

# PS Signs & Portents



## WRAITH RECON

Also This Month: Conan - Sneak Attack! • Traveller Ships • Adventures • News • Continued OOP Sale

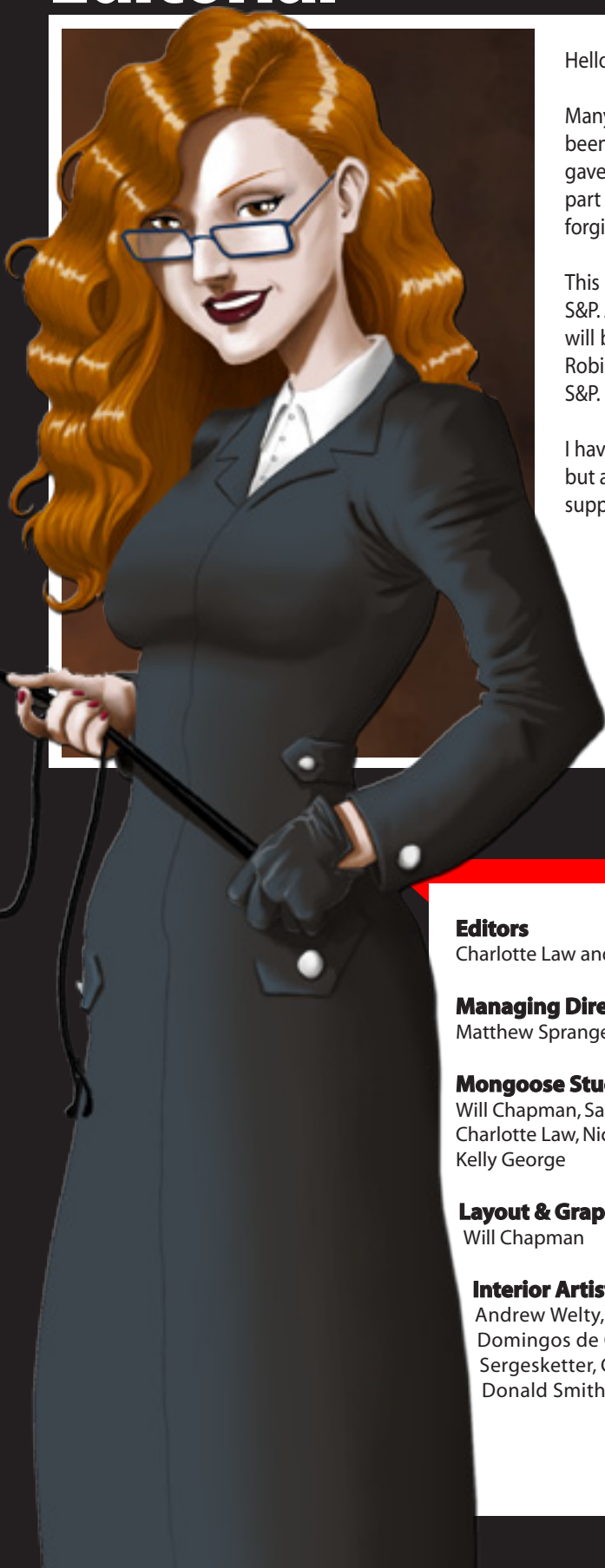
*Call to Arms: Noble Armada Unleashed!*

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# Editorial



Hello All,

Many apologies for the late arrival of this issue of S&P. Unfortunately I have been very unwell. I had a bad reaction to some medication that the doctor gave me to help me stop smoking! I was not in a good way for the best part of two weeks so work was out of the question and I hope you can all forgive the delay.

This was even more annoying due to the fact that this is my last issue of S&P. As many of you know I have had a very heavy schedule this year so I will be concentrating just on the book side from now on. Mongoose Nick Robinson has returned to the company to take over from me as Editor of S&P.

I have had a lot of fun with the magazine since I took it on a few years ago but all good things must come to an end. Thank you all for your continued support and enthusiasm.

Charlie

## Credits

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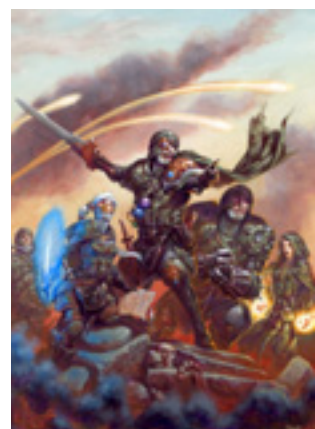
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# Mongoose News

By Matthew Sprange

## Ringing the Changes

Full-time writer, Lawrence Whitaker, left Mongoose this month to pursue a career in the big, wide world (well, Canada). We wish him the very best of luck in his new life and thank him for all his hard work over recent years.

Stepping up to the plate with some pretty big shoes to fill is August Hahn, returning to Mongoose as a full-time writer after several years. August is already hard at work on his first Traveller supplement.

## Ringing the Changes II

August is not the only 'new' face at Mongoose this month. Nick Robinson has also returned! Nick's new duties will be wide and varied but, among other things and starting from December's issue, he will be the new editor for Signs & Portents! Charlie is not going anywhere, however, and is taking the opportunity to work on some great new projects for release early next year.

## State of the Mongoose

Our yearly address to our fans, covering our past twelve months and the next year ahead, is due to be posted on our web site towards the end of this month. There will be some juicy tit-bits/gossip in it this year, so stay tuned!

## The Noblest of Armadas

If you have already taken a peek at the contents page, you will know that we have just announced our new miniatures game – A Call to Arms: Noble Armada. Based on the hit Fading Suns RPG setting, this is an exciting game of missiles, arrogant nobles, strange aliens and vicious boarding actions! We'll be previewing different aspects of this game in the run up to its launch, as well as the new miniatures we are working on right now. This month, you can see a little taster of what is to come.

## Mongoose Living Traveller

Has had a big update recently, with a new version of the sourcebook, revised pre-generated characters and, best of all, a brand new scenario entitled Rescue on Ruie.



# Extra News

# SALE

## OUT OF PRINT

Here at Mongoose we are planning oodles of new miniatures games for a 2011 release - and that means it is time to clear the warehouse of lots of boxes of older, now out of print goodies.

Our loss being your gain, we are proud to present a range of older Mongoose products, all at very keen prices that are going to keep you in gaming goodness for months to come!

Items on sale include;

SST Grizzly and Cougar Exosuits  
Battlefield Evolution box sets  
RuneQuest 1st edition  
D&D 4th edition supplements  
Babylon 5 RPG  
2000AD graphic novels

Prices start from just 99p!

**More items added!**

# The Awesometer

Generic events that get our hearts racing (or sometimes not) each and every month!

Zee Twenty Three's

# TOP 5

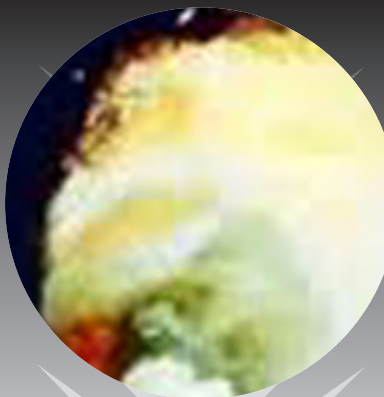
Player Character Famous Last Words

- I charge the 300 giants with my 1st level noble.
- Just because we are on a raft I am not taking my plate armour off!
- Charge!
- It's just one ogre.
- Look, it's not going to hit me unless it rolls a critical.

# AWESOME



Asteroids. They are great if your enemy decides to fly their fighters through them!



Asteroids. Not so cool if you are the one doing the flying.

# GRUESOME

# The Timeline

A visual guide to get your tails wagging for future Mongoose releases

November: Wraith Recon blown wide open

December: Cybernetics for Traveller

January: More



# TRAVELLER



# Quote of the Month

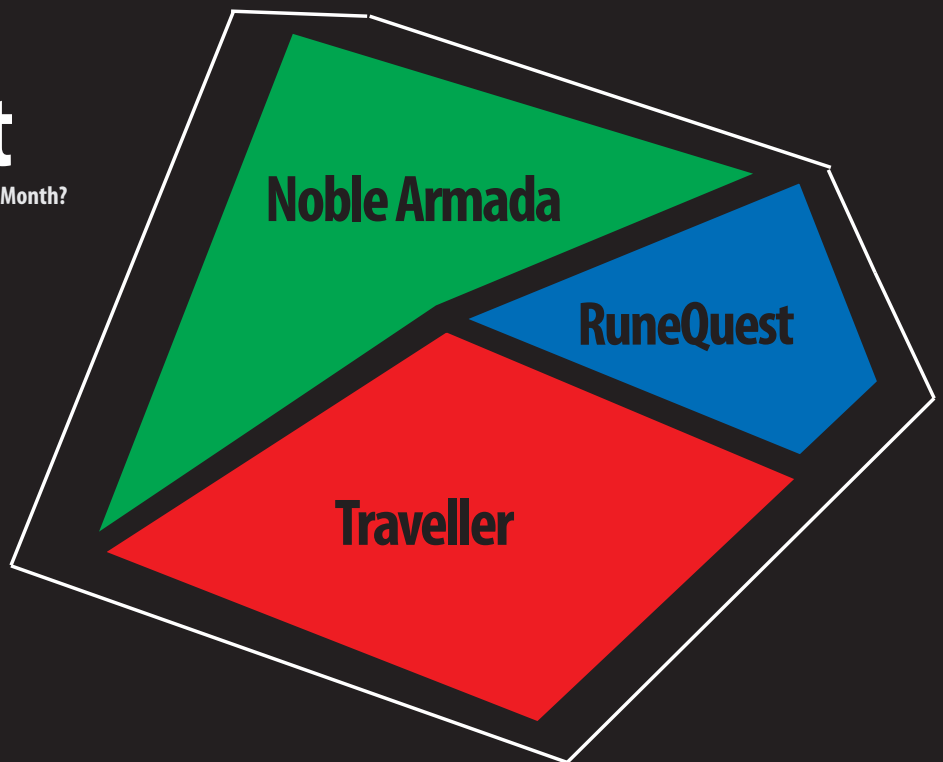
Which phrases have been flying around the office more than the dogs ball?

'Stupid asteroid field!'

The Greek suddenly finds flying his fighters through an asteroid field is not such a good idea when all he can roll on the piloting dice are ones and twos.

## The Time Chart

What have we been spending our time on at Mongoose this Month?



Love for the new Elric line



February: Paranoia gets some attention



March: The Zhodani make their entrance



# November 10 Releases



**Wraith Recon**  
Price: \$39.99  
Format: Hardback (256 pages)

An original new setting for RuneQuest II, Wraith Recon transports the players into new roles and terrible responsibilities.

The Kingdom of Dardarrick is beset on all fronts. To the east, open warfare with the Republic of Lorn has claimed tens of thousands of lives over the past decade and trenches now run parallel to the border, uprooting towns and villages in their wake. To the south, Lorn's ally, the Kingdom of Torres constantly threatens overt military action, and has been implicated in many raids on nearby towns as the nation reaches a fever pitch of religious hatred. The wildlands to the west and north are home to goblinoids, ogres and giants, who must be constantly beaten back as they encroach on Dardarrick territory. And even within Dardarrick itself, evil lurks as the followers of the deposed theocrat Tomarsson plot their fanatical return to power.

Players take the role of the legendary Wraith Recon units, dedicated special forces trained and equipped to operate far from the rest of the army. Entrusted with the most dire missions, the Wraiths are capable of overcoming almost any obstacle. Armed with the latest in Dardarrick magicks, and kept informed by the mysterious Spellcom system, Wraith Recon units are tasked with assassinations, raids, reconnaissance, and hostage rescue missions, in the name of truth, liberty and justice.

Sector Fleet is a sourcebook for all versions of Traveller. Concentrating on the Imperial Navy of the Third Imperium, it presents data on naval operations, procedures and ships for many interstellar powers including the Solomani Confederation, the Julian Protectorate, and the Two Thousand Worlds.

Sector Fleet details the role and organization of an interstellar navy as well as the specifics of shipboard protocol such as command devolution, legal and illegal orders, and how much latitude a starship captain has once underway. Sector Fleet also presents details of the exact composition of an Imperial Sector and Subsector fleet; ship strengths and types, and the vital role played by reserve and Colonial forces in backing up the main strength of the Sector Fleet. The fleets of the entire Spinward Marches are described in this book.

Sector Fleet contains answers to some of the Big Questions concerning the Imperial Navy:

- \* What missions does the Navy actually carry out?
- \* Can a Sector Duke legally give orders to a naval Admiral?
  - \* How does the Navy recruit and train its personnel?
- \* How many patrol ships are available in a typical subsector?
  - \* When the Bridge is shot away, who takes command?
  - \* What is the composition of a Sector Fleet?
  - \* When is an order illegal? Should it be obeyed anyway?
- \* What jurisdiction does a corporate Route Protector have?
  - \* How much does an Able Spacehand get paid?
- \* When a Commodore commands a single-ship force, is the Captain still in command?

**Sector Fleet**  
Price: \$24.99  
Format: Softback (136 pages)







Ex Cathedra  
 Price: \$34.99  
 Format: Softback (120 pages)

Les cathédrales sont plus que de simples édifices, ce sont des prières gravées dans la pierre, des hymnes à la beauté et au labeur acharné ; elles symbolisent la foi du peuple et le pouvoir de l'Église.

Mais bientôt, elles brûleront ! La folie et le chaos se sont emparés du monde, et seuls les moines-assassins de l'Ordre Secret peuvent rétablir la situation. Des foires de Champagne à Troyes jusqu'aux profondeurs de la terre, la chasse a déjà commencé... Mais à une époque où les lois et la raison se désagrègent, comment savoir si on est le chasseur ou la proie ?

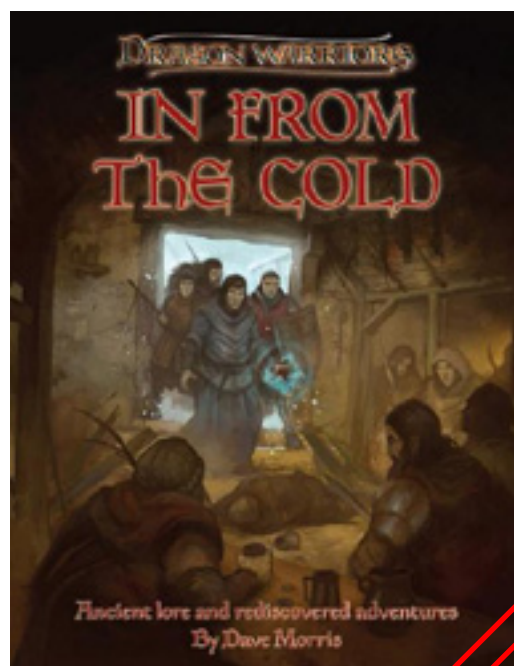
Ex Cathedra contient trois aventures liées pour le cadre de jeu Deus Vult.

In the 1980s Dave Morris was White Dwarf's leading writer, with a series of articles and adventures that are still discussed and played today. IN FROM THE COLD collects the cream of these pieces, converts them to the Dragon Warriors RPG, and makes them available to fans for the first time in 25 years.

The book contains the Demonologist as a playable PC profession, along with new demons and demon-princes for them to tackle, and two demon-heavy scenarios. There's material on the undead and how to use them in your game, and adventures set all over the Land of Legend and beyond, including the epic Key of Tirandor. And finally the book contains A Box Of Old Bones, the most requested reprint for the game, now revised and expanded.

A must for all 80s nostalgists, old-school games and Dragon Warriors fans, IN FROM THE COLD has a great cover from Jon Hodgson and interior art from Jon Hodgson, Scott Neil and Gordon Napier.

In From the Cold  
 Price: \$24.99  
 Format: Softback (112 pages)



# November 10 Releases



The Little Black Books return! Harking back to the original release of Traveller in the 70's, the Little Black Books from Mongoose bring the latest version of Traveller to your gaming table in a handy and collectible pocket size.

Starting off with some extra tips and options for the speculative trading every Traveller player is familiar with, Merchant Prince adds a whole new trading option for those wealthy enough to attempt it, allowing them to build a huge trading empire that spans the stars. With new career options, cargoes and ships, Merchant Prince is an invaluable companion to all Traveller players.

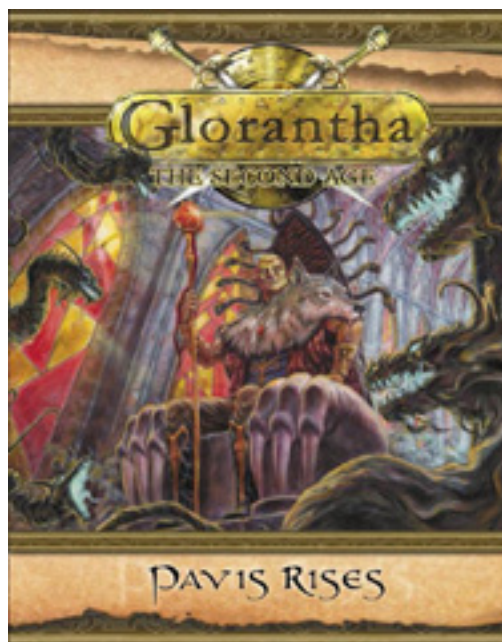
This book not only allows players to make the most out of Merchant characters but also adds several new elements to the rest of the Traveller gaming system. Where some players may want to earn their living dodging bullets and spending as much as they make on armour repairs, some enjoy a more social or economic approach that can be just as exciting.

LBB7: Merchant Prince  
Price: \$14.99  
Format: Softback (124 pages)

An epic campaign and sourcebook set in the heart of Second Age Glorantha, Pavis Rises is designed not only to provide players with months of gaming, but also to serve as an introduction into the world of Glorantha. Simply play through this campaign, and you can consider yourself something of an expert on the peoples, cultures and histories of Glorantha!

Fully integrated into the latest set of RuneQuest II rules, Pavis Rises promises exciting adventure and dramatic action at every step!

Pavis Rises  
Price: 39.99  
Format: Softback (256 pages)





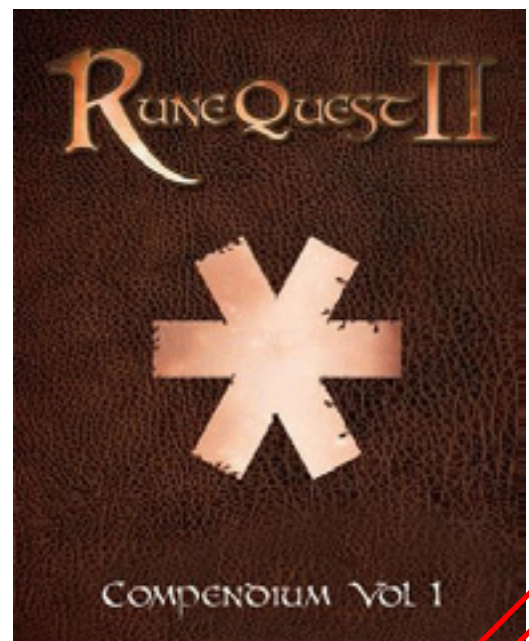
The mightiest of nations in Northern Magnamund is fully explored and detailed in this sourcebook for the Lone Wolf Multiplayer Gamebook. Intended as a resource for both games masters creating adventures and players wanting to know more about the land of the Kai Lords, this book covers the people, cities, and history of Sommerlund, from its earliest days of founding to the current trials against the Darklords.

Sommerland  
 Price: \$19.99  
 Format: Softback (142 pages)

This first volume of the RuneQuest Compendiums collates all the most popular articles that have appeared in Signs & Portents over the years, and presents them for the tabletop! Inside you will find new magicks, in-depth treatises on the Aldryami, new monsters, shapeshifting, Gloranthan characters – and rules for getting drunk!

Useable with all RuneQuest II-based settings.

RuneQuest Compendium I  
 Price: \$24.99  
 Format: Softback (96 pages)



# November 10 Releases



Lone Wolf 14: The Captives of Kaag  
Collector's Edition  
Price: \$29.99  
Format: Hardback (300 pages)

You are Lone Wolf - Kai Grand Master of Sommerlund. After the demise of the Darklords of Helgedad, the fearsome city-fortress of Kaag became a refuge for the remains of their broken armies. Defeated and powerless, these minions seemed doomed to live in bitter isolation from the rest of Magnamund. But now a new evil is stirring deep within the dungeons of Kaag...

In The Captives of Kaag, you must venture alone into the black heart of Kaag, to free your friend from the forces which imprison him against his will. Will you succeed? Or will you and Banedon fall victim to the evil power which commands this fortress of nightmares?

Using high quality paper and hardbound for durability, this Collector's Edition of the latest Lone Wolf gamebook marks the return of the last Kai Lord.



# A CALL TO ARMS: NOBLE ARMADA

Coming in February 2011, the return of A Call to Arms, the classic space fleet combat game, wedded to the Fading Suns universe of Noble Armada!

*Once the suns shone brightly, beacons in the vast night, calling humanity onward*

*The stars were symbols of humanity's vast potential, a purpose and destiny revealed in progress, inciting an exodus of unlimited growth to the distant stars. Once people looked to the heavens with hope and longing in their eyes.*

*Then the stars began to fade.*

It is the year 4998 and history has come to an end. Humanity's greatest civilisation has failed, leaving ignorance and fear scattered among the ruins of many worlds. A new Dark Age is upon humanity and few believe anymore in renewal and progress. There is only waiting, waiting for a slow death as the age-old stars fade to cinders and the souls of the sinful are called to Final Judgement.

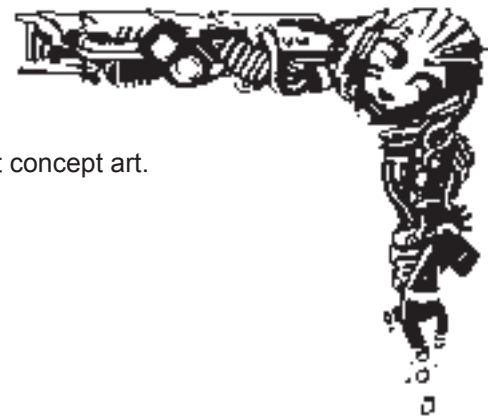
Not all believe in this destiny. A new leader has arisen, an Emperor sworn to unite the worlds of Human Space once more under one banner, to ignite the fires of hope once more.

There are enemies everywhere, those who seek to selfishly profit from Mankind's demise; vain nobles ruling far-flung worlds, power hungry priests who seek dominion over the lives of men, and the greedy merchant guilds growing rich as they barter away humanity's needs and wants.

They are not alone. Others are waiting out there among the darkening suns, alien races angry at humanity for age-old slavery, and alien empires with agendas too paradoxical to fathom.

Since Babylon 5 faded from the gaming scene, we have been constantly asked when we would bring back A Call to Arms, Mongoose's space fleet combat game. Finally, we can deliver the answer – February 2011 sees its return, in an action-packed universe guaranteed to fill the space lanes with burning wreckage and crippled ships!





The Vuldrok Dreadnought concept art.

### **Marauders**

Some ships carry marauders, highly-trained and well-equipped boarders. Marauders wear rocket-propelled, powered armour spacesuits that allow them to propel through space to another ship without needing a grapple cable to slide along.

## **What is Fading Suns and Noble Armada?**

For the miniatures gamers among you, Fading Suns is a roleplaying game set in the far future. Royal houses and other powerful factions all vie for territory, honour and financial gain among the stars, and fierce clashes are inevitable.

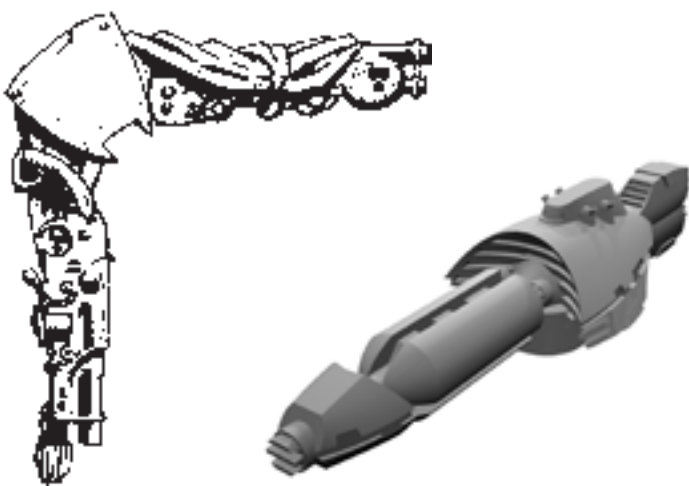
Fading Suns is a saga of humanity's fate among the stars - a science fiction setting of heavy combat, vicious politics, weird occultism, alien secrets and artefacts, and unknown and un-mapped worlds.

In other words, it has plenty of opportunities for us to get our teeth into when creating a great setting in which to fight space battles across the stars.

In February, we will be releasing five fleets, representing the major Royal Houses, but many other factions will be following over the months and years ahead.

The House Decados Stealthship.





Early digital rendering of the Hawkwood Kestrel torpedo bomber



### A Call to Arms 3

This will be the third edition of A Call to Arms we have released over the years, and since the last publication, people have been asking us what ACTA3 (as they call it) will be like.

For a start, there is much that is familiar. After all, if it ain't broke... For example, not one word has changed in the Movement Phase chapter. Movement in A Call to Arms can be basically described in a couple of paragraphs, and when you have something that is so simple, yet works so well, there is no point in changing it!

However, we have made little tweaks throughout the system, based on both feedback from veteran players and the needs of the Noble Armada setting. We'll be previewing sections of the rules in the months leading up to the game's release in February, but here is a sneak peek at some of them.

### Shields

In Noble Armada, ships are protected by energy shields. However, these only defend against high energy weapons or very fast moving projectiles. As the saying goes, 'the slow missile penetrates the shield'. Whereas most weapons will be halted by active shields, rockets, missiles and torpedoes will go straight through as if they were not there!



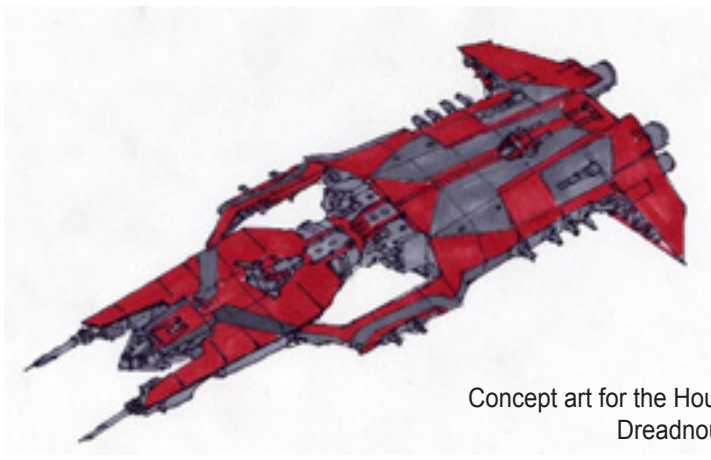
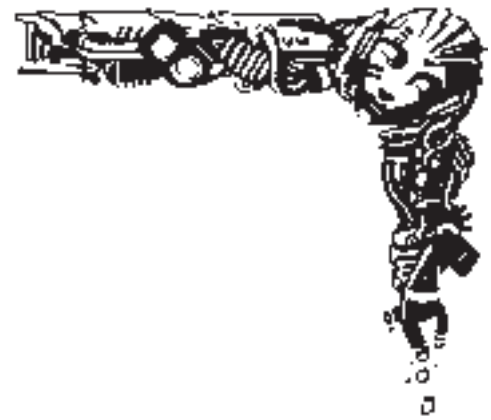
There are also weapons, such as blasters and lasers, that will strip a ship of its shields for a limited period of time, leaving it vulnerable to perhaps more powerful weaponry. A fleet with a mixture of weapons can often take advantage of both.

