Weapon Proficiency, Mortification of Body, Mortification of Mind, Mortification of Soul, +2 Power Points

Saves: Fort +4, Ref +13, Will +15 (+2 vs. Hypnotism and Divination)

Abilities: Str 12, Dex 18, Con 12, Int 16, Wis 16, Cha 13

Skills: Bluff +29 (28 if verbal bluff)*, Concentration +17, Craft (alchemy) +11, Craft (stone) +5, Hide +16**, Intimidate +21*, Knowledge (arcana) +19, Knowledge (religion) +19, Knowledge (geography) +8, Move Silently +20, Perform (ritual) +18 (17 if verbal), Search +11, Sleight-of-Hand +14, Spot +8

(* gains an additional +4 circumstance bonus if wearing the faceless costume; ** gains a +1 circumstance bonus if in darkness or shadows and wearing faceless costume)

Feats: Improved Initiative ^c, Combat Expertise ^b, Improved Disarm ^b, Improved Feint ^b, Striking Cobra ^b, Weapon Finesse ^b, Iron Will ^b, Ritual Sacrifice, Tortured Sacrifice, Leadership, Steely Gaze, Lightning Reflexes ^c, Permanent Sorcery

Sorcery Styles: Curses, Immortality, Necromancy, Divination, Counterspells



Spells Known: *Lesser Ill-fortune, witch's vigour, ill-fortune, raise corpse, death touch, astrological prediction, awful rite of the Werebeast, black plague, agonising doom, greater ill-fortune, warding, visions, sorcerous news, curse of Yizil*^a

Magical Attack: +10 (+9 base, +1 Cha)

Power Points: 9 (+4 base, +3 Wis, +2 bonus, +1 soul mortification, -1 obsession) (18 maximum)

Corruption: 3

Reputation: 14 (Villain) (+2 bonus to Bluff, Intimidate, and Gather Information, included in above skills)

Leadership: 12 (6th level cohort; 23 1st level followers, 1 2nd level follower)

Insanities: Voices (believes the ghost of Tsadagoth has been calling to him, promising him power); delusion (He is a death god incarnate); paranoia (the Witch King is on to his potential treachery, as are the Witchmen sent with him).

Possessions: Rod of the Witchmen, the faceless costume, four globes of Acheronian demon-fire, *Ring of Baalath*

a = any sorcerer who meets the prerequisites gains *curse of Yizil* as a spell.

b = bonus feat

c = bonus feat from favoured class levels (prestige classes count as favoured)

PLUNDERERS



Juhani is a high ranking member of the Hyperborean Witch King Hannes's order. He is currently obsessed with becoming a Witch King himself. He no longer holds an allegiance to the Witch King Hannes, but to his own obsessions and agendas. He has an allegiance to his followers and little else. He is tall and lanky, with white hair, yellowed teeth and pale eyes. His body, mind and soul are horribly disfigured by his training, leaving him an inscrutable villain capable of anything. He eschews physical delights. Through research, he discovered a possible location for the tomb of King Tsadagoth and he convinced the Witch King Hannes to allow him to travel to Numalia, ostensibly to provide Hyperborea with slaves. He was to set up the Zamorian Ostap in an establishment to be used as a cover operation, but who would then arrange the kidnapping of unwanted or unattached people, preferably children. These lost souls would then be taken north to the slave pens of Hannes in Hyperborea. Of course, Juhani has other ideas. One of Juhani's most trusted allies is his slave/cohort Mthuthuzeli (detailed later).

WITCHMEN OF HYPERBOREA (SHOCK TROOPS)

Medium Hyperborean

Scholar 2/ Witchman of Hyperborea 4

Hit Dice: 6d6 (21 hit points)

Initiative: +11 (+3 Dex, +4 Ref, +4 Improved Initiative)

Speed: 30 ft.

DV (dodge): 14 (+1 base, +3 Dex)

DV (parry): 11 (+1 base)

BAB/Grapple: +4/+5

Attack: Rod of the Witchmen +8 finesse (stun, Fort DC 23) or Acheronian Demon-Fire +8 ranged touch (1d6 fire plus incapacitation 1d6 hrs, DC 25)

Full Attack: Rod of the Witchmen +8 finesse (stun, Fort DC 23) or Acheronian Demon-Fire +8 ranged touch (1d6 fire plus incapacitation 1d6 hrs, DC 25)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Magic

Special Qualities: Hyperborean qualities, new sorcery style x3, scholar, background: acolyte, base Power Points, Knowledge is Power, advanced spell x1, scholar levels, Witchman accoutrements, Exotic Weapon Proficiency, Mortification of Body, +1 Power Point

Saves: Fort +1, Ref +7, Will +9

Abilities: Str 11, Dex 16, Con 11, Int 15, Wis 15, Cha 11

Skills: Bluff +14 (13 if verbal bluff)*, Concentration +9, Craft (alchemy) +7, Craft (stone) +4, Hide +7**, Intimidate +7*, Knowledge (arcana) +11, Knowledge (religion) +7, Knowledge (geography) +7, Move Silently +12, Perform (ritual) +11 (10 if verbal), Sleight-of-Hand +5, Spot +4

(* gains an additional +4 circumstance bonus if wearing the faceless costume; ** gains a +1 circumstance bonus if in darkness or shadows and wearing faceless costume)

Feats: Improved Initiative^c, Combat Expertise^b, Improved Disarm^b, Improved Feint^b, Weapon Finesse^b, Ritual Sacrifice, Weapon Focus (rod of the witchmen), Steely Gaze

Sorcery Styles: Curses, Immortality, Necromancy

Spells Known: *Lesser Ill-fortune*, *witch's vigour*, *ill-fortune*, *raise corpse*

Magical Attack: +4 (+4 base, +0 Cha)

Power Points: 7 (+4 base, +2 Wis, +1 bonus) (14 maximum)

Corruption: 1

Reputation: 6 (Villain) (+1 bonus to Bluff, Intimidate, and Gather Information checks, included in skills above)

Possessions: Rod of the witchmen, the faceless costume, two globes of Acheronian demon-fire

b = bonus feat

c = bonus feat from favoured class levels (prestige classes count as favoured)

These Witchmen of Hyperborea believe they are serving the Witch King Hannes, but are being duped into serving the Plunderer of the Dead, the Witchman Juhani, their commander. These are tall, gaunt men and are especially



intimidating at night, where their white masks seem to float in the darkness. They serve Juhani without question, but if Juhani's ultimate disloyalty is ever discovered, they will turn on him, as their allegiance is first to the Witch King Hannes, whom they worship as an incarnation of a death god. Their second allegiance is to their commanders, including Juhani.

KARENA, CARETAKER OF THE LIBRARY

Medium Nemedian

Scholar 6

Hit Dice: 6d6+6 (27 hit points)

Initiative: +1 (−1 Dex, +2 Ref)

Speed: 30 ft.

DV (dodge): 11 (+2 base, −1 Dex)

DV (parry): 12 (+2 base)

BAB/Grapple: +4/+4

Attack: Stiletto +4 melee (1d4/x4/AP 1)

Full Attack: Stiletto +4 melee finesse (1d4/x4/AP 1)

Space/Reach: 5 ft. / 5 ft.

Special Qualities: Hyborian qualities, adaptability (Decipher Script; Knowledge: Arcana), weapon familiarity, background skills (Decipher Script, Profession: librarian, Craft: bookbinding, Spot), +8 skill points (instead of advanced spells), 3 bonus feats (instead of new sorcery styles), scholar, background (*independent*), base Power Points, Knowledge is Power, +2 Power Points, increased maximum Power Points (triple), title

Saves: Fort +3, Ref +1, Will +9

Abilities: Str 11, Dex 9, Con 13, Int 17, Wis 15, Cha 14

Skills: Appraise +14, Bluff +4, Concentration +7, Craft (bookbinding) +12, Decipher Script +16, Gather Information +13, Intimidate +6, Knowledge (arcana) +16, Knowledge (history) +14, Knowledge (local) +14, Knowledge (nobility) +14, Knowledge (religion) +14, Perform (ritual) +5, Profession (librarian) +14, Search +14, Spot +4

Feats: Noble Blood, Iron Will^b, Diligent^b, Investigator^b, Skill Focus (Profession: librarian)^b, Knowledgeable, Sleep Mastery, Dabbler (Counterspells), Persuasive

Reputation: 8 (Talented)

Power Points: 8 (24 maximum)

Magical Attack Bonus: +5 (+3 base, +2 Cha)

Possessions: 3 doses of Stygian tomb dust

b = bonus feat

Karena is the librarian of Lord Balasi's private library. She catalogues, translates and maintains the various volumes owned by Lord Balasi. She occasionally travels to other cities to negotiate purchases of other volumes at the request of Lord Balasi. She has the authority to make purchases of books or Acheronian relics in the name of Lord Balasi. She originally

worked as a student to the Nemedian scholar, then she served as his bookbinder. Her skills at research, however, suggested her immediately to mind when Lord Balasi needed to replace his librarian. Her knowledge of arcana and esoteric relics of bygone ages is phenomenal. Although she has avoided Corruption, she has run the risk of it many times during past digs into the past of Nemedia. She was one of the original excavators for the tomb of Tsadagoth several years ago when she was a young student of Lord Balasi. She is beautiful, with long blonde hair that curls on the ends. Her long legs are her most outstanding feature, and she has bright green eyes. She knows a lot about the Acheronian period and, save for Lord Balasi himself, is one of the foremost experts on the subject living in Numalia. Her allegiances are to Lord Balasi, Mitra and Balasi's library. She is terrified of magic, but her own delving and researches have given her the ability to uncannily defend herself. She desperately wants to learn more about ancient history and historical figures. She is known to be bookish and reserved, a pillar of mental willpower. She will be cold to most people, unless they show an interest in history or Acheron. She is a bit uncoordinated, however. Because of her experience with the initial excavation of Tsadagoth's tomb, she knows of the secret door in the outer vestibule. She also knows a demon lurks below the tomb, which was the reason the initial dig was halted.

OSTAP THE ZAMORIAN

Medium Zamorian

Commoner 8

Hit Dice: 8d4+8 (28 hit points)

Initiative: +6 (+4 Dex, +2 Ref)

Speed: 30 ft.

DV (dodge): 18 (+4 base, +4 Dex)

DV (parry): 13 (+4 base, −1 Str)

BAB/Grapple: +4/+3

Attack: Hatchet +8 melee finesse or ranged (1d6−1/x3/AP 0) or Dagger +8 melee finesse or ranged (1d4−1/19-20 x2/AP 0)

Full Attack: Hatchet +8 melee finesse or ranged (1d6−1/x3/AP 0) or Dagger +8 melee finesse or ranged (1d4−1/19-20 x2/AP 0)

Space/Reach: 5 ft. / 5 ft.

Special Qualities: Zamorian qualities, illiteracy

Saves: Fort +3, Ref +6, Will +4

Abilities: Str 9, Dex 18, Con 13, Int 16, Wis 14, Cha 10

Skills: Appraise +7, Bluff +4, Craft (woodworking) +20, Diplomacy +2, Disable Device +8, Intimidate +2, Listen +11, Open Lock +12, Profession (merchant) +14, Sense Motive +6, Sleight-of-hand +13, Spot +11

Feats: Craftsman, Craft (woodworking)^b, Negotiator, Persuasive, Skill Focus

Reputation: 8 (Talented)

Corruption: 4

Insanities: Delusion (the Witch King is a god); Paranoia (He is afraid someone will tell him he is not really a Zamorian; he fears for his racial identity)

b = bonus feat

Ostap the Zamorian has been associated with Hyperboreans for many years. He first encountered them on a journey through northern Brythunia. He was with his father on a trip to purchase wood imported from Pictland. He and his father was attacked and enslaved by Hyperboreans. His father died on the journey to Hyperborea, but Ostap thrived. As a slave, he learned how to craft wood for a Witch King. He often accompanied Hyperboreans into Zamora as a slave so he could retain his accent and serve as invisible eyes and ears for his masters in that suspicious land. Later, he proved loyal to the Witchmen in other ways not recounted here. He was permitted to marry and bear children. He and his family were sent ahead of Juhani to find a suitable place in the chosen city. He established a business and, to hide the excavation to the ancient temple beneath his shop, he also built a new floor onto the shop. His allegiances are to the Hyperborean Witch King, to Juhani, and to his wife and daughters.

OSTAP'S CHILDREN PARISKAS (SON, 16 YEARS)

Medium Zamorian

Commoner 2

Hit Dice: 2d4+4 (9 hit points)

Initiative: +2 (Dex)

Speed: 30 ft.

DV (dodge): 13 (+1 base, +2 Dex)

DV (parry): 11 (+1 base)

BAB/Grapple: +1/+1

Attack: Hatchet +3 melee finesse (1d6/x3/AP 1)

Full Attack: Hatchet +3 melee finesse (1d6/x3/AP 1)

Space/Reach: 5 ft. / 5 ft.

Special Qualities: Zamorian qualities, illiterate

Saves: Fort +2, Ref +2, Will -1

Abilities: Str 10, Dex 15, Con 14, Int 15, Wis 8, Cha 10

Skills: Appraise +7, Bluff +5, Craft (woodworking) +8, Disable Device +6, Open Locks +6, Profession (merchant) +7, Sense Motive +1, Sleight-of-Hand +6

Feats: Profession (merchant), Skill Focus

Reputation: 2

Corruption: 2

Insanities: Phobia (midgets)

OLUSIA (YOUNGEST DAUGHTER, 14 YRS)

Medium Zamorian

Commoner 1

Hit Dice: 1d4 (3 hit points)

Initiative: +2 (Dex)

Speed: 30 ft.

DV (dodge): 12 (+2 Dex)

DV (parry): 8 (-2 Str)

BAB/Grapple: +0/-2

Attack: Stiletto +2 melee finesse (1d4-2/x4/AP 0)

Full Attack: Stiletto +2 melee finesse (1d4-2/x4/AP 0)

Space/Reach: 5 ft. / 5 ft.

Special Qualities: Zamorian qualities, illiterate

Saves: Fort +0, Ref +2, Will +1

Abilities: Str 6, Dex 14, Con 10, Int 15, Wis 13, Cha 14

Skills: Craft (woodworking) +9, Craft (embroidery) +9, Craft (sewing) +9, Craft (doll making) +7, Disable Device +6, Knowledge (local) +6, Open Locks +6, Sleight-of-Hand +8

Feats: Craftsman

Reputation: 2

Corruption: 1

Insanities: Delusion (Brythunia is a paradise on Earth)



ORYNA (ELDEST DAUGHTER, 15 YEARS)

Medium Zamorian

Commoner 2

Hit Dice: 2d4+2 (7 hit points)

Initiative: +3 (Dex)

Speed: 30 ft.

DV (dodge): 14 (+1 base, +3 Dex)

DV (parry): 10 (+1 base, -1 Str)

BAB/Grapple: +1/+0

Attack: Stiletto +4 melee finesse (1d4-1/x4/AP 0)

Full Attack: Stiletto +4 melee finesse (1d4-1/x4/AP 0)

Space/Reach: 5 ft. / 5 ft.

Special Qualities: Zamorian qualities, illiterate

Saves: Fort +1, Ref +3, Will -1

Abilities: Str 8, Dex 17, Con 12, Int 14, Wis 8, Cha 13

Skills: Craft (woodworking) +5, Craft (sewing) +7, Disable Device +7, Open Locks +8, Perform (dance) +8, Perform (sing) +8, Sleight-of-Hand +9

Feats: Performer

Reputation: 3

Corruption: 2

Insanities: Phobia (Barbarians; she is afraid they will run away with her)

Ostap's son, Pariskas, now wants to buy the bottle maker's shop next door to his father's craft shop so he can expand into chariots and chariot repair, but Ostap is only interested in providing cover for his Hyperborean masters and making money for their needs. Pariskas is a disloyal son, wanting to further his own ends, and wanting to be free and to be his own man, despite having been bred in captivity. Now that he has tasted Hyborian life, he wants more. He would also like to see Zamora, the land of his ancestors. Pariskas is a lanky young man with some skill in woodworking and carpentry. He does not mind being a servant, and may volunteer to serve in a nobleman's retinue if someone of noble blood is in the party. Working around the Hyperboreans and their magic has made Pariskas and his sisters somewhat corrupt.

Olusia is the youngest daughter. She is a handy little craftsperson already. She often works on embroidery in the back, and often sews cushions and other elements of her father's furniture for him, although she can also lend a hand at the manufacture of the furniture quite readily. She is very fond of Thora and likes to lay with her and listen to stories about Brythunia. Olusia has long black hair and a slim body.

Oryna is the oldest daughter, but only by about a year. She is a natural performer and loves to show off. She is likely to

be absent from the store during the late afternoon and early evening hours, as she dances in local taverns for spending money (her father is unaware of these activities). She often sings for the family as they relax in the sitting room, and she is often made to dance or sing for the Hyperboreans in the temple beneath her home. A beautiful brunette with a slim body and long legs, she is a sweet girl with a bitter edge.

OSTAP'S WIFE AND SLAVE ROSALIA (OSTAP'S WIFE)

Medium Zamorian

Commoner 5

Hit Dice: 5d4 (13 hit points)

Initiative: +4 (+3 Dex, +1 Ref)

Speed: 30 ft.

DV (dodge): 15 (+2 base, +3 Dex)

DV (parry): 10 (+2 base, -2 Str)

BAB/Grapple: +2/+0

Attack: Stiletto +5 melee finesse (1d4-2/x4/AP 0)

Full Attack: Stiletto +5 melee finesse (1d4-2/x4/AP 0)

Space/Reach: 5 ft. / 5 ft.

Special Qualities: Zamorian qualities, illiterate

Saves: Fort +1, Ref +4, Will +2

Abilities: Str 6, Dex 16, Con 10, Int 13, Wis 12, Cha 16

Skills: Appraise +5, Bluff +7, Craft (woodworking) +4, Craft (sewing) +4, Diplomacy +5, Disable Device +7, Open Locks +7, Sleight-of-hand +7, Profession (slave) +5, Profession (merchant) +12, Sense Motive (cross class) +7

Feats: Profession (merchant)^b, Negotiator, Skill Focus

Reputation: 7

Corruption: 2

THORA (OSTAP'S SLAVE GIRL)

Medium Zamorian

Commoner 1

Hit Dice: 1d4+2 (5 hit points)

Initiative: +2 (Dex)

Speed: 30 ft.

DV (dodge): 12 (+2 Dex)

DV (parry): 11 (+1 Str)

BAB/Grapple: +0/+1

Attack: Knife +2 melee finesse (1d4+1/x2/AP 2)

Full Attack: Knife +2 melee finesse (1d4+1/x2/AP 2)

Space/Reach: 5 ft. / 5 ft.

Special Qualities: Adaptability (profession (slave); Sense Motive), weapon familiarity, background skills (Profession (slave); Craft: cook; Perform: dance; Sense Motive), illiterate



Saves: Fort +2, Ref +2, Will -1
Abilities: Str 13, Dex 15, Con 14, Int 12, Wis 8, Cha 10
Skills: Craft (cook) +7, Craft (herbalism) +7, Craft (sewing) +7, Perform (dance) +4, Profession (slave) +7, Sense Motive +5
Feats: Craftsman
Reputation: 1
Corruption: 0
Insanities: None

Rosalia is a gorgeous Zamorian woman enslaved as a child by the Hyperboreans. She was chosen out of the herd by Ostap to be his wife when Ostap earned the right to breed. Although she does not love Ostap, she respects him and does not go against his wishes. She does, however, try to sway his wishes in direction she prefers behind the scenes. Working with the Hyperboreans and aiding their needs for so long has caused her to become a bit corrupt. She values her newfound freedom that went with Ostap when he travelled south to aid Juhani. She does not believe the Hyperborean Witch Kings are gods, but she does not let on that she is an unbeliever. She does believe they are powerful – too powerful to risk crossing.

Thora is a Brythunian slave girl purchased by Ostap. She cooks and cleans and works around the Ostap's house, tending to their every need. A pretty girl with blonde hair, she is both caretaker and plaything of the Ostap's children. She is an exceptional cook and seamstress and follows orders wonderfully. She appreciates that she now has a roof over her head and accepts her situation in life. She is motivated to maintain her feelings of security and

to maintain the happiness of her masters, who treat her quite well. If she is not in the building when the Player Characters arrive, she may be at the market, buying food and other goods for the Ostap family. She is shy and unprepossessing, and tends to blend into the background when not needed. She knows there is a secret about the place, but is not sure what it is. She also knows the family has dealings with the Hyperboreans, but she does not know where they come from locally. She has a slight limp from a leg wound taken when she was captured as a child. The bone in her leg never set correctly, resulting in a slight limp, and a fair amount of pain when the weather changes.

MTHUTHUZELI, BLACK SLAVE OF THE HYPERBOREANS

Medium Southern Islander

Barbarian 6

Hit Dice: 6d10+12 plus 6 (51 hit points)

Initiative: +7 (+2 Dex, +5 Ref)

Speed: 30 ft.

DV (dodge): 17 (+4 base, +2 Dex, +1 dodge)

DV (parry): 17 (+2 base, +4 Str, +1 dodge)

BAB/Grapple: +6/+10

Attack: Tulwar +10 melee (2d8+6/18-20 x2/AP 7)

Full Attack: Tulwar +10/+5 melee (2d8+6/18-20 x2/AP 7)

Space/Reach: 5 ft. / 5 ft.

Special Qualities: Southern Islander traits, track, fearless, versatility (–2 penalty), bite sword, crimson mist, trap sense +2, uncanny dodge, mobility, illiterate

Saves: Fort +7, Ref +7, Will +1 (–2 penalty vs. Terror)

Abilities: Str 19, Dex 15, Con 14, Int 13, Wis 9, Cha 9

Skills: Bluff +8, Hide +11, Intimidate +8, Jump +13, Move Silently +11, Perform (dance) +1, Profession (sailor) +1, Survival +1

Feats: Endurance^b, Diehard^b, Exotic Weapon Proficiency (Tulwar), Power Attack, Improved Bull Rush, Improved Sunder, Toughness

Reputation: 5 (Villain)

Corruption: 2

Insanities: Delusion (Juhani is an avatar of a god who is just now realising the truth)

b = bonus feat

Mthuthuzeli was bought in a Turanian slave market by a Zamorian merchant, who was later killed by Hyperboreans. The south islander was taken to Hyperborea where he entered into Juhani's service. Treated well, a strange bond grew between the two men. Although still slave and master, there is a sense of trust between them. Mthuthuzeli is actually more of Juhani's cohort than a true slave. Juhani

is tall and muscular, with dark skin and a shaven pate. He wears no jewellery, as his Hyperborean masters disdain such physical and aesthetic pleasures. He typically wears a pair of Hyperborean trousers made from wool and wears a pair of sheepskin boots. He wields a tulwar with deadly efficiency and often serves as Juhani's executioner, as well as his bodyguard. He has a dance for everything, but, out of deference to his cold-hearted masters, has tried to refrain, resulting in his dancing skills becoming retarded and rusty. He is skilled at sneaking about, often to spy on potential enemies for Juhani. He hopes to wield power when Juhani awakens the ancient sorcerer king and when Juhani takes the mantle of Witch King for himself. He is hoping to wield the sword that ultimately slays the Witch King Hannes. He has learned much from Juhani, and holds his emotions in check. His deep voice and emotionless demeanour is unnerving to some. He knows Juhani's ultimate plot.

TSADAGOTH THE SORCERER KING

Medium Acheronian Undead (augmented humanoid)
Scholar 20

Hit Dice: 10d12+10 (75 hit points)

Initiative: +15 (+3 Dex, +6 Ref., +4 imp. Init., +2 Lightning Reflexes)

Speed: 30 ft.

DV (dodge): 21 (+7 base, +3 Dex, +1 dodge)

DV (parry): 18 (+7 base, +1 Str)

Damage Reduction: 8 (transformed flesh)

BAB/Grapple: +15/+14

Attack: Dagger +16 melee finesse (1d4+1/19-20 x2/AP 2)

Full Attack: Dagger +16/+11/+6 melee finesse (1d4+1/19-20 x2/AP 2)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Magic, *dominate*

Special Qualities: Acheronian traits, new sorcery style x7, scholar, background: acolyte, base Power Points, knowledge is power, advanced spell x17, scholar levels, +5 Power Points, maximum Power Points (quintuple), title, fast healing, cold immunity, *Ring of Baalath* vulnerability, fire vulnerability

Saves: Fort +6, Ref +11, Will +19 (-2 penalty to Corruption saves)

Abilities: Str 12, Dex 16, Con -, Int 22, Wis 21, Cha 32

Skills: Bluff +38, Concentration +23, Craft (alchemy) +31, Craft (herbalism) +31, Decipher Script +29, Diplomacy +7, Gather Information +11, Hide +7, Intimidate +38, Knowledge (arcana) +31, Knowledge (religion) +29, Knowledge (nobility) +29, Listen +11, Move Silently +7, Perform (ritual) +34, Search +33, Spot +11, Sense Motive +28

Feats: Noble Blood, Iron Will^b, Ritual Sacrifice^c, Tortured Sacrifice, Permanent Sorcery, Steely Gaze, Adept (curses)^c, Menacing Aura, Sorcerer's Boon, Greater Sorcerer's Boon, Alertness^d, Dodge^d, Improved Initiative^d, Lightning Reflexes^d

Sorcery Styles: Curses, Summonings, Hypnotism, Necromancy, Divination, Counterspells, Cosmic Sorcery

Spells Known: *Lesser Ill-fortune, demonic pact, entrance, raise corpse, astrological prediction, warding, the time is right, summon demon, ill-fortune, black plague, agonising doom, greater ill-fortune, death touch, visions, sorcerous news, the stars are right, hypnotic suggestion, mass hypnotic suggestion, domination, greater demonic pact, visions of torment and enlightenment, incantation of Amalric's witchman, greater black plague, torment, voice of power, form demon, curse of Yizil*^a

Magical Attack: +21 (+10 base, +11 Cha) (22 if using curses)

Power Points: 14 (+4 base, +5 Wis, +5 bonus) (70 maximum)

Corruption: 15

Reputation: 31 (Villain) (+4 bonus to Bluff, Intimidate, and Gather Information, included in above skills)

Insanities: Delusion (the world is flat); paranoia (everyone knows the necklace keeps him alive and the ring commands him); voices; hallucinations (keeps seeing things as they once were; permanent -2 penalty on all attack rolls, which is already calculated into the above statistics)

a = any sorcerer who meets the prerequisites gains *curse of Yizil* as a spell.

b = bonus feat

c = bonus feat from favoured class levels

d = bonus feat from mummy template

Tsadagoth is a powerful Acheronian sorcerer who died nearly four thousand years ago. A descendant of the old giant-kings, he is tall and pale with glittering, almost feral eyes. He was once known as a master of plagues and curses. He knew rituals of such cunning power that many existing diabolic rituals today are but mere shadows of the ones he knew. Extremely intimidating, he exudes an aura of menace. He was destroyed in life by a rival named Baalath, who bound up the soul of the sorcerer king in a necklace and ring of eerie power. If the necklace is restored to Tsadagoth, he will rise as a mummy and whosoever holds the ring commands him. If he regains the ring as well, he can command his own powers for his own ends. He will rise and take stock of the world, then plot a way to conquer as much of it as possible, for it is in his veins to rule as a god king. He cannot be slain if he wears the necklace, and will die instantly if it is removed.

