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SHADIZAR - CITY OF WICKEDNESS



SHADIZAR
CITY OF
WICKEDNESS

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BOOK I:
GAMES MASTER'S
GUIDE

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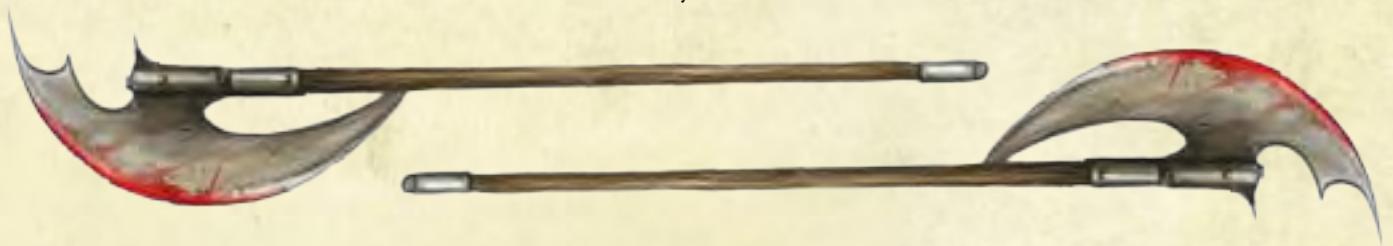


Zamorian Names: Quick Reference

Zamorian names tend to be Ukrainian, Middle-Eastern or Greek in tone. The following provide examples for quick and ready use.

FEMALE ZAMORIAN NAMES

Ada	Aelita	Afrodita	Agata	Aglaya	Agnesa	Aida	Albina	Alevtina
Alice	Alina	Alla	Allochka	Alyona	Anastasia	Anatolia	Aneshka	Anfisa
Anna	Annushka	Antonina	Anya	Anzhela	Ariadna	Astra	Avrora	Aza
Bella	Berta	Bogdana	Boleslava	Borislava	Bronislava	Dana	Darina	Darya/Daria
Diana	Dina	Dominika	Ekaterina	Ekaterina	Elena	Elena	Eleonora	Elizaveta
Elza	Emma	Erica	Eva	Evgenia	Felicia	Flora	Galechka	Galenka
Galya	Geliya	Gloriya	Inessa	Inga	Inna	Innochka	Ira	Irina
Irochka	Ivanna	Iya	Julechka	Julenka	Julia	Julietta	Karina	Karolina
Katerina	Katerina	Katusha	Katya	Katya	Kira	Klara	Kristina	Ksenia
Lena	Lenochka	Lesya	Lida	Lidiya	Lidochka	Lilya	Lora	Luba
Luda	Ludochka	Lyubov	Lyudmila	Machenka	Margarita	Margo	Maria	Marina
Marta	Masha	Maya	Mila	Miroslava	Nadenka	Nadezhda	Nadya	Nastasia
Nastya	Natalia	Natasha	Natashenka	Nelya	Nika	Nika	Nina	Ninochka
Oksana	Oksanushka	Olenka	Olesenka	Olesya	Olga	Olya	Polina	Rada
Raya	Rayechka	Regina	Renata	Rimma	Rita	Ritochka	Rostislava	Roza
Ruslana	Sasha	Sashenka	Selena	Severina	Slava	Snezhana	Sofia	Sofya
Stanislava	Stella	Sveta	Svetlana	Svetochka	Svyatoslava	Tamara	Tamarochka	Tamila
Tanya	Tanysha	Tatyana	Taya	Ulyana	Uslada	Valenka	Valentina	Valeria
Valya	Vanda	Vassa	Vatslava	Venera	Vera	Vera	Verochka	Veronica
Vesta	Victoria	Vika	Vilena	Viola	Vitaliya	Vlada	Vladislava	Vlasta
Yaroslava	Yulia	Zhanna	Zhenechka	Zhenya	Zina	Zinaida	Zinochka	Zlata



MALE ZAMORIAN NAMES

Abuletes	Amilian	Andrij	Andriy	Ariadne	Arkad	Arkadiy	Artanes	Atossa
Bartakes	Basil	Bogdan	Bohdan	Bohdan	Bohomir	Buryan	Choma	Cyril
Cyrus	Danylo	Danylo	Danyo	Demetrius	Demian	Dinak	Diodor	Dmitro
Emil	Eriakes	Fadey	Fedir	Fedor	Feliks	Feridun	Gennadi	Gervais
Gregory	Harasym	Harpagus	Hattusas	Havrylo	Havrylo	Hissar	Hnat	Hryhir
Hryhorii	Ilarion	Ilia	Isadore	Ivan	Ivas	Iwan	Jakiv	Jan
Jon	Josyp	Juriy	Kagul	Kilya	Kindrat	Klym	Kosma	Kostya
Lar	Lavro	Lev	Lubomyr	Luka	Lukhym	Maksym	Maksyn	Mandana
Marcel	Marian	Marko	Matvi	Matviy	Mithridates	Mykhail	Mykhailo	Myko
Mykola	Myron	Nestor	Nykyfor	Oleh	Oleksander	Oles	Ostap	Pariskas
Pavlo	Petro	Petruso	Prokip	Pylyp	Radoslav	Rhostislav	Rostyslava	Ruslan
Rustam	Samiilo	Sava	Semiramas	Sergei	Sergius	Serguei	Serhiy	Severyn

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Introduction

Welcome to the City of the Wicked

WELCOME TO *Shadizar – City of Wickedness*. Hopefully you have entered of your own free will and not as a slave, either to a person or to a vice. Regardless, I am sure you have no idea of the debauchery and villainy that await you. Zamorians as a whole are seducers and harlots, slavers and torturers, assassins and kidnappers, zealots and thieves. Zamorians from Shadizar are even worse.

Robert E. Howard, the creator of Conan the Cimmerian, mentioned Shadizar the Wicked in several stories, but he did not write one with Shadizar as the actual setting. Possibly the city was too lurid in his mind to permit such a story in the 1930's. More likely his interest was simply elsewhere. However, the tantalising hints he gave us have fascinated Conan fans for decades.



Other authors, having picked up the Conan tales since, have explored the city to varying degrees. Roy Thomas and other comic authors have placed stories within the alabaster towers of Shadizar and *Devil Wings Over Shadizar*, the sixth issue of Marvel's *Conan the Barbarian*, written by Roy Thomas remains one of this author's favourite Conan stories. Robert Jordan wrote three novels set in Shadizar, *Conan the Invincible*, *Conan the Destroyer* and *Conan the Magnificent*. This book draws on these sources to present Shadizar the Wicked in all its lurid detail.

The first book in this *Conan Adventure Set* discusses the City of Wickedness in detail. This *Games Master's Guide* discourses on such varied topics as religion (these days a nearly forbidden topic in other cultures), clothing (if worn), occupations, lurid entertainments and diversions, trade, social standing, slavery, prostitution, drinking dens, taxes and illicit ventures throughout the city. This book also covers the power structures holding this city in place and, of course, descriptions of various locales within the walls of many-spired Shadizar. The latter sections of this book are aimed at the Games Master and discuss various types of campaigns that can be run in Shadizar as well as being filled with adventure hooks and campaign ideas.

Secrets of the Streets, the second book in this box details new rules and game information, including a bestiary containing monsters from a number of sources featuring Zamora, Shadizar and its surroundings. This book also features a host of new feats, prestige classes and prominent characters unique to Shadizar, throughout the Hyborian Age.

Dark Dens of Iniquity, the third book to be found herein, details a complete adventure, which takes characters deep into the shady heart of *Shadizar: City of Wickedness* to uncover corruption, sorcery and a long forgotten treasure.

Into the City Concealed Within the Gates

THE STREETS OF

Shadizar burst with life; garish nobility followed by pandering sycophants, wealthy aristocrats carried on high-borne litters, exotic merchants haggling with thrifty buyers, hungry soldiers parading forth in black armour, greedy mercenaries looking for fortune and glory, diseased paupers huddling in filthy alleys, odorous livestock herded for frenzied consumption and contaminated rats surrounded by a swarm of flies. Over the varying strata of life hang odoriferous miasmas; sweet smells rising from countless ovens, malodorous incense burning in bizarre temples and the cloying stench of local industries. The unending surge of life brings an eternity of clamour blaring with it; clanging gongs and banging bells resounding from distinctive temples, laughing children and shouting parents playing in littered streets, bleating sheep and lowing cattle booming in fruitless outrage, foreign crowds and local throngs pushing through narrow alleys, shouting criers and screaming servants bellowing out unheeded announcements and lamenting mourners and begging cripples sharing their pitiful woes.

In Shadizar, it is cheaper to dispose of an incriminating corpse than to buy a horse to escape from the law. The sweltering city is a den of vice and sin. Shameful things done behind closed doors in other places are proudly done publicly and openly in Shadizar the Wicked. The most horrible acts of man can find a patron or a supplier in this unholy city. Murders are taken as a matter of course and given only the most perfunctory of investigations, if any at all. Theft is such a routine of life in Shadizar it does not warrant much mention in the discussions of the denizens, nor do the authorities care to do much about it. A man

Capital: Shadizar
Population: 38,000–60,000 (64% Zamorian, 31% Turanian/Hyrkanian, 3% Hyborian, 1% Stygian, 1% Other)
Government: Dictatorship
Religion: All Zamorian gods
Imports: Trade goods
Exports: Local crafts, thieves, assassins
Code of Honour: None

does not walk unarmed in the city, day or night, and a woman is advised to do the same.

Shadizar, with a population that averages 38,215 permanent inhabitants and averaging over 60,000 people on any given day, is a dangerous city. Predators hunt prey and, if they are not careful, become prey themselves by even more powerful predators. Scavengers lurk in the shadows, ready to strip the figurative carcasses

of a predator's hunt or the abandoned property of the prey. The drunken king cares only that none usurp his authority even as he allows sorcerers and priests to manipulate his every decision. Loud and boisterous, this is not the city for those in dire need of peace of quiet but for those who desire to carouse until unconsciousness, Shadizar is a veritable paradise.

CULTURAL ASPECTS OF SHADIZAR THE WICKED ZAMORIAN CULTURE

For all the popularity Zamora has among fans of the Hyborian Age, Robert E. Howard set precious few stories in that fabulous setting. Shadizar is not a world apart from its surroundings. Shadizar is a Zamorian city, peopled by Zamorians and governed by Zamorians. To understand life in Shadizar, it is imperative the overall culture of Zamora is investigated. Zamorian culture is based on a far more ancient people and lifestyle than many of the other nations in the Hyborian Age. The history, architecture, habits and peculiarities must all

'Night caressed Shadizar, that city known as 'the Wicked', and veiled the happenings which justified that name a thousand times over. The darkness that brought respite to other cities drew out the worst in Shadizar of the Alabaster Towers, Shadizar of the Golden Domes, city of venality and debauchery.

In a score of marble chambers, silk-clad nobles coerced wives not theirs to their beds and many-chimed merchants licked fat lips over the abductions of competitors' nubile daughters. Perfumed wives, fanned by slaves wielding snowy ostrich plumes, plotted the cuckolding of husbands, sometimes their own, while hot-eyed young women of wealth or noble birth or both schemed at circumventing the guards placed on their supposed chastity. Nine women and thirty-one men, one a beggar and one a lord, died by murder. The gold of ten wealthy men was taken from iron vaults by thieves and fifty others increased their wealth at the expense of the poor. In three brothels perversions never before contemplated by humankind were created. 'Doxies beyond numbering plied their ancient trade from the shadows and twisted, ragged beggars preyed on the trulls' wine-soaked patrons. No man walked the streets unarmed but even in the best quarters of the city arms were often not enough to save one's silver from cutpurses and footpads. Night in Shadizar was in full cry.

Robert Jordan, *Conan the Magnificent*

be cognitively grasped as they often appear alien to Hyborians.

Zamora is not a Hyborian kingdom. Zamora is an ancient kingdom, whose people descended from a mysterious race known as the Zhemri, an elder and evil race from pre-Cataclysmic times. The fortunes of the Zhemri, and later Zamora, rose and fell constantly. The ancient origin of Zamora causes Zamorians to look with some disdain upon Hyborians and their barbaric origins. Some of the nobles in Zamora can trace their lineage back to the earliest of the Zhemri families, a heritage extending far beyond any known Hyborian line. Locked in vaults and in private libraries, mouldering tomes detail periods of time so ancient no man could comprehend the magnitude of their history. Many Nemedian scholars long to gain a peek at some of these family histories for their own essays and researches. The Zhemri know the giant-kings in the lands to the south and, in Acheron, a kingdom that attempted to match the Zhemri in venality. Currently this 3,000-year-old civilisation has fallen into decadence and its people are viewed as a wicked race of thieves, cut-throats and sorcerers.

The ancient heritage that is distinctly Zamorian shows itself in its architecture, which is not Hyborian in style but strange and familiar all at once. Intricate and complex, having long since lost the pristine essence of the Zhemri style, the alabaster towers and golden domes of Shadizar reveal foreign influences. Turanian styles are a popular fad now among the wealthy and familiar Easterners, but the Zamorians still manage to add bizarre twists to even this styling, creating a sense of the

strange intermingled with the familiar. Zamorian architecture also betrays Hyborian influence, again a familiar style to many visitors to the city and still the Zamorians add their own flourishes and lines to even this style, producing a sense of the bizarre. Likewise Stygian, Shemite and Acheronian styles exist in Shadizar but never in whole, always in part. Non-Zamorians

find the strange mixtures of style to be unnerving and even evil, throwing a shadow over their views of Zamorians as a whole.

Bribery: Zamorians are an ancient people, evil and peculiar to the mindset of most foreigners. The perversity of an average Zamorian almost always tends towards self-gratification of personal desires, to the detriment of their peers. Zamorians simply do not respect the rights of others. They do what is best for them. This consistency is, in many ways, a double-edged sword. It also allows an insight into their culture. Zamorians seem to show low respect toward other people and toward honour, an attitude a culture steeped in bribery often displays, so the logical assumption is that bribery is a way of life here, expected and encouraged. Few Zamorians will even consider making a business transaction unless some sort of bribery is involved. Jobs are taken with the expectation that bribery will be part of the income. Jobs are offered knowing the applicant will accept bribes to grease the wheels of their business transactions. Expert testimony, justice in the courts, as well as other goods and services are for sale to the highest bidder. Bribery produces cynicism and a general distrust of institutions among the Zamorians. Zamorians, on the whole, do not trust in the integrity of professional services, of government and the courts, of law enforcement, religion and anything touched with bribery. Adding a bribe when attempting skill checks, such as Gather Information and Diplomacy, may result in a bonus to the skill check at the discretion of the Games Master. The Games Master may also rule that bribes are

part of the High Living rule (see *Conan the Roleplaying Game*) in Shadizar.

Faithfulness among Thieves: Interestingly, this attitude towards bribery and distrust has created a certain faithfulness among Zamorian thieves. Zamorians are well-regarded for not betraying their employers if hired for thievery. This has nothing to do with personal honour but has to do entirely with ensuring steady employment and income. Again, a Zamorian behaves in his own best interests. Another peculiarity among the Zamorians is usury. Similar to bribery, usury is big business in Zamora and, as a corollary, in Shadizar. Moneylenders and sharks of all sorts prey upon those addicted to their vices and in need of money. Rarely is a person left better off after leaving one of these predators.

Private Contracts: Trade in vice is treated by the Zamorians as a freedom, not a crime. The liberty of the private contract is more important than the subjective idea of sin, which is considered an affair for the moralist, not for the government. The Zamorian attitude toward governmental authority is such that crime should be stopped but not free access to a vice of choice. Morality is considered to be the haven of the weak. Those with power and money have no need of moral restraint. Private contracts are important to the Zamorians, as is the opportunity for gain. Most Zamorian families keep their daughters as maidens until they are of age, not because these families love virtue but solely because virginity is a realisable asset. The daughters themselves are taught they should never part with their maidenhood, except for value received. Thus, flesh is treated no less as merchandise than the produce of a farm or the works of a craftsman.

Women in Zamora: Human beings, especially women and children, are for the most part property or potential property to the Zamorians. Women are valued either for their domestic abilities or for their entertainment abilities. Women are not viewed as human beings but as a necessary means to an end. If a woman is wanted for her domestic skills, she is expected to bear and raise children, keep house, make crafts and clothing and cook food. A woman needed for entertainment value is expected to provide sex, dancing and pleasant company. In the minds of Zamorians, a woman falls into one of the two categories.

Female Zamorian characters should take appropriate skills to show which role

she was being prepared for by her family, before taking up an adventuring lifestyle.

Unmarried women are under the custody of their father during his life or under another fraternal relative if the father is dead. The father has the complete right to dispose of his children as he sees fit, eventually selling the girls to prospective husbands to become the husband's purchased property. Women in Shadizar cannot hold a civil office. However, because of a general feeling of weakness and mental incapacity, women can plead ignorance of the law to get out of contracts or crimes, whereas a male most certainly cannot. Women, except if accused of treason or witchcraft, are largely exempt from the official application of torture as a legal remedy. Even marriage is handled as if it were a business contract.

Love and Marriage: The idea of chivalric, courtly or romantic love really has not hit the Zamorians. Lust is readily acknowledged but marriages are largely either arranged or made for economic or social reasons. Marriages tend to be handled much as any business contract, complete with terms and payments. Courtship is considered to be a career move, not a romantic interlude. A woman's property is transferred to the man upon marriage, so courting is taken with deadly earnest by both men and women. Neither leads the other on unnecessarily. A woman, as stated earlier, treats herself as valuable property, knowing full well that once she is married, or sold, she will not only be subordinated to her husband/purchaser but completely equated with him in a legal sense. Further, the Zamorian male can divorce his wife or sell his slave easily. All he has to do is put a rope around her neck and present her for public sale to another person, man or woman. Romantic love is considered extraneous to marriage and an unnecessary complication. Husbands and wives are expected to fulfil their emotional needs elsewhere, although many married couples, after the passage of time, do come to respect and love each other, even though their passion may never burn for the other.

Since marriage is considered an economic affair, marriage is permitted to any couple, regardless of the sexual mixture. Same-sex marriages are perfectly legal, whether consummated or not. The economic importance of first marriages is such that men and women, especially those of notable economic rank, rarely have the right to choose their own spouse. Usually children are affianced by their fathers around the age of

seven, although the marriage would not occur until the age of 16 or 17. If two families could be more closely cemented together by the affiancing of their children, then the matter is arranged straight away. The little girl is brought up with the idea that she should marry the boy and would be groomed for her role as a dutiful wife and mother. She learns to sing, play an instrument, dance, embroider and to use the arts of diplomacy, etiquette, conversation and silence to advantage. Thus marriage is essentially economic and social. Marriage is not about raising a family; it is about enlarging and consolidating the estate of the husband and, possibly, the husband's family. Marriage and family is simply another instrument of economic power.

Hedonism: Another aspect of their selfish attitude is a tendency toward egoist hedonism. Every pleasure is good and natural. Pleasure is preferable to pain, which is to be avoided. To the Zamorian, the pleasure to be concerned about is selfish pleasure. Although a few of their religions promote an altruistic hedonism, wherein the greater pleasure of all is the focus, most Zamorians concentrate primarily on maximising their personal pleasure and minimising their personal pain. For many in Shadizar, pleasure has become the measure of right and wrong. Sensual indulgence, for many, has become the ultimate in what is good, right and salutary. In keeping with this theme, people in Shadizar are constantly bombarded with erotic images. Women dress provocatively, if at all, and ornamentation tends to take on an erotic tone. Most Zamorians believe an active sex life is essential to health, sanity and happiness. Sexual pleasure is worshipped by many of the faithful in Zamora, particularly in Shadizar. The hedonism carries forward in a Zamorian's pursuit of wealth, power and status, all of which are deemed to be pleasures in life. They believe the only way to deal with lust and vice is to satiate it, to satisfy their every craving for vice. Interestingly, the Zamorians feel their 'anything goes' approach to sexuality is completely natural. So long as sex is possible with a natural creature, be it man, woman or animal, then it is performed according to nature.

Politics: Zamora is not a Hyborian monarchy, a Turanian satrapy or a Stygian theocracy. Zamora is a dictatorship, run by a selfish king who does not tolerate alternative political opinions. This is often a problem for visitors. Those who speak too loudly against the king's policies find themselves under arrest quickly. Many Zamorians are looking to get ahead and are more than willing to turn in foreigners who speak too freely

to the guard. Zamorians themselves discuss sensitive political subjects by not addressing the subject directly. Double-talk, metaphor and allegory are considered extremely civilised, and many take pride in their ability to discuss politics without sounding as though such is the topic. However, their ability to engage in such vague terminology gives rise to further distrust by foreigners. Foreigners have difficulty gathering political information. Raise the DCs of such attempts by at least ten and any attempt, successful or failed, runs a risk of an informant reporting the incident to the appropriate authorities.

OTHER INFLUENCES

As indicated in the previous section, Zamora has been influenced by other cultures. The Zhemri is their root culture but the modern Zamorian culture has been fertilised by the many cultures it has come into contact with for the past three or four thousand years, including the Acheronian, Stygian, Shemite, Hyborian and, most recently, the Hyrkanian.

Turanian fashions can often be found in Zamora, especially in Shadizar the Wicked. The influx of trade has allowed the people of Shadizar access to the cloth and clothing of Vendhya, Stygia and Khitai. Many favour these styles or cultures and dress as closely to their professed affectation as they can afford. Tales brought by caravaneers about other cultures also diverts and modifies the culture of Shadizar. Women like to travel by litter if possible and more than a few Zamorian nobles have imported showy Stygian or Nemedian chariots to sport around as their affected means of travel. The slave trade has also had its cultural impact on Shadizar. Bringing in so many people of different cultures has further introduced foreign elements to the lifestyle of Zamora. Slaves cook regional dishes along with the food commanded by their masters. Slaves suggest ideas or thoughts born from their cultural identities to their Zamorian masters, who then, if taken with the idea, introduce it to his peers, often as his own invention.

The Hyborians have probably had the least amount of direct influence on Zamora in comparison to others. The strongest Hyborian influences are near the Brythunian border and in the far north at the Hyperborean border. Near Brythunia, architecture takes a more Hyborian turn and Zamorians are more apt to speak openly of political issues, although still nothing like a Brythunian or Corinthian political

unit dare arise lest the King send his troops. In the north, where Zamora is thinly settled, intermarriages between Zamorians, Brythunians and Hyperboreans have introduced more cultural mixtures than will be seen in the south. Zamorians have not, however, embraced Mitra at all. His faith is too austere and foreign to their own mindset to have much lustre.

Shemite, Stygian and Acheronian deities abound in Zamorian mythology, either directly as foes or demons or indirectly as a renamed deity. Bel, Set, Ishtar and other gods have either been directly taken whole or indirectly absorbed into one of their own deities.

CLOTHING AND APPEARANCE IN SHADIZAR

Clothing in Shadizar tends to be for ornamentation and allure. Appearance plays a powerful role in Shadizar. Some standards tend to apply in Shadizar regardless of occupation or social status. All classes wear cloaks or blankets when the weather is cold or wet. Likely the first sign of status in Shadizar, clothing and appearance styles among the economic classes reveal more than is often intended.

Among the poor, clothing is a personal issue and is usually considered an expression of individuality. Clothing is usually stolen, handed down from others or bought used. Scars, tattoos and body piercings are common in the lower economic echelons, as these enhance individuality and otherwise mark people who feel they are lost in the masses. Similar attitudes about clothing and appearance exist among the servant and craftsman classes. Those in the servant or craftsman classes tend to wear clothes appropriate to their vocation, although many add personalised touches as a nod toward individualism. Apprentices wear leather aprons. Harlots and dancers wear little but jingling girdles of coins, sometimes with two strips of silk, sometimes not. Carriers wear rough tunics. Muleteers use whips to drive their beasts. The similarity of clothing styles, scars, tattoos and body piercings emphasise the individual beneath the vocational garments. Although Zamorians are darker skinned by nature, the working classes have the darkest skin from spending the most time outdoors.

People in the merchant class tend to wear velvet, fine linens

and some silks. Clothing is chosen for quality and ease of use and wear. Clothing must be well crafted yet still be functional. Versatility is more important than artistic or aesthetic merits or as a badge of station or statement of individuality. Many who climbed to this rank from the lower economies wear gloves to hide the scars and roughness of their hands, which might betray their lowly origins. As their wealth increases, jewellery replaces body piercing and tattooing as marks of individualism. When members move up to stand as one of the wealthy, pains are often taken to hide marks that are now considered boorish or counter-cultural. Among the newly wealthy, clothing tends to be almost garish. Most of the wealthy classes are new to wealth and do not understand what quality and fit really mean to the noble classes. Instead, the wealthy tend to show off their new economic status by wearing a lot of flashy and tawdry jewellery. The newly wealthy tend to spend more time indoors and try to lose any tans or signs of sun if possible.

Nobles wear silk and other high quality materials. Fit, aesthetic merit, craftsmanship and quality are more important than functionality or individual expression. Surprisingly, jewellery is worn sparingly but what little is worn is always of the highest quality and beauty. Colours tend to be muted and understated. The noble classes have spent their entire lives indoors, protected from the sun. Pale skin is considered beautiful and healthy, as well as a symbol of wealth and breeding. Those whose skin tones approach alabaster are admired by all for their grace and beauty.

SOCIAL STANDING

There are five distinct economic classes in Shadizar, each with its own unspoken rules and hidden habits. These classes are economic in nature, based around people's opportunities to develop resources. The unnamed rules of these classes affect everyone in one manner or another. These classes are generational poverty, servant/craftsmen, merchant, wealth and nobility. The names are simply a convention and not necessarily related to occupation, although correlations do exist. Interestingly, slaves tend to exist outside of this structure. Since they are cared for by their masters (at least in the physical sense of food and shelter) slaves, even without income, tend to behave as their masters do. Also, some slaves can actually attain a measure of power, rising to become confidants and advisors to the rich and powerful, something those of the poorer economic classes simply cannot become. Foreigners also tend to be outside of this economic system.

Often, foreigners can be taken in by higher income classes simply because of their novelty. These rankings do not necessarily apply to Player Characters but may be of some help in describing characters the Player Characters come into contact with. Is the Non-Player Character stereotypical of his economic ranking or is something different about him? Also, other elements of society may be at work on various characters, allowing variances in types and designs not discussed below. For example, a cult preying heavily on the wealthy of society may require bodily tattoos and forbid jewellery. So treat these as general trends and not hard rules.

Poverty: On the bottom rung of the socio-economic ladder are the destitute; the generational poor. Having lived in poverty for two or more generations, these people own very little and mere physical survival is the daily goal. Decision making involves the elements of survival, relationships and entertainment. With limited material wealth at hand, survival is what life is about and what most time is spent accomplishing. The law of the street is the governing principle. A person must be able to defend himself and his possessions.

Life on this rung of the ladder is so painful that entertainment is essential to the decision-making process. Humour and entertainment help alleviate the pain and suffering. Humour is often about people and sex and attempting to engage women in physical relationships is often treated similarly to a competitive sport. The nights are spent in debauchery and carousing but, in the morning, members of this class are ready to go, ready to fight for their survival.

Their entire world is seen as shades of their local setting. It is hard for these individuals to see anything beyond their own locality. In Shadizar, most members of this class take the thief, soldier or commoner class. Skills will often include a lot of Craft skills or physical skills such as Tumble, Jump or Perform. A person who knows a lot but can actually do very little will garner no respect among this class of people.

Servant/Craftsmen: The servant/craftsman class tend to be inconsistent at best in terms of goals and needs, mixing the Traits found in the poor rung beneath them and the merchant rung above them. They believe in good and bad luck. Few choices are considered and they often simply try not to get caught in a mistake or prefer to just focus on doing a good job. Work and achievement are as important as aspects of their individuality. Being able to do something deemed useful is important to those in this economic class.

Skills will include many Craft and Profession ranks. People in this economic class often take some Perform skills. Most people in this class take the commoner or scholar (usually non-sorcerous) classes. Bodyguards and the like might take the soldier class.

Merchant Class: The merchant class tends to resolve its issues around the elements of work, achievement and material wealth. Work is done for the acquisition of wealth and position. Possessions are objects purchased with money, such as knick-knacks, mass-produced art objects, homes, clothing, drugs and similar items. They tend to rationalise poor decisions instead of taking responsibility for them, although that is not a universal trait by any means. Members of this class usually do not have slaves but a few of the richer ones may have a slave-concubine. Skills will include fewer Craft skills but more Profession or Perform skills. Those who take the thief class usually do not concentrate on skills that allow them to break into houses or sneak away with things but instead focus on Bluff and other Charisma-based skills to take advantage of the unwary, stealing their time and money in a different manner. Commoner and scholar are two of the more common classes to belong to members of this economic rung.

Wealthy Class: These are the first of their generation to enter into wealth and tend to be focused on increasing their income, stability and social standing. Members of this economic class tend to mix attitudes of the merchant class and the noble class. The higher on this ladder members move, the more their attitudes approach that of the nobility. Conversely, the lower they are on this ladder, the more their attitude approaches that of the merchant strata. Members of new wealth often enjoy purchasing slaves as concubines and labourers. They tend to focus on the scholar class and, if they can manage to buy or earn a title (usually through marriage), the noble class. Some ex-soldiers who earned wealth in distant campaigns but did not spend it in a wild debauch, may be found in this class, as might some thieves. Skills such as Appraise, Gather Information, Diplomacy and Intimidate are often focused on. Craft and Profession skills tend to be left to stagnate as the skills designed to widen their circle of acquaintances are developed.

The Nobility: The noble classes belong to those who have lived in wealth for two generations or more. This economic and social class has an amazing amount of material security and political power; their time is usually spent in efforts to

Modifications to Skills based on Social Strata

	One Social Class Variance	Two Social Class Variances	Three Social Class Variances	Four Social Class Variances
DC Modifier to Diplomacy, Disguise, Gather Information and Intimidate	-1	-2	-4	-8

keep their wealth and grow it. Members of this class usually take the noble class (from *Conan the Roleplaying Game*) or the Noble Blood feat (from *Conan: The Scrolls of Skelos*) in combination with another class. Financial connections, social connections and political connections are the three most important elements involved in decision making. Who they know is far more important than what they know or what they can do as an individual. Everyone known is considered to be one or more of the above types of connections; otherwise the person is not worth knowing or even noticing. These connections establish safety and growth, both of which are important to the noble. Roleplayers of noble-blooded characters are advised to keep maximum ranks in Knowledge (nobility) and Knowledge (local) to maintain this aspect of nobility. Games Masters should encourage games that allow use of who the nobles know to accomplish social story goals. Possessions tend to revolve around unique artefacts, legacies, estates, pedigrees and bloodlines. In this class, people do not introduce themselves. People are introduced by others in this fashion: 'This is (name) of (family name) family.' This serves the purpose of not only identifying the noble, though illustrates his connection at the same time. If an introduction is merely, 'This is (name), a very dear and close personal friend', or something similar, then the unspoken understanding is that the person has no connections of worth. Being skilled garners less respect than knowing skilled people. Planning is strategic, extending out months or even years. Skill ranks will largely be spent in Knowledge (nobility), Diplomacy and Gather Information skills. The ability to know and influence people is highly regarded.

Effect of Social Standing on Skills: Social standing affects many of the skills a character has. A beggar on the street may be able to be diplomatic among other beggars but will be ineffective against a noble of one of the great Houses. Likewise, the reverse is also true. The noble, deemed to be of little personal worth in the depths of a bazaar of the Desert, will be hard-pressed to diplomatically impress a beggar or intimidate a street thug in a dark alley. Social skills such as Diplomacy, Disguise, Gather Information

and Intimidate are negatively affected by large social gaps because the hidden rules of the other classes are either not known or sneered at as being foolish. Ranks in appropriate Knowledge skills or actual gaming experience within differing social classes may negate these penalties. Ranks in Knowledge (nobility), for example, can negate the penalty a lower class individual may face if entering that society. Of course, spending precious skill points on something that does not help a character survive in his own class stratum has its own drawbacks.

OCCUPATIONS

Shadizar is where people live and, thusly, where people work. Virtually any occupation can be found in Shadizar that might be found in any large city. This section is intended to provide the Games Master with ideas to present a lively city and for the players to choose Profession skills if one is needed beyond the standards every gaming group tends to have. The list overleaf is by no means complete or exhaustive but serves as a fair starting point.

People in the above professions or crafts can be of any class, though most are commoners. Each takes ranks in the appropriate Craft or Profession skill and the best craftsmen also take Skill Focus feats in their craft or profession. Diplomacy, Bluff and Sense Motive are also important skills for people making a living in Shadizar. Many also have specialised tools. For example, some soothsayers use K'far cards to foretell the future or unmask the past.

In addition to the standard professions, Zamorians are master kidnappers, born and raised to the art in many places. They do not respect individual rights save their own. Anyone is potential prey to the Zamorians. Their ideas of ethics and morality are not the same as Hyborian thoughts on the subject. Human beings, especially women and children, are, for the most part, property or potential property. Kidnappers tend to be employed primarily by brothel keepers, slavers and sorcerers. More information on Zamorian kidnappers can be found on page 24 under *Illicit Ventures* and on page 16 under *Prostitution*.

Crafts and Professions of Shadizar

Advocate	Alchemist	Armourer	Artist	Astrologer	Baker
Barber	Basket Maker	Bellmaker	Blacksmith	Bookseller	Bookbinder
Bowyer/Fletcher	Brewer	Brothelkeeper	Buckle Maker	Butcher	Carpenter
Cartographer	Chandler	Clothier, New	Clothier, Used	Cobbler	Cooper
Copyist	Cutler	Dairy Seller	Diplomat	Distiller	Domestic Servant
Draper	Dye Makers	Engineer	Engraver	Fishmonger	Flowerseller
Fuller	Furniture Maker	Furrier	Gardener	Girdler	Glassmaker
Glovemaker	Goldsmith	Governess	Grain Merchant	Grocer	Guard
Guide/Tout	Haberdasher	Harness Maker	Hay Merchant	Historian	Illuminator
Importer	Instrument Maker	Jeweller	Judge	Kidnapper	Laundress
Leatherworker	Lock Smith	Lotus Merchant	Mason	Mercer	Merchant
Official	Painter	Papermaker	Pastrymaker	Pawnbroker	Perfumer
Potter	Prostitute	Pursemaker	Ratcatcher	Ropemaker	Rugmaker
Saddler	Satirist	Scabbardmaker	Scholar	Sculptor	Servants
Silversmith	Skinner	Slaver	Soapmaker	Soothsayer	Spice Merchant
Student	Tailor	Tanner	Tax Collector	Taxidermist	Thief
Tiler	Tinker	Toymaker	Undertaker	Vestment Maker	Vintner
Warehouseman	Weaponsmith	Weaver	Wheelwright	Wood Carver	Wool Gatherer

ENTERTAINMENT AND DIVERSIONS

Shadizar is host to many forms of entertainment and diversion. Dancing, gambling, sports, death-duels and drinking are but the tip of the proverbial iceberg. Virtually any form of entertainment, legal or illegal, can be found in Shadizar. The dancing styles of various nationalities all have their places of practise. Any form of gambling is likely to be found among local denizens as well as among foreign merchants. Sports are held in the streets, warehouses or even taverns. The most illegal of the sports is the death-duel. Taverns, inns and brothels also sell various forms of fine liquors and rotgut alcohols.

Dancers in Zamora dress in a variety of styles. Some, such as the dancers of Zath, wear only long necklaces of black beads. Some dancers wear nothing. Some merely wear a girdle of coins. Some wear bracelets and anklets to provide some sound as they dance. Some dress in native outfits and some dress in veils. Some dancers are prostitutes on the side, others are not. Dancers tend to have high Dexterity and Charisma. Maximum ranks are taken in Perform (dance) and Skill Focus (Perform) is a common feat. Any character class can be a dancer. Scholar dancers may dance to provide money for their dark researches – or to lure men to be sacrificed to their demonic powers. Thieves may dance to hear lore, news and blackmail information. Soldiers may dance as a way to earn money when no wars are in the offing.

Gambling is another common diversion in Shadizar. Like many things in Zamora, gambling has its roots in the original Zhemri tradition, where the ancients believed they could influence the future by means of risking something of value against it. Much Zhemri mythology rotates around gambling stories among the gods and heroes of mythology. For the most part, gambling is not illegal but going too far with a bet could land a debtor in slavery. The king of Zamora knows well the power of depravity in weakening and enslaving the mind so his laws encourage gambling, as he believes a mind engrossed in games will offer little resistance to his other policies. Gambling is often done as part of a game played with lots, dice, marbles (made of marble or clay), balls, coins, rings, bones or sticks. Also, gamblers will often wager on the outcome of sporting events (such as races, wrestling matches, animal fights or distance jumping) and death-duels. Some will wager on nearly any given random event that seems to be occurring around them – arguments, fights, arrests, divinations, death tolls, etc. A lottery is a common form of gambling wherein the participant puts up money for lots, which are drawn for a prize, often in the form of cash or goods. Sometimes the right of life or death can be the prize. The organiser of a lottery risks a loss if insufficient lots are sold. To minimise this risk, some lottery organisers offer a fixed percentage of the receipts, such as half. Some Zamorian philosophers call this type of gambling a tax on stupidity, as the odds of winning usually range from low to astronomically low. Gambling is such a prevalent vice in Shadizar that many actually form

clubs devoted to the regular practice of their preferred form of game. Gamblers, regardless of class, usually take maximum ranks in Bluff, Sense Motive, Sleight of Hand and, for true sharps, Profession (gambler). Intimidate is another useful skill, used to force another into playing another round, making a poor choice or other action.

Sports and competitions of all sorts are popular throughout Zamora and Shadizar is but one of the arenas for play. Wrestling matches are often fought on filthy floors and among the sodden tables of Shadizar's public drinking houses. Escape artists challenge skilled confiners (people skilled in Rope Use) to keep them tied. Performers of all types compete in taverns, streets and stages throughout the city. People skilled in hiding may challenge those skilled in searching to find a trinket or even themselves. Brewers may compete with other brewers, as appraisers taste their wares. Contests of weapon skill can be found virtually anywhere as combatants are willing to show off their mastery or luck for money, drink or women. Sportsmen can have virtually any skill or feat that can be used to prove talent or power.

Death-duels in public drinking houses are considered a savage and uncivilised sport, so Zamorian law has made it illegal. Spike fighting is one of the more violent forms of death-duelling. To spike fight, a pair of opponents are seated facing each other across a table. Their left arms are bound together with leather straps and their right hands are encased in leather cestus, a type of fighting glove with a lethal iron spike protruding. Bets are laid out and then the two antagonists go at it until one man is dead. There are many other types of death-duelling to be found in the public drinking houses of Shadizar and, if caught, the survivor(s) of the duel usually face a long sojourn in the royal dungeons... or worse, depending on the social status of the duellists.

Prostitution and drinking are other diversions available to the public in these warrens of shadow and vice. Drinks such as the Sultanapur Sling are available, as well as the more common ales, beers and wines. Vintages from around the world can be found in one place or another, though few drinking dens carry more than one or two popular types for their particular clientele. Barkeeps usually have ranks in Profession (bartender), Bluff, Diplomacy, Spot and Sense Motive. Barmmaids usually take some ranks in Escape Artist to get out of the constant grabbing and groping they might be subjected to by patrons.

TRADE

Trade is vital to the life-blood of Shadizar and caravans from all over the world make a stop at Shadizar the Wicked. Goods and services from Turan, Brythunia, Corinthia, Iranistan, Khoraja, Koth, Shem, Vendhya, Khitai and even Stygia and the Black Kingdoms find their way to the markets of sinful Shadizar, crowding the narrow streets with commerce and vice. Pearls, silks, gold, ivory, perfumes and spices compete with slaves, prostitutes, murder, kidnapping and adultery in the bazaars and shops of the city. Sheep and chickens, peddlers and strumpets, beggars and merchants all compete for money and dominance under brightly striped awnings, busy workshops, musty offices and darkened alleys.