### Boarding

Shields are extremely expensive and often difficult to come by in Noble Armada. It makes much more sense to steal an enemy's vessel, so you can either strip it down for parts for your ships, or use it in battle as it is! To reflect this in A Call to Arms, you no longer get full Victory Points for destroying a ship – you only get half. To get the full amount of points, you will have to board the enemy.

To handle this, we have added a completely new phase in the game's turn, the Boarding Phase. During this time, ships will fire grapple guns at close-ranged enemies, using cables to draw the two vessels together where they can launch boarding parties. You will find even the most powerful dreadnought can quickly succumb to a boarding action if you can get enough troops on board.

Once you have taken an enemy ship, it is yours to control as your troops 'persuade' the crew to follow new commands. After the battle, you may well get to ransom the crew back to their home fleet!



Concept art for the House Hazat Adonais Dreadnought

## Critical Hits

While critical hits are still scored in much the same way as before in this edition of A Call to Arms, they are handled slightly differently.

Now, when you score a critical hit on, say, the engines, you will give it a Critical Score of 1. Consulting the critical hits chart, you will find this will begin slowing the ship down (as well as causing a little extra damage). If you get another critical hit on the engines, the Critical Score for them will go to 2, further debilitating the ship.

This goes all the way up to Critical Score 6 which, incidentally, can never be repaired (effectively taking over the role of Vital Systems under the old rules). At Critical Score 6, engines completely shut down, reactors overload, and guns go silent.

However, we have also been able to insert some neat little 'traps' within the critical hit chart. For example, as the Critical Score of the shields starts climbing ever higher, you will find that you start getting powerful feedback, which in turn increases the Critical Score of the reactor. Let the Critical Score of the reactor climb too high, and you will find it begins to go into catastrophic meltdown, at which point you had better get all your crew working on calming it down or your ship will simply explode!

## Other Forces

The universe of Fading Suns is home to many powerful factions, of which the Royal Houses are only part. We'll be covering these factions in the near future, adding new fleets for you to experiment and triumph with as we go.

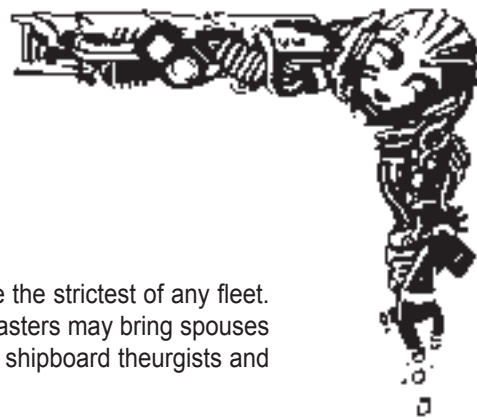
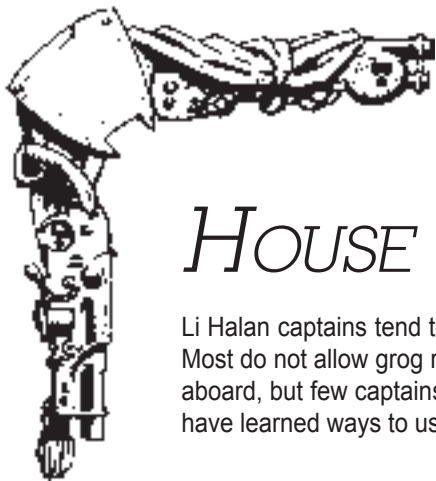
## More to Come

We are busy sculpting away (well, modelling in 3D on a computer) new ship designs as you read this, some of which we have dotted about this article. Stealthships, fighters, carriers and aliens, we will be covering all areas of Noble Armada and presenting them within A Call to Arms.

Over the next couple of months, we will preview our latest work on A Call to Arms: Noble Armada, as well as take you through some more in-depth sneak peeks at the rules system itself and the background behind the game.





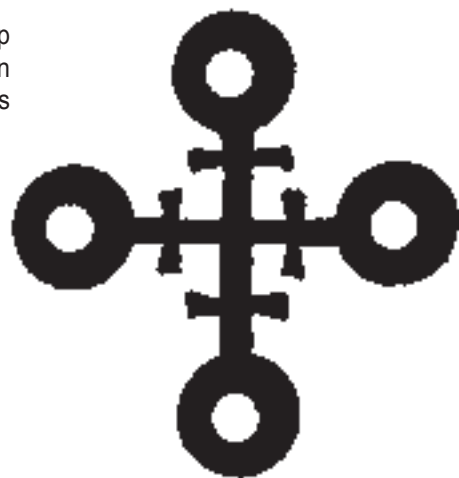


# HOUSE Li HALAN

Li Halan captains tend to be follow-the-book types and their regulations are the strictest of any fleet. Most do not allow grog rations, cursing or vices of any type. Officers and masters may bring spouses aboard, but few captains allow any other civilians. The Li Halan also favour shipboard theurgists and have learned ways to use them in battle.

## Iskati Frigate

A solid design, the Iskati-class brims with lasers on its gun decks, allowing it to strip an enemy of its shields at range, leaving it helpless before the rest of the Li Halan fleet. Though not the most agile frigate in space, it is one of the fastest, and its bursts of speed allow the Iskati to keep enemies off balance throughout a battle.



## Cardano Galliot

Based along similar principles as the Iskati frigate, the Cardano galliots field less laser weaponry in preference to grapple guns to the fore and flanks. This allows them to utilise their on board troops to the fullest, and clever captains have been known to dive straight into the middle of enemy fleets, latching on to vessels to both port and starboard, launching a double boarding action!





# HOUSE HAWKWOOD

Hawkwood captains are the most respected leaders in the Known Worlds, with reputations for stern fairness. Their ships are the cleanest as well, since the crew is allowed little idle time while on duty.

They tend not to specialise in any one weapon, preferring instead a balance. This does tend to make their individual ships slightly weaker against a single specialised opponent. However, it keeps them adaptable to varied situations and their fleets are trained not to engage as individual vessels but as a combined force that can destroy anything in its path. The Hawkwood Admiralty receives the largest budgets of any noble house, tending to spend it on research and improved training.

## Maestekulos Dreadnought

Also used by the forces of the Empire itself, the Maestekulos Dreadnought has a fierce arrangement of weaponry, including the short-ranged but utterly devastating meson spinal mount.



## Vladimir Cruiser

Swift and deadly, the Vladimir-class forms the backbone of House Hawkwood's military might, the iron fist that is unleashed when conflicts go beyond skirmishing frigates and galliots.





# HOUSE DECADOS

The Decados love to play at war. They have the largest fleet of raiders and stealth ships in the Known Worlds and tend to use them to strong-arm their neighbours and subjects. New captains gain invaluable experience in action in the raider fleet. Decados captains are the most likely to abuse their power, but also allow their crew the most freedoms with respect to vices. Any rumours of keel hauling or marooning are usually attributed to the Decados fleet.

The Decados are praised for their sophistication, wit and charm. They are feared for their malevolence, fury and treachery. To befriend a Decados is to ally with a viper. Give them no quarter and never, ever trust a Decados noble.

## Grigori Cruiser

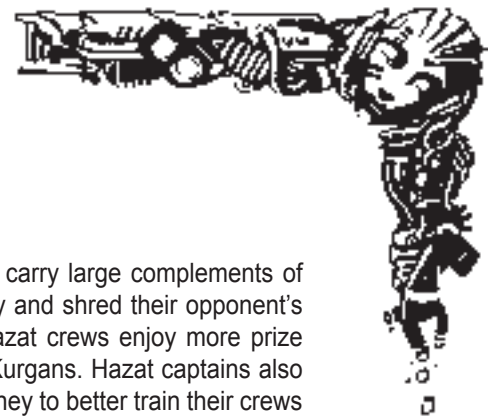
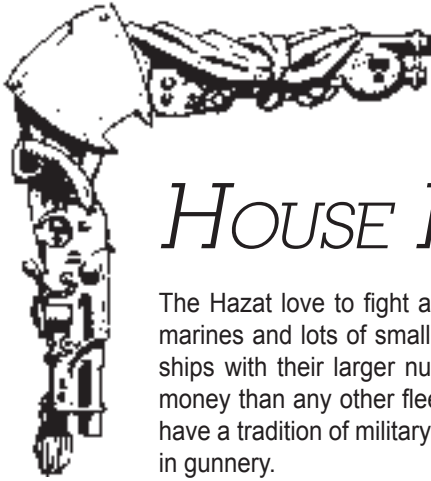
With gun decks full of shield-stripping blasters and lasers, the Grigori-class is a punch in the face to anyone expecting a Decados fleet to skulk around the edges of a system. Loaded with Marines, a noble commanding this ship can choose to pound an enemy into oblivion or send boarders over to claim a prize vessel.



## Mantis Frigate

With its distinctive crescent shape, the Mantis lacks the speed and agility of many of its rivals but more than makes up for it with its gun decks and turret packed with blasters. A squadron of these ships will prove to be more than a match for many ships much larger in size.





# HOUSE HAZAT

The Hazat love to fight and they love to do it up close. Most of their ships carry large complements of marines and lots of small, short-range weapons. In battle, they close quickly and shred their opponent's ships with their larger number of guns, and then board for the capture. Hazat crews enjoy more prize money than any other fleet thanks to this strategy and the proximity of the Kurgans. Hazat captains also have a tradition of military excellence and almost always spend their own money to better train their crews in gunnery.

## Xerxes Galliot

The strength of House Hazat is in its soldiers, making boarding actions a favourite tactic of theirs. Elite marines are not uncommon on their ships, but the Xerxes-class Galliot is designed to carry Marauders alongside its heavy marine contingent, ensuring no enemy can withstand its assault.



## Scorpion Frigate

Carrying more troops than any other ship in its class, the Scorpion is the epitome of Hazat fleet thinking. Agile, the Scorpion can literally run rings around other fleets, pounding them with its lasers before moving in for the kill or capture.





# HOUSE AL MALIK

Al-Malik captains prefer to fight at range and shun boarding actions. They like to stand off at their maximum range and launch missiles until the racks are empty, then leave. As a policy, they often carry psychics (usually Ukari) to minimise the risk of infiltrators. These psychics have learned to be useful in battle as well.

## Rahimat Galliot

An oddity in the fleets of al Malik, the Rahimat is often used defensively, launching counter-boarding actions or placing itself to slow down enemy troops. It is extremely manoeuvrable, and its gun decks, loaded with rockets, add to the shield-avoiding pounding enemies face when fighting House al Malik.



## Spider Frigate Cruiser

A fleet of these frigates often causes enemy captains no small level of consternation, for they are among the most agile frigates in space and are loaded with a mixture of missiles and rockets – all designed to fly through enemy shields as if they were not there. An opposing captain can always guarantee himself time in spacedock for repairs after facing these ships.



# Ships for Traveller

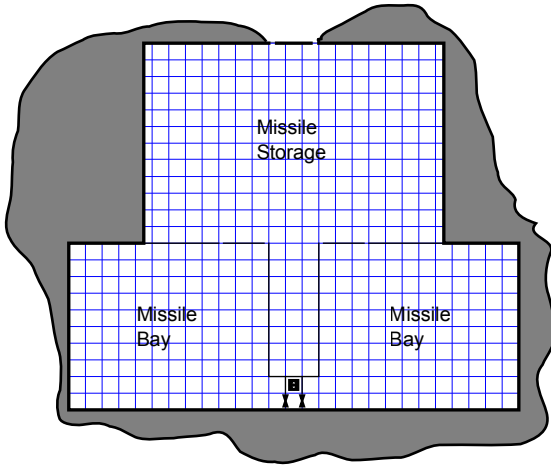
By Andrew Welty

## Asteroid Base

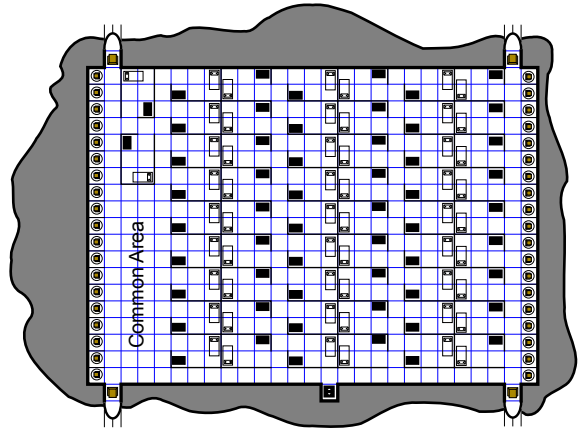
Some worlds with asteroid fields hollow them out and build bases out of them. While each one tends to be unique this is representative of how these might look. Using its extensive sensors, standard procedure is to deploy the fighters which then intercept any ships before they are within range of the base itself. The asteroid base is a Technology Level 13 design, except for the fighters.

The normal crew compliment is 100 consisting of: captain, executive officer, pilot, navigator, medic, engineer, 12 gunners, 20 marines, 42 crew for the small craft, 20 support personnel for the small craft.

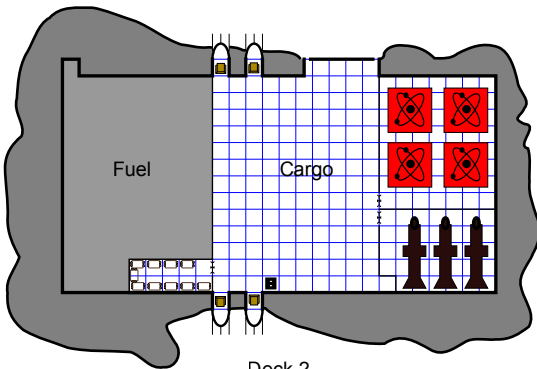
Asteroid Base				Tons	Price (Mcr)
<b>Hull</b>	1.800 Tons	Hull 36			7.2
	Planetoid	Structure 36	360		
<b>Armour</b>	Crystaliron	10	225		90
	Integral	+2 = 12			
<b>Jump Drive</b>	None				
<b>Manoeuvre Drive</b>	J	Thrust 1	17		36
<b>Power Plant</b>	J		28		72
	Solar Panel		2.8		0.28
<b>Bridge</b>			40		9
<b>Computer</b>	Model 4/fib	Rating 20	7.5		
<b>Electronics</b>	Countermeasures Suite	Enhanced Signal Processing / Extended Arrays	27		42
<b>Weapons</b>	Bays	2 x Large Missile Bays (TL 9)	122		96
	Turrets	8 x Triple Beam Laser (TL 11) Accurate	8		18
<b>Ammunition</b>		1,440 missiles	120		
<b>Fuel</b>	54 tons	24 weeks of operation			
	10 tons	Fuel for small craft			
<b>Cargo</b>	68.2 tons		68.2		
<b>56 Staterooms</b>			224		28
<b>10 Low Berths</b>			5		0.5
<b>Small Craft</b>	Pinnacle	Full Hangar	52		22.511
	40 x Space Superiority Fighter	32 standard hangar's, 8 full hangar's	424		1,613.4004
<b>Extras</b>	Armoured Bulkheads	Bridge	4		0.8
		Turrets	0.8		0.16
		Bays	12.2		2.44
		Power Plant / Manoeuvre Drive	4.5		0.9
	56 Escape Pods		28		5.6
	Luxuries		4		0.4
	Armoury		8		2
	2 x Briefing Room		8		1
<b>Software</b>	Manoeuvre/0				
	Evade/2	Rating 15			2
	Fire Control/4	Rating 20			8
	Library				
<b>Maintenance Cost (monthly)</b>					0.17
<b>Life Support Cost (monthly)</b>					0.16
<b>Total Tonnage &amp; Cost</b>			1800		2,058.19140



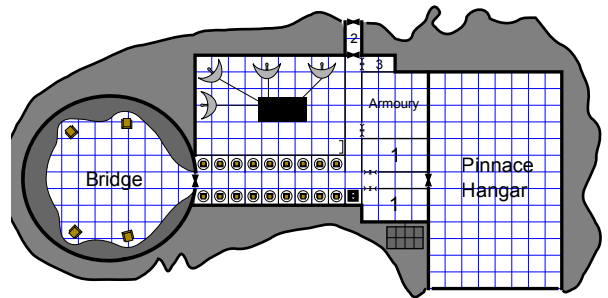
Deck 1



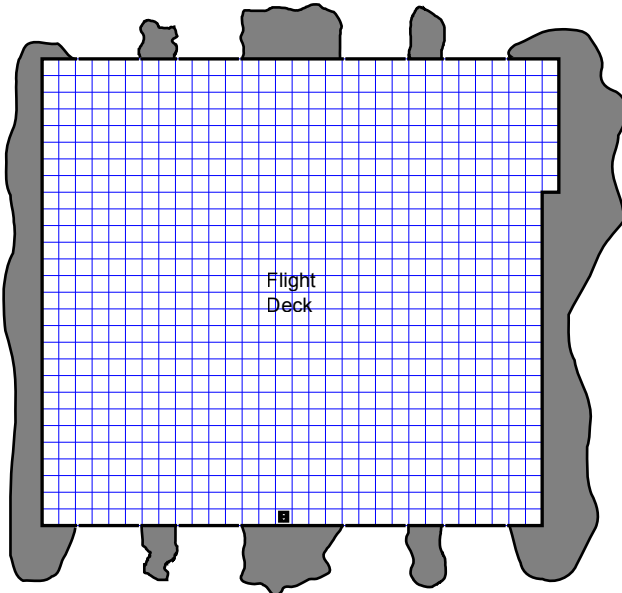
Deck 4



Deck 2



Deck 5



Deck 3

Chair	☐	Fuel Processor	⚙️
Bed	☐	Fusion Power Plant	⚙️
Locker	☐	Jump Drive	⚙️
Access hatch	☐	Manoeuvre Drive	⚙️
Hatch	☐	Iris Valve	⚙️
Hatch Floor	☐	Iris Valve Floor	⚙️
Hatch Ceiling	☐	Iris Valve Ceiling	⚙️
Hatch Both	☐	Iris Valve Both	⚙️
Low Berth	☐	Sensors	⚙️
Escape Pod	☐	Lift	⚙️
Solar Panel	☐	Acceleration Couch	⚙️

1. Briefing Room
2. Airlock
3. Ship's Locker

# Ships for Traveller

## Command Boat

Meant to serve as a command ship for task forces it carries a command craft but can still operate without this if one is not available. There are extra staterooms for the command staff and a couple of briefing rooms often used for planning fleet operations. The docked command craft is designed to drop right out of the hull and get away quickly if there is an emergency. This ship adds its own firepower to the battle as well as offering protection for the crew. Some lower tech systems able to afford to do so have purchased this vessel for their own use, importing parts and technicians as needed to service the ship.

The normal crew compliment is 22 consisting of: captain, three pilots, navigator, medic, two engineers, 12 gunners. Plus five crew for small craft, 20 marines and various general officers depending on the command needs at the time. The command boat is a Technology Level 15 design.

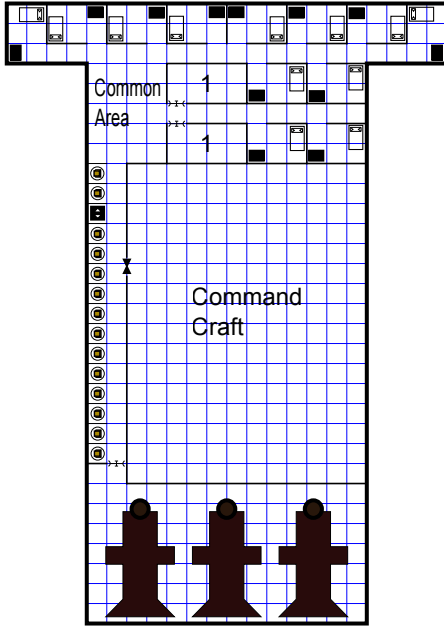
This is a standard design for which the 10% discount applies.

Command Boat			Tons	Price (Mcr)
<b>Hull</b>	1,000 Tons	Hull 20		100
	Streamlined	Structure 20		10
	Radiation Shielding			250
	Self-Sealing			10
<b>Armour</b>	Crystaliron	12	150	60
<b>Jump Drive</b>	None			
<b>Manoeuvre Drive</b>	X	Thrust 6	43	88
<b>Power Plant</b>	X		67	176
<b>Bridge</b>		Holographic	20	6.25
<b>Computer</b>	Model 5	Rating 25		10
<b>Electronics</b>	Military Countermeasures	DM +6, Enhanced Signal Processing	22	33
<b>Weapons</b>	Bays	2x Large Fusion Bays (TL 15)	122	64
	Turrets	4x Triple Beam Laser (TL 9)      Accurate	4	19
		4x Particle Beam (TL 10)      Very High Yield	4	25
<b>Screens</b>		2x Nuclear Damper (TL 14)	30	75
		Meson Screen (TL 14)	15	75
<b>Fuel</b>	132 tons	Six weeks of operation	132	
<b>Cargo</b>	24.5 tons		24.5	
<b>33 Staterooms</b>			132	16.5
<b>Extras</b>	Fuel Processor	40 tons / day	2	0.1
	33 Escape Pods		17	3.3
	2x Briefing Room		8	1
	Pinnacle	Full Hangar	52	22.511
	Command Craft		100	127.3266
	Repair Drones		10	2
	System Linkage			0.05
	Armoury		6	1.50
	Armoured Bulkheads	Bays	20	4.040
		Turrets	0.8	0.16
		Screens	6.0	1.2
		Bridge	2	0.4
		Manoeuvre Drive / Power Plant	11	2.2
<b>Software</b>	Manoeuvre/0			
	Evade/3	Rating 25		3
	Fire Control/5	Rating 25		10
	Auto Repair/2	Rating 20		10
	Library			
<b>Maintenance Cost (monthly)</b>				0.0905
<b>Life Support Cost (monthly)</b>				0.088
<b>Total Tonnage &amp; Cost</b>			1,000	1,085.88384

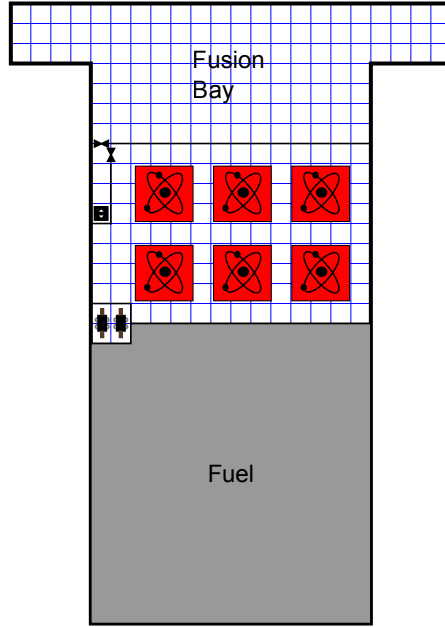


Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	

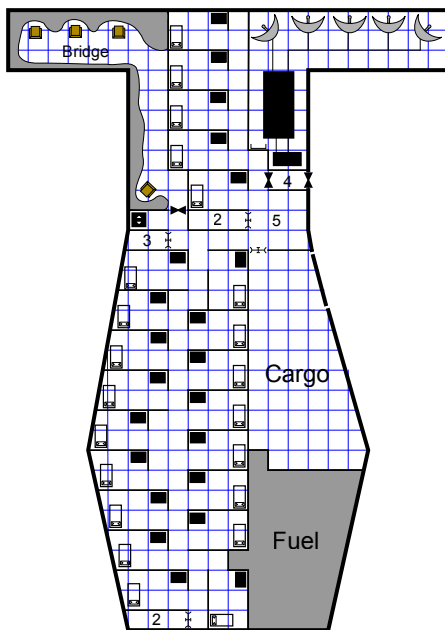
1. Briefing Room
2. Armoury
3. Ship's Locker
4. Airlock
5. Common Area



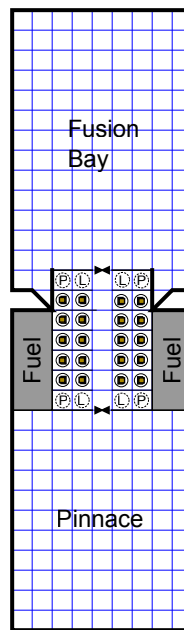
Deck 1



Deck 2



Deck 3



Deck 4

# Ships for Traveller

## Command Craft

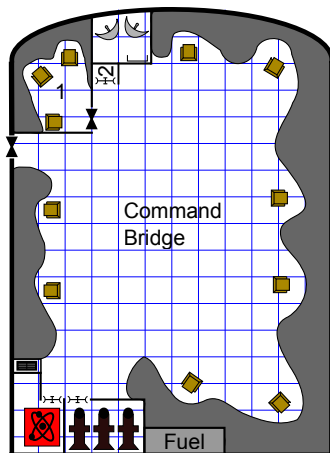
The command craft is designed as a mobile command bridge that can be linked up to other ships as needed. Also acts as a life boat protecting the command staff in case of an emergency. This is not designed to house the command staff or crew for an extended period of time.

The command craft uses a crew of 3 consistent of: pilot, navigator and engineer. The command craft is a technology level 12 design.

This is a standard design for which the 10% discount applies.

**System Linkage:** This allows connections between the various systems (sensors, bridge, power and so on) of two or more ships. This can be used between craft in a hangar or using docking clamps. With the link in place all data is shared between the two craft. This is a complete connection, one craft's bridge could be used as the bridge of the other craft for example, though this only allows limited control if the bridge is smaller then required for the other craft. The connections are setup so they can be easily severed. This costs Cr. 50,000 and both ships must be equipped in this way for the connection to be made.

Command Craft			Tons	Price (Cr)
<b>Hull</b>	100 Tons	Hull 2		2,000,000
	Streamlined	Structure 2		2,000,000
	Self-Sealing			1,000,000
<b>Armour</b>	Crystaliron	4	5	400,000
<b>Manoeuvre Drive</b>	sE	Thrust 1	3	4,000,000
<b>Power Plant</b>	sE	Rating 1	2.4	5,000,000
	Solar Panels		0.24	24,000
<b>Bridge</b>	Control Cabin for 2		6	1,000,000
<b>Computer</b>	Model 3 fib	Rating 15		3,000,000
<b>Electronics</b>	Basic Military	DM +0	2	1,000,000
<b>Weapons</b>	None			
<b>Fuel</b>	1.5 tons	Eight weeks of operation	1.5	
<b>Cargo</b>	.36 tons		0.36	
<b>Extras</b>	Command Bridge		80	120,000,000
	System Linkage			50,000
<b>Software</b>	Manoeuvre/0			
	Evade/2	Rating 15		2,000,000
	Library			
<b>Total Tonnage &amp; Cost</b>			100	127,326,600



Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	
Solar Panel		Acceleration Couch	

1. Control Cabin
2. Cargo

*Volume II of the epic  
Kingdom & Commonwealth  
Campaign*

There are those who claim that witches don't exist! They also claim that tales of curses and crop blights, of midnight sabbats and dark conspiracies, are the fevered imaginings of fanatical Witch Finders. Those people have never been to Cornwall.