Encounters

INITIAL STATUS OF ANY ENCOUNTER

Refer to the **Non-Player Character Reaction** table (under the Diplomacy skill in *Conan Roleplaying Game*) to determine the initial attitude of the Non-Player Characters encountered.

DEFINITIONS OF ENCOUNTERS

Angry Mob: 1d10 x 10 armed peasants who 1) blame foreigners for their troubles, 2) are revolting against new higher taxes, 3) are searching for one or more criminals to lynch (possibly mistaking the Player Characters for the criminals); or 4) searching for a missing child. Roll for crowd reaction.

Assassins: 1d10 innocuously disguised thieves attempt to befriend the Player Characters and accompany them on their journey. At an opportune moment, which could be several days later, the assassins attempt to sneak attack the Player Characters, murder them, steal their possessions and then vanish into the night. There is a 10% chance the assassin leader is level 1d3+3 and wanted by a nearby ruler with a bounty on his head (1d4 x 100 sp).

Badger: There is a 20% chance of finding 1d4+1 badgers.

Bandits: 1d3 x 10 thieves attempt to ambush and sneak attack the characters or extract payment for passage through their area. The bandits are armed with hunting bows or light crossbows; all have the Point Blank Shot, Rapid Shot and Precise Shot feats. There is a 10% chance the bandit leader is level 1d3+3 and wanted by a nearby ruler with a bounty on his head (1d4 x 100 sp).

Barbarian War Band: 1d10 x 100 barbarians are out 1) carrying out a blood feud on a neighbouring clan or tribe, 2) ambushing all trespassers, 3) extorting bribes from those wishing to cross their territory. If not immediately hostile, roll for Non-Player Character reaction.

Barbarians: 1d10 barbarians are out 1) carrying out a blood

feud on a neighbouring clan or tribe, 2) hunting wild game, 3) are non-combatant women and children gathering roots, nuts or berries. Roll for Non-Player Character reaction.

Bear: There is a 20% chance there are two bears.

Boar: A wild boar charges the Player Characters.

Borderers: 1d10 borderers are 1) tracking wild game, 2) tracking fleeing bandits, 3) tracking rampaging barbarians, 4) returning home from a successful day hunting. Roll for Non-Player Character reaction.

Camel: A herd of 5d6 wild riding camels is seen.

Caravan: A party of 1d10 merchants or nobles carrying 1d10 x 1,000 sp worth of rare goods, guarded by 1d10 x 10 troops.

Desert

Roll (1d12) *	Desert
1	Waterhole
2	Sandstorm
3	Caravan
4	Nomads
5	Skeleton
6	Snake, Giant
7	Hyena Pack
8	Survivor
9	Camel
10	Sorcerer
11	Ruins
12+	Monster or Special

* Add +2 if the encounter occurs at night

Forest

Roll (1d12) *	Forest
1	Poachers
2	Borderers
3	Fire
4	Bear
5	Deserters
6	Ruins
7	Bandits
8	Wild Game
9	Edible Plants
10	Wolves
11	Boar
12+	Monster or Special

* Add +2 if the encounter occurs at night



Hills

Roll (1d12) *	Hills
1	Hillmen
2	Waterhole
3	Heavy Rain and Wind
4	Deserters
5	Bandits
6	Ruins
7	Hillmen
8	Bear
9	Noble Army
10	Wolves
11	Hillmen
12+	Wolves

* Add +2 if the encounter occurs at night

Cave-In: Listen check (DC 15) to get an advance warning 1d4 rounds before the ceiling caves in. Balance check (DC 10) to be able to move when the cave-in starts, Reflex save (DC 15) to avoid cave-in. Cave-in renders victims prone, helpless and suffocating in addition to dealing 4d10 damage.

Deer: A herd of 4d6 deer are encountered.

Deserters: 2d10 hungry, half-crazed soldiers who have deserted from the army. Roll for Non-Player Character reactions.

Dust Storm: Vision and movement reduced to 50%. Missile weapons are -4 to hit and all range increments are reduced to 50%. Tracking becomes impossible.

Eagles, Giant: 1d3 of these beasts swoop to attack.

Edible Plants: One or more indigenous edible plants, roots, fruit trees or berry bushes are nearby; Spot check (DC 15) to locate.

Elk: A herd of 4d6 Elk are encountered.

Festival: A religious festival beseeching a god for 1) peace, 2) prosperity, 3) health, 4) happiness with a 10% chance that it involves human sacrifice.

Jungle

Roll (1d12) *	Jungle
1	Barbarians
2	Waterhole
3	Snake, Viper
4	Skeleton
5	Great Cat
6	Heavy Rain and Winds
7	Wild Game
8	Edible Plants
9	Barbarian War Band
10	Ruins
11	Sorcerer
12+	Monster or Special (Lotus)

* Add +2 if the encounter occurs at night

Fire: 75% chance the Player Characters only see a fire, 25% they are actually caught in it.

Free Company: 1d6 x 10 mercenary soldiers who are 1) journeying to next job (hiring), 2) in service to a nearby ruler (hiring), 3) in between jobs (not hiring), 4) fleeing a job gone bad (not hiring). Roll for Non-Player Character reaction.

Great Cat: 1d2 great cats are discovered. These are panthers (80%) or sabretooth tigers (20%) in the Pictish Wilderness, leopards (70%) or lions (30%) in Kush, or tigers in Vendhya and Khitai. For lions and tigers, use statistics for a sabretooth tiger, but remove puncture, tooth breaking and reduce bite damage to 2d6+3, AP 8.

Heavy Rains and Wind: Movement and vision cut in half. It is impossible to ford and rivers. Missile weapons are -4 to hit and all range increments are cut in half. Tracking becomes impossible.

Hermit: A lone eccentric who is suspicious of strangers. There is a 50% chance the hermit is a retired borderer (level 1d6+1). There is a 20% chance the hermit is actually a witch (Scholar level 1d4+1).

Mountains

Roll (1d12) *	Mountains
1	Barbarians
2	Waterhole
3	Snowstorm
4	Rock Slide
5	Heavy Rain and Wind
6	Bandits
7	Rock Slide
8	Bandits
9	Barbarian War Band
10	Barbarian War Band
11	Eagle, Giant
12+	Monster or Special

* Add +2 if the encounter occurs at night



Plains

Roll (1d12) *	Plains
1	Noble Army
2	Mule Train
3	Free Company
4	Village
5	Festival
6	Noble Army
7	Bandits
8	Travellers
9	Fire
10	Angry Mob
11	Bandits
12+	Slavers

* Add +2 if the encounter occurs at night

Roads

Roll (1d12) *	Roads
1	Angry Mob
2	Caravan
3	Caravan
4	Mule Train
5	Travellers
6	Refugees or Pilgrims
7	Free Company
8	Noble Army
9	Slavers
10	Bandits
11	Assassins
12+	Special

* Add +2 if the encounter occurs at night

Swamps

Roll (1d12) *	Swamps
1	Waterhole
2	Snake, Giant (Large Viper)
3	Snake, Giant (Large Viper)
4	Edible Plants
5	Spies
6	Wild Game
7	Bandits
8	Bandits
9	Hermit
10	Ruins
11	Sorcerer
12+	Monster or Special (Lotus)

* Add +2 if the encounter occurs at night



Steppes

Roll (1d12) *	Steppes
1	Waterhole
2	Nomads
3	Caravan
4	Dust Storm
5	Wild Game
6	Nomad War Band
7	Nomad War Band
8	Edible Plants
9	Wild Horses
10	Ruins
11	Sorcerer
12+	Special

* Add +2 if the encounter occurs at night

Hillmen: 1d4+1x10 hillmen are out 1) carrying out a blood feud on a neighbouring clan or tribe, 2) ambushing all trespassers, 3) extorting bribes from those wishing to use their pass. Roll for Non-Player Character reaction if not immediately hostile.

Hyena Pack: 1d4x10 hyenas shadow the party and attack if they outnumber them 3 to 1.

Monster or Special: Games Master's choice (lotus plants, traps and so on), or one or more monsters appropriate to the area are encountered, such as a bodiless slimer, a black fiend, a child of the dark, an elemental, 5d4 ghouls, a ghost snake (Pictish Wilderness only), a ghost, a grey ape, a man-ape, 2d10 risen dead, 1d2 sabretooth tigers, a smoke serpent, a son of Set or greater son of Set, a spawn of Dagoth hill, an uncanny steed, a vampire or 1d4+1 were-beasts. traps are detailed below under a separate heading (see below).

Mule Train: From 3d10 mules carrying from 1d10 x 1,000 gl worth of goods (gems, precious metals, raw ore, swords) guarded by 10d10 soldiers.

Tundra

Roll (1d12) *	Tundra
1	Barbarians
2	Heavy Rain and Wind
3	Snowstorm
4	Wild Game
5	Elk
6	Deer
7	Edible Plants
8	Barbarian War Band
9	Bandits
10	Wolves
11	Wolves
12+	Monster or Special

* Add +2 if the encounter occurs at night

Underground

Roll (1d12)	Underground
1	Waterhole
2	Skeleton
3	Bear
4	Badger
5	Edible Plants
6	Snake, Giant
7	Spider, Giant
8	Cave-in
9	Cave-in
10	Spider, Giant
11	Sorcerer
12+	Monster or Special

TRAPS

Whenever you need a trap, select one from the list below or roll 1d10 on the following table to determine its nature. The harmful effect listed is received only if the trap not disabled (DC 20) or avoided with a Reflex save (DC 15).

Traps

Roll (d10)	Trap	Effect
1	Concealed pit or trap door	Fall 20 feet and take 2d6 points of damage
2	Spear trap	+5 to attack, 2d4 points of damage AP 2
3	Caltrops	+4 to attack, 1d4 points of damage AP 1, make a second Reflex save (DC 15) or base movement is reduced by 5 feet for 1d2 days
4	Stun gas	Inhaled poison, Fortitude save (DC 20). Initial damage: unconscious 1d10 minutes, secondary damage: none
5	Poison Gas	Inhaled poison, Fortitude save (DC 21). Initial damage: 2d6 Constitution, secondary damage 1d3 Constitution
6	Poison Caltrop	As caltrops, above, plus injury poison, Fortitude save (DC 20). Initial damage 1d3 Constitution, secondary damage 1d3 Constitution
7	Falling Stone Block	4d10+4 points of damage. Make a second Reflex save (DC 20) or be pinned and prone beneath the stone. It will take a Strength check (DC 20) to lift it enough to get the trapped character free. The stone block is 10 ft. thick by 10 ft. tall and effectively seals off the passageway.
8	Needle	1 point of damage plus Purple Lotus injury poison: Fortitude save (DC 28). Initial damage: 3d6 Dexterity + Paralysis, secondary damage: 1d6 Dexterity
9	Swinging Blade	+8 to attack, 2d10 points of damage (20/x3), AP 8
10	Spiked Grill	+4 to attack, 3d8 points of damage (20/x2), AP 1. This is either a vertical or horizontal iron portcullis type grill that pins the target in place and seals off the passageway. A Strength check (DC 20) will pull the grill back far enough to free the character

Noble Army: From 3d100 troops who may or may not work for the lord whose land they are on, and who want to know the Player Characters' affiliation. If the Player Characters are working for an enemy lord, the Non-Player Character reaction is unfriendly at best, but most likely hostile.

Nomads: 1d4+1 x 10 nomads are 1) carrying out a blood feud on a neighbouring clan or tribe, 2) ambushing all trespassers, 3) extorting bribes from those wishing to cross their land. Roll for Non-Player Character reaction if not immediately hostile.

Nomad War Band: 1d10 x 100 nomads on the warpath for either civilised folk or a rival tribe. If not immediately hostile, roll for Non-Player Character reaction.

Poachers: 1d10 desperate, nervous men who assume the Player Characters are employed by the lord whose land they

are poaching upon. Roll for Non-Player Character reactions. All Diplomacy checks suffer a -4 penalty.

Refugees or Pilgrims: 1d10 x 10 refugees or religious pilgrims pass by. Roll for Non-Player Character reactions.

Rock Slide: Listen check (DC 10) to notice 1 round before it hits. Those still in the area must make a Reflex save (DC 15) and are pushed off the cliff to whatever doom waits below if they fail. If there is no cliff, they are instead buried, as by a Cave-In.

Ruins: One or more ruins are discovered: 1) tower, 2) house, 3) village, 4) city, 5) burial ground, 6) fortress. The ruins may be home to subhuman savages, bandits, cultists, a hermit, sorcerer or monsters. Wizard tower or city ruins often draw sorcerers seeking magical lore and artefacts from ages past.



Sandstorm: Vision and movement reduced to 25%. Missile weapons are -4 to hit and all range increments are reduced to 25%. Tracking becomes impossible.

Skeleton: A long-dead body is stumbled upon. There is a 20% chance that it has 1) some useful equipment, 2) a treasure map and/or journal, 3) a weapon, or 4) a warning about a nearby danger.

Slavers: A slaver and 1d2 x 10 soldiers. There are 1d4 x 10 slaves held in wagons or walking in a coffle. The slaver may wish to sell slaves to the Player Characters or acquire them as slaves. Roll for Non-Player Character reactions.

Snake, Giant: A single snake is encountered, (roll 1d4) 1) a tiny viper, 2) a small viper, 3) a medium viper, or 4) a large viper. In swamps, the snake is always a large viper. In Kush, Stygia, and Vendhya, the snake will be a cobra (see *Conan: The Roleplaying Game*). There is a 10% chance in the Pictish Wilderness that the snake will be a Ghost Snake. In Stygia, there is a 10% chance that the snake is a Son Of Set and a 5% chance that it is a Greater Son of Set.

Snowstorm: Vision and movement reduced to 25%. Missile weapons are -4 to hit and all range increments are reduced to 25%. Tracking becomes impossible. Everyone exposed to the weather takes 1d6 cold damage per hour.

Sorcerer: A sorcerer (Scholar level 1d4+ 5) and 1d2 x 10 henchmen (2nd level soldiers) are here seeking 1) Rare plants (such as drugs, lotus or poison), 2) Forbidden lore or treasure, 3) Sacrificial victims for a power ritual or demon-god, or 4) to seek out a rival or take service with nearby ruler. Roll for Non-Player Character reaction.

Spider, Giant: A giant spider ambushes the Player Characters. There is a 50% chance that 1d4+1 giant spiders are present.

Spies: 1d6 thieves begin shadowing the Player Characters. They may be assassins, bandits or bounty hunters hired by a rival or enemy to keep tabs on the Player Characters or ambush them as soon as they achieve some specific goal.

Survivor: A lone raving madman, the sole survivor of a doomed expedition, accosts the Player Characters. If given food and water, he may or may not come to his senses. There is a cumulative 10% chance each day he will permanently regain his lucidity.

Travellers: 1d4 x 10 commoners on their way to a nearby village, market or city. They will initially be suspicious, but will be glad to share their journey with capable, friendly warriors. Roll for Non-Player Character reactions.

Waterhole: Clean, drinkable water. Wild animals and natives flock to these places, making them dangerous. Predatory animals or natives will likely lurk a short distance away but do not attack at the waterhole, not wishing to foul the water with blood and remains.

Wild Game: A lone deer, lizard, rabbit or other non-dangerous but edible creature is nearby (Spot check at DC 15 to notice).

Wild Horses: A herd of 5d6 wild riding horses.

Wolves: 2d8 hungry wolves shadow the party and attack if they outnumber them 3 to 1.

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and a grisly ceremony that horrifies more civilised cultures, Darkarra are not necessarily a force for evil. Rather, they tend to be completely instinctual, with religion or codes of honour having very little impact on their lives. Yog worship has grown significantly with the spirit eaters, as many of them have used the slaver raids to indulge their hungers.

Not truly a religion, the Darkarra are practitioners and not true priests. Instead, any knowledgeable Darfari can undertake the elaborate rituals to become a spirit eater. It takes a healthy knowledge of medicine and herbs - not to mention the ability to hunt and kill living prey - to walk the path of the Darkarra. Noble warriors, traditionalists and skilled huntsmen are most commonly found amongst the spirit eaters, but any Darfari that learns the way can find it within himself to become one.

It is a dangerous decision, as the consuming of a spirit that is stronger than one's own can be disorienting, or even disabling, while the Darkarra fights the 'war of souls' inside of him. Due to their palpable connection to the spirits of other beings, spirit eaters are even more wary of dark forces that could stain them than other Darfari, so each Darkarra must quickly learn to control their fears if confronted with evil sorcery or demonic influence.

Those who do brave the path and undergo the spiritual transformation will mark their outer bodies to reflect their differences inside. Darkarra use citrus and sulphur to bleach their hair an ivory or milky white, and often roll it into braids or dreadlocks that are only trimmed if they become a physical hazard to combat or travel. Scarification, focused around the chest and neck, is very common, as is branding.



'The crocodile killed seven of our village,' Dradda explained to the pale-skinned visitor.

'Then why does he not just cut off its head and be rid of it,' Cadrig questioned, 'instead of all of this witchery?'

'The spirit eater is no witch, friend,' Dradda scolded with a touch of anger in his voice, 'he will take on the soul of the crocodile and give it respect for...'

'Respect? For what?' Cadrig shrugged his unknowing Cimmerian shoulders.

'Respect for what it does, for what it is,' Dradda bowed his head, 'the river king and the lion of its banks.'

'So be it. Sorcery or no, I grow weary and hungry.'

'Foolish northlander,' Dradda smiled, showing a mouth full of filed teeth, 'you know nothing of hunger. Nothing at all.'

Symbols of the spirit eating tradition are burned or carved over the heart and stomach of the transformed individual, serving as a map to the Darkarra's soul for any he might consume. The whole process should not take longer than a day or two, but is unimaginably painful and deters some from the way altogether.

Darfari Player Characters who wish to begin the path of Darkarra must purchase the appropriate feat (see below) and should make the necessary changes to their appearance as noted above. Included in this article are a handful of Darkarra-related feats, equipment and a list of spirit boons from spirit eating. Games Masters should note that the Darkarra are uncommon in Darfar and the rest of Hyboria is all but ignorant of their existence.

NEW FEATS

DARKARRA (GENERAL)

You are one of the spiritual cannibals called the Darkarra. You know how to perform the necessary rites to consume your prey's spirit and add its boon to your soul for a period of time. Having undergone the internal and external modifications, you are ready to hunt and consume spirits as your ancestors had done for generations.

Prerequisite: Darfari only, Craft (Herbalism) 4 ranks, Heal 6 ranks.

Benefit: You may apply the Darkarra character template (see below) to your character.

LASTING BOON (GENERAL)

The spirit boons you gain from the War of Souls last much longer than those of other Darkarra.

Prerequisite: Darkarra, Charisma 12+

Benefit: You double the number of days you benefit from any one spirit boon.

MANSLAYER (GENERAL)

You know the human body inside and out, and have no trouble delivering lethal blows to critical arteries and organs.

Prerequisite: Heal 6 ranks, Base attack bonus +5

Benefit: When finesse fighting against a human opponent; you may double your critical threat range with any piercing or slashing weapons. Also, human opponents you bring to less than 0 hit points will lose 2 hit points per round until they stabilise instead of the normal 1.

SPIRITUAL PREDATOR (GENERAL)

A strong predatory spirit you once consumed left a touch of its instincts imprinted upon your own. You can smell the fear prey gives off when hunted, or the nervousness in men when they try to subvert the truth in your presence.

Prerequisite: Darkarra, Survival 8 ranks.

Special Prerequisite: You must have conquered a spirit from a predatory animal at least 3 Hit Dice higher than you within 30 days of taking this feat.

Benefit: You may always take 20 on Survival skill checks when tracking or hunting a primarily 'prey' animal (antelope, elk or hare, for example). In addition, you may add a +3 miscellaneous bonus to Sense Motive skill checks.

STRENGTH OF SOUL (GENERAL)

The Darkarra spirit eaters have been in your family line for generations, as long as your tribe can remember. After some amount of practice, you have awakened their power in your own spirit. Your soul has the collective strength of your family line, and is a formidable foe in the internal 'war of souls' you undertake when consuming another's spirit.

Prerequisite: Iron Will, Darkarra, Character level 6th

Benefit: Your Character level is considered 3 higher for all the appropriate skill checks and saving throws during the War of Souls ritual (see below).

CHARACTER TEMPLATE: DARKARRA

'Darkarra' is an acquired template that can be added to any Darfari character by purchasing the Darkarra feat. The process is painful and cathartic, costing the character 1d4 permanent hit points during the bleaching, scarring and branding of his outer body.

A Darkarra uses all the base character's statistics and special abilities except as noted here.

Size and Type: As the base character.

Speed: As the base character.

Damage Reduction: From the connection of spirit and body, and the scarification of the flesh the character's Natural DR improves by +1 versus any natural attacks (claws, teeth and unarmed combat, for example).



Special Attacks: As the base character.

Special Qualities: A Darkarra has all the special qualities of the base character, plus the following adjustments.

- ❖ +2 bonus to Fortitude saves
- ❖ -1 penalty to Terror saves
- ❖ Darkarra also have access to the War of Souls (see below)

Fate Points: Reduce by -1.

Skills: Adjust from the base character as follows: +2 miscellaneous bonus to Intimidation and Survival. -2 miscellaneous penalty to Bluff and Diplomacy.

Corruption: As base character. (Spirit eating is not inherently corrupt).

THE WAR OF SOULS: THE DARKARRA RITE OF SPIRIT EATING

Any living being that a Darkarra has caused damage to by any sort of attack can later be prepared in an elaborate ceremony in which the spirit eater removes the heart, liver and a cup full of blood from the target of the ritual. By preparing the ingredients in a certain way, the Darkarra takes in the raw spirit of his 'kill', starting a battle of wills between his spirit and the newly introduced one – the War of Souls.

Once undertaken, the War of Souls cannot be interrupted. Initially the Darkarra character will need to make a Craft (Herbalism) skill check (DC 12) to prepare the feast. If this check fails, nothing happens and the ingredients are wasted. Once the concoction has been successfully prepared and eaten, the actual battle of spirits will begin. The Darkarra character must make a Willpower save (DC 15) to defeat and subsume the eaten spirit, modified as follows:

- ❖ DC +1 for each Hit Die/character level of the target higher than the Character level of the Darkarra
- ❖ DC –1 for each Hit Die/character level of the target lower than the Character level of the Darkarra
- ❖ DC +1 for each Charisma ability point of the target higher than the Character level of the Darkarra
- ❖ DC –1 for each Charisma ability point of the target lower than the Character level of the Darkarra

If successful, the Darkarra will receive a Spiritual Boon from the animal or being it had eaten for a number of days equal to the character level of the Darkarra plus his Charisma modifier. An example list of Spirit Boons can be found below, but Games Masters will want to make some of their own as well. If failed, the Darkarra will suffer a temporary Charisma point of ability score damage per point he missed the check by to a minimum score of 1.

This is due to the consumed



spirit fighting to usurp control over parts of the Darkarra's personality. Ability score damage will return at a rate of 1/day. During this period the Darkarra should take on some of the personality traits or mannerisms of the spirit consumed.

The whole War of Souls ritual takes roughly an hour in total from start to finish.

War of Souls Example: Takka, a 5th level Darkarra nomad, has just finished killing a massive boar. After a successful Craft (Herbalism) check, he consumes the spirit in order to gain the beast's strength. The giant boar is an 8 Hit Die animal with a Charisma of 4, and Takka has a Charisma of 8. In total, the Willpower check DC will be 14 (15 + 3 from the boar's Hit Dice –4 from Takka's Charisma). He rolls an abysmal 10! Takka suffers 4 points of temporary Charisma damage, and will have a very hard time explaining to his comrades why he has taken to rooting for mushrooms and snorts derisively at his enemies!

SPIRIT BOONS

The following is a good list of spirit boons the Games Master can grant to a Darkarra who successfully conducts the War of Souls upon a target. This list is by no means complete, Games Masters should use this list as a reference point for their own boon creation.

Badger: The Darkarra will fly into a fighting rage after suffering damage in combat. Gaining +4 Strength, +4 Constitution, and -2 DV until he or the target that damaged him is dead.

Bear: The Darkarra taps into primal force and doubles his Strength modifier for feats of Strength, Unarmed attacks, and Grapple attacks.

Boar: The Darkarra has limitless ferocity, and will fight without penalty even while disabled or dying – until no enemies are present, at which time he collapses.

Camel: The Darkarra has taken on the broad shoulders of the pack animal, and triples his carrying capacity. In addition, he halves all penalties from starvation or exhaustion.

Cattle: The Darkarra gains the steer's powerful charge into combat, doubling all bonuses to hit and damage for charge attacks.

Deer: The Darkarra has a preternatural awareness of danger that could lurk all about him, gaining a +2 bonus to all Listen, Search and Spot checks. In addition, he may add 10 feet to his movement when retreating from danger.



Dog: The Darkarra has a powerful set of smell, granting a +4 bonus to Survival checks when tracking.

Eagle, Giant: The Darkarra calls upon a blinding reaction time to avoid risk, adding +4 to Reflex saves and Dodge value. In addition, any Reflex save that will result in half damage from an evadable source will be avoided altogether instead.

Elk: The Darkarra can run at amazing speeds in both open and rough terrain, doubling all movement rates after a full round of running.