Shadizar's economy is not as static as the equipment charts in *Conan the Roleplaying Game* might seem to indicate. In Shadizar there simply is no set price for any good or service. Every transaction is between a seller and a buyer so prices vary from transaction to transaction. Further, goods tend to be individualised and unique in Shadizar. Perhaps this broadsword has an engraving of a ram on its blade and perhaps that one has a gold pommel. No two items are alike, so it is unlikely prices will be alike. Price is determined by demand. Sellers do not put price tags on items. If a person wants it, that person will pay what is necessary to get it.

Buying in Shadizar: To buy an item in Shadizar, a Diplomacy or Intimidate check is required against a seller's Sense Motive or Profession (merchant) skill check. This check will either succeed or fail. Do not forget to include the social class modifier (see page 10)

*'Yet if perversion and
debauchery were the soul
of Shadizar, it was trade that
provided the gold to purchase
them.'*

Robert Jordan, *Conan the
Destroyer*

or any relevant Reputation modifiers to the Diplomacy or Intimidate check.

If Check Succeeds: If the buyer's initial Diplomacy or Intimidate check is successful, then he finds a bargain, based on how well he beat the seller's roll (see the Bargains table for details). Valerian Emilius, a Bossonian, approaches a sword smith to buy a broadsword (base price 125 sp) and begins negotiations. Valerian, after all modifiers are applied, beats the smith's Sense Motive by nine points. He gets the sword for 112.5 silver pieces (125 sp x 0.90).

Bargains

Skill Check Difference in Player Character's Favour	Price Modification Multiplier
24+	0.70
20–23	0.75
16–19	0.80
12–15	0.85
8–11	0.90
4–7	0.95
0–3	1.00

If Check Fails: If the seller's check is higher than the buyer's, then the buyer's initial offer (the base price offered in *Conan the Roleplaying Game*) is not accepted. The buyer may renegotiate with a +1 cumulative modifier with each check until a +6 modifier fails. At that point, no offer will be accepted or the item is unavailable. If a renegotiated check succeeds, the core price suggested in *Conan the Roleplaying Game* is multiplied by the Price Modification Multiplier found on the Hard Sell table below for the final price. Cordara de Oto, a Zingaran, approaches the sword smith to purchase a broadsword but fails on his Diplomacy check. He decides to renegotiate with a +1 modifier. Still he fails the following check. He renegotiates again with a +2 modifier. He succeeds this time and pays the smith 187.5 silver pieces for the sword (125 sp x 1.50).

Hard Sell

Buyer's Final Renegotiation Modifier	Price Modification Multiplier
+1	1.25
+2	1.50
+3	1.75
+4	2.00
+5	3.00
+6	4.00

Player Characters as Merchants: Selling loot in Shadizar can be difficult if one does not have any contacts. A Player Character cannot just haul in a bunch of loot to the bazaar and set up shop. The local merchants will get angry as will many of the craftsmen who make items similar to what is being sold. Zamorian saddlers, for example, will not take kindly to Player Characters selling foreign saddles in the bazaars where high-pommel Zamorian saddles are sold. If a merchant or craftsman is not a member of the appropriate guild, the person is simply not allowed to sell within the city except on designated festival or open-market days, which are usually held once per year. People are not permitted to openly practice a craft unless they are members of the associated guild.

SLAVERY

Slavery in Zamora dates back to Zhemri times. Slavery is an institution in Zamora, advocated and encouraged, with deep roots in the society. Modelled on the domestication of animals, Zamorian law recognises slavery and has done so as far back as the most ancient histories can find. Slavery, however, is not the dominant labour force in Zamora. In Zamora slaves tend to be concubines first and foremost and household servants or eunuchs only as a secondary option. Slaves tend to be a status symbol as well as concubines and eunuchs. Slavery in Zamora is not a racial issue. Zamorians are fairly non-discriminatory in whom they enslave. If a person is in a position to be enslaved, then that person is enslaved. Brythunian women are a particular favourite, although Kushites, Khitans, Hyrkanians and other Zamorians often find themselves on the trading block. Youth and beauty are the prime requisites for enslavement.

Slavery in Zamora is not necessarily a permanent condition. Slaves can be freed by their owners and some people become slaves for a temporary period to pay off debts. Freed slaves bear little stigma in Zamorian society. As noted in the section on Social Status on page 8, slaves exist outside the economic strata of Shadizar. Slaves can hold positions of power and prestige. Many counsellors, tutors, poets and scholars are slaves. Realistically, only the most intelligent and talented of slaves manage to rise above mere drudgery. The plain and unattractive also lack real opportunity as slaves.

Legally, a slave is considered dead and all of his possessions now belong to his master. His master even has legal

possession of the slave's real life and can terminate his slave at will without legal ramifications (although killing another person's slave is considered destruction of property). Rebelliousness in slaves tends to be handled quickly and harshly. It is illegal, however, to free a slave against his will, save through death. A slave often becomes one because life without the protection of his master might be worse for him. Many beautiful women accept the life of a slave entirely of their own free will, hoping to exchange a life of poverty on a gamble of becoming a nobleman's concubine. For them, enslavement means a life of intrigue, opportunity, luxury and riches.

Sexual relations with slaves and slave girls are not considered adulterous in Zamora. Although few wives would get upset with a husband for his relations with a mere slave girl, a relationship with a free woman may end up in murder. Sex with a slave is likewise not considered prostitution in any portion of Zamora, even in the most fanatically religious portions. The sexual relationship between master and slave is as legally and morally recognised as a sexual relationship between husband and wife. Many Zamorians would rather have a slave girl for his desires than to go to the expense of a wife.

The demand for slaves in Shadizar is met around the public auction blocks. Since Zamorians tend to delight in the humiliation and degradation of others, slave girls are stripped naked on the block as fat madams and wealthy patrons laugh and make sport of the embarrassed girls. Slavers know this sport well so they often dress up their wares in cheap finery and lead their captives to believe they will be sold as something special. One by one as the girls stand on the block they are stripped down or ordered to strip down for the crowd's entertainment. The slave market is a favourite haunt for many Zamorians, who love to watch the slaves exposed for sale. Although the slave is stripped naked and the potential buyer is permitted to examine her, all access to her is controlled by her current owner.

The owner is usually attended by one of his servants who hold the slave girl's garment as well as a cane in case the owner needs to exert his authority.

It was exactly such laughter as he had heard bubble obscenely from the fat lips of the salacious women of Shadizar, City of Wickedness, when captive girls were stripped naked on the public auction block.

Robert E. Howard, *The Scarlet Citadel*

To supply the demand for slaves, Shadizar turns to slavers. In Zamora's shrouded past, male war captives were slain and the women enslaved. Today, Zamora fights precious few wars. Zamora's modern economy is based on trade, not war. Thus, Shadizar and other Zamorian cities are marketplaces for Turanian slave caravans, bringing in trade and income for the nation. Even though Zamora is a bit concerned about the Turanians

nipping at their mountainous borders, Zamora is pleased to accept Turanian trains.

Although many gorgeous women without prospects sell themselves into slavery willingly, slaving is usually accomplished by deception and fraud. Bashing someone into unconsciousness and putting chains on him does not make a wonderful slave. Offering a family money for a child, pretending to be offering advance wages for a respectable position, then enslaving the child by shaming her or ruining her is the usual method of enslavement, although brute force has been known to be used. Slavery tends to work best when it is merely a matter of economics. Those who are poor or in a



Sample Zamorian Slavers

Medium Zamorian	6 th level Commoner	6 th level Soldier 2/ Thief 4	10 th level Nomad 2/ Soldier 2/ Thief 6
Hit Dice:	6d4–6 (9 hp)	2d10+4d8+12 (41 hp)	4d10+6d8+20 (69 hp)
Initiative:	+5 (+3 Dex, +2 Ref)	+6 (+1 Dex, +5 Ref)	+12 (+4 Dex, +8 Ref)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	15 (+2 Dex, +3 level)	15 (+1 Dex, +3 level, +1 Light-Footed)	20 (+4 Dex, +5 level, +1 Light-Footed)
DV Parry:	12 (–1 Str, +3 level)	15 (+2 Str, +3 level)	17 (+2 Str, +5 level)
BAB/Grapple:	+3/+2	+5/+7	+8/+10
Attack:	Unarmed strike +5 finesse melee	Broadsword +7 melee or whip +7 melee (15 ft. reach)	Broadsword +10 melee or whip +12 melee finesse (15 ft. reach)
Full Attack:	Unarmed strike +5 finesse melee	Broadsword +7 melee or whip +7 melee (15 ft. reach)	Broadsword +10/+5 melee or whip +12/+7 melee finesse (15 ft. reach)
Damage:	Unarmed strike 1d4–1 /x2 / nonlethal	Broadsword 1d10+2/ 19–20 x2/ AP 5 or whip 1d3 nonlethal / x2	Broadsword 1d10+2/ 19–20 x2/ AP 5 or whip 1d3 nonlethal / x2
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Attacks:	—	Sneak Attack +3d6/+3d8 (includes Light-Footed bonus); Sneak Attack Style (broadsword, whip)	Sneak Attack +4d6/+4d8 (includes Light-Footed bonus); Sneak Attack Style (broadsword, whip)
Special Qualities:	Zamorian Traits, Illiteracy, Skill Focus, Bonus Feat	Zamorian Traits, Trap Disarming, Trap Sense +1	Zamorian Traits, Trap Disarming, Trap Sense +2, Favoured Terrain +1, Born to the Saddle, Special Ability (<i>crippling strike</i>)
Saves:	Fort +1, Ref +5, Will +6 (+3 vs. Corruption)	Fort +6, Ref +5, Will +0	Fort +12, Ref +12, Will +2
Abilities:	Str 9, Dex 16, Con 9, Int 15, Wis 13, Cha 17	Str 14, Dex 13, Con 14, Int 13, Wis 9, Cha 16	Str 14, Dex 19, Con 15, Int 12, Wis 10, Cha 16
Skills: (<i>In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot</i>)	Bluff +14, Diplomacy +14, Disable Device +7, Gather Information +5, Intimidate +7, Open Locks +7, Profession (slaver) +13, Sense Motive +7, Sleight of Hand +7, Spot +3	Bluff +9, Diplomacy +9, Disable Device +5, Disguise +7, Escape Artist +5, Forgery +5, Gather Information +9, Intimidate +14, Open Locks +5, Profession (slaver) +8, Search +8, Sense Motive +5, Sleight of Hand +5	Bluff +14, Diplomacy +9, Disable Device +5, Forgery +6, Handle Animal +5, Heal +5, Intimidate +15, Listen +2, Open Locks +10, Profession (slaver) +11, Ride +5, Sense Motive +8, Sleight of Hand +4, Spot +2
Feats:	Negotiator, No Honour, Persuasive, Skill Focus (Profession (slaver)) ^{bonus}	Combat Expertise, Eyes of the Cat ^{bonus} , Improved Feint, Investigator, Light-Footed ^{bonus} , Negotiator, Persuasive, Steely Gaze	Alertness, Combat Expertise, Eyes of the Cat ^{bonus} , Great Fortitude ^{bonus} , Improved Feint, Light-Footed ^{bonus} , Negotiator, Persuasive, Skill Focus (Profession (slaver)), Sneak Subdual, Steely Gaze, Track ^{bonus}
Code of Honour:	None	None	None
Reputation:	9 (seductive)	9 (seductive)	13 (seductive)
Allegiances:	Games Master determines	Games Master determines	Games Master determines

bad situation and are forced to throw themselves on the mercy of those with wealth or luck are more likely to work complacently for those who have power and are willing to use it to subordinate others. Zamorian law allows for tax-payers to pay in human lives, so many down-on-their-luck merchants and peasants sell their

children or brethren into slavery merely to pay their economic debt to the government. Slaves who are told they are working off a debt are rarely given access to any sort of accounting for that debt and those who demand such an accounting are deemed rebellious.

Since anyone and any family could find themselves in dire economic straits at the whim of circumstance or even the king of Zamora, many noble families make sure their children are trained in useful skills, figuring a useful slave is more likely to be kept alive than a slave that knows how to do nothing, allowing for more time to raise a ransom or a rescue.

Slavers may be of any class. Slavers often take maximum ranks in the following skills: Profession (slaver), Bluff, Sense Motive, Diplomacy, Gather Information and Intimidate. The Profession skill allows them to earn income. The Bluff skill helps them dupe unsuspecting prey into slavery. Sense Motive allows the slaver a chance to escape if he is being trapped or if a slave revolt is brewing. Diplomacy serves the same purpose as Bluff but may be more appropriate in certain situations. Gather Information allows the slaver to find likely victims. Intimidate helps to keep the slaves oppressed and fearful of their situation. No Honour and Persuasive are typical feats. Thief slavers often take the *crippling strike* special ability at 6th class level and the Sneak Subdual feat to subdue rebelling slaves.

PROSTITUTION

Shadizar's lust annually uses up many thousands of women, who are literally killed and done away with, living sacrifices slain in the service of vice. Nightly, dozens of maidens are thrust into the jaws of wickedness by uncaring fathers, greedy kidnappers and drunken mothers. Women in Shadizar are valued for their domestic abilities or their entertainment value, so Zamorian women tend to find themselves pigeon-holed quickly in life. All the professions are filled by men and everything is owned by men. Even a woman's virginity is owned by others most of the time. The only valuable commodity a woman really has is her body and her charm. The prostitute, in many ways, is the only woman in Zamora with real independence. There are two types of prostitute in Shadizar. One is the woman who, by choice or circumstance, does not prostitute herself to one man in marriage but to any with the financial wherewithal to purchase her company. The other is the temple prostitute who makes herself available to all comers at a place of worship.

Street or Brothel Prostitute: The street children of Shadizar often find survival only by engaging in thievery and prostitution. Most prostitutes in Shadizar work out of a brothel or 'bad house'. The landlady or landlord of the brothel lets their rooms

to the prostitutes and lives on their rent. Many require customers to buy drink from the house as additional income. The brothel keepers make sure their girls are pretty and serviceable, that they pay their rent and that they bring in enough customers to consume enough liquor to bring in a profit. Brothel keepers must also work hard to make sure their girls go out and bring in customers. Many girls shrink from that duty so they must be driven out to do it. Other girls relish the lifestyle. The prostitutes charge what they can and most try to avoid the sun, as most men of the Hyborian Age are willing to pay more for a pale girl than a sun-tanned one, for many like to pretend they are bedding nobility. One of the problems the brothels face is recruitment. Girls lost to disease or accident must be replaced. Also the consumers demand new faces and, if possible, virgins. Satisfying the customer often simultaneously satisfies the brothel's need for recruitment.

Virgins are constantly in demand in Shadizar. Unfortunately, virgins are only virginal once, so the supply needs constant replenishment. A brothel keeper who knows what he is doing is alert for likely girls to acquire. Many brothelkeepers, in the guise of a priest, noble or tutor, go out and court young girls to make them believe they will marry. Once he has the fawning young girl in his charismatic clutches, he suggests they go to Shadizar or another city to take in the sights or, if the girl is from Shadizar, to another section of the city. Once in the city he shows her about, making sure she has plenty to eat and drink. The keeper manages it so the tour ends after dark, where it is too dangerous to take her back home. The girl, dazed with alcohol and excitement, will be frightened at the prospect of being left alone in the city without any friends. The keeper will offer her nice lodgings for the night. She is taken into the brothel via a back entrance and shown to a room. The keeper retires, collects his money from the buyer and the buyer is given the key to the girl's room. The girl, once seduced, is in a plight. She cannot go to the authorities and she dare not return home. She often will not know the buyer's name. She may not even be able to recognise the man. Even if she did, none would believe her simply because she had lost her chastity in a brothel. The keeper of the brothel and all the prostitutes and servants will invariably insist she was a consenting party. They will swear there were no screams and the young girl would be condemned as a potential blackmailer. Thus, afraid to return home a harlot without value, she just remains at the brothel as a prostitute, enlarging the brothel keeper's stable.

Sample Zamorian Street/Brothel Prostitutes

Medium Zamorian Commoner	1 st level Beginner	6 th level Experienced	10 th level Madam
Hit Dice:	1d4 (4 hp)	6d4+6 (21 hp)	10d4+10 (35 hp)
Initiative:	+2 (+2 Dex)	+5 (+3 Dex, +2 Ref)	+7 (+4 Dex, +3 Ref)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	12 (+2 Dex)	16 (+3 Dex, +3 level)	19 (+4 Dex, +5 level)
DV Parry:	9 (-1 Str)	12 (-1 Str, +3 level)	15 (+5 level)
BAB/Grapple:	+0/-1	+3/+2	+5/+5
Attack:	Unarmed strike +2 finesse melee	Unarmed strike +6 finesse melee	Unarmed strike +9 finesse melee
Full Attack:	Unarmed strike +2 finesse melee	Unarmed strike +6 finesse melee	Unarmed strike +9 finesse melee
Damage:	Unarmed strike 1d4-1 /x2 / nonlethal	Unarmed strike 1d4-1 /x2 / nonlethal	Unarmed strike 1d4 /x2 / nonlethal
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Qualities:	Zamorian Traits, Illiteracy	Zamorian Traits, Illiteracy, Skill Focus, Bonus Feat	Zamorian Traits, Illiteracy, Skill Focus, Bonus Feat x2
Saves:	Fort +0, Ref +2, Will -1	Fort +3, Ref +5, Will +1	Fort +4, Ref +7, Will +3
Abilities:	Str 8, Dex 14, Con 11, Int 9, Wis 8, Cha 13	Str 9, Dex 16, Con 12, Int 10, Wis 9, Cha 14	Str 10, Dex 18, Con 13, Int 11, Wis 10, Cha 15
Skills: <i>(In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot)</i>	Disable Device +6, Open Locks +6, Profession (prostitute) +6, Sense Motive +1, Sleight of Hand +6	Disable Device +7, Knowledge (local or nobility) +5, Listen +3, Open Locks +7, Profession (prostitute) +12, Sense Motive +1, Sleight of Hand +7, Spot +5	Disable Device +8, Knowledge (local or nobility) +5, Listen +4, Open Locks +8, Profession (brothel keeper) +7, Profession (prostitute) +16, Sense Motive +2, Sleight of Hand +8, Spot +10
Feats:	Skill Focus (Profession (prostitute))	Alertness, Endurance, Skill Focus (Profession (prostitute)), Skill Focus (Knowledge) ^{bonus}	Alertness, Endurance, Leadership, Skill Focus (Knowledge) ^{bonus} , Skill Focus (Profession (prostitute)) ^{bonus} , Skill Focus (Profession (brothel keeper))
Code of Honour:	None	None	None
Reputation:	2 (talented)	8 (talented)	12 (talented)
Leadership:	—	—	12 (6 th level cohort, 32 1 st level, 1 2 nd level followers)
Allegiances:	Brothelkeeper, as Games Master determines	Brothelkeeper, as Games Master determines	Stable, as Games Master determines

Other methods for acquiring new prostitutes are also available to brothel keepers. The landlady may persuade a fresh young girl in, usually with the promise of a position, fine clothes and income, then she manages to keep the girl until it is too late in the evening for her to safely go out. The landlady then drugs their beer, usually with a substance called black draught and puts them to bed. A man comes to buy her and has his way with the drugged girl, usually while she is still insensate. The next morning, the girl is in pain and is confused, but the prostitutes tell her it is all right and that everyone has to have a first time sometime and she is lucky to have slept through hers. The girl is told there is no use crying for it can never be undone. She is then offered a position in the brothel after a stern

explanation that she has lost her virtue and no one will take her in if the brothel turns her out. Most of the time, the girl gives up hope and becomes one of the newest, freshest attractions of the house stable.

Another means of producing new prostitutes is to breed them. Many prostitutes have female children. These girls are kept by the house, at the expense of the house, until they are 12 or 13, then are prostituted out. The young girl is bred for a life of prostitution and the initiation into the lifestyle when she is of age may even be cause for celebration. Breeding girls is perhaps the easiest way for a brothel to maintain a stable of beautiful young women. Some

parents are willing to sell their children to brothels or wealthy houses just as another business transaction or to maintain one of their own vices. Often these girls are thrown out by the buyers after their pleasure with them is filled and the girls, alone in the big city without prospects or virtue, often find prostitution to be their only means of survival.

Poorer brothel keepers must recruit on their own. Wealthier landlords and landladies use agents to procure their future prostitutes, hiring master kidnappers through a web of contacts and agencies. As shown by the samples above, the designs of these agents are insidious and innumerable. They will go into workhouses, jails, taverns and into the houses of the wealthy and noble to find likely candidates. Drunken women sell their children and their fathers are merely told the child is going to a 'situation', which usually is fine with the father, as he has received money and no longer has to feed and care for the child.

The brothels cater to their customers. If a customer wants to have the girls strapped down, then they will be strapped down. If he wants them insensate, then the girl either takes the necessary drugs or simply is drugged. There are no rules. Once a girl goes into the house with a man, she is his and he may do with her as he desires. Unfortunately, pain is sometimes an essential ingredient for pleasurable sex among the oppressed Zamorians. The screams of young prostitutes become a delight to many debauched and evil noblemen. Still, many young girls often go to a brothel with the sole intention of being seduced, often to defy their fathers or keepers. However, once the person who has bought her has arrived, these young girls often repent of their desire in fear of the coming moment. This is not tolerated by most brothelkeepers. As one famed madam said, 'An' she repent after crossing my threshold, she repents when there can be no repentance.'

Prostitutes can be of any race or class. Most prostitutes have ranks in Profession (prostitute) and often use the Skill Focus feat to bolster this. Reputation is often of the talented variety (see *Conan the Roleplaying Game*), allowing the well-known prostitute to add her Reputation modifier to Bluff and Profession checks.

Many prostitutes use aliases. High Bluff, Diplomacy and Sense Motive skills are often preferred. As prostitutes gain experience, they learn who their customers are, often giving them ranks in either Knowledge (local) or Knowledge (nobility) depending on their clientele. High-level



prostitutes often take ranks in Profession (brothelkeeper) and run their own houses, using Diplomacy, Spot and Gather Information to locate customers and potential prostitutes. Prostitutes with ranks in Heal can be used to verify the virginity of new recruits (DC 15) or to repair any damage done to the house girls by the customers. Heal and Spot are also useful to detect diseases. If a diseased customer comes to them, a quick Spot (DC 18) or Heal (DC 12) check can usually give the prostitute some warning. Of course, some brothel prostitutes may not have a choice of refusal but most customers are checked out by brothelkeepers who know their business. It does them no good to have their girls killed off by social diseases.

The owners of the brothels vary considerably. Many of the finest brothels in Shadizar are owned by high-ranking priests or even noblemen. Others are owned by former prostitutes who were fortunate or intelligent enough to save or blackmail enough money to begin their own brothel. Others are owned by tavern owners or pimps who likewise managed to retain a fair percentage of their take in the early years to maintain their own stable of prostitutes.

Temple Prostitute: Since physical pleasure is a sign from the gods, as well as one of the gods' greatest gifts, the temple prostitute is an almost worshipped individual as a symbol of her gods' fertility and receptive

Sample Zamorian Temple Prostitute

Medium Zamorian Scholar	1 st level Lay Priestess	6 th level Priestess	10 th level High Priestess
Hit Dice:	1d6 (6 hp)	6d6 (21 hp)	10d6+10 (45 hp)
Initiative:	+2 (+2 Dex)	+4 (+2 Dex, +2 Ref)	+6 (+3 Dex, +3 Ref)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	12 (+2 Dex)	14 (+2 Dex, +2 level)	16 (+3 Dex, +3 level)
DV Parry:	8 (–2 Str)	10 (–2 Str, +2 level)	12 (–1 Str, +3 level)
BAB/Grapple:	+0/–2	+4/+2	+7/+6
Attack:	Stiletto +2 melee finesse	Stiletto +6 melee finesse	Stiletto +10 melee finesse
Full Attack:	Stiletto +2 melee finesse	Stiletto +6 melee finesse	Stiletto +10/+5 melee finesse
Damage:	Stiletto 1d4–2 / x4 / AP 0	Stiletto 1d4–2 / x4 / AP 0	Stiletto 1d4–1 / x4 / AP 0
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Qualities:	Zamorian Traits, Bonus Feat, Base Power Points, Scholar, Background (lay priest), Knowledge is Power	Zamorian Traits, 3 Bonus Feats, Base Power Points, Scholar, Background (lay priest), Knowledge is Power, +2 Power Points, +8 Skill Points, Increased Maximum Power Points (triple)	Zamorian Traits, 4 Bonus Feats, Base Power Points, Scholar, Background (lay priest), Knowledge is Power, +3 Power Points, +10 Skill Points, Increased Maximum Power Points (triple)
Saves:	Fort +0, Ref +2, Will +3	Fort +2, Ref +4, Will +9	Fort +4, Ref +6, Will +11
Abilities:	Str 6, Dex 14, Con 10, Int 14, Wis 13, Cha 15	Str 7, Dex 15, Con 11, Int 16, Wis 14, Cha 16	Str 8, Dex 16, Con 12, Int 17, Wis 15, Cha 18
Skills: (In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot)	Concentration +2, Diplomacy +8, Disable Device +6, Gather Information +6, Heal +5, Knowledge (arcana) +6, Knowledge (local) +6, Knowledge (religion) +6, Listen +3, Open Locks +6, Perform (ritual) +6, Profession (temple prostitute) +9, Sense Motive +5, Sleight of Hand +6, Spot +3	Concentration +7, Diplomacy +11, Disable Device +6, Gather Information +7, Heal +13, Knowledge (arcana) +12, Knowledge (local) +12, Knowledge (religion) +12, Listen +4, Open Locks +6, Perform (dance) +11, Perform (ritual) +14, Perform (sing) +9, Profession (temple prostitute) +15, Sense Motive +11, Sleight of Hand +6, Spot +9	Bluff +8, Concentration +8, Diplomacy +19, Disable Device +7, Gather Information +8, Heal +16, Knowledge (arcana) +16, Knowledge (local) +16, Knowledge (nobility) +13, Knowledge (religion) +16, Listen +4, Open Locks +7, Perform (dance) +16, Perform (ritual) +19, Perform (sing) +14, Profession (temple prostitute) +19, Sense Motive +11, Sleight of Hand +7, Spot +13
Feats:	Negotiator, Skill Focus (Profession (temple prostitute))	Improved Unarmed Strike, Iron Will, Negotiator, Performer, Priest, Skill Focus (Heal), Skill Focus (Profession (temple prostitute))	Improved Unarmed Strike, Iron Will, Leadership, Negotiator, Performer, Priest, Skill Focus (Heal), Skill Focus (Profession (temple prostitute))
Code of Honour:	Civilised	Civilised	Civilised
Reputation:	3 (talented)	9 (talented)	14 (talented)
Leadership:	—	—	14/17 (7 th level cohort; 85 1 st level, 3 2 nd level, 1 3 rd level followers)
Allegiances:	Temple, God or Goddess, Games Master's choice	Temple, God or Goddess, Games Master's choice	Temple, God or Goddess, Games Master's choice
Base Power Points:	5 (10 maximum)	8 (24 maximum)	9 (27 maximum)
Magical Attack:	+2 (+2 Cha)	+6 (+3 level, +3 Cha)	+9 (+5 level, +4 Cha)
Sorcery Styles:	—	—	—
Spells Known:	None	None	None
Corruption:	0	1 (if appropriate)	2 (if appropriate)
Insanity:	—	—	One minor insanity (delusion, phobia or sleeplessness)

nature. The temple prostitute has often developed this symbolism to an art. Respected and revered in a manner most Zamorian women could not achieve, the temple prostitute is held as an honourable, if not exalted, station. Zamorians, proud of their civilisation, consider the temple prostitute to be one of the more refined signs of civilisation. Many Hyborians, however, simply see her as another symbol of Zamorian frivolity. She does more than just lie on her back, however. She performs many function of the temple she belongs to. Often, she is the High Priestess and in charge of making offerings to the god or goddess of the temple. She is also in charge of erotic activities such as dance, music, poetry, food, recruitment and, for some temples, love potions or charms. Well-trained in massage and erotic stimulation, she teaches sex as a sacrament and orgasm as a religious experience. She uses sex to entice the lonely into the welcoming arms of her cult, giving them a place to belong, bolstering the numbers of the faithful. Some religions, however, condemn the use of temple prostitutes and consider the use of such to be the worship of a foreign goddess and an act of heresy.

Temple prostitutes rarely permit violence to themselves as they are sacred objects of awe and fertility. The brutalities often seen in the brothels and on the streets of Shadizar are virtually never seen in the beds of the temple prostitutes. Although screams of pain may not elicit aid in the streets, alleys and brothels of Shadizar, most temples have temple guards who are sworn to protect the temple prostitutes if one of the faithful gets unruly.

Temple prostitutes take ranks in Diplomacy, Heal, Knowledge (religion), Profession (temple prostitute), Sense Motive and Spot. The Profession skill allows them to actually earn money for the temple. The Games Master may allow the Profession check to indicate how many recruits the temple prostitute has brought to the temple as opposed to actual currency. Heal allows the temple prostitute to use massage and other stimulation to encourage the healing of wounds. The skill also allows her to identify illness in potential customers (DC 12) in order to protect her own health. Knowledge (religion) is to help her spread the word of her faith and encourage belief. Sense Motive helps the temple doxy to figure out the needs of various people and to find potential candidates. Spot allows the temple prostitute a chance to spy danger and Diplomacy is used to keep violence down and to encourage regular attendance with her. They can be of any class, although scholar is

most common. Appropriate feats for the temple prostitute include Carouser, Debaucher, Negotiator, Priest and Skill Focus. Many high-level priestesses become corrupt even if they never learn to cast spells, simply from too much intimate interaction with sorcerous high-level clergy in their own temples.

ILLICIT VENTURES

The concepts of illicit ventures and the city of Shadizar seem to go hand in hand. There is an idea that anything can be found or purchased in Shadizar if the price and the timing are right. This is not far from the truth. Drugs, theft, kidnapping, murder, sorcery and the sale of children are but scratches on the surface of Shadizar's iniquities.

Drugs

Many drugs and substances flow through Shadizar the Wicked. Drug addiction functions much like a disease. Any time a character imbibes or applies a drug with an addiction rating, the character must succeed on a Fortitude save or become addicted. Drugs have a satiation period, the length of time a single dose remains effective in the character's system. Addiction will proceed like a disease if not satisfied by further doses of the drug. Each day the character takes ability damage unless he succeeds on the Fortitude save. A sorcerer who becomes addicted to a drug becomes obsessed (see *Conan the Roleplaying Game* for the rule of obsession and its effect on sorcerers).

Alcohol: Alcohol is consumed in large quantities in Shadizar, from Brythunian mead and Nemedian ales to Gunderland whiskies and Zamorian beers.

Black Draught: Black draught, or laudanum, is a mixture of opium, alcohol and sugar. It was introduced in Zamora as an analgesic. It is frequently used to produce sleep. Many herbalists and physicians prescribe the black draught for just about any ailment. Treated as a medicine, black draught is often cheaper to acquire than a bottle of good wine. It is often the drug of choice for many professional kidnappers and brothelkeepers. Any who imbibe the black draught must make a Fortitude saving throw (DC 23) or fall fast asleep for 1d8 hours. Unlike the sleep of the black lotus blossom, this sleep is not useful, nor can one under its effect be awakened.

Black Lotus Blossom: The flowers of the black lotus give off a heady scent that causes dream-haunted slumber. Any who inhale them must make a Fortitude

Drugs

Name	Type	Price	Craft DC	Addiction Rating
Alcohol	Imbibed DC 12	varies	Craft (brewing) 12	Low
Black draught (laudanum)	Imbibed DC 18	2 sp	Herbalism 18	Low
Black lotus blossom	Inhaled DC 25	1,250 sp	Herbalism 25	High
Black lotus powder	Inhaled DC 25	300 sp	Herbalism 20	Medium
Mixed lotus	Imbibed DC 25	200 sp	Herbalism 18	Extreme
Opium poppy	Inhaled DC 26	5 sp	Herbalism 16	Extreme

Drug Addictions

Addiction Rating	Fortitude DC	Satiation Period	Damage
Negligible	4	1 day	1d3–2 Dex (can be 0)
Low	6	10 days	1d3 Dex
Medium	10	5 days	1d4 Dex, 1d4 Wis
High	14	1 day	1d6 Dex, 1d6 Wis, 1d6 Con
Extreme	25	1 day	1d8 Dex, 1d8 Wis, 1d6 Con, 1d6 Str

saving throw (DC 25) or fall fast asleep for 1d3 hours. However, this sleep can also be useful, for the dreams that result are often prophetic or otherwise highly informative in nature. Anyone undergoing the sleep of the southern lotus may attempt a Knowledge (arcana) skill check once per hour to gain some useful insight into his current situation, at the Games Master's discretion. If this information tells of an immediate threat to his sleeping body, he may attempt to rouse himself through sheer willpower alone with a Will saving throw (DC 25).

Black Lotus Powder: This incense-like stuff is burnt to provide dreamy, opium-like effects which can either boost a sorcerer's power or allow rapid recovery from major sorcerous efforts, at the cost of a distinct lack of function for a day or so. A sorcerer who has been reduced below 0 PP by the 'pushing it' rules (see *Conan the Roleplaying Game* for rules concerning Pushing It) or some other means may return to full Base PP by burning one dose of the powder and then spending 4d6 hours completely helpless as he alternates between an unconscious stupor and wild waking dreams. A sorcerer who is at 0 PP or above when he burns the black lotus gains 1 PP per hour for 4d6 hours, up to a maximum of his Maximum PP. His PP will not begin to reduce back to his Base PP until the black lotus powder wears off. He is not completely helpless during this time, but will suffer a –4 circumstance penalty to all Listen and Spot checks.

Opium: Opium is a narcotic drug. The skin of ripening opium poppy pods is cut with a sharp blade, releasing a thick, milky latex substance. This substance dries to a sticky brown material that is then scraped off the pods. Highly physically addictive, opium has been a

major trade item in Shadizar for centuries. It is widely used as a painkiller and a sedative. It can be mixed in alcohol to form laudanum (see Black Draught, above) or smoked in combination with tobacco.

Mixed Lotus: Mixed lotus is a combination of the black and purple lotuses. It is commonly called grey lotus but this is technically incorrect. It causes a general sense of openness, euphoria, energy and well-being while enhancing tactile sensations. It is extremely addictive.

Addiction Rating

Each drug is rated according to its addictive potential, from lowest (negligible) to highest (extreme). Sometimes, an individual's long-term addiction raises a drug's addiction rating for that individual. Drugs with a negligible rating are not subject to this change. Stronger drugs increase their addiction rating by one step for every two full months a character remains addicted to the drug. A character that recovers from an addiction and later becomes addicted again to the same drug does so at the addiction rating the drug had been just prior to his earlier recovery.

Satiation: Each time a user takes a drug to which he is addicted, he is satiated and staves off withdrawal symptoms (including the penalties for obsession if applicable) for the period of time indicated on the table. Whenever the satiation period expires before the user takes another dose, the DC of the Fortitude save to resist damage (see below) increases by five. The dose that causes a character to become addicted counts for the purpose of tracking the satiation period.

Damage: An addicted user who is not satiated takes the indicated amount of ability damage each day unless the character succeeds on a Fortitude saving throw.

Recovery: If a character makes two successful saving throws in a row, he has fought off his addiction and recovered, and takes no more damage from withdrawal symptoms.

Theft

Although Shadizar is not as riddled with thieves as Arenjun, thieves abound in the City of Wickedness in alarming numbers. Zamorians make the best thieves and are well regarded for not betraying their employers if hired for thievery. This has nothing to do with honour but is entirely an instance of the Zamorians realising that a certain degree of faithfulness is simply good for business. There are different kinds of thieves for different types of work and Shadizar is home to many specialists.

Robbers and Muggers: Robbers and muggers take valuables from the care, custody or control of a person or persons by force or threat of violence. Robbers usually take martial feats and as many ranks in Intimidate and Bluff as they can. Sense Motive can be used to determine whether a person would make good prey. Feats such as Persuasive, Steely Gaze and Menacing Aura are also common to the robber. The ability to make Sneak Attacks is important to the mugger, who takes feats such as Light-Footed, Lightning Reflexes, Sneak Subdual and Improved Initiative.

Cutpurses: Cutpurses perform crimes such as shoplifting, pocket picking, purse snatching, thefts from chariots or saddles, horse thefts and so on, without the use of force, violence or fraud. Cutpurses usually maximise their ranks in Appraise, Bluff, Hide, Move Silently, Search, Sense Motive, Spot and Sleight of Hand. Feats usually include Alertness, Stealthy and Deft Hands.

Burglars: Burglars exercise the unlawful entry of a structure to commit a theft or other crime. This includes those who steal corpses or belongings from graves. They usually try to avoid people, so they maximise their ranks in Hide and Move Silently. Escape Artist, Listen, Spot and Search are also useful to avoid capture. Open Locks and Disable Device are other skills some feel are needed for a successful career as a burglar but some do not

The thieves of Zamora are the most faithful of men to their trust.

Robert E. Howard, *The Hour of the Dragon*

mind just using a weapon to smash through barriers. Feats such as Stealthy and Nimble Fingers are common among burglars.

Embezzlers: Embezzlers steal money and property from their employers. Many are skilled in multiple professions in order to move around and keep their thievery secret. Most try for a talented Reputation to increase their odds of being hired. The best ones move on from their jobs before the theft is discovered or manage to frame others for the theft. Of course, if caught, their Reputation often changes type, often toward trickster, although some diplomatic embezzlers manage to turn that into a fallen type instead. Appraise, Bluff, Decipher Script, Diplomacy, Disable Device, Disguise, Forgery, Gather Information, Open Lock and Craft or Profession skills are necessary to truly engage in this type of thievery. Alertness, Deceitful and Nimble Fingers are useful feats for the embezzler.

Confidence Artists: Confidence artists, who skilfully manipulate their confidence games to take what they want, are plentiful in Shadizar. Confidence artists are masters of the scam. They may play the shell game or they may sell a mansion while the real owners are taking a summer trip to their country estates. The confidence artists are at the apex of pyramid schemes and at the bottom of blackmail schemes. The confidence artist is the one who ingratiates himself with the wealthy elderly widow, convincing her to leave her money and property to him on her death. Sleight of Hand and Bluff are probably the two most important skills for the confidence artist. Sense Motive and Spot are also important. Disguise and Forgery can be invaluable to gain someone's trust and move in on their property or family. Perform (acting) can be beneficial as well. Confidence men often take feats such as Deceitful, Deep Cover, Diligent, Glib and Investigator. A high Charisma is a must for the confidence man. Intelligence is important as well, for the successful confidence man must be able to know a lot of different skills. Confidence artists usually have multiple aliases.