In that wild and sea-girt land, the Witch Queen rules through sorcery and fear, and the Royalist majority seem to be in thrall to her evil will.

The Adventurers are sent on a mission to this bleak, remote and sinister place, where they must struggle through a maze of witches, wreckers and pirates, miners, fanatics and superstitious peasants, to find the truth behind a growing evil which could swallow up the whole of England.

*Thou Shalt Not Suffer* can be played as a stand-alone adventure, but also forms the second episode of the epic Kingdom & Commonwealth Campaign for *Clockwork & Chivalry*. Alongside a complete adventure are new rules for Witchcraft and information on those who practice it.



Requires the *Clockwork & Chivalry Worldbook* and the *RuneQuest II Core Rulebook*, available from Mongoose Publishing.

*Thou Shalt Not Suffer – alternate history for RuneQuest II*

Coming October 2010 from

Cubicle 7 and Cakebread & Walton: Purveyors of Fine Imaginings.

For the latest *Clockwork & Chivalry* news and free downloads, visit:

[www.clockworkandchivalry.co.uk](http://www.clockworkandchivalry.co.uk)



# Sneak Attack! Not just a knife in the back

By Bryan Steele

## New Sneak Attack Styles

This section reveals new Sneak Attack Styles for *Conan the Roleplaying Game*. Instead of choosing a weapon as described under the Thief character class, characters will instead choose new abilities they can perform with their Sneak Attacks instead of simply inflicting more damage.

### Break Morale

You know that the fastest way to defeat some enemies is to erode away their will to fight. With a ranged weapon you know how to inflict painfully telling wounds making others nearby question their need to fight.

**Prerequisites:** Base Attack Bonus +1, Dexterity 12+.

**Effect:** When making a Sneak Attack with a ranged weapon against a target within 30 feet, you can choose to inflict -2 damage per die rolled instead opting for a fear-based effect suffered by all witnesses to the attack. Allies of the damaged target suffer a -1 penalty to all Will saving throws for 1d6 rounds after the attack takes place.

### Capture

You use stealth and surprise attacks to knock your foes unconscious, allowing you to bind and take them hostage.

**Prerequisites:** Base Attack Bonus +2, Strength 12+.

**Effect:** When making a Sneak Attack against an unsuspecting target with a sap, unarmed attack or other source of nonlethal damage, you always roll 1d8s instead of the normal 1d6 dice for damage.

### Discreet Killer

Nothing is more terrifying for your enemies than when you are able to target an opponent in the middle of a crowd. You glide through the group, sliding your blade into your target as you step by, blending back into the masses as if you were never there.

**Prerequisites:** Base Attack Bonus +2, Dexterity 13+, Bluff 6 ranks.

**Effect:** When making a Sneak Attack against a target in a crowd of people, you are allowed to make a Bluff skill check with a +5 bonus immediately afterward to remain anonymous within the crowd. You must be using a one-handed slashing or piercing weapon; which you will leave in the target to keep your own hands clean.

### Hamstring

Victims of your harrowing attacks are crippled from the damage you inflict upon their legs, tearing tendons and breaking joints.

**Prerequisites:** Base Attack Bonus +3, Dexterity 13+, Heal 3 ranks.

**Effect:** When making a Sneak Attack against a target from behind you may choose to 'hamstring' them. Inflicting only d4s of damage instead of the normal number of d6s or d8s, you also halve their Speed until the wound is healed.

### Lacerate

Your knife has been sharpened to a razor's edge and you know the way to inflict injury to major arteries to keep your target bleeding and weakening over several minutes.

**Prerequisites:** Base Attack Bonus 2+.

**Effect:** When making a Sneak Attack against a target while using a bladed weapon (not piercing), you can choose to inflict d4s of damage instead of the normal number of d6s or d8s in order to lacerate the victim. If your attack inflicts any damage once damage reduction is deducted, the target then bleeds each round for an additional 1d2 Hit Points of damage every round of combat, ignoring all damage reduction. This bleeding continues until a DC 10 Heal check is successfully performed or the target dies.

### No Witnesses

Not all targets of your attentions are meant to be killed but none that you go up against should be able to identify you in the future.

You know how to take a guard's most important resource from them - their eyes.

**Prerequisites:** Base Attack Bonus +3, Dexterity 15+.

**Effect:** When making a Sneak Attack against a target who



is currently unaware of your location you can choose to inflict 1d3s instead of the normal number of d6s or d8s in order to blind your target. If your attack inflicts any damage beyond reductions, the target is then blinded. Their ranged attack rolls suffer a -2 penalty, as do Search and Spot skill checks. These penalties remain until the character undergoes treatment; a successful DC 22 Heal check and a full 24 hours of bed rest.

## Painful Pilfer

You take advantage of a target reeling away from your blade in order to fill your off-hand with some of their possessions.

**Prerequisites:** Base Attack Bonus +1, Sleight of Hand 4 ranks.

**Effect:** When you make a Sneak Attack against a target you may choose to reduce your damage dice by -1 each in order to use your off-hand to also make a Sleight of Hand skill check DC 15 to steal something from the target as well (Games Master's discretion as to what can be stolen).

## Poisoner

You know that a poisoned knives or darts are good weapons but knowing the best places to administer these toxins into the body can make all the difference with a more resilient target.

**Prerequisites:** Base Attack Bonus +4, Craft (poisons) 6 ranks.

**Effect:** Whenever you make a Sneak Attack with a poisoned weapon, you add +2 to the DC of all saving throws made to resist the poison you have used.

## Silencer

Being able to keep a guard from shouting out, potentially preventing reinforcements from arriving, is a very useful tactic to master.

**Prerequisites:** Base Attack Bonus +2, Dexterity 13+.

**Effect:** When making a Sneak Attack against a target who does not currently know your location; you can choose to inflict 1d4s for damage instead of the normal number of d6s or d8s in order to harm your target's vocal chords. If your attack inflicts

any damage beyond reductions, the target is then somewhat muted. The target suffers a -2 penalty to any skill check or ability requiring speech or other verbal sounds and cannot speak louder than a hoarse whisper. These penalties remain until the character undergoes treatment; a successful DC 20 Heal skill check and a full 24 hours of bed rest.

## Sniping

In your hands, any ranged weapon is a deadly instrument able to drop an unwary target at greater distances.

**Prerequisites:** Base Attack Bonus 3+, Far Shot.

**Effect:** Your effective range in which you can make ranged Sneak Attacks increases by 10 feet.

## Traps

When you set a dangerous snare or tripwire, you know the best ways to ensure your target suffers terrible wounds designed specifically to kill.

**Prerequisites:** Dexterity 12+, Craft (traps) 5 ranks, Trap Sense class feature at +1 or higher.

**Effect:** You may spend 1d6 x 5 minutes setting up a vicious trap in a doorway, gate, window or similar opening; making a Craft (traps) skill check to set the DC for others to notice/disarm the trap. Once set up, the next target who crosses the trapped area will set it off. This inflicts 1d6 plus your normal Sneak Attack damage rating against the target.



# Where no Woman has Gone Before

By Debbie Fulton

With the twentieth century embroiled in conflicts over the Equal Rights Amendment and Womens' Liberation, in general one can only guess at what battles might be fought between the sexes in the future. However, if Traveller and its players are an indication of what the attitudes might be in the times they simulate, feminists have little to fear.

Drawing on liberal science fiction roots, Traveller treats women with both conspicuous and considerable equity. There is, for example, no differentiation (and therefore no advantages/disadvantages) between male and female characters, either in statistics generation or character development. This is a reversal of the design of some role-playing games, which place limits on female characters' ability scores. The logic of this course is clear in a general game constructed around powered armor, energy weapons, and mechanized combat, so Traveller leaves the players decision as to the gender of his or her character completely unbiased by rules considerations.

For those female role-players who playing 'themselves' in exotic enjoy situations (or anyone wishing to play a female character), this policy comes as welcome improvement.

Traveller's strategy holds an equal appeal for the somewhat elusive female gamer. Nevertheless equal treatment on paper can be meaningless on a gaming table. The way a female player is treated, no matter what her character may be like, is where rulebooks may fall by the wayside. Here, as with any human-factor situation, male reactions have been mixed, and (for me) have ranged from pinnacles like 'Hey, it's great to see some female gamers!' to real abysses like 'Wanna bet she forgot her character?' Most times treatment simply depends on the people involved, and less often, on circumstances, but a few generalisations can be drawn.

A female player new to an all-male Traveller group is stereotyped on the negative side as inexperienced, not especially proficient with the rules, and probably not familiar with strategy, or at least not with the strategy gaming background of a stereotypical male.

On the positive side, she is not suspected of coming from a background laced with easy captures of FGMPs and personal battlecruisers. More importantly, she is there, and therefore a member of a relatively small sample of female gamers; an unusual commodity who probably has expertise in either role-playing or science fiction or both, else she would not be found playing.

The result of this stereotyping is that the female player is treated with a bit more trust (particularly when she is unknown to the group), and as if she needs help and will be less ambitious, and therefore more cooperative and less dangerous to her collaborators.

Sometimes she may also be treated as lacking ability: or her ideas given

less credulity, but most male gamers are intelligent enough to snap out of prejudices when they hear a good idea. Knowledgeable male players realize female players have an even footing with them in the rules, and will not discriminate, so a lady coming into a group has little to be wary of. In fact, for the enterprising female, that little bit of unusual treatment she receives can be turned into an advantage. If she is indeed unfamiliar with the rules, she can concentrate on her role-playing and enjoy herself while taking advantage of other players' help, learning at her own pace. If she knows what she is doing and is not receiving proper credit, she can take advantage of the male players' underrating and pull the rug out from under them at an opportune moment. They will not underestimate her again! Overall, there is really very little in Traveller rules or players that pose a real threat to an aggressive female player. While discrimination exists, with a bit of ingenuity, it can be turned around to an advantage. More often, however, both male and female characters are more concerned about the oncoming Zhodani destroyer than anything else.



# To Save a Kingdom

By Eric Rodriguez

## INTRODUCTION

Long has king Yezdigerd of Turan desired the wealth and commerce of his eastern neighbour of Vendhya. For many years his servants and emissaries have travelled to the jungle choked land to sign treaties of peace and trade. Ever has Yezdigerd desired that Vendhya be his land and its people serve him, and his nation, alone. Only the wisdom and strength of Vendhya's king, Bhunda Chan, has prevented king Yezdigerd from taking Vendhya by force or by guile. Now, however, all has changed with the death of Bhunda Chan at the hands of the Master of Yimsha. The Master of Yimsha was a sorcerer of untold evil who led a cabal of demons and dark practitioners and who plotted the downfall of all civilised nations. Though the Master of Yimsha was himself killed by a barbarian chieftain of the Afghulis, the death of Bhunda Chan has had far more widespread repercussions.

After returning to the capital city of Ayodhya, the Devi Yasmina, with the help of her loyal Kshatriyas, has established herself as queen of Vendhya and the undisputed ruler. However, many Vendhyans are unhappy with their new queen and some feel that the land of Vendhya has long needed a new noble family to rule the kingdom. King Yezdigerd has made an alliance with the noble Vendhyan family of Veshur. Lord Dhrama Veshur has long desired to rule Vendhya. With the death of Bhunda Chan and the ascension of his sister to the throne, Lord Veshur now has the opportunity to make his dreams a reality.

King Yezdigerd has promised Lord Veshur he and his will rule Vendhya, but will be answerable to the King of Turan. Yezdigerd has also demanded that the Devi Yasmina be given to him, so he may add her to his seraglio of noble women. Almost four

weeks have passed since the death of Bhunda Chan and King Yezdigerd and Lord Veshur have been communicating through spies and carrier pigeons. Large numbers of Turanian soldiers and foreign mercenaries have been seen moving toward the city of Samara, along the south-western side of the Ilbars River. King Yezdigerd has been gathering an invasion force made up of various soldiers and mercenaries large enough to conquer all of Vendhya.

For Lord Veshur's part, he has always been a loyal follower of the dark goddess Katar. Lord Veshur will use his Katari assassins to kidnap the queen and kill as many of her relatives as possible. During the ensuing chaos, Lord Veshur and his family hope to establish order and be crowned the new royal family of Vendhya. However King Yezdigerd will not allow any but himself to rule and has planned a betrayal of the darkest nature. Once Lord Veshur picks the date of his coup, Yezdigerd will invade Vendhya through the Zhaibar Pass. Thousands of loyal Turanian troops will invade and plunder the fertile lands of Vendhya while the nobles and people fight amongst themselves. Yezdigerd plans to sweep across the western lands of Vendhya and besiege the capitol city of Ayodhya before the Vendhyans even know what is happening. Yezdigerd will then execute all known Vendhyan nobles and Kshatriyas and enslave all others, all for the glory of Turan.

The campaign begins in the Turanian city of Samara. Located on the edge of the Eastern Desert along the Ilbars River, the city is known as a quiet place where one can obtain various types of pleasures and illegal or hard to find commodities. Samara is also known as a trade city where the merchants and peddlers are discreet and do not ask too many questions. Samara attracts peoples from all over the world;

mercenaries, soldiers, displaced nobles and criminals of the worst sort. If it cannot be found in Samara, then it probably does not exist. Games Masters may wish to have the characters spend more time in Samara before they start the adventure. Samara is a great stepping off point for many different types of adventures.

## IN THIS ADVENTURE...

The adventure begins when the characters are hired by a Turanian merchant who call's himself 'Ali-Ben Harouz'. Harouz owns a general merchandise store located near the centre of the city. Ali-Ben Harouz is a secret agent, working for Vendhya. He is a man with few or no scruples, however recent messages he has been smuggling across the border and mysterious movements of soldiers and supplies has made him realise Yezdigerd will invade, conquer and enslave all of Vendhya's peoples. Harouz has decided it is time for him to warn Vendhya and its queen about the impending invasion. He has calculated it will take Yezdigerd ten weeks to gather all the men and supplies he needs and be in position at the outpost of Ashraf, where his army will march through the Zhaibar Pass into Vendhya.

Harouz will hire the adventures either separately or as a group of free companions to escort him across the mountains to Vendhya. Harouz will test the characters integrity and mettle on some small, but important task to see if the characters can handle themselves on such a long and dangerous journey. Harouz tells the characters there is an important document he needs retrieved from an informant of his. The 'informant' is a mercenary in one of the Free Companion Companies who fight for Turan. The informants name is 'Garith

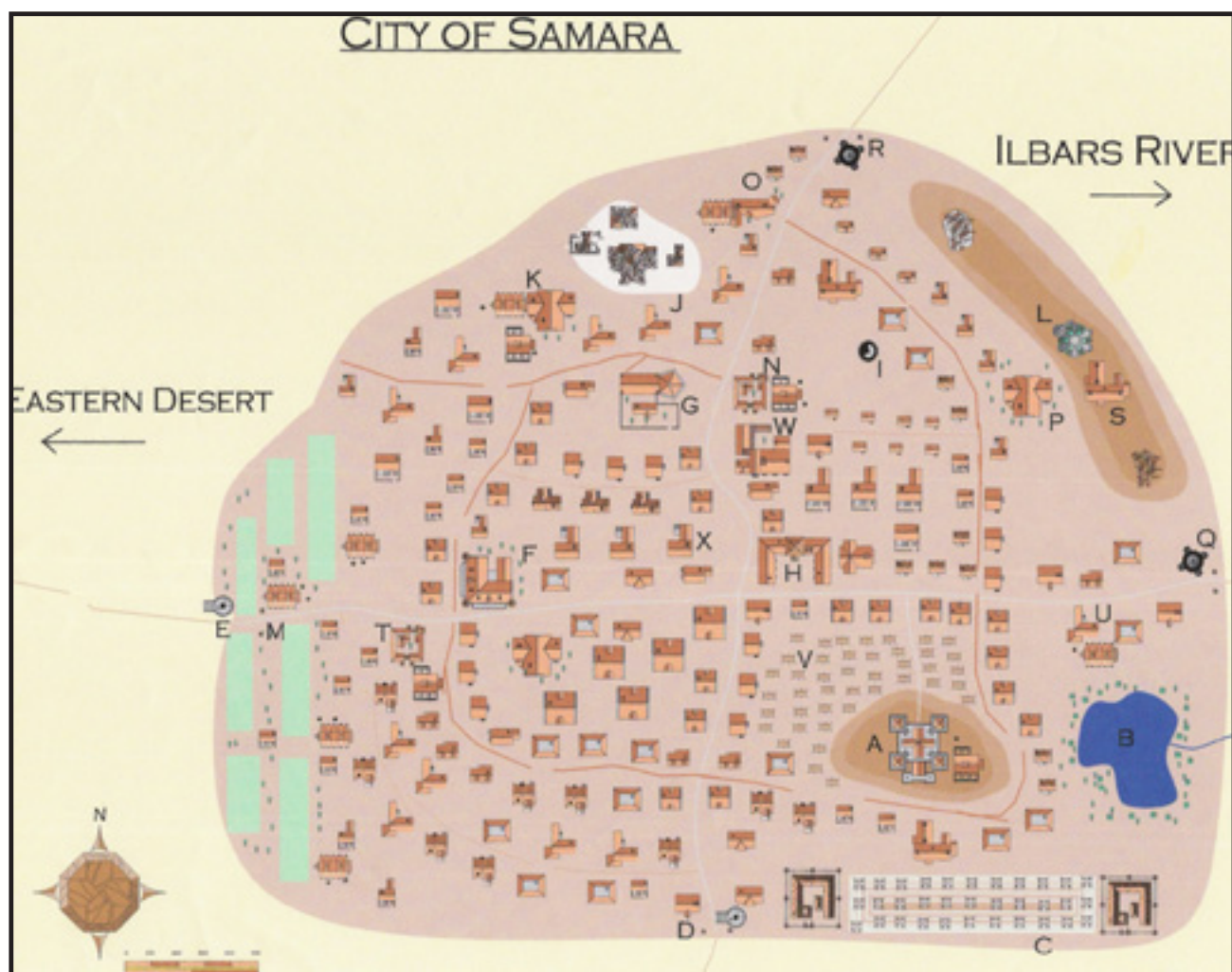
# To Save a Kingdom

Orl' and he has a document listing all the names and strengths of the mercenary companies in Samara and an accurate listing of the Turanian imperial troops present as well. The characters must make their way into the mercenary staging camp, past the suspicious soldiers and retrieve the scroll from Garith Or. Harouz will not tell the characters the name of Garith Or's company, or what he looks like. Harouz will only say that Garith Or will know the password when asked; 'Devi'.

This adventure is designed for four to six Player Characters of between 1<sup>st</sup> and 2<sup>nd</sup> character level. Should Games Masters have fewer players they should use their own discretion and scale down some of the encounters in this adventure. Conversely, should Games Masters have more than six players, or should the Player Characters be higher than 2<sup>nd</sup> level, then he should be prepared to increase the difficulty of the challenges presented in this adventure. This adventure takes place after the Robert E. Howard's story, 'The People of the Black Circle'.

"All the treasures in the world I would give to make my people happy. My heart, body and soul I would give to save my kingdom."

Statement made by Rhunda Chan, king of Vendhya, year of the Elephant.





## Key to Samara

- A. Fortress of Kites:** This ancient Turanian fortress is the main defense for the city of Samara. It holds approximately 300 soldiers.
- B. Samara Oasis:** Originally the reason the desert peoples settled this area, now it is more the playground of nobles.
- C. Staging Grounds:** King Yezdigerd's invading army stands arrayed across the barren land in a sea of tents. Over 5,000 footsoldiers, mighty archers and horsemen are encamped here.
- D. Southern Watchtower:** Twenty guardsmen are always on duty at this post, stopping caravans and questioning travellers.
- E. Western Watchtower:** Twenty guardsmen are always on duty.
- F. The Mansion of Abu Abi'razz:** Abu Abi'razz is the governor of Samara and answers directly to Yezdigerd, King of Turan.
- G. Temple of Erlik:** A dark and foreboding temple, where the screams of maidens can sometimes be heard during the cycles of the moon. The High Priest is Keshes Muldar.
- H. Samara's Courthouse and Civic Hall:** Where men sit in judgement and criminals are sentenced to death. Also where bounty hunters can find postings for wanted men.
- I. Ruined Tower of Yilmalarz:** Said to have been a sorcerer of great power, Yilmalarz disappeared over 10 years ago and has never returned. The tower is sealed shut with great locks and is said to be cursed.
- J. The Noble's Ruins:** Said to have belonged to a noble family who worshipped demons, the ancient family of Sep'Torel was sealed in their home and it was burned down around them.
- K. The Inn of White Wolf:** This well known Inn and Tavern is usually the first stop for many caravans coming from the north. It is run and owned by a retired Turanian Officer who calls himself, Hassim Ben Haroud.
- L. The Tower of the Mystic:** Said to be a signs reader, curse giver and demon summoner, the 'mystic' has resided within Samara only two years. However many people say that since he has come many strange and unusual happenings have occurred.
- M. The Farmlands:** Several large farms dot the western edge of Samara. All these fields are fed by man-made aqueducts constructed over 20 years ago.
- N. The Northern Garrison:** Over 100 Turanian soldiers make their home here.
- O. The Sighing Sands Inn:** Newly built, the owner of the Sighing Sands has hoped to take away some of the profit from the 'White Wolf' Inn. The owner goes by the name, 'The Red Scorpion' and is said to be of Zamoran descent.
- P. Commander Zuthrin's Mansion:** Zuthrin is the military commander of all troops in Samara and is said to be a ruthless, sadistic man who loves to torture and maim his victims.
- Q. The Eastern Watchtower:** This post always has at least 30 soldiers garrisoning it.
- R. The Northern Watchtower:** This post always has at least 30 soldiers garrisoning it.
- S. The Mercenaries Hold:** A hall and Inn where mercenaries and Free Companions can come to obtain a bed, meal and possibly work.
- T. The Western Garrison:** Over 100 Turanian soldiers make their home here.
- U. The Drowning Man:** An Inn and Tavern that sits astride the eastern caravan route, this place is well known for its fish and Kumiss drink.
- V. Mercenaries Staging Ground:** Over 2,000 mercenaries have pitched their camp at the base of the Fortress of Kites. Mostly Free Companions and Asshuri make up the mercenary horde.
- W. Lady Atria's Mansion:** A noble woman said to have had at least five husbands, the lady Atria is a vision of beauty and intelligence, but many say that she has a 'dark' secret.
- X. Harouz's Mercantile Store:** Harouz's home. He has only three servants who are loyal to him, but even they do not know he is a spy for Vendhya.

# To Save a Kingdom

"Before the time, upon my death comes the grinning skull, all life bereft." Midnight prayer uttered by assassins of Katar.

## TO FLEE THE NIGHT

The characters should be arriving back at Harouz's mercantile store late in the evening. As they approach they should be able to hear loud yelling or shouting and the brief clash of steel upon steel. As the characters reach the front door, they can see the heavy oak door has been smashed in and several lamps are scattered haphazardly about the store. As soon as the first character steps into the store, he will be attacked by several Katari assassins led by a *Rukh* (leader).

### Jopur, Katari Rukh

**Medium Human Vendhyan Thief 4;** **HD:** 4d8+4 (24 hp); **Init:** +12; **Spd:** 30 ft.; **Dodge DV:** 17; **Parry DV:** 15; **DR:** 4; **BAB/Grp:** +7/+6; **Atk:** Kukri +7 finesse melee or Scimitar +6 melee finesse (1d6+3/ 18–20/x2, AP 5); **Full Atk:** Kukri +7 finesse melee; **Dmg:** Kukri 1d6+3, 19–20/x3, AP 2; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SA:** Sneak Attack style (Kukri/Scimitar) +3d8 damage, +1 hit; +3d6; **SQ:** Vendhyan qualities, +1 racial Will saves bonus negated by Hypnotism, Trapfinding, Eyes of the Cat, Trap Sense +1, Light Footed.; **SV:** Fort +2, Ref +8, Will +3; **Abilities:** Str 12, Dex 17, Con 11, Int 14, Wis 12, Cha 12; **Skills & Feats:** Balance +12, Bluff +1, Climb +9, Diplomacy +5, Disguise +7, Escape Artist +10, Hide +13, Jump +11, Knowledge (Nobility) +6 Knowledge (History) +3, Listen +7, Move Silently +13, Sense Motive +5, Spot +7,

Tumble +12; Improved Initiative, Stealthy; **Reputation:** 3 (Cruel); **Allegiances:** Cult of Katar; **Possessions:** Black Silk Assassins garb, Kukri Dagger (Akbitanan Quality), +1 Scimitar, Khitain throwing stars (8), Vial of Cobra Venom (1), Wire Garrotte, coin pouch, Bronze symbol of Katar and 124 silver pieces.

### Katari Assassins (5)

**Medium Human Vendhyan Thief 1;** **HD:** 1d8 (5 hp); **Init:** +5; **Spd:** 30 ft.; **Dodge DV:** 13; **Parry DV:** 11; **DR:** 4; **BAB/Grp:** +3/+0; **Atk:** Kukri Dagger +3 melee finesse (1d8+1/ 19–20/x2, AP 2); **Full Atk:** Kukri Dagger +3 melee finesse; **Dmg:** Kukri 1d6+1, 19–20/x3, AP 2; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SA:** Sneak Attack style (Kukri) +1d8 damage, +1 hit; +1d6 with any other weapon Katari Assassin Sneak Attacks with.; **SQ:** Vendhyan qualities, +1 racial Will saves bonus negated by Hypnotism, Trapfinding.; **SV:** Fort +0, Ref +5, Will +1\*; **Abilities:** Str 12, Dex 17, Con 11, Int 14, Wis 10, Cha 9; **Skills&Feats:** Balance +6, Bluff +0, Climb +4, Diplomacy +3, Disguise +3, Escape Artist +6, Hide +8 Jump +4 Knowledge (Nobility) +6, Knowledge (History) +3, Listen +4, Move Silently +8, Sense Motive +4, Spot +4, Tumble +6; **Stealthy;** **Reputation:** 3 (Cruel); **Allegiances:** Cult of Katar; **Possessions:** Kukri Dagger, Assassins black clothing, grappling hook and rope, coin pouch, leather weapons harness, 23 silver pieces.

The *Rukh* known as Jopur has travelled all the way from Aghrapur with his band of assassins. Jopur and his men received word from Lord Veshur over a week ago. Lord Veshur has found out through his own spy network that Harouz had been asking too many of the wrong questions and had been delving into matters that, normally, would not concern him. Veshur, feeling Harouz is a liability, sent word to Jopur to pick a handful of assassins and

make Harouz 'disappear'. As soon as Jopur and his men arrive in Samara, they will seek out Harouz's abode and kill him.