Fish: The Darkarra becomes at home in the water, suffering no attack or skill penalties for performing actions in or underwater.

Grey Ape: The Darkarra gains very strong hands and a penchant for applying brute force, gaining +4 Strength for the purposes of Grappling or retaining a grip on something. In addition, he may double instead of adding half his Strength modifier when using any bludgeoning weapon two-handed.

Horse: The Darkarra has inexhaustible endurance and can stay on his feet for literally days. Grants double the effects of the Endurance feat, cumulative with any existing modifiers he may already have (including the Endurance feat).

Hyena: The Darkarra becomes savagely crafty, and can make trip attacks without provoking attacks of opportunity. Alternatively, by allowing an attack of opportunity, he can make a trip attack for free while attacking with a weapon.

Human: The Darkarra that conduct the War of Souls on a human gain a glimpse into their lives and what made them up spiritually. In addition to the Games Master's choice of Class or Racial abilities granted to the Darkarra, he should learn something of the being's life or upbringing.

Lion: The Darkarra becomes one with the ferocity and majesty of the savannah kings, gaining +2 on all Intimidate skill checks and +2 on all damage rolls versus prey animals.

Panther: The Darkarra becomes unequally stealthy and prone to pre-emptive strikes from hiding, gaining +1d6 Sneak Attack damage on any attack on an unaware target. In addition, he may add +2 to Move Silently and Hide skill checks while in a shadowy terrain.

Raven: The Darkarra gains precise vision that can cut through the thickest of night glooms or misty fog, granting him Darkvision up to 60 feet, and double range on all Spot checks.

Snakes: The Darkarra calls upon the twisting and undulating nature of the serpent, gaining +2 to all Move Silently skill checks and the ability to move at three-quarters normal speed while prone. In addition, he gains Improved Initiative as the feat.

Wolf: The Darkarra becomes in tune with the idea of pack tactics, and may double any bonuses to hit gained from flanking. In addition, the wolf's survival instincts add +2 to all required saving throws.

NEW EQUIPMENT

Bleeding Knife: A thin-bladed knife used to open up a potential meal in the War of Souls, it can be used in combat if necessary, causing nasty wounds that bleed very badly. However, the blade is not meant to be used in this way and can chip or shatter very easily. Any wound caused by the bleeding knife takes twice as long to heal naturally.

Bloodskin Bladder: Blood is a very important ingredient to many Darfari and Darkarra recipes or concoctions – sometimes very specific types of blood. When a particular ingredient or ingredient producer comes along as a resource, a wily Darfari will grab one of these waxed monkey bladders to quickly stash a few ounces of blood for later use. The Darfari have learned just how much vinegar and salts must be added to the bladder to keep the blood from completely congealing, but even so a bladder will only keep up to six

ounces of blood 'fresh' for 3d6 days before it will begin to dry and clot beyond use.

Bloodskin Bladder: Cost 2 sp, 1 sp for mixing agents, Weight ½ lb.

Darkarra Organ Pouch: Used by the spirit eaters to hold useful body parts, shed blood and various herbs and implements for their rituals. It is a simple folded top pouch with several sections inside to hold separate items. It is very easy to assemble from easy to find ingredients all over Hyboria, and the listed price is not for a specific item, but rather for the sum of the parts needed.

Organ Pouch: Cost 65 sp, Weight 8 lb.

Skulling Warmace: One-handed simple weapons made to open a target's head like a melon's rind, or 'skull' them. A haft that curves backwards slightly for extra momentum, a conical stone or metal striking head and a wrapped handle for better grip is all that it takes to create a good skulling warmace. It is a deadly instrument used by many Darfari tribes, but was originally designed for ritual use by the Darkarra.

Spirit Paint: Oily pigments mixed with rendered fats and body fluids of a variety of animals, spirit paint is brightly coloured and smells vaguely medicinal. Darfari spiritualists believe that wearing the paint wards against evil spirits and keeps malicious demons that cause illness away. It is somewhat based in fact, as the oils and herbs used to create the paint are commonly found in healer's kits across Hyboria. Due to this, anyone wearing spirit paint for longer than a day will have the DC of any Heal skill checks used on them reduced by 2. Darfari believe so strongly in the protective properties of spirit paint that they can ignore their racial –2 to Terror saves once per application of the paint.

Spirit Paint: Cost 15 sp per two dose box. Weight 1 lb.

New Weapons

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment	Hardness	Hit Points	Weight	Type
Bleeding Knife	35 sp	1d3	20/x4	1	—	10	2	1/2 lb.	Slashing
Skulling Warmace	30 sp	1d10	20/x3	4	—	8	6	6 lb.	Bludgeoning



Khemi

KHEMI, WITH ITS mighty black castles, is the priestly capital of Stygia. It is the greatest city of Stygia, located at the port on the Western Ocean on the rank, swampy delta of the River Styx. If the mighty River Styx is the embodiment of Set, the loathsome serpent god of the Stygians, then black-walled Khemi is its never closing eye and the fortified southern peninsula is its fang. Despite the sea trade commanded by this city, Khemi is a sealed metropolis, and does not permit non-Stygians entrance, except as slaves. Thus, all trade with Stygia must be done with Stygia's ships, captains and crews. The only other exceptions are ambassadors and licensed traders, and even those traders must leave the city after sunset. Not for hundreds of years has a hostile force even attempted to attack this black-walled city of black-hearted magicians.

Population: 25,300 (97% Stygian, 3% Other)

Size: Metropolis (145 acres of land; approx. 0.23 sq. miles)

Average Population Density: 174 adults per acre

Average Number of Structures: 68 buildings per acre (approx. 9,872 buildings total)

Wealth Limit: 1,000,000 silver coins

Ready Cash: 1,265,000,000 silver coins

Government: Theocracy

Income for the Count: 632,500 silver coins per year

Religion: Stygian Pantheon (Set, Idris, Derketa)

Imports: Trade Goods

Exports: Trade Goods, especially wood

Code of Honour: None

FORTIFICATIONS AND MILITARY STRENGTH

Khemi is a walled city built around several massive black castles and colossal black temples. 759 Stygian soldiers are routinely stationed in these castles and throughout the city. Dusky marines (soldier/pirates) on large dromons often stop ships to levy taxes on cargoes or, if desired, to confiscate cargoes, ships or crews.

Aiding the soldiers are temple harlots dedicated to Idris the asp goddess; they are also called the granddaughters of Set. These temple harlots, trained in combat, are naked women

with red lotus blossoms in their dark hair and lotus resin caked beneath their long pointed nails. They essay forth on serpent-prowed gondolas to lure men to their naked bodies. With a few caresses they can stupefy a man, allowing the man to be enslaved by the Stygians. If these dusky temple harlots are attacked, the doomed attacker will draw the ire of the priests of Set. The perfume from the red lotus blossoms keeps the harlots in a drugged, sexual haze and can be smelled at a considerable distance.



CULTURE

Clothing: Prostitutes and courtesans wear tall plumed headdresses and nothing else. Other classes have certain mantles they wear. Conan infiltrated Khemi once while wearing a fisherman's mantle, then later replaced that with a priest's mantle. Commoners wear silk breeches and sandals, and a band in their hair, and a short knife. The common men of Stygia are not allowed to wear swords. Almost all clothing is made of silk or linen, and the best linens are almost transparent. Slaves who are the playthings of the nobility wear a curious green necklace to prevent their being bought and sold to commoners. Children of both sexes go naked, wearing long side-locks and shaved heads, until they are around ten years old. At age ten, children begin dressing as adults. Adult women (other than prostitutes) wear either a tunic or skin-tight, transparent dresses with no underclothes. Workmen wear short kilts and loincloths. Some wear loose shirts that reach to the knees.

Foreigners: Aliens are not allowed into the city except that they possess a pass, and passes are given out grudgingly at best. Once inside the city, a foreigner finds the dwellers refuse to speak to him except for those directly required for the his business to be quickly concluded.

Hygiene: Stygians believe it is barbaric to be hairy, so they take great care to be shaved and neat at all times, using scented oils and creams to keep their skin supple.

Justice: The people of Khemi like a well-ordered life and justice means everyone is in their correct places doing the correct things. If people behave properly, then they are treated fairly. Land is valuable in Stygia and anyone caught moving a boundary stone can be enslaved, often with their ears cut off. The Treasury of Khemi stores records of ownership and anyone may consult them. Stygian laws are restrictive and brutal. Permits are required for many elements of life, including but not limited to changing one's place of residence, travelling more than 20 miles from one's home, or owning weapons or armour. These permits provide a pair of powerful tools for the Stygian government: income and internal security. The selling of permits sends a steady stream of income to the ruling classes. Internal security is provided because permits are often denied, and this prevents known dissidents from gathering. There is no legal recourse to those who are denied permits, and doing something without the requisite permit invites severe punishments, such as fines, confiscation of goods, and even physical mutilation, such as public whipping, hamstringing or execution. The bodies of criminals are not mummified. They are left to rot, denying them an eternal after-life with Father Set.

Religious crimes are punished even more severely than secular crimes. Not attending a religious ceremony is cause for a hefty fine. Failure to tithe to the temple gives rise to fines even worse than the tithe would have been, plus the offender still must make the requisite tithe. Ceremonies are required by law and priests always charge for these services. Examples of these required rites are numerous: crops must be blessed; all children must be consecrated to Father Set; and even the dead have requisite funerary rites that must be performed and paid for. Failure to meet these requirements may be considered heresy; the punishment for heresy is death, confiscation of all property and enslavement of his or her entire family. Repeated failures will most definitely be deemed heresy.

Ownership: If a person wants to sell his house, he nails a bird's wing to his gate.

Pets: The people of Khemi keep monkeys, dogs, pigeons and cats as pets.

Recreation: A favourite way of spending a day is to take one's family fishing and hunting in the marshes of the Styx delta. Hunters hurl throwing sticks at waterfowl to stun the birds, which are then be collected by trained cats.

Sons of Set: In addition to the required rites, several animals enjoy a protected religious status. Snakes and hippopotami are sacred, and allowed to exist unmolested in Khemi. It is against Khemian law to injure either animal, and doing so also provokes a charge of heresy. Although the priesthood does not insist on any particular behaviour before a hippopotamus, all Khemians must lie down when a snake is sighted and await the snake to either attack or move on. If a snake attacks, the Khemian chosen for the honour is considered blessed by Father Set and none will try to save him. Most Khemians so 'blessed' go quietly. It is a strange custom, but one accepted by the people of Khemi with quiet dignity. The killing of these snakes is one of the worst punishable crimes in the city.

Women: As for women, only noblewomen and harlots are permitted to walk the streets of Khemi freely, night or day.

ADMINISTRATION AND POWER CENTRES

There are an innumerable number of political factions vying for dominance in this black-hearted city.

Ruler: Prince Tamuneb is the governor of this Stygian metropolis although he rules by the indulgence of the priesthood only. He is married to his sister to keep the bloodline pure.

The Priesthood of Set: The priests of Set, among them several members of the Black Ring, are the true power of Khemi. The cults utterly dominate Stygian society; the temples own most of the arable land and the government bureaucracy is filled with priests. As with many religions, this Stygian theocracy is conservative and closed-minded, and minimal contact with the outside world is permitted. Thus trade is kept to a bare minimum. The priests are the haughty, ruling elite of aristocrats. They are dusky-skinned, hawk-nosed men. Interestingly, it is this caste that most non-Stygians consider to be true Stygians.

The Nobles: Stygian royalty and nobility are relatively tall people with black hair and fair skin, as were their ancient forebears, the original inhabitants of Stygia. The nobles are revered as minor gods and even the priests walk carefully around them.

Magistrates: The magistrates are the guardians of law and justice in Khemi. They try criminal cases. They answer to the vizier of Luxur, who is in charge of justice and public works. The decisions of the magistrates are recorded and stored in the Treasury.

LAYOUT OF KHEMI

The city of Khemi is a sinister dark collection of towers and castles forever under a smear of grey smoke from the sacrificial altars of the dark-robed acolytes of fearsome Set and the hissing sorcerers of the Black Ring. The massive architecture of the city is overwhelming and oppressive. Bronze chariots, antique in their design, often carry the nobles and priests around. The flag-stoned streets are narrow, but broaden somewhat as one enters the temple district. The city is dark after sunset, and the only lights to be seen are in the highest portions of the oppressive buildings. Artificial gardens of palm trees grow on the roofs of many of the buildings, and most of the townsfolk sleep in those gardens.

The Temple of Set in Khemi houses the mummies of many of the elder members of the Black Ring. Other temples in the district house other ghastly things. Most of the major pyramids and secret subterranean temples can be found near this black city. The Grand Pyramid lurks near the northeast corner of the city, looming over the black walls of Khemi. Other black pyramids, smaller but no less grim, can be seen dotting the landscape outside and within Khemi. Around Khemi, the terrain is rough with abandoned quarries, chaotic funerary structures, and at least one operating quarry. Around the Styx crocodiles lie on sandbars, protected by ancient laws.

The flag-stoned streets are clean, kept so by teams of slaves who move at night to do the work. These teams are composed of the emaciated, the insane and the diseased, all deemed unsuitable for other work any longer by their Stygian

masters. They shamble along the streets at night as foremen crack black whips to motivate them in their silent work, for they say little for fear of drawing toward them the monsters of Khemi, the great serpents that slither through the dank streets when they hunger.

DISTRICTS OF KHEMI

Khemi is segregated into sprawling wards and districts to separate the city into manageable social units and neighbourhoods. People in these wards and districts know each other, vouch for each other, celebrate with each other and work with each other. People native to a particular ward with Knowledge (local) of at least one rank know everyone else in the ward, so Reputation bonuses always apply when a character is in his home ward and dealing with other natives of that same ward. Most ward or district information is based on the acre, which is 43,560 square feet or a roughly 210 feet by 210 feet square. Also given is a statistic on how many structures are in each district. Structures can include pavilions, stalls, barns, sheds, houses, wells, fountains, temples, civic buildings, barracks, cemeteries, cisterns, coliseums, corrals, granaries, inns, libraries, mills, offices, plazas, shops, stables, taverns, tenements, theatres, warehouses and workshops. In Khemi, none lack a roof because the hierophants of Set want to know where everyone is and that everyone has a place.

Waterfront District: The harbour of Khemi lies between two great jutting points of land running into the ocean. Great black castles rise on the southern point. Great black war galleys lie silent and unlighted at anchor and a flight of wide stone stairs mount up from the water's edge. Iron rings set fast in the steps allow for the tying fast of water craft. Here the fishermen and dockworkers live and work. 2,816 people live here among 1,152 structures of various types on 16 acres of waterfront land. This district is flanked by a pair of mountainous walls and two dark towers keep watch over the misty harbour. Most of the royal fleet stays anchored here, forming another black wall at night when they anchor themselves across the bay. A few canals are cut from here into the depths of the city. On certain dark holy days, when all the people are gathered at the smoking temples to watch the gruesome sacrifices, the wharves are protected by great aquatic dragons summoned by the priests (see *Conan: Pirate Isles* for statistics).

The Fangs of Set: Great black fortified castles rise on the southern point of the bay. In the castles, soldiers and marines are based, securing the city from aliens. Covering 21 acres of land, these atmospheric castles house 3,360 soldiers and support (craftsmen, servants, and so on) amid 1,344 immense structures, including crenellated towers, great walls of black stone, imposing barracks and storehouses and other military buildings. Serpent-

prowed gondolas sail from these castles; each gondola is filled with naked dusky women with red blossoms in their hair. These doxies call to incoming sailors.

- ❖ **Palace of Prince Tamuneb:** This coastal palace of black stone is the tallest and most spired of all the dark piles on the southern peninsula.

Bazaar Districts: The waterfront streets give way to the long shadowy streets of the main part of the city. All stalls are closed at dusk. The only lights at night are torches set at wide intervals. Few people walk the streets at night, and they move silently and in haste. Great black stone walls rise on each side of the streets. The architecture is grim and massive, giving an overpowering and oppressive atmosphere to the ward as a whole. The 18 acres of the market district is where wealthier shops, pavilions, merchant offices and trading stalls are located. The impressive architecture displays the wealth and power of the dark sorcerers who wield the power of Set with impunity. 3,276 people live here among 1,332 structures. Most of the markets of similar natures are kept together on common squares, forming little markets within the larger bazaar district. Thus there is a slave bazaar, a livestock bazaar and so on.

- ❖ **Bazaar of the Money Changers:** Here foreign money can be exchanged for silver sethis and copper gurahs. Ona the moneychanger has a stall here. There is always a detachment of the Royal Guard in this bazaar. Gold lunas from Aquilonia are forbidden here and will not be changed. Also of note: all gold in Stygia belongs to the king in Luxur. Anyone with gold must have it as a gift from the king or must have stolen it from a tomb. All gifts from the king are recorded in the Treasury of Luxur.

Temple Ward: The streets broaden as one moves from the market district into the 20 acres of the city dedicated to the temples. Here, great structures rear their black bulks against the sky, grim and menacing. 3,759 dusky priests, black sorcerers and their abominable servants live among 1,200 forbidding structures. The wealthy and well-to-do also live in a subsection of this ward known as the Zamlek quarter. Many of the temples also had schools for the sons of officials and priests, although poor children could also attend if sponsored by local landowners. Schooling lasts for ten years, the youths specialising in some profession instead of a craft.

- ❖ **Zamlek Quarter:** Here one can find houses owned by the wealthy, ranging from towering houses to outright mansion. Its avenues are named after snakes.

- ❖ **Avenue of the Asps:** This Avenue is renowned for its towering mansions.

- ❖ **Mansion of Tothapis:** Sheathed in bone, the sheer walls of this mansion is undecorated save for doors and air-slits. There are no windows. Its interior is lit entirely by candles and lamps. It is mounted by a dome and around the dome is a rooftop garden of black and purple lotus.

- ❖ **House of Life:** The House of Life is a temple devoted to doctors and is open to the public. Doctors in the House of Life are paid in goods. A great medical library is attached to the House of Life.

- ❖ **The Treasury:** Here is stored legal records, especially in regards to ownership of property. Documents going back hundreds of years are stored here.

Slum Clusters: Outside the walls lie 18 acres of clustered, low, flat-topped mud houses and palm groves arranged in belts around the city. Each cluster is around two acres in size, boasting a total of 702 mud tenements to house the city's 1,746 poorest adult labourers.

Gate Wards: The two massive bronze city gates are the main entries into the bustling gate wards of Khemi, where traders line up to enter the city as sellers hawk their wares. Only the market ward has more activity than this vibrant section of Khemi. Inspectors and tax collectors swarm through the crowds as they enter the city. The great bronze valves of these gates are closed at dusk.

- ❖ **Serpent Gate,** on the east side, covers four acres of land, with 304 buildings and 752 people.

- ❖ **Crocodile Gate,** the southern gate, is low-arched. Beyond the gate lie clusters of low, flat-topped mud houses and palm groves. A broad avenue connects this gate with the Temple Ward. Beyond those palms is a sombre, black-stoned pyramid rising colossally out of the murk of the desert. 376 people work among 152 grim structures.

- ❖ **Keep of the Manticore:** This keep, near the Crocodile Gate, is a nearly cubical pile of dark stone around a central courtyard. Its name comes from a grim figure chiselled above the iron doors of its entryway. The lower levels are used for torture, executions and imprisonment. The common Khemians avoid this entire neighbourhood because of this place. Unknown to them, there are luxury suites on the two highest floors, including luxurious apartments, large bathrooms, a swimming pool, an elegant kitchen and secret walkways for entertainers, who are brought in blindfolded. These are for prisoners whom comfort is designated for whatever reason. It is heavily guarded.

Craftsman Wards: These wards are almost slums and are considered the meaner portions of the city. There are 6 non-contiguous craftsman wards in the city, each about nine acres in size and most devoted to a different craft. All total, there are 31 acres devoted to craftsmen among the four craft districts. There are a total of 2,158 workshops, homes and warehouses devoted to the craftsmen of Khemi and 5,395 craftsmen, journeymen and apprentices.

✎ **Uminankh's Hostel:** A withered palm frond proclaims this building as an inn. Even though Khemi does not allow unregistered visitors, Uminankh asks no questions of visitors if the visitors have money.

AKIVASHA - THE QUEEN OF ETERNAL LIFE

Medium Undead (Augmented Humanoid) (Stygian (noble caste) Noble 20)

Hit Dice: 10d12+10 (75 hp)

Initiative: +16 (+4 Dex, +6 Reflex save, +2 Lightning Reflexes, +4 Improved Initiative)

Speed: 30 ft.

DV (Dodge): 22 (+7 level, +4 Dex, +1dodge)

DV (Parry): 23 (+10 level, +3 Str)

DR: 6 (+6 vampire)

Base Attack Bonus/Grapple: +15/+18



Attack: Slam +18 melee or Stygian bow +24 ranged

Full Attack: Slam +18/+13/+8 melee or Stygian bow +24/+19/+14 ranged

Damage: Slam 1d8+3 or Stygian bow 1d12+3/19-20 x2/ AP 5

Special Attacks: Blood drain, children of the night, dominate, +4 regional bonus to all attacks with Stygian longbow, +1 racial bonus to all attacks with Stygian longbow

Special Qualities: Stygian qualities, Title, rank hath its privileges, wealth, special regional feature +4, ally, comeliness, savoir-faire, family ties, lead by example +8, Enhanced Leadership, do you know who I am?, rally, absolute power, fast healing, immunities

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +6, Ref +12, Will +19 (+17 vs. Corruption)

Abilities: Str 17, Dex 19, Con -, Int 19, Wis 21, Cha 29

Skills: Bluff +42, Craft (alchemy) +8, Diplomacy +19, Handle Animal +15, Hide +17, Intimidate +34, Knowledge (arcana) +35, Knowledge (nobility) +10, Knowledge (religion) +18, Listen +15, Move Silently +12, Perform (ritual) +34, Search +12, Sense Motive +26, Spot +20

Feats: Alertness^b, Carouser, Combat Reflexes^b, Debauched, Dabbler (summonings), Dodge^b, Iron Will, Improved Grapple, Improved Initiative^b, Improved Unarmed Strike, Knowledgeable, Leadership^b, Lightning Reflexes^b, Menacing Aura, Persuasive, Steely Gaze

Reputation: 25 (Villain) (She may add a +3 bonus to his Bluff, Intimidate and Gather Information checks)

Leadership: 27 (13th level cohort; 600 1st, 24 2nd, 6 3rd, 3 4th, 1 5th)

Code of Honour: None

Corruption: 12

Power Points: 7 (14 maximum)

Magic Attack: +18 (+5 level, +9 Cha, +4 regional bonus)

Allegiances: 'Darkness'

The name of this ancient, evil, beautiful princess, the daughter of Tuthamon, who revelled in purple feasts amid the black halls of ancient Luxur, still is heard throughout the Hyborian lands in song and legend as a beautiful symbol of eternal life. Ten thousand years ago, she loved life and all the meanings of life, and to win life she courted death. She could not bear to think of growing old and shrivelled and worn, and dying at last as hags die. Using dark rites, she 'wooded Darkness like a lover' and his gift was eternal life. Although the world believes she ascended into the heavens to live as a goddess of youth, in truth she descended into the tombs of her ancient land as a vampire. She is not truly Stygian, as she lived before the founding of Stygia. She is of the ancient race of giant-kings that founded Stygia, the remnants of whom still live as the nobility of Stygia.

She has ivory skin, and is tall, lithe, voluptuously figured, with thick tresses of black hair. She wears nothing but velvet sandals and a broad jewel-crusted girdle about her waist. Her flesh is cold, and her eyes glow in the darkness like golden fire. She survives her encounter with Conan, so she still makes for a formidable foe in a Hyborian campaign.

Blood Drain (Ex): Akevasha can suck blood from a living victim with her fangs by making a successful grapple check. If she pins the foe, she drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, Akevasha gains 5 temporary hit points.

Children of the Night (Su): Akevasha can command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. If the base creature is not terrestrial, this power might summon other creatures of similar power. These creatures arrive in 2d6 rounds and serve Akevasha for up to one hour.

Dominate (Su): Akevasha can crush an opponent's will just by looking onto their eyes. This is similar to an *evil eye* spell, except that Akevasha must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under Akevasha's influence as though by a *domination* spell. The ability has a range of 30 feet.

Special Qualities: A vampire retains all the special qualities of the base creature and gains those described below.

Fast Healing (Ex): Akevasha heals 5 points of damage each round so long as it has at least 1 hit point.

Immunities (Ex): Akevasha is completely immune to cold.

THE TEMPLE HARLOTS OF IDRIS

Medium Humanoid (Stygian scholar 5)

Hit Dice: 5d6+10 (27 hit points)

Initiative: +3 (+2 Dex, +1 Ref)

Speed: 30 ft.

Dodge Defence: 13 (+1 level, +2 Dex)

Parry Defence: 11 (+1 level)

DR: –

Base Attack Bonus/Grapple: +3/+3

Attack: Unarmed Strike +5 melee finesse

Full Attack: Unarmed Strike +5 melee finesse

Damage: Unarmed Strike 1d4 plus lotus resin

Special Attacks: Spells, lotus resin

Special Qualities: Stygian traits, new sorcery style x3, scholar, background (acolyte), base Power Points, knowledge is power, +1 Power Point, advanced spell x3, bonus spell

Space/Reach: 5 ft./5 ft.

Saves: Fort +3, Ref +3, Will +7 (+2 vs. corruption)

Abilities: Str 10, Dex 14, Con 15, Int 13, Wis 12, Cha 18

Skills: Bluff+12, Concentration +6, Craft (alchemy) +7, Escape Artist +10, Gather Information +12, Handle Animal +6, Knowledge (arcana) +11, Knowledge (local) +9, Knowledge (religion) +9, Perform (ritual) +8, Profession (temple harlot) +9

Feats: Carouser, Debaucher, Improved Grapple, Improved Unarmed Strike, Iron Will ^{bonus}

Reputation: 9 (Any)

Leadership: –

Code of Honour: None

Allegiances: Temple of Idris, Khemi, Stygia

Base Power Points: 6 (4 base, +1 Wis, +1 bonus); 12 maximum

Magical Attack: +6 (+2 level, +4 Cha)

Sorcery Styles: Counterspells, Divination, Hypnotism

Spells Known: *Astrological prediction, domination, entrance, hypnotic suggestion, torment, visions, warding*

Corruption: 3

Insanity: None

Possessions: Red lotus blossoms

Aiding the soldiers are temple harlots dedicated to Idris the asp goddess and are also called the granddaughters of Set. These temple harlots, trained in combat, are naked women with red lotus blossoms in their dark hair and lotus resin caked beneath their long pointed nails. They essay forth on serpent-prowed gondolas to lure men to their naked bodies. With a few caresses they can stupefy a man, allowing the man to be enslaved by the Stygians. If these dusky temple harlots are attacked, the doomed attacker will draw the ire of the priests of Set. The perfume from the red lotus blossoms keeps the harlots in a drugged, sexual haze and can be smelled at a considerable distance.