Sample Zamorian Thieves (Robber, Cutpurse and Burglar)

Medium Zamorian Thief	6 th level Robber/Mugger	6 th level Cutpurse	6 th level Burglar
Hit Dice:	6d8+12 (39 hp)	6d8 (27 hp)	6d8 (27 hp)
Initiative:	+13 (+4 Dex, +5 Ref, +4 Improved Initiative)	+15 (+4 Dex, +5 Ref, +4 Improved Initiative, +2 Lightning Reflexes)	+9 (+4 Dex, +5 Ref)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	18 (+4 Dex, +3 level, +1 Light-Footed)	18 (+4 Dex, +3 level, +1 Light-Footed)	18 (+4 Dex, +3 level, +1 Light-Footed)
DV Parry:	15 (+2 Str, +3 level)	13 (+3 level)	13 (+3 level)
BAB/Grapple:	+4/+6	+4/+4	+4/+4
Attack:	Arming sword +8 melee finesse or dagger +8 melee finesse	Dagger +8 melee finesse or stiletto +8 melee finesse	Arming sword +8 melee finesse or dagger +8 melee finesse
Full Attack:	Arming sword +8 melee finesse or dagger +8 melee finesse	Dagger +8 melee finesse or stiletto +8 melee finesse	Arming sword +8 melee finesse or dagger +8 melee finesse
Damage:	Arming sword 1d10+2 / 19–20 x2 / AP 4 or dagger 1d4+2 / 19–20 x2/ AP 3	Dagger 1d4 / 19–20 x2/ AP 1 or stiletto 1d4 / x4 / AP 1	Arming sword 1d10 / 19–20 x2 / AP 2 or dagger 1d4 / 19–20 x2/ AP 1
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Attacks:	Sneak Attack Style (arming sword, dagger), Sneak Attack +4d6/4d8 (Light-Footed) plus 2 points Str damage, <i>crippling strike</i>	Sneak Attack Style (dagger, stiletto), Sneak Attack +4d6/4d8 (Light-Footed)	Sneak Attack Style, Sneak Attack +4d6/4d8 (Light-Footed)
Special Qualities:	Zamorian Traits, Trap Disarming, Trap Sense +2	Zamorian Traits, Trap Disarming, Trap Sense +2, Skill Mastery (<i>Appraise, Hide, Move Silently, Sleight of Hand</i>)	Zamorian Traits, Trap Disarming, Trap Sense +2, Evasion
Saves:	Fort +4, Ref +9, Will +2	Fort +2, Ref +11, Will +4	Fort +2, Ref +9, Will +4
Abilities:	Str 14, Dex 18, Con 14, Int 13, Wis 11, Cha 9	Str 11, Dex 19, Con 11, Int 15, Wis 14, Cha 9	Str 11, Dex 19, Con 11, Int 15, Wis 14, Cha 9
Skills: (<i>In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot</i>)	Appraise +5, Bluff +10, Disable Device +6, Gather Information +8, Hide +15, Intimidate +13, Knowledge (local) +10, Listen +9, Move Silently +15, Open Locks +8, Search +10, Sense Motive +5, Sleight of Hand +8	Appraise +11, Bluff +8, Disable Device +8, Escape Artist +13, Hide +15, Knowledge (local) +11, Listen +4, Move Silently +15, Open Locks +8, Search +11, Sense Motive +11, Sleight of Hand +17, Spot +13, Use Rope +6	Appraise +4, Balance +13, Climb +6, Disable Device +15, Escape Artist +15, Gather Information +3, Hide +13, Jump +6, Listen +11, Move Silently +13, Open Locks +17, Search +11, Sleight of Hand +8, Spot +11, Tumble +8, Use Rope +9
Feats:	Eyes of the Cat ^{bonus} , Eyes of the Magpie, Improved Initiative, Light-Footed ^{bonus} , Persuasive, Sneak Subdual, Stealthy	Alertness, Deft Hands, Eyes of the Cat ^{bonus} , Improved Initiative, Lightning Reflexes, Light-Footed ^{bonus} , Stealthy	Agile, Acrobatic, Alertness, Eyes of the Cat ^{bonus} , Investigator, Light-Footed ^{bonus} , Nimble Fingers
Code of Honour:	None	None	None
Reputation:	5 (any)	5 (any)	5 (any)
Leadership:	—	—	—
Allegiances:	As needed by Games Master	As needed by Games Master	As needed by Games Master

Forgers: Forgers commit forgery, of course. Fake passes, certificates, licenses and other legal documents are in the purview of the forgers. Other forgers paint fake masterpieces in the style of the original masters or pass off their own works as newly-discovered works of a long-gone master. Many forgers work as confidence

men or work with the confidence men. Obviously, a forger will take maximum ranks in Forgery. Many also take ranks in disguise. Most try for the talented Reputation. Forgers may take feats such as Deceitful and Diligent. Skill Focus feats are also helpful to the forger.

Sample Zamorian Thieves (Embezzler, Confidence Artist and Forger)

Medium Zamorian Thief	6 th level Embezzler	6 th level Confidence Artist	6 th level Forger
Hit Dice:	6d8-6 (21 hp)	6d8-6 (21 hp)	6d8 (27 hp)
Initiative:	+8 (+3 Dex, +5 Ref)	+8 (+3 Dex, +5 Ref)	+9 (+4 Dex, +5 Ref)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	17 (+3 Dex, +3 level, +1 Light-Footed)	17 (+3 Dex, +3 level, +1 Light-Footed)	18 (+4 Dex, +3 level, +1 Light-Footed)
DV Parry:	12 (-1 Str, +3 level)	12 (-1 Str, +3 level)	11 (-2 Str, +3 level)
BAB/Grapple:	+4/+3	+4/+3	+4/+2
Attack:	Stiletto +7 melee finesse	Dagger +7 melee finesse	Stiletto +8 melee finesse
Full Attack:	Stiletto +7 melee finesse	Dagger +7 melee finesse	Stiletto +8 melee finesse
Damage:	Stiletto 1d4-1 / x4 / AP 0	Dagger 1d4-1 / 19-20 x2 / AP 0	Stiletto 1d4-2 / x4 / AP 0
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Attacks:	Sneak Attack Style, Sneak Attack +4d6/4d8 (Light-Footed)	Sneak Attack Style, Sneak Attack +4d6/4d8 (Light-Footed)	Sneak Attack Style, Sneak Attack +4d6/4d8 (Light-Footed)
Special Qualities:	Zamorian Traits, Trap Disarming, Trap Sense +2, jack-of-all-trades	Zamorian Traits, Trap Disarming, Trap Sense +2, Skill Mastery (Bluff, Disguise, Gather Information, Search, Sense Motive, Spot)	Zamorian Traits, Trap Disarming, Trap Sense +2, Skill Mastery
Saves:	Fort +1, Ref +8, Will +3	Fort +1, Ref +8, Will +3	Fort +2, Ref +9, Will +3
Abilities:	Str 9, Dex 16, Con 9, Int 17, Wis 13, Cha 15	Str 9, Dex 16, Con 9, Int 16, Wis 13, Cha 16	Str 7, Dex 19, Con 11, Int 15, Wis 13, Cha 14
Skills: (In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot)	Appraise +14, Bluff +11, Decipher Script +14, Diplomacy +11, Disable Device +16, Disguise +13, Forgery +14, Gather Information +13, Open Lock +16, Profession (any) +11, Profession (any) +10, Profession (any) +10, Search +5, Sleight of Hand +7	Appraise +4, Bluff +12, Decipher Script +4, Diplomacy +14, Disable Device +7, Disguise +14, Gather Information +14, Forgery +14, Intimidate +12, Open Locks +7, Perform (acting) +12, Search +14, Sense Motive +12, Sleight of Hand +12, Spot +10	Appraise +13, Bluff +11, Decipher Script +13, Disable Device +8, Disguise +4, Forgery +16, Gather Information +11, Knowledge (nobility and royalty) +11, Knowledge (local) +11, Open Locks +8, Profession (forger) +14, Sense Motive +10, Sleight of Hand +8, Spot +10
Feats:	Alertness, Deceitful, Diligent, Eyes of the Cat ^{bonus} , Light-Footed ^{bonus} , Investigator, Nimble Fingers	Deceitful, Deep Cover*, Eyes of the Cat ^{bonus} , Investigator, Light-Footed ^{bonus} , Glib*, Persuasive	Deceitful, Diligent, Eyes of the Cat ^{bonus} , Light-Footed ^{bonus} , Quick Draw, Skill Focus (Forgery), Skill Focus (Profession)
Code of Honour:	None	None	None
Reputation:	8 (talented)	9 (trickster)	8 (talented)
Leadership:	—	—	—
Allegiances:	As needed by Games Master	As needed by Games Master	As needed by Games Master

* See Book II: *Secrets of the Streets*; *Secrets of Shadizar*.

Kidnapping

Related to theft, kidnapping is another famed Zamorian skill. Virgins are constantly in request, either for sexual conquest or for human sacrifice, in Shadizar. Zamorians are master kidnappers, so it is possible, if one is well introduced and has the money, to be supplied with a girl who had never been seduced. This is not a desire for a mere prostitute pretending to be a virgin but

the genuine article. The cost varies with the quality of the girl, but ten silver coins per point of Reputation is common. These are not usually consenting parties to the seduction and many do not know what they are coming for. The brothels of Shadizar are often willing to procure and purvey unwilling virgins to the wealthy. Once the girl gets into the brothel, she is virtually helpless and can be ravished with no real difficulty. Herein enters the kidnapper, for he brings the maiden to the brothel, supplying a good that seems to be in continual demand.

*And the fat gross rogue
whose bawdy jests were
causing all the shouts of mirth
was a professional kidnapper come
up from distant Koth to teach
woman-stealing to Zamorians who
were born with more knowledge of
the art than he could ever attain.*

Robert E. Howard, *The Tower of
the Elephant*

Kidnappers use other means as well to recruit girls to the brothels or to other well-paying nobles and priests. They range far and wide, pretending to have a regular business in a city. The kidnappers engage the daughter as a servant, paying the father for her. The girl is brought in and made a servant in the brothel for a period, gradually initiating her into the kind of life it was to be, then selling her to someone for 20 or 30 silver coins. The man takes her away and does what he likes with her. If the girl's parents inquire, the

kidnappers merely say she was of poor moral character (which is to say she was given to falling in love) and ran off with a young man without prospects.

The standard pricing system for end-use customers is about ten silver coins for a healthy working class girl over 14 years old, 100 silver coins for a merchant class girl of the same age, 200 for a wealthy girl of the same age and about twice the above rates for girls under fourteen in those economic groups. Kidnappers must often prove the virginity of some of the girls they kidnap. A healer usually does this. One certifier in particular is a midwife of some reputation in the Desert (see page XX). She also serves as a healer for kidnapped girls after their first violations as well as being a reputed certifier of virginity and maintains confidential relations with the best brothels in Shadizar but does not kidnap virgins or allow their harm on her property; her mission is one of healing.

Zamorian kidnappers usually put maximum skill ranks into Gather Information, Diplomacy, Bluff, Intimidate and Sense Motive. Gather Information is essential to locate likely 'marks' for their trade. Kidnappers must be diplomatic in order to arrange visits with victims and, possibly, to correctly engage the victim for hire or otherwise entrap them. Bluff serves a similar purpose. They must pull off whatever fraud is necessary. Intimidate keeps the victims in line once the kidnapping is apparent. They must be aware of people attempting to engage their services in order to entrap them or harm them, so Sense Motive is necessary to evade prosecution. Taking ranks in Forgery is also well advised for the career kidnapper, as are ranks in Disguise. Some kidnappers take ranks in Heal so as to ascertain the virginity of their victims (DC 15 check) but most simply take the girl to a specialist for a certificate of chastity. Appropriate feats for the professional kidnapper include: Deceitful, Investigator, Negotiator, Persuasive and various Skill Focus feats.

Murder

In Shadizar, life is cheap. Disposing of a body is actually cheaper than buying a horse. Many priests in Shadizar will accept corpses and body snatchers are usually willing to work both ends of the transaction, accepting a silver or two to take the body from the slayer, then turning around and selling the body to a priest or sorcerer for a few more silver coins. Contract murderers, or assassins, can be found fairly easily in the maul of Shadizar. Different assassins have different



Sample Zamorian Kidnappers

Medium Zamorian Thief	1 st level Apprentice	6 th level Kidnapper	10 th level Professional Kidnapper
Hit Dice:	1d8-1 (7 hp)	6d8-6 (21 hp)	10d8 (45 hp)
Initiative:	+4 (+2 Dex, +2 Ref)	+7 (+2 Dex, +5 Ref)	+10 (+3 Dex, +7 Ref)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	12 (+2 Dex)	16 (+2 Dex, +3 level, +1 Light-Footed)	19 (+3 Dex, +5 level, +1 Light-Footed)
DV Parry:	9 (-1 Str)	12 (-1 Str, +3 level)	15 (+5 level)
BAB/Grapple:	+0/-1	+4/+3	+7/+7
Attack:	Stiletto +2 melee finesse	Stiletto +7 melee finesse	Stiletto +10 melee finesse
Full Attack:	Stiletto +2 melee finesse	Stiletto +7 melee finesse	Stiletto +10/+5 melee finesse
Damage:	Stiletto 1d4-1 / x4 / AP 0	Stiletto 1d4-1 / x4 / AP 0	Stiletto 1d4 / x4 / AP 1
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Attacks:	Sneak Attack Style (stiletto), Sneak Attack +1d6/+1d8	Sneak Attack Style (stiletto, dagger), Sneak Attack +4d6/+4d8 (Light-Footed)	Sneak Attack Style (stiletto, dagger, sap), Sneak Attack +6d6/6d8 (Light-Footed)
Special Qualities:	Zamorian Traits, Trap Disarming	Zamorian Traits, Trap Disarming, Trap Sense +2, Skill Mastery (Bluff, Diplomacy, Disguise, Sense Motive)	Zamorian Traits, Trap Disarming, Trap Sense +3, Skill Mastery (Bluff, Diplomacy, Disguise, Sense Motive), <i>crippling strike</i>
Saves:	Fort -1, Ref +4, Will +1	Fort +1, Ref +7, Will +4	Fort +3, Ref +10, Will +5
Abilities:	Str 8, Dex 14, Con 8, Int 14, Wis 13, Cha 15	Str 9, Dex 15, Con 9, Int 15, Wis 14, Cha 17	Str 10, Dex 16, Con 10, Int 16, Wis 15, Cha 19
Skills: (<i>In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot</i>)	Bluff +8, Diplomacy +6, Disable Device +6, Disguise +8, Forgery +8, Gather Information +6, Intimidate +8, Knowledge (local) +6, Open Locks +6, Profession (kidnapper) +6, Sense Motive +5, Sleight of Hand +6, Spot +5	Bluff +14, Diplomacy +14, Disable Device +6, Disguise +14, Forgery +13, Gather Information +12, Intimidate +14, Knowledge (local) +11, Open Locks +6, Perform (acting) +8, Profession (kidnapper) +11, Sense Motive +13, Sleight of Hand +6, Spot +6 NB: +2 bonus on all Cha based skills vs. females	Bluff +19, Diplomacy +19, Disable Device +6, Disguise +19, Forgery +18, Gather Information +17, Intimidate +19, Knowledge (local) +12, Open Locks +6, Perform (acting) +13, Profession (kidnapper) +16, Sense Motive +17, Sleight of Hand +12, Spot +7 NB: +2 bonus on all Cha based skills vs. females
Feats:	Deceitful, Persuasive	Deceitful, Eyes of the Cat, Glib*, Light-Footed, Negotiator, Persuasive, Seducer*	Deceitful, Eyes of the Cat, Glib*, Light-Footed, Negotiator, Poison Use, Persuasive, Seducer*, Sneak Subdual, Steely Gaze
Code of Honour:	None	None	None
Reputation:	3 (seductive)	9 (seductive)	14 (seductive)
Leadership:	—	—	—
Allegiances:	As determined by the Games Master	As determined by the Games Master	As determined by the Games Master

* See Book II: Secrets of the Streets; Secrets of Shadizar.

modes of murder. Some use poison, some strangle their victims, some use a weapon. Regardless of the means, the hired killer intends to slay the victim and live to collect his pay. Novice assassins usually slay from a distance and expert assassins move in close for the kill to show their expertise. Most

assassins for hire do not deal directly with those looking to have a murder committed; instead these experts are contacted through a web of middlemen. The assassin rarely knows who hired him and the employer rarely knows who the assassin is. Standard pricing for assassination is one silver coin per point of Reputation. This price is varied by circumstance. Murdering

Sample Zamorian Murderer/Assassin

Medium Zamorian Thief	1 st level Murderer	6 th level Hired Killer	10 th level Assassin
Hit Dice:	1d8 (8 hp)	6d8 (27 hp)	10d8+10 (55 hp)
Initiative:	+11 (+3 Dex, +2 Ref, +4 Improved Initiative, +2 Lightning Reflexes)	+15 (+4 Dex, +5 Ref, +4 Improved Initiative, +2 Lightning Reflexes)	+18 (+5 Dex, +7 Ref, +4 Improved Initiative, +2 Lightning Reflexes)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	13 (+3 Dex)	18 (+4 Dex, +3 level, +1 Light-Footed)	21 (+5 Dex, +5 level, +1 Light-Footed)
DV Parry:	10	14 (+1 Str, +3 level)	16 (+1 Str, +5 level)
BAB/Grapple:	+0/+0	+4/+5	+7/+8
Attack:	Crossbow +3 ranged	Crossbow +8 ranged or arming sword +8 finesse	Crossbow +12 ranged or arming sword +12 finesse melee or dagger +12 finesse melee
Full Attack:	Crossbow +3 ranged	Crossbow +8 ranged or arming sword +8 finesse	Crossbow +12/+7 ranged or arming sword +12/+7 finesse melee or dagger +12/+7 finesse melee
Damage:	Crossbow 2d6 / x2 / AP 4	Crossbow 2d6 / x2 / AP 4 or arming sword 1d10+1 / 19-20 x2/ AP 3	Crossbow 2d6 / x2 / AP 4 or arming sword 1d10+1 / 19-20 x2/ AP3 or dagger 1d4+1 / 19-20 x2 / AP 2
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Attacks:	Sneak Attack Style (crossbow), Sneak Attack +1d6/+1d8	Sneak Attack Style (crossbow, arming sword), Sneak Attack +4d6/+4d8 (Light-Footed) plus 2 points of Str damage (<i>crippling strike</i>)	Sneak Attack Style (crossbow, arming sword, dagger), Sneak Attack +6d6/+6d8 (Light-Footed) plus 2 points of Str damage (<i>crippling strike</i>), Opportunist
Special Qualities:	Zamorian Traits, Trap Disarming	Zamorian Traits, Trap Disarming, Trap Sense +2	Zamorian Traits, Trap Disarming, Trap Sense +3
Saves:	Fort +0, Ref +7, Will +1	Fort +2, Ref +11, Will +4	Fort +4, Ref +14, Will +5
Abilities:	Str 10, Dex 17, Con 10, Int 14, Wis 13, Cha 8	Str 12, Dex 18, Con 11, Int 15, Wis 14, Cha 9	Str 13, Dex 20, Con 12, Int 16, Wis 15, Cha 10
Skills: (In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot)	Balance +7, Bluff +3, Climb +4, Disable Device +7, Disguise +3, Escape Artist +7, Hide +7, Intimidate +3, Jump +4, Listen +5, Move Silently +7, Open Locks +7, Sleight of Hand +7	Balance +8, Bluff +8, Climb +10, Disable Device +8, Disguise +8, Escape Artist +13, Hide +13, Intimidate +10, Jump +10, Listen +11, Move Silently +13, Open Locks +8, Sleight of Hand +8, Spot +7	Balance +10, Bluff +13, Climb +14, Disable Device +9, Disguise +13, Escape Artist +18, Hide +18, Intimidate +14, Jump +14, Listen +17, Move Silently +18, Open Locks +9, Sleight of Hand +9, Spot +13
Feats:	Improved Initiative, Lightning Reflexes	Deep Cover*, Eyes of the Cat, Improved Initiative, Light-Footed, Lightning Reflexes, Point Blank Shot, Sizing up the Foe	Alertness, Deep Cover*, Eyes of the Cat, Improved Initiative, Leave No Witnesses*, Light-Footed, Lightning Reflexes, Point Blank Shot, Poison Use, Sizing up the Foe
Code of Honour:	None	None	None
Reputation:	1 (cruel)	5 (villain or cruel)	10 (villain)
Leadership:	—	—	—
Allegiances:	Client, Reputation, any other as determined by Games Master	Client, Reputation, any other as determined by Games Master	Client, Reputation, any other as determined by Games Master

* See Book II: Secrets of the Streets; Secrets of Shadizar.

Sample Zamorian Child Broker

Medium Zamorian Thief	1 st level Agent	6 th level Amateur Broker	10 th level Professional Broker
Hit Dice:	1d8-1 (7 hp)	6d8-6 (21 hp)	10d8 (45 hp)
Initiative:	+4 (+2 Dex, +2 Ref)	+7 (+2 Dex, +5 Ref)	+10 (+3 Dex, +7 Ref)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	12 (+2 Dex)	16 (+2 Dex, +3 level, +1 Light-Footed)	19 (+3 Dex, +5 level, +1 Light-Footed)
DV Parry:	9 (-1 Str)	12 (-1 Str, +3 level)	15 (+5 level)
BAB/Grapple:	+0/-1	+4/+3	+7/+7
Attack:	Stiletto +2 melee finesse	Stiletto +7 melee finesse	Stiletto +10 melee finesse
Full Attack:	Stiletto +2 melee finesse	Stiletto +7 melee finesse	Stiletto +10/+5 melee finesse
Damage:	Stiletto 1d4-1 / x4 / AP 0	Stiletto 1d4-1 / x4 / AP 0	Stiletto 1d4 / x4 / AP 1
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Attacks:	Sneak Attack Style (stiletto), Sneak Attack +1d6/+1d8	Sneak Attack Style (stiletto, dagger), Sneak Attack +4d6/+4d8 (Light-Footed)	Sneak Attack Style (stiletto, dagger, sap), Sneak Attack +6d6/6d8 (Light-Footed)
Special Qualities:	Zamorian Traits, Trap Disarming	Zamorian Traits, Trap Disarming, Trap Sense +2, Skill Mastery (<i>Bluff, Diplomacy, Disguise, Sense Motive</i>)	Zamorian Traits, Trap Disarming, Trap Sense +3, Skill Mastery (<i>Bluff, Diplomacy, Disguise, Sense Motive</i>)
Saves:	Fort -1, Ref +4, Will +1	Fort +1, Ref +7, Will +4	Fort +3, Ref +10, Will +5
Abilities:	Str 8, Dex 14, Con 8, Int 14, Wis 13, Cha 15	Str 9, Dex 15, Con 9, Int 15, Wis 14, Cha 17	Str 10, Dex 16, Con 10, Int 16, Wis 15, Cha 19
Skills: (<i>In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot</i>)	Bluff +8, Diplomacy +6, Disable Device +6, Disguise +8, Forgery +8, Gather Information +6, Intimidate +8, Knowledge (local) +6, Open Locks +6, Profession (broker) +6, Sense Motive +5, Sleight of Hand +6, Spot +5	Bluff +14, Diplomacy +14, Disable Device +6, Disguise +14, Forgery +13, Gather Information +12, Intimidate +14, Knowledge (local) +11, Listen +4, Open Locks +6, Profession (broker) +11, Profession (merchant) +7, Sense Motive +13, Sleight of Hand +6, Spot +8	Bluff +19, Diplomacy +19, Disable Device +6, Disguise +19, Forgery +18, Gather Information +19, Intimidate +19, Knowledge (local) +12, Listen +4, Open Locks +6, Profession (broker) +19, Profession (merchant) +11, Search +5, Sense Motive +17, Sleight of Hand +12, Spot +9
Feats:	Deceitful, Persuasive	Alertness, Deceitful, Eyes of the Cat, Glib*, Light-Footed, Negotiator, Persuasive	Alertness, Deceitful, Eyes of the Cat, Glib*, Investigator, Light-Footed, Negotiator, Persuasive, Poison Use, Skill Focus (Profession (broker)), Steely Gaze
Code of Honour:	None	None	None
Reputation:	3 (perverted)	9 (perverted)	14 (perverted)
Leadership:	—	—	—
Allegiances:	As determined by the Games Master	As determined by the Games Master	As determined by the Games Master

* See Book II: Secrets of the Streets; Secrets of Shadizar.

a princess during her wedding will cost more than murdering the same princess as she sneaks out of the palace for some late night rendezvous. The experts in murder tend to optimise their Sneak Attack abilities.

Bluff, Disguise, Gather Information, Hide, Move Silently, Spot, Search and Sense Motive are important skills for the assassin.

Sale of Children

Some parents are willing to sell their children to slavers or brothels just as another business transaction or to maintain one of their own vices. Some sell their children as a punishment, the practice is illegal but rarely investigated or policed. Characters routinely practising this trade often take the Profession (broker) skill, as well as emphasising their Diplomacy, Gather Information, Knowledge (local) and Spot skills to

Sample Zamorian Sorcerers

Medium Zamorian Scholar	1 st level Acolyte	6 th level Sorcerer	10 th level Master
Hit Dice:	1d6 (6 hp)	6d6 (21 hp)	10d6+10 (45 hp)
Initiative:	+2 (+2 Dex)	+4 (+2 Dex, +2 Ref)	+6 (+3 Dex, +3 Ref)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	12 (+2 Dex)	14 (+2 Dex, +2 level)	16 (+3 Dex, +3 level)
DV Parry:	8 (–2 Str)	10 (–2 Str, +2 level)	12 (–1 Str, +3 level)
BAB/Grapple:	+0/–2	+4/+2	+7/+7
Attack:	Dagger +2 melee finesse	Dagger +6 melee finesse	Dagger +10 melee finesse
Full Attack:	Dagger +2 melee finesse	Dagger +6 melee finesse	Dagger +10/+5 melee finesse
Damage:	1d4–2/ 19–20 x2 / AP 0	1d4–2/ 19–20 x2 / AP 0	1d4–1/ 19–20 x2 / AP 1
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Attacks:	Sorcery	Sorcery	Sorcery
Special Qualities:	Zamorian Traits, Base Power Points, Scholar, Background (pact), Knowledge is Power	Zamorian Traits, Base Power Points, Scholar, Background (pact), Knowledge is Power, +2 Power Points, Increased Maximum Power Points (triple)	Zamorian Traits, Base Power Points, Scholar, Background (pact), Knowledge is Power, +3 Power Points, Increased Maximum Power Points (triple)
Saves:	Fort +0, Ref +2, Will +3	Fort +2, Ref +4, Will +7	Fort +4, Ref +6, Will +10
Abilities:	Str 6, Dex 14, Con 10, Int 15, Wis 13, Cha 14	Str 7, Dex 15, Con 11, Int 17, Wis 14, Cha 15	Str 8, Dex 16, Con 12, Int 18, Wis 16, Cha 16
Skills: <i>(In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot)</i>	Bluff +4, Craft (alchemy) +6, Craft (herbalism) +6, Decipher Script +6, Diplomacy +8, Disable Device +6, Gather Information +6, Knowledge (arcana) +6, Knowledge (history) +6, Knowledge (local) +6, Open Locks +6, Perform (ritual) +6, Sense Motive +7, Sleight of Hand +6	Bluff +4, Craft (alchemy) +12, Craft (herbalism) +12, Decipher Script +12, Diplomacy +13, Disable Device +6, Gather Information +11, Intimidate +5, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (local) +12, Open Locks +6, Perform (ritual) +11, Sense Motive +13, Sleight of Hand +6	Bluff +5, Craft (alchemy) +17, Craft (herbalism) +17, Decipher Script +17, Diplomacy +18, Disable Device +7, Gather Information +16, Intimidate +11, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (local) +17, Open Locks +7, Perform (ritual) +16, Sense Motive +18, Sleight of Hand +7
Feats:	Negotiator	Negotiator, Ritual Sacrifice, Summoner	Negotiator, Ritual Sacrifice, Summoner, Tortured Sacrifice
Magical Attack:	+2 (+2 Cha)	+5 (+3 level, +2 Cha)	+8 (+5 level, +3 Cha)
Base Power Points:	5 (10 maximum)	8 (24 maximum)	10 (30 maximum)
Sorcery Styles Known:	Summonings	Counterspells, Hypnotism, Summonings	Counterspells, Curses, Hypnotism, Summonings,
Spells Known:	<i>Demonic pact</i>	<i>Demonic pact, domination, enslave, entrance, hypnotic suggestion, ranged hypnotism, summon demon, warding</i>	<i>Demonic pact, domination, enslave, entrance, greater ill-fortune, hypnotic suggestion, ill-fortune, lesser ill-fortune, ranged hypnotism, savage beast, summon demon, torment, warding</i>
Corruption:	0	2	6
Insanities:	Games Master's discretion	Games Master's discretion	Games Master's discretion
Code of Honour:	None	None	None
Reputation:	3 (villain)	8 (villain)	13 (villain)
Leadership:	—	—	—
Allegiances:	Games Master's discretion	Games Master's discretion	Games Master's discretion

find parents or guardians willing to sell their children. Forgery is useful to fake credentials or buying histories. Player Characters could be hired to investigate a rash

of child disappearances or to find a particular missing child of a high-born noble. Characters could hire

a child broker to help find a particular child or purchase one. Child brokers have their own merchant guild in Shadizar despite the illegality of their business.

Sorcery

The black arts are practised illegally in the temples and dark places of Shadizar. Many nobles dabble in the occult and numerous priests are simply adept at using foul sorceries. Although rarely advertised openly, many of Shadizar's sorcerers will take on the mantle of 'Master' by accepting apprentices. Some sorcerers may even cast spells for profit but, with the possible exception of minor divinations, will usually use intermediaries to set up the arrangements. Like renowned assassins, those who hire the best sorcerers never know who the sorcerer actually is. Sorcerers do not make magic items for sale as such items could be used by other magic users as a mystical link. As an adventure hook, Player Characters could be hired to locate a sorcerer for a patron.

Lords of the Lotus: The Lords of the Lotus are a network of lotus dealers spread throughout the Hyborian Age kingdoms. Black lotus are from Khitai, purple lotus from the Kushite countries and all other varieties changes hands through this black web of villainy and corruption. Some of them mix the black and the purple to make a new variety known as the grey lotus that is more potent than either of them alone. For a time, Yatha the Argossean was the Shadizar Lord of the Lotus – until Conan killed him not long after the events of *Black Colossus*. A new Lord of the Lotus has certainly taken his place by now. A Lord of the Lotus must be skilled in detecting inferior product, so skills like Appraise and Sense Motive are usually maximised. Profession (merchant) and other Charisma-based skills are likewise important.

TAXES

Even in Shadizar people must pay their taxes. Taxes can be paid in coin, livestock, goods or even *devsirme*, by which human beings are accepted as payment. Temples, cults and religions in Shadizar are not exempt from taxation. None of the individual religions have enough power or pull to attain such favour as to gain a royal tax exemption. Characters who make their home in Shadizar can expect to provide about 20% of their income to the king in various taxes. Listed below are examples of some common taxes levied against the people of Shadizar. The list is by no means exhaustive.

Chevage: A yearly fee assessed to Shadizar natives who routinely leave the city for extended periods of time. It usually amounts to ten silver pieces per year.

Gersum: People who take possession of someone's holding must pay this tax. It is similar to an inheritance tax but the death of the previous tenant is not required. The tax is proportional to the size of the holding, usually amounting to one silver piece for a small house up to 15 silver pieces for a full manor holding.

Heriot: If a citizen of Shadizar dies, then his heirs must pay this tax on chattel. The best animal or slave must go to the king. The extremely poor are usually exempt from this tax as collecting it would cost more than the tax revenue itself.

Legerwite: All brothels must pay one to three silver pieces per girl as a fine for out-of-wedlock sex. It is collected whenever the king wants.

Merchet: This marriage tax ranges from one silver piece for the poor to 240 silver pieces for a noble getting married.

Tallage: This yearly tax amounts to about two silver pieces per person. Land-owners pay one silver piece per acre.

Rents: Every free person with housing or those leasing their land in Shadizar must pay rent to the king. Rent usually ranges from three to 12 silver pieces per season.

Silver: This tax is collected at the king's whim. Essentially if he wants someone to give him something or perform some duty, he calls this tax due by that individual.

Tariffs: These are fines on goods brought into the city. It usually amounts to 10% of the assessed value of the goods.

Tolls: These are fines for allowing the public to use the king's property. These are mostly raised during festivals or fairs.

LAW, POLITICS AND MILITARY

Government does not run on taxes alone. Politics in Shadizar is not fuelled by vice alone either. Zamora is not a feudal society. It is an absolute despotism, rife with thievery and sorcery. King Tiridates is a drunken tyrant but he understands the essence of Zamora. Zamora understands the fearful predicament the king leaves them in, however. They cannot allow the king to fail, for there is no organised opposition which can take over power should he fall. Everything is staked on the king, who permits lightning efficiency when things are good but there is nothing to fall back on when times are bad.

LAW

Some might consider Shadizar to be a lawless state. The wicked city is nothing of the sort. Many things are illegal in Shadizar but the propensity for Zamorians to accept bribes allows much to be overlooked. The reason Shadizar has become so decadent is not the lack of laws but because its ability to police its people is weak.

These things are still illegal in Shadizar the Wicked: Murder of a noble, theft, genocide, suicide, tax Evasion, sorcery, necromancy, consorting with demons, death-duels in a public drinking establishment, working a craft after nightfall, holding a political view differing from the king's and anything deemed illegal by one

THE NAME OF ZAMORA'S KING

Robert E. Howard named Zamora's king as Tiridates. L. Sprague de Camp and Robert Jordan also used this name. Roy Thomas, however, in the *Conan the Adventurer* comics, called him Mitradites. In *Savage Sword of Conan*, Roy Thomas names the King as Mitradites III. Both are Persian names. L. Sprague de Camp, in his novelisation of *Conan the Barbarian*, named Osric as High King of Zamora. Games Masters are free to use whichever name preferred by them. This text will use Tiridates for the sake of uniformity. Other Games Masters may want to install a king of their own design, particularly if a campaign deals with the death of Tiridates.

...Zamora was an absolute despotism where differing political opinions were not tolerated.

Robert E. Howard, *Letter to P.S. Miller*

of the nobles. The poor have little say in the law; the nobles determine the law. There is virtually no concept of investigation. If a criminal is not caught at the scene or readily identified, the crime is simply ignored by the authorities – unless a considerable sum of money passes into the right hands. The police rarely investigate screams or outcries. Such commonplace noises rarely even raise the neighbours, much less the law. If an innocent man is discovered to be innocent, then the accusers must pay a fine at the very least. If the accused man ranks high enough, the accusers could find themselves bereft of property, maimed or dead. People are considered guilty until proven innocent.

Punishments for breaking the law include confiscation of property, maiming, death or a combination of the three. Punishments can extend beyond the guilty as well. A man may find himself enslaved because of something his father or uncle has done. Stories abound about criminals executed by burning, their wives slain and their daughters placed in brothels. If a nobleman is offended, only his imagination limits the punishment to be accorded to the guilty. The guilty technically have a right to appeal to the king, but in practice most sentences are carried out so quickly such appeals are almost never useful.

The law is administered in the name of the king by magistrates. The magistrates are controlled by a prefect who answers to the king. Magistrates are invariably of noble blood. Most often they have the noble class, a noble/scholar multiclass or a scholar with the Noble Blood feat (from *Conan: The Scrolls of Skelos*). The magistrates expect graft and bribery as part of their due and will often delay trials, hold up the bureaucracy and otherwise make life difficult for those unwilling to pay for a 'fair' trial. Magistrates are also the commanders of the Watch, Shadizar's militia force. Most magistrates uphold tradition as well as actual legal laws. Magistrates also uphold the rules

and regulations of the craft and merchant guilds as well.

Some of the laws established by the craft guilds include efforts to regulate poor workmanship. The work of apprentices and journeymen must be examined by a master and stamped as approved before they can be sold. Work at night is strictly prohibited as unattended artificial light is a fire hazard. Advertising is forbidden. Prices are regulated by the craft masters. Craftsmen are allowed to take work outside where it can be seen. The sale of foreign artisans' work within a city is forbidden unless appropriate fees are paid to the relevant guild. Price cutting is forbidden with virtually no exception. Shadizar law also forbids work done in private if the good is meant for public sale; the buyer has a right to see his goods being made. Members of a guild are also forbidden from monopolising raw materials essential to the craft in question.

Adventure Hook: Tradition establishes that a son, if his paternity can be established, is permitted to inherit from his father regardless of who his mother is. Disinheriting an heir is considered an act of violence among the Zamorians, not an act of injustice or law-breaking. Since the magistrates will not interfere in tradition, a disinherited heir may seek out the Player Characters to break into a home, replace a will with a forged one and slay the father.

POLITICS

Zamora's king does not allow the public airing of political views differing from his own. His drunken, tyrannical rule, however, is strongly hated by many Zamorians. Secrecy is the key to those who count themselves as opposed to King Tiridates. The seeming omnipresence of spies coupled with the swiftness with which the king reacts to news of opposed political factions discourages large groups from gathering, preventing united action. Military groups would like to see a larger standing army and less of a reliance on subterfuge and rumoured sorceries. Some groups favour a Hyborian style feudal government. Most would just rather take the reigns of totalitarian rule for themselves, deeming themselves more fit to rule by nature or nurture. Many priests have ruling designs, believing Zamora should be a theocracy modelled on Stygia or other ancient cultures.

Entire campaigns could be played around underground rebel groups. Characters will have to be

constantly alert for spies and assassins and may be compelled to seek out other groups to find ways to join forces. These other groups may not like the characters' group and turn them in, hoping to gain the good graces of the king for themselves for their own schemes and plots. Diplomacy and paranoia would rule this campaign. Who is the mole? Who can be trusted? Have they slipped up and revealed too much?

Adventure Hook: Player Characters unwittingly stumble onto a rebel band planning a coup. The band believes the Player Characters are spies for the king and take appropriate action. Alternatively, the group could be planning to leave the Player Characters holding the bag should their plans fail.

MILITARY

The Zamoran army is adequate to defend the nation against small incursions but is hardly capable of sustaining any sort of protracted war or invasion. Their most powerful defences are their spy network and their priests and sorcerers. Zamora is regarded as an ancient and evil kingdom and the bordering kingdoms fear Zamora with good reason. Their assassins are without equal, striking swiftly from the dark places within palaces and castles. Their weird priests of even stranger gods cast long shadows over the civilised world, casting fearsome spells to bring kingdoms shuddering to their knees in bleak supplication.

With such insidious defences, Zamora hardly needs a massive army to patrol its borders. Its troops exist to enforce the king's will on the population, to strike terror into the hearts of its citizens and to promote uniformity of political support.

Regular

Zamora's regular army is usually around 10,000 men strong. They wear plain steel caps, bronze greaves, bucklers and leather jerkins studded with bronze buttons. Their primary weapon is the spear, although bows, pikes and short swords are also common. If the king of Zamora decides he needs more men in the army, he merely decrees such and it is done. He can order any man, woman or child to serve in his army for any length of time. Zamora lacks the hierarchy of the Hyborian nations, where civilised rules of precedence and fealty govern the lives of the people; if Tiridates orders something, it is carried out. Most of the regular army is stationed in whatever city the king is staying in, usually Shadizar or Arenjun.

Zamora's usual tactic against invading forces is to assassinate the commanders or curse the rulers of the kingdom sending the units across his borders. The actual army is better suited to hunting down renegades, dissidents and criminals than they are at fighting opposing armies. They often travel in groups of five, three usually armed with bows and two armed with pikes. All five bear short swords at their sides and bucklers at their back when marching. Most Zamorian soldiers focus their skills on Intimidate and Search. The more ambitious and intelligent soldiers use their bonus skill points in Gather Information and Sense Motive in order to root out dissidents and earn promotions into the Royal Guard. In addition to combat feats, many Zamorian soldiers take Investigator and Persuasive as feat choices.

The regular army is usually commanded by foreign mercenaries, as the king trusts them more than Zamorian military leaders, who might be able to gather the power to usurp him. These commanders usually wear polished bronze cuirasses with helmets sporting towering horsehair crests. Most foreign mercenaries provide their own weapons. To earn a promotion to command of Zamora's armed forces, the mercenary must prove adept at finding criminals, dissidents and rebels. Skills such as Intimidate, Search, Gather Information and Sense Motive are highly valued in mercenary commanders. Feats enhancing those skills are likely to be taken by ambitious mercenaries with an eye for command. Skill at utilising small forces is also necessary as Zamora simply does not have a large standing army.