As the characters arrive at the home of Harouz they will be attacked by the Katari assassins. Hopefully the characters beat off the attack or manage to slay all the killers. However, whatever the outcome, Harouz will be wounded unto death. In his final seconds of life, Harouz will tell the characters he is a loyal Vendhyan who believes that Turan is preparing an invasion of Vendhya. Harouz begs the characters to take a leather satchel from a nearby flour barrel and deliver its contents to a man named 'Darshan', who is the commander of the Fortress of Graphapta; the first line of defense just outside the Zhaibar Pass. With his dying breath, Harouz will tear a leather thong from about his neck which holds a small bronze key. If the characters do a Search skill check of Harouz's home (DC 15), they will find a small strongbox under some loose floorboards. When the characters open the box, they will find 200 silver pieces, four sapphires worth 50 silver pieces each, a golden medallion (Kshatriyas noble house emblem) and a small glass vial containing two doses of Black Lotus extract.

The characters will have until sun up, five hours, before Harouz's servants arrive. If the characters are still around at that time, no amount of persuasion can convince the servants the characters are innocent. They will flee the store and begin yelling for the guard. After eight rounds a patrol of 10 Turanian soldiers will arrive and arrest the characters. If the characters flee before sun up, they can find eight well fed and saddled riding horses tied to a post in back of the store. The characters should be able to gather many supplies and a few pieces of valuable travelling equipment from Harouz's store to aid them in their journey, at the Games Master's discretion.

## THE MOUNTAINS OF MISTS

Fleeing Samara, the most logical direction would be to head south along the Ilbars River until the characters reach the ford of Bhambar. Bhambar is the name of the pass running through the Misty Mountains. The pass and mountains are said to be haunted by intelligent, hairless apes which murder travellers in the night and feast upon their flesh. It is also said the tombs of ancient Turanian kings lie scattered across the mountains, untouched for ages. At the Bhambar ford, the characters will be accosted by a gang of bandits who have begun taking 'tolls' from any travellers who wish to pass. Characters with a successful Bluff skill check (DC 17) may convince the bandits there are better 'pickings' elsewhere. If the characters do not manage to talk their way out of this, they will have no choice but to fight their way through.

### Desert Bandits (10)

**Medium Humanoid soldier 2; Hit Dice:** 2d10+2 (13 hp); **Initiative:** +4; **Speed:** 25 ft.; **Dodge Defence:** 13; **Parry Defence:** 15 (+1 shield if wielding short sword); **DR:** 7 (+6 brigandine coat, +1 steel cap); **Base Attack/Grapple:** +\*/+\*; **Attack:** Depending on weapons used; **Full Attack:** Depending on weapons used; **Damage:** Depending on weapons used; **Special Attacks:** Depending on weapons used; **Special Qualities:** Turanian Traits, +1 to Surprise/+1 to all Hide checks; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Saves:** Fort +3, Ref +2, Will +2\*; **Abilities:** Str 13, Dex 15, Con 12, Int 10, Wis 8, Cha 9; **Skills & Feats:** Hide +3, Intimidate +4, Ride +4, Spot +4, Survival +4, Search +3; Deceitful, No Honour, Track; **Reputation:** 2; **Allegiances:** Bandit Chieftain; **Possessions:** Each bandit will have one of the following items: mace, spear (2), axe, hunting bow (2), scimitar (2), broadsword, arming sword. Each bandit has a leather jerkin and five of them have steel caps. They will also have 2d6 silver pieces each and miscellaneous low quality equipment

If the characters search the bodies and gear of the bandits, they will find a leather satchel stamped with the royal symbol of Turan upon its flap; most likely an item taken from a previous victim. Inside the characters will find a silver scroll tube with two pieces of parchment rolled up neatly and sealed with the wax emblem of the Lord of Khawarizm. If opened, the characters will have to be able to read Turanian to understand the letters. The first letter is a disposition of King Yezdigerd's forces and from which city or fortress they will march from. The second is a scroll containing staging points and the armies' ultimate destination; Ashraf.

Once the characters have completed their search they can continue their journey up the Bhambar pass. As the characters begin their ascent, several successful Ride skill checks (DC 12) should be made. Characters will notice that the steep cliffs and dark shadows will give off an unearthly and foreboding feeling. Characters that make a successful Spot skill check (DC 15) will catch brief glances of figures or shadows moving at the top of the cliff's edge; always quickly disappearing into the mists.

The pass is normally a three to four day journey, depending on the weather. There are several well marked way-points within the pass where the characters can take shelter and find wood for their nights' fire. During the second night's camp, the characters will encounter another group of travellers who will share their campsite as long as the characters swear an oath not to harm them. After so swearing, the travellers introduce themselves as Iranistani merchants who are travelling back to their homeland from Khawarizm. The leader of the group is called Fallah Al'Kuraf and tells the characters he and his fellow merchants have been trading all over the Turanian empire for the last two years. They are all looking forward to seeing home once again. In the middle of their conversation, a beautiful young woman steps from a silken tent and moves over to the fire. Al'Kuraf introduces his daughter, Alathra

to the characters. Al'Kuraf explains his wife died many years ago and he has always taken Alathra with him on his journeys and merchant dealings. Alathra is a beautiful young woman who is very intelligent and very independent. She is also well known in the royal circles of Iranistan, giving her father an edge in business dealings. A character with a Charisma score of 16 or above can make a skill check (DC 15) to try to charm her.

### Fallah Al'Kuraf

**Medium Human Iranistani Nomad 6; HD:** 6d10+6 (27 hp); **Init:** +6; **Spd:** 30 ft.; **Dodge DV:** 14; **Parry DV:** 14; **DR:** 6 (mail shirt); **BAB/Grp:** +6/+7; **Atk:** Tulwar +7 melee or Sabre +7 melee; **Full Atk:** Tulwar +7 melee or Sabre +7 melee; **Dmg:** Tulwar 2d8+1/18-20x2/ AP 4 or Sabre 1d10+1/18-20x2/ AP 2; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SA:** Nomad charge +1; **SQ:** Iranistani qualities, fatalistic, favoured terrain +2 (desert); **SV:** Fort +4, Ref +6, Will +5 (only +3 vs. Hypnotism); **Abilities:** Str 13, Dex 12, Con 9, Int 15, Wis 16, Cha 14; **Skills & Feats:** Appraise +10, Bluff +11, Craft (bowyer) +4, Diplomacy +16, Hide +10, Intimidate +5, Ride +3, Sense Motive +14, Spot +5; Animal Affinity, Knowledge (trade), Knowledge (rare items), Negotiator, Persuasive, Skill Focus (intimidate), Skill Focus (diplomacy); **Possessions:** Mail shirt, tulwar, merchant clothes, 4,500 silver pieces; **Allegiances:** Iranistan, Merchant house, daughter

### Alathra Al'Kuraf

**Medium Human (female) Iranistani Noble 1; HD:** 1d8-1 (4 hp); **Init:** +2; **Spd:** 30 ft.; **Dodge DV:** 12; **Parry DV:** 9; **DR:** -; **BAB/Grp:** +7/+7; **Atk:** Unarmed strike +2 melee finesse (1d4-1, x2); **Full Atk:** Unarmed strike +2 melee finesse; **Dmg:** Unarmed strike 1d4-1 (x2); **Space/Reach:** 5 ft. (1)/5 ft. (1); **SA:** -; **SQ:** Title, Rank Hath its Privileges, Wealth, adaptability (craft-embroidery and diplomacy), weapon familiarity (tulwar), +1 racial bonus to Fate Points, background skills (craft-embroidery, diplomacy, knowledge (nobility), and bluff); **SV:** Fort -1, Ref +1, Will +1; **Abilities:** Str 8, Dex 14,

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Con 8, Int 11, Wis 8, Cha 18 **Skills & Feats:** Bluff +8, Craft (embroidery) +6, Diplomacy +12, Gather Information +9, Knowledge (nobility) +4, Knowledge (history) +2, Sense Motive +5; Negotiator, Skill Focus (Gather Information) **Possessions:** Mail shirt, tulwar, Nobles clothes, 500 silver pieces worth of jewellery **Allegiances:** Iranistani Nobility, Merchant house, Father

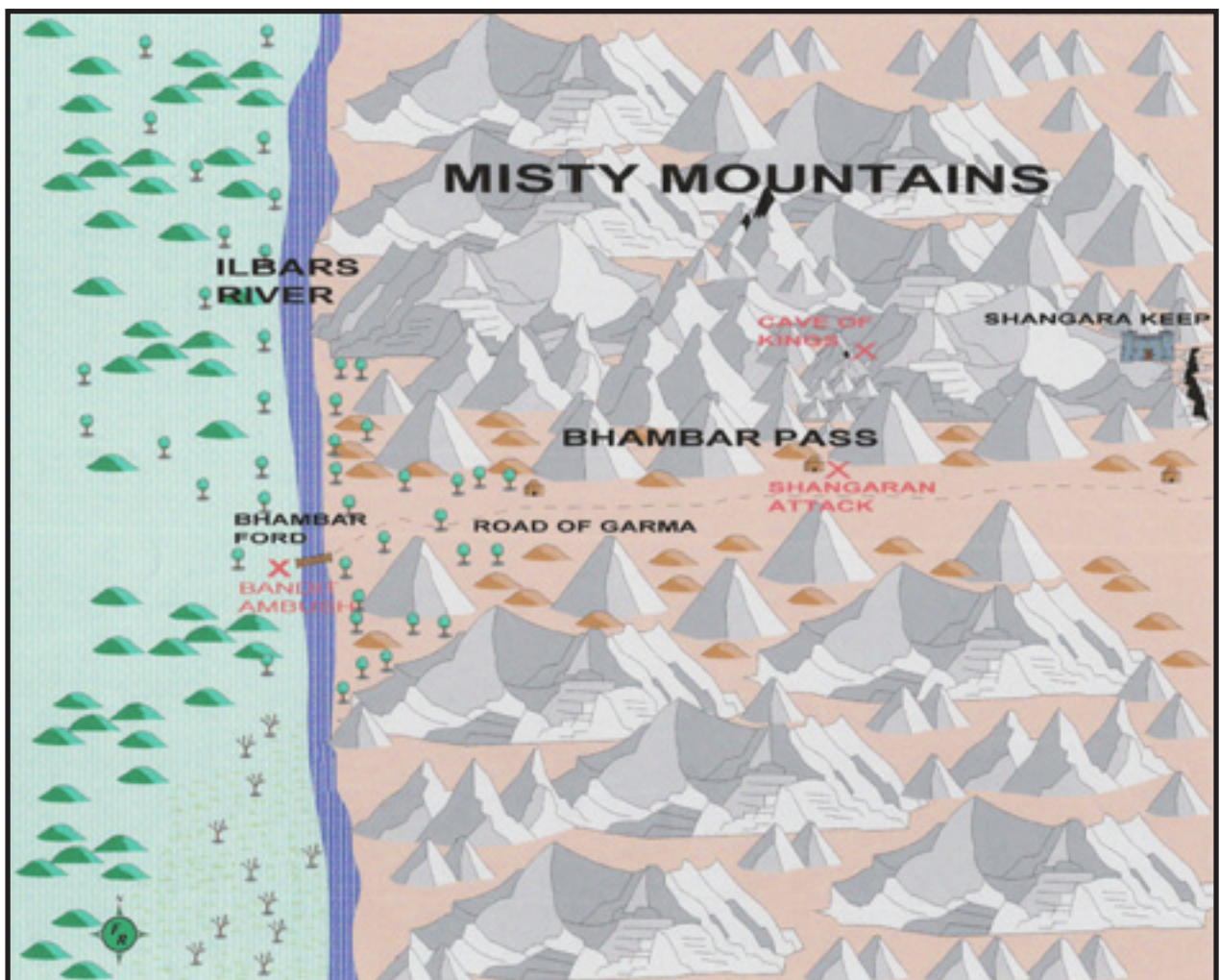
As the night gets late, Fallah Al'Kuraf will bid the characters good night and take his daughter back to their tent. The characters, whether they post a guard or not, will wake to the sound of screams and a loud, inhuman roar. As the characters run to Al'Kuraf's tent they will see a large, shadowy figure emerge from its rear and begin to climb the cliff walls as easily as a man walks. In the giant figure's arm Alathra can barely be seen, screaming and thrashing

about. No character will be able to engage the creature in melee before it is out of range. Characters with range weapons should be warned there is a great chance Alathra could be hit just. Al'Kuraf will come staggering out of the tent bloodied and bruised, with a large welt upon his head. He will scream his hatred at the night and vow vengeance upon the gods. However, after releasing his rage, a little sanity will once again return to his features and he will turn toward the characters. Al'Kuraf will beg and plead with the characters to chase down the accursed creature which has stolen his daughter and return with her safely. Al'Kuraf will offer each man who helps in her rescue 200 silver pieces.

Hopefully the characters will accept Al'Kuraf's offer and attempt the rescue of Alathra. They should be made aware that

a lot of time should not be spent in the effort if they are to reach Vendhya in time. A maximum of two days should be all the characters are able to sacrifice in the search for kidnapped young woman.

Once the characters reach the top of the cliff, a successful Survival check (DC 14) will show tracks heading north, deeper into the mountains. The weather is cold and cloudy, with a slight wind blowing from the south-west. As the day wears on, a heavy mist rises with the coming of evening. Just as the sun sets beyond the horizon, characters can make a Listen check (DC 11) to hear a female scream coming from a cave almost 60 ft. up the side of a jagged mountainside. Characters must make a difficult Climb check (DC 15) to successfully climb the cliff face without the aid of rope or climbing gear. If such



gear is available, games masters should reduce the difficulty of the check (DC 11). The characters should have a good chance of scaling the mountainside without being detected due to the screaming, and occasional bestial roars, coming from inside the cavern.

After reaching the cave entrance, characters will see a faint light emanating from the bowels of the cave. Characters will notice several piles of bones and debris scattered about, most of them humanoid in appearance. Deeper into the cave, characters will also spot faint writings and etchings upon the cave walls. Characters that make a successful Knowledge Arcana check (DC 15) will understand the writings are spells of protection and warnings not to disturb the dead. All of the writings are written in an ancient Hyrkanian dialect that has not been used in over 200 years.

Nearing the end of the cave characters will notice an odious rotting smell. The stench of decaying flesh and fecal matter almost overwhelms the senses. Standing at the back of the cave is a huge man-shaped creature covered in deep scars and wearing a tattered and dishevelled black robe. The inhuman creature has its back turned to the characters, paying more attention to the bound lady Alathra. Alathra is bound with hemp and laid out across a large stone altar. As soon as she notices the characters, she will scream for help and beg to be let go. As soon as this happens the creature will turn and attack.

## People of the Summit, Man-ape

**Large Monstrous Humanoid; HD:** 6d8+12 (49 hp); **Init:** +7; **Spd:** 30 ft.; **DV:** 15; **DR:** 5; **BAB/Grp:** +6/+16; **Atk:** Slam +11 melee (1d8+6); **Full Atk:** 2 slams +11 melee (1d8+6) and bite +9 melee (1d10+3); **Dmg:** 1d8+6 or 1d10+3; **Space/Reach:** 10 ft./10 ft.; **SA:** Improved Grab, Crush 3d8+9; **SQ:** Low-Light Vision, scent; **SV:** Fort +7, Ref +7, Will +3; Str 22, Dex 15, Con 14, Int 5, Wis 12, Cha 7; **Skills & Feats:** : Climb +12, Listen +5, Spot +5, Perform (mimic) +7, Search +2; Alertness, Multitattack

What little light in the cave comes from a small, round stone hanging from the ceiling by a leather cord. The stone gives off a light green radiance illuminating a 20'x 20' area. The Man-ape will fight to the death and will not flee or try to bargain with the characters. After the characters defeat the creature, they can free the lady Alathra and bind her wounds. Characters who make a successful Search check (DC 13) will notice the 'altar' Alathra was bound to is in fact a sarcophagus. What few writings can be read or discerned on the side of the sarcophagus claim the occupant was an ancient king of Turan. Games masters should play up the fact that disturbing the tomb might release a foul, undead creature or bring down a black curse upon the characters. However, if the characters decide to open the sarcophagus nothing supernatural will happen and they will find several items.

Within the sarcophagus is the mummified remains of an ancient Turanian king. The mummy's clothing and vestments are old and disintegrating. Laying next to the mummy are several items shining with a bright silver colour (silver scepter with three sapphires worth 400 silver pieces, a sack of 200 ancient Turanian silver pieces, *Scimitar of Kurash* (+2 to hit and damage) and a dusty parchment scroll with the spell *Greater Warding* written upon it).

The characters might decide the night is too dangerous to be walking through the mist shrouded mountains and stay in the cave until daybreak. Games Masters may wish to have a random encounter happen, if not the night will go uneventfully. The next morning the characters can retrace their steps back to the Bhambar Pass and descend the cliff face to the merchants camp. Once they reach the bottom, Al'Kuraf will be waiting, with tears of joy and heartfelt thanks to the adventures. He will ask to hear the characters story and how they rescued his daughter. Al'Kuraf will feed and honour the characters for as long as his supplies hold out. He will give the 200 silver pieces for each character as he promised and will make it known that they will always be friends and welcome in the house of Al'Kuraf. Al'Kuraf will also inform the characters that if they are heading toward Khawarizm he has a merchant friend there who will house and feed the characters, as a special favour to Al'Kuraf. Al'Kuraf will give the characters a letter with his personal seal to be given to the merchant Jassen Bin'Ali. After spending a little time with the merchants, the characters should continue their journey through the pass toward Khawarizm. The only parting advice Al'Kuraf will give the characters is to claim strange things are happening at the keep of Shangara; they should be wary and not tarry there long.



# To Save a Kingdom

## FORTRESS OF THE ABYSS

Straddling the Bhambar pass is the fortress of Shangara, once a bastion of the People of the Summit, now a Turanian stronghold. The keep is of mottled serpentine and is built atop the narrow walkway of a mountain wall that bisects a dizzying abyss. For the last three years, regular cavalry patrols have guarded the Bhambar pass, using the Shangara keep as their base. The current commander of Shangara keep is Commander Ubul el'Fakur. Fakur commands 100 cavalry and 200 foot soldiers. Although the troops stationed in the pass have seen little combat, mostly against bandits, thieves and small bands of Khozgari, occasionally some mysterious disappearance or unexplained event occurs.

Recently a robed scholar was seized by a Turanian patrol and taken to Shangara keep. Fakur, not convinced this Stygian was a scholar, but in fact a spy, had him imprisoned and tortured below the keep. For seven days and nights the Stygian, Suhtmon had endured the most heinous of tortures and torment. Fakur, realising that the Stygian was not going to be forthcoming, ordered that both of Fakur's legs be broken and his body thrown into the yawning abyss that abuts the fortress. Over two weeks have passed since crippled Suhtmon was thrown into the abyss.

As the characters ride up the pass, approaching the Shangara keep, they will notice the gates are shut and several soldiers stand at the walls. The fires of several braziers can be seen lining the wall, as well as many archers with flaming arrows. As soon as the characters are within bowshot reach, a timbered voice will roar out asking the characters their business. The man issuing commands is Sergeant Argiz Multhom, a Turanian soldier with Hyrkanian and mountain man blood in him. Sergeant Argiz will, if necessary, demand the characters lower any weapons they have and approach

the gate on foot. Once they comply, the sergeant will order his soldiers to stand down and have the main gate opened. As the characters ride through the gates of the keep, sergeant Argiz will approach them and introduce himself. Sergeant Argiz is wary of the characters and asks them many questions. After determining the characters are merely travellers heading toward Khawarizm, he will change his attitude and rude disposition.

### Sergeant Argiz Multhom

**Medium Humanoid Turanian Soldier**  
**5**; **HD:** 5d10+10 (39 hp); **Init:** +2; **Spd:** 25 ft.; **Dodge DV:** 13; **Parry DV:** 19; **DR:** 6; **BAB/Grp:** +5/+7; **Atk:** Dagger +7 (1d4+2 19–20/x2/ap2), Hyrkanian Bow +7 (1d10 19–20/x2/ap3), Scimitar +7 (1d8+2 18–20/x2/ap4), Spear +7 (2d4+3 x3/ap4); **Full Atk:** Dagger +7 (1d4+2 19–20/x2/ap2), Hyrkanian Bow +7 (1d10 19–20/x2/ap3), Scimitar +7 (1d8+2 18–20/x2/ap4), Spear +7 (2d4+3 x3/ap4); **Dmg:** Dagger 1d4+2, Hyrkanian Bow 1d10, Scimitar 1d8+2, Spear 2d4+3; **Space/Reach:** 5 ft. (2)/5 ft. (2); **SA:** Formation Combat (heavy infantry); **SQ:** Turanian qualities; **SV:** Fort +6, Ref +2, Will +1; Str 14, Dex 13, Con 14, Int 12, Wis 11, Cha 12 **Skills & Feats:** Craft (bowyer) +3, Intimidate +9, Profession (Officer) +2, Ride +9, Survival +2, Spot +2, Listen +2; Alertness, Endurance, Farshot, Mounted Combat, Parry **Possessions:** Scale Corselet, Steel Cap, Targe, Scimitar, Dagger, Hyrkanian Bow, Spear, Turanian War Horse, 120 silver pieces **Allegiances:** Turan, Men under his command

Sergeant Argiz apologizes for his less than friendly welcome; however things have been confusing and terrifying of late. After the characters see to their horses and equipment, sergeant Argiz will invite them to his modest quarters so they can speak. When they arrive, Argiz tells them of the horrifying plaguing his fortress and soldiers. About week previously a regular patrol of soldiers left the fort and headed east along the pass. The patrol did not report back after three days and another

patrol was sent after them. The second patrol found the remains of the horses of the first patrol, but not the soldier's bodies. In the midst of their search, a terrifying and unearthly sight was presented to them. The missing soldiers, or what was left of them, came shambling out of the mountain crevasses and from behind boulders to fall upon the searchers. Most of the soldiers were able to mount their horses and flee, making it back to the keep to tell their grisly tale. Two days' later, at the peak of the night, a horde of shambling corpses came up the pass and from the darkness of the abyss. At first the soldiers of the keep were taken unawares and several of the creatures made it inside of the keep. To the horror of the Turanians, the walking dead only attacked the soldiers of the keep and never molested the various travellers and merchants who had been staying there overnight. Thinking that it was the Turanian uniforms that the monsters were attacking, he had several of his men take off their uniforms. However, when the next attack occurred, his men were still attacked whether they wore their uniforms or not.

After the first night of the attack, Commander Fakur fell ill with a strange and burning madness. He has spent his days in fevered unrest and his nights in screaming terror. Argiz believes the travelling Stygian scholar his commander tortured and murdered cast some sort of curse upon the keep and its soldiers. Argiz believes only the act of burying the Stygian's body and blessing it will remove the curse and stop the unholy attacks. Because the characters are not soldiers of the keep, he fervently hopes they will be able to find the Stygian's body and lift the curse. Argiz will offer the characters fresh supplies; food, water, grain and so on. If the characters press for more, Argiz can offer them 50 silver pieces each. He will take the money from Commander Fakur's money box and give half to the characters now and the other half when the curse is lifted. If the characters press Argiz, he can be persuaded to issue the characters a royal pass, which would absolve the characters

from paying any Turanian road taxes and give them the status as if they were loyal Turanian citizens. When the light of day is shining high in the sky, Argiz will show the characters where the Stygian's body was thrown into the abyss. Argiz will happily provide the characters with rope and climbing implements to aid them in their task.

The party should make several Climb checks (DC 14) if they do not have any climbing equipment. If the characters are supplied with the proper gear, the Climb check should be reduced (DC 11). As the characters begin their descent, they will notice that the sides of the abyss are covered in a purplish moss excreting a sickly sweet liquid that is nauseating to the senses. Great drafts of air move through the large, yawning abyss making eerie and ghostly sounds. The characters should climb for about five hours before they can reach the bottom. Once there, their light will be limited and quickly fading due to the end of the day approaching. Hopefully the characters brought torches or lamps, if not then visibility will be non-existent before the hour is up.



Searching around the bottom of the gorge, characters will notice a hodgepodge of broken furniture, waste and rotting rags. Several piles of bones can be found, most of them animal, but with a few humanoid mixed in. A terrible smell of rotting flesh permeates the air, but due to the extreme drafts of air rushing through the gorge, the cause of the smell or its exact location is unclear. Characters can make a difficult Search check (DC 17) to find any tracks. If a character succeeds, several odd booted tracks can be seen heading in a northerly direction. The terrain is rough, but not inaccessible. Characters will travel for about an hour before coming to a large cave entrance with an eerie light coming from within. Any character who makes a Listen check (DC 13) can hear a high pitched almost insane cackling coming from within.

When the characters enter the cave they will notice scattered about are the remains

of several men. Most are in the livery of Turanian soldiers but a few are far older and have little in the way of flesh or garments on them. The stench of rotting flesh is almost unbearable, but the purple moss growing about the cavern walls alleviates some of the smell with its secretions. Once the characters reach the back of the cave they will be confronted with a gruesome sight. An elderly man dressed in torn and bloodied clothing lies upon a pile of dirty rags and skins. His hair is unkempt and wild; the look of madness in his eyes. His body shows many scars and bruises. The most disturbing sight of all is his legs, both of which are bent at backwards at unnatural angles. The man is obviously Suhtmon, the Stygian scholar Fakur had thought dead at the bottom of the abyss. Although his mind is gone and his body is not far behind, Suhtmon still clings to life; his anger and vengeance the only things keeping him alive. Suhtmon is far beyond reasoning and will not listen to anything the characters

say. He will only speak in Stygian and if any of the characters can speak that language they will learn Suhtmon is no ordinary scholar. Suhtmon will rant and rave about his sorcerous powers and how he can command the dead. Any who are friends of the Turanians will die beneath his vengeance. After raving maniacally for two rounds, Suhtmon will cut his wrist with a rusty blade and cry out words that are unearthly and demonic in nature. The next round, Suhtmon's soldiers will awaken to attack the characters.

## Risen Dead (9)

**Medium Undead:** HD: 3d12+3 (19 hp);  
**Init:** +0; **Spd:** 20 ft.; **DV:** 10; **BAB/Grp:** +1/+4;  
**Atk:** Unarmed +4; **Full Atk:** Unarmed +4;  
**Dmg:** Unarmed 1d6+3; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SA:** -; **SQ:** Undead qualities, Limp Stumble; **SV:** Fort +1, Ref +0, Will +3; Str 17, Dex 8, Con -, Int -, Wis 10, Cha 1  
**Skills & Feats:** Brawl, Toughness

# To Save a Kingdom

Suhtmon will order his minions to attack and kill the intruders, hoping to add their bodies to his growing army. Suhtmon has already sent the bulk of his undead to attack the keep of Shangara, leaving only a few in his cave as his bodyguard. The undead will block the characters avenue of escape and will not cease their attack until they or the characters are dead. If the characters leave Suhtmon alone and unmolested, he will either drag his crippled body over to the nearest character and stab them from behind, or begin the workings of another, unholy spell. Hopefully one of the characters will realise that Suhtmon is controlling the undead and with his death the risen dead will return to their eternal rest.