Red Lotus Blossoms: The temple harlots of Idris wear only red lotus blossoms in their hair. This has the effect of rendering men and women stupefied. Any one other than a temple harlot, who have a limited immunity, who smells the blossom's perfume at close range (within 10 feet) must make a Will saving throw (DC 25) or be unable to take any non-sexual actions. Anyone under the influence of Red Lotus is considered entranced for the purposes of other spells.

☞ **Red Lotus Residue:** The temple harlots keep red lotus residue under their long, sharp fingernails to dig into the men and women who kiss them. If a harlot inflicts at least 4 hit points of damage with her unarmed strike, a character must make a Fortitude saving throw (DC 20) or be unable to take any non-sexual actions. Anyone under the influence of Red Lotus is considered entranced for the purposes of other spells.

The Children of Jullah

A CONAN THE Roleplaying Game adventure set along the western edge of the Black Kingdoms. Characters should be 4th to 5th level, with an average of 4 to 6 players. Any characters can be played and the Games Master can easily modify the adventure to accommodate mercenaries or warriors from any southern tribe. This is an alternative adventure involving the temple of Jullah, and a longer version can be found in *Conan: Tales of the Black Kingdoms*.

OVERVIEW: ANGER OF A DARK GOD

The Black Kingdoms of the south have been the birthplace to dark mysteries and ancient legends for untold ages. Shadowed jungles and untamed savannas dominate most of the southern lands. Tribes of dark skinned warriors have long held sway over the Black Kingdoms and have risen very little out of the primordial jungles. Recently the city of Zabihela, the largest of Kush's coastal cities, has seen a civil war tear the countryside apart. King Mugambi has ruled Zabihela for over 20 years and does not plan to end his rule any time soon. King Mugambi has sent word to distant lands, calling for mercenaries or adventures to heed his call to battle, promising payment in gold, silver and jade.

The adventure should begin when the characters answer the call for glory and treasure. The characters, no matter what their background, should take passage aboard a Shemite merchant ship out the port of Asgalun. The *Adissa* is a medium sized merchant ship that carries a crew of 35 and can carry up to 20 passengers. Her captain, Turlirith Omar (6th level pirate/2nd level soldier), has agreed to take the characters on board and give them passage to the city of Zabihela as long as they agree to help with the day-to-day duties of ship life and help repel any pirates they might meet along the way.

Several days into the journey, the *Adissa* should just be past the border of Stygia when it falls afoul of a summer storm. The massive storm tosses the *Adissa* like a piece of flotsam on the open sea. For two days, the ship's crew tries to keep the *Adissa* afloat and off the dangerous reefs of the Kushite coast, but their efforts are in vain. A 30-foot swell rises out of the deep and slams the ship against the jagged reefs of the coast.

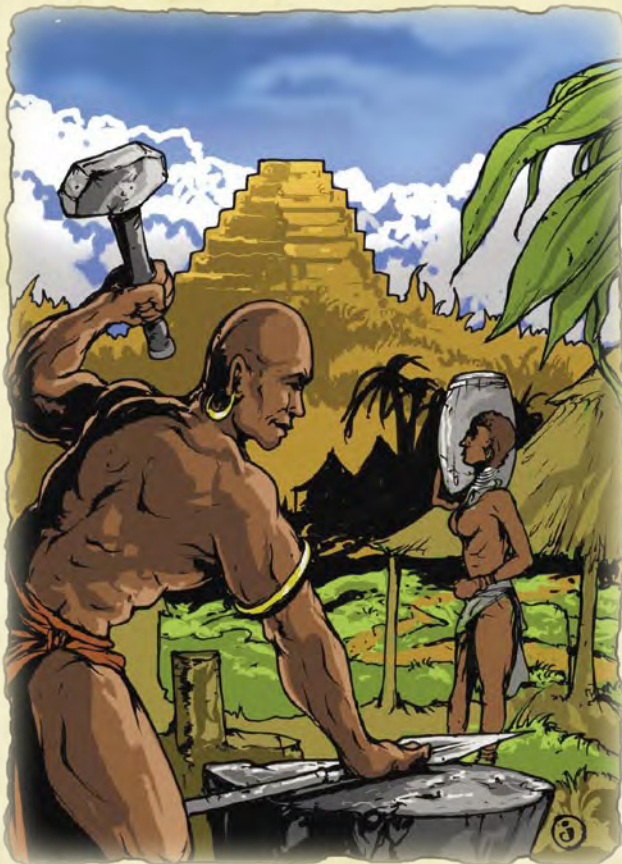
The ship's crew is tossed into the sea like driftwood, clinging to whatever will float in the mad, churning ocean.

The adventure begins when the characters find themselves being revived by a group of dark skinned natives. These particular tribesmen are known as the 'Jahari'. The Jahari welcome the survivors into their camp with open arms. Immediately it becomes apparent that the Jahari are on the decline and look to be slowly starving. It is also apparent that there are few males above the age of 15. When questioned, the Jahari tell the characters that reason they are starving is that 'jungle demons' prevent them from hunting in the 'cursed valley'. The Jahari are referring to an ancient valley that is home to the 'Children of Jullah'. When the Jahari refer to Jullah, they are using the southern word for 'Gullah' the Gorilla-God, who is son of Jhebbal Sag. The Children of Jullah are actually the remnants of an ancient tribe of Kushites that worshipped Gullah and now have degenerated to man-ape status. The Jahari also explain how the other, nearby, tribesmen have begun to raid the Jahari because of their weakness.

The characters should offer to help the Jahari and free them from the terror of Jullah's children. The adventurers should then travel to the forbidden valley where they find the remains of an ancient civilisation and its degenerate inhabitants. There they will battle the children of Jullah and put an end to their reign of terror. *If the Games Master decides that the adventure is not challenging enough for the characters, then he should start the adventure at the time the group leaves the port of Asgalun and 'throw in' a pirate encounter.*

SURVIVORS OF THE STORM

As the adventure begins, the characters find themselves washed up on the shores of some unknown stretch of the Black Coast. As the characters begin to drag their water-logged bodies off the beach, several figures emerge from the direction of the jungle and begin to approach the group. If the group does not attack the approaching figures, they will be greeted by several Jahari villagers. A successful Diplomacy check (DC 15) will calm the villagers and show them that the characters are friendly.



At first glance, most of the villagers are women and children and look to be malnourished. Most of the villagers speak Kushite or Southern Islander; however, an older male villager who has many feathers among his headress, speaks Shemite. This individual approaches the group and identifies himself as Chief Ohini of the Jahari tribe. Chief Ohini commands his people to help the shipwrecked survivors and escort them further inland toward the village. *The Games Master should roll randomly for other survivors of the Adissa or simply choose a Non Player Character if he is valuable enough to keep.*

If any of the characters speak a language known to the Jahari and maintain friendly relations, then they can obtain the following information. The Jahari have lived along the Black Coast for over a hundred years. At one time, they were one of the largest tribes along the coast and numbered many powerful warriors among their tribe. About five years ago, one of the worst droughts in the history of Kush helped to almost wipe out the Jahari tribe. Only moving from their ancestral homeland to where they currently are saved their tribe. The village is located approximately 30 miles south of the Zarkheba River, along the coast of Kush.

Unfortunately, the area they moved to was more of a curse than any natural disaster could ever be.

The Jahari did notice that there was an abundance of fish to be had, but most vegetables and fruit did not grow easily in the barren land along

the coast. However, only a short trek to the east was a verdant valley filled with fruit trees and animals aplenty. The Jahari began to send hunting parties into the valley to gather food and supplies for the tribe. It did not take the Jahari long to figure out that the valley was occupied by creatures other than animals and that they did not like intruders in their land.

Two months after the Jahari began sending hunting parties to the valley, the first warriors started to disappear. At first it was only a lone warrior every now and then. Then bodies started to be found that were mangled and torn, almost beyond recognition. On the fourth month, the Jahari had found out what was attacking and killing their brave warriors. Gahiji, son to Chief Ohini, and 30 warriors found an ancient stone temple, hidden among the jungle growth on the north eastern side of the valley. The entire structure was vine covered and looked like a massive Bull Ape's head with its gaping maw as the entrance. Gahiji and his tribesmen entered the ancient structure and were immediately set upon by the savage occupants. Gahiji's men were slaughtered and only Gahiji escaped to make it back to the village to tell his father of what had happened. Gahiji died from his wounds shortly after relating his story to his father. Gahiji had said that the demons were like men, walking upright and using weapons. However, he also stated that they were of a bestial and degenerate nature; more ape-like than man.

Since that day, no warrior or hunter has ever returned from the cursed valley. Other tribes in the area, after finding out about the Jahari's warrior losses, began to send raids against their village. Over the last two years, the Jahari have been raided and starved to the point of almost extinction. Chief Ohini knows that his tribe does not have much to offer, but he will beg the characters to help his tribe destroy the demons of the valley and repel any more raids by neighboring tribes. The chief offers the characters all that his tribe has left in the way of monetary wealth and promises that when the demons of the valley are defeated, his tribe will help in the gathering of wood and supplies to build a new ship. Characters with any Bargaining skills should realise that the Jahari are a poor people and whatever they offer as payment is most likely all they have. Chief Ohini offers the following items as payment: 22 pieces of silver (Stygian mint), sack of Ostrich feathers (34), pieces of Jade (13), Elephant tusks (4), pouch of uncut emeralds (8) and a pouch of black lotus leaves (12). If the characters accept Chief Ohini's offer, the tribe will hold a feast in their honour, although it will not be as festive or food laden as the tribe was used to in the past.

DANJUMA RAIDERS

The next day, sometime after midday, a raiding party of Danjuma tribesmen attacks the village. The Danjuma are a savage tribe of Kushites that inhabit the lands south of the Jahari. The Danjuma have raided the Jahari village in the



past and did not encounter much resistance, consequently the Danjuma have sent a much smaller raiding party this time than they normally would. The Danjuma will attack the village in a haphazard manner, not expecting much resistance. The characters should get one surprise attack before the Danjuma realise that something is wrong. If the characters manage to kill at least half of the raiding party, the others will flee back into the jungle, never to return. Chief Ohini, along with the other Jahari villagers, will thank the characters and celebrate this victory with a night of dancing and prayers to their jungle gods.

DANJUMA WARRIORS

Medium Humanoid (2nd level Kushite Barbarian)

Hit Dice: 2D10+2 (12 hp)

Initiative: +3 (+1 Dex, +2 Reflex)

Speed: 30 ft.

Dodge Defence: 13 (+1 level, +1 Dex, +1 racial bonus,)

Parry Defence: 17 (+1 level, +2 Str, +4 large shield)

DR: –

Attack: Hunting spear +5 melee (1D8+2/x2)

Full Attack: Hunting spear +5 melee (1D8+2/x2)

Special Attacks: Crimson Mist

Special Qualities: Fearless (+2 Will save), Track, Versatility (–2 penalty non-proficient weapons)

Space/Reach: 5 ft. (1)/ 5 ft. (1)

Saves: Fort +3, Ref +3, Will +1

Abilities: Str 15, Dex 13, Con 12, Int 10, Wis 9, Cha 8

Skills: Survival +3, Swim +4, Perform (tribal dance) +5, Intimidate +5, Move Silently +5, Craft (hunting spear) +3

Feats: Weapon Focus (hunting spear), Track

Climate/Terrain: Black Kingdoms, Kushite coast

Organisation: Raiding party (8-12 plus 1 leader of 4th-7th level)

Advancement: By character class (probably barbarian or shaman (scholar))

Possessions: Hunting spear, dagger, large hide shield, feathered head-dress, loincloth, club

Variants: Some warriors will be of lower or higher level, though few will be higher than 3rd level. The Danjuma think of themselves as slavers and treat everyone they meet in this manner. The Danjuma will not hesitate to try and capture 'white men' as well as their black neighbours. They prefer to use hunting spears and shields, but will resort to clubs only when they are purposefully looking to capture slaves.

The Danjuma's only weakness is that they fight and raid among themselves more than they do other tribes.

JOURNEY TO THE VALLEY

After a couple days rest, the characters should begin their journey east, toward the Valley of Jullah. The villagers can supply the characters with a limited amount of dried fish and edible ground roots (two days food supply for each character). Chief Ohini will not need to draw a map, as the trail is easily followed into the jungle and up the sides of the valley. No villager will go with the characters, no matter how much they offer or how good their Diplomacy skills are. Chief Ohini will see the group off and give them the blessings of the 'Jungle Mother' to speed them on their journey.

Three hours after leaving the Jahari village, the group is attacked by a pair of Kushite leopards. This pair of spotted killers has been forced from their normal hunting grounds and now are on the verge of starvation. Both leopards will leap from jungle branches to fall upon the characters (the Games Master should roll randomly to see who the leopards attack). These pair of leopards are mad with hunger and desperation and will fight to the death.

KUSHITE LEOPARD

Medium Animal

Hit Dice: 3D8+6 (19 hp)

Initiative: +7 (+4 Dex, +3 Reflexes)

Speed: 40 ft (8 squares), climb 20 ft.

DV: 16 (+4 Dex, +2 natural)

DR: 2

Base Attack/Grapple: +2/+5

Attack: Bite +6 melee finesse (1D8+3)

Full Attack: Bite +6 melee finesse (1D8+3) and 2 claws +1 melee finesse (1D4+1)

Space/Reach: 5 ft/ 5 ft.

Special Attacks: Improved grab, pounce, rake 1d4+1

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +7, Will +2

Abilities: Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6

Skills: Balance +12, Climb +11, Hide +8, Jump +11, Listen +6, Move Silently +8, Spot +6

Feats: Alertness

Environment: Warm and temperate forest/jungle

Organisation: Solitary or pair

Advancement: 4-5 HD (Medium)

These jungle cats are about 4 feet long and weigh about 120 pounds. Kushite leopards are found anywhere south of Stygia among Kush and the Black Kingdoms.

COMBAT

Improved Grab (Ex): To use this ability, a leopard must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a leopard charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +6 melee, damage 1D4+1.

Skills: Leopards have a +8 racial bonus on Jump checks and a +4 racial bonus on Hide and Move Silently checks. Leopards have a +8 racial bonus on Balance and Climb checks. A leopard can always choose to take 10 on a Climb check, even if rushed or threatened.

THE LOST TRAIL

After seven hours into their journey, the characters find themselves near the pass into the valley. However the closer they get to the pass, they can see that something is wrong. Huge piles of rocks and boulders litter the mountainside and begin to obstruct movement. Characters should make a Climb check (DC 13) to make it to the entrance to the pass. Once they arrive, they find the pass blocked by huge boulders and piles of debris. Obviously, somebody has sealed the pass and want no more trespassers. Characters can make a Survival check (DC 15) to find a concealed animal path that leads north along the valley ridge. The pass does not go immediately over the ridge of the valley, but characters should be led to believe that there is a chance it will eventually lead them into the valley.

After an hour of following the trail – Survival check (DC 10) – the characters will come upon a dense portion of the valley ridge. Huge palms and jungle plants are wedged together along the ridge, preventing even the modest sunlight from touching the ground. At some point along the trail, the characters will be attacked by four black lotus plants that make this part of the jungle their home. This particular patch of black lotus has grown quite healthy over the last 200 years and are larger than normal (12 feet in height, 50, 48, 47, 39 hit points each). Once the first character comes within 20 feet of the first black lotus plant, they should make a Fortitude save (DC 25) against the plant's Miasma. If the characters come into contact with the plants, a Fortitude save (DC 17) is needed to avoid the poison effects.

BLACK LOTUS

Large Plant

Hit Dice: 4d8+20 (38 hp)

Initiative: +4 (+3 Dex, +1 Reflex save)

Speed: 0 ft.

DV: 14 (+3 Dex, +1 Reflex save)

DR: 2 (natural)

Base Attack/Grapple: +3/+3

Attack: Touch +6 melee finessee (poison)

Full Attack: Touch +6 melee finessee (poison)

Space/Reach: 10 ft. (2)/10 ft. (2)

Special Attacks: Poison, miasma, magical poison

Special Qualities: Low-light vision, plant traits

Saves: Fort +4, Ref +4, Will –3

Abilities: Str 2, Dex 16, Con 20, Int –, Wis 2, Cha 26

Environment: Warm jungle

Organisation: Patch (5-10) or colony (11-30)

Advancement: 5-6 HD (Large)

Black lotus plants have a weird, semi-sentient life of their own, which can prove hazardous to travellers in the jungles of Kush. Certain sorcerers and supernatural creatures may exploit the living black lotus's properties so as to drug their victims or capture prey.

Black lotus plants are green in colour, but with the infamous black blossoms heading each stalk. Black lotus plants can grow to over 12 feet in height.

COMBAT

Though black lotus plants are stationary, their stalks and blossoms are capable of deliberate and fast movement, allowing them to attack in a primitive manner.

Magical Poison (Su): The poisonous miasma (see below) given off by black lotuses is partially physical and partially magical in effect. The black lotus has a strangely seductive quality that seems to make passers-by deliberately want to inhale its poison. This allows the black lotus to add its Charisma bonus to the save DC of its miasma attack (see below).

Miasma (Su): Black lotus plants constantly give off a heady scent that forces all within 20 feet of the plant to make Fortitude saves (DC 25) or be affected as by inhaling black lotus blossom (see *Conan the Roleplaying Game*). The save DC is Constitution-based, but due to the effects of the black lotus's magical poison special attack, it may also add its Charisma bonus to the save DC.

Poison (Ex): Contact, DC 17, initial and secondary damage 1D4 Con. The save DC is Constitution-based. Note that this poison is essentially a less concentrated form of black lotus juice (see *Conan the Roleplaying Game*).

When the characters defeat the black lotus or simply find another way around, they can continue up the trail and eventually make it into the cursed valley. The Games Master may wish the characters to make a moderate Climb check (DC 10) to climb down into the valley.

THE CURSED VALLEY

The cursed valley is approximately ten miles in length and six miles in width. It is covered in jungle plants and trees, with a mixture of fruit bearing trees scattered about. A small, palatable stream runs from the south east corner of the valley to the north west, spilling into a small pond teeming with fish. There are no roads or major trails crossing the valley floor; however, many ancient stone buildings and ruins can be found scattered about. As the characters move about the valley floor, they will see and find signs of many different types of animal. Characters can make a Search check (DC 15) if they decide to search the ruins, but find only useless old pottery and crumbling statuary. One thing of interest among the ruins are pictographs and some sort of ancient writings in various stages of decay. Characters can make a Decipher Script check (DC 20) to determine that the language is a very ancient form of Kushite mixed with Lemurian. Any character that has Knowledge (religion) can make a check (DC 18) to determine that some of the ancient symbols scattered about are prayers dedicated to Gullah the Gorilla God.

As the characters begin to move about the valley, one of them should come across the Pillar of Ohn'rar. Ohn'rar is the name of a deity worshipped by Kushites of ancient times. Ohn'rar was called the Leopard God and was said to have been the sworn enemy of Gullah. In ancient Kushite texts, Ohn'rar and Gullah were said to have battled over the vast jungles of the south for over a thousand years. It was said that Ohn'rar was finally able to destroy Gullah's most prized temple of worship, but in the process gave up much of his magical power to do so. Gullah, with the help of his father Jhebbal Sag, was finally able to defeat Ohn'rar and banish him to Arallu. However, Gullah's power began to wane after that point and he never regained his full power or number of worshippers. The pillar of Ohn'rar is approximately 20 feet tall and is in the shape of a large block of stone, with a man-like figure on top with the head of a leopard. The hands and feet are clawed and



resemble paws. The statue itself is approximately 10 feet tall and has both hands clasped together, gripping a large green emerald. Characters that spend at least two rounds staring at the emerald will notice a flicker of light coming from inside of it. The stone is the Heart of Ohn'rar, an ancient item of magic created by the god of the same name to hold his essence and magical power. When Ohn'rar learned of the location of Gullah's most powerful temple, he placed his altar and Heart within the valley and cursed all within it to never be able to leave. Eventually the followers of Gullah began to degenerate from generations of inbreeding and lack of contact with the outside world. Greedy characters or scholars seeking magical power may wish to take the Heart of Ohn'rar and use it for their own purposes.

If the Heart of Ohn'rar is removed from the clawed hands of the statue, the statue comes to life and begins to attack any characters within sight. However, due to the age of the statue and the weakened power of the Heart, the statue will only attack for eight rounds, after which time it will collapse and fall to the ground in pieces.

LEOPARD STATUE OF OHN'RAH, ANIMATED OBJECT

Large Construct

Hit Dice: 4D10+30 (41 hp, due to age)

Initiative: +0

Speed: 30 ft./+10

DV: 10 (−1 size, +1 natural)

DR: 8 (stone)

Base Attack/Grapple: +3/+10

Attack: Slam +5 melee (2D6+4)

Full Attack: Slam +5 melee (2D6+4)

Space/Reach: 10 ft. (2)/10 ft. (2) (tall)

Special Attacks: See text

Special Qualities: Construct traits, darkvision 60 ft., low-light vision; also see text

Saves: Fort +1, Ref +1, Will −4

Abilities: Str 16, Dex 10, Con −, Int −, Wis 1, Cha 1

Environment: Any

Organisation: Solitary

COMBAT

Animated objects fight only as directed by the animator. They follow orders without question and to the best of their abilities. Since they do not need to breathe and never tire, they can be extremely capable minions.

Hardness (Ex): An animated object has the same hardness it had before it was animated (Stone).

Improved Speed (Ex): Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a +10 foot bonus to speed.

Trample (Ex): An animated object of at least Large size and with a Damage Reduction of at least 8 can trample creatures two or more sizes smaller than itself, dealing damage equal to the object's slam damage + 1½ times its Strength bonus. Opponents who do not make attacks of opportunity against the object can attempt Reflex saves (DC 10 + ½ object's HD + object's Str modifier) to halve the damage.

After the defeat of the statue of Ohn'rar, one of the characters should come across strange tracks leading up the side of the valley. A character with the Survival skill can make a check (DC 15) to determine that they are more ape-like than man and in which direction they are going. The characters should follow the trail, which heads toward the north east corner of the valley. At the base of the north east side of the valley

The Heart of Ohn'rar is an emerald of large size (five inches in diameter) and was created by the god to store magical energy to feed his ancient curse. Over the ages the Heart has begun to deteriorate and cannot hold as much power as it once did. Any character that can cast spells and has Power Points left can transfer the power into the Heart. The Heart is able to store up to 20 Power Points of magic. Characters can store Power Points within the Heart and use them at any time they need. However, each time the Heart is imbued with more than 10 Power Points, there is a cumulative 2% chance that it will shatter and be destroyed forever. Followers of Gullah and Shebbal Sag suffer a −4 penalty to all attacks, both physical and magical, against the bearer of the Heart.

characters will find a steep trail leading up. The trail is made of broken stones, that might have been a staircase at one time. A easy Climb check (DC 10) can be made to ascend the broken stone staircase.

THE CHILDREN OF JULLAH

As the characters near the top of the staircase, a broken stone structure looms before them. The stone building is carved in the shape of a bull-ape with its open maw as the entrance. Faint light can be seen emanating from the eye sockets and inhuman roars echo from the dark maw. As the characters come within 30 feet of the entrance, they can make a moderate Listen check (DC 15) to determine that the inhuman yelling almost sounds like a language. As the characters enter the dark opening, piles of animal and human bones can be seen littering the floor of the entrance. Characters should make a Move Silently check (DC 15) to avoid stepping on the bones and making a loud noise. If a character fails his Move Silently check, then the chanting within the temple will cease and the Children of Jullah will come screaming forth to attack. If all checks are successful, the chanting continues and the characters can move into the temple.

Once inside the temple, the characters will begin to see rough hewn walls and ancient mosaics of a lost culture. At one time the temple of Jullah was a fabulous structure that hosted many a faithful and noble supplicant. However, those days are long past and the inside of the temple is in ruin and disrepair. Huge jungle vines and plants poke through cracks in the walls and ceilings. The stench



of rotting bones and decay permeates the air. In the centre of the temple is a large circular dais with a stone carving of the dark god Jullah set upon it. The idol looks to be made of a rare black marble, veined with gold. Seated about the idol are six figures, all cloaked in grey robes and chanting an unearthly hymn in an inhuman tongue. Once the characters enter the chamber, the chanting stops and the faithful of Jullah attack. The Children of Jullah are unarmed and will use their massive strength and deadly claws in all of their attacks. They will not hesitate to grapple and bite their victims and all of them fight to the death.

CHILDREN OF JULLAH, APE-MAN

Large Monstrous Humanoid

Hit Dice: 6D8+12 (29 hp)

Initiative: +7 (+2 Dex, +5 Reflex)

Speed: 30 ft. (6 squares), climb 30 ft.

DV: 15 (–1 size, +2 Dex, +4 natural)

DR: 5

Base Attack/Grapple: +6/+16

Attacks: Slam +11 melee (1D8+6)

Full Attack: 2 slams +11 melee (1D8+6) and bite +9 melee (1D10+3)

Space/Reach: 10 ft. /10 ft.

Special Attacks: Improved grab, crush 3D8+9

Special Qualities: Low-light vision, scent

Saves: Fort +7, Ref +7, Will +3

Abilities: Str 22, Dex 15, Con 14, Int 5, Wis 12, Cha 7

Skills: Climb +12, Listen +5, Spot +5, Perform (mimic) +7, Search +2

Feats: Alertness, Multitask

Environment: Temperate forest and jungle

Organisation: Solitary, family (3-5)

Advancement: 7-10 HD (Large)

The Children of Jullah are very similar to the man-apes of Zamora. They are descended from the ancestors of modern day Kushites, with perhaps a sprinkling of Lemurean blood added. For all intents and purposes, the Children of Jullah are exactly the same in form, abilities and habit as the man-apes of eastern Zamora. The only clear difference is that the

Children of Jullah still remember their creator god, Gullah, and worship him through half-remembered rituals and human sacrifice. Although the Children of Jullah are cursed and are only known to reside within this valley, the Games Master can easily modify his campaign to add these creatures almost anywhere within the southern Black Kingdoms.