SAMPLE ZAMORIAN SOLDIER

Medium Humanoid Zamorian soldier 3

Hit Dice: 3d10+3 (20 hp)

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

Speed: 25 ft. (brigandine coat)

DV (Dodge): 14 (+1 level, +3 Dex)

DV (Parry): 13 (+2 level, +1 Str) (+1 shield if wielding short sword)

DR: 7 (+6 brigandine coat, +1 steel cap)

Base Attack Bonus/Grapple: +3/+4

Attack: Bill +4 melee or short sword +6 finesse melee

Full Attack: Bill +4 melee or short sword +6 finesse melee

Damage: Bill 2d8+1/x3/AP 7 or short sword 1d8+1/19–20 x2/AP 2

Special Attacks: Formation Combat (heavy infantry)

Special Qualities: Zamorian Traits

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

Saves: Fort +4, Ref +4, Will +0

Abilities: Str 13, Dex 16, Con 13, Int 12, Wis 9, Cha 10

Skills: Bluff +2, Disable Device +6, Gather Information +5 (+7 if the check relates to theft, assassination and the locations or powers of legendary or magical objects), Intimidate +8, Open Lock +6, Search +9, Sense Motive +2, Sleight of Hand +6

Feats: Combat Reflexes, Improved Disarm, Investigator, Persuasive

Reputation: 3 (cruel)

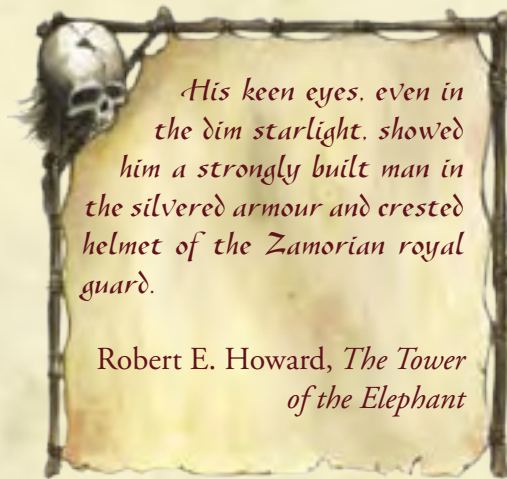
Leadership: —

Code of Honour: None

Allegiances: The King of Zamora, The Zamorian Army, Capital Gain

Possessions: Brigandine, steel helmet, bill (or spear), short sword, buckler

(In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.)



The Royal Guard (The King's Own)

The Zamorian royal guard, called the King's Own, are the elite of the regular army. They wear silvered breastplate armour and horse-hair crested helmets, wielding spears (or bills) and shields. Most of the royal guard are Zamorians who have proven singularly adept at finding rebels and criminals, as well as managing to establish the proper contacts and proffered the expected bribes at the right time to the right people. Royal Guardsmen are typically more intelligent than the standard soldier and most have ranks in Intimidate, Search, Gather Information,

Sense Motive and Diplomacy. Combat prowess is not particularly expected, as promotions tend to be greased by the application of coin and pushed forward by personal contacts speaking on behalf of the soldier seeking the promotion. Reputation and Charisma are important in order to gain this promotion.

The Royal Guard are commanded by King Tiridates, thus they are often called the King's Own. They tend to hold themselves separate from the regular army. Although most of the royal guard have a reputation for villainy, some are reputed for bravery. These are often chosen to personally accompany the king. The king also stations royal guards with people of importance or influence as a sign of his favour.

SAMPLE ROYAL GUARD (THE KING'S OWN)

Medium Humanoid Zamorian soldier 6

Hit Dice: 6d10+12 (45 hp)

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

Speed: 25 ft.* (mail hauberk and silvered breastplate)

DV (Dodge): 14 (+3 level, +1 Dex)

DV (Parry): 17 (+4 level, +2 Str, +1 shield) (shield bonus is +3 if wielding short sword instead of bill)

DR: 11 (+9 mail hauberk and silvered breastplate, +2 crested helmet)

Base Attack Bonus/Grapple: +6/+8

Attack: Bill +8 melee or short sword +8 melee

Full Attack: Bill +8/+3 melee or short sword +8/+3 melee

Damage: Bill 2d8+3/x3/AP 9 or short sword 1d8+2/19–20 x2/AP 3

Special Attacks: Formation Combat (heavy infantry)

Special Qualities: Zamorian Traits

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

Saves: Fort +7, Ref +3, Will +2

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

Skills: Bluff +3, Diplomacy +5, Disable Device +5, Gather Information +7 (+9 if the check relates to theft, assassination and the locations or powers of legendary or magical objects), Intimidate +12, Open Lock +5, Search +13, Sense Motive +6, Sleight of Hand +5

Feats: Combat Expertise, Combat Reflexes, Improved Disarm, Investigator, Negotiator, Persuasive, Steely Gaze

Reputation: 12 (villain)

Leadership: —

Code of Honour: None

Allegiances: The King of Zamora, The Royal Guard, Capital Gain

Possessions: Mail hauberk, silvered breastplate, crested helmet, bill (or spear), short sword, targe

(In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.)

The Watch

The Watch (day watch, evening watch and night watch) militia is the police force of Shadizar, working for the magistrates. They are typically armed with bills. Their power, derived from a mandate from the king, is ample for maintaining order and, conversely, for supporting crime. They number about 3% of the population and typically they work in eight-hour shifts, mostly in the evening or at night. Most of the watchmen on duty are on the streets; only about 20% of them are stationed in key points in the city.

In the ranks of those practising vice there is an unspoken rule that if one does not pay the Watchmen then one will get run in sooner or later. Just as the king of Zamora is a despot, the Watchmen have an almost despotic control over those in charge of Shadizar's vices and pleasures. Payoffs to the Watch have become part of the recognised necessities of life on the streets. Some pay with coin and others pay with their own bodies. The truly unfortunate are forced to pay with both. The Watch consider these payoffs as a right of their office and station and they act on this belief, using virtually any opportunity to transmute his power into cash. It is well known that if a person quarrels with one of the Watch then that person has effectively ended her lifestyle. There is a strong sense of unanimity among the ranks of the Watch and a slight to one of them will bring down the wrath of all of them. The soldiers have only to appear at the right place, being overly inquisitive, to drive away customers. A member of the Watch can make it impossible for the pleasure houses and vice dealers to do business simply by his presence. Further, the soldiers also seem to have considerable means of gathering evidence to warrant the capture and imprisonment of offending parties.

The city watch will keep a close eye on those who wander around Shadizar in full armour and may run in such characters simply to keep the peace.

SAMPLE ZAMORIAN WATCHMAN

Medium Humanoid Zamorian soldier 2

Hit Dice: 2d10+2 (13 hp)

Initiative: +3 (+3 Dex)

Speed: 25 ft. (brigandine coat)

DV (Dodge): 14 (+1 level, +3 Dex)

DV (Parry): 12 (+1 level, +1 Str) (+1 shield if wielding short sword)

DR: 7 (+6 brigandine coat, +1 steel cap)

Base Attack Bonus/Grapple: +2/+3

Attack: Bill +4 melee or short sword +5 finesse melee

Full Attack: Bill +4 melee or short sword +5 finesse melee

Damage: Bill 2d8+1/x3/AP 7 or short sword 1d8+1/19–20 x2/AP 2

Special Qualities: Zamorian Traits

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

Saves: Fort +4, Ref +3, Will –1

Abilities: Str 13, Dex 16, Con 13, Int 12, Wis 9, Cha 10

Skills: Bluff +2, Disable Device +6, Gather Information +2 (+4 if the check relates to theft, assassination and the locations or powers of legendary or magical objects), Intimidate +6, Open Lock +6, Search +5, Sense Motive +1, Sleight of Hand +6

Feats: Improved Disarm, Persuasive, Weapon Focus (bill)

Reputation: 2 (villain)

Leadership: —

Code of Honour: None

Allegiances: Capital gain, the magistrates of Shadizar, the Watch

Possessions: Brigandine, steel helmet, bill, short sword, buckler

(In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.)

Assassins, Sorcerers and Spy Networks

The king of Zamora tends to protect his nation with an impressive array of assassins, sorcerers and spies. He does not trust strength of arms or the inner moral character of his population to protect him, so he keeps his standing army relatively small and focuses instead on assassins and kidnappings, diabolic sorceries and arcane wards, subterfuge and espionage.

Assassins and contract killers in Zamora have one of the most secure careers in the nation, existing with

99% impunity. Zamora's assassins range the world doing their work. Many of Zamora's assassins work as kidnappers, taking the wives or children of foreign potentates who threaten Zamora's independence. Although anyone who kills for money is an assassin, the ones who work for the king are specially trained in the art of espionage and murder. The best assassins never meet their clients; they use intermediaries to negotiate contracts. Zamora's assassins maximise their Sneak Attack ability and focus their ranks in Bluff, Disguise, Gather Information, Hide, Intimidate, Move Silently and Sense Motive. A low to medium Charisma score is actually beneficial to many assassins so they do not stand out in a crowd.

Sorcerers also play a strong role in Shadizar's defence. The Zamorians are an ancient and evil people, their ways inscrutable to foreigners. Although they fear magic, the Zamorians have no moral qualms about their priests devastating foreign armies and laying waste to far-away cities with black and horrible magic. The king so fears the powers of priests and ancient wizards he often seems to be a puppet-king. The king is a drunkard, preferring to remain drunk than to have to deal with his fears while sober. He knows magic is the strongest defence Zamora can bring to bear against foreign and domestic attack but his fear of magic restrains his casual use of sorcerers and priests. He knows full well that magic comes with a price and he would rather not pay that price unless he feels he has to.

Zamora also employs spies for defence. Information is usually the most valuable weapon in the world. The web of spies flung across the tapestry of the Hyborian Age usually provides the king of Zamora with enough information to use his limited military resources to maximum effect. Most of his spies also function as assassins when needed. They provide the king with material for blackmail, information on troop movements and strengths, physical items for magical foci and disseminate misleading information and propaganda about Zamora.

Mercenaries

Only the king of Zamora has the authority to hire mercenary armies. Any other noble who attempts to do so risks his life, his family and his property. Mercenaries might be hired in small forces as personal guards, providing lawful permission is obtained. Most mercenaries in Zamora are there to gather news about wars in other lands. The many caravan

routes passing through Shadizar makes the city a prime place for foreign news and rumour.

However, Tiridates does use mercenaries as commanders of his Zamorian military units. King Tiridates is extremely paranoid and knows a foreigner cannot hope to lead Zamora, for its ways are strange and evil to foreign eyes, so he avoids giving too much power to any one Zamorian. Hence, he hires foreigners to lead his armies, confident that they cannot use their military power to usurp his throne or conquer his lands.

POWER IN SHADIZAR

THE KING OF ZAMORA

Theoretically, the king of Zamora is the power in Shadizar, although he is influenced by his counsellors, the noble families and powerful sorcerers. The king during most of Conan's lifetime is detailed below.

TIRIDATES (THE KING OF ZAMORA)

Medium Humanoid Zamorian noble 20

Hit Dice: 10d8+20+20 (85 hp)

Initiative: +14 (+4 Dex, +6 Reflex save, +4 regional bonus to Reflex)

Speed: 30 ft.

DV (Dodge): 21 (+7 level, +4 Dex)

DV (Parry): 20 (+10 level)

DR: —

Base Attack Bonus/Grapple: +15/+15

Attack: Akbitanan poniard +24 melee finesse; or Akbitanan short sword +24 melee finesse

Full Attack: Akbitanan poniard +24/+19/+14 melee finesse; or Akbitanan short sword +24/+19/+14 melee finesse

Damage: Akbitanan poniard 1d6/ 19–20 x2/ AP 3; or Akbitanan short sword 1d8 /19–20 x2 /AP 3

Special Attacks: +4 bonus to attack rolls with dagger, short sword and poniard

Special Qualities: Zamorian Traits, Title (king), Rnk Hath its Privileges, Wealth, +4 bonus to all Reflex saves, Social Ability (*ally, etiquette, family ties, smear others*), Lead by Example +8, Enhanced Leadership +6, Do You Know Who I Am?, Rally, Absolute Power

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

Saves: Fort +10, Ref +14, Will +15

Abilities: Str 11, Dex 18, Con 14, Int 18, Wis 17, Cha 24

Skills: Appraise +15, Bluff +32, Diplomacy +32, Disable Device +8, Gather Information +24 (+26 if check relates to theft, assassination or location/powers of magical artefacts), Intimidate +32, Knowledge (history) +12, Knowledge (local) +15, Knowledge (nobility) +25, Open Lock +8, Search +6, Sense Motive +32, Sleight of Hand +8

Feats: Great Fortitude, Investigator, Knowledgeable, Leadership, Menacing Aura, Negotiator, Persuasive, Steely Gaze

Reputation: 80 (villain) (He may add a +8 bonus to his Bluff, Intimidate and Gather Information checks)

Leadership: 35/41 (17th level cohort; 4,000 1st level followers, 160 2nd level, 40 3rd level, 10 4th level, 4 5th level, 2 6th level)

Code of Honour: None

Allegiances: Alcohol, Zamora, power

Possessions: Akbitanan poniard, Akbitanan short sword, royal clothing

Tiridates is the king of Zamora, the absolute dictator of a totalitarian regime. Born of royal blood and descended from ancient Zhemri nobility thousands upon thousands of years old, he rose to power early in his life. He had



Tiridates, king of Zamora, slouched on the Minor Throne - its arms were golden hunting leopards in full bound, the back a peacock feathered in emeralds, rubies, sapphires and pearls - as if it were a tavern stool, a golden goblet dangling from one slack hand. His amethystine robe was rumpled and stained, his eyes but half-focused. With his free hand he idly caressed the arm of a slender blonde girl who knelt beside the throne in naught but perfume and a wide choker of pearls about her swanlike neck. On the other side of the throne a youth, equally blonde and slender and attired the same, sulked for his lack of attention.

Robert Jordan, *Conan the Invincible*

a sister named Taramis (not the same Taramis from *A Witch Shall Be Born*). He also once had a brother. Tiridates once loved a maid named Satrina, taking her to wife when he was very young until she fell ill and died of a fever. He is still haunted by her memory. Tiridates, once a powerful young ruler, is now long lost to debauchery, alcohol and sloth. He took to drinking when Yara began pulling his strings (see Robert E. Howard's *The Tower of the Elephant* for details). He is a vigourless and disappointed man now, devoid of hope, carrying his age poorly on a sagging body. He dresses regally but often now his robes and gowns are stained from spills. He usually speaks via the chief king's counsellor, his noble cohort.

Despite his drunken nature, Tiridates is a skilled ruler, determined to remain on the throne. His abilities as a diplomat are almost unmatched and he seems to read people with uncanny accuracy. He knows who to fear and who can be made afraid. He is an intimidating person, drunk or sober and his slightest whim is carried out with frightening speed, *especially* when he is drunk. A skilled interrogator, he is quite capable of finding out any information he needs.

His primary motivations are his hedonistic pleasures, maintaining his power and drowning his fears in a sea of alcohol and drugs. He values his counsellors, his dancing girls and his pleasure slaves. He also maintains quite the inventory of fine wines. His mind wanders and his chief counsellor is skilled at rousing his attention when necessary.

The king fears the powers of priests and ancient wizards and often seems to be a puppet-king controlled by a mesmerist. He prefers to remain drunk rather than to have to deal with his fears while sober. The drunken king cares only that none usurp his authority even as he allows sorcerers and priests to manipulate his every decision.

INFLUENCES ON THE KING

The king is not as powerful as he once was. His dependency on alcohol, wizards and counsellors has weakened his will somewhat. Although his commands are still inviolate, he is now easily pulled and tugged in various directions by charismatic and powerful persons. Worse yet, he is often so drunk he cannot think, allowing his chief king's counsellor to make decisions and issue orders in his stead. Wizards and priests play upon his fears and paranoia to make him act and react in an almost puppet-like manner. The royal family and the nobles must also be placated yet they have power to change his policies when necessary. His seraglio is a hotbed of intrigue and sexual persuasion. Secret enemies in the court also have their influence on the king of Zamora.

Chief King's Counsellor

The current chiefing's counsellor is Aharesus, who inherited the position after his predecessor, Malderes, who was killed by Karela the Hawk during the events of Robert Jordan's *Conan the Invincible*. He is King Tiridates' cohort. He is a greying and stooped man with a wizened face whose intelligence is obvious to those who meet him. His voice is likened to dry sticks being rubbed together. He usually wears a crimson robe slashed with gold. The golden seal of Zamora sits around an emerald studded chain around his neck and he is usually addressed as lord counsellor. He is shrewd in his dealing with others and skilled in diplomacy and manipulation.

CHIEF KING'S COUNSELLOR AHARESUS

Medium Humanoid Zamorian noble 17

Hit Dice: 10d8+20 (65 hp)

Initiative: +12 (+3 Dex, +5 Reflex save, +4 regional bonus to Ref)

Speed: 30 ft.

DV (Dodge): 19 (+6 level, +3 Dex)

DV (Parry): 18 (+8 level)

DR: —

Base Attack Bonus/Grapple: +12/+12

Attack: Dagger +19 melee finesse

Full Attack: Dagger +19/+14/+9 melee finesse

Damage: Dagger 1d4/ 19–20 x2 / AP 1

Special Attacks: Special Regional Feature (+4 attack bonus with dagger, short sword or poniard)

Special Qualities: Zamorian Traits, Title, Rank Hath its Privileges, Wealth, Special Regional Feature (+4 bonus to Reflex saving throws), Social Abilities (*savoir-faire, reputation, ally*), Lead by Example +6, Enhanced Leadership, Do You Know Who I Am?, Rally

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

Saves: Fort +5, Ref +12, Will +16

Abilities: Str 11, Dex 17, Con 11, Int 19, Wis 16, Cha 20

Skills: Bluff +22, Diplomacy +27, Disable Device +7, Gather Information +22, Intimidate +17, Knowledge (history) +15, Knowledge (local) +17, Knowledge (nobility) +26, Knowledge (religion) +11, Listen +8, Open Lock +7, Search +6, Sense Motive +31, Sleight of Hand +7, Spot +8

Feats: Investigator, Iron Will, Knowledgeable, Leadership, Negotiator, Persuasive, Quick Judge of Character*, Steely Gaze

Reputation: 37 (villain) (He may add a +5 bonus to his Bluff, Intimidate and Gather Information checks)

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

Code of Honour: None

Allegiances: King of Zamora, family, contact network

Possessions: Wealthy clothes, golden seal of Zamora, dagger

* See *Book II: Secrets of the Streets; Secrets of Shadizar*.

(In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.)

Ahahesus is a Zamorian nobleman who has risen high in the service of the king. Awarded the right to wear the royal seal of Zamora, he succeeded Malderes when the latter died during a break-in at the palace by thieves. He is an elderly man, stooped and greying. His most noted feature is his intelligence, which shines through his features. He may be old but he is no dullard. He speaks for the king, especially when Tiridates is drunk. He knows who he can trust and who he cannot.

Ahahesus is likely to be the closest to the king the Player Characters will ever get, as few get

The other man worth marking, perhaps more so than the king, stood three paces to the right of the throne. Greying and stooped, but with shrewd intelligence engraved on his wizened face, he wore a crimson robe slashed with gold, and the golden seal of Zamora on its emeralded chain about his neck. His name was Ahahesus, and the seal had fallen to him with the death of Malderes, the previous chief king's counsellor, the night before.

Robert Jordan, *Conan the Invincible*



personal audiences with Tiridates. Aharesus could be a recurring contact for the Player Characters or he could be a foil for the characters' plans.

Wizards

King Tiridates has a history of bending himself before the power of sorcerers and priests. Yara, secure in his Elephant Tower in Arenjun, effectively ruled Zamora for years before Conan slew him. Fear drives his attitudes toward sorcery. King Tiridates still fears mummery and black magic, even though he depends on such to help defend his nation. Tiridates learned to fear sorcery as a child. His aunt, Elfaine, was a sorceress, as was his sister, Taramis.

Royal Family

King Tiridates was not born in a vacuum. From *Conan the Destroyer*, Tiridates is shown to have had at least one brother, one sister and one niece. The brother died nearly 40 years ago and the sister died over 20 years ago during the events of *Conan the Destroyer*. His niece still lives. His family, although without legal power, have a considerable influence on the king and his decisions. His aunt, Elfaine, the Princess Royal of Zamora, died over 40 years ago and her estate and title passed to Princess Taramis, Elfaine's niece and Tiridates' sister. Trained to believe the only way a woman could come to power was through either seduction or sorcery, Taramis became both seducer and sorceress. She raised her own niece, Lady Jehnna, as an innocent to be sacrificed to the Sleeping God. Foiled by Conan, Taramis was slain during the ceremony and Lady Jehnna, as the king's niece, was decreed by Tiridates to be the Princess Royal of Zamora. Princess Jehnna's father, a brother to Tiridates, died under mysterious circumstances when Jehnna was an infant.

Nobles

The nobility of Shadizar live a precarious life. Should their estates, reputation or popularity ever be perceived to exceed King Tiridates', their lives are forfeit. Should they show even the slightest sign of discontent in their lord, their lives are forfeit. The king has spies in every household as well as assassins. The nobles know this. Many nobles even know who the spies are but do nothing about them for fear of royal reprisals for harming a loyal subject dispatched on the king's business.

The nobles of Zamora organise themselves by Houses. House Perashanid is an example of a noble family from Robert Jordan's *Conan the Magnificent*. These noble

Houses strive to rise in the king's favour without raising the king's drunken paranoia. The Houses engage actively in the vice and trade of Shadizar, employing complex networks intermediaries to control the wealth of the city. Some of the noble families are little more than organised crime families and others are descended from ancient Zhemri nobility, inheriting their wealth and status generation after generation.

The nobles control so much of the wealth in Shadizar the king must play a careful game. Even though he is a tyrant, he knows he needs some level of fear and support in the noble classes to remain fully in power. Many of the nobles are highly charismatic and diplomatic men who understand Tiridates and the demands of power. These nobles tend to have the king's ear.

The Seraglio

King Tiridates, like the kings of Zamora before him, maintains a stable of slave women for his pleasure. Although popular stories in Hyborian nations portray Zamorian harems as places where beautiful women loll about lazily as they are being pampered by eunuchs, the king's seraglio is a hotbed of intrigue and duty.

The king's concubines are generally well educated, instructed in performance, knowledge, crafts and sexual pleasure. All the women are expected to be able to embroider and manage a household. Their days are structured and not as indolent as many of the tales portray. Each woman is assigned some minor task each day according to her ability or talent. Eating, bathing and exercise come at prescribed times each day. Their sumptuous costumes are changed frequently in the course of the day. During certain times of the day, they perform visits of ceremony with each other. Occasionally a foreign woman is allowed to visit the seraglio to show the women curiosities from her homeland. Through it all, the incessant homage of their subordinate companions and slaves, combined with the beautiful furnishings and trappings, give the women of the seraglio a sense of happiness. In addition to a structured day and a general sense of happiness, the seraglio has its own hierarchy to provide a sense of challenge.

Although any woman who enters the seraglio of the king does so as a possible companion for the king, many of the women fail to ascend the ladder of intrigue to actually attract Tiridates' notice. The king's seraglio includes slaves, dancers, tutors and

concubines, among others. Most of them live in a magnificent dormitory style area of the palace where they eat, sleep and study in a group overseen by an older woman, usually one of the king's favourites grown old in his service. The women in this group are referred to in Turanian fashion as privileged ones.

When the king visits the privileged ones, they rush around him on all sides, bringing out any skill they possess as each tries to distinguish herself. The king is surrounded by a mass of charm and seduction. If one of the privileged ones manages to attract the king's attention, she moves up in reputation and rank in the seraglio and is given her own rooms, slaves and a stipend to spend. She is said to be in the king's eye, even though she has not slept with him at this point. These tend to his personal needs, pour coffee, give him towels in the baths, rub his back, sing to him, peel grapes or anything else the king needs, often based on the girls' talents.

If one of the king's personal attendants is summoned to his bed, and if she pleases him, she becomes a favourite. Her quarters are enlarged and she receives a larger allowance. Here the intrigue becomes extremely fierce. If a favourite girl bears a child, she moves up the ladder again. If she bears a son, then she becomes the mother of the heir and will rule as a virtual queen, supreme ruler of the seraglio. The king is unlikely to marry his slave girls, so she would not have the title of queen but her power as the mother of the heir will be considerable. The highest ranking concubine controls the seraglio treasury and is often an advisor to the king.

Secret Enemies

Every tyrannical government breeds clandestine enemies devoted to bringing down the regime and setting themselves up as the new heads of state. Zamora is no different. Although Tiridates does not tolerate differing political viewpoints or factions, they exist. Fallen houses and disrupted temples all plot in secret to overthrow the king. Sorcerers entrap and enslave key members of the king's court. Spies from other nations lurk in the shadows of the royal palace. Everywhere the King's Own seeks out those who plot against the king and the slightest error on the part of these secret enemies means immediate doom.

These enemies influence the king indirectly by keeping his attention focused internally.

His spy network, his royal soldiers and many of his assassins are

directly assigned to root out and destroy these rebel cells. His enemies then try to remain invisible and small. Most will never amount to any real trouble. The danger in enlarging their size is considerable, as they may attract spies and turncoats. Some few, especially those with sorcerous or demonic aid, do rise and threaten the government of Zamora. They know Tiridates has no real heir at this point and they know the fall of Tiridates will bring about a power struggle of titanic proportions. With money, influence and sorcery, some of the more successful groups believe they can win that power struggle.

Turan

Turan is Zamora's most pressing foreign concern. Much of Shadizar's trade passes through Turan and the kingdom of barbaric splendour's mighty armies could squash Zamora with minimal effort. In order to maintain peace with Turan, Zamora pays an enormous amount of tribute to King Yezdigerd. Yezdigerd's imperial designs trouble King Tiridates for they represent a complete change in the way things used to be. At one time, King Yildiz of Turan sent Tiridates gifts; now Tiridates must pay homage to Yildiz's successor, Yezdigerd.



Districts of Depravity

The Geography of Shadizar

KNOWN AS 'SHADIZAR the Wicked', this complex city is well-known as a city of debauchery, thievery and infamy. It is separated into different 'quarters', such as the Desert, a maul where debaucheries performed in privacy elsewhere in the city are done quite publicly with a mind toward profit. Elsewhere in the city, the nobility dwell in beautiful palaces with lush gardens. Although Shadizar is the capital of Zamora and home to Zamora's despotic, drunken ruler, much of the city is virtually ungoverned, save by whatever government can be bought with bribery, sorcery and brutal violence.

Although well-known as a crossroads for all that is evil and foul, Shadizar is much more. It is home to thousands of people from all walks of life, a place of commerce, a centre of power and wealth, a religious haven, a hiding place for the renegades of the world and with a complex ecosystem all of its own.

Herein is discussed the various quarters and sections of the great city. The gates, the maul, the temples, the craftsmen, the wealthy and the palaces all have their place. Shadizar is too large to discuss every possible location and such an in-depth discussion would be limiting to Games Masters, so there is a lot of room to add new places and people in the city. The Games Master is encouraged to make this city his own and add whatever he would like to it. The sections below are drawn from the various works of the Conan authors, including Robert E. Howard, Robert Jordan and Roy Thomas, so the Games Master can make his Hyborian campaign mesh with those works if that is his desire. Shadizar is constantly undergoing change and many of the stories the following places are drawn from come from Conan's youth. If your campaign takes place during King Conan's reign in Aquilonia, many of these places and people may or may not exist anymore at your convenience.

THE GATES OF SHADIZAR

Shadizar is a hub of commerce and news. The city is such a powerful hub it requires massive walls to protect it. Movement into and out of the city is channelled through majestic gates. Many great bejewelled gates lead out of the city in various directions. The gates are commonly guarded by a sergeant and a handful of the city watch. Entrance taxes are collected at the main gates.

The Lion Gate: This magnificent bejewelled gate leads out of the wealthier sections of Shadizar. It lies on the north side of the city.

Gate of the Three Swords: This impressive gate of alabaster and jewels leads out to the northeast. The road from the Gate of the Three Swords is a caravan route headed toward the route between Khesron through the Kezankian Mountains and Sultanapur in Turan. It leads also to the Well of the Kings, some days east and west of Shadizar. The Well of the Kings is a ruin of black stone slabs dating back to pre-Zhemri times. The well is a common stopping-point for travellers and caravans. This is the gate the Road of Kings passes through.

Gate of the Black Throne: This grim gate leads to the southeast on a caravan route that passes through Turan and into Vendhya.

West Gate: This gate is renowned for its executions and gory displays. The heads of executed criminals adorn long pikes on this gate as a warning to those who do not pay their tithes to the City Guard. This gate lies at the end of the High Corinthian Road, which runs south into Corinthia.

THE MAUL OF SHADIZAR - THE DESERT

Zamora's great cities are infamous for their mauls. A maul is an area of a city put aside for the poor and desperate. One of the two most famous Zamorian mauls is Arenjun's, which is imaginatively called the Maul. The other famous maul is Shadizar's.



Life and Society

The maul of Shadizar is known as the Desert. The Desert is characterised by damp sewage, reeking filth and the endless din. The poor and the destitute live out despairing lives on the crooked streets, living off the rats of the open sewers and alleys. Death and disease stride unhindered in these warrens of rotting humanity. Danger lurks around every corner and strikes without prejudice. Pickpockets, cutpurses and kidnappers swarm in the open markets and bazaars, preying on their chosen marks and victims. Although other quarters of the city are patrolled by city guards, the Desert is not. Pigs, chickens, dogs and cats churn underfoot as rumbling chariots thunder past, heedless of others. The streets are little more than sewers and the buildings are ramshackle affairs barely standing. The air is close and uncomfortable, reeking of putrescence. Brown fumes from cooking fires and numerous chimneys hang in the air, a great stink blanketing the city but centred somehow on the Desert. The noise of the crowds and the ringing of bells are omnipresent. The putrid masses of swarming debauchers can be heard day and night, rising and falling in unpredictable cadences. The jovial cries of children mixed with the screams of ecstatic adults compete with the noisy ring of craftsmen's hammers and temple bells. The people of the Desert come in three basic types: scavenger, predator and prey.

Among the scavengers are the street orphans and the beggars. The street urchins, known collectively as the Dust, live ragged lives of hopeless poverty, fated to live fast and die young without trusting anyone.

The Dust is an excellent source of information, willing to divulge information, search the Desert or do just about anything for a few coins. If a character can gain or purchase the collective

skills of the Dust, any Gather Information or Search check gains a +5 circumstance bonus. Denizens of the Desert tend to ignore the barefooted street urchins, thus the Dust can move almost invisibly through the crowds. Beneath the ragged tunics of the Dust are daggers, knives and other small weapons, usually in multiples. The beggars are known as the Brotherhood of the Bowl but no one really knows if there is a real organisation by that name

or if it is simply an affectation carried on by tradition. Of course, anyone unwise enough to inquire too closely may find death quickly stalking behind to kill the inquirer. Beggars are not allowed in the bazaars but lurk freely on the outskirts. If the scavengers manage to become noticed, they quickly become prey for the predators or even other scavengers. Scavengers often maximise their Bluff, Disguise, Hide, Sleight of Hand, Spot and Search skills.

Predators are those seeking to empower or enrich themselves at the expense of others, those who control the vice and debauchery in the Desert. The vices indulged in behind closed doors in the rest of Shadizar the Wicked are openly engaged in the Desert for profit by predators. Drug peddlers, merchants in illicit goods, prostitutes, madams, gamblers and others are all examples of Shadizar's Desert predators. Predators are in a precarious position in the Desert. If the predator is deemed strong, he is safe. If he is deemed weak or inattentive, the predator quickly becomes prey and strength is always relative. The predators include the King's Own, deadly soldiers charged with keeping law in the city. Occasionally soldiers march through the Desert, ostensibly to maintain order but mostly just to kill some of the poverty-stricken, rat-eating, homeless souls. The predators ignore the invisible scavengers of Shadizar, always on the lookout for prey and more powerful predators. Many predators take the Leadership feat to surround themselves with heavies and flunkies to further protect themselves from becoming prey.

Prey is anyone not fitting the above descriptions. Most of the denizens of the Desert leave the predators stronger than themselves alone and do not bother with the scavengers. If a character is not seen as a strong predator or cannot move unseen as a scavenger, then that character is potential prey, attacked mercilessly by

the various predators and his ruins will be picked over by the scavengers. Prey includes the addicted, the weak and the fallen.

In addition to the myriad murderers, rapists, thieves and perverts, the Desert of Shadizar is the location of ramshackle residences and sprawling businesses. Taverns lurk on every street, filled with hordes of sweating men bawling out crude songs while thumping their mugs on coarse tabletops as naked dancers undulate their oiled bodies to the barbaric rhythms of musicians. Obscene brothels are nearly without number, serving all tastes with sleek girls with round hips and soft breasts, all willing to help their custom explore the excesses of fleshly pleasures and the limits of erotic delights. Many are even willing to provide equally sleek lads or finely bred animals. Prostitutes, their fragile youthfulness long spoiled by the debauches of hungry men, walk the streets, their clothing arranged to expose their nakedness with every step. Crippled hags with greedy, toothless grins rent out crumbling huts to desperate lovers hungry for a precious moment together. Crooked alleys swarm with hags and pimps selling painted children to degenerates. Every conceivable pleasure is for sale here, or at least for rent. Wrestlers, dancers, orgies and feasts are available to those with the ill-gotten means to purchase them. Merchants less squeamish than those in the Merchant Quarter buy stolen goods from thieves in ill-kept places quickly abandoned when the law comes seeking them. Food stalls sell wheat, barley, sides of beef and slabs of roast pig. Murders and thefts are so commonplace they go nearly unnoticed by the masses walking a few feet away. The winding ways of Shadizar's maul are host to craftsmen not affluent

enough to practice in the Craftsmen Quarter as well as to professions and services of need to the predators of the Desert.

Several businesses and establishments have shown up in the various works of the Conan authors. Some may exist, yet others may have long since vanished into the dark nights of Shadizar, the City of the Wicked. The following are descriptions of some of the more well-known establishments. The Games Master can use them as they are or use them as inspiration for his own inventions.

Major Features of the Desert

Tavern of Abuletes: In the heart of the Desert, located deep in the narrow twisting streets and garbage strewn alleys, the tavern of Abuletes is said to be one of the best in Shadizar. Here the dancers perform naked and the thieves barter openly. During Conan's youth, the tavern was run by fat Abuletes (detailed below). If your campaign is set during Conan's reign, the tavern could be run by an elderly Abuletes or one of his heirs. The tavern may have changed owners completely or may even not exist anymore, living now only in legends and stories told by ageing thieves who remember the 'good old days' when Abuletes knew how to run a tavern. Garden variety cutpurses and footpads are not the typical clientele of the establishment and graverobbers are particularly unwelcome, although largely for the unwholesome smells clinging to them, not because Abuletes has a moral care about how a person earns their coin. The best wine is Kyroian but he usually serves watered down wines in leather jacks to most of his uncaring and boisterous crowds. He employs a pair of skinny sweepers to clean the bar each morning.

The ground floor of the tavern is dominated by a cracked, wooden bar in a large common room. Behind the common room is a large kitchen and pantry where the food is prepared and the thin wines are stored. Courtesans working for the tavern ply their trade in the common room, inducing men to purchase upstairs rooms for additional money. A rickety stair leads from the common room to the upstairs bedrooms.

Upstairs, Abuletes keeps beds. The rooms are little more than simple boxes of rough wooden planks, each with a narrow window complete with flimsy shutters. The beds are low and wide. Other than the bed, the rooms are furnished with a single-legged table and a stool. Pegs on the wall provide a place to hang



The purple-domed and many-spired city of Shadizar was known as 'the Wicked', but the debauches of its high-chinned nobles, of the cruel-eyed wives and pearl-draped daughters, paled beside the everyday life of that part of the city known as the Desert. In those narrow, twisting streets and garbage-strewn alleys, haven of the thief, kidnapper, murderer and worse, the price of a body was silver, the price of life copper, the price of a soul not worth speaking of.

Robert Jordan, *Conan the Invincible*

The following night, Conan swaggered into his favourite tavern, that of Abuletes, in the Maul. The low, smoke-stained room stank of sweat and sour wine. At crowded tables, thieves and murderers drank ale and wine, died, argued, sang, quarrelled and blustered. It was deemed a dull evening here when at least one customer was not stabbed in a brawl.

Robert E. Howard and L. Sprague de Camp, *The Hall of the Dead*

one's belongings. Abuletes expects patrons to make use of his doxies in order to stay in his establishment overnight. His prostitutes wear gilt and cheap jewellery but provide Abuletes with a steady income in order to use his establishment for their own gain.

The Katara Bazaar: The Katara Bazaar is described as a kaleidoscope of colours punctuated by a cacophony of voices. It is a large, flagstone-paved square near the Desert. Sleek nobles shop here, rubbing shoulders with grubby apprentices and working class members of society. Some vendors display their goods on flimsy tables beneath faded tarps and others merely have a blanket spread out in the hot sun to show off their wares. Hawkers sing and cry out information about the goods for sale as they stroll through the crowds. Beggars are not allowed in the actual bazaar but lurk at the fringes. The beggars around the perimeter co-operate with each other to the extent that each remains a certain distance from the others. The Katara Bazaar is the site of a huge Turanian slave market. Obvious barbarians, especially Kezankian hillmen, are not particularly welcome here, although they are rarely accosted or forced out. Those who would sell items in the bazaar or beg on its fringes pay a tithe to the watch. Characters wishing to sell loot would be better off finding a fence. The merchants who ply their trade here do not look kindly on such competition.

House of the Lambs of Hebra: This is an infamous 'specialised' brothel within the Katara Bazaar. Noblemen must be careful if they patronise this establishment, as rumours about those who

partake of its pleasures can be sufficient enough to ruin entire families and fortunes. This brothel does not bother with padded rooms for the purpose of stifling the cries of tortured victims of lust and brutality; its rooms are well-appointed but perfectly secure. The walls are thick and a double carpet lines the floors. The windows to the rooms are doubly secured, including heavy shutters and thick drapes. Not a sound escapes from the interior of this vile bordello. The only outrage not permitted here is murder of the 'lambs'. Rumours persist about secret underground chambers but no one has ever publicly confirmed the existence of such rooms.

House of Suwong: The House of Suwong is a brothel that poses as a tavern. Jenna, a one-time companion of Conan, plied her trade here during Conan's youth. The tavern is made up of a single fume-choked room. A doxy greets customers as they enter, welcoming them to the House of Suwong. The establishment only accepts coins from barbarians, not wanting to have to sell the weasel-pelts or musk-ox horns the Kezankian hillmen often try to trade with. Most of the establishment is made up of rooms for the pleasure and comfort of its customers, including baths and other luxuries. Suwong is a Khitan prostitute turned madam. The House of Suwong appeared in Roy Thomas' *Devil Wings over Shadizar*.

Eriakes' Inn: Eriakes' Inn is a popular stop for foreigners newly arrived in Shadizar and is at the edge of the Desert.

Golden Dragon: This is an alehouse and wineshop. At one time it was owned by a man named Tigranes.

Madam Ilga's House: A brothel in the Desert, well known for its sleek, round-hipped girls. Grinning slaves carry debauchers back to their inns afterward. Madam Ilga's House appeared briefly in L. Sprague de Camp and Lin Carter's *Conan the Barbarian*.

History

The Desert began as a foreign ghetto as Shadizar formed during the days when Zamora was a great empire extending from the borders of Acheron to the Vilayet Sea. As trade routes from the Vilayet converged on Shadizar, more and more displaced pilgrims and travellers found their way to the maul. Eventually, the maul was named the Desert and became virtually lawless.

Additional Information

Virtually all the people who live in the Desert are among the generational or situational poor. Characters from the Desert are survivors and almost all of them carry some form of weapon or protection to stave off the omnipresent predators of the district or to intimidate their prey.

ABULETES

Medium Humanoid Zamorian thief 12

Hit Dice: 10d8+4 (49 hp)

Initiative: +13 (+5 Dex, +8 Reflex save)

Speed: 30 ft.