## Suhtmon, Stygian Sorcerer

**Medium Human Stygian Scholar 7; HD:** 7d6+6 (11 hp due to injuries); **Init:** +3; **Spd:** 30 ft.; **Dodge DV:** 13; **Parry DV:** 11; **DR:** -; **BAB/Grp:** +5/+4; **Atk:** Akbitanan Dagger +4 melee (1d4-1/19-20/x2/AP 2) or Stygian Bow +7 ranged (1d12/19-20/AP 1); **Full Atk:** Akbitanan Dagger +4 melee (1d4-1/19-20/x2/AP 2) or Stygian Bow +7 ranged (1d12/19-20/AP 1); **Dmg:** Dagger 1d4-1 or Stygian Bow 1d12; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SA:** New Sorcery Style (x3), Advanced Spell x5, Bonus Spell x2; **SQ:** Stygian qualities, scholar, lay priest background, knowledge is power; **SV:** Fort +2, Ref +3, Will +12; **Abilities:** Str 9, Dex 13, Con 11, Int 16, Wis 14, Cha 16 **Skills & Feats:** Bluff +13, Concentration +10, Craft (alchemy) +15, Craft (herbalism) +13, Decipher Script +13, Sleight of Hands +9, Handle Animal +5, Intimidate +13,

Knowledge (arcane) +15, Perform (ritual) +18, Profession (priest) +7, Search +13, Sense Motive +12; Dabblers (Necromancy), Exotic weapon proficiency (Stygian bow), Iron Will, Ritual Sacrifice, Tortured Sacrifice, Hexer, Skill Focus (perform), **Possessions:** Mail shirt, tulwar, merchant clothes, 4,500 silver pieces **Allegiances:** none; **Magical Attack Bonus:** +6/+8 (+3 base, +3 Charisma modifier/+2 when casting Curses) **Power Points:** 8 (24 max) **Sorcery Styles:** Prestidigitation, Curses, Counterspells **Spells Known:** *Conjuring, Lesser Ill Fortune, Telekinesis, Warding, Greater Telekinesis, Ill Fortune, Greater Ill Fortune, Burst Barrier, Curse of Broken Blood, Raise Corpse*

With the death of Suhtmon, the risen dead will fall to the ground, truly dead once again. Characters who do a Search check (DC 12) will find almost nothing of value, except for a metal vial in Suhtmon's belt and a hair bead made of bone, inscribed with strange markings and runes. The vial contains an extract of the strange moss that grows about the gorge. If drunk, the character will receive an increased vitality (+4 to Con) and a decreased to sanity (-4 to Int). The more the character drinks, the more they become addicted. After four doses the character must make a Fortitude check (DC 14) or is incurable and will crave the concoction unto death claims him. The vial contains six uses. The hair bead is made of an unknown bone, but has many runic markings etched on it. The bead gives its wearer a +2 magic attack bonus to all Necromancy spells. However, the bead will give the wearer a -4 to his CHA score for as long as it is worn.

After climbing back to the top of the abyss, the characters will find a large bonfire burning along the side of the keep. Several soldiers are stacking corpses upon the fire, as if they were cordwood. Sergeant Argiz will greet the characters as they approach and hail them with gratitude and thanks. Argiz knew the characters had succeeded in finding the Stygian's body and had consecrated it as soon as the shambling horde began to fall to the earth lifeless. He tells the characters the undead were beating down the gates just as they fell. He and his men owe the characters a debt of gratitude. Argiz will escort the characters back to the keep and provide them with all the supplies they can carry. He will also inform them the commander died in his sleep, almost at the same moment as the undead fell. He believes the curse has ended and will gladly give the characters their 50 silver pieces each. If the characters bartered the scroll of passage also, Argiz will give this to them as well. It is up to the characters whether or not they tell Argiz about what really happened.

Whatever the outcome, the characters will be able to rest and re-supply themselves before continuing their journey. The day the characters are to leaving, Argiz asks them if they would deliver a message to the satrap of Khawarizm, Jehungir Agha, since they are headed in that direction any way. If the characters agree, Argiz will provide them with two pack horses and allow them the use of the keep's blacksmith and armourer. The characters leave the keep of Shangara to yells of 'thanks' and 'good journey'.



## KHAWARIZM

The journey to Khawarizm will take at least seven days, but it will be fairly easy going once the characters have left the rugged mountain pass and hills of the Misty Mountains. As the characters move east along the northern end of the Colchian Mountains they will, at some point, reach the Akrim River running parallel with the Gorge of Diva. Games Masters may have the characters run into several different encounters along the way to Khawarizm; however none of these should be time consuming. Even if nothing happens on their journey, by the fifth day the characters will encounter the end of a battle.

As the characters round a bend of the river they will see a skirmish being fought by the walls of the gorge. The bright sunlight gleams off the spired helms and shields of the combatants as they manoeuvre through clouds of dust and dirt. Most of the combatants are on horseback, but a few have engaged in melee upon the rocky ground near the gorge wall. As the characters approach closer they can see over two dozen bodies scattered about. Obviously this fight has raged on for a period of time and over a large area. Characters that make a Spot check (DC 12) will see the Turanian banner of Khawarizm, a golden scorpion on a purple field, flying from several of the rider's lances. As soon as the characters begin to move toward the battle, a large group of the combatants will break away from the melee and ride north along the gorge. The characters should not be able to catch up the riders, however the characters will see them from a distant and recognize the clothing and dress as one of the many tribes that inhabit the Himelian Mountains.

When the characters head back to the battle field, they will be met by a Turanian light cavalryman. His name is Afhar Al'Mulah and he is a simple soldier in the service of Turan. However, Afhar will be grateful for the characters timely arrival; most likely the reason the Khurakzai tribesmen fled. Afhar will ask the characters to help them with their wounded and travel with them back to Khawarizm. Afhar does not hold an officer's rank within the Turanian cavalry, however with the death of his commander and sub-commanders, he takes over those responsibilities. If the characters agree and help Afhar, they will easily enter the gates of Khawarizm and not be questioned or harassed by the city guards. The characters will soon find out that Afhar is not a common cavalryman. In fact he is the nephew of Jehungir Agha, the Satrap of Khawarizm. With the right words, characters can convince Afhar to arrange a face to face meeting with Jehungir Agha and perhaps learn some valuable information.

### Afhar Al'Mulah

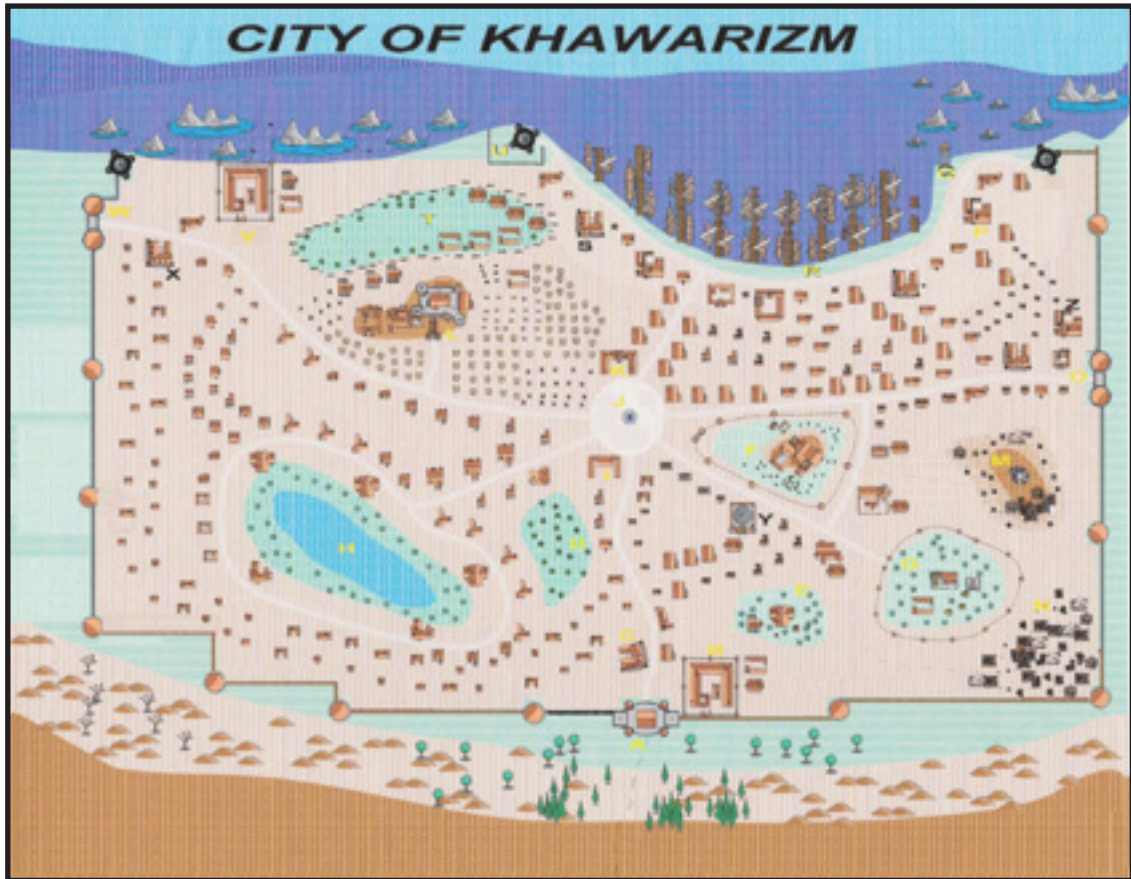
**Medium Human Turanistani Noble 1/ Soldier 3; HD:** 1d8+ 2d10+8 (25 hp); **Init:** +7; **Spd:** 25 ft.; **Dodge DV:** 13; **Parry DV:** 18; **DR:** 7; **BAB/Grp:** +3/+5; **Atk:** : Dagger +5 (1d4+2 19–20/x2/ap2), Hyrkanian Bow +6 (1d10 19–20/2/ap3), Light Lance +5 (1d10+3 x3/ap4), Axe +5 (1d8+2 x3/ap2), Scimitar +5 (1d8+2 18–20 x2/ap4); **Full Atk:** Dagger +5 (1d4+2 19–20/x2/ap2), Hyrkanian Bow +6 (1d10 19–20/2/ap3), Light Lance +5 (1d10+3 x3/ap4), Axe +5 (1d8+2 x3/ap2), Scimitar +5 (1d8+2 18–20 x2/ap4); **Dmg:** Dagger 1d4+2, Hyrkanian Bow 1d10, Light Lance 1d10+3, Axe 1d8+2, Scimitar 1d8+2; **Space/Reach:** 5 ft. (2)/5 ft. (2); **SA:**– ; **SQ:** Turanian Qualities, Title, Rank Hath its Privileges, Wealth ; **SV:** Fort

+5, Ref +3, Will +3; **Abilities:** Str 14, Dex 15, Con 14, Int 14, Wis 11, Cha 14; **Skills & Feats:** Appraise +6, Bluff +6, Craft (Bowyer) +4; Combat Expertise, Improved Initiative, Mounted Combat, Parry **Possessions:** Mail Hauberk, Steel Cap, Targe, Scimitar, dagger, Hyrkanian Bow, Light Lance, Axe, 200 silver pieces (with access to much more), nobles outfit **Allegiances:** Turan, father, Jehungir Agha, fellow soldiers.

### Turanian Light Cavalry (23)

**Medium Human Turanian Soldier 2; HD:** 2d10+2 (13 hp); **Init:** +2; **Spd:** 25 ft.; **Dodge DV:** 13; **Parry DV:** 15; **DR:** 7; **BAB/Grp:** +1/+3; **Atk:** Light lance +5 melee finesse (1d10+1/x3); or Hyrkanian bow +5 ranged (1d10/19–20) ; **Full Atk:** Light lance +5 melee finesse (1d10+1/x3); or Hyrkanian bow +5 ranged (1d10/19–20) ; **Dmg:** Light lance 1d10, Hyrkanian bow 1d10; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SA:** +1 to attack with bow if target at least 6 range increments away, +2 if 9 or more range increments away; **SQ:** Turanian qualities, 2 racial penalty on saves against hypnotism; +1 bonus to Intimidate if within Hyrkanian zone of influence ; **SV:** Fort +3, Ref +2, Will –1; Str 13, Dex 15, Con 12, Int 10, Wis 8, Cha 9 **Skills & Feats:** Craft (bowyer) +3, Intimidate +4\*, Ride +7, Spot +4, Survival +2; Far Shot, Mounted Combat, Mounted Archery **Possessions:** Turanian desert warhorse, light lance, targe, mail hauberk, steel cap, scimitar, dagger.

# To Save a Kingdom



## Key to Khawarizm

- A. Southern Fortress Gate:** This fortified fortress guards the southern entrance into the city and houses over 400 Turanian soldiers. Any who wish to enter Khawarizm must pay a toll and have their goods inspected by the gate guards.
- B. El Sharaz Garrison:** Regular cavalry patrols leave this garrison to patrol the surrounding lands of Khawarizm and the northern Colchian Mountains. This garrison is home to 1,000 soldiers.
- C. The Pashas Feast:** This large inn and tavern has stood for over 20 years. A small mercantile/traders store has recently been added on to the structure. The owner and proprietor is a man known as, Afa-Ben'Ali.
- D. City Park:** This well groomed and tended park is for the public's use. At night it sometimes becomes a popular spot for secret rendezvous.
- E. Estate of Muhadriz:** The family of Muhadriz has long been a part of the politics of Khawarizm. Originally founded as a wealthy merchant family, the Muhadriz have risen high in the favour of King Yezdigerd. Many noblemen, military officers and court favourites have the last name Muhadriz.
- F. House of Pain:** This sprawling and opulent castle is owned by the sadistic Jelal Khan. A nobleman well known for his decadence and degeneracy, Jelal Khan is feared by noblemen and commoner alike. Few people who enter Jelal Khan's home ever leave.
- G. Temple of Tarim:** This temple was only recently rebuilt after the original collapsed during an earthquake three years ago. The priests decided to rebuild the temple in a more rural style instead of the grandiose manner of the northern cities. Elaborate gardens and cobblestone paths wind their way around the temple grounds, surrounding a large mostly wooden main structure.
- H. Nobles Lake:** Built and maintained by the five noblemen whose mansions surround the lake, this man made lake has been the private playground of many of the cities noble youths. Secret rendezvous and midnight liaisons are just some of the events occurring around the Nobles Lake. It is also rumoured that noble lords who become angered at their disobedient offspring often drop them into the lake weighted with rocks.
- I. Slave Market:** Khawarizm, like most Turanian cities, is well known for its variety and quality of slaves. Many men, women and children from all parts of Hyboria find their way here to be sold as common house slaves, field workers or even pleasure toys of noblemen. At any given time, anywhere from 200 to 1,000 slaves can be seen and bought, for the right price.
- J. City Plaza:** The centre of the city is marked by a large cobblestone circle with a large fountain in its centre. In the middle of the fountain is a statue of King Yezdigerd, in all his glory. It is common practice for passer-by's to throw copper coins into the fountain for luck. Any who befoul the fountain or the statue therein, are immediately sentenced to death and executed.

- K. Civic Hall:** Where judges decide the fate of criminals and wrong doers. Jehungir Agha holds meetings and makes proclamations from this building whenever it is of importance. However any secret meetings or of a sensitive government nature are always held at Khawarizm Castle.
- L. Khawarizm Castle:** One of the oldest structures within the city, this castle has stood for almost 80 years. Home to over 500 soldiers, this fortress has seen many sieges. The home of the Satrap, Jehungir Agha, Khawarizm Castle is raised on a small hill overlooking the city and harbour. Currently the open fields surrounding the castle are covered in a sea of tents. Over 10,000 Turanian soldiers and mercenaries are encamped for the forthcoming invasion of Vendhya.
- M. The Tower of Jawhar al Din:** Jawhar al Din was said to have once been a priest of Tarim, before some incident in which the temple stripped him of his priestly vestments and banned him from the clergy. Rising atop a small hillock, the tower of Jawhar al Din is made of a polished black stone of unknown origin and rises up to almost 60 ft. in height. The tower is surrounded by the ruins of an ancient noble estate which was destroyed by fire over 20 years ago.
- N. Ancient Ruins:** Once the site of the oldest part of the city, these buildings tumbled down during an earthquake over three years ago. This section of the city was never rebuilt and has been stripped for excess materials and used as a waste depository. City officials are trying to have the ruins cleaned up and the waste removed from the inner city, however people are constantly leaving cart loads of garbage scattered about the ruins. City patrols are constantly finding dead or mutilated bodies among the ruins and it is said an evil cult sacrifices victims during the midnight hours.
- O. Eastern Gate:** This gate house always has 100 soldiers on duty. Whether they are manning the walls or inspecting caravans, these soldiers are always alert for attacks by hill tribesmen. There is always a captain of the guard on duty with at least three sub-commanders.
- P. Leather Worker Guildhall:** This guildhall is one of the largest and most well known. The leather workers' guild has many contracts with the Turanian government and provides almost all of the leather working needs of the city. Many other guildhalls occupy this quarter of the city including the Weavers' Guild, Woodworkers' Guild and the Teamsters' Guild.
- Q. Harbour Tower:** This tower is the oldest standing structure within the city. Built over 100 years ago, this tower was and is still used to warn off ships heading too close to the reefs and rocks lining the Khawarizm shore. This building has been repaired several times over the last century and its lighthouse is always occupied by at least three people (usually employed by the city).
- R. Khawarizm Harbour:** This harbour is one of the most well known and well used on the Vilayet. Several purple sailed Turanian Naval Dhows can be found in harbour most of the year round. Khawarizm has the facilities to repair as well as build any type of ship that sails the Vilayet. The harbour is deep and free of any obstructions, however the rest of the coast around the city is lined with treacherous rocks and unseen reefs. Currently over 25 Turanian war ships are docked in the harbour loaded with equipment and supplies for the invasion of Vendhya.
- S. The Black Sail:** A large inn and tavern very popular with sailors and seamen when they are in port. A sometimes rowdy and dangerous place to drink and eat, the Black Sail also has some of the most beautiful women in Khawarizm, who will dance or spend the night with a man, as long as he has the coin. The owner of the Black Sail is unknown, however the bartender and proprietor is a husky old Turanian who calls himself Abdul Ahad.
- T. Cavalry Training Grounds:** These large and well tended fields are used by the Turanian army to train new cavalry recruits. Several large stables and barns hold some of the finest war horses known anywhere in the world. Most days several dozen men and horses can be seen training in the grounds. The entire area is fenced in and the stables are guarded 24 hours a day.
- U. War Tower:** Built over 30 years ago, before the current city walls existed, these massive towers were the first line of defense against pirates and sea attacks. Made of granite and covered in ballistae and light catapults, these towers are manned by no less than 120 soldiers at all times. These towers have seen a lot of action in the last 10 years.
- V. El Safwan Garrison:** Regular cavalry patrols leave this garrison to patrol the surrounding lands of Khawarizm and the Gorge of Diva. This garrison is home to 1,000 soldiers.
- W. Western Gate:** This gate house is garrisoned in an identical manner to the Eastern Gate.
- X. The House of Nizar:** An inn and tavern which sits along side the western road, the House of Nizar caters more to merchants and wealthy noblemen. Over three stories high and made of red brick and wood, the House of Nizar is home to sensual dancers, entertainers and some of the finest cooks in Khawarizm. Even the Satrap himself is seen occasionally frequenting the House of Nizar. Little is know about the owner of this establishment, a woman who is always heavily veiled and goes by the name Azubra.
- Y. Temple of the Yellow God:** Erlik, sometimes known as the Yellow God of Death, holds sway over the many faithful in Khawarizm. Monthly sacrifices and rituals are performed high up upon the altar of Erlik. Dried blood of hundreds of past victims can be seen along the sides of the temple. It is well known that priests of Erlik regularly patronize the slave market, hoping to find some unique and unwilling participant in one of Erlik's most holy of ceremonies.
- Z. Merchants Hall:** A meeting place where merchants can come to bargain and barter their goods for other exotics from distant lands. Traders looking to acquire specific goods or services can come here to speak with other merchants who may have or know where to go to obtain that which they seek. Also a good place for mercenaries or caravan guards to find employment.

# To Save a Kingdom

Once Afhar sees to his men's wounds and injuries, he will escort the characters through the city to the Khawarizm Castle. Characters will notice the sea of tents and military paraphernalia lining the fields below. Mercenaries and Free Companions from all over the known Hyborian world can be seen gathered about the castle's base.

Once inside the castle, Afhar will introduce the characters to Jehungir Agha. It will not take much to convince Jehungir Agha the characters are friends and allies of Turan. With the saving of his nephew and the delivery of the note from the fortress of Shangara, Jehungir Agha will treat the characters as if they were dignitaries from a distant land. He will insist on holding a feast in their honour and will make preparations that night. The characters will be able to bathe and have their clothes cleaned within the castle. If the characters ask, their weapons and armour can also be cleaned and repaired.

## Jehungir Agha, Lord of Khawarizm

**Medium Human Turanian noble 12; HD:** 10d8+14 (65 hp); **Init:** +11; **Spd:** 25 ft.; **Dodge DV:** 17; **Parry DV:** 19; **DR:** 10; **BAB/Grp:** +9/+13; **Atk:** Dagger +13)1d4+4 19-20/x2/ap4), Hyrkanian Bow +13 (1d10 19-20/x2/ap3), Scimitar +14 (1d8+4 18-20/x2/ap8), Tulwar +13 (2d8+6 18-20/x2/ap7); **Full Atk:** Scimitar +14/+9 (1d8+4 18-20/x2/ap8); **Dmg:** Dagger 1d4+4, Hyrkanian Bow 1d10, Scimitar 1d8+4, Tulwar 2d8+6; **Space/Reach:** 5 ft. (2)/5 ft. (2); **SA: - SQ:** Turanian qualities, Adaptability (Sense Motive, Spot), Background Skills (Bluff, Diplomacy, Gather Information, Sense Motive), Title, Rank Hath its Privileges, Wealth, Special Regional Feature +3, Enhanced Leadership, Lead by Example +2, Do You Know Who I Am?; **SV:** Fort +5, Ref +5, Will +12; Str 18, Dex 17, Con 12, Int 20, Wis 18, Cha 18 **Skills & Feats:** Bluff +21, Diplomacy +30, Gather Info +21, Intimidate +23, Knowledge (Nobility) +15, Ride +21, Sense Motive +21, Knowledge (Local) +13, Knowledge (Warfare) +10; Improved Intimidate, Leadership,

Negotiator, Persuasive, Skill Focus (Ride); **Reputation:** 25 **Corruption:** 2 (fear of beheading, extreme intoxication to forget) **Allegiances:** King of Turan, Advisors, Officers under command, servants **Possessions:** Nobles robes, turban with diadem, dagger, scimitar, chain shirt (under robes), pouch with tobacco snuff, always has unlimited supply of wine and alcohols available.

Later that night, a huge feast and celebration is held in their honour. Dancers, wine and food are heaped upon the characters. They are introduced to many noblemen and prominent members of the city. As the night progresses, Jehungir Agha will become more and more inebriated until he reaches the point of rudeness. His Wazier and other advisors will recognize their lord's intoxication and announce the feast and celebration is over. However, Jehungir Agha will not let the characters leave his presence yet and will make them stay and drink more with him.

Jehungir Agha, in his intoxicated state, will begin to make wild boasts of Yezdigerds army and its imminent invasion of Vendhya. If the characters make an easy Gather Information check (DC 11), they will learn half of the Turanian fleet has arrived bringing supplies and soldiers for the invasion. However, due to docks being overwhelmed by the numbers of ships arriving all at once, most of the vessels have not yet been unloaded and are still filled with the military gear and supplies needed for the invasion of Vendhya. The rest of the fleet should arrive in two days, bringing more soldiers and supplies. An army of soldiers is moving from the east and should be passing through the Bhambar Pass at this moment.

The Satrap will eventually lapse into unconsciousness and be unceremoniously carried off by his slaves and servants. As the characters are escorted back to their rooms, one of the servants will walk with a character into his room (chosen at random) and ask to speak to him. If the character agrees, the servant will say that his name is Gajanan and that he is a faithful servant

of Vendhya. He will assure the character he is an ally and knows that the characters are also servants of the Devi. Gajanan will explain while in the characters chambers he noticed the golden Kshatriyas noblemen's amulet within their gear. If the characters did not have it in their gear, then he will have noticed it around the characters neck.

Gajanan will explain he has been a spy within the Satraps palace for over five years. In this time he has had little of importance to report back to his superiors in Vendhya. However, with the build up of troops and military supplies and the information he has overheard within the palace, he is sure that Turan plans to invade Vendhya soon. He knows there is a spy among the Devi's court but has not found out this person's name. Gajanan will tell the characters that if something is not done to delay the fleet in the harbour then the army of Turan will march forth within two weeks and sweep across the lands of Vendhya.

If the characters are willing and brave of heart, Gajanan has an idea. He has many friends and conspirators within the city and has planned a mission of sabotage for some time. Stored away within a harbour warehouse are several barrels of flaming pitch. All of the harbour is heavily guarded apart from an abandoned and broken dock on the eastern side of the harbour. By the dark of night, Gajanan and his men will row out into the harbour by way of the abandoned dock and lay burning pitch about the piers. When they are done, fire will be set to the pitch and the whole harbour should catch fire. Gajanan knows the abandoned dock is not guarded, however a regular patrol of soldiers leaves the eastern War Tower and passes by around the same time as their mission would be taking place. Although Gajanan and his men are patriots, they are not warriors. Gajanan asks if the characters can come with them and eliminate any threat to their midnight sabotage. If the characters agree, they must act tonight, while most of the palace sleeps and the Satrap is unconscious and dreams of conquest.

## Gajanan

**Medium Human Vendhyan Thief 5; HD:** 5d8+10 (28 hp); **Init:** +7; **Spd:** 30 ft.; **Dodge DV:** 15; **Parry DV:** 114; **DR:** 4; **BAB/Grp:** +3/+5; **Atk:** Dagger +5 (1d4+2 19–20/x2/ap2), Shortsword +5 (1d8+2 19–20/x2/ap3); **Full Atk:** Dagger +5 (1d4+2 19–20/x2/ap2), Shortsword +5 (1d8+2 19–20/x2/ap3); **Dmg:** Dagger 1d4+2, Shortsword 1d8+2; **Space/Reach:** 5 ft. (2)/5 ft. (2); **SA:** Sneak Attack (dagger), Sneak Attack (shortsword); **SQ:** Vendhyan qualities, Sneak Attack, Trap Disarming, Eyes of the Cat, Trap Sense, Light-Footed; **SV:** Fort +3, Ref +7, Will +3; Str 15, Dex 17, Con 14, Int 16, Wis 15, Cha 12 **Skills & Feats:** Bluff +9, Climb +10, Decipher Script +11, Disguise +9, Escape Artist +11, Forgery +11, Gather Info +9, Listen +12, Move Silently +13, Spot +12, Search +11; Alertness, Stealthy **Possessions:** Slaves clothes, dagger (hidden under clothes), disguise kit (hidden in slave quarters), Key to warehouse, three silver pieces **Allegiances:** Vendhya, slaves, Commander Darshan.



## Midnight Mission

After the characters agree to Gajanan's plan, he will lead them out of the castle through a little known used entrance. Most of the castle is asleep at this late hour, however Gajanan will make sure the way is clear before leading the characters out. Once outside of the castle, he will lead the characters through the mercenary encampment, hoping none will notice a couple more warriors moving about. Once past the mercenary encampment, Gajanan will move eastward, into the wharf district and head straight toward his secret warehouse stash.