The man-ape is close to human intelligence and almost as tough as a gray ape. Man-apes are actually descended from ancient Atlanteans, having degenerated from their human state to a more primitive one, rather than being some kind of 'missing link'. An adult male man-ape is 8 to 9 feet tall and weighs around 350 pounds.

Man-apes do not have a true language of their own, though they are able to communicate basic concepts to one another with a combination of body language and simple vocalisations.

Man-apes are found only in the mountains to the east of Zamora, on the fringes of the Eastern Desert. Certain Corinthian and Zamorian scholars occasionally travel to these mountains and attempt to train man-apes, but because of the creature's high intelligence such training always risks breaking down, whereas training a true animal would not have this danger.

COMBAT

Man-apes attempt to grapple their victims, then settle down to crush and gnaw them at leisure.

Crush (Ex): A man-ape that gets a hold can make a single crush attack in place of its two claw attacks. The crush attack automatically inflicts 3D8+9 damage on the target. A man-ape has a +4 circumstance bonus to its bite attack when targeting the victim of a crush.

Improved Grab (Ex): To use this ability, the man-ape must hit with a claw attack. If it gets a hold, it can crush.

Skills: Man-apes have a +6 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

With the defeat of the Children of Jullah, characters are free to search the bodies and the temple. A difficult Search check (DC 20) reveals that the pedestal that the idol of Jullah sits upon is hollow. The idol can be toppled over with a combined Strength check (DC 30). Once the pedestal is broken open, the inside reveals an ancient treasure long forgotten by the Children of Jullah. Inside are the following items: ancient gold coins (334), silver coins (146), precious stones (45), semi-precious stones (34), jade carved statues (2), ivory carved statues (4), miscellaneous gold jewelry (19) and a human femur scroll tube with 4 spells (*agonising doom*, *shape-shifter*, *hypnotic suggestion-mass* and *warding*), written on human skin.

RESOLUTION

With the death of the last of Jullah's faithful, the curse of Ohn'rar will be lifted from the valley. Characters that head back to the Jahari village are treated as living hero-gods. The Jahari will hunt for and feast with the characters for the next two weeks. Many carvings and paintings will be made depicting the characters as saviours of the Jahari. With the valley no longer occupied, Chief Ohini may suggest to his people that moving into the valley would be safer than staying on the coast and continuing to suffer other tribe's raids. Whether the characters decide to walk back to Zabhele, build a boat or simply stay with the Jahari, the Games Master will easily be able to incorporate many diverse types of adventures into their campaign.

The Games Master should award experience points that are appropriate to his campaign. On average a 4th level character should go up to 5th level at the end of this adventure, if the entire adventure was used. Fate Points should be awarded if the Games Master believes they were used properly. The characters reputation in this part of the Black Kingdoms should go up at least 3 points by the completion of this adventure.

The God in the Bowl

THE GOD IN THE Bowl is a closed-room mystery, wherein a body is discovered but no murderer seems evident, save the Player Characters themselves, and they are pretty sure they did not kill Kallian Publico, the owner of Numalia's most prestigious antique-house. If the mystery cannot be solved, the Player Characters may find themselves sent off for ten years hard labour for theft, or worse, burned at the stake for murdering a wealthy citizen.

Players should begin the game utterly broke and without prospects. This is a feudal land, so the characters will probably not have heavy armour unless they are Nemedian knights or nobles. Their mounts are also lost to them if they had any. They have their clothes on their backs and a weapon, little else. The characters are hired to steal the Zamorian goblet by Aztrias Petanius, the nephew of the city's governor. It is upon breaking into Kallian Publico's museum that the mystery begins and the unravelling of a horror more ancient than even eldritch Stygia, slumbering far to the south.

PREPARING TO PLAY

The God in the Bowl is based directly on the original story of Robert E. Howard, allowing the Player Characters to undertake the very adventure that the mighty Cimmerian once endured. In this case, Conan does not go on the adventure detailed in Howard's *The God in the Bowl*; instead, the Player Characters will do so, but that will have little effect on the legendary barbarian's ultimate destiny to rule mighty Aquilonia. However, if a Player Character wishes to play Conan, his statistics can be found on page 92.

This adventure gives Player Characters the opportunity to test their mettle against the greatest of challenges and walk the path of Hyboria's most famous adventurer – Conan of Cimmeria. Can they survive the trials set before him? Have they the courage, the stoutness of heart, clearness of mind and strength of sinew to tread the road travelled by the mighty barbarian? *The God in the Bowl* will test not only their capacity for violence, stealth and greed, but for mercy, subtlety and intuition as well and those who rely solely on the strength of their sword arm to resolve problems will

likely learn a hard (and potentially fatal) lesson within the antique temple of Kallian Publico.

The God in the Bowl combines situations and encounters that will require a mix of skills to survive and overcome. Players will find that a party of adventurers from a wide variety of character classes of particular use.

Though it is possible that some or all of a Games Master's players have read Robert E. Howard's short story, the Games Master should be able to run this scenario easily enough by changing a few details. Though it is not necessary, it is recommended that the Games Master read the story before running this adventure.

This adventure is designed for four to six Player Characters of between 1st and 3rd character level. Should Games Masters have more than six players, or should the Player Characters be higher than 3rd level, then he should be prepared to increase the difficulty of the challenges presented in this adventure.

NUMALIA

Numalia is the second largest city of Nemedia, a Hyborian Age metropolis of gleaming spires. Numalia lies on the Road of Kings as well as a southern caravan route, a well-travelled road through Ophir, Koth and Khoraja.

Population: 30,582 (79% Nemedian, 9% Aquilonian, 5% Kothian, 3% Ophirean, 2% Brythunian, 1% Corinthian, 1% Other)

Size: Metropolis (136 acres of land)

Average Population Density: 225 adults per acre

Average Number of Structures: 69 buildings per acre (approx. 9,400 buildings total)

Wealth Limit: 1,000,000 silver coins

Ready Cash: 1,529,100,000 silver coins

Government: Free City

Income for the King of Nemedia and the Governor of Numalia: 764,550 silver coins per year

Religion: Mitra

Imports: Trade Goods

Exports: Trade Goods, esp. grain

Code of Honour: Civilised

FORTIFICATIONS AND MILITARY STRENGTH

Great city walls separate the city from its surroundings, including the villas of the nobles. The walls are 20 feet thick and 32 feet high, with towers punctuating the wall for fortification. Numalia does not worry much about invasion, so the wall has turned into a social area; the militia patrol the wall, stopping to talk to people they know. The militia of Numalia numbers 600 on average. The militia here are identified by their scarlet tunics and they carry short stabbing-swords and bills.

CULTURE

Freedom: Numalia has a saying that claims Numalian air makes a man free. Any Nemedian serf who lives in the city for a year and a day becomes a freeman. His property is protected after that point and his claim on his house is recognised. Numalia also offers freedom of profession and citizenship. The citizens also have the right to bear arms, which relieves Lord Bragorus from having to maintain a standing army to protect the city. This allows citizens to build their own walls and create their own police force. Each of these concessions is paid for in coin by the citizens to Lord Bragorus in return for continuing to renew those concessions each year. The city is also permitted to collect its own taxes to run its own government – again, this right is paid for on an annual basis by the city to the governor.

Slavery: Numalia also has a caste of slaves, often debtor-slaves but not always. Certain punishments for certain crimes may also enslave people.

Law: Nemedia has a civilised court system that is complex in its attempts to be just. The courts in the cities are called Courts of Justice, where judges appointed by the ruling nobles sit. A higher court exists in Belverus with judges appointed by the king so that larger cases of national jurisdiction can be tried. The Courts of Justice maintain Inquisitorial Councils to investigate crimes and carry out the duties of prosecution. The police, in turn, serve the Inquisitorial Councils and are virtually all-powerful in their duties. Few Nemedians would dare to resist one of the police. They are well known for beating and torturing commoners to gain confessions if necessary.

Civilised: As a civilised nation, the citizens anoint their words in honeyed phrases, veiling their meanings to preserve a sense of respectability and etiquette. Those who

do not conform to a conservative Numalians' sense of good manners are disliked and may be treated with a varying levels of hostility (dependent perhaps on the Charisma of the offending party and the importance of the offended party). People who ask questions too directly are not likely to find the answers they seek. The challenge in Numalia is to properly present oneself, to show that co-operation is returned in kind yet without openly saying so. Gather Information DC's for barbaric characters will be much higher in Numalia than for civilised characters. Chains of command, processional order and heraldry are all second nature to the cultured Numalians. Above all is a reverence for noble blood and royal prerogative. It is unlikely the Numalians would ever sponsor a royal coup as the Aquilonians did when Conan led the revolt against Numedides. Such a thing would be uncivilised. When Tarascus desired the throne of King Numa, the king and his sons had to die naturally so his ascension would be unopposed.

Clothing: Numalian commoners wear coarse, knee-length shirts corded about the waist with rope. Merchants wear togas and robes. Servants wear woollen clothing, long belted tunics for the men, embroidered blouses and woollen skirts for the girls. The nobility typically wear cavalry boots, fur or leather kilts and pleated silk shirts. The priests wear silken robes. Numalians take pride in their culture and never dress outside of their station.

ADMINISTRATION AND POWER CENTRES

There are an innumerable number of political factions vying for dominance in this free Nemedian city.

Ruler: Lord Ostorio Bragorus is the Governor of Numalia. He gets regular payments from the city in addition to his rents and a guaranteed market for the surplus from his manors outside the city. He does little administration work in the city, preferring to let the chancery, the inquisitorial council and the guilds perform those functions, rights which all three entities pay for in coin to the governor. Lord Bragorus retains the right to assign officials in key positions in both the chancery and the inquisitorial council, but has sold his right to do so for the guilds in return for an annual gift of coin by the guilds. In return, Lord Bragorus represents the needs of the city to the king in Nemedia's parliament and is the judge of Manorial Law, overseeing the justice of the communities outside of Numalia but are part of his overall fief. Just over half of the gifts given to him go to the king of Nemedia as a gift for a continuance of his right to govern.

Chancery and the Inquisitorial Council: The chancery is a bureaucratic institution that coordinates the work of courts and city treasures. The chancery directs judges, tax collectors and deals directly with the local lords, guilds and the aristocracy. Crime is a constant problem in Numalia, though most of the crimes involve some sort of theft and are not usually violent. The Inquisitorial Council oversees what is known as Charter Law, a type of civic law. They do not oversee Manorial Law, Feudal Law, King's Law, Guild Law or Canon Law. Law is mostly a matter of custom before precedence, although there is a strong movement in Numalia to move toward precedent law, creating wars of authority among the administrators of law. Punishment is brutal in Numalia. The courts are harsh taskmasters, though they try to make the punishments fit the crimes and to make restitutions as fair as possible. Also, the courts will attempt to exonerate the innocent if the guilty can be found. Unfortunately, if the guilty cannot be found, sometimes the innocent must suffer so that at least the illusion of justice is served. Those who cannot pay their debts may find themselves sold into slavery, along with their families if the debt is high enough, to raise the revenues necessary to pay creditors. Debt slaves are branded on the shoulder, preventing them from ever again entering free society. The law is explicit in other ways as well. The murder of a commoner sends the killer to the mines, the intentional death of a tradesman sends the assassin to the gallows and the slaying of a rich man calls for burning at the stake. Attempted theft merits ten years of hard labour at the mines. The Nemedians are civilised enough to submit to the police and the courts and their cruelties are accepted as necessary.

Guilds: The guilds of Numalia hold a considerable amount of power, including the right to administer Guild Law and to hold their own courts. A Governor of Numalia gave the city the right to form guilds several hundred years ago, and successive governors have renewed that right. Membership in the guilds or being born in a noble family is the only way to become a citizen of Numalia. A member of a guild is called a burgher. Citizens of Numalia are tax exempt from most goods sold in the city and gain a +1 circumstance bonus to Diplomacy, Gather Information and Intimidation checks. Becoming a citizen of Numalia also grants a +1 bonus to Reputation. The guilds primarily function is to regulate trade in the city. The influence of the guilds in Numalia rivals the influence of the duke.

Guilds of Numalia

Guild	Guild
Architects & Engineers	Furriers
Armourers & Locksmiths	Glass Workers
Artists	Harness Makers & Saddlers
Bakers	Hostellers
Bookbinders & Papermakers	Jewellers
Bowyer/Fletchers	Launderers
Brewers, Distillers & Vintners	Map Makers & Surveyors
Brothel Keepers	Mariners
Builders	Medical
Butchers	Merchants
Casters	Music & Performers
Chandlers	Professional Guilds
Clay & Stone Workers	Scholastic
Clerks & Scribes	Shipwrights
Clothing & Accessories	Skinners & Tanners
Cobblers	Stable Keepers
Coopers	Tinkerers
Cordwainers	Watermen
Dyers & Weavers	Wheelwrights
Financial Transactors	Wicker Workers
Fishmongers	Wood Workers
Forgers & Smiths	

Temple of Mitra: The overseer of Canonical Law, the Temple of Mitra is an important part in Numalian society and politics. The religious institution does more than oversee the spiritual needs of Numalia but they also deal with secular matters because they, like everyone else, have ties to ownership, especially land ownership. The temple of Mitra is a symbol of community even more than it is a symbol of Mitra's power because it gives the people reason to gather together, to celebrate and to associate with each other. The Temple of Mitra makes sure each district of Numalia (defined further in following sections) has a physical temple in it to make sure the religion has both presence and power. Almost all of Numalian life happens in the temples of Mitra, from weddings, blessings, funerals and a thousand other religious rites. Temples are so important that even Kallian Publico's museum and house of antiques is referred to as a temple – it is a gathering place for the wealthy and the elite, after all. The Temple of Mitra owns dozens upon dozens of manors around Numalia, a fact that frustrates both the king and the governor. The Temple, through the process of alienation, often offers last rites to aristocrats and land owners in exchange for their land – land which, by Nemedian Manorial Law, cannot be forced to return to the king. The temple also has the right to police itself and often interferes in Numalia's civil police, claiming jurisdiction over any event happening to a priest or on temple-controlled grounds.

LAYOUT OF NUMALIA

The city of Numalia has grown in leaps and bounds throughout the long centuries. The original castle has been extended many times, creating a sprawling edifice of walls, towers and strongholds in the centre of the city. Surrounding the castle, the city has grown, needing new city walls constantly. The remnants of old city walls still can be found in sections of the city, and in some places old city walls form walls around the different districts. Built on high ground, the city overlooks the farmland and noble estates surrounding the city for miles in all directions.

The streets of Numalia are a virtual spider web of curved streets formed from ancient paths where people and animals naturally walked. Most of the winding streets are only five to ten feet wide. However, the widest street in Numalia, the Palian Way, is 32 feet wide. The main streets are cobbled but the alleys and small streets are still little more than dirt paths. The streets bear the names of the original craftsmen who founded the districts, but the names currently have little to do with the people currently living on those streets because of the constant shifting of population centres as the city grows. For example, there are no vintners living on Vintner Avenue anymore.

The buildings are built in block fashion, groups of homes sharing external walls, with the wall of one home built right against the wall of another, making the homes safer from crime by eliminating alleys. Open spaces within the blocks were once gardens but are now mostly sheds, workshops or shanty housing.

DISTRICTS OF NUMALIA

Numalia is segregated into sprawling wards and districts to separate the city into manageable social units and neighbourhoods. People in these wards and districts know each other, vouch for each other, celebrate with each other and work with each other. People native to a particular ward with Knowledge (local) of at least one rank know everyone else in the ward, so Reputation bonuses always apply when a character is in his home ward and dealing with other natives of that same ward.

- ❖ **Alinea:** Alinea is one of the most exclusive of the market districts, reserved for the finest of goods and the most discerning of patrons. This district houses Kallian Publico's Temple, a famous antique house. Guild houses, clerks' homes and great temples can all be located in this district.
- ❖ **Canal:** The canal district is much like Sabine. It is part market, part industry and part warehousing.

- ❖ **Catapecchia:** This is the largest of the shanty-towns outside of Numalia and is where the foreigners, lepers and diseased are sent or banished. This is the poorest district of Numalia.
- ❖ **Cortill:** This is a gate ward, a bustling part of Numalia, where traders line up to enter the city, sellers hawk their goods and vendors can be found every few feet.
- ❖ **Cures:** This is a small shanty town comprised of cheap inns, caravansaries and brothels catering to the traffic on the Road of Kings.
- ❖ **Ebanista:** Carpenters, builders and masons dominate this large craftsman ward, with 1,560 people working among 560 structures.
- ❖ **Egaria:** This ward is located outside the walls because of the odours produced by the craftsmen here. This is where the tanners, the dyers, the blacksmiths and butchers practice their crafts. It is reasonably well organised and, for the most part, different streets have different types of craftsmen working and living there. About 800 people live here among 270 structures.
- ❖ **Fuberia:** This is the largest and densest of the craftsman wards in Numalia. Approximately 2,100 people work amid 700 structures, making and creating and selling their wares.
- ❖ **Inodoro:** This is the 'good' part of town, where the wealthy live – the wealthy who cannot afford villas or has a need to spend a lot of time in the city, using their villa as a getaway home. 2,200 people live and work here amid 440 impressive structures.
- ❖ **Konuma:** Konuma is another market ward, used especially to market Shemite, Kothic and Ophirean goods.
- ❖ **Kosabine:** Kosabine is a long market ward devoted to river trade and its goods. It extends into Sabine and Inodoro.
- ❖ **Libeshio:** The last of the shanty-towns outside of glittering Numalia, Libeshio is where many of the poor settle. It is considered a musical haven, where the destitute often creatively invent new styles of expression and art. Living in Libeshio gives a +1 Reputation bonus to anyone trying to generate a name as a 'starving artist'. The city's main graveyard is located in this district.
- ❖ **Mercatia:** Like Cortill, Mercatia is a gate ward and is similar in most

respects except that it caters to goods on the Road of Kings. It is one of the most bustling parts of the city.

- ❖ **Patriciate Villas:** In the suburbs of Numalia are the estates, villas and manors of the aristocratic elite of Numalia, who deign not to actually live in the free city where their feudal powers are greatly diminished. These estates are interspersed with the farms of the Nemedian serfs and freemen.
- ❖ **Piatans:** This is the administrative district of Numalia, containing courthouses, record houses and other buildings for the administration of the governmental functions. The governor has a palatial villa here, as do most members of the Inquisitorial Council. About 1,980 people work here amid 790 structures.
- ❖ **Profuma:** Profuma is a shanty town with little infrastructure but plenty of people. Craftsmen and merchants who have been denied entry to the guilds often have shops here. The largest horse and cattle market in Numalia is located here, although it is quite an unofficial market and is haphazardly located throughout the town, not in any one location.
- ❖ **Sabine:** Sabine is the riverfront district dominated by the mariners guild. 2,730 people live and work amid 936 structures. It is a dense district with trade, water mills, ferries, bridges, docks, warehouses, markets, offices, shops and other industries. It is one of the dirtiest parts of Numalia and is avoided by most as it is also one of the roughest parts.
- ❖ **Sarto:** Dominated by clothiers and jewellers, this is another craftsman ward, with 1,295 people working amid 490 structures.
- ❖ **Slave District:** The slaves of Numalia live in their own segregated district behind the old wall on the eastern edge of the city. It is structurally dense and teems with the poor and the enslaved. Low-grade buildings, houses and tenements have been quickly and cheaply raised to house the slaves of the upper-classes. 3,524 people live here among 702 structures.
- ❖ **Stregoneria:** This strange ward is home to merchants and other middle-class artisans, many of whom dabble in the occult and strange philosophies and religions. Although the Temple of Mitra vigorously pursues and drives out any cults it deems dangerous (usually they have to begin to show economic or political clout before the temple really bothers), this area breeds the most small cults.

"Yes, you have, you scented dog," snarled the Cimmerian, "when you hired me to steal the Zamorian goblet for you."

Robert E. Howard, *The God in the Bowl*

- ❖ **Velivolia:** This appealing ward is home to merchants and other middle-class artisans. It is visually aesthetic and kept well.

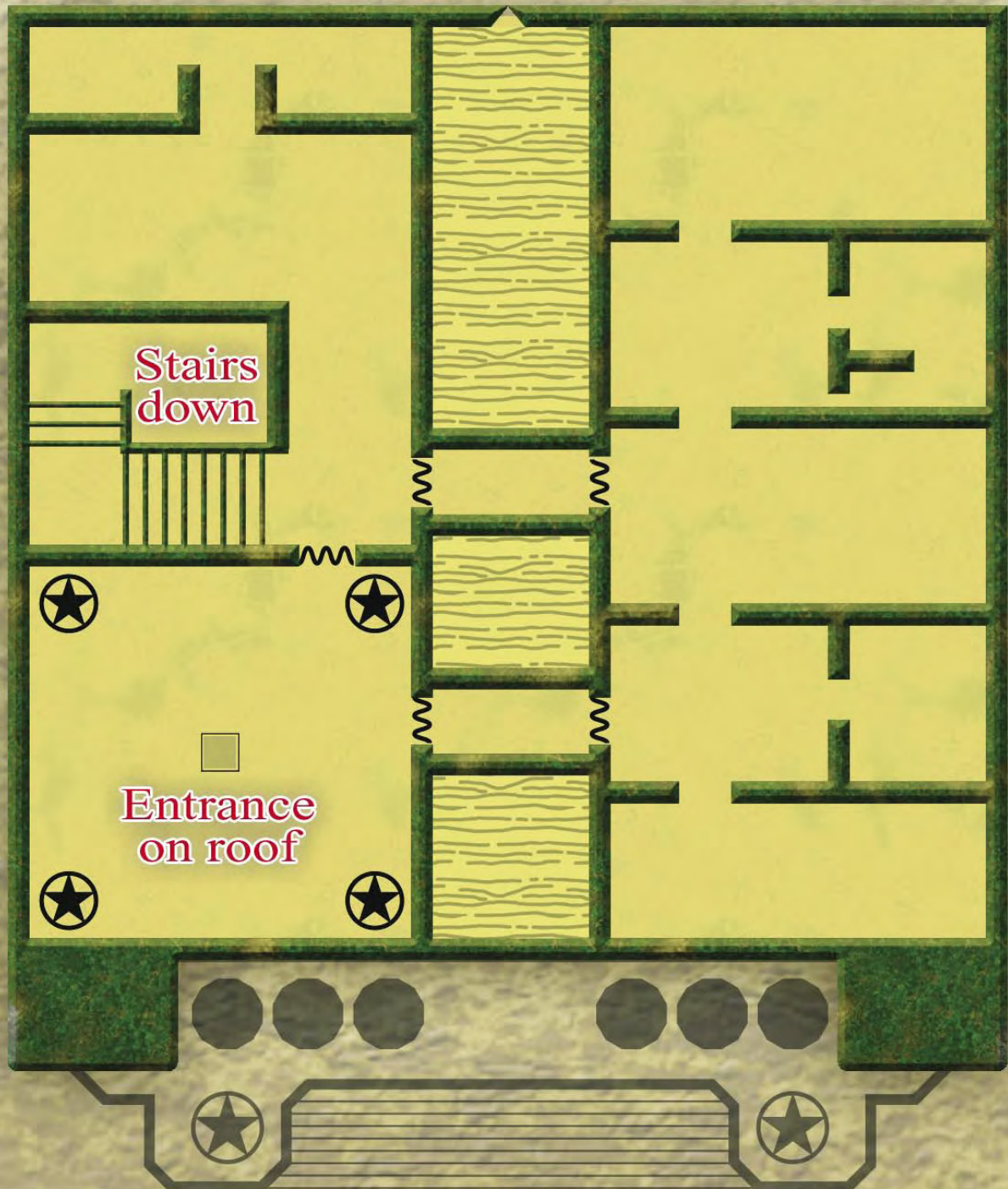
THE ZAMORIAN GOBLET

The Player Characters are utterly broke. This is a feudal land, so the characters will probably not have heavy armour unless they are Nemedian knights or nobles. Their mounts are also lost to them if they had any. Perhaps they lost their gear to bandits or perhaps they never had any in the first place. Inform the players that their characters are fatigued from travel, thirst and hunger. A fatigued character cannot run or charge and takes a penalty of -2 to Strength and Dexterity. Read or paraphrase the following to the players:

You are in the feudal kingdom of Nemed, a brutally civilised land dominated by the landed aristocracy. The city you are in is called Numalia, not that it much matters. Due to recent ill-fortune you have little but the clothes on your back and a weapon. You need food and drink but you have no money. In Nemed, a person needs money or connections to survive. You have neither. You also have no patron in this city and no contacts. You figure a bazaar or a tavern will be the best place to meet someone or establish a contact. The first thing you come across is a tavern so you enter. The barkeep looks you over as you enter and he nods to each of you in turn. He motions you over and says, quietly, 'Your meals, drinks and lodging are covered if you will stick around and talk to a patron of mine.'