DV (Dodge): 32 (+6 level, +5 Dex, +1 Light-Footed dodge)

DV (Parry): 16 (+6 level, +0 Str)

DR: —

Base Attack Bonus/Grapple: +9/+9

Attack: Dagger +13 melee finesse; or unarmed strike +13 melee finesse

Full Attack: Dagger +13/+9 melee finesse or unarmed strike +13/+9 melee finesse

Damage: Dagger 1d4 or unarmed strike 1d6

Special Attacks: Sneak Attack +6d6/+6d8 (+7d6/+7d8 if wearing less than 20 lb. of gear), Sneak Attack Style (dagger, crossbow, unarmed strike, garrotte)

Special Qualities: Zamorian Traits, Trap Disarming, Trap Sense +4, Jack-of-all-Trades, Skill Mastery (*Appraise*, *Bluff*, *Profession (bartending)*, *Search*, *Sleight of Hand*, *Spot*)

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

Saves: Fort +4, Ref +13, Will +6



'Fat Abuletes made the coins disappear, replacing them with a leather jack of sour-smelling wine. His neck rose in grimy folds above the collar of a faded yellow tunic. His dark eyes, sunk in the suet of his face, could weigh a man's purse to the last copper at twenty paces. Instead of moving away, he remained, studying Conan from behind the fat, flat mask of his face.'

Robert Jordan, *Conan the Invincible*

Abilities: Str 10, Dex 21, Con 10, Int 16, Wis 14, Cha 16

Skills: Appraise +20, Bluff +18, Decipher Script +10, Diplomacy +20, Disable Device +7, Gather Information +20*, Knowledge (local) +16, Listen +12**, Open Lock +9, Profession (Bartender) +20, Search +12, Sense Motive +12, Sleight of Hand +22, Spot +19**, Tumble +12, Use Rope +8

* +2 circumstance bonus to checks that relate to theft, assassination and the powers/locations of magical artefacts

** +1 circumstance bonus when in an urban or underground environment

Feats: Alertness, Brawl, Deft Hands, Diligent, Eyes of the Cat, Improved Unarmed Strike, Investigator, Light-Footed, Negotiator, Poison Use, Skill Focus (Profession (bartender))

Reputation: 20 (talented) (He may add a +3 bonus to his Bluff and Profession checks)

Leadership: —

Code of Honour: None

Allegiances: Abuletes' Tavern

Possessions: Filthy apron, faded yellow tunic

(In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.)

Abuletes owns and operates the best tavern in the Desert. An accomplished thief in his own right, he spent much of his youth performing con games with his

sleight of hand skills. Always a master at acquiring information, he managed to acquire his tavern via dubious methods. His hands are described as being plump spiders, able to deftly lift necklaces and purses from the corpses that seem to drop nightly in his tavern, as well as making coins disappear from sight when laid on his bar. Killings in his bar do not worry him overmuch so long as the law is not involved. A broker in information, Abuletes knows much of what goes on in Shadizar. If he does not know something, he usually knows where the information can be found or purchased. He waters his wine to increase his profits and quickly searches and steals money from the corpses littering his floor in the mornings. Abuletes' hearing is acute and he can be quickly summoned to the bar just by dropping some coins upon it. He makes for an excellent source of information for the Player Characters and can play a recurring role as a contact in a campaign.

Adventure Hooks for the Maul of Shadizar

Every now and again, King Tiridates sweeps the Desert with his troops, arresting or killing anyone in the way, just as a general purge of potentially dangerous subjects. The Player Characters could be in the midst of one of these 'purgues' and have to run or fight for their lives. Also, they could find themselves defending innocents or defending some of their contacts. Also, is the king doing it for his usual reasons or is there an ulterior motive for the search? Perhaps a sorcerer is once again pulling the king's strings and is behind it.

Someone is reporting on the Player Characters' business to the law. At every turn, the King's Own or the City Watch seem to be present, ready to hinder the Player Characters' plans.

The Player Characters are hired by a priest to break into the King's Palace to steal wealth from the drunken king. The priest may be honest about the theft or he may double-cross the Player Characters for his own political designs.

The rivalry of two merchant families has taken a decidedly bloody turn, causing an explosion of violence to take place in the midst of the Katara Bazaar. Both families manage to pin the blame on the innocent Player Characters, possibly resulting in the Player Characters wanting to bring about the ruin of both families.

TEMPLE DISTRICT

The Temple District of Shadizar is eerily quiet, especially considering the volume of noise in the rest of the vast city. Broad boulevards separate the pillared temples, tall towers and lush, walled gardens dedicated to the gods and priests of men. The City Watch do not bother to patrol this area except by the whim of the priests, who rarely call upon royal law to defend their paradise. Thieves prefer to stay away from the marbled temples, afraid of the frightful dooms of both priest and god alike.

Life and Society

During the day, the squares and wide boulevards are filled with pontificating priests expounding upon complex theories of theology and complex profundities on philosophy. Acolytes and slaves criss-cross the spacious streets running errands for the priests and pontiffs. Slaves are charged with cleaning the streets at proscribed times during the day, making this area of the city extremely well kept. Censors and braziers burn incense at most hours of the day, keeping the air cloyingly sweet.

Many priests are minor nobles. Some have levels in the noble class but most merely have the Noble feat from *Conan: The Scrolls of Skelos* and take the scholar class. Often noble families train the first born to take over the family and the second male child is likewise prepared in case the first born male should perish or prove unworthy. The third sons and beyond are usually sent to the temples at a young age so as to not be a drain on the family resources. These sons are educated and brought up in the ways of the temple. Some maintain familial loyalties and allegiances but most abandon such things in favour of their chosen temple or religion. Note that, in general, priests, whether of the scholar



No watchman passed, for even the thieves of the Maul shunned the temples, where strange dooms had been known to fall on violators.

Robert E. Howard, *The Tower of the Elephant*

class or not, are not all sorcerers. Many are simply scribes and learned philosophers.

Much of a Zamorian priest's time serving the temple is taken up with religious and philosophical debate. These debates are treated with utmost seriousness by the Zamorians. Debates of this nature are deemed proof of religious knowledge, religious enthusiasm and religious belief. Temples split asunder as these debates become more and more serious, creating new cults based on the primary religion but emphasising differing aspects of the faiths. Many of these splits revolve around issues seemingly minor to an outsider yet are profound to the Zamorian believers. The nature of the gods, the nature of man, the role of government, the role of priests and even lifestyles of priests and the masses all come under the critical scrutiny of the debating priesthoods.

The priests live lifestyles varying with income, desire and belief. In typical Zamorian fashion, most live a luxurious, hedonistic lifestyle. Priests use their influence and wealth to buy land, property and people. Many priests are also landowners and several own businesses outside of the temples. Priests own most of the finer brothels in Shadizar, even those who decry hedonistic sexual pleasures outside of marriage. The higher the priest's rank, the better his living quarters and the more desirable his slaves are. The priests are spied upon by the king at most times for he fears their influence over the people. The king keeps the priests in a state of discord whenever possible, so they spend their time in intrigue within the Temple District, leaving them little time to concern themselves with political issues.

The temples also hold the largest libraries in the city, though precious few of them are open to the public. Scholarly priests collect mouldering manuscripts and sagacious volumes of such rarity their worth is occasionally more than the temple housing them. Many of the temples employ book finders who scour the bazaars of cities both great and small in lands far

and near in a never-ending quest to find particular tomes for their masters.

This section of the city is also the focus of the two great festivals held each year in Shadizar: The Spring Festival and the Festival of All Gods. The Festival of All Gods involves delegates from all the temples coming in from far flung cities. Shadizar also sends delegates to the temples in Arenjun and Yezud at the same time. Great parades are held and the priests uphold treaties and agreements to stay their hand at treachery against rival religions during the festival. Pilgrims fill the city, mostly in the maul and long three-hour rituals are held in which each god of the complex Zamorian pantheon is invoked and asked for favours.

Major Features of the Temple District

The extensive lanes of the Temple District are lined with some of the grandest temples ever built in Zamora. Tall towers and marble pillars exemplify these impressive edifices, each one designed to awe the viewer both in scope and majesty. Many of the temples specialise more in style of worship and substance of philosophy more than they vary in true theology. Most of the temples merely worship the Zamorian pantheon as a whole but each has its own spin on what the religion means and what the gods offer to man and vice versa. Numerous temples, however, are devoted to individual gods instead of the pantheon as a whole. Temples to demon lords and foreign gods exist side by side with grand piles of ancient marble devoted to ancient Zhemri deities.

The Open Domed Minaret of the Night God: The Temple of the Night God is a tall bejewelled spire with an open minaret of gold mounted on top. The base of the Temple is a ring of steps rising to the doors of the lower level. The lower level is the entrance level. Doors ring the temple in arched pairs, the golden light of the interior appearing bright against the purple adornments of the exterior. Above the doors, red and purple glass and jewels adorn great motifs of former priestesses from time immemorial. Beyond the doors, a lush green carpet and blue wall adornments greet the visitor. Spiralling staircases of iron, adorned with stars and moons, rise from the green carpet as they lead to the upper chambers. Set into the walls of this lower level are small alcoves where lotus and hashish addicts, thin and scrawny, recline in drug-induced stupors seeking religious visions. The upper levels have similar alcoves with similar addicts. Finally, at the top of the tower, the visitor can reach the open-air dome

Sample Zamorian Priests

Medium Zamorian Scholar	1 st level Acolyte	6 th level Priest	10 th level High Priest
Hit Dice:	1d6–1 (5 hp)	6d6–6 (15 hp)	10d6 (35 hp)
Initiative:	+2	+4	+6
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	12 (+2 Dex)	14 (+2 Dex, +2 level)	16 (+3 Dex, +3 level)
DV Parry:	9 (–1 Str)	11 (–1 Str, +2 level)	13 (+0 Str, +3 level)
BAB/Grapple:	+0/–1	+4/+3	+7/+7
Attack:	Dagger +2 melee finesse	Dagger +6 melee finesse	Dagger +10 melee finesse
Full Attack:	Dagger +2 melee finesse	Dagger +6 melee finesse	Dagger +10/+5 melee finesse
Damage:	(1d4–1/ 19–20 x2 / AP 0)	(1d4–1/ 19–20 x2 / AP 0)	(1d4/ 19–20 x2 / AP 1)
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Qualities:	Zamorian Traits, Bonus Feat, Base Power Points, Scholar, Background (lay priest), Knowledge is Power	Zamorian Traits, 3 Bonus Feats, Base Power Points, Scholar, Background (lay priest), Knowledge is Power, +2 Power Points, +8 Skill Points, Increased Maximum Power Points (triple)	Zamorian Traits, 3 Bonus Feats, Base Power Points, Scholar, Background (lay priest), Knowledge is Power, +3 Power Points, +10 Skill Points, Increased Maximum Power Points (triple)
Saves:	Fort –1, Ref +2, Will +3	Fort +1, Ref +4, Will +9	Fort +3, Ref +6, Will +11
Abilities:	Str 8, Dex 14, Con 8, Int 15, Wis 13, Cha 14	Str 9, Dex 15, Con 9, Int 17, Wis 14, Cha 15	Str 10, Dex 16, Con 10, Int 18, Wis 15, Cha 17
Skills:	Appraise +4, Bluff +6, Craft (herbalism) +6, Decipher Script +8, Disable Device +6, Gather Information +6, Intimidate +6, Knowledge (arcana) +6, Knowledge (local) +6, Knowledge (religion) +6, Open Locks +6, Perform (ritual) +6, Profession (priest) +3, Sense Motive +4, Sleight of Hand +6 <i>(In urban environments also has Climb +0, Hide +3, Listen +2, Move Silently +3 and Spot +2.)</i>	Appraise +8, Bluff +11, Craft (herbalism) +7, Decipher Script +14, Disable Device +6, Gather Information +11, Intimidate +11, Knowledge (arcana) +14, Knowledge (local) +14, Knowledge (religion) +14, Open Locks +6, Perform (ritual) +11, Profession (priest) +10, Sense Motive +9, Sleight of Hand +6 <i>(In urban environments also has Climb +0, Hide +3, Listen +3, Move Silently +3 and Spot +3.)</i>	Appraise +9, Bluff +16, Concentration +1, Craft (herbalism) +8, Decipher Script +19, Disable Device +7, Gather Information +16, Intimidate +16, Knowledge (arcana) +19, Knowledge (local) +19, Knowledge (religion) +19, Knowledge (nobility) +10, Open Locks +7, Perform (ritual) +14, Profession (priest) +15, Sense Motive +15, Sleight of Hand +7 <i>(In urban environments also has Climb +1, Hide +4, Listen +3, Move Silently +4 and Spot +3.)</i>
Feats:	Diligent, Noble Blood	Diligent, Iron Will, Knowledgeable, Leadership, Noble Blood, Priest ^{bonus} , Skill Focus (Knowledge (religion)) ^{bonus}	Diligent, Iron Will, Knowledgeable, Leadership, Noble Blood, Priest ^{bonus} , Ritual Sacrifice, Skill Focus (Knowledge (religion)) ^{bonus}
Code of Honour:	None	None	None
Reputation:	3 (villain)	8 (villain)	20 (villain)
Leadership:	N/A	8/11 (1 4 th level cohort; up to 25 1 st level followers)	13/16 (1 6 th level cohort; up to 70 1 st level followers, 3 2 nd level and 1 3 rd level)
Allegiances:	Temple, high priest, study	Temple, followers, Games Master's choice	Temple, followers, Games Master's choice
Base Power Points:	5 (10 maximum)	8 (24 maximum)	9 (27 maximum)
Magical Attack:	+2 (+2 Cha)	+5 (+3 level, +2 Cha)	+8 (+5 level, +3 Cha)
Sorcery Styles:	—	—	Hypnotism
Spells Known:	None	None	<i>Domination, entrance, hypnotic suggestion, mass hypnotic suggestion</i>
Corruption:	0	1	3

with its purple and red altar. A single brazier is all that is permitted for light in the evenings, and even this is extinguished during most of the ceremonies and rituals. At the very top of the minaret is a curious bell, and a purple rope falls from the bell to hang near the brazier.

History

As Zamora grew, so did its religion. Wanting more power, the priests felt having a central location for all the temples would be advantageous. Old temples were destroyed or abandoned as the Temple District was built.

Additional Information

Most priests take the scholar class, although many are not full-fledged sorcerers. The Priest feat is common for higher-level priests, as is the Noble Blood feat from *Conan: The Scrolls of Skelos*. Most will take the Priest feat as a 4th level Bonus Feat in lieu of a new sorcery style, which means they will be eligible to learn one of their religion's preferred styles (usually Hypnotism) at 8th level.

Adventure Hooks for the Temple District

Player Characters could be hired as book-finders to seek out rare volumes and manuscripts in the bazaars of Shadizar and other nations.

A religious war breaks out between two temples worshipping the same deity on some minor point of theology and the Player Characters are caught in the fight. Perhaps they are hired as private mercenaries to take out the priests of the rival temple or perhaps the Player Characters are merely in the wrong place at the wrong time and are swept up in a tide of violence.

A temple may kidnap a friend or important contact of the Player Characters in order to sacrifice the person to their dark gods or demons. The contact is of sufficient importance to the Player Character's goals to warrant a rescue attempt.

Rumours of grand treasures in hidden vaults are known about particular temples. The average thief of Shadizar fears the priests so does not bother to attempt the theft. The

Player Characters, however, are made of sterner stuff and plan to make the raid.

CRAFTSMEN DISTRICT

The Craftsman District is both loud and odorous with industry. Here is where the best craftsmen make their living. Most live in the district as well. Alchemists, armourers, bakers, basket makers, cobblers, coopers, distillers, instrument makers, leatherworkers and all manner of smiths and masons live and work here, competing and bargaining with each other, working together against mutual competitors and fighting bitterly to stay on top of their business.

Life and Society

Those who work in the Craftsman District are the most industrious and savvy of Shadizar's manufacturing labour force. The craftsmen tend to band together in guilds for mutual trade protection. The metal workers of Shadizar, for example, work together to bar or restrict trade in metals and metal goods, forcing merchants and traders in foreign worked metal goods to pay a stipend or fee for the right to sell the goods in Shadizar. The tariff is then split between all the relevant merchants with a portion given to the king for the right to charge the tariff. The only exception to this is on annual fairs or on established market days, when anyone can buy and sell to the public.

The craftsmen live in neighbourhoods of similarly skilled craftsmen. Often the master craftsmen of a particular craft all belong to the same family. They share apprentices between them, working together to regulate competition and promote prosperity for the entire family and, by extension, the prosperity of Shadizar as a whole. The king keeps a close eye on these guilds, recognising them as necessary but worried about any particular family gathering enough wealth or power to rival him.

The craft-masters rule the craft guilds by consensus. Becoming a master is difficult, as is entering any select inner circle of a group or cult. A craftsman begins life as an apprentice to a master, a teen-aged youth who works in exchange for food,



clothing, shelter and an education. Usually the parents of a youth pay the master a fee to entice him to take on the child as an apprentice. The child's situation is treated as a business contract by the Zamorian craftsmen. An apprentice is not paid money in any circumstances and this position lasts for between five and nine years. During his apprenticeship he is not permitted to marry, as the master would then be required to feed and house additional people without due compensation. Trips to taverns, brothels and inns are often regulated or banned as well. Most apprentices lived in the attic of the master's house, far away from the valuable tools and raw materials of the shop located on the ground floor.

Once the master has given his approval of the apprentice's overall work and skill level, the apprentice becomes a journeyman. Journeymen are allowed to work for any master and are paid with wages for their labours. Only a journeyman or master may use his Profession skill or Craft skill to earn an income. He works six-day weeks from sun up to sun down whilst living on the third floor of a master's house. In order to rise above the status of journeyman to master, the journeyman has to produce a masterpiece. This masterpiece must be created on his own time with his own materials and tools, both of which are difficult to procure on modest wages. This is made more difficult to accomplish as most journeymen work for various masters six or more days per week from sunrise to nightfall and Shadizar forbids craftsmen to work after nightfall because unattended artificial light is a fire hazard. In addition to the need to craft an unqualified masterpiece to rise to the rank of master, the journeyman must also prove he has accumulated wealth and reputation. Once a journeyman has produced his masterpiece and has proved his social worth, he is granted the rank of master and accorded the privileges of that class.

Masters are allowed to establish their own workshops, hire journeymen and train apprentices. Masters usually build three-storey homes. Their workshop is on the ground floor. The master and his family live on the second floor. Journeymen live on the third floor. Apprentices are often given a bed in the attic. Masters are also given a say in rules, regulations and other matters pertaining to the guild. Most guilds have a restriction on how many masters can operate in the city, so some journeymen are denied the position for economic reasons until an opening is present.

To Conan's surprise they moved no closer to the Desert, but rather farther away, into a district peopled by craftsmen. The din of brass-smiths' hammers beat at them, then the stench of the dyers' vats. Smoke from kiln fires rose on all sides.

Robert Jordan, *Conan the Magnificent*

Along with the social and economic benefits associated with the rank of master, there come responsibilities. Craftsmen must perform public duties, such as patrolling their district, donate time, work and effort for the king and his projects, donate time and work to the temples as needed and provide dowries for poorer craftsmen's daughters. The masters look after sick and elderly guildsmen if necessary, investigate sabotage, provide for the families of dead craftsmen in perpetuity (or until the family leaves Shadizar or otherwise becomes capable of providing for themselves) as well as two other important duties: the protection of the secrets of their craft and the assurance of their craft guild's quality in the city.

The guild masters are charged with protecting the secrets of their craft. Apprentices and journeymen are rarely allowed to leave Shadizar for the secrets of their craft are valuable. In the same manner that Akbitana protects its trademark industries, the craft guilds of Shadizar virtually chain its craftsmen to the city. If a journeyman flees Shadizar, the craft masters are expected to expend due effort in hunting down and slaying the fugitive craftsman. They record the individual marks of all craftsmen working in the city. The mark of a master must accompany the mark of a journeyman to prove the quality of the workmanship. Guilds often use secret signs to communicate basic information to other members, as well as mysterious gestures to identify fellow guild members and their ranks. Many guilds incorporate religious and philosophical concepts and traditions into their meetings, making them mystery cults of a sort. During festivals the guilds often put on trademark plays to emphasise their preferred themes

and religious stories. For example, the goldsmiths, every year, put on a complex play illustrating the creation of gold myths present in the religious traditions of Zamora.

Guild masters also make sure their craft is represented fairly and with due quality. Craftsmen who produce inferior products or are found to cheat the public are punished. Fines, reduction in status and expulsion are all common punishments for defrauding the people of Shadizar. Jobs in Shadizar need to be done right the first time, and the master craftsmen ensure this happens by overseeing the training and practice of all craftsmen in the city.

Joining a guild is an honour and earns an apprentice an immediate +2 bonus to Reputation. Simply being in a guild results in a perceived increase in social status and class. Most craft guildsmen attempt to gain a talented Reputation. Becoming a journeyman for a guild earns the craftsman another +2 bonus to Reputation. Becoming a master requires at least a 20 Reputation and, if attained, earns the craftsman a +4 bonus to Reputation, making him one of the movers and shakers of Shadizar's economy.

Major Features of the Craftsman District

The Craftsman District is a maze of streets and neighbourhoods designed around specific crafts. Streets are often named after the crafts assembled around them, such as Baker's Street or Miller's Street. Shops and houses are generally three storeys high with attics. The shops themselves are located on street level and the living quarters are built on top of the shops. The noises and smells in this area vary widely from street to street and a visitor can often find the shop he is looking for simply by following his nose or ears. The district also includes services designed for the craftsmen. Taverns and brothels catering to the needs of the craftsmen are common and some only permit entry to guild members of one craft guild or another. The Craftsman District also features its own bazaar selling much needed raw materials.

Red Lion: A tavern in the Craftsman District, the Red Lion is noted for not being laid out in a typical floorplan for a tavern. At some point in the past, a fire had gutted the building, the ground floor collapsed into the cellar and had never been replaced. Instead, the owners built a balcony around the hole at street level and the cellar became the common room. The benefit is the soft temperature of the tavern, for it

remains at a cool temperature even at the hottest hours of the day in Zamora's sweltering summers. Rooms above the ground-floor balcony provide a place for rest and entertainment with one of the many prostitutes who work here. The kitchen is also at ground level, so a constant stream of serving girls ascend and descend the stairs at the back of the common room carrying trays of food and drink. The tavern caters to the craftsmen of the district. Potters and metal workers are the most common patrons. Mugs tend to be wooden here, unlike the leather jacks prominent in the Desert.

History

The Craftsman District grew as Shadizar's specialisation of industry become more and more prominent. The city's bakers, cobblers, stone masons and carpenters associated with one another and banded together for protection and mutual aid. As these associations grew larger and more important in Shadizar, the guild leaders petitioned the king of that era for more rights and these rights were granted to them in order to protect Shadizar against outsiders so long as the craftsmen upheld some measure of civic service and duty.

Additional Information

Most craftsmen in Shadizar are of the commoner or scholar class (non-sorcerous, generally speaking). Skill Focus and other feats designed to enhance skills are typical feats for craftsmen to take. Craftsmen do not make a living from combat, so combat-oriented feats are rare. Craft masters take the Leadership feat to attract apprentices and journeymen, although few can afford to house and maintain their full allotment of 1st level apprentices. Craftsmen tend to have an allegiance toward their guild, giving them a +2 Charisma bonus when dealing with other guild members who share their allegiance.

MALDIZ

Medium Humanoid Zamorian commoner 10/ thief 5

Hit Dice: 10d4+20+10 (55 hp)

Initiative: +13 (+4 Dex, +9 Reflex save)

Speed: 30 ft.

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

DV (Parry): 19 (+7 level, +2 Str)

DR: —

Base Attack Bonus/Grapple: +8/+10

Attack: Dagger +12 melee finesse

Full Attack: Dagger +12/+7 melee finesse

Damage: Dagger 1d4+2/ 19–20 x2 / AP 3

Special Attacks: Sneak Attack +3d6/+3d8 (+4d6/+4d8 if carrying less than 20 lb.), Sneak Attack Style (dagger, broadsword)

Special Qualities: Zamorian Traits, Skill Focus (Appraise), Skill Focus (Bluff), Trap Disarming, Trap Sense +1

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

Saves: Fort +10, Ref +13, Will +6

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

Skills: Appraise +18, Bluff +18, Craft (blacksmith) +22, Craft (goldsmith) +19, Diplomacy +26, Disable Device +8, Forgery +6, Gather Information +16, Knowledge (local) +13, Listen +9, Open Lock +8, Profession (bartender) +13, Sense Motive +14, Sleight of Hand +11, Use Rope +9

Feats: Craftsman^{ss}, Eyes of the Cat^{bonus}, Great Fortitude, Leadership, Light-Footed^{bonus}, Negotiator, Skill Focus (Craft (blacksmith)), Skill Focus (Diplomacy), Skill Focus (Gather Information), Skill Focus (Profession)

Reputation: 30 (talented) (He may add a +8 bonus to his Bluff, Intimidate and Gather Information checks)

Leadership: 18/20 (9th level cohort; 150 1st level followers, 6 2nd level, 3 3rd level, 1 4th level)

Code of Honour: None

Allegiances: Blacksmith's guild, tavern merchant's guild, Reputation

Possessions: Brown tunic, apron, red turban

^{ss} See *Conan: The Scrolls of Skelos*.

(In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.)

Maldiz was once a master blacksmith in Shadizar. Now he is a bartender. Maldiz's most reputed work, a masterpiece, was a forged falcon. He has no nieces, although he allowed a young

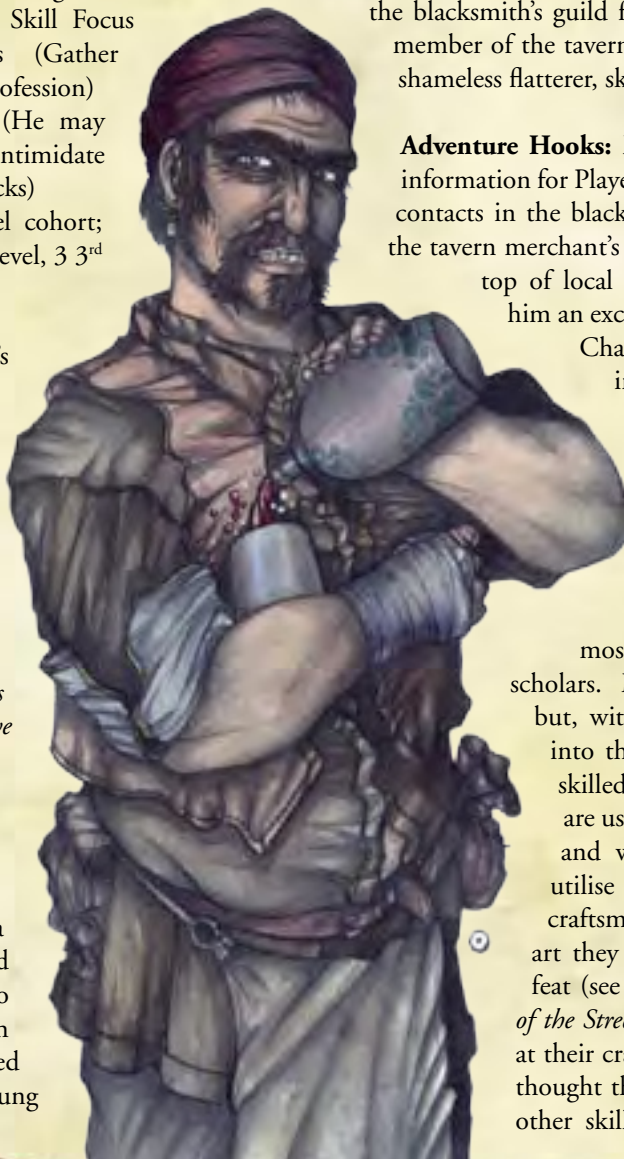
And you are a shameless flatterer. Come, Conan. I want you to meet Maldiz, the finest blacksmith in Shadizar, even if he is my uncle.

Roy Thomas, *Devil Wings over Shadizar*

prostitute named Jenna to pretend to be his niece. He met Conan during the latter's youth and melted down Conan's gold into a heart-shaped bauble so it would be easier for Jenna to steal. After Conan slew the Night God of Shadizar, the worshippers, upon learning Conan had visited him the night prior, attacked Maldiz. During the fight, his hand was ruined and he had to abandon his forge. He receives a stipend from the blacksmith's guild for his injury and is now a member of the tavern merchant's guild. He is a shameless flatterer, skilled in Diplomacy.

Adventure Hooks: Maldiz is a good source of information for Player Characters. He has many contacts in the blacksmith's guild, as well as in the tavern merchant's guild. He tends to stay on top of local and foreign news, making him an excellent contact for the Player Characters. His followers include the prostitutes who work at his tavern, as well as members of the Dust and other information gatherers.

Craftsmen: Craftsmen may be of any class but most are either commoners or scholars. Many begin as commoners but, with intense study, multiclass into the scholar class. The most skilled and successful craftsmen are usually highly intelligent men and women, able to learn and utilise a variety of skills. Some craftsmen are so devoted to their art they take the True Professional feat (see page 16 of *Book II: Secrets of the Streets*), allowing them to excel at their craft beyond all expectations, though this comes at the expense of other skills. The sample craftsmen



Sample Zamorian Craftsmen

Medium Zamorian Commoner	1 st level Apprentice	6 th level Journeyman	10 th level Master
Hit Dice:	1d4-1 (3 hp)	6d4-6+6 (15 hp)	10d4+10 (35 hp)
Initiative:	+1	+4	+6
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	11 (+1 Dex)	15 (+2 Dex, +3 level)	18 (+3 Dex, +5 level)
DV Parry:	10	13 (+3 level)	16 (+1 Str, +5 level)
BAB/Grapple:	+0/+0	+3/+3	+5/+6
Attack:	Dagger +1 melee finesse	Dagger +5 melee finesse	Dagger +8 melee finesse
Full Attack:	Dagger +1 melee finesse	Dagger +5 melee finesse	Dagger +8 melee finesse
Damage:	1d4/ 19-20 x2 / AP 1	1d4/ 19-20 x2 / AP 1	1d4+1/ 19-20 x2 / AP 2
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Qualities:	Illiteracy, Zamorian Traits	Illiteracy, Zamorian Traits, Skill Focus (Bluff)	Illiteracy, Zamorian Traits, Skill Focus (Bluff), Skill Focus (Profession)
Saves:	Fort -1, Ref +1, Will -1	Fort +1, Ref +4, Will +2	Fort +3, Ref +6, Will +3
Abilities:	Str 10, Dex 12, Con 8, Int 13, Wis 9, Cha 11	Str 11, Dex 14, Con 9, Int 14, Wis 10, Cha 12	Str 12, Dex 16, Con 10, Int 15, Wis 11, Cha 13
Skills: (<i>In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.</i>)	Appraise +3, Bluff +2, Craft (any mundane) +9, Disable Device +5, Listen +1, Open Lock +5, Sleight of Hand +5, Spot +3, Use Rope +3	Appraise +6, Bluff +9, Craft (any mundane) +15, Craft (any mundane) +10, Disable Device +6, Listen +7, Open Lock +6, Sleight of Hand +6, Spot +5, Use Rope +4	Appraise +6, Bluff +9, Craft (any mundane) +19, Craft (any mundane) +14, Disable Device +7, Knowledge (local) +6, Intimidate +5, Listen +7, Open Lock +7, Profession (guild master) +7, Sleight of Hand +7, Spot +5, Use Rope +5
Feats:	Skill Focus (Craft)	Craftsman ^{ss} , Skill Focus (Craft), Toughness	Craftsman ^{ss} , Leadership, Skill Focus (Craft), Toughness
Code of Honour:	None	None	None
Reputation:	3 (talented)	10 (talented)	24 (talented)
Leadership:	—	—	12/14 (1 6 th level cohort journeyman; up to 50 1 st level apprentices, 2 2 nd level apprentices and 1 3 rd level apprentice)
Allegiances:	Craft Master, craft guild, guild masters	Craft Master, craft guild, creating masterpiece	Craft guild, Reputation, acquisition (Wealth and/or power)

^{ss} = See *Conan: The Scrolls of Skelos*

above use commoner as the base class. More skilled or advanced craftsmen will often multiclass into scholar or even begin as a scholar.

Adventure Hooks in the Craftsman District

Player Characters could be hired by one of the craftsman guilds to collect tariffs from foreign traders in the relevant goods. Strong arm tactics, including the destruction of inventory, is often required, so adventurers and mercenaries are usually employed for this purpose.

A journeyman smith is robbed of one of his hands either by intent or accident. He hires the Player Characters to avenge his loss as he can no longer produce an income

for himself. Perhaps a master he is working for is jealous of the journeyman's talent and arranged for the dismemberment.

Player Characters may be hired to hunt down and kill a journeyman who left Shadizar to teach his master's secrets in another region. Perhaps the journeyman is doing this because he was turned down in being accorded a master's status. Perhaps the journeyman has no intent to pursue his former vocation but is fleeing on an unrelated matter.

A new craft family has moved into Shadizar and is denied membership into the guild. This family hires

the Player Characters to devastate the existing family, leaving a vacuum in the city and paving the way for the new family to join the elite of the Craftsman District.

The Player Characters kill a craftsman (either by intent or accident) and the craft guild must now support the deceased craftsman's family. The guild decides the Player Characters now owe the guild for their loss and is intent to take out the debt in blood or, if one of the Player Characters is wealthy, in protection money.

A talented journeyman is denied master status because the city has plenty of masters already. The journeyman hires the Player Characters to kill one of the existing masters. On the other side of the coin, the existing masters might feel paranoid about the journeyman and hire the Player Characters to protect them against any assassins hired by the journeyman.

Two different guilds have had animosity for years and now violence has exploded in the streets between the two guilds. The Player Characters are caught in the middle, and the king, who resolves differences between the guilds, is sending in the troops...

MERCHANT DISTRICT

The Merchant District is sectioned into quarters assigned to different nationalities. There is an Argossean Quarter, a Turanian Quarter, a Stygian Quarter and so forth. Merchants are extremely important to Shadizar as they are the purveyors of Shadizar's vices and the source of much of the city's income. Of course, merchants are found throughout Shadizar but many choose to actually live in this area of the city regardless of where they work. The primary reason for this district is for the storage and distribution of the merchants' wares.

Life and Society

Merchants, much like craftsmen, have organised themselves into associations or guilds, having discovered they have more power and profit in unity than as individuals. Even so, the merchant guilds have little bargaining power against the king. He can, at a word, dissolve a guild and create another. He can even create rival

guilds just to annoy those he feels are pressing their good fortunes too closely. He merely has to approach a group of merchants and make them a take-it-or-leave-it offer to form their own merchant guild. Those who choose to leave usually face sanctions or worse from the king so the offer is almost always accepted. Thus local merchants and long-distance traders have their own guilds, as do wholesalers and retail merchants. Local merchant guilds are more numerous and more powerful than those dealing with foreign principalities and goods as the king is dubious about alien influences in his kingdom. The king creates or allows these guilds because of taxation reasons mostly. Tax collection is easier from central guilds as opposed to sending collectors and agents out to each and every merchant in the city.

The merchant guilds tend to comprise some of the wealthiest and most influential citizens of Shadizar the Wicked. These guilds regulate and protect their member interests, controlling the distribution and sale of most staple goods in Shadizar's economy. Unfortunately, the guild system in Shadizar tends to disrupt the economy more than help it, as guild wars between various merchant houses and guilds are common. Unlike craftsmen guilds, the merchant guilds are rarely family-oriented nor organised along the lines of established masters who work together for the betterment of all. The merchant guilds are profit-minded and emphasise the gains of individuals, not the gains of the organisation.

The king taxes the guilds heavily and the guilds then tax their individual members in order to pay the king's taxes. In return for these taxes, the king ensures almost total monopolies for the various guilds, outlawing the sale of goods by non-guild members unless appropriate fees and tolls are paid to the guilds by the alien merchants. Almost no guilds are granted a total monopoly over all of Shadizar. Guilds, depending on their wealth and diplomacy, are usually granted monopolies over certain neighbourhoods, customers of certain races or, for some of the powerful trading houses, entire districts. The few guilds protecting foreign trade are basically local merchant guilds that have established alliances, either

Population: 8,000–10,000 (44% Zamorian, 41% Turanian/Hyrkanian, 13% Hyborian, 1% Stygian, 1% Other)
Government: King, merchant guilds
Religion: Zamorian gods
Imports: Goods and services of all kinds
Exports: Goods and services of all kinds
Code of Honour: None

through contract or marriage, with distant local merchant guilds.

Shadizar's various merchant guilds are run by one or two aldermen who answer to the king. Different guilds in Shadizar have different means of choosing their aldermen. Some are merely appointed by the king while others assume the position by popularity or even heredity. The aldermen are in turn aided by two to four wardens. Beneath the wardens sat a council of a dozen to two dozen of the more prominent merchants of that guild. The aldermen, wardens and the council preside over guild meetings, religious rituals, funds and estates. Shadizar's magistrates have given the merchant guilds the power to punish those who break the laws of the guilds. The guilds have the power to assess a fine or fee against all traders who are not members of the appropriate guild. Those who cheat the public unduly are also punished by the guild, fines and confiscations are common sanctions. Other punishments include imprisonment, flogging, shaving or any number of tortures. The merchant guilds usually have their own appointed magistrates who arbitrate disputes among the merchants of a given guild. The guild checks weights and measures and often fixes prices on certain goods and services. The guilds have a familial aspect as well, although not as strongly pronounced as the craft guilds. The eldest son of a guild member is admitted into the guild as a matter of law. Younger sons of guild members are required to pay a small fee to join.

The advantages of the merchant guilds are similar to those of the craft guilds. Merchant guilds are noted for their charity toward disadvantaged members, providing aid to members who fall into poverty, taking care of funeral expenses of dead members and looking after a dead member's family.

Major Features of the Merchant District

The Merchant District is organised in a singularly haphazard manner. Some sections are devoted to various foreign nationalities and other sections are organised more along the lines of products. Much of the district is low warehouses as well as trading houses. Guild halls are also present in this district as are several prominent bazaars and auction houses. Some known streets in Shadizar include the Street of Silks and the Street of the Silver Fish.

The Street of the Three Humped Camel: Once, the Street of the Three Humped Camel, in the Argossean Quarter, was one of the most fashionable sections of

Shadizar. It has fallen upon evil times recently. Yatha, Lord of the Lotus, once stored his lotus at the end of this street until Conan killed him. The street is largely comprised of warehouses now.

The Sign of the Bull Dancer: This tavern, located on the Street of the Silver Fish, is marked by a sign depicting a slender youth in a leather girdle vaulting between the needle horns of a great black bull. The Bull, as it is commonly known, caters to merchants, who sit in their purple silks and green brocades as they hammer out deals and contracts, and panderers, dressed in scarlet robes with emeralds at their ears. The prostitutes here may wear gold instead of gilt and rubies instead of lesser gems but they are just as naked as those in the Desert and sell the same goods and services.

History of the Merchant Guilds

When trade became more and more dominant in Zamora and in Shadizar, the ruling king found himself in a losing battle to collect fees and taxes. Merchants in Shadizar were growing frustrated with Acheronian and Stygian merchants as well as other Zamorian merchants from other cities, which at that time extended from Acheron to the Vilayet Sea. The king of Zamora was willing to establish and support a merchant guild in the growing Shadizar community, granting them monopoly rights over trade in Shadizar. The merchant guild was given the power to exclude and discriminate against foreign merchants. Foreign merchants were forced to unload their wares in Shadizar's warehouses where members of the merchant guild had the right to purchase the goods at privileged prices. Foreign merchants were also required to pay special tolls, fees and taxes that the merchant guild members were exempt from paying. The merchant guild also set up a system of brokering, wherein foreign merchants were forbidden to deal directly to customers but had to employ local brokers chosen by the merchant guild. The guild also had the right to limit its membership based on any number of qualifications.

The merchant guild established rights and norms to ensure guild members enjoyed an income, an income the king had taxed heavily prior to the establishment of the guild. Rules and regulations for merchants were established and the merchant guild had the power to impose sanctions on members who violated those rules. The guild levied dues from its members and used them to pay off the King of Zamora in lump sum payments. Later, other would-be guilds rose

and negotiated treaties and charters, eventually creating the current situation in Shadizar where many different merchant guilds exist and work side by side.