When the characters arrive at the warehouse, a dilapidated wooden structure, Gajanan will knock quickly three times upon the rotten and worm ridden door. The door will open showing a faint candlelight and four other figures. The figures are compatriots and loyal Vendhyans who answer to Gajanan. Most are dressed in the livery of house servants or slaves, with no visible weapons. Gajanan

will introduce the characters if they wish, however most of the Vendhyans prefer to remain anonymous in case of capture.

Placed in the middle of the warehouse is a wooden pallet with a large canvas cloth thrown over it. Once the cloth is removed, six large barrels can be seen stacked upon each other and bound in iron bands. Gajanan will have his men bring a cart into the back of the warehouse where the barrels will be loaded. All of the Vendhyans, including Gajanan, will place darkened cloaks with hoods upon their bodies. The group will leave the back of the warehouse, quietly moving down the nearest alley.

Gajanan suggests the characters move behind the wagon, so as not to look suspicious. A low fog begins to drift in as the group moves toward the eastern side of the harbour. The faint sounds of singing and celebrating can be heard in the distant, most likely from a small tavern still open. The light from the old

harbour tower can be seen shining upon the treacherous rocks jutting forth from the ocean. If no encounters stop the group they will reach the broken pier after 30 minutes of walking. This pier is abandoned as Gajanan had stated and the watch lights of the distant piers can barely be seen through the clinging mist. Two large skiffs are tied to the broken shaft of a pier pylon. Gajanan and his men will begin loading the barrels of pitch onto the skiffs, careful not to make much noise. Gajanan tells the characters once they see the beginning of flames to flee back to the castle, using the same route they used to reach this place. Once they are back at the castle, they can pretend to have been asleep and wake up when the castle alarm is raised. Gajanan tells the characters not to worry about him or his men. They will disappear into the Vilayet and find a route back to Vendhya.

At about an hour after midnight, the stamp of booted feet marching in order is heard through the fog. A successful Listen check

# To Save a Kingdom

(DC 12) will let the characters know the noise is coming closer toward them. After three rounds a city watch patrol emerges from the fog near the broken pier. An officer in command of the patrol will order one of his men to walk to the broken pier to check it out. As the soldier approaches he will notice one of the characters or the cart left by Gajanan and call out to his commander. The rest of the patrol will approach the broken pier and will arrest all the characters if they do not resist. If the characters fight, they will have to overcome the whole patrol or otherwise one will escape to sound the alarm.

## Turanian Watch Commander

**Medium Human Turanian Soldier 4;** **HD:** 4d10+4 (30 hp); **Init:** +2; **Spd:** 25 ft.; **Dodge DV:** 13; **Parry DV:** 15; **DR:** 7; **BAB/Grp:** +5/+7; **Atk:** Light lance +5 melee finesse (1d10+1/x3); or Hyrkanian bow +5 ranged (1d10/19-20); **Full Atk:** Light lance +5 melee finesse (1d10+1/x3); or Hyrkanian bow +5 ranged (1d10/19-20); **Dmg:** Light Lance 1d10+1, Hyrkanian Bow 1d10; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SA:** +1 to attack with bow if target at least 6 range increments away, +2 if 9 or more range increments away; **SQ:** Turanian qualities, -2 racial penalty on saves against hypnotism; +1 bonus to Intimidate if within Hyrkanian zone of influence; **SV:** Fort +3, Ref +2, Will -1; Str 13, Dex 15, Con 12, Int 10, Wis 8, Cha 9 **Skills & Feats:** Craft (bowyer) +3, Intimidate +4\*, Ride +7, Spot +4, Survival +2; Far Shot, Mounted Combat, Mounted Archery **Possessions:** Club, targe, mail hauberk, steel cap, tulwar, dagger, 10 silver pieces **Allegiances:** Turan, Men under his command.

## Turanian City Watch (8)

**Medium Human Turanian Soldier 2;** **HD:** 2d10+2 (13 hp); **Init:** +2; **Spd:** 25 ft.; **Dodge DV:** 13; **Parry DV:** 15; **DR:** 7; **BAB/Grp:** +1/+3; **Atk:** Light lance +5 melee finesse (1d10+1/x3); or Hyrkanian bow +5 ranged (1d10/19-20); **Full Atk:** Light lance +5 melee finesse (1d10+1/x3); or Hyrkanian bow +5 ranged (1d10/19-20); **Dmg:** Light lance 1d10, Hyrkanian bow 1d10; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SA:** +1 to attack with bow if target at least 6 range increments away, +2 if 9 or more range increments away; **SQ:** Turanian qualities, 2 racial penalty on saves against hypnotism; +1 bonus to Intimidate if within Hyrkanian zone of influence; **SV:** Fort +3, Ref +2, Will -1; Str 13, Dex 15, Con 12, Int 10, Wis 8, Cha 9 **Skills & Feats:** Craft (bowyer) +3, Intimidate +4\*, Ride +7, Spot +4, Survival +2; Far Shot, Mounted Combat, Mounted Archery **Possessions:** Club, spear, targe, mail hauberk, steel cap, scimitar, dagger.

Khawarizm does not have an independent city guard or watch and Turans army is made up almost totally of cavalry. The Satrap will regularly rotate cavalry units through the watch and guard, so as not to have to train or supply a separate military force. Most soldiers consider this duty beneath them and do not like the idea of being without their steeds. Whenever a unit of soldiers is stationed to the city watch, their horses, lances and bows are removed and replaced with a scimitar, a club and sometimes a spear.

If the characters manage to defeat or subdue the watch patrol then an hour later a bright flame will be seen spreading

across the harbour. If the characters immediately flee, they should be able to make it back to their rooms in time before the castle is woken up by the alarms from the harbour. If the characters do not flee immediately or something delays their departure, then there is a good chance they will be caught and implicated in the sabotage. The fire will rage out of control for about an hour before enough soldiers and seamen are roused to battle it. By morning, three warships will lay sunk in the harbour and eight more will be heavily damaged. Gajanan and his men will have succeeded in their plan and delayed the Turanian army by a few more weeks.

If the characters are wise and act quickly, they can quietly slip out of the castle and the city while Jehungir Agha is busy determining who to execute for the lack of security. All city gates have been ordered not to allow any foreigners to pass unless they have special permission from the Satrap or a military escort. Smart characters will contact Afhar and explain to him that they wish to leave the city and ask if he will help them. A moderate Bluff check (DC 14) will convince Afhar that the characters had nothing to do with the sabotage and they only wish to leave and continue their journey north into Hyrkania. If successful, Afhar will escort the characters through the eastern gate and bid them a good journey. Once out of sight of the city, the characters can move south-east toward Ashraf and the Zhaibar pass.

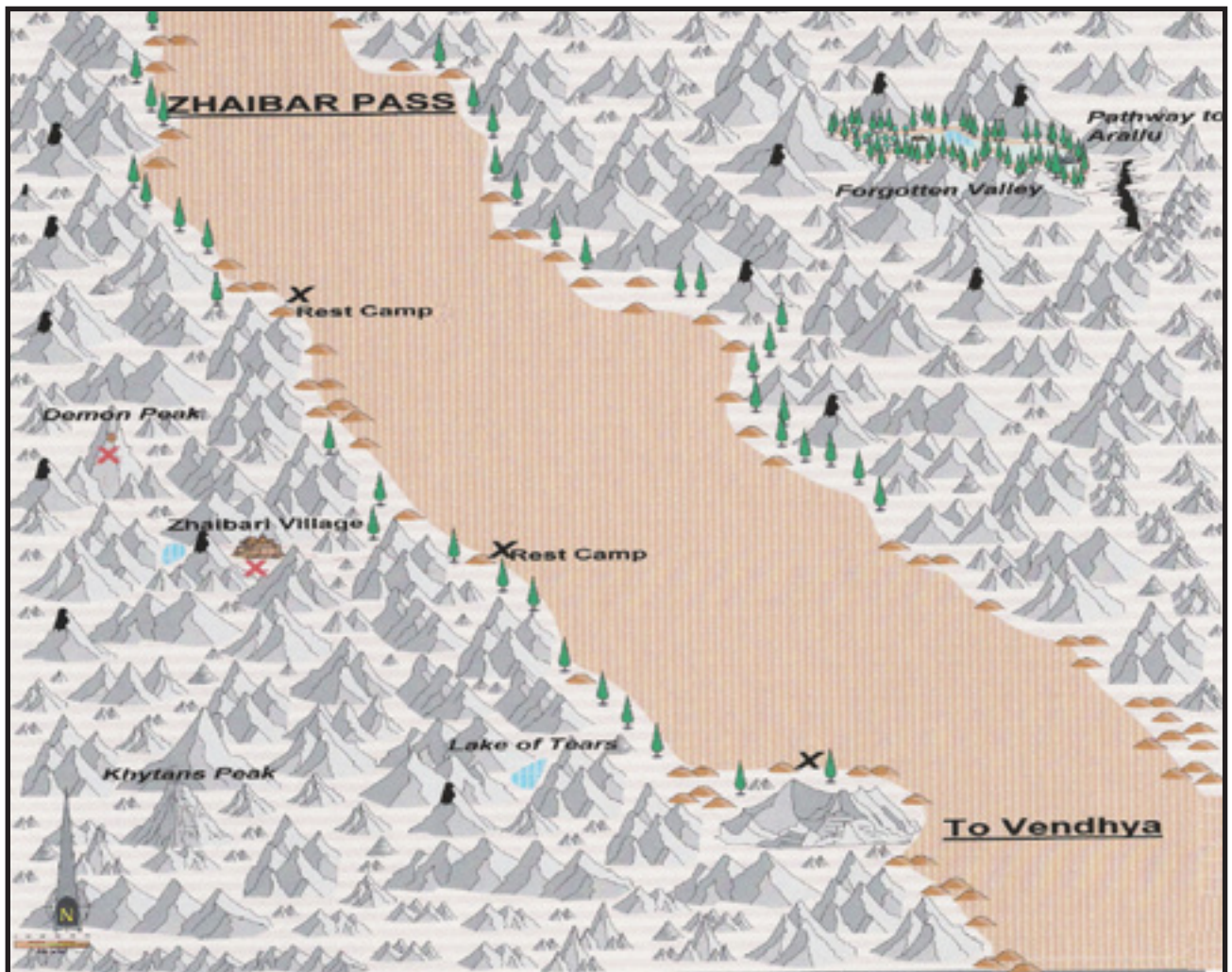
## TERROR OF THE ZHAIBARI

After several days of riding south toward the Zhaibar pass, the characters will notice the trails of many wagons and horsemen. Although the characters are still over 10 miles away from the Turanian fortress of Ashraf, clouds of smoke and a sea of tents mark the encampment of Turan's invading army. Even from such a great distance, it is clear the number of soldiers and mercenaries is easily within the tens of thousands. If the characters try to move closer to Ashraf, they will be stopped and questioned by Turanian outrider patrols. No matter what paperwork or story the characters give they will be placed under arrest and taken to Ashraf to be held in

a prison until the invasion of Vendhya has begun. Turan is taking no chances anyone can warn Vendhya of the large Turanian army on its border. Hopefully the characters stay away from Ashraf and move toward the western side of the Zhaibar pass, avoiding any Turanian patrols they come across. If the Player Characters are of an inquisitive bent and likely to investigate Ashraf regardless forewarn them by having the party witness from a distance a powerful Turanian patrol take into custody a large band of travellers forming a merchant caravan.

After a day of hard riding, just before the characters make camp, a cloud of dust and the rumbling of hooves can be heard coming from the south heading toward

the characters camp. Around the bend of jutting rocks rides a band of Zhaibari tribesmen. The Zhaibari are one of many mountain tribes inhabiting the Himelian Mountains. However the Zhaibari have been known to aid Vendhya on many different occasions. This band of horsemen stops near the characters camp and one of the riders dismounts and swaggers over to the characters. No weapons are in his hands and he holds them open and out to the side of his body; a sign of peace and friendship. The warrior speaks in the dialect of the Himelian tribesmen. If no one answers, then he speaks in Vendhyan then Hyrkanian. The warrior calls himself Almar Najim, a proven warrior of the Zhaibari tribesmen. Almar tells the characters he was sent by his chief, Mujgan



# To Save a Kingdom

Shourddin, leader and speaker for all the Zhaibari. Almar will not be able to tell the characters why Shourddin wants to see them, or even how he knew they would be there, only that in these mountains Mujgan's command is to be obeyed. Almar will give the characters time to pack up their belongings and mount their horses. He will let the characters know they will be travelling for several hours and if their horses tire, Almar and his men have brought spares. The characters should then begin their journey south, veering off into the steep and treacherous Himelian Mountains.

## Almar Najim

**Medium Human Himelian Barbarian 7;**  
**HD:** 7d10+30 (69 hp); **Init:** +9; **Spd:** 30 ft.;  
**Dodge DV:** 19; **Parry DV:** 19; **DR:** 5; **BAB/**  
**Grp:** +7/+11; **Atk:** Dagger +11 (1d4+4  
19-20/x2/ap4), Scimitar +11 (1d8+14 18-  
20/x2/ap6), Javelin +11 (1d8+4 x2/ap4),  
War Spear +11 (2d4+6 x3/ap6); **Full Atk:**  
Scimitar +11/+6 (1d8+4 18-20/x2/ap6)  
**Dmg:** Dagger 1d4+4, Scimitar 1d8+14,  
Javelin 1d8+4, War Spear 2d4+6; **SA:-** ;  
**SQ:** Himelian Qualities, Fearless, Versatility,  
Sword Bite, Crimson Mist, Uncanny Dodge,  
Trap Sense (+2); **SV:** Fort +9, Ref +11, Will  
+5; **Abilities:** Str 18, Dex 17, Con 17, Int 12,  
Wis 13, Cha 14; **Skills & Feats:** Climb +14,  
Hide +15, Move Silently +15, Ride +14, Spot  
+8; Diehard, Endurance, Iron Will, Lightning  
Reflexes, Power Attack, Track **Possessions:**  
Leather Jerkin, steel cap, buckler, dagger,  
scimitar, war spear, javelin, whip, three  
horses, two wives, 30 pieces of silver,  
Akbitanan quality arrow heads (5), 65 head  
of goats **Allegiances:** Chief of tribe, tribal  
warriors, tribal shaman.

The trails the Zhaibari follow are so small and treacherous they seem more like goat trails or abnormal rock formations. The Zhaibari will lead the characters' horses once the terrain becomes too dangerous or the night too dark. Several hours later the characters will see campfires off in the distance. As the group approaches

the light, they will see the outline of a large village set along the top of a natural rock plateau. This is the Zhaibari village of Shourddin and also the largest of all the Zhaibari villages. Over 700 people inhabit this village and many goats and other small heard animals can be seen roaming the village.

The characters are brought to a large tent located within the centre of the camp. The tent appears to be made of leather animal hides stretched over a wooden frame and several large rocks are wrapped about the base of the structure, giving it stability. Almar will call out a word in Himelian and there will be a noise of movement from within the tent. Soon thereafter a large, hairy man will emerge. The man is well over six feet in height and is covered in muscles and several large scars from old wounds can be seen all over his body. His black hair and beard are unkempt

and wild; several coloured beads woven within. The giant warrior will exchange a few words with Almar and then turn to the characters, speaking to them in a language they understand.

He is Chief Mujgan Shourddin and leader of the Zhaibari tribesmen. Recently his daughter, Shukria was searching the nearby mountainsides for herbs and plants to use for healing salves. Shukria was always stubborn and headstrong and preferred not to travel with any bodyguards. However, this did not stop her worrying father from sending men to watch over her from a distance. Two days ago, while gathering her herbs, Shukria was heard screaming. The warriors who were sent to watch her tried to catch up to her and her captors, but could not pass through the treacherous gorges on horseback. When the men began to dismount and climb after the chieftain's daughter, they saw





the thing they pursued. It was a horrible, man-like creature as black as night. Its eyes glowed like bright emeralds and its black talons could be seen glimmering in the fading sunset. The Zhaibari have a legend of an ancient race of men who were cursed by the gods and forced to live their lives out among the darkened crags and caves of the Himelians. These demons were known to murder wayward travellers in the night. The legends also state these demons sometimes abduct women so they can propagate their demonic line. Chief Shourddin and his clan have strict taboos and customs regarding these cursed demons and no Zhaibari may harm or interfere with the Demons of the Peak. Chief Shourddin sought out the assistance of his soothsayer and village witch, Zulaikha. After casting her spells and consulting the runes, Zulaikha told the chief there was a band of warriors from foreign lands travelling within the Zhaibar Pass who could aid the chief and he, in turn, could aid them.

## Mujgan Shourddin, Zhaibari Chieftain

**Medium Human Himelian Barbarian 11;** **HD:** 10d10+45 (108 hp); **Init:** +15; **Spd:** 25 ft.; **Dodge DV:** 23; **Parry DV:** 19; **DR:** 9; **BAB/Grp:** +11/+16; **Atk:** Tulwar +16 (2d8+7 18–20/x3/ap8), Dagger +16 (1d4+5 19–20/x2/ap5), Scimitar +16 (1d8+3 18–20/x2/ap7); **Full Atk:** Tulwar +16/+4/+6 (2d8+7 18–20/x2/ap8) **Dmg:** Dagger 1d4+5, Tulwar 2d8+7, Scimitar 1d8+3; **SA:** –; **SQ:** Himelian Qualities, Weapon and Armour Proficiency, Fearless, Track, Bite Sword, Versatility, Crimson Mist, Trap Sense, Uncanny Dodge, Mobility Improved Uncanny Dodge, Diehard, Improved Mobility, Improved Crimson Mist, Damage Reduction; **SV:** Fort +13, Ref +13, Will +15; **Abilities:** Str 20, Dex 18, Con 18, Int 16, Wis 14, Cha 14; **Skills & Feats:** Bluff +3, Hide +18, Listen +16, Move Silently +18, Spot +16, Survival +16,

Ride +18; Dodge, Endurance, Improved Initiative, Leadership, Power Attack **Possessions:** Mail Shirt and Scale Corselet, steel cap, hunting bow, dagger, tulwar, scimitar, javelin, whip, 15 horses, six wives, 400 pieces of silver, 120 head of goats; **Allegiances:** Tribe, daughter, shaman.

Chief Shourddin will ask the characters to travel to the Black Peak and return with his daughter, or at least proof she is dead and not some plaything for the demons living there. Shourddin knows of Turan's imminent invasion of Vendhya; Zulaikha has told him. If the characters do this favour for him, he will speak on the characters behalf to the other tribes of the Himelians and ask them to go to war against the invading forces of Turan. Although the Himelian tribesmen are not strong enough to confront Turan directly, their hit-and-run tactics could seriously hinder and slow down the invading army, giving Vendhya more time to prepare its defence.

## Zulaikha, Tribal Shaman

**Medium Human (female) Barbarian 2/ Scholar 4;** **HD:** 2d10/ 4d6+2 (25 hp) **Init:** +6; **Spd:** 30 ft.; **Dodge DV:** 13; **Parry DV:** 10; **DR:** –; **BAB/Grp:** +3/+3; **Atk:** Dagger +3 (1d4 19–20/x2/ap0), Bow +5 (1d8 x2/ap1); **Full Atk:** Dagger +3 (1d4 19–20/x2/ap0), Bow +5 (1d8 x2/ap1); **Dmg:** Dagger 1d4 or Bow 1d8; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SA:** spells; **SQ:** Himelian Qualities, Fearless, Versatility (–2), Bite Sword, Crimson Mist, Background (independent), Knowledge is Power; **SV:** Fort +4, Ref +4, Will +4; **Abilities:** Str 11, Dex 15, Con 11, Int 16, Wis 13, Cha 18 **Skills & Feats:** Concentration +4, Craft (alchemy) +7, Craft (herbalism) +7, Decipher Script +7, Heal +5, Knowledge (arcana) +12, Knowledge (religion) +7, Knowledge (nature) +8, Listen +10, Perform (ritual) +8, Ride +7, Search +7, Spot +8, Survival +8; Alertness, Dabbler, Meditation **Possessions:** robes, boots, dagger, hunting

bow, herbs, alchemical chemicals, 45 silver pieces, 22 uses of *Himelian Healing Herbs* **Allegiances:** Chief Shourddin, tribe, Shukria; **Magical Attack Bonus:** +1 **Power Points:** 8 **Sorcery Styles:** Counterspells, Divination (from Dabbler feat), Nature, Oriental **Spells Known:** *Calm of the Adept, Darting Serpent, Incantation of Amalric's Witchman, Summon Beast, Warding, Corruption:* 1 (fear of the dark).

If the characters agree to Chief Shourddin's terms, he will send men to tend to the characters horses and women to prepare food and a bed. The characters will be tired from their long journey and Shourddin will allow them to rest until the morning. With the rising of the sun, Shourddin will send two scouts with the characters who will show them the way to the Black Peak. However these men will not go up the mountain with the characters and will only wait two days before heading back to the village. Chief Shourddin will provide food and water for the characters and Zulaikha will give them a leather wrapped package with several healing herbs inside.

*Himelian healing herbs, when applied to an open wound, give a +2 bonus to any characters Heal skill and halves the healing rate (a wound normally taking eight hours to heal will only take four).*

# To Save a Kingdom

## DEMONS OF THE PEAK

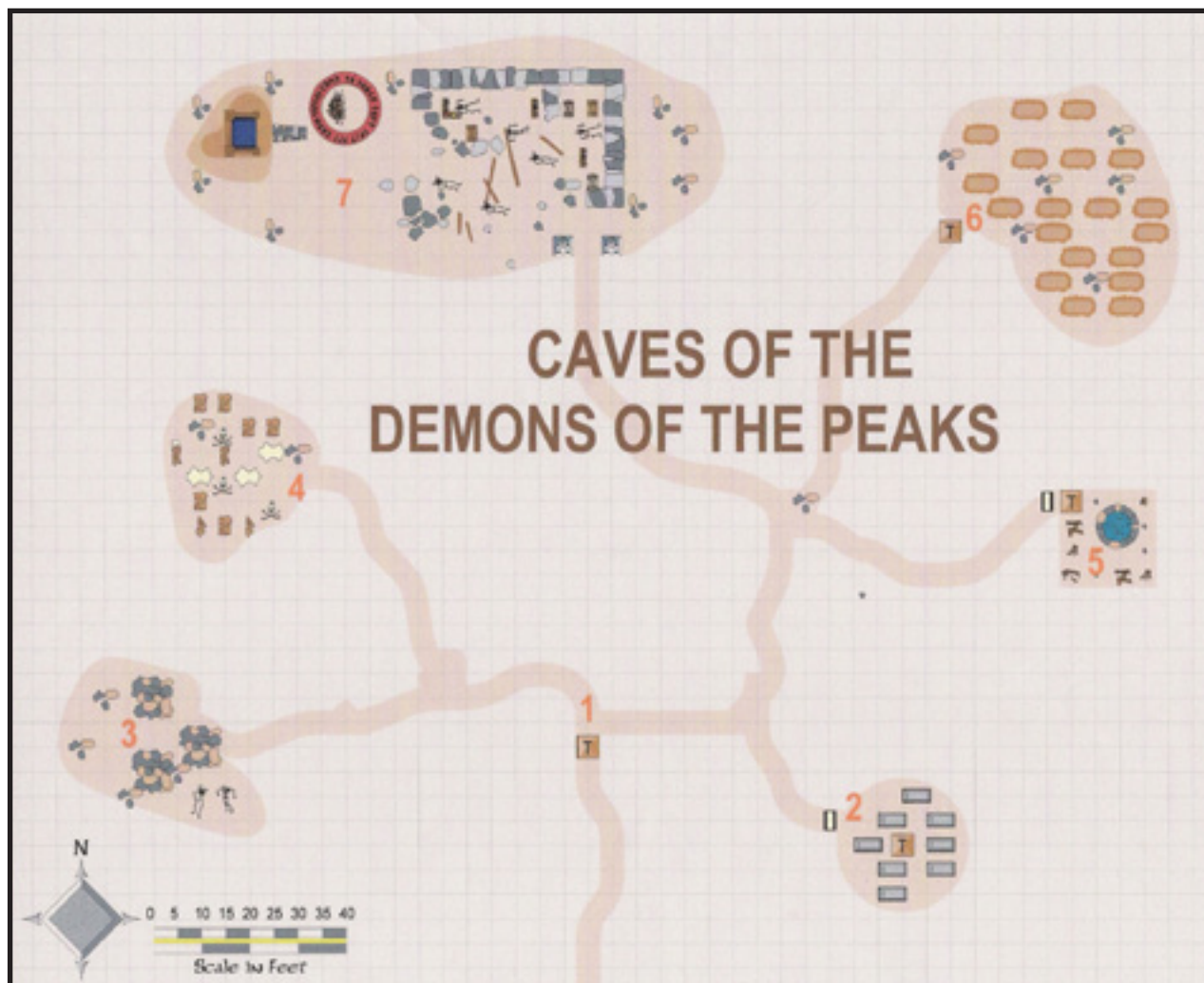
The journey will take at least five hours of hard riding. The characters will be taken by the easiest route and no skill checks need to be made unless the Games Master wishes for there to be a greater challenge for the party. Once near the Black Peak the guides will refuse to go any farther and will tell the characters the route they should take from there on. The terrain is too dangerous for horses and the characters will have to walk on foot the rest of the way. The climbing is dangerous and treacherous. Games Masters should have the characters make three successful Climb checks (DC 14) to reach their destination. Any failures result in a short fall and the character(s) in question taking 2d6 damage,

If the characters climb the peak without any major problems, they should reach a worn cave mouth around sunset. The cave mouth is lit only with the dying fires of the setting sun. Dark shadows and crevasses line the caves length and strange and twisted symbols and figures can be seen painted on the walls and floors. The characters should enter the cave complex just as the sun fully sets.

Unless characters have skills or items that allow them to see in the dark, then they will have to use some sort of light source; lamp, lantern, torch, etc. Once into the cave, characters will notice that it slowly begins to narrow to a rough hewn corridor around 5' to 10' feet in width and height.

## Key to Demon Caves

- 1. Trapped Entrance:** About 35 feet into the cave, a pit lined with rusted metal spikes straddles the middle of the tunnel. It is 5 feet by 5 feet in diameter and there are no visible hand holds or walkways across (the demons just jump across).
- 2. Ancient Burial Tombs:** A large wooden door bound with iron bands stands locked at the end of this hallway. Characters will have to make an Open Locks check (DC 15) or use a Strength check (DC 19) to break the door open. Inside this dust covered room are eight sarcophagi which have lain untouched for over 200 years. Strange writings and pictures cover the lids and sides of the sarcophagi



lending them an eerie appearance. All the sarcophagi are worn or cracked, but still intact. The trap in the middle of the room is a large stone slab which drops down from the ceiling as soon as the first person walks into the centre of the room. A Reflex save (DC 14) will avoid any damage, otherwise 2d10 points of crushing damage will be dealt to any within the 5 foot radius.