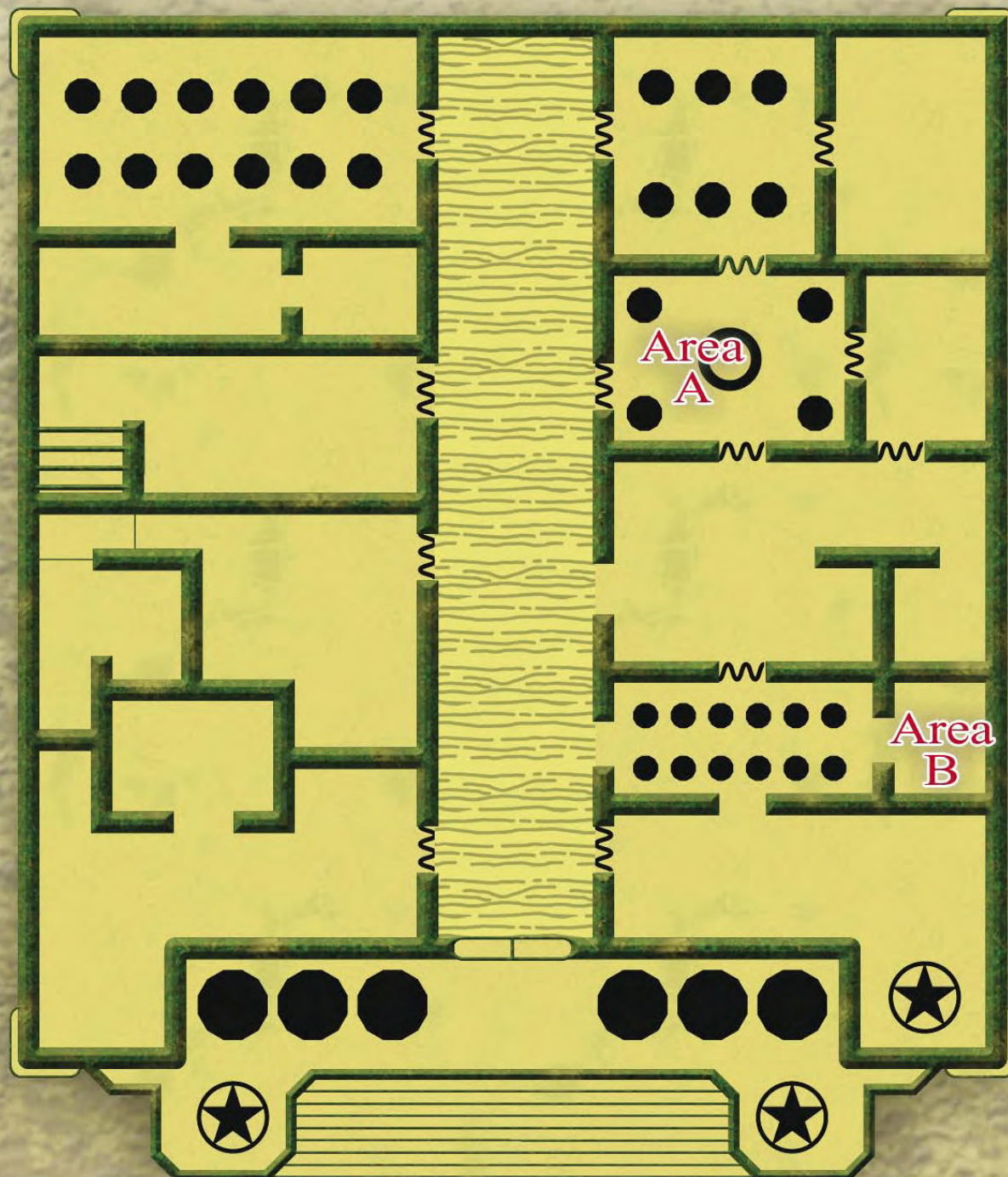
The barkeep has been on the lookout for any person or persons looking desperate or needy, yet capable. He was also instructed to find people without Nemedian allegiances. The Player Characters fit the bill so, if they agree to the free room and board, a messenger is sent off. Steaming plates and bowls of food and drink are then brought to the Player Characters.

TEMPLE UPPER FLOOR



5 ft

TEMPLE LOWER FLOOR



5 ft



A young man walks into the tavern and, when your table is pointed to by the barkeep, he walks confidently toward you. The young man is a slender, richly dressed figure. He has pale skin, blonde hair and the wealthy clothing and accoutrements of a noble. He says, with a lisp, 'I am Aztrias Petanius, the nephew of this fine city's governor. I see you are enjoying the repast I have paid for. May I sit and share a tale or two with you?'

Aztrias Petanius is absolutely convinced that the meal he has paid for has the Player Characters beholden to him. If the characters behave in that manner, he will continue on. If the Player Characters balk at talking to him, he will become irate about the whole affair and may promise to have them arrested for theft. If he is permitted to sit, he will ask everyone's name and origin. He will listen patiently to any tales they may have of foreign lands and foreign adventures. Any comments he might make will be with the goal of getting the characters to boast a bit. He is attempting to ascertain their skills, honour and attitudes without being obvious about it. He also wants to be sure the characters have no Nemedian allegiances; he does not want to get in trouble with a powerful lord for using his men to perpetrate a crime. When it comes time, he will make his proposition to the Player Characters in an affected lisp:

'I can see you are in need and I am in a position to help you provided you render me the slightest of services. For this task, I will pay you. I can pay you in riches or I can introduce you to higher society. I can have armour made for you and can drape you in the richest of cloth in the most fashionable of modern styles. Estates and land can be yours. I will allow you to name your price and, if it is within my power, I will pay it – such is the value of this task to me. However, once I name this task, it is never to be spoken of again. I will not tolerate any sort of blackmail or coercion from you in the future because of this task. Barring that eventuality, I am open to negotiate.'

Should the Player Characters attempt a Sense Motive skill check to see if he is lying, they can be told he is telling the truth. If the Player Characters seem willing, he will continue:

'There is a goblet located in a certain temple, and I want this goblet. My reasons are my own but the benefits of my acquisition of this goblet are yours. The goblet is the famed Zamorian diamond goblet, a precious artefact unequalled in modern craft. It is located in a hidden niche in the Temple. I will give you a diagram of the temple to aid your movement. At night, there is but one watchman. Are you interested?'

If the Player Characters express interest he will listen to their demands. Aztrias Petanius really is not frugal – he will pretty much pay anything demanded so long as he can provide it (demands such as being crowned a king somewhere he cannot arrange). Any mundane material good can be obtained from him, as can most alchemical and drug substances. He can arrange small estates (along with minor peerage titles) and he can certainly introduce characters to local and/or noble contacts and circles. He will do virtually no negotiating unless unreasonable demands are made – he will simply agree to pay it. Again, if the characters perform a Sense Motive skill check to see if he is lying, he is honestly agreeing. Once he has the goblet he knows his wealth will be assured and virtually any payment will be worth the acquisition. He also knows he has nothing to gain by being parsimonious.

Once the accord is struck to the satisfaction of the Player Characters, Aztrias Petanius describes the layout of the temple to the Player Characters, giving them a diagram of the building.

'It is in a great museum and antique house which men call Kallian Publico's Temple, with its rarities from all over the world. Kallian Publico

is a rich and powerful collector with contacts throughout the world. The main doors, made of iron, are locked by an awesome lock that defies the canniest of lock-openers. You will not be able to enter the building here. Of course, there is another entrance. The easiest way to enter the Temple is to scale the wall. The corners of the museum are heavily decorated and should provide adequate hand-holds for the climb. There is a trap door on the roof. It is bolted but perhaps you can pry it open. Once inside, you will be in a large chamber. Do not tarry there; go straight-away to the stair. True, the upper floors are where most of the riches and treasures are but what I seek is hidden on the lower chambers. Go quickly through these halls and rooms to this chamber. The goblet is hidden in a niche in the floor under a copper Shemitish god.'

AZTRIAS PETANIUS

Medium Humanoid (Nemedian noble 4); Hit Dice: 4d8–4 (14 hit points); **Initiative:** +1 (+1 Ref) ; **Speed:** 30 ft. ; **Dodge Defence:** 11 (+1 level); **Parry Defence:** 11 (+2 level, –1 Str); **DR:** –; **Base Attack Bonus/Grapple:** +3/+2; **Attack:** Unarmed Strike +3 melee finesse; **Full Attack:** Unarmed Strike +3 melee finesse; **Damage:** Unarmed Strike 1d3–1; **Special Attacks:** +1 bonus to attacks with broadsword, hunting bow, heavy lance and war spears; **Special Qualities:** Hyborian traits, adaptability (Move Silently, Hide), background skills (Gather Information, Handle Animal, Move Silently, Hide), title, rank hath its privileges, wealth, special regional feature +1, social ability (*family ties*); **Space/Reach:** 5 ft./5 ft.; **Saves:** Fort +0, Ref +1, Will +4 ; **Abilities:** Str 8, Dex 10, Con 9, Int 12, Wis 11, Cha 14; **Skills:** Appraise +11, Bluff +9, Diplomacy +12, Gather Information +4, Handle Animal +4, Hide +4, Knowledge (nobility) +8, Move Silently +4, Ride +7; **Feats:** Mounted Combat, Skill Focus (Appraise), Skill Focus (Diplomacy); **Reputation:** 6 (Coward); **Leadership:** –; **Code of Honour:** None; **Allegiances:** Numalia; **Possessions:** Noble's outfit

Aztrias Petanius is a slender, richly dressed figure. He has pale skin, blonde hair and yawns when he wishes to appear bored. He affects a lisp when he speaks. The young nobleman is the nephew of Numalia's governor. He has not attracted a body of followers as yet, necessitating his need to hire Conan (or, in this case, the Player Characters) to accomplish his ends.

The young noble is basically a thief who had the good fortune to be born a nobleman. He is a narcissist and expects admiration at all times from all people. A shallow man, he never looks beneath the surface and, although he does have an uncanny ability to understand other people's points of view, he really does not understand human motivation. Thus, he is skilled at Bluff and Diplomacy, able to manipulate others, but has no skill whatsoever in Sense Motive. He simply does not care what motivates people beyond

the obvious. He also does not trust his own instincts at all. Although a born diplomat, he is ultimately selfish and struggles to make decisions. Money continually slips through his fingers because he does not love money – he loves the things money can buy. A young, frivolous man, he dislikes hard work unless others are doing it for him. He enjoys the reward of hard work but avoids the efforts required to achieve those rewards, preferring to trick others into doing it for him so he can take the credit – and the reward.

If the characters accept, Aztrias Petanius adds:

'Thank you. You won't regret this. I will wait outside the temple for your return with the goblet. Let's go. I will show you the Temple of Kallian Publico.' Aztrias Petanius takes you through the streets of Numalia, keeping to the shadows as much as he can. Finally he reaches an alley across from an impressive building. You see a man crossing in front of the building. 'There, the watchman...' says Aztrias. The watchman passes from view. The corner is decorated with carvings and should be easy to ascend.

The characters can bolt across the courtyard to climb the building if they desire. Entering the house of antiquities any other way is sure to alert the guard. The main door to the museum is bolted by a bolt that can be moved from within or without but is usually locked by an amazing lock (Open Lock DC 40), although this lock is unlocked right now. The great doors themselves, made of iron, are 2 inches thick, have 10 hardness, 60 hit points and a break DC of 28. The hinges are on the inside of the building. If they do attract the attention of the watchman, his statistics can be found on page 79. He will certainly make a lot of noise to bring the Inquisitors (the city guard) to his aid. He will not try to take on an armed group of people by himself; he is brave, but not stupid. Aztrias will either flee or hide in that eventuality, depending on the exact circumstances. He is not altogether stupid either.

Climbing the corner of the building calls for a Climb check (DC 15) to move upward at one quarter speed (DC 20 to move upward at half-speed). The characters must cross a large open courtyard, then move to whatever corner is chosen (use the map to determine that distance), then must ascend 60 feet (which should take 8 rounds at one quarter speed if the characters move at 30) in the one-and-a-half to two minutes it will take the watchman to come back around. The threat of discovery is a distraction so characters cannot take 10 on the skill check. Characters may use ropes or any other means they wish to climb the wall so long as they do it in a timely fashion.

Once on the roof, the characters can find a small trap door. It is bolted by a thick cylinder of iron that can only be moved from within. The locked trap door is bound in iron (break DC 25, 2 inches thick, 5 hardness, 20 hit points). The hinges

are inside and cannot be attacked from the roof. The lock itself has 15 hardness and 30 hit points. Characters can make an Open Lock check (DC 25) to open the trap door, otherwise the characters will have to attack either the door or the lock to get in. Each hit upon the lock makes noise which has the chance of being heard. If characters attack the lock (as Conan did in the original story), roll the D20 each time the lock is struck to make the characters nervous, however you probably should not allow anyone to hear the noise as that eventuality will disturb the flow of the adventure. You can also let them waste a Fate Point to ensure they are not heard or to break through the lock in one blow.

Once the trap door is opened, read the following text to the players:

Below you is a large chamber with a polished black marble floor. The chamber is laid out like a museum and seems to have an Acheronian theme, with large statues of serpents representing Set and his power, as well as Acheronian tables, chairs, chests, games, clothes and jewellery. The drop to the floor is 20 feet – the ceiling had to be built high enough to encompass the 18 foot tall cobra statue of Set that looms in a shadowed corner. The only light is coming in from the trap door you are looking through. The moon overhead provides a wan, sickly light, making the room seem eldritch and horrible.

There is no ladder, so characters will have to jump or drop down (Jump DC 15; if successful, characters take 1D6 points of damage and if the check is failed, the characters take 2D6 points of damage – remember that untrained checks cannot go higher than 10). Unbeknownst to the Player Characters, Arus the watchman has just discovered that the great front doors are now unlocked and cannot hear any noise caused by the jumping Player Characters (although the Games Master should probably roll just to keep the players on edge).

They are now in Kallian Publico's Temple, the great museum and antique house of Numalia. The diagram provided by Aztrias Petanius proves quite accurate. The Player Characters quickly find the staircase and can go down to the floor below, which lets into a chamber beyond a curtained door... which is where the next chapter begins.

THE CORPSE IS DISCOVERED

The Player Characters are now on the lower floor of Kallian Publico's Temple. When the characters approach and look through the curtained door, they see a corpse and a man – they may believe the man is another thief or they may recognise him as the watchman who was pacing outside the building just earlier.

You look through the curtained doorway and see a vast corridor lighted by huge candles in niches along the walls. These walls are hung with black velvet tapestries and between the tapestries hang shields and crossed weapons of fantastic make. Here and there too stand figures of curious gods – images carved of stone or cast of bronze, iron or silver – dimly reflected in the gleaming black mahogany floor. A man lays on the floor, a disintegrated mass of fat, a rich robe half torn from him, his purple tunic awry. The man's face is blackened, his eyes almost starting from his head and his tongue lolls blackly from his gaping mouth. The dead man's throat has been literally crushed to a pulp of purplish flesh. The head sags awry on splintered vertebrae. His fat hands are thrown out as in a gesture of curious futility. On the thick fingers gems glitter.

Standing over the corpse is another man, perhaps the murderer, another thief seeking what you seek. The man holds a cocked and ready arbalest and is dressed as the watchman outside was dressed. Perhaps this is he. You hear him mutter, 'Why didn't they take his rings?' Then he glances around and sees you. He backs up a pace and brings up his arbalest, fingering it tensely, obviously of half a mind to drive a bolt through one of you without parley, yet fearful of what will happen when he does that and the lot of you rush him. 'Why did you kill him?' he asks nervously. He edges his way back to a wall.

If the Player Characters charge or menace him, he will run toward the wall, jumping for a pull cord, which will sound bells that will bring the guard. If the Player Characters are calm and ask questions, he will answer them. The corpse on the floor is that of Kallian Publico, the owner of the antique house. He is convinced the Player Characters are the murderers. When he reaches the wall, he will pull the cord there and summon the city Inquisitors.

ARUS THE WATCHMAN

Medium Humanoid (Nemedian soldier 3); Hit Dice: 3D10 (16 hit points); **Initiative:** +6 (+1 Dex, +1 Ref, +4 Improved Initiative); **Speed:** 30 ft.; **Dodge Defence:** 12 (+1 level, +1 Dex); **Parry Defence:** 13 (+2 level, +1 Str); **DR:** 1 (helmet); **Base Attack Bonus/Grapple:** +3/+4; **Attack:** Arbalest +5 melee (+6 at point blank range); **Full Attack:** Arbalest +5 melee (+6 at point blank range); **Damage:** Arbalest +5 melee 2d8/ x2/ AP 6 (70 ft. range increment); **Special Attacks:** Formation combat (skirmisher); **Special Qualities:** Hyborean traits, adaptability (Intimidate, Listen), background skills (Intimidate, Listen, Search, Spot); **Space/Reach:** 5 ft./5 ft.; **Saves:** Fort +3, Ref +2, Will +3; **Abilities:** Str 12, Dex 13, Con 11, Int 10, Wis 8, Cha 9; **Skills:** Intimidate +3, Knowledge (local) +3, Profession (watchman) +1, Listen +4, Search +3, Spot +2; **Feats:** Improved Initiative, Point

Blank Shot, Precise Shot, Ranged Finesse, Weapon Focus (arbalest); **Reputation:** 2 (Honest); **Leadership:** —; **Code of Honour:** Civilised; **Allegiances:** Numalia, Kallian Publico; **Possessions:** Arbalest, loincloth, cheap tunic, sandals, belt, shortsword, bolts (10)

Arus, a watchman of unquestionable courage, is employed to guard Kallian Publico's museum and temple. It is his duty to walk around the building steadily all night. He is familiar with all the sounds of the street outside. He is a dependable, responsible and stable person, known to be honest, steadfast and persevering. Arus is stubborn and not fond of change. He hates to be rushed into anything new. He is a naturally suspicious person. Security is important to Arus – he seeks permanence in career, marriage and home. Finding his employer dead has changed all of that, an upsetting notion for Arus.

When Arus pulls the cord, bells sound throughout the complex. Arus will say to the characters:

'Stand where you are; don't move or I'll loose a bolt through one of you.' The wicked square head of the arbalest bolt is levelled at the chest of the foremost of your party.

He will shoot if attacked and will try to escape. He will also shoot if the Player Characters try to leave. He will try to escape any melee, however, if he can. He does have a shortsword he can use if need be, and will likely throw the empty arbalest at anyone charging him to buy time.

Within seconds, though, Demetrio, Dionus and the police (there should be three of these police officers, along with Demetrio, Dionus and Posthumus; add one additional police officer for each additional Player Character beyond the first) enter the museum; men with crossbows watch the door, a cordon is placed around the temple (their number equals the Player Character party plus three). Read or paraphrase the following to the players:

You hear a door crash open and a medley of voices. Arus breathes a sigh of amazed thankfulness. He obviously did not expect such an instant response. A half-dozen or more men enter the hall. All but one wears the scarlet tunic of the Numalian police. The police are girded with stabbing swords and carry bills – long shafted weapons that are half pike, half axe.

'What devil's work is this?' exclaims the foremost man, whose cold grey eyes and lean keen features, no less than his civilian garments, set him apart from his burly companions.

'By Mitra, Demetrio!' exclaims the watchman thankfully. 'Fortune is assuredly with me tonight. I had no hope that the watch

would answer the summons so swiftly – or that you would be with them.'

'I was making the rounds with Dionus,' answers the one addressed as Demetrio. 'We were just passing the Temple when the watch-bell clanged. But who is this? Mitra! The master of the Temple himself?'

'No other,' replies the watchman, 'and foully murdered. It is my duty to walk about the building steadily all night, because, as you know, there is an immense amount of wealth stored here. Kallian Publico had rich patrons – scholars, princes and wealthy collectors of rarities. Well, only a few minutes ago I tried the door which opens on the portico and found it to be only bolted. The door is provided with a bolt, which works both from within or without, and a great lock which can be worked only from without. Only Kallian Publico had a key to that, the key which you see now hanging at his girdle.'

'Naturally my suspicions were roused, for Kallian Publico always locks the door with the great lock when he closes the Temple; and I had not seen him return since he left earlier in the evening for his villa in the eastern suburbs of the city. I have a key that works the bolt; I entered and found the body lying as you see. I have not touched it.'

'So,' Demetrio's keen eyes sweep over you, strangers to him. 'And who are these people?'

'The murderers, no doubt!' cries the watchman. 'They came from that door yonder.'

'Who are you?' Demetrio asks.

After he asks that and listens to the answers of the Player Characters, if any answers are forthcoming, he resumes questioning them, asking if they killed the man. He will demand answers. If they do not respond, he will tell them who he is, that he is Demetrio, the chief of the Inquisitorial Council of the City of Numalia. He will allow them to prove they are not the murderers. Any insolence will be greeted with threats from Dionus, Demetrio's burly companion. Dionus will say something along the lines of:

'Oh, an insolent fellow!' says Demetrio's companion, a big man wearing the insignia of prefect of police. 'An independent cur! One of those citizens with rights, eh? I'll soon knock it out of you! Here, you! Come clean! Why did you murder Kallian Publico?'

Demetrio will try to reign in Dionus' enthusiasm. Of course, any attempt to escape or any attempt to fight will be met with deadly force by the police. Demetrio, though, can sense they are in for a lot of death if it escalates to that level – he will try to keep everyone calm and in the building. He will warn the Player Characters that a cordon has been thrown

around the building and he will tell them just how many crossbowmen are watching the door. Any Sense Motive skill check made by the Player Characters will show he is telling the truth.

Demetrio will try to determine the facts of the case. He will warn the Player Characters that although he has not accused them, appearances are not in their favour. He will also try to determine why they are in Kallian Publico's Temple and how they gained entry. If it becomes obvious they knew their way around the upper chambers, he will know they had outside help because only the wealthy patrons of Kallian Publico were ever allowed in the upper chambers. He will also ask the Player Characters to surrender their weapons but will not press the point if they refuse. He does not want more bloodshed. He will also question Arus the watchman. Here are some of the facts that will be brought out by his questioning of Arus:

- ❖ Arus did not see Kallian Publico leave the building. Kallian Publico is usually gone by the time Arus begins his sentry duty.
- ❖ The great door was both bolted and locked when he began his shift.
- ❖ It is possible for Kallian Publico to have entered the building with Arus' knowledge but not probable. If Kallian Publico had returned from his villa, he would have returned via his chariot for Kallian Publico never travels any other way. If he had returned in his chariot, Arus would have heard him, even if he were on the other side of the building. He has not heard any chariots except for those that pass along just at dusk.
- ❖ Arus tries all the doors throughout the night and swears the great door was locked.
- ❖ The last time he tried the door before finding it unlocked was a half-hour prior. It was locked then.
- ❖ He heard no cries or struggles. The walls of the Temple are so thick they are practically sound-proof, an effect increased by the heavy hangings.

After his initial questioning of Arus and the Player Characters, Demetrio will inspect the crime scene. Read the following to the players:

Demetrio turns to the corpse. The dead man's throat is nothing more than a pulp of purplish flesh.

'Strangled,' he mutters. 'Why strangle him when a sword-stroke is so much quicker and surer? These men all have weapons at hand, so why strangle him?'

'Perhaps to divert suspicion,' mutters Dionus.

'Possibly,' says Demetrio. 'If these men are telling the truth about when they entered the Temple they would hardly have time to commit the murder before Arus entered. But they could be lying – they might have broken in earlier. But why should a murderer use a pliant cable apparently thicker than a man's arm? And what terrible constriction was applied to so crush the man's heavy neck? Look at the splintered vertebrae.'

He rises and walks to the nearest door opening into the corridor. 'Here is a bust knocked from a stand near the door,' he says, 'and here the polished floor is scratched, and the hangings in the doorway are pulled awry as if a clutching hand had grasped them – perhaps for support. Kallian Publico must have been attacked in that room. Perhaps he broke away from his assailant, or dragged the fellow with him as he fled. Anyway, he ran staggeringly out into the corridor where the murderer must have followed and finished him. We'll investigate that room.'

He halts and wheels around, listening. From the street sounds a sudden rattle of chariot-wheels, which approaches rapidly, then ceases abruptly.

'Dionus!' snaps the Inquisitor. 'Send two men to find that chariot. Bring the driver here.'

'From the sound,' says Arus, who was familiar with all the noises of the street, 'I'd say that it stopped in front of Promero's house, just on the other side of the silk-merchant's shop.'

'Who is Promero?' asks Demetrio.

'Kallian Publico's chief clerk.'

'Bring him here with the chariot driver,' snaps Demetrio. 'We'll wait until they come before we examine that room.'

The characters wait for a few minutes. They may ask questions, but are not permitted to leave the corridor at this time. The next chapter begins when the driver and Promero are brought in.

DEMETRIO

Medium Humanoid (Nemedian soldier 6/scholar 6); Hit Dice: 5D10+5D6+10+3+1 (60 hit points); **Initiative:** +6 (+2 Dex, +4 Ref) ; **Speed:** 30 ft; **Dodge Defence:** 18 (+5 level, +2 Dex, +1 Dodge); **Parry Defence:** 16 (+6 level); **DR:** –; **Base Attack Bonus/Grapple:** +10/+10; **Attack:** Poniard +12 melee finesse; **Full Attack:** Poniard +12/+7 melee finesse; **Damage:** Poniard 1D6/19-20 x2/ AP 1; **Special Attacks:** Formation Combat (skirmisher); **Special Qualities:** Hyborean traits, adaptability (Gather Information, Search), background

skills (Decipher Script, Diplomacy, Gather Information, Search), 3 bonus feats in lieu of new sorcery styles, +8 skill points in lieu of advanced spells, scholar background (independent), base Power Points, knowledge is power, +1 Power Point; **Space/Reach:** 5 ft./5 ft.; **Saves:** Fort +8, Ref +4, Will +13; **Abilities:** Str 10, Dex 14, Con 12, Int 20, Wis 16, Cha 15; **Skills:** Appraise+10, Bluff +11, Decipher Script +9, Diplomacy +20, Gather Information +18, Intimidate +20, Knowledge (local) +22, Knowledge (nobility) +16, Knowledge (history) +16, Listen +13, Profession (Inquisitor) +18, Search +27, Sense Motive +20, Spot +13; **Feats:** Alertness, Combat Expertise, Combat Reflexes, Diligent, Dodge, Investigator, Knowledgeable, Leadership, Negotiator, Noble Blood, Skill Focus (Diplomacy), Skill Focus (Gather Information), Skill Focus (Intimidate), Skill Focus (Search), Steely Gaze; **Reputation:** 14 (Brave); **Leadership:** 14 (7th cohort; 50 1st, 2 2nd, 1 3rd level followers); **Code of Honour:** Civilised; **Allegiances:** Numalia, Justice; **Power Points:** 8 (4 base, +3 Wis, +1 bonus); **Possessions:** Civilian clothing, poniard, cloak

Demetrio has a bald head, cold grey eyes and lean keen features. His sharp nose is prominent and his body is agile, his movements decisive. He is the Chief of the Inquisitorial Council of the City of Numalia. Demetrio will use any weapon at his disposal to uncover secrets and achieve his goals, including such weapons as sarcasm, intimidation and ridicule. He questions and probes everything, driven to dig beneath the surface to discover the real facts. He is drawn to hidden things and is particularly suited for investigative work. Nothing eludes his keen observation and insight. He harvests information like a farmer takes down wheat, assimilating facts and putting everything he knows and learns to practical use. Demetrio has an impeccable memory to accompany his analytical mind. He is known in his circles for his crystal-clear thinking and his ability to insightfully probe into human motivations (especially criminal motivations). He has the uncanny ability to see flaws and is unparalleled in his ability to solve the toughest problems, no matter how tight the knots and tangles made by motivation and secrecy are woven throughout the quandary. He takes pride in his ability to not be fooled by anyone at any time. Sometimes he is seen as a lone wolf but he is a capable leader with a powerful ability to persuade others. His mind is quite stubborn and he tends to be a bit enamoured of his own opinions, however he does not form opinions until he has the facts before him. After forming his opinion, he considers any contrary 'proofs' of others to simply be variations upon their own opinions and he treats those 'proofs' accordingly. He has a volatile temper and will fight for a cause even when it is hopeless, refusing to budge from his point of view until he wants to budge from it. He is, in many ways, the opposite of Conan. Demetrio is ruled by logic and intellect, suppressing his emotions, whereas Conan is ruled

by his instincts and emotions, stopping to think rationally only after he has acted.