Additional Information

In the Merchant District, a man's rank is based on money and goods rather than birth or land. The great merchant houses and banking families are at the top of the social scale in this district. Moderately wealthy merchants fall below them, yet tower above the small shopkeepers. Only long established mercantile houses are able to take the noble class. Most merchants are commoners. Some of the more focused take the scholar class. Some actually take the thief class.

SAMARIDES THE GEM MERCHANT

Medium Humanoid Zamorian scholar 16

Hit Dice: 10d6+10+6 (51 hp)

Initiative: +8 (+3 Dex, +5 Ref save)

Speed: 30 ft.

DV (Dodge): 19 (+6 level, +3 Dex)

DV (Parry): 15 (+6 level, -1 Str)

DR: —

Base Attack Bonus/Grapple: +12/+11

Attack: Dagger +15 melee finesse or arbalest +15 ranged

Full Attack: Dagger +15/+10/+5 melee finesse or arbalest +15 ranged

Damage: Dagger 1d4-1/ 19-20 x2 / AP 0 or arbalest 2d8 / x2 / AP 6

Special Attacks: —

Special Qualities: Zamorian Traits, 6 Bonus Feats (in lieu of new sorcery styles), Scholar, Background, Base Power Points, Knowledge is Power, +36 Skill Points (in lieu of advanced spells), +4 Power Points, Increased Maximum Power Points (quadruple)

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

Saves: Fort +8, Ref +8, Will +13

Abilities: Str 9, Dex 17, Con 13, Int 22, Wis 16, Cha 17

Skills: Appraise +27, Bluff +24, Craft (gem cutting) +28, Decipher Script +27, Diplomacy +24, Disable Device

Instantly he saw his lone opponent. Atop one flight of stairs stood a man of immense girth, whose skin yet hung in folds as if he had once been twice so big. Lank, thinning hair surrounded his puffy face, and he wore a shapeless sleeping garment of dark blue silk. Samarides. One of the gem merchant's feet was in the stirrup of a heavy crossbow, and he laboriously worked the handles of a windlass to crank back the bowstring, a rope of drool running from one corner of his narrow mouth.

Robert Jordan, *Conan the Magnificent*

+5, Forgery +25, Gather Information +24, Intimidate +15, Knowledge (geography) +25, Knowledge (local) +28, Knowledge (nobility and royalty) +25, Open Lock +5, Profession (merchant) +28, Search +13, Sense Motive +24, Sleight of Hand +5, Spot +6

Feats: Diligent, Great Fortitude, Investigator, Iron Will^{bonus}, Leadership, Martial Weapon Proficiency (arbalest), Negotiator, Persuasive, Point Blank Shot, Precise Shot, Skill Focus (Craft (gem cutting)), Skill Focus (Knowledge (local)), Skill Focus (Profession)

Reputation: 30 (talented) (He may add a +8 bonus to his Bluff, Intimidate and Gather Information checks)

Leadership: 19/21 (9th level cohort; 200 1st level followers, 8 2nd level, 3 3rd level, 1 4th level)

Code of Honour: None

Allegiances: Gem merchant's guild

Power Points: 11 (44 maximum)

Possessions: Wealthy clothes, dagger, arbalest

(In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.)

Samarides is a wealthy importer of gems in Shadizar. His most prized possession



'When he lowered the jack a tall, bony man stood across the table from him. A fine black Khauranian cloak, edged with cloth of gold was pulled tightly around him as if to hide his identity.

'What do you want, 'Baratses?' Conan grumbled.

Robert Jordan, *Conan the Magnificent*

at one time was a goblet carved from a single huge emerald. He is a large man of considerable weight. He knows his business, however, and is extremely intelligent. He is an alderman of the gem merchant's guild and his cohort is one of his wardens.

Samarides lives in a four-story home designed like an alabaster cube with a frieze of scrollwork running all the way around it an arm's length below the roof. Wide streets surround the home and the narrowest of those streets is still a good six paces wide. The roof of Samarides' home is steeply sloped. The roof tiles are glazed to a surface like oiled porcelain so Samarides does not need to pay for a roof guard. The top floor and the attic are devoted to storage and living quarters for slaves and servants. There are no windows on those floors, for slaves and things in storage do not need windows. The ventilation holes are smaller than a man's fist. The home has no balconies or ledges to break the smooth surface of the walls beneath the frieze. The third floor has windows. The house is arranged around a central garden with fountains. The only door to the room where Samarides displays his treasures opens onto the ground-floor colonnade around that garden. Inside the house, gilded brass oil lamps hang on chains from bronze wall sconces.



Tables inlaid with mother-of-pearl stand at intervals along mosaicked walls. The floors are marble. The treasure room has a tiled floor and most of the tiles sink when pressure or weight is put upon them, activating numerous traps or summoning the guards.

Adventure Hooks: Samarides is well known for the opulence and wealth of his surroundings and is also known for the treasures kept in his house. Player Characters could be hired to steal something from this house. He may also make a good contact if the adventure revolves around gems or jewellery.

BARATSES, PURVEYOR OF SPICES

Medium Humanoid Zamorian commoner 10

Hit Dice: 10d4 (25 hp)

Initiative: +8 (+3 Dex, +5 Ref save)

Speed: 30 ft.

DV (Dodge): 18 (+5 level, +3 Dex)

DV (Parry): 16 (+5 level, +1 Str)

DR: —

Base Attack Bonus/Grapple: +5/+6

Attack: Dagger +8 melee finesse

Full Attack: Dagger +8 melee finesse

Damage: Dagger 1d4+1/ 19–20 x2 / AP 2

Special Attacks: —

Special Qualities: Zamorian Traits, Literate (spent two skill points on this),

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

Saves: Fort +5, Ref +8, Will +6

Abilities: Str 12, Dex 17, Con 10, Int 19, Wis 12, Cha 16

Skills: Appraise +20, Bluff +16, Disable Device +5, Gather Information +10, Knowledge (geography) +9, Open Lock +5, Profession (merchant) +20, Sense Motive +13, Sleight of Hand +5

Feats: Predator's Eye, Skill Focus (Appraise)^{bonus}, Skill Focus (Knowledge (geography)), Skill Focus (Profession (merchant))^{bonus}, Skill Focus (Sense Motive)

Sample Zamorian Merchants

Medium Zamorian Commoner	1 st level Merchant	6 th level Merchant	10 th level Master Merchant
Hit Dice:	1d4–1 (3 hp)	6d4–6 (9 hp)	10d4 (25 hp)
Initiative:	+1	+3	+5
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	11 (+1 Dex)	14 (+1 Dex, +3 level)	17 (+2 Dex, +5 level)
DV Parry:	8 (–2 Str)	12 (–1 Str, +3 level)	14 (–1 Str, +5 level)
BAB/Grapple:	+0/–2	+3/+2	+5/+4
Attack:	Dagger +1 melee finesse	Dagger +4 melee finesse	Dagger +7 melee finesse
Full Attack:	Dagger +1 melee finesse	Dagger +4 melee finesse	Dagger +7 melee finesse
Damage:	(1d4–2/ 19–20 x2 / AP 0)	(1d4–1/ 19–20 x2 / AP 0)	(1d4–1/ 19–20 x2 / AP 1)
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Qualities:	Zamorian Traits, Illiteracy	Zamorian Traits, Literate (spent 2 Skill Points)	Zamorian Traits, Literate (spent 2 Skill Points)
Saves:	Fort –1, Ref +1, Will +0	Fort +1, Ref +3, Will +2	Fort +3, Ref +5, Will +4
Abilities:	Str 7, Dex 12, Con 8, Int 13, Wis 11, Cha 12	Str 8, Dex 13, Con 9, Int 15, Wis 12, Cha 13	Str 9, Dex 14, Con 10, Int 17, Wis 13, Cha 14
Skills: (NB. In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.)	Appraise +3, Bluff +3, Diplomacy +2, Disable Device +5, Gather Information +2, Open Lock +5, Profession (merchant) +8, Sleight of Hand +5, Sense Motive +1	Appraise +5, Bluff +8, Diplomacy +9, Disable Device +5, Gather Information +3, Intimidate +3, Open Lock +5, Profession (merchant) +14, Sleight of Hand +5, Sense Motive +6	Appraise +10, Bluff +11, Decipher Script +8, Diplomacy +14, Disable Device +6, Gather Information +4, Intimidate +4, Open Lock +6, Profession (merchant) +19, Sleight of Hand +6, Sense Motive +10, Spot +4
Feats:	Skill Focus (Profession (merchant))	Negotiator, Persuasive, Skill Focus (Diplomacy), Skill Focus (Profession (merchant))	Negotiator, Persuasive, Diligent, Skill Focus (Diplomacy), Skill Focus (Profession (merchant)), Skill Focus (Spot)
Code of Honour:	None	None	None
Reputation:	2 (talented)	8 (talented)	12 (talented)
Leadership:	—	—	—
Allegiances:	Family, merchant guild, guild aldermen	Family, merchant guild, guild aldermen	Merchant guild, Reputation, acquisition (Wealth and/or power)

Reputation: 13 (trickster) (He may add a +2 bonus to his Intimidate and Gather Information checks and a –2 to Bluff)

Leadership: —

Code of Honour: None

Allegiances: Spice merchant's guild of Shadizar, spice merchant's guild of Sultanapur, spice merchant's guild of Aghrapur

Possessions: Wealthy clothes, black Khauranian cloak, black-bladed Karpashian dagger held in an arm sheath, small silver box with inferior sapphires set into the lid, green lotus pollen

(In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.)

Baratses, purveyor of spices from the most distant realms of the world, has black eyes that dart about suspiciously. He has broken teeth from an encounter with Conan. Baratses is also addicted to green lotus from Vendhya. He often hires thieves to steal items he desires but is not always willing to pay the thief afterwards.

Adventure Hooks in the Merchant District

Player Characters could be hired by one of the craftsman guilds to collect tariffs from foreign traders in the relevant goods. Strong-arm tactics, including the destruction of inventory, is often required, so adventurers and mercenaries are usually employed for this purpose.

A foreign guild arrives in Shadizar and begins bargaining with the king for trading rights. This is to the king's advantage as it reduces the bargaining power of local

guilds but is opposed by the local guilds for the same reason. The local guilds must offer the king more money, enough to make it worth his while to refuse trading rights to the foreign guild or they must run off the foreign guild. The guild may not have the resources to make this additional payment to the king. Player Characters could find themselves as diplomats for one guild or the other or they may be the heavies hired to intimidate the foreign guild.

The alderman of a merchant guild is a powerful scholar. Although most of his levels are non-sorcerous, he finally managed to dabble his way into a demonic contract and is now learning the summoning style of magic. He is slowly turning the guild's religious rituals into a demonic cult determined to dominate rival guilds and establish his House as the one and only merchant guild of Shadizar. A frightened member of this guild reveals some of this information to the Player Characters before dying after an assassination.

CARAVAN DISTRICT

The Caravan District is in the southern portion of the city, curving along the wall in a thinning strip toward the eastern walls. The Gate of the Black Throne is the primary gate through the exterior walls. Here is where caravans from all corners of the world enter the city, bringing trade goods, pilgrims and immigrants to the mighty city of Shadizar. Shadizar's merchants do most of the bartering and bargaining here as alien merchants are not allowed to sell goods to the public here.

Life and Society

The Caravan District is noisy and odorous, filled with the sounds and smells of sweat and animals. Colourful tents and ramshackle structures surround countless pens for the innumerable animals and inns for the constant inflow of people. Fabulous caravanserais, often built around wells, rise high above the city streets, providing rooms and services for the caravans passing through Shadizar.

The various merchant guilds of Shadizar have multiple representatives, brokers and agents working here, buying goods from the caravans to sell in the interior bazaars and shops of the city. There is much for

sale here but the merchant guilds closely watch to make sure the caravans do not sell to anyone other than a guild member or another caravan, unless the caravan traders are members of one or more of Shadizar's local merchant guilds. The merchant guilds also have bazaars and shops set up to sell local goods to the caravans. The king's tax collectors also move through this district, collecting tolls, fees, taxes and tariffs from the caravaneers for their goods, their animals, their wagons and for just about any other reason the king and his agents desire. Smugglers also lurk here, getting goods past the guild representatives and/or the king's tax collectors and soldiers.

The district has enough in it that most caravaneers enter the district, spend a week carousing, resupply and leave, all without ever having to leave the district. Caravanserais are inns catering to the caravaneers and their retainers. They offer food, lodging, storage, animal pens and shelter and any other services required to maintain a caravan, often providing blacksmiths, wainwrights, leather workers, prostitutes and other services or crafts. Those who would hire themselves out as guides or mercenary guards come here to negotiate their services with the caravans. The caravanserais store so many goods they also hire large numbers of guards. Some caravanserais are rough affairs, yet still with enough room to house entire caravans. Others are elaborate affairs, complete with brilliant towers and gold-worked minarets. Virtually all the caravanserais in Shadizar are at least two stories tall and most are taller. Some of the largest are five stories tall, not including the towers.

Major Features of the Caravan District

The Caravan District of Shadizar, originally built around a well, is filled with caravanserais, inns, taverns, hostels, animal pens, slave pens, auction blocks, small bazaars and more trade than even the Merchant District.

Inn of the Three Crowns: This inn is a rowdy establishment well known for its prostitutes and animal shelter.

Tavern of Manetes: Built against the southern wall of the city, the tavern of Manetes



Population: 9,000–12,000
(24% Zamorian, 51%
Turanian/Hyrkanian, 13%
Hyborian, 10% Shemite, 1%
Stygian, 1% Other)
Government: King, merchant guilds
Religion: Any
Imports: Goods and services of all
kinds
Exports: Goods and services of all
kinds
Code of Honour: None

Sample Caravaneer

Medium Commoner	1 st level Kothian Caravaneer (muleteer)	6 th level Turanian Caravaneer (carter)	10 th level Shemite Caravaneer (caravan boss)
Hit Dice:	1d4+1 (5 hp)	6d4+12 (27 hp)	10d4+30 (55 hp)
Initiative:	+0	+3 (+1 Dex, +2 Ref)	+4 (+1 Dex, +3 Ref)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	10	14 (+1 Dex, +3 level)	16 (+1 Dex, +5 level)
DV Parry:	11 (+1 Str)	14 (+1 Str, +3 level)	17 (+2 Str, +5 level)
BAB/Grapple:	+0/+1	+3/+4	+5/+7
Attack:	Scimitar +1 melee	Tulwar +4 melee or Hyrkanian Bow +5 ranged	Scimitar +7 melee
Full Attack:	Scimitar +1 melee	Tulwar +4 melee or Hyrkanian bow +5 ranged	Scimitar +7 melee
Damage:	Scimitar 1d8+1/19–20 x2/AP 3	Tulwar 2d8+1/18–20 x2/AP 4 or Hyrkanian bow 1d10+1/19–20 x2/AP 3	Scimitar 1d8+2/19–20 x2/AP 4
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Qualities:	Kothian Traits, Adaptability (<i>Bluff</i> , <i>Handle Animal</i>), Weapon Familiarity, Background Skills (<i>Appraise</i> , <i>Ride</i> , <i>Handle Animal</i> , <i>Spot</i>), Illiteracy	Turanian Traits, Illiteracy, Skill Focus (Profession (caravaneer))	Shemite Traits, Illiteracy, Skill Focus (<i>Bluff</i>), Skill Focus (Profession (caravaneer))
Saves:	Fort +1, Ref +0, Will –1	Fort +4, Ref +3, Will +2 (+0 vs. hypnotism)	Fort +5, Ref +3, Will +2
Abilities:	Str 12, Dex 11, Con 13, Int 10, Wis 9, Cha 8	Str 13, Dex 12, Con 15, Int 11, Wis 10, Cha 9	Str 14, Dex 13, Con 17, Int 12, Wis 11, Cha 10
Skills:	Appraise +2, Bluff +1, Handle Animal +7, Profession (caravaneer) +4, Ride +6, Spot +3, Use Rope +4	Balance +3, Craft (bowyer) +2, Profession (caravaneer) +12, Ride +3, Spot +5, Use Rope +10, Survival +2	Appraise +3, Bluff +9, Handle Animal +15, Intimidate +2, Profession (caravaneer) +17, Ride +16, Spot +4, Survival +2, Use Rope +14
Feats:	Animal Affinity, Endurance	Carouser, Endurance, Far Shot	Animal Affinity, Carouser, Endurance, Persuasive
Code of Honour:	Civilised	None	Civilised
Reputation:	1 (talented)	5 (villain)	10 (liar)
Leadership:	—	—	—
Allegiances:	As determined by Games Master	As determined by Games Master	As determined by Games Master

was a common stomping ground for Conan in his youth. Dark and cool, the tavern reeks of poor cooking. The floor is strewn with sand and prostitutes work their trade here. The tavern caters to muleteers, camel drivers, carters and outlanders. Manetes himself is tall, bony and gaunt, with a cadaverous face. Despite his evil looks, the tavern does brisk business. Manetes has a daughter. This daughter was once kidnapped by Iranistanis who intended to sell her in Aghrapur. Conan rescued the daughter, earning Manetes' loyalty. Manetes keeps rooms above the common room of the tavern.

History

The Caravan District was one of the first established areas of Shadizar, built around an

ancient well where caravans had been stopping since Acheron began trade with the Zhemri. The location of the original well has long since been lost.

Additional Information

Player Characters who are recognised and possess at least a moderate Reputation will often be watched closely by the merchant guilds. Most caravaneers will not bargain directly with the Player Characters within the walls of Shadizar out of fear of the King's Law.

Caravaneers: Caravaneers come in all shapes and sizes. Typical caravaneers, regardless of class or race, often emphasise the Handle Animal, Profession (caravaneer), Ride and Spot skills. The Spot skill is to aid in looking for approaching bandits, oases or other threats and

Sample Smuggler

Medium Zamorian Thief	1 st level Smuggler	6 th level Smuggler	10 th level Smuggler
Hit Dice:	1d8 (8 hp)	6d8 (27 hp)	10d8+10 (55 hp)
Initiative:	+5 (+3 Dex, +2 Ref)	+9 (+4 Dex, +5 Ref)	+12 (+5 Dex, +7 Ref)
Speed:	30 ft.	30 ft.	40 ft.
DV Dodge:	13 (+3 Dex, +1 Light-Footed)	17 (+4 Dex, +3 level, +1 Light-Footed)	20 (+5 Dex, +5 level, +1 Light-Footed)
DV Parry:	10	13 (+3 level)	16 (+1 Str, +5 level)
BAB/Grapple:	+0/+0	+4/+4	+7/+8
Attack:	Arming sword +3 finesse melee or dagger +3 finesse melee	Arming sword +8 finesse melee or dagger +8 finesse melee	Arming sword +12 finesse melee or dagger +12 finesse melee
Full Attack:	Arming sword +3 finesse melee or dagger +3 finesse melee	Arming sword +8 finesse melee or dagger +8 finesse melee	Arming sword +12/+7 finesse melee or dagger +12/+7 finesse melee
Damage:	Arming sword 1d10 / 19–20 x2/ AP 2 or dagger 1d4 / 19–20 x2/ AP 1	Arming sword 1d10 / 19–20 x2/ AP 2 or dagger 1d4 / 19–20 x2/ AP 1	Arming sword 1d10+1 / 19–20 x2/ AP 3 or dagger 1d4+1 / 19–20 x2/ AP 1
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Attacks:	Sneak Attack Style, Sneak Attack +1d6/+1d8 (Light-Footed)	Sneak Attack Style, Sneak Attack +4d6/+4d8 (Light-Footed)	Sneak Attack Style, Sneak Attack +6d6/+6d8 (Light-Footed)
Special Qualities:	Zamorian Traits, Trap Disarming	Zamorian Traits, Trap Disarming, Trap Sense +2, Skill Mastery (<i>Bluff, Forgery, Hide, Disguise, Move Silently</i>)	Zamorian Traits, Trap Disarming, Trap Sense +3, Skill Mastery (<i>Bluff, Disable Device, Disguise, Forgery, Hide, Move Silently, Open Locks, Profession, Sleight of Hand</i>)
Saves:	Fort +0, Ref +5, Will +1	Fort +2, Ref +9, Will +4	Fort +4, Ref +12, Will +5
Abilities:	Str 10, Dex 17, Con 10, Int 14, Wis 13, Cha 8	Str 11, Dex 19, Con 11, Int 15, Wis 14, Cha 9	Str 12, Dex 21, Con 12, Int 16, Wis 15, Cha 10
Skills: (<i>In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.</i>)	Appraise +4, Bluff +3, Diplomacy +3, Disable Device +7, Disguise +3, Escape Artist +7, Forgery +8, Hide +7, Knowledge (local) +4, Listen +5, Move Silently +7, Open Lock +7, Profession (smuggler) +6, Sleight of Hand +7, Spot +5, Tumble +5	Appraise +4, Bluff +8, Diplomacy +8, Disable Device +10, Disguise +8, Escape Artist +13, Forgery +13, Hide +15, Knowledge (local) +4, Listen +7, Move Silently +15, Open Lock +9, Profession (smuggler) +14, Sleight of Hand +11, Spot +9, Tumble +9	Appraise +5, Bluff +13, Diplomacy +13, Disable Device +11, Disguise +13, Escape Artist +18, Forgery +18, Hide +20, Knowledge (local) +9, Listen +8, Move Silently +16, Open Lock +10, Profession (smuggler) +19, Sleight of Hand +16, Spot +11, Tumble +12
Feats:	Alertness, Deceitful	Alertness, Deceitful, Eyes of the Cat ^{bonus} , Light-Footed ^{bonus} , Skill Focus (Profession), Stealthy	Alertness, Deceitful, Eyes of the Cat ^{bonus} , Fleet-Footed, Light-Footed ^{bonus} , Poison Use, Run, Skill Focus (Profession), Stealthy
Code of Honour:	None	None	None
Reputation:	1	5	10
Leadership:	—	—	—
Allegiances:	As determined by Games Master	As determined by Games Master	As determined by Games Master

opportunities. There are different jobs on a caravan, such as muleteers or camel handlers, who care for the animals, carters, who port merchandise around and caravan bosses. Larger caravans may have more specialised jobs and duties, such as cooks, blacksmiths or wainwrights. When creating a caravaner, keep in mind the duties of the character and make sure his skills

match his responsibilities. Some caravaners are also brokers or merchants and may have additional Profession skills. Many are just commoners doing their best to earn a living. The best often are nomads or multiclass into the nomad class. The previous page contains some typical commoner caravaners.

Smugglers: Smugglers fill a needed niche in the Caravan District by providing the means to escape the king's tax or evade the merchant guilds' restrictive clauses and laws. Skills such as Bluff, Disguise, Escape Artist, Hide, Knowledge (local), Move Silently and Sleight of Hand are typical skills the smuggler emphasises. Feats enhancing these skills are common among successful smugglers. Any class can be a smuggler, providing they have the means to evade people; skill and feat selection are more indicative of a smuggler than any one particular class. The previous page contains some sample smugglers with the thief class.

Adventure Hooks in the Caravan District

The Player Characters could find employment as brokers, a medium between the merchant guilds and the caravaneers. The brokers negotiate trade between the guilds and the caravaneers, with the emphasis on the guilds. The brokers also broker deals between various caravans.

The Player Characters take employment as caravan guards but something is stolen regardless and the Player Characters are blamed for the loss.

Most of the large caravanserais claim to be built around the original well Shadizar was founded on. A scholar hires the Player Characters to discover which well is the true original. It seems a harmless enough task but suddenly the Player Characters find themselves the targets of much violence or duplicity as the caravanserais all fight for the right to be named the original... or to prevent a rival from being so named.

A smuggler is caught by the King's Own and escapes. As he runs through the streets toward one of the gates leading to other districts of the city, he falls at the Player Characters' feet, mortally wounded. He presses a sealed letter into their hands with an ancient gold coin, telling them to take the letter to some noblewoman. Unbeknownst to the characters, the letter is of such a sensitive nature they will be killed on sight for simply possessing it and will likely be killed just for being rumoured to have actually read it, regardless of whether or not they possess it.

WEALTHY QUARTERS

The wealthy quarters of Shadizar, protected from the other sections of the city by great walls, is typified by mansions and palaces complete with lush gardens, shaded parks and grand

Population: 2,000–5,000
(76% Zamorian, 12% Turanian/Hyrkanian, 7% Hyborian, 2% Shemite, 2% Stygian, 1% Other)
Government: King, merchant guilds
Religion: Any
Imports: Goods and services of all kinds
Exports: None
Code of Honour: None

fountains. Overlooking all is the King's Palace, the grandest and largest structure in Shadizar. Here all is ordered and neat. The streets have regular patrols and servants keep the broad boulevards swept and clean. The wealthy quarters are where the nobles live in luxury and indolence.

Life and Society

The wealthy of Shadizar live indolent days and nights of luxurious decadence. An amazing amount of wealth is displayed on all sides as one walks down the wide streets, ostentatious displays of material security and physical power.

Here life revolves around one's connections in society. Maintaining and growing financial, social and political connections are the most important aspects of life. Everyone is considered a connection to be used and everyone knows they are likewise used by others. This web of contacts is important for social standing. If a person knows no one, then he is useless to know. Safety and growth are established via these connections. Thus, the citizens of this quarter tend to maintain maximum ranks in Knowledge (nobility) and Knowledge (local). People are introduced to each other by name and by family or allegiance, establishing their place in the network of connections for future reference; those

'Not all sections of the city were so beautiful as the estates of the great lords and princes, with their marble columns and glimpses of parks and gardens.'

L. Sprague de Camp and Lin Carter,
Conan the Barbarian

who are simply referred to by name only are instantly recognised as having no value.

The mansions of the wealthy and noble in Shadizar are ripe for thievery. Unique artefacts, strange curiosities from around the world, rare volumes of forgotten lore, beautiful works of art, land grants, jewellery and documentation for almost anything attract the unwanted attention of Shadizar's boldest predators. Bold the predators must be, for few of the wealthy leave their riches unguarded. The homes of the nobility are usually replete with servants, slaves and sycophants. Spies are everywhere, working both for the nobles and for the king. Great gardens and beautiful fountains are part of nearly every estate.

The wealthy tend to believe feelings of pleasure or happiness are the ultimate objective of any endeavour; those actions which increase pleasure are good and those that increase personal pain are evil. This is not limited to sensual pleasures but also includes mental gratification, emotional satisfaction and personal success.

The wealthy have the economic power to squash their foes in nearly any manner desired, through means obvious and obtuse. They have access to guardians and assassins. Advisors and toadies dog their footsteps, all of them cogs in a major network of connections to be used for virtually any purpose the noble wishes. A given noble may not personally know an assassin but he knows someone who knows someone else and so on until the desired assassin is found and hired. In a city dominated by bribery and graft, the wealthy hold a remarkable amount of power, able to purchase the law to work toward their benefit. The network of contacts often enables the noble to work invisibly, pulling strings and putting events into action unseen. It often takes a keen investigator to follow those strings back to the originating noble.

Servants are by far the most numerous type of person encountered in the Wealthy Quarter. The servants and slaves of the nobles and wealthy are usually of the best sort. Few will be particularly low level if they tend to come into direct contact with the nobles, for the nobles buy those who are extremely skilled. Skill Focus feats are extremely common among the servants and slaves of the noble classes.

Major Features of the Wealthy Quarter

Mansions, castles, palaces and monuments adorn the estates of the nobility. The closer to the King's Palace an estate is, the more powerful or rich the family is considered to be. There are no inns here but visiting nobility may rent houses in Hafira, one of the fringe estates creating a border between the inner Wealthy Quarter and the outlying quarters.

King's Palace: A great plaza of grey paving stones surrounds the palace. The King's Palace is alabaster and its walls are five times the height of a man. Those walls are protected by the King's Own, loyal troops that wear gilded half-armor and horsehair-crested helms. Within those walls are the throne rooms and chambers of the king, where the servants, dancing girls and playthings of the king, dressed only in jewelled necklaces, attend to the needs of the drunken king and cavort with the king's advisors and sycophants. The gardens of the king are vast and exotic, places where peacocks walk among flowers and trees unknown to most Zamorians. Silver gongs strike the hours from ivory towers with corbelled arches and golden domes.

The towers are well over 150 feet tall and the palace itself over 100 feet. The exterior of the palace is worked into the form of leafy vines, embossed and engraved. The upper level balconies rear over the gardens in excess of 100 feet. The balconies are separated from the interior rooms by damask curtains.

Tiridates' private audience chamber is an ivory-panelled throne room. The Minor Throne sits in here, its arms designed as golden hunting leopards in full bound, its back as a peacock in emeralds, rubies, sapphires and pearls.

Deep inside the King's Palace are the apartments of the seraglio, large and richly furnished. The windows have iron grilles and overlook a lush courtyard garden. In the garden the girls of the seraglio are given little hidden gazebos where they may sit and observe the goings on without being seen. The seraglio has an assembly room, where all the women meet the king and attempt to please him and become noticed via a thousand little amusements of increasing novelty and genius. Beyond the assembly room is the three-room bath. The baths are paved with marble. The centre bath is the most ornate, reserved for the king's privileged ones. Those of lesser rank or who serve the seraglio bathe in one of the lesser baths to either side of

To the city that surrounded it, the palace of Taramis presented the look of a fortress, though not, of course, so much a one as the 'Royal Palace'. That would have been a good way to be shortened a head, drunkard though Tiridates might be. Taramis' crenellated granite walls stood four times the height of a tall man, being thus two paces shorter than those of the king. Square towers stood at the four corners of the walls, and two more flanked the tall, iron-bound gates.

Robert Jordan, *Conan the Destroyer*

the centre bath. The baths have multiple basins, each for different uses and each in a different design.

Palace of the Princess Royal: The palace of the Princess Royal is a fortress with crenellated walls of granite standing four times the height of a tall man with square towers at the four corners and two other towers on either side of tall, iron-bound gates. Once the palace of Princess Taramis, it is now the palace of Princess Jhenna.

Perashanid Palace: The Perashanid blood-line is ancient enough to rival that of Tiridates. The palace was abandoned when the last of the line, Lady Jondra, went to Brythunia as a slave. By now her children have returned to claim their ancestral home but King Tiridates has already given the palace to another noble family. This palace has a beautiful garden with a north, an east and a west wall. The south edge of the garden is against the palace. A secret stairway is hidden in a room with large square tiles of red, black and gold covering the floor in geometric patterns.

X'arthalla's Palace of Pleasure: Nestled amid the most affluent mansions of Shadizar, X'arthalla's palace of pleasure appears more a palace than a brothel from the exterior. Polished ivory domes are inlaid with the finest filigree of silver and gold. A system of private entrances and exits enables the nobility to arrive and leave discretely. The main entrance is used by those without need of such discretion. Inside, pleasure girls of captivating beauty wait on velvet divans for customers to enter the sumptuously appointed chamber just beyond the main entrance. A splendid

marble staircase leads to lavish rooms and richly appointed chambers upstairs. The atmosphere is one of decadence and opulence, both casual and unbridled. The servants of the nobles this brothel caters to are not allowed inside, however, certain ivory coins will allow anyone admittance. Some of the rooms in the palace include the Hall of Mirrors, where customers can observe the cavorting and loving through special one-way panels. A bondage chamber is available and nearly any other fantasy can be acted out or purchased here. A tradesman from Koth may indulge his fantasy of being a mighty general commanding an obedient army of female warriors, obese apothecaries act out roles of sultans attended by adoring slaves, Messantian shipbuilders may rescue damsels from dragons and some may merely sit, watching others at their love-play. Founded by the late Madame X'arthalla, a sorceress, the brothel is now operated by another sorcerer or sorceress whose identity is unknown.

History

An early king of the Zhemri built the first castle near the Well of Shadizar in its early days in order to better control the trade routes. That castle, which fell and was rebuilt many times throughout its history, was eventually expanded into the modern palace where the King of Zamora, Tiridates, lives. Nobles and courtiers were granted land near the expanding castle and palace grounds, establishing the early reaches of this quarter. As the city grew and its reputation for debauchery increased, the walls around the quarter were built.

Additional Information

The wealthy quarters of Shadizar brims with treasures and lures for those inclined to own such baubles. However, most of these objects are well guarded. Anyone living in this quarter can afford guards of all sorts, many of whom are followers.

JEHNNA, PRINCESS ROYAL OF ZAMORA

Medium Humanoid Zamorian noble 14

Hit Dice: 10d8+10+8 (63 hp)

Initiative: +11 (+4 Dex, +4 Reflex save, +3 regional bonus to Reflex)

Speed: 30 ft.

DV (Dodge): 19 (+5 level, +4 Dex)

DV (Parry): 16 (+7 level, -1 Str)

DR: —

Base Attack Bonus/Grapple: +10/+9

Attack: Akbitanan poniard +14 melee finesse

'Conan,' Jehnna said brightly as he entered, 'it has come. King Tiridates has invested me as Princess Royal of Zamora and confirmed me in Taramis' estates.'

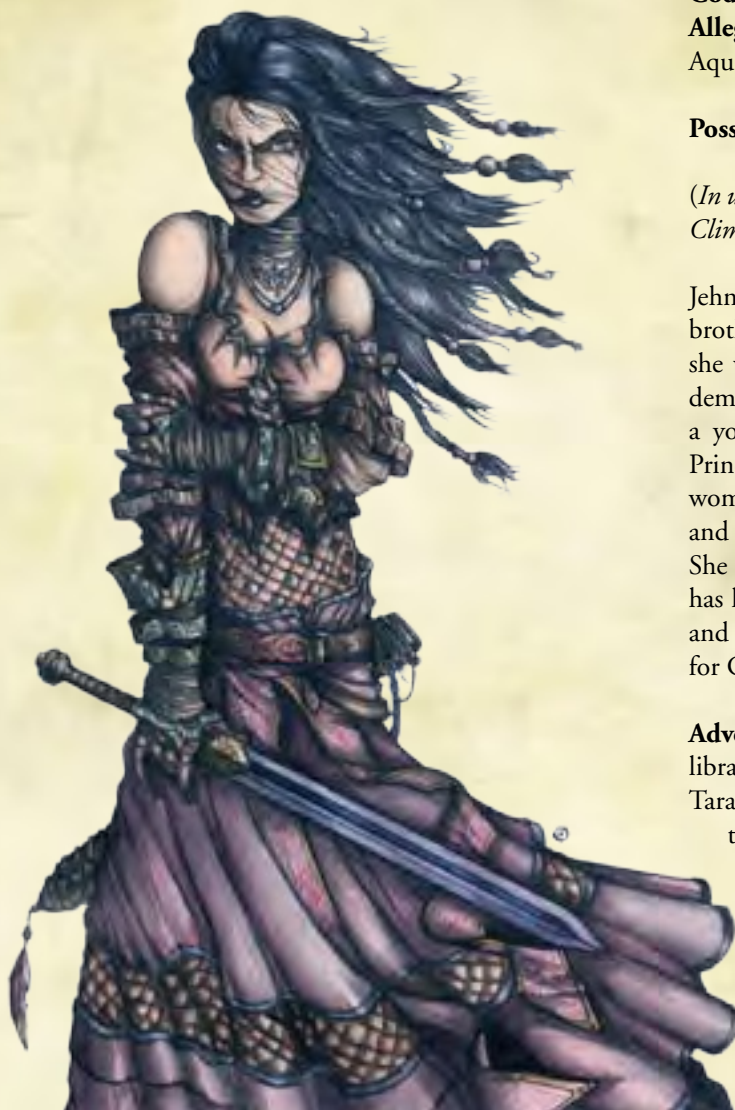
Robert Jordan, *Conan the Destroyer*

Full Attack: Akbitanan poniard +14/+9 melee finesse

Damage: Akbitanan poniard 1d6-1/ 19-20 x2/ AP 2

Special Attacks: +3 bonus to attack rolls with dagger, short sword and poniard

Special Qualities: Zamorian Traits, Title (princess royal), Rank Hath its Privileges, Wealth, +4 bonus to all Reflex saves, Social Ability (*ally, etiquette, family ties*), Lead by Example +5, Enhanced Leadership +4, Do You Know Who I Am?



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

Saves: Fort +5, Ref +11, Will +12

Abilities: Str 9, Dex 18, Con 13, Int 18, Wis 16, Cha 19

Skills: Appraise +11, Bluff +23, Diplomacy +23, Disable Device +8, Gather Information +13 (+15 if check relates to theft, assassination or location/powers of magical artefacts), Intimidate +15, Knowledge (history) +14, Knowledge (local) +14, Knowledge (nobility) +21, Open Lock +8, Search +7, Sense Motive +22, Sleight of Hand +8

Feats: Investigator, Leadership^{bonus}, Negotiator, Persuasive, +2

Reputation: 30 (honest) (She may add a +4 bonus to his Bluff, Sense Motive and Gather Information checks)

Leadership: 22/24 (11th level cohort; 350 1st level followers, 14 2nd level, 5 3rd level, 2 4th level, 1 5th level)

Code of Honour: Civilised

Allegiances: King Tiridates, Zamora, King Conan of Aquilonia

Possessions: Akbitanan poniard, royal clothing

(In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.)

Jehnna is the daughter of one of King Tiridates' brothers. Adopted by Taramis, one of Tiridates' sisters, she was prepared as an innocent to be sacrificed to a demon for Taramis' power. Rescued by Conan during a youthful adventure, she was installed as Tiridates' Princess Royal upon Taramis' death. She is a beautiful woman, slender and pretty with large dark eyes, full lips and she moves with the unconscious grace of a gazelle. She is diplomatic and gentle but she is not weak. She has learned harsh lessons in her life since Taramis died and Conan left her but still has a soft place in her heart for Conan, her first lover.

Adventure Hook: Jehnna is the possessor of Taramis' library of arcane tomes and artefacts, stolen from Taramis' aunt, Elfaine, who taught that there were only two ways for a woman to achieve power: seduction and sorcery. Jehnna has the tomes locked up but the Player Characters may have to convince her to unlock the tomes for their needs. Perhaps Jehnna has begun to dabble in the occult herself and has become possessed by Taramis' spirit.

Sample Elite Servants or Slaves

Medium Zamorian Commoner	6 th level Head Cook	6 th level Major Domo	6 th level Favoured Concubine
Hit Dice:	6d4+6 (21 hp)	6d4 (15 hp)	6d4+6 (21 hp)
Initiative:	+5 (+3 Dex, +2 Ref)	+5 (+3 Dex, +2 Ref)	+6 (+4 Dex, +2 Ref)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	16 (+3 Dex, +3 level)	16 (+3 Dex, +3 level)	17 (+4 Dex, +3 level)
DV Parry:	14 (+1 Str, +3 level)	14 (+1 Str, +3 level)	14 (+1 Str, +3 level)
BAB/Grapple:	+3/+4	+3/+4	+3/+4
Attack:	Knife +6 finesse melee	Unarmed strike +6 finesse melee	Unarmed strike +7 finesse melee
Full Attack:	Knife +6 finesse melee	Unarmed strike +6 finesse melee	Unarmed strike +7 finesse melee
Damage:	Knife 1d4 / x2 / AP 1	Unarmed strike 1d4+1 /x2 / nonlethal	Unarmed strike 1d4+1 /x2 / nonlethal
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Qualities:	Zamorian Traits, Illiteracy, Skill Focus, Bonus Feat	Zamorian Traits, Illiteracy, Skill Focus, Bonus Feat	Zamorian Traits, Illiteracy, Skill Focus, Bonus Feat
Saves:	Fort +3, Ref +5, Will +2	Fort +2, Ref +5, Will +7	Fort +3, Ref +6, Will +1
Abilities:	Str 12, Dex 17, Con 13, Int 17, Wis 11, Cha 9	Str 12, Dex 17, Con 11, Int 16, Wis 13, Cha 10	Str 12, Dex 18, Con 13, Int 11, Wis 9, Cha 16
Skills: (<i>In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.</i>)	Appraise +12, Craft (brewing) +12, Craft (fine cooking) +15, Disable Device +7, Handle Animal +8, Open Locks +7, Perform (food presentation) +11, Spot +12, Sleight of Hand +7	Bluff +9, Diplomacy +12, Disable Device +7, Listen +12, Open Locks +7, Profession (butler) +15, Sense Motive +10, Sleight of Hand +7, Spot +12	Diplomacy +15, Disable Device +8, Open Locks +8, Perform (any mundane) +10, Profession (concubine) +12, Sleight of Hand +8
Feats:	Endurance, Skill Focus (Craft (fine cooking)), Skill Focus (Perform), Skill Focus (Spot) ^{bonus}	Alertness, Iron Will, Skill Focus (Diplomacy) ^{bonus} , Skill Focus (Profession (butler))	Endurance, Skill Focus (Diplomacy) ^{bonus} , Skill Focus (Perform), Skill Focus (Profession (concubine))
Code of Honour:	None	None	None
Reputation:	5 (talented)	6 (talented)	9 (talented)
Leadership:	—	—	—
Allegiances:	Master of the House, as Games Master determines	Master of the House, as Games Master determines	Master of the House, as Games Master determines

Adventure Hooks in the Wealthy Quarter

Adventures in the Wealthy Quarter can be difficult for the Player Characters if they are on the receiving end of a noble's wrath. Rarely do the nobles act in such a manner as to personally put themselves in harm's way, so Player Characters may have to do a considerable amount of research and fact checking in order to discover who hired whom and why.