3. **Forgotten Cave:** This cave has been sealed for many years. Large boulders and piles of debris block the entrance into this part of the cavern complex. However, due to recent tremors and earthquakes, the boulders blocking the entrance are unstable and will easily move if characters spend at least three rounds digging. Once the entrance is clear, the party can enter the cave. A successful Search check (DC 16) will reveal two bodies, partly covered by dirt and rocks, hidden in the corner of the room. These unfortunate souls were Dagasta and Shoal, two priests of Asura who had come to the Black Peak to rid it of its cursed inhabitants. Due to an unfortunate cave-in both of these priests were trapped in the cave and eventually starved to death. The characters can do an easy Search check (DC 10) to find all that remains of their supplies. Although most of the equipment is rotten or has turned to dust, a few items of value remain: three doses of *flame-powder*, two pinches of *Black Lotus powder*, two holy symbols of Asura and a grey marble tablet with the spell *Master-Words and Signs* inscribed upon it.
4. **Sleeping Quarters:** This cave is littered with animal hides, filthy linen and blankets and hundreds of animal and humanoid bones. The smell of rotting meat is extremely pungent and the filth of years lies scattered about the room. This is the sleeping area for those demons which are still

alive. If the characters enter the cavern complex in the evening, then this room will be empty. However if the characters enter during the day, then there is a 60% chance that 1d6 of the creatures will be sleeping in the room. There is nothing of value here.

5. **Well Room:** The door to this room has long ago fallen into disrepair and is rotten. The decrepit wooden door barely hangs by its hinges as the characters approach this chamber. This room has an ancient pool of water in its centre with various broken and discarded pieces of wooden furniture scattered about the room. A slow flow of dripping water comes from a crack in the ceiling and drops down into the semi-murky pool. As the first character enters the room, a trap will go off and an ancient wooden spear with a rusted tip will shoot forth from a hole in the left wall of the room and will strike unless a successful Reflex save (DC 15) is made. The spear does 1d6+2 points of damage. The water in the pool is unpleasant but just about drinkable.
6. **Cave of the Dead:** Over the ages, as the demons died, they began to bury their dead in crude dirt and rock burial mounds. However this practice soon died as the creatures began to eat their own dead to provide sustenance. The entrance to this room was once trapped; however the trap was set off by an earth quake over seven months ago and can visibly be seen without any skill checks. A metal blade stretches across the entrance to this cavern, at least three feet in length and two feet off the ground. Characters can easily crawl under the blade or try to jump over it, without worrying about the trap going off or resetting. Scattered about the various mounds are metal objects glittering in the torch-light. Characters who make a successful Search check (DC 13) will find several items of jewellery made of silver and gold. It looks as if trinkets

were left with the dead when they were buried. The value of these items can be decided by the Games Master to suit his campaign, they can be a great treasure or nearly worthless.

7. **Cavern of the Cursed:** As the characters enter this large cavern they will see two guardian statues on either side of the entrance. The statues are of an ancient breed of men who look eastern-like in appearance and in their style of clothing. A Scholar might deduce these carved figures resemble ancient Lemurians. As the characters move farther into the cavern, their light shows the remains of some sort of man made building. The building is of an ancient design and looks to be made of a strange green coloured stone. It is in a poor state of repair and obviously fell to ruin long ago. Several pieces of broken furniture can be seen scattered about the cavern floor and a closer inspection will reveal several bodies scattered about the room, their bones mostly intact and covered in a luminous green moss. As the characters move to the other side of the cavern, a reddish glow can be seen coming from a circle painted upon the cavern floor. Upon closer inspection, it becomes clear the circle is some sort of magical summoning circle and a pile of treasure, coins, jewellery, gemstones and so on, can be seen lying in the middle of it. Just on the other side of the summoning circle is an earthen mound with a set of rough hewn rocks forming a staircase leading to the top of the mound. At the very top sits a large and ornately carved throne, made for someone of giant size. No matter which time of the day the characters enter this cavern, there will be at least one demon present. This demon is the dominant member of the pack and sits upon the throne as if he were a king. Near the base of the throne, chained to a large boulder, is Shukria, daughter of

# To Save a Kingdom

Chief Shourddin. If any of the demons manage to survive up to this point, they will be summoned to this large cavern by the unearthly screech of the demon king. None of the Demons of the Peak will surrender and all fight to the death. They cannot be reasoned with and do not speak any language known to the characters. The treasure in the middle of the magical circle consists of the spoils taken from victims for over two hundred years. No human may cross the magical barrier due to the spells nature; however resourceful characters may find a way to use the dead bodies of the demons to accomplish this goal.

## Shukria

**Medium Human (female) Himelian Barbarian 1; HD:** 1d10+5 (9 hp); **Init:** +5; **Spd:** 30 ft.; **Dodge DV:** 13; **Parry DV:** 14; **DR:** 4; **BAB/Grp:** -; **Atk:** Dagger +2 (1d4+1 19-20/x2/ap1), whip +1 (1d4+1x2); **Full Atk:** Dagger +2 (1d4+1 19-20/x2/ap1), whip +1 (1d4+1x2) **Dmg:** Dagger 1d4+1, Whip 1d4+1 1; **SA:** -; **SQ:** Himelian Qualities, Fearless, Versatility (-2); **SV:** Fort +9, Ref +11, Will +5; **Abilities:** Str 13, Dex 17, Con 16, Int 14, Wis 13, Cha 13; **Skills & Feats:** Climb +8, Handle Animal +3, Hide +8, Move Silently +8, Ride +9, Spot +5, Survival +5; Animal Affinity **Possessions:** torn leather robe **Allegiances:** Father, tribesmen, Zulaikha.

## Demons of the Peak (16)

**Medium Monstrous Humanoid; HD:** 3d8+3 (18 hp); **Init:** +10; **Spd:** 40 ft.; **DV:** 15; **DR:** 3 (natural); **BAB/Grp:** +3/+5; **Atk:** Bite +6 melee finessee (1d6+3); **Full Atk:** Bite +6 melee finessee (1d6+3) and claw +1 melee finessee (1d4+2) or bite +6 melee finessee (1d6+3); **Dmg:** Bite 1d6+3, claw 1d4+2; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SA:** -; **SQ:** Darkvision (60 ft.), scent; **SV:** : Fort +2, Ref +6, Will +4; Str 15, Dex 16, Con 12, Int 5, Wis 12, Cha 4 **Skills & Feats:** Climb +11, Hide +8, Listen +6, Move Silently +8, Spot +6, Survival +6; Track, Improved Initiative.

Almost 200 years ago, a band of men came from the distant land of Uttara Kuru and spent several weeks searching the Himelian Mountains for some unknown object. The men, mostly warriors with a few scholars, befriended the local tribesmen. The distant travellers, whose names are forgotten, finally came upon a series of caves in a black peak that loomed over the Himelian Mountain range. The local tribesmen pleaded with the foreigners not to enter the caves, for they were cursed and those who entered never returned. But the foreign men laughed and entered the caves, without a backward glance.

A short while later the guides and baggage carriers heard inhuman screams and the yelling of tortured souls. They fled back to their tribe and told them their dark tale and a large band of warriors gathered and set off for the Black Peak, hoping to find the travellers. Only one warrior returned to his tribe to tell the horror filled tale of black man-like demons that came from the Black Peak and fell upon his band. The demons killed everyone and feasted upon their dead bodies. Since that day, no tribe of the Himelians will venture near the Black Peak and none dispute its ownership. The place is cursed and taboo for all tribesmen of the mountains.

The cavern is an ancient outpost of a band of Lemurians that worshipped a demon god. The god, 'Balgrehz', demanded his followers take upon themselves the mantle of hell and transform themselves into the Demons of the Peak. A horrible cross-breed of man and demon, these creatures are stout and muscular with black fur like hair, emerald glowing eyes, three inch long fangs and four inch long talons. These creatures are excellent climbers and thrive at night, but can move about during the day, although they prefer not to. There are usually 5' to 6' in height and weigh around

250 pounds. Demons of the Peak can emit a inhuman screech alerting others of its kind to its location within a two mile radius. The demons forgot long ago how to summon Balgrehz or to sacrifice to him through ritual. Hundreds of years of inbreeding and stagnation have turned these creatures into near mindless, killing machines. They are susceptible to man made weapons and do not require any special spells or items to end their unnatural lives.

Hopefully the characters manage to defeat the demons and save Shukria. No more creatures or traps will befall the characters and they can spend time healing wounds and searching the cavern complex. If they make it back down to the campsite before the two days are up, their guides will still be waiting with their horses and words of awe and praise.

Chief Shourddin will be overjoyed at the return of his daughter and to learn of the death of all the cursed demons. He will celebrate that very night with great feasting and give to the characters many gifts including a horse and riding gear. The chief will abide by his word and send word to the other tribes of the Himelians for a tribal war meeting. Chief Shourddin will try to convince the other tribes of the benefit of attacking the Turanians as they march thru the Zhaibar pass. There will be much heated debate (*Games masters may wish to have the characters involved in these negotiations and meetings for more roleplaying enjoyment*) but eventually most of the tribes will agree that much pillaging and treasure will be had by attacking the Turanians. Chief Shourddin will give his word that as soon as the Turanian army starts to move thru the Zhaibar Pass, he and the other tribes will harry their flanks. He is sorry to see the characters leave, but understands they must travel to Vendhya to warn them of the coming war

## TO SAVE A KINGDOM

After several days of hard riding, the characters come out of the pass and into the edge of the lands of Vendhya. Large swaths of green grass and rolling hills stretch out before their eyes and the edge of a dark jungle-like forest can be seen in the far distance. The characters will have to ride for at least a full day before they come upon the Fortress of Graphapta. This walled fortress stands boldly in the open, looking upon any who come out of the Zhaibar Pass. The large ramparts and high towers fly standards of Vendhya and of the noble Kshatriyas, the triple golden lion on a blue field.

As the characters approach the fortress, a company of cavalry will ride out to meet them. The cavalry is lead by a Vendhyan warrior dressed in a Hyborian style Corselet and steel cap with two short swords strapped to his waist. The leader of the company comes to within 20 yards of the characters before he halts his men and yells to the travellers in Vendhyan. If the characters cannot answer, he will switch to Zamoran or Kothic. If none of these work, he will astonish the characters by speaking in Nemedian or Aquilonian!

The cavalry commander is called, Vashemari the Black, a Vendhyan noble who has travelled many of the distant Hyborian lands in his youth. A full blooded Kshatriyas, Vashemari returned to the land of his birth four years ago and has faithfully served its rulers since. Lord Vashemari is second in command of the Fortress of Graphapta and takes his duties very seriously. If the characters do not explain who they are and what they are doing immediately, Vashemari will have his men disarm the adventures and escort them back to the fortress. If the characters are quickly forthcoming, then Vashemari will allow them to keep their weapons and escort them back to the fortress as quickly as possible.

### Vashemari "The Black"

**Medium Human Vendhyan Noble 3/ Soldier 7; HD: 3d8+7d10+30 (89 hp) ; Init:**

**+6; Spd:** 25 ft.; **Dodge DV:** 17; **Parry DV:** 21; **DR:** 6; **BAB/Grp:** +9/+13; **Atk:** Akbitanan Shortsword +15 (1d8+6 17-20/x2/AP 7), Dagger +13 (1d4+4 19-20/x2/AP 4), Tulwar +13 (2d8+6 18-20/x2/AP 7); **Full Atk:** Akbitanan Shortsword +15/+10/+5 (1d8+6 17-20/x2/AP 7) and Akbitanan Shortsword +15/+10/+5 (1d8+4 17-20/x2/AP 7) or Tulwar +13/+8/+3 (2d8+6 18-20/x2/AP 7) **Space/Reach:** 5 ft.(1)/ 5 ft.(1) **Dmg:** Akbitanan Shortsword 1d8+6, Dagger 1d4+4, Akbitanan Shortsword 1d8+6; **SA:- ; SQ:** Vendhyan Qualities, Title, Rank Hath Its Privileges, Wealth, Vendhyan Region Feature +1, Heavy Infantry, Heavy Cavalry; **SV:** Fort +9, Ref +6, Will +9 (+8 vs. hypnotism); **Abilities:** Str 18, Dex 16, Con 16, Int 16, Wis 17, Cha 20; **Skills & Feats:** Bluff +12, Diplomacy +32, Gather Information +13, Knowledge (Arcana) +14, Knowledge (Nobility) +12, Knowledge (Geography) +10, Ride +11, Sense Motive +14; Negotiator, Skill Focus (Diplomacy), Dabbler (Divinations), Improved Critical (Sword), Weapon Focus (Sword), Weapon Specialization (Sword), Parry, Improved Two-Weapon Fighting Style **Possessions:** Two Akbitanan Short swords, One Tulwar, One Jewelled Dagger, Koth Scale Corselet, and a Steel Cap; **Allegiances:** Vendhya, Devi, Family, Commander; **Magical Attack Bonus:** +6; **PP:** 5; **Sorcery Styles:** Divination (Dabbler Feat); **Spells Known:** N/A

Once at the fortress, the characters will be escorted into Lord Darshan's presence. Hopefully the characters are brief in their description of the last few weeks, explaining to Lord Darshan about the Turanian army and its invasion of Vendhya. Lord Darshan will be a little wary of what the characters say until they produce the leather satchel from Harouz and the Kshatriyan noble's medallion. Once Lord Darshan sees this medallion he will immediately take the characters' warning seriously and believe almost every word they say. Lord Darshan tells the characters the medallion they carry comes from his very own house and belonged to his brother. His brother was the 'black sheep' of the family and left Vendhya many years ago. If the characters describe Harouz, Lord Darshan will seem to turn melancholy and tears can be seen

forming in his eyes. The man the characters describe as Harouz is the exact description of Lord Darshan's brother.

After a few moments of silence, Lord Darshan seems to come back to his senses and immediately calls for his adjutant. Lord Darshan believes that the Devi can be warned in time and Vendhya saved if her forces can be warned quickly. He hastily writes a letter and gives it to his adjutant to be sent by pigeons and mounted courier. He then orders Lord Vashemari to recall all border patrols and to send scouts into the Zhaibar Pass. Lord Darshan will prepare the defense of Graphapta and Lord Vashemari will be given the honour of leading a delaying force into the pass to slow down the approaching Turanian invaders. Lord Darshan knows the characters have done much to help Vendhya and will not ask any more of them. However he points out that as long as Turan's army is coming thru the pass, the characters will not be able to go back that way. Besides the characters are obviously honourable and are true to their word. If the characters agree to help Lord Darshan in the defense of Graphapta, he will see they will be handsomely rewarded and the Devi advised of their support and loyalty to the kingdom of Vendhya. Hopefully the characters agree to help Lord Darshan with the defense of Graphapta.

In six days, scouts will arrive at the fortress and inform Lord Darshan of the invading army inside the pass. At their rate of speed they estimate the army will exit the pass in two days. However the Vendhyan scouts did see signs of smoke and chaos near the edge of the marching army and could hear the braying horns of Himelian horns echoing thru the pass. If chief Shourddin kept his word, then the tribesmen of the Himelians are skirmishing with the invasion force and might slow it down and give Vendhya another day. Lord Darshan's Adjutant then enters the room and hands him a yellowed parchment. As he reads the message a look of surprise and then concentration can be seen on his face. If the characters are not present, he will immediately summon them to his presence. Lord Darshan will tell the characters that help is on its way, but will not arrive for four days. The Himelian

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tribesmen might delay the Turanians for an extra day, but they will still need to delay the Turanians one more day.

Lord Darshan has a plan, but it is desperate and dangerous. He will command Lord Vashemari to lead whatever troops able to ride a horse and send them to the mouth of the pass to delay the Turanians. Although this will strip the fortress of almost all its troops, Lord Darshan sees no other way to delay the Turanians and bottle up their forces in the pass. Lord Vashemari agrees and begins to assemble his defensive guard. Lord Darshan will once again beg the characters help in their moment of need. He cannot force the characters to go on such a dangerous and possibly life ending mission, but he is hoping they will

volunteer to help. If the characters agree, Lord Darshan will provide each of them with a mail or scale hauberk and a steel cap and targe, unless the characters' armour is already of better quality. Lord Vashemari will lead his force of almost two thousand cavalry and head toward the Zhaibar Pass. Games masters may wish to summarize this last battle or roleplay it out, depending on their individual preferences.

## RESOLUTION

If the characters survive, they will be hailed as heroes and be treated as such. Prince Haraj'ama offers to send a royal escort with the characters to Ayodhya to be thanked by the Devi in person. The prince will send letters of introduction from himself and Lord Darshan. If the games master wishes

he could have Vashemari travel with the characters to act as a guide and interpreter. Whether the characters wish to go to Ayodhya or not, they will hear the latest news within two days. The Devi learned of the assassination plot against her mere hours before it happened. The quick action of her spymaster and her loyal Kshatriyas, helped to defeat the plot and capture many of the conspirators. Lord Dhrama Veshur and his family have been taken from their homes in chains and await the Devi's punishment.

Vendhya is a land of many opportunities. Characters can continue to seek adventure and wealth within the jungle lands, or seek to return to the eastern Hyborian kingdoms.

*At the beginning of the third day, the dust of thousands of booted feet and shod horses can be seen rising into the morning sky. The banners of Turan wave languidly in the breeze as the morning light glances off thousands of weapons. The first of Turan's army exits the pass, spreading out to form the wings of the army. Hyrkanian horsemen, over 6,000 strong and bred for war, reign in their war steeds as they snort and prance in the dew covered hills. Next come over 7,000 Free Companions; hardened mercenaries and warriors from many different lands. Over 2,000 Asshuri come next, resplendent in their armour and war gear. Tightly packed in to the pass behind them marches the bulk of Turan's army; 25,000 foot soldiers. Although this army is impressive, it is only half the size of the expected invasion force. Whether due to the heroes' efforts, or those of their Himelian allies, a large portion of the army has not made it thru the pass.*

*Lord Vashemari commands his Kshatriyas to form up ranks and begin with a tactic of letting loose flights of arrows and then retreating from the approaching army. He will do this as long as he can until the Turanians commit their cavalry to a full out attack. Unless the characters have some plan or special item or spell able to aid Lord Vashemari, the bulk of the Hyrkanian horsemen will charge into melee against the Vendhyan force. No matter how valiantly the Vendhyans fight, by midday they will be fighting for their lives and face near certain defeat.*

*Suddenly, loud resounding horns of the Vendhyan Royal Army can be heard in the distance. Cries of joy from the Vendhyans and dismay from the Hyrkanians can be heard across the battle field. An opening in the battle lines becomes visible and the remaining Vendhyan cavalry retreat toward the south. Just as soon as they start riding for the south, a large Vendhyan army can be seen approaching at a quickened pace. The royal banner of Vendhya flies high above the approaching mounted units, along with the golden triple lion. Huge, lumbering elephants can be seen in the distance with war towers strapped to their backs. Thousands of archers and warriors run along side the lumbering giants, quickly moving toward the pass. At the head of the approaching army is the standard of Prince Haraj'ama, cousin to the Devi. Prince Haraj'ama commands the 3<sup>rd</sup> Imperial Army of Vendhya and had been stationed at the border of Kosala but was moved to Peshkhauri over a month ago. The Devi had planned to use the army to enter the Himelian Mountains and permanently remove the keep at the top of Mount Yimsha. The fortuitous placement and readiness of Prince Haraj'ama's army has allowed it to reach the pass in time to stop the invading force of Turan. Prince Haraj'ama commands 5,000 Kshatriyas, 5,000 archers, 10,000 foot soldiers and 100 war elephants. Also 3,000 light infantry from Peshkhauri have joined the prince's army.*

*Although Turan still has the advantage of numbers, they are on foreign soil and have their backs to a wall with no forthcoming supplies or reinforcements. The general of the invading Turanian army will meet with Prince Haraj'ama to call a temporary 'truce' and will use his diplomatic skills and guile to try and convince the prince that this has all been some sort of horrendous misunderstanding. Prince Haraj'ama, knowing that he might win the battle but could lose most of his men in the process, accepts the general's apology and advises him he has one day to remove his army from the lands of Vendhya. Within hours, the invading army of Turan turns around and heads back into the dangerous Himelian pass.*

## GAMES MASTER RESOURCES

### NON-PLAYER CHARACTERS

#### Afhar Al'Mulah

**Medium Humanoid (Turanian Noble 1/ Soldier 3)**

**Hit Dice:** 1d8+ 2d10+8 (25 hp)

**Initiative:** +7

**Speed:** 25 ft.

**DV (Dodge):** 13

**DV (Parry):** 18

**DR:** 7

**Base Attack/Grapple:** +3/ +5

**Attack:** Dagger +5 (1d4+2 19–20/x2/ap2), Hyrkanian Bow +6 (1d10 19–20/2/ap3), Light Lance +5 (1d10+3 x3/ap4), Axe +5 (1d8+2 x3/ap2), Scimitar +5 (1d8+2 18–20 x2/ap4)

**Full Attack:** Dagger +5 (1d4+2 19–20/x2/ap2), Hyrkanian Bow +6 (1d10 19–20/2/ap3), Light Lance +5 (1d10+3 x3/ap4), Axe +5 (1d8+2 x3/ap2), Scimitar +5 (1d8+2 18–20 x2/ap4)

**Special Attacks:** –

**Special Qualities:** Turanian Qualities

**Space/Reach:** 5ft. (2)/ 5ft. (2)

**Saves:** Fort +5, Ref +3, Will +3

**Abilities:** Str 14, Dex 15, Con 14, Int 14, Wis 11, Cha 14

**Skills:** Appraise +6, Bluff +6, Craft (Bowyer) +4

**Feats:** Combat Expertise, Improved Initiative, Mounted Combat, Parry

**Reputation:** 5

**Corruption:** 0

**Allegiances:** Turan, father, Pasha, fellow soldiers

**Possessions:** Mail Hauberk, Steel Cap, Targe, Scimitar, dagger, Hyrkanian Bow, Light Lance, Axe, 200 silver pieces (access to much more), nobles outfit

Nephew to Jehungir Agha, Afhar Al'Mulah is the typical disenchanting noble. Born the third son, Afhar has joined the military to gain praise and glory for his family. Afhar hopes to show his father and uncle he is capable of more responsibility and perhaps one day be given a task more suitable for his abilities.



#### Alathra Al'Kuraf

**Medium Humanoid, Female (Iranistani noble 1)**

**Hit Dice:** 1d8–1 (3 hp)

**Initiative:** +2 (+2 Dex)

**Speed:** 30 ft.

**DV (Dodge):** 12 (+2 Dex)

**DV (Parry):** 9 (–1 Str)

**DR:** –

**Base Attack Bonus/Grapple:** +7/+7

**Attack:** Unarmed strike +2 melee finesse (1d4–1, x2)

**Full Attack:** Unarmed strike +2 melee finesse

**Damage:** Unarmed strike 1d4–1 (x2)

**Special Qualities:** Title, Rank Hath Its Privileges, Wealth, adaptability (craft – embroidery and diplomacy), weapon familiarity (tulwar), +1 racial bonus to Fate Points, background skills (craft – embroidery, diplomacy, knowledge (nobility), and bluff)

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

**Saves:** Fort –1, Ref +2, Will +1

**Abilities:** Str 8, Dex 14, Con 8, Int 11, Wis 8, Cha 18

**Skills:** Bluff +8, Craft (embroidery) +6, Diplomacy +12, Gather Information +9,

Knowledge (nobility) +4, Knowledge (history) +2, Sense Motive +5

**Feats:** Negotiator, Skill Focus (Gather Information)

**Corruption:** 0

**Reputation:** 5 (Honest) (She may add a +1 bonus to his Bluff, Sense Motive and Gather Information checks)

Code of Honour: Civilised

**Allegiances:** Merchant partners, servants, Iranistani nobility

**Possessions:** None

Alathra was born into a large merchant house of Iranistan, but was raised a noble. Her father was able to purchase many unique and rare items and give them as gifts to the Shah of Iranistan, guaranteeing his daughter a title. She was educated by some of the most learned men of her land and groomed to marry a nobleman of high standing. However, she has always shared with her father a love of travelling. Her father, never one to discourage her, has allowed her to come along and share in the new and wondrous places he has seen.

# To Save a Kingdom

## Almar Najim

**Medium Humanoid (7<sup>th</sup> level Himelian Barbarian)**

**Hit Dice:** 7d10+30 (69 hp)

**Initiative:** +9

**Speed:** 30ft.

**DV (Dodge):** 19

**DV (Parry):** 19

**DR:** 5

**Base Attack/Grapple:** +7/+11

**Attack:** Dagger +11 (1d4+4 19–20/x2/ap4), Scimitar +11 (1d8+14 18–20/x2/ap6), Javelin +11 (1d8+4 x2/ap4), War Spear +11 (2d4+6 x3/ap6)

**Full Attack:** Scimitar +11/+6 (1d8+4 18–20/x2/ap6)

**Special Attacks:** –

**Special Qualities:** Himelian Qualities, Fearless, Versatility, Sword Bite, Crimson Mist, Uncanny Dodge, Trap Sense (+2)

**Space/Reach:** 5ft. (2)/5ft. (2)

**Saves:** Fort +9, Ref +11, Will +5

**Abilities:** Str 18, Dex 17, Con 17, Int 12, Wis 13, Cha 14

**Skills:** Climb +14, Hide +15, Move Silently +15, Ride +14, Spot +8

**Feats:** Diehard, Endurance, Iron Will, Lightning Reflexes, Power Attack, Track

**Reputation:** 4 (in Himelian Mountains)  
Corruption: 0

**Allegiances:** Chief of Tribe, tribe warriors, tribe's shaman,

**Possessions:** Leather Jerkin, steel cap, buckler, dagger, scimitar, war spear, javelin, whip, three horses, two wives, 30 pieces of silver, Akbitanan quality arrow heads (5), 65 head of goats

Almar Najim is the typical Himelian barbarian. He believes in his tribe and his mountain spirits. He loves horses and women and desires a chieftainship one day. He is very loyal to those individuals who show they have honour and mean no harm to his people. He also hates Turan and everything he believes it stands for.

## Gajanan

**Medium Humanoid (5<sup>th</sup> level Vendhyan Thief)**

**Hit Dice:** 5d8+10 (28)

**Initiative:** +7

**Speed:** 30ft.

**DV (Dodge):** 15

**DV (Parry):** 14

**DR:** 4

**Base Attack/Grapple:** +3/+5

**Attack:** Dagger +5 (1d4+2 19–20/x2/ap2), Shortsword +5 (1d8+2 19–20/x2/ap3)

**Full Attack:** Dagger +5 (1d4+2 19–20/x2/ap2), Shortsword +5 (1d8+2 19–20/x2/ap3)

**Special Attacks:** Sneak Attack (dagger), Sneak Attack (shortsword)

**Special Qualities:** Sneak Attack, Trap Disarming, Eyes of the Cat, Trap Sense, Light-Footed

**Space/Reach:** 5ft (2)/ft (2)

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

**Abilities:** Str 15, Dex 17, Con 14, Int 16, Wis 15, Cha 12

**Skills:** Bluff +9, Climb +10, Decipher Script +11, Disguise +9, Escape Artist +11, Forgery +11, Gather Info +9, Listen +12, Move Silently +13, Spot +12, Search +11

**Feats:** Alertness, Stealthy

**Reputation:** 7 (in Vendhya)

Corruption: 0

**Allegiances:** slaves, spy network, Commander Darshan

**Possessions:** Slaves clothes, dagger (hidden under clothes), disguise kit (hidden in slave quarters), Key to warehouse, three silver pieces

Gajanan is a patriot of Vendhya. Having lost his wife and children during Turan's last attempt at conquering Vendhya, Gajanan has dedicated his life to interfering in any of Turan's plans. He is a simple man with little to lose. He will not hesitate to sacrifice a few loyal Vendhyans to see several hundred Turanians die.