Demetrio grew up in a noble household but, being a younger son, was sent to study and learn. He always had a keen mind devoted to observation and deduction and he put that to use when he studied under a Nemedian sceptic, although he was often criticised for his tendency to complicate everything, making mountains out of molehills by having more questions than there were answers and then proceeding to question the answers he did have. Demetrio seemed to find out the darkest secrets of all his tutors, mentors and schools, often causing his hasty departure from those people and places. He married young and, when his first wife was murdered, he had an opportunity to really use his ability to learn secrets. When the inquisitors did not find the murderer and did not seem to care to do more than a perfunctory investigation, Demetrio grew outraged and solved the murder himself. He was quickly granted a place among the inquisitors and, just as quickly, advanced to his current post as chief.

DIONUS, PREFECT

Medium Humanoid (Nemedian solder 4/scholar 3); Hit Dice: 4D10+3D6 (32 hit points); **Initiative:** +3 (+1 Dex, +2 Ref); **Speed:** 30 ft; **Dodge Defence:** 14 (+3 level, +1 Dex); **Parry Defence:** 17 (+4 level, +2 Str, +1 parry); **DR:** 1 (helmet); **Base Attack Bonus/Grapple:** +6/+8; **Attack:** Bill +9 melee or Stabbing sword +8 melee; **Full Attack:** Bill +9/+4 melee or stabbing sword +8/+3 melee; **Damage:** Bill 2D8+5/x3/ AP 9 or stabbing sword 1D8+2/ 19-20 x2/ AP 3; **Special Attacks:** Formation combat (skirmisher); **Special Qualities:** Hyborian traits, adaptability (Gather Information, Search), background skills (Gather Information, Intimidate, Search, Sense Motive), 2 bonus feats in lieu of new sorcery styles, +2 skill points in lieu of advanced spells, scholar, background (acolyte), base Power Points, knowledge is power, +1 Power Point; **Space/Reach:** 5 ft./5 ft.; **Saves:** Fort +5, Ref +3, Will +6; **Abilities:** Str 15, Dex 13, Con 11, Int 14, Wis 9, Cha 17; **Skills:** Appraise +5, Bluff +6, Gather Information +12, Intimidate +16, Knowledge (local) +12, Knowledge (nobility) +5, Knowledge (history) +5, Profession (prefect) +2, Search +16, Sense Motive +7, Spot +1; **Feats:** Combat Expertise, Improved Disarm, Improved Sunder, Investigator, Noble Blood, Parry, Power Attack, Skill Focus (Intimidate), Weapon Focus (bill), Weapon Specialisation (bill); **Reputation:** 10 (Cruel); **Leadership:** –; **Code of Honour:** Civilised; **Allegiances:** Numalia, Demetrio; **Power Points:** 4 (4 base, –1 Wis, +1 bonus); **Possessions:** Bill, scarlet tunic, sandals, helmet, stabbing sword

Dionus is a burly prefect of Numalia and is Demetrio's cohort. Dionus is a cruel man, preferring a solution to true justice. If an innocent can be made to confess, then that is good enough for him. He is a restless person and he cannot wait to delve into his duties. If he has a plan or an idea, he



plunges in that direction. He exudes self-confidence and feels he is headed for success. He is infamous for his hot temper and his low threshold for boredom. He has an aggressive and combative attitude, one that cannot be broken by others – he bends but he does not break. He can be a bit peevish when forced to take orders. He can also be a bit tactless. He is apt to speak without thinking and often just says whatever pops into his head, which is why he has no ranks in Diplomacy. Dionus also maintains a relentless pace, not caring if others cannot keep up with him. His record of arrests is impressive because of this drive toward action and success. Dionus is a materialist, with scant patience for eerie speculations.

POSTHUMO OF THE NUMALIAN POLICE

Medium Humanoid (Nemedian solder 6); Hit Dice: 6d10+6 (39 hit points); **Initiative:** +7 (+1 Dex, +2 Ref, +4 Improved Initiative); **Speed:** 30 ft; **Dodge Defence:** 14 (+3 level, +1 Dex); **Parry Defence:** 17 (+4 level, +2 Str, +1 parry);

DR: 1 (helmet); **Base Attack Bonus/Grapple:** +6/+8; **Attack:** Bill +9 melee or stabbing sword +8 melee; **Full Attack:** Bill +9/+4 melee or stabbing sword +8/+3 melee; **Damage:** Bill 2D8+5/x3/AP 8 or Stabbing sword 1D8+2/19-20 x2/AP 3; **Special Attacks:** Formation combat (skirmisher); **Special Qualities:** Hyborian traits, adaptability (Intimidate, Search), background skills (Intimidate, Listen, Search, Spot); **Space/Reach:** 5 ft./5 ft.; **Saves:** Fort +6, Ref +3, Will +4 (+1 vs. Corruption); **Abilities:** Str 15, Dex 13, Con 12, Int 11, Wis 9, Cha 14; **Skills:** Bluff +4, Gather Information +4, Intimidate +16, Knowledge (local) +1, Knowledge (religion) +1, Profession (inquisitor) +2, Listen +2, Search +10, Spot +3; **Feats:** Improved Initiative, Investigator, No Honour, Parry, Persuasive, Skill Focus (Intimidate), Steely Gaze, Weapon Focus (bill), Weapon Specialisation (bill); **Reputation:** 16 (Villain) (+2 to Bluff, Gather Information and Intimidate checks against those who recognise him); **Leadership:** –; **Code of Honour:** No Honour; **Allegiances:** Numalia, Dionus, Demetrio; **Possessions:** Bill, scarlet tunic, helmet, stabbing sword



Posthumo is a brutal man given to almost barbaric savagery. He is a torturer and a bully. He is renowned for his brutal methods of law enforcement. He does not break the law, however. He is a firm believer in law and order – perhaps too much so. If he sees evidence of guilt, he acts on that evidence in an almost psychopathic manner. Recently he gouged out a girl's eye in the Court of Justice because she was withholding evidence that would have incriminated her lover. He is passionate and extreme in his pursuit of law enforcement.

Posthumo will dominate and control anyone who lets him. He tends to appear impassive and unapproachable but he seethes with anger beneath the surface, frustrated sometimes with the law when it interferes with his sense of duty and justice. He is vengeful, resentful, jealous and brooding. He seeks a deeper purpose and turns to Mitra for that purpose. He likes to think about aspects of life others fear or wish to be hidden, especially issues concerning birth, sex and death. He must always uncover what lies beneath – and he is usually passionately cruel in his search for secrets.

NUMALIAN CROSSBOWMEN

Medium Humanoid (Nemedian soldier 4); Hit Dice: 4D10 (22 hit points); **Initiative:** +7 (+2 Dex, +1 Ref, +4 Improved Initiative); **Speed:** 30 ft; **Dodge Defence:** 14 (+2 level, +2 Dex); **Parry Defence:** 15 (+3 level, +1 Str, +1 parry); **DR:** 1 (helmet); **Base Attack Bonus/Grapple:** +4/+5; **Attack:** Crossbow +7 ranged (+8 at point blank range) or stabbing sword +5 melee; **Full Attack:** Crossbow +7 ranged (+8 at point blank range) or stabbing sword +5 melee; **Damage:** Crossbow 2D6/x2/AP 4 or stabbing sword 1D8+1/19-20 x2/AP 2; **Special Attacks:** Formation combat (skirmisher); **Special Qualities:** Hyborian traits, adaptability (Intimidate, Search), background skills (Intimidate, Listen, Search, Spot); **Space/Reach:** 5 ft./5 ft.; **Saves:** Fort +4, Ref +3, Will +3; **Abilities:** Str 12, Dex 14, Con 11, Int 10, Wis 8, Cha 9; **Skills:** Intimidate +6, Knowledge (local) +1, Profession (inquisitor) +2, Listen +2, Search +6, Spot +2; **Feats:** Improved Initiative, Point Blank Shot, Precise Shot, Ranged Finesse, Weapon Focus (crossbow), Weapon Specialisation (crossbow); **Reputation:** 3 (Brave); **Leadership:** –; **Code of Honour:** Civilised; **Allegiances:** Numalia; **Possessions:** Crossbow, scarlet tunic, helmet, stabbing sword, bolts (10)

These crossbow men are stationed outside the temple. Their numbers exceed that of the party by three.

NUMALIAN POLICE

Medium Humanoid (Nemedian soldier 3); Hit Dice: 3D10 (16 hit points); **Initiative:** +6 (+1 Dex, +1 Ref, +4 Improved Initiative); **Speed:**

30 ft; **Dodge Defence:** 12 (+1 level, +1 Dex); **Parry Defence:** 14 (+2 level, +1 Str, +1 parry); **DR:** 1 (helmet); **Base Attack Bonus/Grapple:** +3/+4; **Attack:** Bill +5 melee or stabbing sword +4 melee; **Full Attack:** Bill +5 melee or stabbing sword 1D8+1/19-20 x2/AP 2; **Special Attacks:** Formation combat (skirmisher); **Special Qualities:** Hyborian traits, adaptability (Intimidate, Search), background skills (Intimidate, Listen, Search, Spot); **Space/Reach:** 5 ft./5 ft.; **Saves:** Fort +3, Ref +2, Will +3; **Abilities:** Str 13, Dex 12, Con 11, Int 10, Wis 8, Cha 9; **Skills:** Intimidate +5, Knowledge (local) +1, Profession (inquisitor) +1, Listen +2, Search +5, Spot +2; **Feats:** Improved Initiative, Improved Sunder, Parry, Power Attack, Weapon Focus (bill); **Reputation:** 2 (Brave); **Leadership:** –; **Code of Honour:** Civilised; **Allegiances:** Numalia; **Possessions:** Bill, scarlet tunic, helmet, stabbing sword

Medium Humanoid (Nemedian soldier 4); Hit Dice: 4D10 (22 hit points); **Initiative:** +6 (+1 Dex, +1 Ref, +4 Improved Initiative); **Speed:** 30 ft; **Dodge Defence:** 13 (+2 level, +1 Dex); **Parry Defence:** 16 (+3 level, +2 Str, +1 parry); **DR:** 1 (helmet); **Base Attack Bonus/Grapple:** +4/+6; **Attack:** Bill +7 melee or stabbing sword +6 melee; **Full Attack:** Bill +7 melee or stabbing sword +6 melee; **Damage:** Bill 2d8+5/x3/AP 8 or stabbing sword 1D8+2/19-20 x2/AP 3; **Special Attacks:** Formation combat (skirmisher); **Special Qualities:** Hyborian traits, adaptability (Intimidate, Search), background skills (Intimidate, Listen, Search, Spot); **Space/Reach:** 5 ft./5 ft.; **Saves:** Fort +4, Ref +2, Will +3; **Abilities:** Str 14, Dex 12, Con 11, Int 10, Wis 8, Cha 9; **Skills:** Intimidate +6, Knowledge (local) +1, Profession (inquisitor) +2, Listen +2, Search +6, Spot +2; **Feats:** Improved Initiative, Improved Sunder, Parry, Power Attack, Weapon Focus (bill), Weapon Specialisation (bill); **Reputation:** 3 (Brave); **Leadership:** –; **Code of Honour:** Civilised; **Allegiances:** Numalia; **Possessions:** Bill, scarlet tunic, helmet, stabbing sword

Medium Humanoid (Nemedian soldier 5); Hit Dice: 5D10 (27 hit points); **Initiative:** +6 (+1 Dex, +1 Ref, +4 Improved Initiative); **Speed:** 30 ft; **Dodge Defence:** 13 (+2 level, +1 Dex); **Parry Defence:** 16 (+3 level, +2 Str, +1 parry); **DR:** 1 (helmet); **Base Attack Bonus/Grapple:** +5/+7; **Attack:** Bill +8 melee or stabbing sword +7 melee; **Full Attack:** Bill +8 melee or stabbing sword +7 melee; **Damage:** Bill 2d8+5/x3/AP 8 or stabbing sword 1D8+2/19-20 x2/AP 3; **Special Attacks:** Formation combat (skirmisher); **Special Qualities:** Hyborian traits, adaptability (Intimidate, Search), background skills (Intimidate, Listen, Search, Spot); **Space/Reach:** 5 ft./5 ft.; **Saves:** Fort +4, Ref +2, Will +3; **Abilities:** Str 14, Dex 12, Con 11, Int 10, Wis 8, Cha 9; **Skills:** Intimidate +7, Knowledge (local) +2, Profession (inquisitor) +2, Listen +2, Search +7, Spot +2; **Feats:** Cleave, Improved Initiative, Improved Sunder, Parry, Power Attack, Weapon Focus (bill), Weapon Specialisation (bill); **Reputation:** 4 (Brave); **Leadership:** –; **Code of Honour:** Civilised; **Allegiances:**

Numalia; **Possessions:** Bill, scarlet tunic, helmet, stabbing sword

Assign as many of these as needed in the adventure. Mix and match the levels a bit, not all police are equal and should not all be the same level. At a minimum, if there is but one person in the party, there should be three of these police officers, along with Demetrio, Dionus and Posthumus; add one additional police officer for each additional Player Character beyond the first.

THE BOWL FROM STYGIA

While the Player Characters wait with Demetrio and Dionus, a pair of guardsmen fetch the clerk and the charioteer. Read or paraphrase the following to the players:

Two guardsmen clomp away to fetch the clerk and the charioteer. Demetrio studies the body while Dionus, Arus and the remaining policemen watch all of you. Sandaled feet echo outside, and the two guardsmen enter with a strongly built, dark-skinned man in the helmet and tunic of a charioteer, with a whip in his hand, and a small, timid-looking individual, typical of that class which, risen from the ranks of artisans, supplies right-hand men for wealthy merchants and traders. The timid man recoiled with a cry from the bulk on the floor.

'Oh, I knew evil would come of this!'

Demetrio quickly asks, 'You are Promero the clerk, I suppose. And you?'

The sun-darkened man says, 'Enaro, Kallian Publico's charioteer.'

'You do not seem overly moved at the sight of his corpse,' observes Demetrio.

'Why should I be moved? Someone has only done what I dared not, but longed to do.'

Continued questioning of Enaro the charioteer by Demetrio or the Player Characters brings out the following bits:

- ✘ Enaro is a debtor-slave and has a brand on his shoulder to prove it.
- ✘ Enaro did not know his master was coming here tonight. He brought the chariot to the Temple this evening for him as usual. He entered it and Enaro drove the chariot toward Kallian's villa. But before they came to the Palian Way, Kallian ordered Enaro to turn and drive him back. Kallian seemed much agitated in his mind.

✘ Enaro did not drive Kallian back to the Temple. He drove Kallian to Promero's house shortly after dusk. Enaro was then dismissed, ordered to return to Promero's house shortly after midnight.

✘ Enaro then returned to the slave quarters until it was time to go to Promero's house. Enaro drove straight there and the guards seized him as he was talking to Promero.

✘ Enaro has no idea why Kallian went to Promero's house; Kallian did not speak of his business to slaves.

ENARO

Kallian Publico's Charioteer; Medium Humanoid (Nemedian commoner 3); Hit Dice: 3D4+3 (10 hit points); **Initiative:** +3 (+2 Dex, +1 Ref); **Speed:** 30 ft. ; **Dodge Defence:** 13 (+1 level, +2 Dex); **Parry Defence:** 13 (+1 level, +2 Str); **DR:** 1 (helmet); **Base Attack Bonus/Grapple:** +1/+3; **Attack:** Whip +3 melee finesse (15 ft. reach); **Full Attack:** Whip +3 melee finesse (15 ft. reach); **Damage:** Whip 1D4+2 (only 1 point is lethal)/x2/AP 0; **Special Qualities:** Hyborean traits, adaptability (Handle Animal, Use Rope), background skills (Bluff, Gather Information, Profession (Merchant), Spot); **Space/Reach:** 5 ft./5 ft.; **Saves:** Fort +2, Ref +3, Will +3; **Abilities:** Str 15, Dex 14, Con 13, Int 10, Wis 8, Cha 12; **Skills:** Appraise +2, Bluff +3, Decipher Script +2, Diplomacy +3, Gather Information +3, Handle Animal +8, Profession (Merchant) +3, Sense Motive +1, Spot +3, Use Rope +5 (*Note:* Enaro spent 2 skill points on literacy); **Feats:** Diligent, Exotic Weapon Proficiency (whip), Negotiator; **Reputation:** 4 (Talented); **Leadership:** —; **Code of Honour:** Civilised; **Allegiances:** Numalia, Kallian Publico; **Possessions:** Whip, tunic, helmet, sandals, belt

Enaro was once a Nemedian merchant but he drove up his debts when his business took a hard turn. His debts put him in the service of Kallian Publico; he is a debtor-slave and bears the brand on his shoulder to show it. Enaro is now a charioteer, forced to drive for Kallian Publico and his guests. He is dark-skinned from being out in the sun and has a strong build. He wears the helmet and tunic of the charioteer and carries a whip. He bears no love for Kallian Publico. He longs to kill his master but dares not do so. He lives in the slave quarter of Numalia.

Continued questioning of Promero the clerk by Demetrio or the Player Characters brings out some information as well.

- ✘ Demetrio came to his house as Enaro said.
- ✘ Kallian only stayed a few minutes at Promero's house.

- ❖ Kallian came to Promero's house to discuss 'business' with him (a lie).

Promero will try lying but Demetrio will not stand for it. If the Player Characters catch him lying, all is well, but if they do not, have Demetrio catch him in his lies and his attempts at circumlocution. Demetrio will set Posthumus on him. If Posthumus enters the dialogue, read the following to the players:

'Make him talk, Dionus,' snaps Demetrio, and Dionus grunts and nods to one of his men who, grinning savagely, moved toward the two captives.

'Do you know who I am?' he growled, thrusting his head forward and staring domineeringly at his shrinking prey.

'You're Posthumus,' answered the clerk sullenly. 'You gouged out a girl's eye in the Court of Justice because she wouldn't give you information incriminating her lover.'

'I always get what I go after!' bellows the guardsman, the veins in his thick neck swelling, and his face growing purple, as he seizes the wretched clerk by the collar of his tunic, twisting it so the man is half strangled.

'Speak up, you rat!' he growls. 'Answer the Inquisitor!'

Posthumus slaps him terrifically first on one side of the face and then on the other, and continues the interrogation by flinging him to the floor and kicking him with vicious accuracy.

'Mercy!' moans the victim. 'I'll tell - I'll tell anything - '

After force is applied, the following bits of information can be found out by continued questioning either by the Player Characters or Demetrio:

- ❖ Kallian came to Promero's house shortly after Promero arrived and sent the chariot away.
- ❖ Promero left the Temple at the same time Kallian did.
- ❖ Kallian threatened to discharge Promero if Promero ever spoke of any of this.
- ❖ Promero is a poor man, without friends or favour and will starve without Kallian.
- ❖ Kallian remained at Promero's house until a half-hour before midnight. Kallian left to go to the Temple, saying he was going to the Temple and would return after he had done what he wished to do there.

- ❖ There was something in the Temple Kallian wanted to examine. He waited in the shadows until the watchman had passed, letting himself in with his belt-key.
- ❖ The thing he wanted to examine was not Kallian's property. It arrived in a caravan from the south, at dawn.
- ❖ The men of the caravan knew nothing of it, except that it had been placed with them by the men of a caravan from Stygia, and was meant for Kalanthes of Hanumar, priest of Ibis.
- ❖ The master of the caravan had been paid by these other men to deliver directly to Kalanthes, but he is a rascal by nature and wished to proceed directly to Aquilonia, on the road to which Hanumar does not lie. So he asked if he might leave it in the Temple until Kalanthes could send for it.
- ❖ Kallian agreed and told him he himself would send a runner to inform Kalanthes. But after the men had gone, and Promero spoke of the runner, Kallian forbade Promero from sending the runner. Kallian was brooding over what the men had left.
- ❖ The thing they left was a sort of sarcophagus, such as is found in ancient Stygian tombs, but this one was round, like a covered metal bowl. Its composition was something like copper, but much harder, and it was carved with hieroglyphics, like those found on the ancient menhirs in southern Stygia. The lid was made fast to the body by carved copper-like bands.
- ❖ The men of the caravan did not know what it was. They only said that the men who gave it to them told them that it was a priceless relic, found among the tombs far beneath the pyramids and sent to Kalanthes, 'because of the love the sender bore the priest of Ibis'.
- ❖ Kallian Publico believed that the Bowl contained the diadem of the giant-kings, of the people who dwelt in that dark land before the ancestors of the Stygians came there.
- ❖ Kallian showed Promero a design carved on the lid, which Kallian swore was the shape of the diadem which legend claims the monster-kings wore.
- ❖ Kallian determined to open the Bowl and see what it contained.
- ❖ Kallian was like a madman when he thought of the fabled diadem, which myths say was set with the strange jewels known only to that ancient race, a single one of which is worth more than all the jewels of the modern world.

- ❖ Promero warned him against opening the Bowl.
- ❖ Promero waited in the shadows of the silk shop until Kallian entered the Temple, then Promero returned to his home.
- ❖ If the Bowl had the diadem or anything else of value, Kallian was going to hide it and slip out again. In the morning he would raise a great hue and cry, saying that the thieves had broken into the house and stolen Kalanthes' property. None would know of his prowling but the charioteer and Promero, who would not betray him.
- ❖ The watchman was to be crucified as an accomplice of the thieves.
- ❖ The sarcophagus is in the room which Demetrio had previously believed to be the room in which Kallian was attacked.

PROMERO THE CLERK

Medium Humanoid (Nemedian scholar 3); Hit Dice: 3d6-3 (7 hit points); **Initiative:** +1 (+1 Ref); **Speed:** 30 ft; **Dodge Defence:** 11 (+1 level, +0 Dex); **Parry Defence:** 10 (+1 level, -1 Str); **DR:** -; **Base Attack Bonus/Grapple:** +2/+0; **Attack:** Unarmed strike +2 melee finesse; **Full Attack:** Unarmed strike +2 melee finesse; **Damage:** Unarmed strike 1d3-1; **Special Qualities:** Hyborian traits, adaptability (Appraise, Profession (clerk)), background skills (Appraise, Gather Information, Profession (clerk), Search), scholar, background (independent), base Power Points, knowledge is power, +1 Power Point, 2 bonus feats in lieu of new sorcery styles, +2 skill points in lieu of advanced spells; **Space/Reach:** 5 ft./5 ft.; **Saves:** Fort +0, Ref +1, Will +8; **Abilities:** Str 8, Dex 11, Con 9, Int 13, Wis 12, Cha 10; **Skills:** Appraise +11, Bluff +4, Decipher Script +5, Diplomacy +6, Forgery +7, Gather Information +8, Knowledge (arcana) +5, Knowledge (local) +6, Knowledge (history) +9, Knowledge (nobility) +6, Knowledge (religion) +6, Knowledge (geography) +6, Profession (clerk) +12, Search +9, Sense Motive +7; **Feats:** Diligent, Investigator, Knowledgeable, Negotiator, Skill Focus (Profession (clerk)); **Reputation:** 3 (Coward); **Leadership:** -; **Code of Honour:** Civilised; **Allegiances:** Numalia; **Possessions:** Clothing

Promero works for Kallian Publico as his clerk. An impractical man, Promero is Kallian's right hand man. He always looks for the easy way out in any situation, especially stressful situations. He does not handle pain or torture well. His voice becomes shrill when he is nervous. He is knowledgeable about many things and knows the Stygian symbol for Thoth-Amon. Although as a clerk and an advisor to Kallian, he appears strong-willed, confident and in-charge, he has a weakness for allowing stronger willed people with definite opinions



to lead him down strange byways. He works tirelessly and unselfishly for Kallian but has a hard time being strict and disciplined with himself. Making final decisions of any kind just causes anxiety for Promero and he tries as hard as he can to escape harsh realities and obligations. He has an artistic, creative side which allows him to escape into a world of private imagination. He is not concerned with the superficial and is fundamentally unsure of himself. He prefers to work alone and will often wander off alone, leaving the safety of the group – a trait that leads to his downfall in Howard's story. Promero is a poor man, without friends or favour and will starve without Kallian.

At the end of the questioning, read or paraphrase the following to the players:

Promero turns pale and twists his thin hands. 'Why should a man in Stygia send Kalanthes a gift? Ancient gods and queer mummies have come up the caravan roads before, but who loves the priest of Ibis so well in Stygia, where they still worship the arch-demon Set who coils among the tombs in the darkness? The god Ibis has fought

Set since the first dawn of the earth, and Kalanthes has fought Set's priests all his life. There is something dark and hidden here. It is a relic of the time when Set walked the earth in the form of a man! The race which sprang from his loins laid the bones of their kings away in such cases, perhaps!

'Show us this sarcophagus,' commands Demetrio, and Promero hesitantly leads the way. All follow, including you, although the guards keep a wary eye on you all. You pass through the torn hangings and enter the room, which is rather more dimly lit than the corridor. Doors on each side give into other chambers and the walls are lined with fantastic images, gods of strange lands and far peoples. Promero cries out sharply.

'Look! The Bowl! It's open – and empty!'