The children of Lady Jondra of the House Perashanid, daughter of General Lord Karentides, last of a lineage to rival that of King Tiridates, have returned to reclaim their ancestral home, which is now home to another favoured noble family. The Perashanid children, three-quarters Brythunian and one-quarter Zamorian, are not received in court, so they decide to destroy the rival family, either politically or

violently. The Player Characters may be in the employ of the squatter family or may be hired by the Perashanid children to help them.

DIFFERENT CITIES AND LOCALITIES IN ZAMORA

Although Robert E. Howard only specifically mentions Yezud, Shadizar and the City of Thieves in his Conan yarns, Zamora is comprised of many more cities and locations. Many of these locations have been mentioned or explored by later authors of the Conan tales. Here is a listing of many of those cities, which can be used in conjunction with the information found in *Conan: The Road of Kings*.

Sample Zamorian Nobles

Medium Zamorian Noble	1 st level Noble	6 th level Noble	10 th level Noble
Hit Dice:	1d8 (8 hp)	6d8 (27 hp)	10d8+10 (55 hp)
Initiative:	+2 (+2 Dex)	+5 (+3 Dex, +2 Ref)	+6 (+3 Dex, +3 Ref)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	12 (+2 Dex)	15 (+3 Dex, +2 level)	16 (+3 Dex, +3 level)
DV Parry:	10	13 (+3 level)	16 (+1 Str, +5 level)
BAB/Grapple:	+0/+0	+4/+4	+7/+8
Attacks:	Arming sword +2 melee finesse	Short sword +8 melee finesse	Poniard +12 melee finesse
Full Attack:	Arming sword +2 melee finesse	Short sword +8 melee finesse	Poniard +12/+7 melee finesse
Damage:	Arming sword 1d10 / 19–20/ AP 2	Short sword 1d8 / 19–20/ AP 1	Poniard 1d6+1 / 19–20/ AP 2
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Attack:	—	+1 bonus to attack rolls with dagger, short sword and poniard	+2 bonus to attack rolls with dagger, short sword and poniard
Special Qualities:	Zamorian Traits, Title, Rank hath its Privileges, Wealth	Zamorian Traits, Title, Rank hath its Privileges, Wealth, Special Regional Features, +1 bonus to Defence Value when using the Parry defence, Social Ability (<i>family ties</i>), Lead by Example +2, Enhanced Leadership	Zamorian Traits, Title, Rank hath its Privileges, Wealth, Special Regional Features, +2 bonus to Defence Value when using the Parry defence, Social Ability (<i>family ties</i> , <i>ally</i>), Lead by Example +4, Enhanced Leadership
Saves:	Fort +0, Ref +2, Will +1	Fort +2, Ref +5, Will +4	Fort +4, Ref +6, Will +7
Abilities:	Str 10, Dex 15, Con 10, Int 14, Wis 8, Cha 15	Str 11, Dex 16, Con 11, Int 15, Wis 9, Cha 17	Str 12, Dex 17, Con 12, Int 16, Wis 10, Cha 19
Skills: (<i>In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.</i>)	Appraise +4, Bluff +6, Diplomacy +8, Disable Device +6, Gather Information +4, Intimidate +4, Knowledge (local) +6, Knowledge (nobility) +6, Open Locks +6, Sense Motive +3, Sleight of Hand +6	Appraise +7, Bluff +12, Diplomacy +14, Disable Device +7, Gather Information +8, Intimidate +6, Knowledge (local) +13, Knowledge (nobility) +13, Open Locks +7, Sense Motive +6, Sleight of Hand +7	Appraise +10, Bluff +19, Diplomacy +19, Disable Device +7, Gather Information +11, Intimidate +12, Knowledge (local) +18, Knowledge (nobility) +18, Open Locks +7, Sense Motive +9, Sleight of Hand +7
Feats:	Negotiator	Knowledgeable, Leadership ^{bonus} , Negotiator, Quick Draw	Knowledgeable, Leadership ^{bonus} , Negotiator, Quick Draw, Persuasive
Code of Honour:	None	None	None
Reputation:	3 (any)	9 (any)	14 (any)
Leadership:	—	11 (5 th level cohort; 25 1 st level followers)	17 (8 th level cohort; 85 1 st level, 3 2 nd level, 1 3 rd level followers)
Allegiances:	As determined by Games Master	As determined by Games Master	As determined by Games Master

Amanar's Keep (Ruined) – The sorcerer Amanar dwelled in this Dark Fortress (as it was dubbed by the local tribesmen) deep in the Kezankian Mountains of eastern Zamora. It is a bleak, stone fortress carved out of the granite flank of a nameless mountain. The hillmen, though fearless by nature, still rode leagues out of their way to go around this black citadel, making the sign of the horns to ward off evil at its very mention. It lay several leagues north of a mountain pass used by caravans heading to Sultanapur. It was ruined when the mountain exploded at the end of *Conan the Invincible*.

Its half-buried ruins may well hold relics or magical energy, at the Games Master's discretion.

Aranza Desert – Untold centuries ago, the Pili king, Stak, known as the First King, drove the humans away in the Battle of Aranza. According to Steve Perry, in *Conan the Freelance*, the Aranza Desert is a scrubland in western Zamora, abutting the Karpash Mountains. The Pili (see page 22 of *Book II: Secrets of the Streets*) still dwell here.

Arenjun – Arenjun is known as the ‘City of Thieves’. Yara once lived here in the Elephant Tower, a perfect, gleaming tower that rose 150 feet and showed no opening. The jewel-encrusted tower crashed into gleaming shards after Yara’s death and the ruin can be seen still in an overgrown and abandoned garden in the Temple District. It is in the lawless maul, one of the most dangerous areas in Zamora, or in any kingdom of the Earth, where rogues of all sorts gather, including ‘furtive cutpurses, leering kidnappers, quick-fingered thieves, swaggering bravoos with their wenches’. (Robert E. Howard, *The Tower of the Elephant*). The maul is a place of abject poverty, a refuge for the poor, a place for people new to the city and a haven for thieves and kidnappers – and their ill-gotten gains. Arenjun has a population average of 33,900 people.

Ashmir – Ashmir is a small estate and town in northern Zamora known for its lush, public gardens. A slow, green river moves through the area. A powerful family of assassins known as the House of Shadows runs the area. The House of Shadows marks the doors of those who displease them with the Sign of Death, a mark made with blood. People from this area will avoid houses with such a mark, including businesses. Their tactics include garroting, poisoned caltrops, throwing stars, poisoned food and weapons. A red-haired Hyrkanian destroyed the adult males of the family many years back but the family has since grown strong again, trained anew by King Tiridates’ finest assassins.

Broken Gray Mountain – A mere day’s ride southeast of Crater Lake, Broken Gray Mountain is a peak in the Karpash mountains wherein a crypt was built to be the resting-place of the Horn of Dagoth.

Crater Lake – Crater Lake, hidden in the Karpash Mountains along the Corinthian border, is the collapsed, water-filled caldera of a long-extinct volcano. Although several small villages lie to the north, few people have ever seen this crystal clear mountain lake. A castle once stood at its centre but it collapsed with the death of its sorcerous master, Amon-Rama, once of the Black Ring of Stygia but cast out for daring to go where even that august assemblage feared to walk.

Dagoth Hill – The pre-human, demon-haunted ruins of Dagoth Hill lie near Shadizar. Vile demons still walk these dark ruins, willing to enter into sorcerous pacts or lie with women to continue their foul lineage.

Desert of Yondo – Due east of Ong in the north, this wasteland is known for its thorns and cacti. Many of the cacti hold poison instead of water, although few know of this. The desert is home to many normal desert animals, vipers and lizards especially, as well as many abnormal ones. Two-headed vipers, snakes that can survive being split asunder and giant beetles dwell here. The desert used to be a fertile plain but was destroyed by black magic. This desert was mentioned in the *Conan the Adventurer* comics written by Roy Thomas.

Elika – Elika is a Zamorian hamlet a half-hour’s ride by wagon off a side road from the High Corinthian Road toward Shadizar. It lies beside the Illitese River. Thick strands of white-barked hardwood trees grow here, their branches arching over the road. The land is fertile and warm enough year-round to grow grapes, the main crop of the area. Local winemakers and fish mongers are among the most profitable merchants in the village. Rainbow-coloured fish are caught in profusion from the river and other grains and fruits are also raised. The hamlet has a moderate income.

Grove of the Tree Folk – This grove of exceptionally tall trees grows in the desert east of the Karpash Mountains. The trees are tall enough to support an entire village in its branches, wherein live the people known as the Tree Folk. According to *Conan the Freelance*, the trees grow in the Zamorian desert because of a talisman called ‘The Sacred Seed’.



High Corinthian Road – The High Corinthian Road leads from central Corinthia, over the Karpash Mountains, to Shadizar in Zamora. The north fork goes through the Haunted Pass and the south fork goes through the Haraan Pass.

Illitese River – The Illitese is a river some distance to the west of Shadizar. It is a broad, cold waterway fed by numerous mountain streams originating high in the southern slopes of the Karpash range. The hamlet of Elika lies along its banks.

Innasfaln – Innasfaln is a city in the Karpash mountains, reputed to have the smoothest ale in Brythunia and beautiful blonde Brythunian women who apparently live up to their reputation. The city lies on one of the few passes through the Karpash mountains. It is a small trading village of crude wattle-and-daub huts and a few stone, mud and pebble buildings. Although technically in Brythunia, it is claimed by Zamora. Most times, however, Zamora does not bother to garrison it. It has a population of 512 people.

Jatte – According to Steve Perry in his novel, *Conan the Formidable*, Jatte is a village of giants several hours walk off the Shadizar Road into Corinthia, on the other side of the desolate Zamorian plains. The ancestors of these giants were brought to life 300 years ago by a wizard who needed strong backs for the construction of a castle. When the castle was done, the wizard gave the giants their freedom. The village lies in a small swamp. The swamp is home to huge serpents and patches of quicksand and is haunted by Vargs, a swamp-dwelling people.

Kalandor – Kalandor, according to Roy Thomas, is a small city at the foot of the Karpash Mountains near a trade route into Brythunia. It is north of Yezud. It has a population of 8,764 people.

Karpash Mountains – These mountains mark the border of Zamora and the nations of Brythunia and Corinthia. The Karpash Mountains are an extensive range of mountains extending from Brythunia to Ophir. Several passes between Corinthia and Zamora are named in the apocryphal texts, such as Donar Pass, Haraan Pass and the Haunted Pass. The Karpash Mountains are claimed by Zamora and Corinthia. The people pay taxes to whoever sends troops and deny allegiance when there are no troops.

❖ **Donar Pass** – Donar Pass is a narrow mountain road that runs south through the Karpash

Mountain range from eastern Corinthia to Zamora.

❖ **Haraan Pass** – The Haraan Pass is a mountain road on the High Corinthian Road through the Karpash range between Corinthia and Zamora. The Pass is often clogged in the winter due to snow and ice and often remains snowy the rest of the year.

❖ **Haunted Pass** – High in the Karpash Mountains on the north fork of the Corinthian Road, the Haunted Pass between Corinthia and Zamora is noted for the eerie sound the winds make. A haunted lake, Spokesjo, lies at the top of the pass, where undines live.

❖ **Mount Ghaf** – This is the mountain on which Yezud is built.

❖ **Mount Turio** – This ice-capped mountain was once the tallest peak in the Karpash range between Zamora and Corinthia, however, it turned out to be volcanic and the mountain exploded, blasting the top half into volcanic ash ten million years ago, according to Steve Perry in his *Conan the Freelance*. Time healed the wounds and an icy, deep crater lake remained, filled with sargasso weed. A recent re-eruption destroyed the lake.

❖ **Palace of the Sargasso** – The Palace of the Sargasso was once the abode of the Mist Mage Abet Blasa. It was a stone castle built on top of a floating mass of sargasso weed. The palace was destroyed at the end of *Conan the Freelance* by a volcanic eruption.

❖ **Sargasso Lake** – The caldera of Mount Turio was once filled with water and sargasso weeds. In the centre of the mass of weeds, so large a person can walk a day in any direction without hitting the edge, was the Palace of the Sargasso. The lake was home to selkies and electric eels until Mount Turio exploded in a volcanic eruption.

❖ **Ophir Pass** – The Ophir Pass connects Zamora and Ophir, high in the Karpash Mountain range.

Karatas – Karatas was a walled town on the lip of Sargasso Lake. The main gate was guarded by night by a single guard. The town had an inn called the Wooden Fish. The palisade of the city was reputed to be unbreachable despite its wooden nature. The city was named for the huge block of black stone that juts above it and was destroyed when the volcano beneath the Sargasso Lake erupted.



Ketha – Ketha lies on the caravan trail between Shadizar and Zamboula. Its economy is based on nearby stone quarries and the skill of its stone masons. It has a population of 9,000 people.

Kezankian Mountains – These mountains form a natural barrier between Zamora and Turan. Many things lurk in these mountains, including ape-men and villages of hill people. The hill people of the Kezankians are notoriously hostile toward strangers; their favourite tactic is the ambush. The range was created during the lesser cataclysm and is younger than some of the other mountain ranges in the known world. The Nezvaya River runs through the northern part of the range, creating a corridor between Zamora and Turan. Another pass lies near Arenjun, as does the Temple of the Bloodstained God. Ape-men dwell in the northern reaches of the Kezankians.

Kharshoi – Kharshoi is a village a few leagues east of Yezud in the Karpash Mountains. It has a ropewalk to Yezud, linking one mountain to Mount Ghaf, the mountain on which Yezud is built. The village lies on the main road linking Yezud to Shadizar.

Khesron – This Zamorian suburb to Yezud lies at the other end of a caravan route through the Kezankians to Sultanapur in Turan. It is a small city; its largest building is a two-story inn called Bartakes' Inn.

Komath – Komath is the name of the Zamorian village where Nyssa the witch was born and is mentioned in *Conan and the Spider God* by L. Sprague de Camp. Nyssa the

witch was rescued by Conan on a trip to Yezud in the city of Zamindi.

Larsha – Larsha is a ruined city near Shadizar. Legends tell of great treasures and a horrible curse lurking within. Built in Cataclysmic times by the Zhemri and was ruled by giant kings. In the centre of the city stood a royal palace carved out of a massive crag. Within this dark ruin lurked the mummies of the giant kings that eternally guard their treasures. Conan encountered seven of them; they were, he discovered, destroyed instantly by sunlight. In Conan's youth, after his adventure within the walls of Larsha, the city was largely destroyed by an earthquake. That monolithic black basalt palace is now nothing more than a huge hill of rubble. If any passages or chambers still exist

beneath the vast broken blocks they remain hidden to this day. The severe damage of the earthquake has reduced the city to rubble, yet people still avoid the ill-reputed ruin, afraid of lingering curses.

Ong – Known for its brutal inquisitors, Ong is another city-state of northern Zamora. The lion-headed god of pain, also called Ong, is worshipped here. The city has a population of 2,456 people.

Pulawer – Pulawar was an ancient city-state of the Janagar Empire. Destroyed by magic over 1,000 years ago, all that remains of this Janagar city is a ruined temple in northern Zamora. Thought by local legends to have been the temple of King Ardubal IX, the temple is erroneously called the Ardubal Temple. The ruins are ramshackle, with no straight roads. All the streets around the temple are short, punctuated by random flights of stairs to squares and courtyards. The artwork is decadent, revealing how the Janagar worshipped gods of blood and fertility. Janagar of the Opal Gates was at its height when Python was still a crude village.

Ramaraj – Ramaraj is a Zamorian city of sculptured gardens and beautiful spires. It lies among forested lands near the mountains. It is a wealthy trade town with a population of 4,789 people.

Rinjaruin – Rinjaruin is high-walled city of northern Zamora. A powerful citadel sits at the centre of the city. The outer gate towers are carved to look like stylised faces.

Sayara – Sayara is a small city of northern Zamora on the trade route between Shadizar and Kalandor.

Temple of the Bloodstained God – The Temple of the Bloodstained God is an ancient edifice in the Kezankian Mountains.

Urkira – Urkira is a walled town of eastern Zamora on one of the slave trade routes. However, the poor specimens sold in Urkira's flesh stalls would bring scant coinage in the slave markets of Shadizar or Arenjun. Even the doxies are equally as lacking as the slaves for sale. The wealthiest man in town is a blind seer named Kushad, a powerful scholar well versed in hypnotism and wards. He poses as a penniless prophet begging on the streets but at night returns home to his wealthy estate and his daughter, Tahmina.

Vos' Fort – Vos' Fort is a border fort on Zamora's Eastern Marches, against the Kezankian Mountains. To the east and south of the fort is steppe. It is garrisoned by cavalry trained for the steppe and footmen trained for fighting in the mountains.

Well of Kings – an ancient stone waterhole in the arid lands of Zamora that lies several days east and north of Shadizar. Huge toppled slabs of worn black stone surround it.

Yazdir – Yazdir is a frontier town of Zamora, located in the north. According to some legends, it was the first large town ever seen by Conan. It is built of stone houses with thatched roofs. A ten to 12 foot tall wall surrounds the town. Outside the wall a clutter of barns, sties, pens and corrals house flocks of livestock. The centre square is paved with flagstones and several large buildings surround the square, including the temple, the barracks, the courthouse, the inn and several large mansions of local noblemen. In the square, merchants from a score of nations hawk their wares, indicating Yazdir is on one of the trading routes.

Yezud – Yezud is well known as the city of the Zathites, the worshipers of the Spider-God. Yezud is built upon a fantastic crag on Mount Graf in the Karpash Mountains. A single pass moves up those hump-backed mountains, a path that alternately widens enough for a small village then narrows so that only a single horse could move though it easily. The final village on the path is Khesron, which boasts one public house, Bartake's Inn. Only Zath's priests and those who work for the temples are permitted to remain within Yezud's walls overnight. There is so little crime in Yezud, there is little need for much of an armed guard. There are no alehouses or houses of public entertainment within the city walls, encouraging the townsfolk to retire early

or to leave the city for Khesron. Yezud and its satellite villages have a combined population of 6,438 people.

Zamatra – Zamatra is a city 30 leagues north of Arenjun. Combined with its satellite villages, Zamatra has a combined average population of approximately 5,000 people.

Zamindi – Zamindi is a village on the road between Shadizar and Yezud. Conan once rescued Nyssa, a witch, from being burned at the stake by the villagers, as recounted in *Conan and the Spider God*. The village breeds horses and is known for its fleet-of-foot population. They are accepting of white witchcraft, but burn perceived black magic practitioners at the stake. It has a population of 700 people.

Zamorian Marches – These lands are on the other side of the Kezankian Mountains, separating the mountains from the Eastern Desert. At one time they were under Zamora's control but now Turan dominates and settles the region.

Zardas – Zardas is a sizeable town at the crossing of two roads just north of the border between Koth and Khauran. A small river passes through it. A large cattle-market, its stockyards and pens are located two miles downriver. It is a walled city, with corrals for the animals of caravans just outside those walls. It is a colourful place, with most of the buildings made of brick or local stone, painted bright colours and ornamented with striped awnings. The streets are narrow and bravos of every sort are common sights. The courtyards of the wealthy here are filled with fragrant bushes and polished flagstones. The roofs of the wealthier homes are gardens with penthouses in their midst. Zardas has a population of 6,200 people.

Zucarla – Zucarla is a town in the mountains of southern Zamora. Zucarla is a poor area, far from the trade routes and often forgets to pay its taxes to the king, who then sends troops to collect them. One time they forgot 12 years in succession before the king noticed and sent his troops. The Zucarlians are known to ambush the troops as they approach if the townsfolk have enough warning. The Zucarlians often illegally hire mercenaries to beat back the king's troops.

Zuphala – Zuphala is a village in northern Zamora a few miles from Rinjaruin.

The Nature of the Beast

Gamesmastering Shadizar

SHADIZAR IS KNOWN as the City of Wickedness. Robert E. Howard did not even set a single story within the confines of Shadizar, although he mentioned it in several tales. Later authors hinted at its true nature, but even they kept the lurid aspects under the cover of literary shadows. How then does the Games Master present Shadizar and give it a unique atmosphere, yet make it clear this city is far more 'wicked' than any other? This section will give some advice on how to accomplish just that. After a time the eye grows familiar to the foul and poisonous air of perversion and wickedness.

THE NATURE OF SHADIZAR

Shadizar has several Traits that set it apart from other cities. Here are a few of the most relevant. The Games Master will then add his own elements to this mix to create his own unique Shadizar for his campaign world.

Wickedly Open: Shadizar is a large city where sins can be easily hidden, yet the people insist on practising their sins out in the open. The people of Shadizar often consider foreigners to be too upright and restrained. Many foreigners, especially Brythunians, become the butts of their jokes illustrating those qualities. Sex is evident almost everywhere in the city, open and unabashed. Nudity is common and unremarkable. Bestiality and other fetishes considered perversions in other lands and cities are practised without comment here. Lavish and ostentatious displays are seen daily in the passing of nobles and their entourages. The king is a notorious drunk and this fact is not hidden. Debauchery is a way of life in Shadizar and is hedonistically embraced by its people. Life is cheap and cheaply lived. Unsavoury tales of lewd behaviour and lascivious limericks of rude topics are told with delighted relish in all corners of the city. The city seems to revolve around predators, prey and scavengers, from the lowest thug to the most exalted nobleman. Player Characters need to decide which category they fit into before someone places them into a category they do not wish to be in.

Cosmopolitan: Shadizar's business is international, as it sits at the junction of several major trading routes. Shadizar is a hub of trade, sitting on the Road of Kings as it is. While the citizens of Shadizar are mostly Zamorian commoners, they are all touched by the international scope of the city. The cosmopolitan nature of Shadizar daily intrudes on the lives of the native citizens. Traders visit with tales of far off places and tourists visit with wide-open eyes, aghast at the lurid quality of life to be found in mighty Shadizar. Zuagirs rub elbows with Corinthians; Turanians argue expansionist policy with reclusive Stygians; Shemite nomads debate the advantages of camels over horses with Hyrkanian horsemen. Signs are often written in multiple languages or in basic, easy to understand designs. Most merchants and businessmen speak multiple languages to better take advantage of their prey.

Supernatural: Although one will not see open displays of magic in Shadizar, the supernatural lurks in the dark recesses of the city and everyone knows it. Certain parts of the city are avoided by citizens and certain places in the middle of seemingly random streets are walked around by the people. Magic and demons are real in the mythologies of the Zamorians and few will try and test the ill will of the spirits residing in the forbidden places of Shadizar. The entire Temple District is avoided by thieves because of the unwholesome tales told about those who enter the abodes of the gods. Magic is not doubted in Shadizar. Indeed, it is considered a tangible force needing reckoning with in order to survive.

Pride: The people of Shadizar are proud of their nation and of their city. They believe they have the greatest city in all of the world and most will defend it against harsh words spoken by a foreigner. Most Shadizarians consider those from other Zamorian cities as foreigners. Zamorians are also proud of their reputations and skills as thieves and kidnappers. Few will tolerate insolence from foreigners on these points.

Beyond Shadizar: The countryside around Shadizar the Wicked is littered with miles of private country palaces and small, independent farms. Retired bandits, wealthy merchant families and noblemen with a desire for country living or peace and quiet away from the big city all build

mansions and estates on the lands surrounding Shadizar. Some of these people live here fulltime, others maintain homes in the city as well. The independent farmers raise livestock primarily, although vineyards and groves are also maintained in some well-watered areas. The most dominant form of livestock is sheep, used to supply wool and cloth to the city. The merchant guilds maintain a battery of agents who travel from farm to estate, buying wool, livestock and grain to resell in the city, providing those who live on the city's outskirts with much-needed supplies, and negating the need to go into Shadizar itself. Also outside the city are the trade routes, which are sometimes notoriously dangerous. Zamorian bandits, Turanian raiders, Strygian slavers and Zuagir nomads often terrorise those on or around the trade routes in search for profits.

THE NATURE OF REPUTATION

Reputation in *Conan the Roleplaying Game* can be a tremendous asset among the people of Shadizar, save for the scavengers of the city, who are better off with minimal reputations outside of their own circles so they can move invisibly. *Conan the Roleplaying Game* introduces several natures applicable to Reputation. Herein can be found a few more natures to dictate how Reputation is used by characters. Remember, unless stated otherwise, people

must recognise a character in order for his Reputation score to apply in a situation.

Debauched: The character is widely recognised for his vices and his willingness to try anything. People feed him information willingly, often just to see what he will do with it. People are also a little intimidated by the character, a little afraid of what the character is willing to do to get his way. The debauched character adds his Reputation bonus to Gather Information and Intimidate checks against those who recognise him.

Gossip: The character is known as a gossip and rumour-monger. People seek him out for the latest news and are usually willing to feed information to the character. However, people also know the character cannot keep a secret, so some things are consciously kept from him. The gossip is also skilled at convincing people who know them their tales are true. Depending on the situation and the sensitivity of the information sought, the gossip earns a positive or negative bonus to his Bluff and Gather Information scores based on his Reputation.

Fallen: The character has fallen from grace, bringing both shame and dishonour to his family and himself. A noble who squandered his fortune on foolish vices is an example of this type of character. He is not accorded a lot of respect by those with Codes of Honour, and is often looked upon as prey by the predators of the city. His Reputation earns him a penalty to Diplomacy but a bonus to Gather Information, as people are willing to help him find vice and death.

Liar: The character is a compulsive liar, using his Bluff skills constantly. However, his reputation has preceded him, hampering his efforts. This character is so skilled at lying that he receives his Reputation bonus to Bluff and Gather Information checks against those who do not recognise him but that bonus becomes a penalty against Bluff, Diplomacy and Gather Information checks used against those who recognise him and know his reputation.

Observer: This character is well known as someone who sees everything that happens around him. He can point out motivations and see details others will overlook. His reputation is such that people actually subconsciously reveal information to the character even as they try to hide the information. This character adds his Reputation bonus to Gather Information, Sense Motive and Spot checks against those who are aware of who he is.



Paranoid: This character suffers from mistrust that is either highly exaggerated or not warranted at all. Suspiciousness based on past experience is not paranoia. The paranoid character is known to be suspicious, hypersensitive and aloof. His distrust of others gives him a negative bonus to Gather Information checks as the people who know him are aware he will believe nothing they say. The character's aloofness and propensity to accuse others of persecution also hampers his Diplomacy skills, giving the character a negative bonus to Diplomacy. The character is extremely good at backing up his delusions, giving him a Reputation bonus to his Bluff skills.

Perverted: The character is perverted and everyone knows it. People tend to shy away from known perverts, not trusting them or simply fearing them. Voyeurism, fetishism, paedophilia, exhibitionism, incest, transvestism, necrophilia, sadism and masochism are possibilities for perversion. The pervert gains a bonus to Gather Information and Diplomacy with those who share a perversion with, but gains an equal penalty to the same skills for those who revile those perversions and recognise the character as having one or more of those perversions.

Proxy: This character is well-known to be the mouthpiece of a more powerful background character. While not necessarily a power in his own right, he has the ears of power and speaks with the voice of power. People know this character is someone to be listened to for his words are someone else's. Others also know to be guarded in what they say, for this character is also someone else's ears. This character may add his Reputation bonus to Diplomacy, Intimidate and Sense Motive checks but the bonus is a penalty to Gather Information checks.

Seductive: The character is known as a sexual predator, using his power and reputation to bed others. His speech is suggestive and his body language filled with innuendo. This character may add his Reputation bonus to Diplomacy and Gather Information checks.

Wicked: The character is known as a strong predator in the city. Often a bully, this character loves to see people grovel before him, trembling in fear. This character may add his Reputation bonus to Intimidate and Gather Information checks but his bonus is a penalty to Sense Motive checks.

THE NATURE OF CAMPAIGNS AND ADVENTURES

Shadizar – City of Wickedness depicts a stimulating city during the Hyborian Age. There is always something to attain in the city, be it a chance to lose oneself, experience a forbidden vice or something more tangible, such as a trinket from a noble's mansion. There is always something important to be lost in the streets of the city, not the least of which is one's life or the lives of loved ones. The destruction of a reputation, the slaying of friends and the interference of the King's Own provide plenty of motivation for characters to begin their urban adventures. The city of Shadizar is never stagnant. Agendas, loyalties, allegiances are all at play here, stretching the lives of those who live here and pushing against the envelope of the status quo. In Shadizar, danger looms everywhere, lurking in dank alleys or walking broadly in the filthy avenues. This danger is the adventure, which can be broken down into several elements to help the Games Master tell his own tales of wickedness, debauchery and heroism. A well-balanced tale set in Shadizar consists of a beginning, a middle and an ending.

THE NATURE OF THE BEGINNING: THE SETTING, BACKSTORY AND CHARACTERS

The beginning of the adventure serves to bring the players to the action as quickly as possible. This part of the adventure fills the players in on what they need to know and introduce the Non-Player Characters. Backstories are told here and the action begins. The plot of an adventure takes root here. From here the plot needs to flow logically. A logical plot does not mean an obvious plot. Surprises and twists are necessary and should be unexpected yet still logical. The conflict should be introduced in the beginning. Do not leave the players wondering what is going on for long. The beginning of the adventure also serves to introduce the setting, the backstory and the characters involved.

The Nature of Setting

Shadizar is not just a routine town located along a caravan route. Do not let Shadizar become a generic setting. A generic setting implies the adventure could take place anywhere and will make the adventure seem less 'real'. All places have native characteristics and qualities that influence the characters living there. The urban wilderness of Shadizar should be fraught with suspected suspense

and hidden predators hiding in the shadows of buildings, waiting for the opportunity to strike. Potential violence hangs from every encounter, insanity or depravity may hide behind civilised masks and vile crimes happen non-stop around the characters. When the watchful sun dips low and night approaches, the urban sprawl of Shadizar the Wicked truly comes to life as the city's predators become more active. Shadizar should not become merely a backdrop either, a place with unique characteristics but without effect on the characters. Instead, Shadizar should rise above becoming merely local colour. Shadizar should evoke a mood and an atmosphere distinctly affecting the characters who live and visit there. Shadizar should become as tangible as an actual character.

As with any setting, use all five senses to describe the area and make it more tangible. Here are a few ideas to inspire the decadent atmosphere of Shadizar: Characters could encounter cold draughts of slight winds, lumpy cobblestones beneath their booted feet, slick pools of unidentified refuse on the ground or chunky remnants left over from spilled cooking pots; characters could smell the coppery odour of blood, faecal stench reeking with urine and vomit, gangrenous smells from various denizens moving past them in the sweaty crowds, fishy smells from strange-moving beggars or honeyed stinks erupting from belching ovens; characters could hear unexplained noises, such as bellowing, chanting, chattering, croaking, crying, giggling, roaring, screaming or snorting. Keep in mind that none of these need to be explained to the players, although a few might inspire an adventure idea or two. Use these weird events to unsettle the players, bringing a sense of unfulfilled terror.

Shadizar is not just a collection of streets and buildings. The terrain of Shadizar is much more varied than that. The mountain at one end of the city creates oddly sloping streets and buildings dangling at uncomfortable angles. The city boasts bridges, tunnels, wide avenues, narrow alleys, aqueducts, monuments, fountains and walls. Besides mere architecture, Shadizar also boasts a huge, crowded population.

Few places in Shadizar are devoid entirely of people. The city is overcrowded and noisy. At every step, people are around. For a city notorious for its crime, it is hard to escape the presence of witnesses. Luckily for the criminals, Shadizar is the type of place where a score of people were present at the scene of a crime and not one witnessed the act.

The Nature of Backstory

An important aspect of a *Conan* adventure, as well as most adventures and stories, is the element of history and back story. Even if the players never find out the back story

behind the various characters, places and things in your adventures, having some idea of the history behind these things can only help to bring them to vibrant life. Of course, you should never create more than is necessary, but having something to bring alive the more important characters and places can create a necessary sense of verisimilitude. Backstories should be probable in order to be believable. A backstory can set up believable motivations, responses, emotions and attitudes. Anything important in the story should have a reason for being there – and a history of how and why it is there. Avoid the mundane if possible. Draw back the veil of centuries and give your players a glimpse of the visions and wonders that few dare to even dream exist.

The Nature of Character

One of the most encountered characters of a *Shadizar – City of Wickedness* campaign are the urban Zamorians. Of vital importance to a great adventure or campaign are the characters encountered by the Player Characters. As will be seen in the development of plot, characters need to be probable and necessary. If a character is not needed to enhance the plot, then remove the character from the adventure. If the character is so improbable as to defy the basic suspension of disbelief inherent to the game, then discard the character. Non-Player Characters should speak and act in given ways, as defined by what is probable or necessary for the character. Do not use Non-Player Characters as *deus ex machina* to rescue the Player Characters from their own mistakes.

Characters should also be vibrant and vital. Major characters in the game should be described with their history to start with. What does the character do? What has he done? Where has he been? Where is he now? How did he separate from the ordinary world to become an extraordinary person? What rituals has he undergone and what obstacles has he overcome to become who he is today? What did he bring back from his journeys? He could have brought back a new religion, new philosophies, new knowledge, an ability to defend his people, a sacred object or any number of things. Describe the character in physical terms. The racial characteristics given in the *Conan the Roleplaying Game* are a good starting point, but do not be afraid to vary from the stereotype. Important characters should also have values and motivations described. What moved him to leave an ordinary life? Perhaps he hasn't undertaken that journey yet and longs to be special. This is crucial to creating a realistic, vibrant character. Giving a character values and motivations also makes roleplaying the character easier, as well as adjudicating a character's actions and reactions to various stimuli provided by the Player Characters and other situations. How does a character interact with other

characters? A character who is arrogant and rude will gain different results than a character who is humble and polite. A character with something to hide will act differently than someone who is upfront and honest to a fault. Detailing how he speaks to others and how he treats others is another means of adding depth and vitality to a character in the game. Another descriptor to add to the various characters in your game is one of player motivation. Why should your players meet and speak to this character? What does he know or have that could be useful to them? If there is no reason for players to interact with the character, then they probably will not, nor will they remember or care about the character. All of these elements should come into play with any of the important Non-Player Characters you create for your *Shadizar – City of Wickedness* campaigns.

THE NATURE OF THE MIDDLE: CONFLICT AND PLOT

A good role-playing session should not just be a collection of stuff that happens. A good game needs a structured plot with conflicts and logical events arising from resolutions of the various conflicts.

Conflict: Driving the Story

One of the main elements of any Hyborian age story (or any story) is conflict. Without conflict to drive the story, the story becomes uninteresting. The key to making an interesting adventure is to successfully maintain a sense of tension and a risk of serious conflict or injury. The key to interesting conflicts is emotion. Unless there's a reason for the players to care, fight scenes in a roleplaying game are boring and pointless. For the best effect, conflict should be between people who know each other, not between strangers. The closer the relationship between the characters, the more emotional the conflict will likely be. Conflicts can include foes, the Player Character party, obsessions, concepts, law, war, obstacles to be overcome, natural disasters or horrible curses.

A conflict with a foe is fairly standard for the fantasy genre. Robert E. Howard utilised the major foe as the primary source of conflict in several stories, such as Xaltotun in *The Hour of the Fire Drake* and Thugra Khotan in *Black Colossus*. The important idea here is to come up with a villain or foe memorable and interesting enough to attract the attention of the players.

The Player Characters can become their own source of conflict. The various party members of a Hyborian age group have their own unique allegiances



and desires. Player Characters can decide to act in a manner contrary to the best interest of the party as a whole or may decide to betray a hated member of the party. A Player Character scholar may have an obsession standing in the way of success or the patron lord of a Nemedian warrior may make demands forcing the party to delay or halt their own goals. Moral dilemmas fit into this category. Player Characters may have to choose between their Codes of Honour and the dictates of conscience. Player Characters may be forced to choose between betraying a friend or dying. Player Characters may have to choose between saving one fellow Player Character or another Player Character, with no time to save both.

Just as a code of honour may be a source of conflict, other concepts can be sources of conflict. Perhaps poverty is an issue to be overcome or the power of the nobility. Perhaps the Player Characters must fight for the power of true love instead of fighting an identifiable foe through brute strength.

The law can be the source of conflict for the story. The characters may have overcome rules and regulations or slip past the enforcers of the King's Law. Robert E. Howard used this conflict in his Kull story, *By This Axe I Rule!* The law forbade the marriage of two who saved Kull's life, so Kull had to resolve a dilemma. Does he uphold the law he swore to uphold or does he do what is right by the couple? Kull swung up his axe and made his choice. Beneath that

*'Hear you! I am weary of this business.
I am no king, but a slave! I am hemmed
in by law's, law's, law's! I cannot punish
malefactors nor reward my friends because
of law, custom, tradition. 'By 'Valka, I will
be king in fact as well as in name!'*

Robert E. Howard, *By This Axe I Rule!*

axe the law was shattered as Kull declared, 'I am the law!' He held up his bloodied axe as he continued, 'I am king, state and law! By this axe I rule!' This is an excellent conflict to throw at players portraying a member of the King's Own or other authority empowered by the king of Zamora with some responsibility. Betraying the King's Law in Shadizar could have dire consequences. Do your players have the strength to do it?

Physical obstacles are fantastic sources of story conflict. Mountains may need to be overcome or a physical handicap could be the foe. The environment as a whole may be the source of conflict. Perhaps a massive storm is rushing toward Shadizar, requiring the Player Characters to somehow save the city or rescue as many people as possible. Natural disasters likewise make for excellent sources of conflict. Earthquakes, major storms, tornadoes, plagues or unnatural weather are all obstacles to be overcome by the Player Characters. In Howard's *The Black Stranger* a storm plays a role as an obstacle.

With every campaign and with every adventure there should be the potential for gain and the potential for loss. A wonderful source of conflict in a game can arise from the need to sacrifice something important to attain victory. This is also an opportunity for good roleplaying and drama. If players do not feel their characters have something to gain from participating, they will have no motivation to move forward. Likewise, if players do not feel as though they are putting valued things at risk, they will feel cheated and bored. These elements, potential for gain or loss, should be incorporated into every plot.

Plot – Necessary and Probable

Equally as important as conflict is plot. The plot is the structure of the story. Structure your plots so that events lead the characters to make choices, which then lead to other events, which lead to other choices, which leads to yet more events and on goes the sequence. The beginning of the game should bring about some situation needing resolution. The initial reactions of the players then bring about the middle of the game. The events and choices could bring about certain elements of good plotting, such as reversals, discoveries, complications, catastrophes and

resolutions. One thing to avoid is the tendency to lead the characters by their collective noses. The other things to avoid are events or characters who do not add materially to the story. If an element's presence or absence makes no difference to the game, leave it out. All elements should be the necessary or probable result of the preceding action. In the construction of any plot, aim for the necessary or the probable. Anything else stretches the plot beyond verisimilitude. Another point to be made for a good plot: action. The action in a *Conan* adventure should be continuous. The action should not let up. Listed below are some tools for creating lively, action-oriented plots.