## Jehungir Agha, Satrap of

### Khawarizm

**Medium Humanoid (12<sup>th</sup> level Turanian Noble)**

**Hit Dice:** 10d8+14 (65 hp)

**Initiative:** +11

**Speed:** 25 ft.

**DV (Dodge):** 17

**DV (Parry):** 19

**DR:** 10

Base Attack/Grapple: +9/ +13

**Attack:** Dagger +13 (1d4+4 19–20/x2/ap4), Hyrkanian Bow +13 (1d10 19–20/x2/ap3), Scimitar +14 (1d8+4 18–20/x2/ap8), Tulwar +13 (2d8+6 18–20/x2/ap7)

**Full Attack:** Scimitar +14/+9 (1d8+4 18–20/x2/ap8)

**Special Attacks:** –

**Special Qualities:** Turanian Qualities, Title, Rank Hath Its Privileges, Wealth, Lead By Example (+2), Enhanced Leadership

**Space/Reach:** 5ft (2)/5ft (2)

**Saves:** Fort +5, Ref +5, Will +12

**Abilities:** Str 18, Dex 17, Con 12, Int 20, Wis 18, Cha 18

**Skills:** Bluff +21, Diplomacy +30, Gather Info +21, Intimidate +23, Knowledge (Nobility) +15, Ride +21, Sense Motive +21, Knowledge (Local) +13, Knowledge (Warfare) +10

**Feats:** Improved Intimidate, Leadership, Negotiator, Persuasive, Skill Focus (Ride)  
Reputation: 25

**Corruption:** 2 (fear of beheading, extreme intoxication to forget)

**Allegiances:** Advisors, Officers under command, servants

**Possessions:** Nobles robes, turban with diadem, dagger, scimitar, chain shirt (under robes), pouch with tobacco snuff, always has unlimited supply of wine and alcohols available.

Jehungir Agha is one of the most famous Turanian officials outside of Aghrapur and is known for his bouts of degeneracy and alcoholism. He has little taste for women and prefers to watch them and others during their vile revelries. Many have mistaken him for an unwise and ignorant ruler, but on several occasions he has sprung traps or ambushed enemies to great effect. He prefers to let his advisors and military officers run the day-to-day activities of his city, leaving him free time to indulge himself.



## Mujgan Shourddin, Zhaibari Chieftain

**Medium Humanoid (11<sup>th</sup> level Himelian Barbarian)**

**Hit Dice:** 10d10+45 (108 hp)

**Initiative:** +15

**Speed:** 25ft.

**DV (Dodge):** 23

**DV (Parry):** 19

**DR:** 9

**Base Attack/Grapple:** +11/+16

**Attack:** Tulwar +16 (2d8+7 18–20/x3/ap8), Dagger +16 (1d4+5 19–20/x2/ap5), Scimitar +16 (1d8+3 18–20/x2/ap7)

**Full Attack:** Tulwar +16/+4/+6 (2d8+7 18–20/x2/ap8)

**Special Attacks:** –

**Special Qualities:** Himelian Qualities, Weapon and Armour Proficiency, Fearless, Track, Bite Sword, Versatility, Crimson Mist, Trap Sense, Uncanny Dodge, Mobility Improved Uncanny Dodge, Diehard, Improved Mobility, Improved Crimson Mist, Damage Reduction,

**Space/Reach:** 5ft. (2)/5ft. (2)

**Saves:** Fort +13, Ref +13, Will +15

**Abilities:** Str 20, Dex 18, Con 18, Int 16, Wis 14, Cha 14

**Skills:** Bluff +3, Hide +18, Listen +16, Move Silently +18, Spot +16, Survival +16, Ride +18

**Feats:** Dodge, Endurance, Improved Initiative, Leadership, Power Attack

**Reputation:** 15 (in Himelian Mountains)

**Corruption:** 0

**Allegiances:** tribesmen, wives, daughter, shaman

**Possessions:** Mail Shirt and Scale Corselet, steel cap, hunting bow, dagger, tulwar, scimitar, javelin, whip, 15 horses, six wives, 400 pieces of silver, 120 head of goats

Chieftain of one the largest tribes in the Himelian Mountains, Mujgan Shourddin rules with a fair and steady hand. Like most chieftains of the Himelian Mountains, he has a great superstition surrounding the dark spirits said to inhabit the lands around his village. His love for his daughter is great and he would be willing to marry her to someone outside the tribe, as long as it would benefit the whole tribe. He has several wives, as is custom.

## Sergeant Argiz Multhom

**Medium Humanoid (5<sup>th</sup> level Turanian Soldier)**

**Hit Dice:** 5d10+10 (39 hp)

**Initiative:** +2

**Speed:** 25ft.

**DV (Dodge):** 13

**DV (Parry):** 19

**DR:** 6

**Base Attack/Grapple:** +5/+7

**Attack:** Dagger +7 (1d4+2 19–20/x2/ap2), Hyrkanian Bow +7 (1d10 19–20/x2/ap3), Scimitar +7 (1d8+2 18–20/x2/ap4), Spear +7 (2d4+3 x3/ap4)

**Full Attack:** Dagger +7 (1d4+2 19–20/x2/ap2), Hyrkanian Bow +7 (1d10 19–20/x2/ap3), Scimitar +7 (1d8+2 18–20/x2/ap4), Spear +7 (2d4+3 x3/ap4)

**Special Attacks:** –

**Special Qualities:** Turanian Qualities

**Space/Reach:** 5ft. (1)/ 5ft. (2)

**Saves:** Fort +6, Ref +2, Will ++1

**Abilities:** Str 14, Dex 13, Con 14, Int 12, Wis 11, Cha 12

**Skills:** Craft (bowyer) +3, Intimidate +9, Profession (Officer) +2, Ride +9, Survival +2, Spot +2, Listen +2

**Feats:** Alertness, Endurance, Farshot, Mounted Combat, Parry

**Reputation:** 3

**Corruption:** 0

**Allegiances:** Turan, Men under his command

**Possessions:** Scale Corselet, Steel Cap, Targe, Scimitar, Dagger, Hyrkanian Bow, Spear, Turanian War Horse, 120 silver pieces

Sergeant Argiz is one of Turan's most loyal and obedient soldiers. His loyalty and dedication is unwavering and he would give his life to defend his superiors. However, Sergeant Argiz is not the wisest of men and has been known to fall prey to people with greater intellects. He believes almost everything he hears and does not look beyond what is in front of his eyes.



# To Save a Kingdom

## Shukria

**Medium Humanoid (Himelian Barbarian 1)**

**Hit Dice:** 1d10+5

**Initiative:** +5

**Speed:** 30 ft.

**DV (Dodge):** 13

**DV (Parry):** 14

**DR:** 4

**Base Attack/Grapple:** –

**Attack:** Dagger +2 (1d4+1 19–20/x2/ap1), whip +1 (1d4+1x2)

**Full Attack:** Dagger +2 (1d4+1 19–20/x2/ap1), whip +1 (1d4+1x2)

**Special Attacks:** –

**Special Qualities:** Fearless, Versatility (–2)

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

**Saves:** Fort +5, Ref +5, Will +1

**Abilities:** Str 13, Dex 17, Con 16, Int 14, Wis 13, Cha 13

**Skills:** Climb +8, Handle Animal +3, Hide +8, Move Silently +8, Ride +9, Spot +5, Survival +5

**Feats:** Animal Affinity

**Reputation:** 1

**Corruption:** 0

**Allegiances:** Father, tribesmen, Zulaikha

**Possessions:** torn leather robe

Daughter of the chief, Shukria has led a good life. Although her father shelters her often and hides some of the more cruel facets of life, she has still seen many things being the daughter of a barbarian chieftain. She hopes to one day leave the tribe and seek her fortunes elsewhere in the world. She likes Zulaikha and has a natural talent for finding herbs and rare plants. Zulaikha has told her on several occasions that Shukria will be the next Shaman of the tribe, but Shukria does not want to hang around long enough to find out if this will be the case.

## Suhtmon, Stygian Sorcerer

**Medium Stygian (Scholar 7)**

**Hit Dice:** 7d6 (11 hp, due to injuries)

**Initiative:** +3

**Speed:** 30 ft. (6 squares)

**DV (Dodge):** 13 (+2 level, +1 Dex)

**DV (Parry):** 11 (+2 level, –1 Str)

**DR:**

**Base Attack/Grapple:** +5/+4

**Attack:** Akbitanan Dagger +4 melee (1d4–1/19–20/x2/AP 2) or Stygian Bow +7 ranged (1d12/19–20/AP 1)

**Full Attack:** Akbitanan Dagger +4 melee (1d4–1/19–20/x2/AP 2) or Stygian Bow +7 ranged (1d12/19–20/AP 1)

**Special Attacks:** New Sorcery Style (x3), Advanced Spell x5, Bonus Spell x2

**Special Qualities:** Stygian qualities, scholar, lay priest background, knowledge is power

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

**Saves:** Fort +2, Ref +3, Will +12 (+10 vs. Corruption)

**Abilities:** Str 9, Dex 13, Con 11, Int 16, Wis 14, Cha 16

**Skills:** Bluff +13, Concentration +10, Craft (alchemy) +15, Craft (herbalism) +13, Decipher Script +13, Sleight of Hands +9, Handle Animal +5, Intimidate +13, Knowledge (arcane) +15, Perform (ritual)

+18, Profession (priest) +7, Search +13, Sense Motive +12

**Feats:** Dabbler (Necromancy), Exotic weapon proficiency (Stygian bow), Iron Will, Ritual Sacrifice, Tortured Sacrifice, Hexer, Skill Focus (perform), Reputation: 10

**Magical Attack Bonus:** +6/+8 (+3 base, +3 Charisma modifier/+2 when casting Curses)

**Power Points:** 8 (24 max)

**Sorcery Styles:** Prestidigitation, Curses, Counterspells

**Spells Known:** *Conjuring, Lesser Ill Fortune, Telekinesis, Warding, Greater Telekinesis, Ill Fortune, Greater Ill Fortune, Burst Barrier, Curse of Broken Blood, Raise Corpse*

Having worked his way up from a mere chamber servant to a master of sorcery, Suhtmon of Luxor is well known amongst the darker cabals of Stygia. He is currently working for the Crimson Triad, a trio of powerful sorcerers whose goals are to gain wealth and sacrifices by aiding other kingdoms in the conquest of their neighbours. The triad has sent Suhtmon on many such negotiations, usually with great success. He is cunning and evil, willing to do almost anything to achieve his goals.



## Vashemari 'The Black'

**Medium Humanoid (Kshatriya Noble 3/ Soldier 7)**

**Hit Dice:** 3d8+7d10+30 (89 hp)

**Initiative:** +6

**Speed:** 25ft (5 squares)

**DV (Dodge):** 17

**DV (Parry):** 21

**DR:** 6

**Base Attack/Grapple:** +9/+13

**Attack:** Akbitanan Shortsword +15 (1d8+6 17–20/x2/AP 7), Dagger +13 (1d4+4 19–20/x2/AP 4), Tulwar +13 (2d8+6 18–20/x2/AP 7)

**Full Attack:** Akbitanan Shortsword +15/+10/+5 (1d8+6 17–20/x2/AP 7) and Akbitanan Shortsword +15/+10/+5 (1d8+4 17–20/x2/AP 7) or Tulwar +13/+8/+3 (2d8+6 18–20/x2/AP 7)

**Special Qualities:** Vendhyan Qualities, Title, Rank Hath Its Privileges, Wealth, Vendhyan Region Feature +1, Heavy Infantry, Heavy Cavalry.

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

**Saves:** Fort +9, Ref +6, Will +9(+8v vs. Hypnotism)

**Abilities:** Str 18, Dex 16, Con 16, Int 16, Wis 17, Cha 20

**Skills:** Bluff +12, Diplomacy +32, Gather Information +13, Knowledge (Arcana) +14, Knowledge (Nobility) +12, Knowledge (Geography) +10, Ride +11, Sense Motive +14

**Feats:** Negotiator, Skill Focus (Diplomacy), Dabbler (Divinations), Improved Critical (Sword), Weapon Focus (Sword), Weapon Specialization (Sword), Parry, Improved Two-Weapon Fighting Style  
Reputation: 12  
Corruption: 0

**Allegiance:** Vendhya, Devi, Family, Commander

**Magical Attack Bonus:** +6

**PP:** 5

**Sorcery Styles:** Divination (Dabbler Feat)

Spells Known: N/A

**Equipment:** Two Akbitanan Short swords, One Tulwar, One Jewelled Dagger, Koth Scale Corselet, and a Steel Cap

Having been raised on the road by his merchant father, Vashemari has travelled most of the western kingdoms during his younger years. He has seen many strange customs and experienced many things the average person would never see. Vashemari's skills with the short sword are unique to his countrymen and he likes to emphasize this when in battle. He does not always look the typical Vendhyan commander when leading his troops into battle and is sometimes mistaken for a foreign mercenary.

## Zulaikha

**Medium Humanoid (Himelian Barbarian 2/ Scholar 4)**

**Hit Dice:** 2d10/ 4d6+2 (25 hp)

**Initiative:** +6

**Speed:** 30ft.

**DV (Dodge):** 13

**DV (Parry):** 10

**DR:** 0

**Base Attack/Grapple:** +3/+3

**Attack:** Dagger +3 (1d4 19–20/x2/ap0), Bow +5 (1d8 x2/ap1)

**Full Attack:** Dagger +3 (1d4 19–20/x2/ap0), Bow +5 (1d8 x2/ap1)

**Special Attacks:** spells

**Special Qualities:** Himelian Qualities, Fearless, Versatility (–2), Bite Sword, Crimson Mist, Background (independent), Knowledge is Power

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

**Saves:** Fort +4, Ref +4, Will +4

**Abilities:** Str 11, Dex 15, Con 11, Int 16, Wis 13, Cha 18

**Skills:** Concentration +4, Craft (alchemy) +7, Craft (herbalism) ++7, Decipher Script +7, Heal +5, Knowledge (arcana) +12, Knowledge (religion) +7, Knowledge (nature) +8, Listen +10, Perform (ritual) +8, Ride +7, Search +7, Spot +8, Survival +8

**Feats:** Alertness, Dabbler, Meditation

**Reputation:** 11 (in Himelian Mountains)

**Corruption:** 1 (fear of the dark)

**Allegiances:** Chief Shourddin, tribesmen, Shukria

**Possessions:** robes, boots, dagger, hunting bow, herbs, alchemical chemicals, 45 silver pieces, 22 uses of *Himelian Healing Herbs*  
Magical Attack Bonus: +1  
Power Points: 8

**Sorcery Styles:** Counterspells, Divination (from Dabbler feat), Nature, Oriental

**Spells Known:** Calm of the Adept, Darting Serpent, Incantation of Amalric's Witchman, Summon Beast, Warding.

Having grown up amongst the barbarian tribes of the Himelian Mountains, Zulaikha has little experience of the outside world. However she does have an ability of Divination that allows her to see beyond her mortal vision. She was raised as a normal female member of the tribe, but soon showed promise with the gathering of special healing herbs and plants. She was taken in by the tribe's shaman at the age of 15 and soon became the new shaman at 19. She is now well into her fifties and has begun to groom the chief's daughter, Shukria, as her replacement. She has gained a point of corruption during her years of magical research and has a paralyzing fear of the dark. Her tent can be seen glowing at all times of the night, as if a large bonfire were raging within.

# To Save a Kingdom

## NEW ITEMS

### Blood Moss

Blood Moss is known to grow about the gorges that makeup the Bhambar Pass. If boiled down and drunk the imbiber will receive an increased vitality (+4 to Con) and a decrease to sanity (-4 to Int). The more the character drinks, the more they become addicted. After four doses the character must make a Fortitude check (DC 14) or is incurable and will crave the concoction until death claims him. Any who become addicted to the Blood Moss are incurable and will be in the grip of insanity till their death.

### Bone Bead

The hair bead is made of an unknown bone but has many runic markings etched on it. The bead gives its wearer +2 magic attack bonus to all Necromancy spells. However, the bead will give the wearer a -4 penalty to his CHA score as long as it is worn. The process for creating these beads is unknown and thought to be the secret of a sorcerous cabal known as The Crimson Triad.

### Himelian Healing Herbs

Himelian healing herbs, when applied to an open wound, give a +2 bonus to any characters Heal skill and halve the healing rate (for example, a wound normally taking eight hours to heal will only take four). They are rare and hard to come by. Some legends state that only the shamans of certain hill tribes know where to find these rare and wondrous plants.

### Scimitar of Kurash

Crafted many years ago, the Scimitar of Kurash was a gift from a sorcerer to one of the ancient Hyrkanian Kings. Over the ages it was most widely known for the warrior

who wielded it in victory after victory. The warrior Kurash eventually fell in battle on the Hyrkanian steppes during a family blood feud and the sword disappeared. The Scimitar is made of shining steel and has a silver eagles head for the pommel. Several precious stones adorn its handle and many unknown symbols can be seen along the blade. The blade gives its user +2 to hit and damage. The method of creating this blade has been lost to legend.

## NEW CREATURES

### DEMONS OF THE PEAK

#### Medium Monstrous Humanoid

**Hit Dice:** 3d8+3 (18 hp)

**Initiative:** +10 (+3 Dex, +3 Reflex, +4 Improved Initiative)

**Speed:** 40 ft.

**DV:** 15 (+3 Dex, +2 natural)

**DR:** 3 (natural)

**Base Attack/Grapple:** +3/+5

**Attacks:** Bite +6 melee finessee (1d6+3)

**Full Attack:** Bite +6 melee finessee (1d6+3) and claw +1 melee finessee (1d4+2) or bite +6 melee finessee (1d6+3)

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

**Special Attacks:** -

**Special Qualities:** Darkvision (60 ft.), scent

**Saves:** Fort +2, Ref +6, Will +4

**Abilities:** Str 15, Dex 16, Con 12, Int 5, Wis 12, Cha 4

**Skills:** Climb +11, Hide +8, Listen +6, Move Silently +8, Spot +6, Survival +6

**Feats:** Track, Improved Initiative

**Environment:** Himelian Mountains

**Organization:** Solitary or hunting party (2-12)

**Advancement:** 4-6 HD (Medium)

Almost 200 years ago, a band of men came from the distant land of Uttara Kuru and spent several weeks searching the Himelian Mountains for some unknown object. The men, mostly warriors with a few scholars, befriended the local tribesmen. The distant travellers, whose names are forgotten, finally came upon a series of caves in a black peak that loomed over the Himelian Mountain range. The local tribesmen pleaded with the foreigners not to enter the caves, for they were cursed and those who entered never returned. But the foreign men laughed and entered the caves, without a backward glance.



A short while later the guides and baggage carriers heard inhuman screams and the yelling of tortured souls. They fled back to their tribe and told them their dark tale and a large band of warriors gathered and set off for the Black Peak, hoping to find the travellers. Only one warrior returned to his tribe to tell the horror filled tale of black man-like demons that came from the Black Peak and fell upon his band. The demons killed everyone and feasted upon their dead bodies. Since that day, no tribe of the Himelians will venture near the Black Peak and none dispute its ownership. The place is cursed and taboo for all tribesmen of the mountains.

## COMBAT

Demons of the Peak usually stalk their prey for days on end before they strike, unless it is a long traveller. They will gather in war parties to defend their home or to take on a large group of people if they are desperate for food. Their main method of attack is to spring upon their prey unawares, knock it unconscious and carry the person away by climbing the nearest mountainside or cliff face to gorge upon their flesh in safety.

**Skills:** Demons of the Peaks have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Furthermore they have a +4 racial bonus on Hide, Listen, Move Silently, Spot and Survival checks.

## PEOPLE OF THE SUMMIT, MAN-APE

**Large Monstrous Humanoid**

**Hit Dice:** 6d8 + 12 (49 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, cursh 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, Mulitattack

**Environment:** Misty Mountains

**Organization:** Solitary, family (3-5)

**Advancement:** 7-10 HD (Large)

The People of the Summit are very similar to the Man-apes of Zamora. They are descended from the ancestors of modern day Hyrkians, with perhaps a sprinkling of Lemurean blood added. For all intents and purposes, the People of the Summit are exactly the same in form, abilities and habit as the Man-apes of eastern Zamora. The only clear difference is that the People of the Summit are hairless and still remember their creator god and worship him through half-remembered rituals and human sacrifice. Although the People of the Summit are cursed and are only known to reside within the Misty Mountains, games masters can easily modify their campaign to add these creatures almost anywhere within their campaigns.

The man-ape is close to human intelligence and almost as tough as a gray ape. Man-apes are 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 weights 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 in the Misty Mountains and 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. 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.

# Give the Bank a Fighting Chance

By Jolly R Blackburn

Sergeant Cutter and his band have just arrived at Regina. After their latest venture, they have enough money pooled together to make the down payment on that ship they've been dreaming of.

The bank is contacted and the construction begins. Months later an excited crew boards its new home and shuttles out of orbit. They spend several months trading along the established routes, making sure the payments are promptly made each month. Then, when cutter is certain the bank's suspicions are allayed, he gives the order to skip. The plan is to leave Regina subsector far behind, along with the bank and its cumbersome payments.

The Bank of Regina gets burned again, or does it? Obviously, a bank which finances the construction of ships costing into the billions of credits has methods of preventing (or at least discouraging) such acts and of bringing the perpetrators to justice. Banks finance ships knowing the risks involved, and they do everything possible to push the odds over into their favor. The following is a method of dealing with Travellers skipping, as well as a possible new source of income and adventure for players.

## THE BANK

Whether your campaign has an independent bank on each world, a sub-sector or sector wide organization with branch banks on each world, or a master bank with a central headquarters and numerous branches, it is not illogical to assume banks will cooperate to reduce losses. This will most likely take the form of an information sharing network among all banks in a given empire or at least within a sector. Banks would need information on a client's credit rating to efficiently screen bad risks.

Such a system can be assumed to be in effect within the Imperium, and within the other interstellar empires of the Traveller universe. There is a very good possibility

information is shared between empires, under normal conditions.

Given this system, characters who make a bad record for themselves in one region will find their record following them throughout their travels. The ways of getting around this (forged ID documents, shell companies, assumed names and so on) are all imperfect and involve some degree of risk. Buying a ship and getting around the system can be a major challenge to a group of adventurers, and can provide months of adventure.

## PREVENTATIVE MEASURES

Banks take very direct steps to prevent clients from skipping out before their loan is repaid. The simplest way, and in the long run, the cheapest, is to screen out unfavorable clients beforehand.

Before the loan is finalised, a credit check and background review will be conducted. If these reveal no problems, and the client shows an ability to repay, the loan it will be approved. These checks will vary from exhaustive research on new clients to rather token searches for well-established customers or large property owners with deep roots in the region concerned.

Credit: Banks will know of bad credit characters have established with other banks, unless such information could not reasonably have reached the bank at that time they check or the players have taken measures (such as false names, bribes and so on) to prevent it. In general, banks send out information on skippers or delinquent payments as soon as such status is in effect.

Background Review: Banks will study the client's travelling and business habits. Specifically, they will look for criminal records, a tendency to fail in business ventures, and any involvement with organizations which the bank considers questionable. If there is any doubt about the character's background, it is very likely the loan will be denied.

Intended use: Banks place a great deal of weight on the use to which the ship will be put. Possible use of a ship in a risky venture will be cause for the bank to deny the loan, but stable ventures with low profit margins will not look very promising either.

Most banks are reluctant to completely trust some clients with the several million credits involved in purchasing a ship, even though no flaws in the client's background might be discovered. In cases like these, some banks have been known to take additional measures to secure the bank's investment. A timer may be built into a ship's computer so the computer will cease functioning if it is not reset by a bank official each month after the payment is tendered. The timer, of course, is removed when the payments are completed. Most banks, however, find it simpler to deny the loan application in the first place.

## REPOS

Despite all the measures banks take to deter skipping, a clever group will occasionally slip past the safeguards or a previously honest group will succumb to temptation. This is where the repos come in. Repos are people who pursue and retrieve ships and crews who have skipped. The term is descended from the word 'repossession.' Occasionally, a repo will be hired to retrieve other stolen property.

There are basically two types of repos, those who work for a bank or other financial institution and the independents (who work for themselves).

Company repos receive a salary (generally Cr.50,000 per year) plus a bonus of 2% of the value of the recovered ship. Their employer pays their expenses. They have access to their firm's information network, and can usually count on the cooperation of local financial institutions and police.

Independents have no financial backing, and generally charge expenses plus 2-5% of the value of the recovered vessel. If

some or all of the crew are wanted for other crimes, the repo can collect all of any reward for their apprehension.

## THE REPOS' TRADE

An individual wishing to become a repo usually starts by consulting the current Shipping Registry in any large library at A and B starports. The delinquent section lists all ships in the subsector posted delinquent by a financial institution, their last known location, the ship's description and transponder codes, the names of the crew, the value of the vessel and the institution seeking repossession.

Most of these ships are probably being sought by company employees, but there is always a chance an independent can beat them to it. An individual with connections (Admin 2+ or a relevant Contact or Ally) can have access to the 'scorched list'. This is a list of vessels whose crews have killed one or more repos and these ships often have recovery fees of up to 10% of the ship's value. These vessels are also being sought by law enforcement authorities, who have a low opinion of repos in general and independents in particular. Seeking vessels on the scorched list often involves considerable risk.

## Legal Aspects

Legally, company repos are employees of the financial institution holding title to a skipped vessel and are allowed to take direct possession. Independents are (from a legal standpoint) ordinary citizens reclaiming another's stolen property and must immediately turn the ship over to the local authorities. Repos are allowed to use reasonable force to take possession of a skipped vessel, and may defend themselves if attacked, but they are all subject to the murder statutes (even in the case of ships from the scorched list, although judges are often lenient in such cases).

If a ship's cargo belongs to the crew of the skipped vessel, it becomes the property of the financial institution holding the note on the ship. If it belongs to a party unconnected with the skipped vessel (if it has been stolen or is a contracted cargo), it remains their property.

Repos are not law enforcement officers, and cannot call for assistance from law enforcement agencies above the level normally given to civilians. They have no rights over and above ordinary citizens, except for the few they gain if they are employed by the company holding the note on the vessel. They are subject to criminal prosecution for any laws they break in pursuit of a skipped vessel.

## Tracking Skips

Tracking is not following physical tracks through space, but the skillful use of available information combined with intuition. An experienced repo will look at the background review conducted by the bank (available automatically if a company rep, otherwise roll Admin 8+) to see if there are any specific regions the crew frequents, any preferred business ventures, travel patterns and so on.

Because of the large number of variables, it is impossible to give specific rules for tracking a stolen ship in the space available, so individual referees will have to determine the results according to the situation.

## CONCLUSION

Banks and other financial institutions are not suckers. Player Characters who skip out on their payments should spend the rest of their career looking over their shoulders (after all, nobody said a life of crime was going to be easy). Repos should add flavor to any campaign, whether as a new way of making money or as another thing for your players to worry about as they travel the universe.



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