In the centre of the room stands a strange black cylinder, nearly four feet in height and perhaps three feet in diameter at its widest circumference, which was half-way between the top and bottom. The heavy carven lid lay on the floor, and beside it a hammer and a chisel. Demetrio looks inside, puzzles an instant over the dim hieroglyphs and turns to all of you.

'Is this what you came to steal?' he asks.

The characters are now in room A on the map. Some things that are evident about the Bowl (which can be discovered by the Player Characters, Promero or Demetrio) include:

- ❏ The bands were cut with the chisel on the floor and in haste.
- ❏ There are marks where the hammer has dented the metal.
- ❏ One can assume Kallian opened the Bowl.
- ❏ Possibly someone was hiding nearby – possibly in the hangings in the doorway. When Kallian had the Bowl open, the murderer may have sprung on him – or he might have killed Kallian and opened the Bowl himself.
- ❏ The metal seems less destructible than Aquilonian steel, yet it is corroded and eaten away in spots.
- ❏ There are bits of black mould clinging in the grooves of the hieroglyphs; they smell as earth smells from far below the surface.
- ❏ On the lid is a carven design of a scaled serpent coiled with its tail in its mouth – the sign of Set, the Old Serpent, the god of the Stygians.
- ❏ It was no man who was laid to rest in that sarcophagus; what human could lie in it?

At the end of the search of that room, Demetrio organises a search of the house. He assigns himself, Dionus, Arus and a number of guards to equal the numbers of the Player Characters, Enaro and Promero, who are all technically prisoners. Demetrio is not so stupid as to ever let the 'prisoners' outnumber him and the guards, especially if the Player Characters still have their weapons. Read or paraphrase the following:

'If these men are not the murderers,' snaps Demetrio, 'the slayer is still somewhere in this building. Dionus, Arus, remain here with me, along with you guards.' He points out a number of guards, the clerk and the charioteer. 'The rest of you search the house. The murderer could only have escaped – if he got away before Arus found the body – by the way these men used in entering and in that case they would have seen him, if they are telling the truth.

Dionus grumps, 'These men are the murderers, Demetrio. We're wasting time, but I guess we should search the house as a formality. And if we find no one, I promise you shall burn! Remember the law – you go to the mines for killing a commoner, you hang for killing a tradesman, and for murdering a rich man, you burn!'

With that, the assigned guards leave to begin the search. Demetrio approaches you. 'You know what it means if they find no one? I know someone sent you here tonight, to steal at least. Who sent you here? The mere fact of your being here is sufficient to send you to the mines for ten years anyhow, whether you admit your guilt or not. But if you tell the whole tale, you may save yourself from the stake.'

If the Player Characters tell Demetrio they were hired to steal the Zamorian diamond goblet and tells him where it is hid, Promero will agree that the Player Characters are speaking the truth, and that not a half a dozen people in the world knows the secret of that hiding place. Demetrio will ask the Player Characters if they would have really brought the goblet to their employer or if they would have kept it for themselves. He will try to find out who sent the Player Characters.

Soon enough, though, the guards come straggling back in. Read or paraphrase the following to the players:

'There's no man hiding in this house,' one growls. 'We've ransacked the place. We found the trap-door in the roof which they entered. A man escaping that way would have been seen by the guards we posted about the building, unless he fled before we came. Besides, he would have had to stack tables or chairs or cases upon each other to reach it from below, and that has not been done. Why couldn't he have gone out the front door just before Arus came around the building?'

'Because the door was bolted on the inside, and the only keys which will work that bolt are the one belonging to Arus and the one which still hangs on the girdle of Kallian Publico.'

'I've found the cable the murderer used,' one of them just entering announces. 'A black cable, thicker than a man's arm, and curiously splotched.'

'Then where is it, fool?' exclaimed Dionus, seeing the man was not carrying it.

'In the chamber adjoining this one,' answers the guard. 'It's wrapped about a marble pillar, where no doubt the murderer thought it would be safe from detection. I couldn't reach it. But it must be the right one.'

The guard leads the way into a room filled with marble statuary, and points to a column, one of several. And then he halts and stares. 'It's gone!' he cries. 'It was coiled about the pillar just above those carven leaves. It's so shadowy up there I couldn't tell much about it – but it was there.'

'That's too high for a man to reach!' says Demetrio, 'and even if these fellows could climb it, how did they remove it after you saw it? They have been with us since Arus found the body. I don't believe these men committed the murder. I believe the real murderer killed Kallian to secure whatever was in the Bowl, and is hiding now in some secret nook in the Temple. If we can't find him, we'll have to put the blame on these fellows to satisfy Justice, but – where is Promero?'

The characters are now in Room B on the map. Promero is indeed missing. Demetrio leads the party back to the silent body in the corridor and bellows threateningly for Promero. Read or paraphrase the following to the players:

The clerk comes suddenly from the room in which stands the empty Bowl. He is shaking and his face is white. 'I found a symbol on the bottom of the Bowl!' chatters Promero. 'Not an ancient hieroglyphic, but a symbol recently carved! The mark of Thoth-Amon, the Stygian sorcerer, Kalanthes' deadly foe! He found it in some grisly cavern below the haunted pyramids! The gods of old times did not die, as men died – they fell into long sleeps and their worshippers locked them in sarcophagi so that no alien hand might break their slumbers. Thoth-Amon sent death to Kalanthes – Kallian's greed caused him to loose the horror – and it is lurking somewhere near us – even now it may be creeping upon us—'

'You gibbering fool!' roars Dionus disgustedly, striking him heavily across the mouth.

'I tell you it was one of Set's children in that grisly Bowl!' Promero's voice shrills and cracks with hysteria. 'This place is accursed! Something came out of the sarcophagus and killed Kallian Publico! You must search that room again!'

BOWL SARCOPHAGI

A bowl sarcophagus is a strange black cylinder, nearly four feet in height, and perhaps three feet in diameter at its widest circumference, which was half-way between the top and bottom. These ancient bowls are generally not built anymore by anyone. The sign of Set is carved upon the lid, the scaled serpent with its tail in its mouth. Too ancient to be holy, the bowl sarcophagus is made of unearthly metal similar to copper yet harder and are said to be relics of the time when Set walked the earth in the form of a man. Bits of black mould cling in the grooves of the hieroglyphics; the bowl sarcophagus smells as earth smells from far below the surface. The metal is usually corroded and eaten away in spots. They were used to contain the slumbering gods of the giant-kings and buried beneath Stygia's mighty pyramids. A bowl sarcophagus found intact usually has a slumbering child of Set within it.

Cost: 300,000 sp. *Requirements:* Craft (metalworking) 16 ranks; enough strange copper-like metal to form into a large bowl

'You shall search it yourself, clerk!' Dionus says, grasping Promero by neck and girdle, and propelling the screaming wretch forcibly toward the door.

The tension breaks when a guardsman enters, dragging a slender, richly dressed figure.

BETRAYAL

A guardsman enters, dragging a slender, richly dressed figure – the man who hired you. 'I saw him slinking about the back of the Temple,' quotes the guard, looking for commendation. Instead he receives curses that lift his hair.

'Release that gentleman, you bungling fool!' swears the prefect. 'Don't you know Aztrias Petanius, the nephew of the city's governor?'

The abashed guard falls away and the foppish young nobleman brushes his embroidered sleeve fastidiously. 'Save your apologies, good Dionus,' he lisps affectionately. 'All in the line of duty, I know. I was returning from a late revel and walking to rid my brain of the wine fumes. What have we here? By Mitra, is it murder?'

'Murder it is, my lord,' answers the prefect. 'But we have men who, though Demetrio seems to have doubts on the matter, will doubtless go to the stake for it.'

'Vicious looking brutes,' murmurs the young aristocrat. 'How can any doubt their guilt? I have never seen such villainous countenances before.'

Aztrias Petanius has just betrayed the Player Characters. There are a few things that can happen at this point:

- 1) The Player Characters can exclaim that they were hired by Aztrias.
- 2) The Player Characters can attack Aztrias
- 3) The Player Characters can do nothing.

Depending on their actions, move to the appropriate section below.

THE PLAYER CHARACTERS EXCLAIM THAT THEY WERE HIRED BY AZTRIAS

If the Player Characters exclaim that they were hired by Aztrias, read the following text to the players:

'If what they say is true, my lord,' says the Inquisitor, 'it clears them of the murder and we can easily hush up the matter of attempted theft. They are due ten years at hard labour for house-breaking, but if you say the word, we'll arrange for them to escape and none but us will ever know anything about it. I understand – you wouldn't be the first young nobleman who had to resort to such things to pay for gambling debts and the like. You can rely on our discretion.'

Aztrias shrugs his slender shoulders and covers a yawn with a delicate white hand. 'I know them not. They are mad to say I hired them. Let them get their just deserts. They have strong backs and the toil in the mines will be well for them.'

At this point, the characters will either attack or do nothing but further protest. See the appropriate section following:

THE PLAYER CHARACTERS CAN ATTACK AZTRIAS OR THE POLICE

The Player Characters may lash out in violence. The police may have gotten used to the Player Characters being reserved and non-violent and Aztrias simply does not believe any commoner would dare proffer violence to a nobleman, so all involved are likely to be surprised by the attack. The charioteer,

Aztrias and Promero (who was thrown into the other room) will avoid fighting.

The combat should only last a couple of rounds at best – then move to the next chapter.

THE PLAYER CHARACTERS DO NOTHING NOTABLE

If the characters do nothing violent, then go directly to the next chapter.

THE GOD IN THE BOWL

Read or paraphrase the following to the players in the middle of whatever actions they are in:

Then all are frozen in their tracks by the soul-shaking horror of a scream which rises from the chamber into which Posthumus had hurled Promero, and from the velvet hung door the clerk comes reeling, and stands there, shaking with great silent sobs, tears running down his pasty face and dripping off his loose sagging lips, like an idiot-babe weeping.

All halt to stare at him aghast. Promero comes reeling out into the corridor and falls stiffly before you. Screeching in an unbearable high-pitched laughter of madness, he cries shrilly, 'The god has a long neck! Ha! Ha! Ha! Oh, a long, a cursed long neck!' Then with a frightful convulsion he stiffens and lies grinning vacantly at the shadowy ceiling.

'He's dead!' whispers Dionus, in awe; forgetting all of you, he bends over the body, then straightens, his pig eyes flaring. 'He's not wounded – in Mitra's name what is in that chamber?'

Then horror sweeps over them all and they run screaming for the outer door, jammed there in a clawing shrieking mob, and burst through like madmen. Police, charioteer and watchmen, wounded or whole, they burst screaming into the street, where the men watching the house took panic and joined in the flight, not waiting to ask why. You stand in the great corridor alone.

In Howard's *The God in the Bowl*, Promero died from Terror when he encountered the ancient thing from Stygia's forbidden tombs. In this adventure, assume he rolls a '1' on his Terror save.

The characters can flee also if they wish. Otherwise they will likely move to explore the room from which Promero stumbled out. If they do, read or paraphrase the following text to the players:



The chamber is hung with rich silken tapestries; silken cushions and couches lay strewn about in careless profusion; and over a heavy gilded screen a face looks at you. You stare in wonder at the cold classic beauty of that countenance, whose like you have never seen among the sons of men. Neither weakness nor mercy nor cruelty nor kindness, nor any other human emotion is in those features. They might be the marble mask of a god, carved by a master hand, except for the unmistakable life in them – life cold and strange, such as you have never known and cannot understand. You think fleetingly of the marble perfection of the body which the screen concealed – it must be perfect, you think, since the face is so inhumanly beautiful. But you can only see the god-like face, the finely moulded head which sways curiously from side to side. The full lips open and speak a single word, in a rich vibrant tone that is like the golden chimes that ring in the jungle-lost temples of Khitai. It is an unknown tongue, forgotten before the kingdoms of man arose, but you know that it means, 'Come!'

If the characters approach it, either in peace or to attack it, they will see its body is the shimmering coils of a gigantic serpent and they should roll another Terror check (DC 15), unless they charge and attack it without really seeing it all – then the Terror check needs only to be rolled when it is exposed. The God in the Bowl will use its Steely Gaze feat to gain advantages in combat.

THE GOD IN THE BOWL

Huge Outsider (demon); Hit Dice: 5D8+30 (52 hit points); **Initiative:** +6 (+4 Ref, +2 Dex); **Speed:** 30 ft. (6 squares); Climb 30 ft.; Swim 30 ft.; **Dodge Defence:** 13 (+3 natural, +2 Dex, –2 size); **Damage Resistance:** 5 (scales); **Base Attack/Grapple:** +5/+23; **Attack:** Slam +13 melee (1d8+10); **Full Attack:** Slam +13 melee (1D8+10); **Space/Reach:** 15 ft./10 ft.; **Special Attacks:** Constricting grapple; **Special Qualities:** Darkvision 60', improved terror of the unknown; **Magic Attack Bonus:** +5 (+2 natural, +3 Cha); **Saves:** Fort +10, Ref +6, Will +6; **Abilities:** Str 30, Dex 15, Con 22, Int 16, Wis 15, Cha 17; **Skills:** Bluff +11, Craft (alchemy) +11, Decipher Script +11, Hide +12, Intimidate +11, Knowledge (arcana) +11, Knowledge (religion) +11, Listen +10, Move Silently +12, Sense Motive +10, Spot +10; **Feats:** Stealthy, Steely Gaze; **Climate/Terrain:** Stygia; **Organisation:** Solitary or Pair; **Advancement:** 6-11 HD (huge), 12-23 HD (gargantuan), 24+ HD (colossal); or by character class (favoured class: scholar)

The gods of old times did not die, but fell into long sleeps. Their worshippers locked them into sarcophagi so that the hand of man did not disturb their slumbers. Children of Set, ancient gods who sleep



beneath the pyramids of Stygia, are ancient abominations. Whether that nomenclature is figurative or literal depends on one's religious beliefs. They have unemotional but beautiful faces with full lips that appear to be carved from marble. Beneath that fine head, however, is a twenty to thirty foot long shimmering body of a horrible serpent, thicker than a man's arm. The serpent body is generally black with curious splotches or designs.

They make reasonably useful teachers of the occult for sorcerers to enter into *demonic pacts* with, although they generally only know 1D3+1 sorcery styles (unless they have taken levels in scholar).

Combat

It can kill by driving men mad or by crushing them with its black body.

Constricting Grapple (Ex): The Child of Set may perform this attack against any target that is immediately adjacent to it or in the same square (if it drops down from above). The Child of Set can attempt a grapple against an opponent. If successful, the target becomes coiled in the grip of the beast's sinuous body and becomes constricted. The beast will automatically deal 1D8+10 (AP 12) points of constriction damage per round until the target manages to break the grapple. During this time, it cannot dodge attacks. Unarmoured foes will possibly suffocate. Normal suffocation rules apply with one exception: since this is a violent suffocation, the grappled character can only hold his breath for 1 round per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding his breath. The save must be repeated each round, with the DC increasing by +1 for each previous success. When the character fails one of these Constitution checks, he begins to suffocate. In the first round, he falls unconscious (0 hit points). In the following round, he drops to -1 hit points and is dying. In the third round, he suffocates.

Improved Terror of the Unknown (Su): The child of Set is so unearthly beautiful and strange it adds its Charisma modifier to the save DC for Terror (see *Conan the Roleplaying Game*). Also, any character rolling a natural 1 on their Will save dies after a number of rounds equal to his Constitution modifier.

THE CHARACTERS IN THE BOWL

The following is what happened to the characters at the end of Robert E. Howard's original, in case the Games Master wishes to use them later as if they had met Conan.

CONAN THE THIEF

Medium Humanoid (Cimmerian barbarian 2/thief 1)

Hit Dice: 2D10+1D8+9 (25 hit points)

Initiative: +9 (+4 Dex, +5 Ref)

Speed: 30 ft.

Dodge Defence: 15 (+1 level, +4 Dex)

Parry Defence: 15 (+0 level, +5 Str)

DR: -

Base Attack Bonus/Grapple: +2/+7

Attack: Broadsword +7 melee

Full Attack: Broadsword +7 melee

Damage: Broadsword 1D10+5

Special Attacks: Versatility (-2 penalty), crimson mist, sneak attack +1D6/+1D8, sneak attack style (broadsword), trap disarming

Special Qualities: Cimmerian traits, fearless, bite sword

Space/Reach: 5 ft./5 ft.

Saves: Fort +6, Ref +9, Will +5 (+8 vs. Corruption)

Abilities: Str 20, Dex 18, Con 17, Int 14, Wis 15, Cha 16

Skills: Balance +5, Climb +13, Craft (blacksmith) +4, Gather Information +4, Hide +7, Intimidate +5, Jump +10, Knowledge (geography) +3, Listen +8, Move Silently +10, Search +3, Spot +8, Survival +7, Tumble +5

Feats: Brawl, Fighting-Madness, Sleep Mastery, Track^{bonus}

Reputation: 8 (Brave)

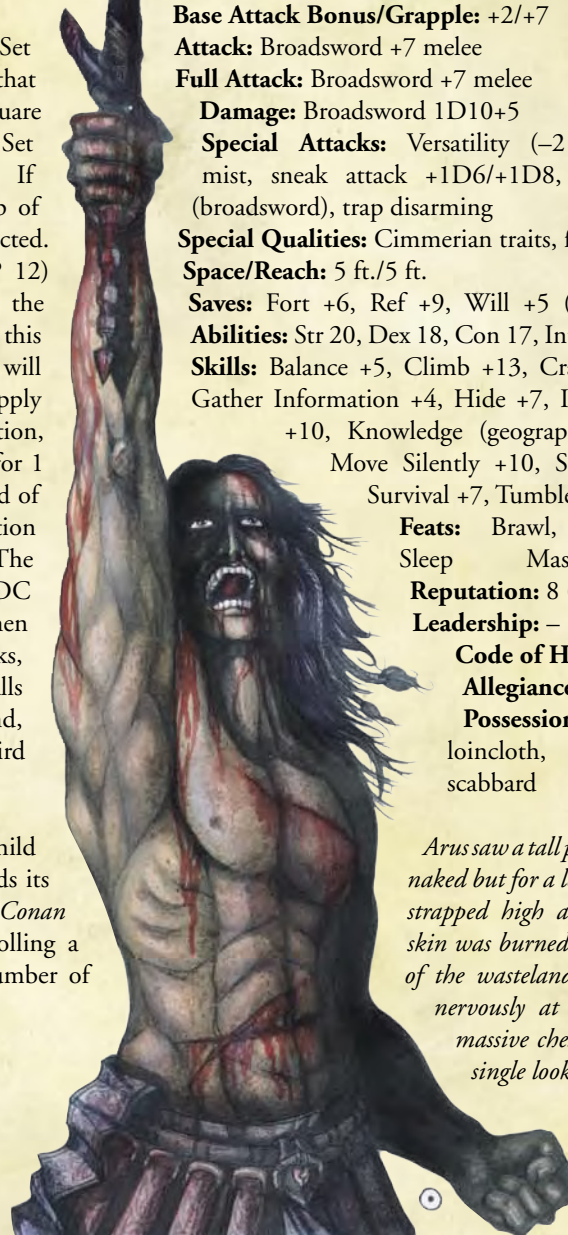
Leadership: -

Code of Honour: Barbaric

Allegiances: None

Possessions: Broadsword, loincloth, sandals, girdle, scabbard

Arus saw a tall powerfully built youth, naked but for a loin-cloth, and sandals strapped high about his ankles. His skin was burned brown as by the suns of the wastelands, and Arus glanced nervously at his broad shoulders, massive chest and heavy arms. A single look at the moody, broad-browed features told



the watchman that the man was no Nemedian. From under a mop of unruly black hair smouldered a pair of dangerous blue eyes. A long sword hung in a leather scabbard at his girdle.

After the events chronicled in the Howard story, *The Frost Giant's Daughter*, a young Conan heads for civilisation, passing through Nemedias on his way toward Zamora for his famous encounter with *The Tower of the Elephant*. New to civilisation, Conan finds he needs money to survive in the cities of Nemedias and he takes employment to steal the Zamorian goblet and becomes entangled in the affair chronicled as *The God in the Bowl*. After this adventure, (probably because he killed a Nemedian nobleman in front of witnesses), he will leave for Zamora and his fated encounter with Yag-Kosha.

Conan is fair, and, true to his barbaric heritage, somewhat blunt in his dealings with others. His diplomacy skills are minimal at best; he will attempt to dominate and control anyone who lets him. He is reluctant to trust anyone fully but once he does, that trust is vibrantly intense. He adheres to high principles, his barbaric code of honour, and is a positive force for helping others.

On a religious level, Conan believes in Crom, although he does not pray to that grim god. He also swears by other Cimmerian, Æsir, Zamorian and Shemite gods, although he does not pray or sacrifice to them either.

ARUS THE WATCHMAN

He lived through his encounter with Conan, although he is now missing most of his front teeth. He suffers a -5 penalty to all Bluff, Diplomacy, Intimidate and Perform skill checks of an oral nature. He also suffers a -2 penalty to Charisma after this (the statistics given reflect Arus just prior to the events of *The God in the Bowl*). Of course, the Player Characters may deal him a different fate than Conan did.

AZTRIAS PETANIUS

Aztrias Petanius did not live through his encounter with Conan. He lied and was the first to die at Conan's hand in Howard's *The God in the Bowl*. Conan decapitated him. His death necessitates Conan's leaving Nemedias for Zamora. Of course, the Player Characters may deal him a different fate than Conan did but if something similar happens, the Player Characters may also feel the need to leave the country.

DEMETRIO

Demetrio lived through his encounter with Conan, although he has a scar on both sides of his thigh, where Conan's sword sheared through it, glancing off the bone. He walks with a slight limp on rainy days.

DIONUS, PREFECT

The prefect lived through his encounter with Conan, although he is now missing an ear from a barely parried blow from the barbarian. He thereafter suffers a -5 penalty to Balance, Listen, Move Silently and Perform skill checks and cannot use that ear at all. He also suffers a -2 penalty to Charisma after his ear is lopped off. The statistics given reflect Posthumo prior to the events of *The God in the Bowl*.

POSTHUMO, AN INQUISITOR

Posthumo lived through his encounter with Conan, although he suffered an ironic fate when the barbarian plucked out one of his eyes during a grapple. He thereafter suffers a -5 penalty to Search and Spot skill checks and cannot use that eye at all. He also suffers a -2 penalty to Charisma after his eye is torn out. The statistics above reflect Posthumo prior to the events of *The God in the Bowl*.

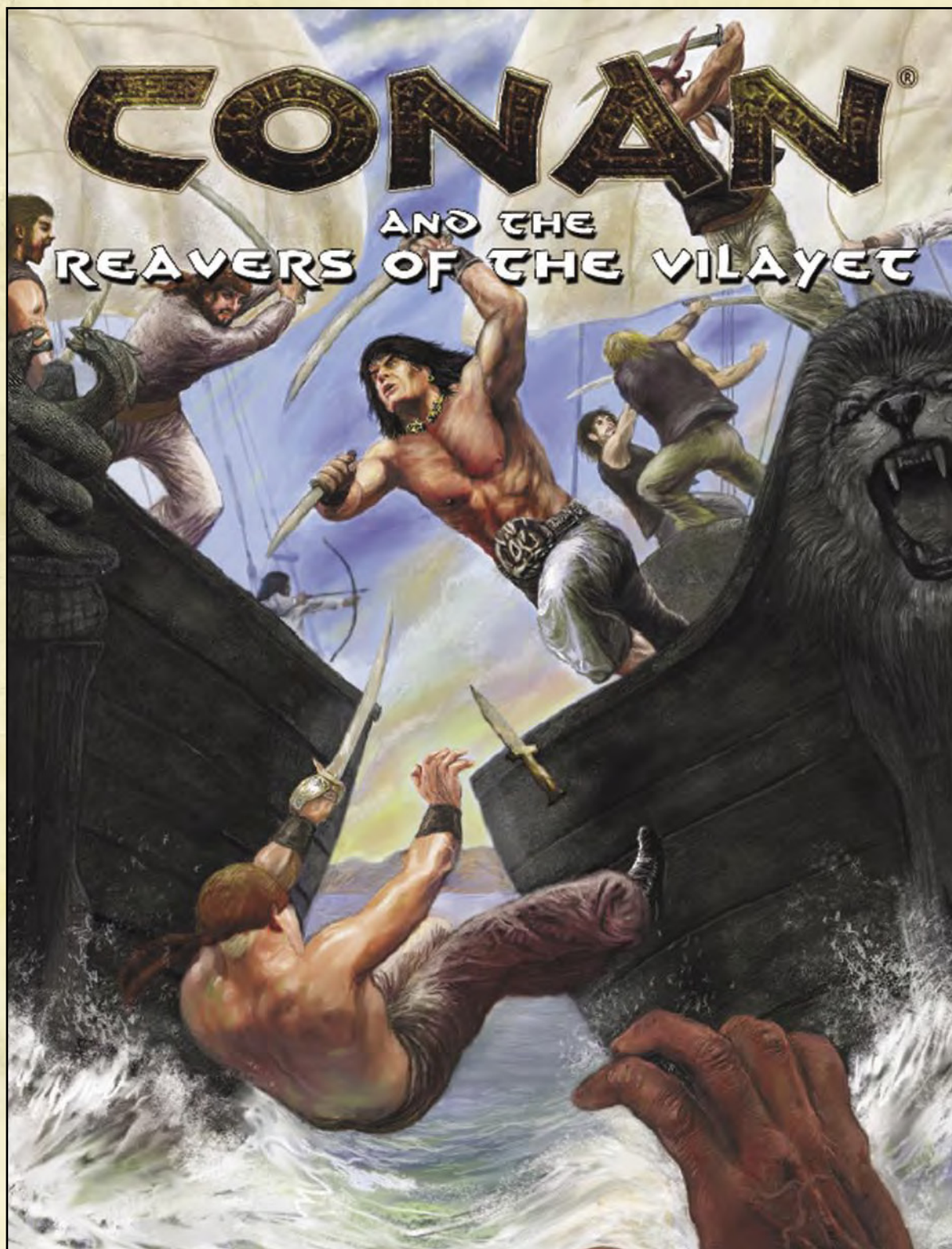
PROMERO THE CLERK

In Howard's *The God in the Bowl*, Promero died from Terror when he encountered the ancient *thing* from Stygia's forbidden tombs. In this adventure, assume he rolls a '1' on his Terror save.

CONAN[®]

ARGOS AND ZINGARA





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