Reversals: A reversal is an occurrence that changes a character's luck from good to bad then back again to create more conflict or escalate tension. In a game, these reversals should result from Player Character actions and choices, giving rise to continued reasons for further actions and choices. Be careful to avoid reversals springing from coincidence or, worse, non-sequitur events. Reversals arising from coincidence seem forced. A non-sequitur is simply an event happening for no reason whatsoever. Reversals generate surprise in a game, to keep it from becoming obvious and boring. The twists and turns in a game should make the players say, 'I never saw that coming!' yet seem as inevitable in hindsight, probable consequences arising from previous events. Excellent examples of reversals appear in Robert E. Howard's *The Black Stranger*. In that tale, Conan runs from the Picts, only to find safe haven in a strange rocky refuge the Picts would not go near. His fortunes went from bad to good. *The Black Stranger* provides other moments of reversal, such as when Strom arrives, expecting to trade passage to Count Valenso for treasure. Then a Zingaran ship arrives, wanting the same treasure, chasing off Strom. Then a storm destroys the Zingaran ship, giving Strom another opportunity for bargaining. The map vanishes. Conan appears with the map and then destroys it. However, he knows where the treasure is. So the story goes, reversal after reversal. These moments of reversal are dramatic and climactic in many stories, leaving the players to wonder what will happen next. Never just let a plot move along a straight, predictable line. Make it twist. If the players seem to have it all figured out early in the session, then toss your notes aside and throw in a twist that gives the lie to everything the players think they know. Always try to think of what else might happen during the course of a plot, making sure all reversals are the necessary or probable result of the preceding action.

Discoveries: Just as important to a plot as reversals are the discoveries. Discoveries include the uncovering of clues, revealing elements of a character's past, flaws or motivations, realising epiphanies or the unveiling

of a potential complication. These discoveries advance the plot while motivating the characters to continue, often by creating the feeling they are succeeding and moving forward. If the characters suffer a setback, allow them to discover something new to renew their motivation. In *The Tower of the Elephant* by Robert E. Howard, Conan discovers a dead royal guard, strangled by nameless hands, revealing a potential complication. Later, he discovers the source of Yara's power and is given the motivation to continue forward. Like reversals, discoveries must be relevant to the overall plot and the central conflict. Random, meaningless discoveries without the least connection to the plot should be left out of the game. Discoveries should be the necessary or probable result of the preceding action and lead toward successive actions. Another type of discovery includes the introduction of a helpful guide and a magical talisman of some sort to help win the day. In *The Tower of the Elephant*, Yag-Kosha fills this archetypal role, giving Conan advice and, by way of a talisman, the Heart of the Elephant.

Complications: Often uncovered as a discovery, a complication is something obstructing the characters from their goals. Functionally, a complication maintains tension in the story by providing additional conflict. Complications are either incident based or character based. Complications can include threshold guardians, those obstacles needing to be overcome in order to simply begin the story. Threshold guardians function to keep the characters in their present situation, preventing them from becoming involved in the story or plot. Guards who insist on keeping characters in town because of past crimes are an example. Natives who do not want their regional heroes to leave, afraid doom will come to town if they do are another example of a threshold guardian. In *The Tower of the Elephant*, the Kothian who tries to talk Conan out of scaling Yara's tower serves as a threshold guardian. The characters' efforts to resolve complications will often create other complications, which escalates the tension. If things get slow, bring a probable and logical complication or catastrophe into the plot to raise the tension level. Just as with reversals and discoveries, complications should be the necessary or probable result of the preceding action and be connected to the overall plot in some manner.

Catastrophe: A catastrophe is an especially intense complication or reversal. The function of the catastrophe is to ensure the plot does not move along too easily and to introduce further conflict. Catastrophes can be external or internal. An external catastrophe can include severe weather, such as a tornado or typhoon. An internal catastrophe can include the destruction of a character's sanity or the increase in a character's Corruption level. Once again, make sure the catastrophe

is the necessary or probable result of a preceding action. Random catastrophes do not materially add to a given story. The catastrophes pack much more punch if they are brought about by character actions and choices. In the case of severe weather, if not caused by a character spell (player or non-player), then the characters need forewarning so they can choose to protect themselves in some manner or not.

Random Encounters: Avoid random encounters; they are rarely necessary. If the inclusion or exclusion of an event does not add to the whole adventure or make the least amount of difference in the movement of the plot, then leave the event out. A roleplaying game is a form of storytelling and good storytelling does not include irrelevant events unrelated to the plot as a whole. A game session is not a day-in-the-life but a narrative focused on one element of that life. If the removal of an element from the game completely disrupts the flow of the story, then that element is important. If the removal of an element does nothing to the plot, then it should be removed. Random encounters tend to fall into this category. Do not let the dice determine the flow of the game. Such is the Games Master's purview, his responsibility. Having a guard or neighbourhood bully without any connection to the plot come up and challenge the characters, while a probable event on the streets of Shadizar, does not add anything to the story, thus making the encounter unnecessary. It is a delaying tactic at best and an annoyance at worst. Do not introduce characters without connection to the main conflict of the plot. The conflict with the unconnected character or element will simply be boring and pointless.

THE NATURE OF THE SUPERNATURAL IN THE CAMPAIGN

Another important element to this campaign setting is the scary, weird and paranormal elements. All of Robert E. Howard's Conan stories have an imaginative touch of the supernatural in them, an aspect of lurid horror. Terror is a fantastic motivator for events and characters, inspiring explosive action, expressing certain moral truths, or increasing dramatic tension. Keep in mind how nightmares make you feel. Describe that feeling when you describe magical effects. Keep it emotionally intense. That was Howard's strength in his best stories. He used words he found frightening and strong. Do the same. Atmosphere is not so much word choice as it is the creation of tension, wonder and fear. There is a brooding, dark, creepy side within each of us. Tap into that unsavoury shadow while describing sorcery and its black implications in *Shadizar* – *City of Wickedness*.

THE NATURE OF RESOLUTION

Just as a story has a beginning and a middle, it also has an end or resolution derived from the events in the story. Do not rely on coincidences or unforeseen new elements to conclude a plot, instead let the conclusion be a logical extension of story elements already presented by you or the players. The resolution should also be satisfying to all the participants. Do not forget the twists used in the middle portion of the adventure; a good ending is often the unexpected ending arrived with a twist. One ending to avoid is the *deus ex machina* ending.

Deus ex Machina: The infamous *deus ex machina* is among the worst possible resolutions a Games Master can use to end an adventure, a session or a campaign. This resolution is any ending both clumsy and improbable, used merely as a convenient way to get the characters out of an impossible situation. Two examples of this type of ending include those wherein the cavalry comes in the nick of time from out of nowhere or a super-Non-Player Character arrives out of nowhere to save the day. There are many problems with this resolution. One, it cheats the Player Characters out of a chance to prove their worth or die with their boots on. Two, such an ending destroys the verisimilitude of the entire adventure, destroying in one blazing moment the effect the Games Master and the players have been building and working on the entire session.

THE NATURE OF RELIGION IN SHADIZAR

The Zamorians as a whole are polytheistic and the people of Shadizar are no less so. Religion is considered a civilised refinement by the Zamorians and is embraced by most of them as a factor that raises even the lowest of them above the level of savage. Few foreign gods are accepted alongside the authentic Zamorian deities derived from ancient Zhemri myths and beliefs, Bel being a notable exception. Different Zamorian cities have a patron god, a force embodying the city or an aspect of the city. Yezud, with its infamous spider-god, is the most familiar of these patron gods. Bel, a Shemite god, is the patron of Arenjun, which is also called the City of Thieves. Several aspects of Zamorian religion are worthy of note. The importance of religion, the eerie beauty of their temples, the complex nature of their beliefs, the domination of the priests and the myriad strange gods are all facets of Shadizar's Temple District.

He had entered the part of the city reserved for the temples. On all sides of him they glittered white in the starlight - snowy marble pillars and golden domes and silver arches, shrines of Zamora's myriad strange gods. He did not trouble his head about them: he knew that Zamora's religion, like all things of a civilised, long-settled people, was intricate and complex and had lost most of the pristine essence in a maze of formulas and rituals. He had squatted for hours in the courtyard of the philosophers, listening to the arguments of theologians and teachers and come away in a haze of bewilderment, sure of only one thing, that they were all touched in the head.

Robert E. Howard, *The Tower of the Elephant*

Zamorians find religion to be economically important and they believe in the power of their multiple gods and priests. Like marriage, religion is considered by most Zamorians as an economic tool, not a spiritual tool. Most of the religions the Zamorians find tasteful would shock a votary of Mitra, for Zamorian religions embrace vice to an alarming degree, daring the vengeance of long-suffering gods of purity. Most of these religions embrace and idealise gross or animalistic sexual theories and purely physical uses of sex. Zamorian religions tend to condemn the idea of a spiritual meaning toward sex and ideas about romantic love, as these theories run contrary to the obviously economic value of sexuality, virginity and marriage. Since any Zamorian can see firsthand the economics of these concepts, the idea of a spiritual value of these things is alien and corrupt. Casual, mindless promiscuity is almost always emphasised over sentimental and non-measurable attitudes about purity and sexuality. Two great festivals are celebrated throughout Zamora in its temples: The Spring Festival and the Festival of All Gods.

Temples in Zamora are strange and beautiful buildings. Largely they are built in districts designated for temples, but this is not always the case. The buildings glitter in the starlight and are often blindingly bright in full sunlight. They are built out of white marble for the most part, with golden domes and silver inlays.

Foreigners commonly find the Zamorian pantheon complex and difficult. Philosophers and theologians hold long debates about reality, the cosmos, life after death, heresies, truths and gods. Zamora's religion is intricate and complicated, housed in a mire of bizarre rituals masking, amplifying

or altering the more simple Zhemri truths and beliefs. Their religions also seem to most foreigners to be oppressive, for Zamorian priests enforce absolute obedience among their followers.

Grim priests and foul sorcerers are abundant in Zamora, all practising diabolisms such as murderous rites of human sacrifice, wicked acts of soothsaying and foul divinations through ghostly contact with spirits and demons. Many Zamorian priests are quite skilled in hypnotism and use their mesmerisms to ensure unwavering loyalty and unswerving devotion. Zamorian priests range from the most corrupt, black-hearted fraud to the most serious theologian. In theory they have all the restrictions and benefits of worshippers (except for the requirement to pay a tithe), along with several more, but in practice many a priest simply uses his position to gain political influence, bribes and other 'fringe benefits'. Many Zamorian priests are eligible to marry into noble families, thus raising their own rank considerably.

Although scholars can choose the 'lay priest' background at 1st level, a fully-ordained priest must have selected the Priest feat at 4th level or above. In either case, the priest may have access to certain forms of sorcery through the temple but will usually be banned from learning other types of sorcery.

Many of the major religions also have heretical cults formed of people who vary from the main religion either on minor points or, occasionally, in major religious terms. Much debate ensues between members of outwardly similar religions who inwardly disagree on seemingly small facts and theories. These conflicts occasionally burst out into open combat but the king of Zamora keeps an eye on the religions and their influence on the masses; he will take whatever action or inaction is necessary to maintain power.

TYPES OF RELIGIONS

There are many kinds of religion available in Shadizar. Mystical, nature, prophetic, revealed, sacramental and tribal religions all stand their ground throughout Zamora and in Shadizar. Many of these revolve around the same pantheon of gods and are simply alternative paths argued and debated among the priests and holy men but others are truly alternative types of religions. Most Zamorian religions are complex enough that many of these types are intertwined around a primary type. An example might be a revealed religion with sacraments that create a mystical experience. Religions often grow and change and these types may help the Games Master to develop a history for the religion. Perhaps a charismatic leader of a Zhemri tribal



religion had a mystical experience and a revelation. He left his tribe and began to spread the word of the revelation and his teachings were written down. He encouraged people to use lotus to re-enact the mystical experience and thus created the first sacrament of the religion. Later, after his death, his tribal symbol became a holy symbol for the new religion, adding another sacrament and his burial place became holy. His teachings were preserved and guarded as the revelations of the god. Thus the tribal religion was converted to a revealed religion with sacramental aspects.

Mystical Religions: Mystical experiences are at the heart of this type of religion. In order to understand the divine and become devout one must have a mystical experience of some sort. Life, society and even fellow believers are of no consequence. The divine is experienced directly and individually. Usually these religions do not go beyond a single person but occasionally there arises a charismatic and powerful individual who constructs a social structure built around the achievement of the preferred divine experience. These religions usually die with the charismatic leader unless a new authority quickly takes over. Ritual, sacraments and traditions are used to aid beginners in achieving the divine experience but are ultimately thought of as crutches and the goal is to get rid of the need for such crutches as soon as possible. A problem with this religious form is its unpredictability. Anyone can have any sort of experience and come away with virtually any message,

inspiration, insight or teaching, even if such contradicts the current authority's teachings. These alternative insights could generate their own followings, creating a split in the religion or even hostility. Some mystical religions revolve around the use of certain drugs or around certain acts, such as masochism or even orgasm. Many of the mystery cults are simply craftsman guilds devoted to protecting the secrets of their chosen craft. At annual festivals the various craft guilds put on complex morality plays emphasising myths and philosophies relevant to their chosen craft.

Nature Religions: Among the earliest sort of religion developed by men, nature religions present gods and supernatural powers as revealed through the natural events and objects. Deities can be metaphorical or literal. Nature as a whole is often treated as sacred; everything in the universe is connected by an intricate web of energy. These religions are almost always polytheistic. They do not rely upon sacred writings, individual prophets or single religious figures as a religious centre. Shamans act as a religious guide to serve the community but any believer is considered to be capable of experiencing divinity and the supernatural. Often all members are considered members of the clergy and men and women can both be found in leadership positions. Religious events are held in open air courts or outside of Shadizar. Few erect permanent sacred buildings, preferring to leave nature unmodified as much as possible. Most of these religions have a darkness lurking behind them, a 'dark side' inclined toward the mastery of nature and other humans. Unfortunately, Zamorians tend to embrace the darker halves of these types of religions. Control and domination of others is second nature to the Zamorian mind-set.

Prophetic Religions: Prophets in a prophetic religion is the dominant factor. Prophets guide and warn society, playing an ongoing and dynamic role, something revelation religions cannot provide with their static texts and past messages. Oracles play a large part in prophetic religions. Prophets do not authoritatively interpret past revelations; instead, prophets receive new and ongoing revelations. The past is not important. The new information being received supersedes the past as being more relevant. The focus is on society and action as manifestations of divine will and presence. The nature of society is a portent of divine will. If good things are happening, the gods are happy but if bad events are ongoing, divine anger is evident... and the prophet will reveal what the gods want from man to fix society. Obedience to divine will is mandatory in these religions to avoid divine anger and retribution. Correct behaviour is far more important than correct belief. Members of prophetic religions can be found all over the streets of Shadizar, preaching forth their

visions and revelations, warning Shadizar of its impending doom.

Revealed Religions: A revealed religion has a set of revelations, usually given to mankind by a god or gods, as its symbolic centre. The law is communicated to the believers in the form of sacred writings, prophets or miracles. These things transmit the will or desires of the god or gods. Revealed religions teach that their god or gods are active and real. They have a hierarchical structure in terms of religious leadership and even in relationships between members. Priests are considered intermediaries between the human and the divine. They usually serve as an authoritative interpreter of revelations already given but some prophetic variations of this type allow the priest to serve as a conduit for continued revelations. The primary duty of the believer is to have loyal devotion and perform slavish obedience to the religion's gods and/or priests. Many of these religions persist in Shadizar. Thieves often consider the theft of the written revelations of these temples to be a testament to their abilities as a thief.

Sacramental Religions: A sacramental religion emphasises the divine is present in some fashion in physical objects and in the mystery-laden rituals of the temple. Contact and communication with the divine is sought through these objects and rites. These rites and objects serve to impress upon the believers their obligations. Statues, food, animals and furniture all can be a manifestation of the divine or a temporary dwelling for the divine. Note that the object itself is not divine, merely a manifestation or dwelling. The objects are a source of inspiration and comfort, not some sort of golem to come to life if one prays hard enough, although a sorcerer might delude his followers into thinking such by animating the statue once in a while. A sacramental religion may regard a statue of a god as a dwelling place of divine power but it will not be worshipped as a god itself. Sacred objects, especially if they carry sacred substances, are treated with reverence at all times and mysterious rituals transmit the divine power to the participants. Priests are religious specialists and may have a permanent position or just a temporary one used for the duration of a single ceremony. Permanent priests may be considered guardians of the sacred and administer the innermost ritual secrets. Sacraments and rituals reinforce the power of religious authorities so other religions in Shadizar may have sacramental portions. Nature religions may regard a particular river as a sacred site where the divine resided during certain rituals and revealed religions may have several sacraments, relics and rituals whereupon the divine may touch mortal lives. Sacred prostitutes are often sacramental, for their bodies become living hosts of the divine when they are performing their erotic arts. The dangers in

sacramental religions include the idea that people might come to believe the objects themselves are divine and worthy of worship or that the people might see to believe the objects and rituals as merely symbolic, without real religious significance and certainly without real power. Many of these religions invent stories 'proving' the power of their relics to maintain the beliefs of the followers, such as holy symbols, relics or words repelling undead or dispelling demons. Many of the sex cults in Shadizar are sacramental in nature.

Tribal Religions: A tribal religion is unique because one cannot truly join it. Tribal religions do not seek converts or to spread their message. It is a religion that has something to say to its members but does not expect anyone else to care about that message. A member is born into the religion and those who are not born into the tribe are simply treated as though they will never understand it. Thus, no attempt is made to teach it to others. The priests of these religions are essentially interpreters, expected to analyse the traditions of the religion and show the people of today how it should be applied to any new situations. They also interpret omens and signs, looking for approval or disapproval from the spirit world.

BENEFITS OF FOLLOWING A RELIGION OR WORSHIPPING A GOD

Each god or pantheon offers certain benefits to its worshippers, so long as they remain in good standing with the cult. The benefits tend to vary from god to god and are listed in the individual descriptions of each god or pantheon. Complete descriptions of the various benefits are given below. Note that no deity offers all the following benefits – you will need to check the individual entries to find out what each god offers.

Atonement: A character who has broken the terms of his code of honour, or who has broken one of the rules of his god, may seek out an ordained priest of his deity and ask for atonement, if the deity offers this benefit. Usually the priest will expect a donation to the temple of around 50 silver pieces multiplied by the character level of the character who desires atonement and then send him off on a suitable holy quest for the god. Once the quest is completed, the character regains his code of honour or is returned to his standing as a worshipper of the god, as appropriate. The priest who assists with the atonement must be in good standing at the temple. Note that deities whose cults have no particular requirements for their worshippers do not

usually offer atonement either. A character who fails to keep his tithes paid up loses the benefits of worship until his back dues are paid.

Corruption: Some cults are so vile and debauched a save vs. Corruption needs to be made on a regular basis (see *Conan the Roleplaying Game* for rules on Corruption). As Conan pointed out, many of the religious among the Zamorians seemed a bit touched in the head. If a corrupt person fails a Corruption save, madness may well ensue. The entry will include the save interval, if diligent observation of ritual is required, and the save DC.

Drugs: All worshippers of this god or pantheon have access to at least one form of lotus and other drugs for purchase. The temple also provides a haven for the use/abuse of the desired substance. Priests will often tempt new recruits with cheap or even free samples in hopes of capturing their souls with the vice. Other temples use drugs to achieve holy visions, receive divine guidance or just to increase their magical power.

Faith: All worshippers of this god or pantheon gain a +2 morale bonus to all Will saving throws. This represents their faith in the religion, which can be a powerful source of spiritual strength when faced with evil sorcery or unnatural creatures. Faith is generally offered only by the more 'civilised' religions – those which regard themselves as somewhat above the supernatural.

Oracles: The religion is a prophetic one and provides oracles for the faithful. Often this is related to the spells benefit but only divination spells are cast for the devout and at no cost, although donations are always accepted.

Sacred Prostitutes: All worshippers of this god or pantheon have access to the temple's sacred prostitutes at places of worship. These prostitutes help the religion to catch men for their god or goddess. She is the lure, the delicious flesh on a spiritual hook. By paying attention to the lonely, the sacred prostitute can bring in new recruits, keep current cultists satisfied and satiated, catch unsuspecting sacrifices, provide high priests with leverage against the wealthy and the strong or any other function the high priest of a temple might conceive. The sacred prostitute is well trained in the arts of massage, touch and erotic stimulation. Zamorians believe physical pleasure signifies the presence of the gods. Sexual pleasure is one of the gods' greatest gifts, pleasurable and essential to fertility and life. Zamorian religions tend to view everything in sexual terms: rain or seeds, male images, are given to a receptive earth, a female image. The feminine quality is worshipped by the religious of Zamora and the use of a sacred whore is considered to be loftier than the base use of a common harlot. Some religions, however, condemn the

use of temple prostitutes and consider the use of such to be the worship of a foreign goddess and an act of heresy.

Spells: Priests, shamans or other representatives of the god are willing to cast any of the spells they know on your behalf, at half the usual cost (see *Conan the Roleplaying Game*). A parenthetical entry after 'Spells', such as 'Spells (counterspells, divination)', indicates that only spells from those sorcery styles will be cast.

TEMPLES AND CULTS IN SHADIZAR THE WICKED

Most temples and cults in Shadizar do not worship one god in particular but the entire weird pantheon of Zhemri divinities. Although cults given to individual deities do arise in Shadizar, such as the cult of the Night God created by Roy Thomas and the cult of the Spider God, these are unusual cases of fanaticism. Most of them disagree which divinities are dominant and which are irrelevant but the deities are there all the same. Zath, Omm or other spider gods figure prominently in many of these religions. Games Masters can make up their own cults or use these generic templates.

Mystery Cults: Mystery cults are sacramental religions whose members believe the performance of certain rituals will give them knowledge unavailable or unknowable by normal men. Many of these cults are led by sorcerers or demons. Some cult leaders believe they have died and been reborn as a god. These cults offer up secret wisdom and lost truths, including such bizarre beliefs such as: aliens from other planets and other times visit the world, possess people or even kidnap people; man was not the first life form on the planet but a strange plant-like creature; possession by spirits is good; and certain rituals can unlock the potential of the mind, unleashing a man's psychic powers. Some have aspects of a sex cult, holding weird orgies in the dark and summoning fiends from the Outer Dark to dance with them.

Requirements of Worship: Pay a tithe of 4 sp/level/month to the local temple.

Benefits of Worship: Faith; spells (usually hypnotism or divination or oriental).

Requirements for Ordained Priesthood: Knowledge (religion) 10 ranks; must know the hypnotism or divination or oriental sorcery styles (depending on the focus of the cult).

Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (hypnotism or divination or oriental only); much of a Zamorian priest's time serving the temple is taken up with religious debate, giving all priests who have served for at least one year a +2 competence bonus to all Knowledge (religion) checks.

Typical Punishments for Disloyal Priests: Expulsion from the cult, harassment.

Sex Cults: A sex cult is usually a fertility cult devoted to the exploration of sexuality as a religious experience. In many, women are dedicated to their gods by an act of ritual defloration. Several of these religions are founded on the idea that a virgin goddess is also the protector of childbirth. Often these cults form the occasion for sexual depravity or excess. Open orgies may be the preferred form of worship or more discreet visits to temple prostitutes, male and female, may be the norm. Many have concepts of sexual freedom and indiscriminate sharing of partners. Sex cults often make it clear that inability or unwillingness to share sexually with a fellow member demonstrates selfishness and a lack of spirituality. Some sex cults forbid incest, others encourage it. Some of the sex cults require that members serve as a sacred prostitute at least once, regardless of rank in secular society. Thus a lowly commoner could have intercourse with a highborn noble without stigma or shame. Some fertility cults are less debauched than others and, instead of wholesale bacchanalian orgies, the priest and priestess have ritualised intercourse on holy days to promote fertility in the land or among the people. Some religions, however, condemn the use of temple prostitutes and consider the use of such to be the worship of a foreign goddess and an act of heresy. Many of the religions of Shadizar also have sex cults on the side that are considered auxiliary or branches of the main religion.

Requirements of Worship: Pay a tithe of 2 sp/level/month to the local temple.

Benefits of Worship: Sacred prostitutes. Some may offer the benefit of Corruption (1/year; DC 12).

Requirements for Ordained Priesthood: Knowledge (religion) 10 ranks; must know the hypnotism sorcery styles. To become a high priest, the character must have the Debaucher feat (see *Conan: The Scrolls of Skelos*).

Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (hypnotism and enchantment only); much of a Zamorian priest's time serving the temple is taken up with religious debate, giving all priests who have served for at least one year a +2 competence bonus to all Knowledge (religion) checks.

Typical Punishments for Disloyal Priests: Expulsion from the cult.

GODS IN SHADIZAR THE WICKED

The following gods and pantheons are worshipped in Shadizar. The Games Master is encouraged to create other gods to replicate the numerous and complex pantheon of Zamorian gods. Robert E. Howard

implies that Zamora has a complicated theological structure but gave no details. Most writers following in Howard's footsteps have simply created individual gods independent of each other or a common Zhemri mythology. Instead of trying to create a coherent Zhemri/Zamorian mythology from whole cloth, which is beyond the scope of this work, this section merely details some of those gods created by past authors. Some gods are so minor information is scarce. For example, in *Conan the Destroyer*, by Robert Jordan, the character of Malak uttered, 'Ravana's Weeping Eyes', 'Shakuru's Burning Teeth', 'Fidesa's Tears', 'Danh's Bony Rump', 'Badb's Holy Buttocks', 'the Nine-fold Names of Khepra' and 'Sigyn's Bowl', but no other information was offered. Other gods mentioned in various Zamorian stories include Sareth and Zamm.

Azoth, The Dreaming One

Azoth, the dreaming god, is more of a demon than a god, although his monks do not see him thusly. A guardian of the dead in the Zhemri pantheon, a steady stream of sacrifices characterises his worship. His white-robed monks feed the poor and bury the dead in his honour. They know, even though he dreams and is bound, he still watches over his people. He is also god of pain and hate, a god of judgement. He is called upon as the enemy of Mitra, Ibis and Ishtar, a just and eternal ruler over all peoples. Some rival cults believe his reign will mark the end of man's rule on Earth.

His monks are called 'brothers' and dress in white robes. The priests and priestesses wear gold trim on their robes and capes. Many wear gold skullcaps. The monks and priests hold a higher station than the priestesses, who serve the priests as master alchemists or herbalists. The priestesses are primarily in charge of drugging sacrificial victims and bearing sons and daughters for the priests. Most of the order is born into it – the religion does very little, if any, recruiting.

Azoth, a demon thing from the dark aeons before man arose and when gods still walked the earth, warred with the spirits of light. After his golden horn was ripped from his brow, he was imprisoned within a towering mountain. Azoth has desired to escape and to ravage the lands and peoples who have prospered during his stagnant imprisonment. His spirit, able to contact others via dreams, allows him to enter into pacts and teach some sorcery as he tries to win his freedom. The ironbound *Book of Skelos* decrees that one day the horn will be returned to the god and he will arise from his stony prison. Unfortunately the horn can only be attached during a certain ritual on a certain night, once in a thousand years, when certain stars match

'For untold millennia, O Azoth, our river of blood has sustained thee in thy dark dreaming. Now, as decreed by the iron-bound Book of Skelos, the daughter of thy high priest at last stands naked before thee to restore unto its rightful place that which was ripped untimely from thy brow, thy golden horn!'

Gerry Conway and Roy Thomas, *The Horn of Azoth*

the pattern on an ancient treasure-box kept by the cult of Ibis. The treasure box contains the coveted Eye of Ibis, which is the key to open a secret chamber in the lost Crypt of Shadows in the Kezankian forests. In that secret chamber is the golden horn of Azoth.

The dreaming god is worshipped at his labyrinthine temple on Azoth Mountain, a tall spire of rock which can be seen from Shadizar. Looming out of the side of Azoth mountain is a grotesque statue, considered to be the sleeping form of their god. At the base of this mountain is a long stairway leading to the Labyrinth of Azoth. The Labyrinth of Azoth is entered through a hideous gateway carved in the forms of howling men in pain. The interior path is fended with traps, such as illusory pits, dead ends, dead falls, mazes and riddles. Even a few magical traps, created with powerful permanent sorcery (see *Conan: The Scrolls of Skelos* for permanent sorcery rules), exist in this labyrinth.

His mortal enemy is the cult of Ibis. The temple that guards the Eye of Ibis trains its High Priest, a position passed from father to son, to enter into the Labyrinth of Azoth and pass through the traps in case the Horn of Azoth is ever recovered.

Requirements of Worship: Pay a tithe of one corpse/level/month to the local temple.

Benefits of Worship: Faith, sacred prostitutes, Corruption (2/year; DC 18).

Requirements for Ordained Priesthood: Knowledge (religion) 10 ranks; must know the hypnotism, summoning and divination sorcery styles. To become a high priest, the character must enter into a *greater demonic pact* with Azoth.

Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (hypnotism, divination, summoning only); much of a Zamorian priest's time serving the temple is taken up with religious debate, giving all priests who have served for at least one year a +2 competence bonus to all Knowledge (religion) checks.

Typical Punishments for Disloyal Priests: Sacrificed to Azoth.

Bel, God of Thieves

The Zamorians do not just worship gods from some forgotten Zhemri pantheon. They know a good thing when they see it and, as a race of noted thieves, are not above stealing gods. One such import god is Bel. Bel, stolen from Shem, is appropriately a god of thieves in the Zamorian pantheon.

Bel is described as both lusty and clever, as befitting a god of thieves. He is sometimes depicted as an eagle carrying a forked bolt of lightning, as though hinting that he can steal even the traditional powers of other gods. Sometimes he is depicted as a six-armed elephant-man. He has also been shown to be a stocky man with a grinning face, as well as a thinner man with a black mask.

Bel's worshippers include kidnappers, cutpurses, footpads, beggars and anyone else wanting undeserved gain via shadowed efforts. His faith downplays any concept of general human rights and emphasises egoistic hedonistic desires. The focus of Bel's religion is the acquisition of wealth and power, which are seen as lofty and pleasurable goals. Bel's priests tend to offer a sense of community and belonging to the disinherited and disillusioned masses. Their teachings also focus on pride in one's skills, and the exercise of those skills to gain access to wealth and power. Doing work for others is shameful. One should work for oneself. Pride comes from the skilful acquisition of wealth. Contentment and conformity are the evils of this religion. The religion teaches the skilled to respect those who prove superior skill. If there are multiple thief factions in a given area, the temple to Bel is always neutral. Hostilities between different factions are not tolerated. Bel cares not for politics or man-made lines of demarcation. If one is skilled, one can and should take what he wants from whom he wants. If one does not want his belongings taken, then he must be craftier than those who want to take them. That is to be respected. Hate and hostility toward those more skilled is not respectful. Bel is not interested in human sacrifices and instead expects wealth. Scholarly priests focus on counterspells and divinations, as these styles aid in the acquisition of wealth.

'And Bel, god of thieves, is a good god. When I was a thief in Zamora I learned of him.'

Robert E. Howard, *The Queen of the Black Coast*

There is no altruism in this faith. Charity is for fools. Beggars who worship Bel do not believe they are charity cases. They are quite skilled at using pity to further their wealth without having to take up a trade or craft. Thieves and beggars do not give charity, and the beggars do not ask the predators of Shadizar for money. Those who give to beggars are nothing more than prey. The point of life is to improve one's position skilfully and with pride, if a worshipper can acquire something, it is because he deserves the acquisition. The religion teaches that others will prey upon them if permitted, so they should become the predator, if a little pre-emptive preying permits survival, then all the better.

His worship is generally not conducted as a formal ritual. Most brothels and taverns hold secret shrines to Bel and he is worshipped with high-stakes gambling, frantic orgies, tall tales and voracious feasts. His temples are little more than gathering places.

Requirements of Worship: Pay a tithe worth 1 sp/level/month to the local priests of Bel.

Benefits of Worship: Spells (counterspells, divination), sacred prostitutes.

Requirements for Ordained Priesthood: Standard, plus must carry out at least one unusually daring theft each year.

Benefits of Ordained Priesthood: Standard, plus the following: Gather Information, Hide and Move Silently become class skills (even if the priest gains levels in a non-scholar class); sorcery teaching is available (counterspells and divination only); bribery and corruption are actively encouraged; much of a Zamorian priest's time serving the temple is taken up with religious debate, giving all priests who have served for at least one year a +2 competence bonus to all Knowledge (religion) checks.

Typical Punishments for Disloyal Priests: Removal of priestly status.

Morath-Aminee, The Eater of Souls

Morath-Aminee is a demon lord once bound in a nameless, forgotten cavern beneath Pteion the Accursed for rebelling against Set in the time when gods walked the earth. He was freed by a wizard named Amanar. Since the time of Amanar's consumption by Morath-Aminee, the demon-god recovered from his own wounds and slowly built up his own religion to ensure a steady supply of souls.

Morath-Aminee is a demon but is often worshipped as a god. He has a large golden head that is not quite serpent or lizard, all surrounded by a dozen tentacles longer than a man. He has a serpentine, golden-scaled body that stretches beyond the reach of eye to see or mind to know. He has a forked tongue, long

'Morath-Aminee', he half-chanted, half-hissed. 'O Eater of Souls, whose third name is death to hear, death to say, death to know, thy servant Amanar brings these offerings to thy sacrifice.'

Robert Jordan, *Conan the Invincible*

fangs and his eyes are described as greedy, holding the flames of all the furnaces that ever were. The demon-god consumes souls during sacrifices as the sacrifice is bled dry. Finally the priest cuts out the sacrifice's heart at the last possible second of life.

His goal is to bind Set as he was bound and he promises his high priests dominion over man, to herd the masses as cattle to feed him. Their holiest of books is the dreaded *Book of Typhon*, a book feared even by the Black Ring of Stygia. There also exists an amulet, a golden serpent in the clutches of a silver hawk, which will protect the wearer from Morath-Aminee. After the death of Amanar, however, the amulet was lost.

His church is one built up by those who feel betrayed or feel imprisoned by circumstances brought about by others. His dark temples offer vengeance and the binding of those who would bind his people. In return for assassinations and help in bringing vengeance about, the followers of Morath-Aminee bring the demon-god that which he craves most of all – souls. The followers of Morath-Aminee are taught to hate Set and Set worshippers, which often gives the cult a gleaming coat to hide behind when investigated. When the high priests learn of someone who has been horribly betrayed, they may approach this person with promises of vengeance. Of course this vengeance comes with a price. That is variable but often revolves around the live capture of the oppressor for sacrifice. Sometimes targets are required to give up family or property to the cult, either for sacrifice or use. Usually a cult member finds himself too deeply mired in it before he can do anything to escape the corruptive clutches. Offering debaucheries and other sins to relieve the pain of the betrayal, the cult often snags new members before they know they are snagged. The cult also attempts to cut the betrayed victim off from his past life, offering a new life of strength and vengeance. This increases the new member's dependence on the cult.

When last seen in *Conan the Invincible*, Morath-Aminee was writhing in pain, possibly in his death throes, but the death of a demon-god is not a

mortal death and he may still live on – or his dark dreams may still exist to offer great power to the sorcerer-priest who resurrects him.

Requirements of Worship: Pay a tithe worth 2 sp/level/month to the local temple.

Benefits of Worship: Faith, Corruption (1/month; DC 15).

Requirements for Ordained Priesthood: Knowledge (religion) 10 ranks; must know the hypnotism, summoning and necromancy sorcery styles. Must have read a certain page from the dreaded *Book of Typhon* in Khemi and survived. Must have a *greater demonic pact* with Morath-Aminee.

Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (hypnotism, summoning, curses, counterspells and necromancy); much of a Zamorian priest's time serving the temple is taken up with religious debate, giving all priests who have served for at least one year a +2 competence bonus to all Knowledge (religion) checks.

Typical Punishments for Disloyal Priests: Flayed alive, boiled in oil.

Nameless Night God

The time-forgotten Night God of Shadizar, which takes flight from sunless caverns once per month, takes the form of a giant bat. He is an enemy of the light as well as an embodiment of evil spirits. A hybrid creature, for a bat is a strange mixture of mouse and bird, the Night God is a transformative agent, either by supernatural or spiritual means. His religion further adds to this transformative image by imagining the Night God to be a devourer of the sun. The heavenly abode of the night god is an unending bliss of eternal shadow. His doctrine is about community and familial affection because bats hang together in closely bunched groups. His votaries tend to seek superlative health, hard-earned wealth, deserved longevity and an easy death, all of which are seen as ways to escape the vale of sorrow of secular existence. This Night God is also called the Dark One.

This religion is one of the most feared sects in sin-wracked Shadizar. The religion itself is served by drug addicted

'Gather robed ones, ye keepers of flame and faith, the hour is come 'round once more wherein we make sacrifice to the dark one whom we worship. O 'Night God, thou whom we do serve, yet ne'er have seen, accept thee now this unworthy gift, this soiled and sinful offering, this human Alecatomb. Take her hence, from this vale of sorrow, to the unending bliss of thine eternal shadow, thy heavenly abode. Come! Come now!'

Roy Thomas, *Devil-Wings Over Shadizar*



philosophers, priests in red robes and cowls and a female priestess who dominates over all. The red adorned priests are known as Keepers of Flame and Faith. They have never seen their god, for he comes in cover of darkness to steal his sacrifices. Since bats can navigate in darkness, they are deemed to be symbols of vigilance. As the representatives of such a vigilant creature, the servants of the Night God value Listening and Spot skills. Most have the Alertness feat.

The Temple of the Night God is a tall bejewelled spire with an open minaret of gold mounted on top. A full description of the Temple can be found on page XX.

Once each month, in the dark of the moon, a young girl vanishes from the streets, taken to a minaret in Shadizar to be sacrificed to a dark and sinister god. Those who are taken by the red-robed priests of the Night God are generally considered as good as dead. The whole kidnapping is simply considered a small price to pay for peace with a dark and sinister demon-god. The monthly ceremony goes as follows: On the appointed night, the red-robed priests gather at the top of the minaret with a sacrifice. The high priestess recites an incantation, then a singular bell is rung. This bell summons the Night God from the sunless caves where it dwells. The bell also causes pain in the mind of any non-believers who are at the top of the minaret. The single lighted brazier is capped and the chamber is plunged into abysmal blackness. A sound similar to the angry lapping of waves on a shore is all that can be heard of the approach of the Night God. The bat flies into the open minaret and takes his sacrifice, flying away with her. With this sacrifice, the city is safe for another month.

The original Night God of Shadizar was slain by Conan the Cimmerian in his youth. The priestess Hajii was slain by Jenna, Conan's companion at that time. The cult fell apart but ten years later, the religion resurfaced in Shadizar. The religion was restored by another priest, the father of the priestess slain by Conan, who summoned yet another bat-demon from the outer gulfs. Now a horde of bat-demons, half-breeds born from the original bat-demon and human women, serve the cult as gods and goddesses. Conan has taken the religious form of 'god-killer' and its adherents often push the king to do things to hinder or harm Aquilonia.

Requirements of Worship: Pay a tithe worth 2 sp/level/month to the local temple; monthly human sacrifices.

Benefits of Worship: Faith, drugs, spells (hypnotism and divination)

Requirements for Ordained Priesthood: Knowledge (religion) 10 ranks; must know the hypnotism sorcery style.

Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (hypnotism, summonings, cosmic sorcery, divination and nature); much of a Zamorian priest's time serving the temple is taken up with religious debate, giving all priests who have served for at least one year a +2 competence bonus to all Knowledge (religion) checks.

Typical Punishments for Disloyal Priests: Sacrificed to the Night God.

Omm the Unspeakable

Omm, another of Zamora's spider gods, is an example of a giant spider worshipped as a god. His religion treats the giant spider as a living representation of a trickster god, the weaver of the web of illusions. The great weaver is also the Creator, who spins the threads of lives. The religion of Zath considers Omm to be a heretical cult designed only to promote the sins of the priests instead of actually having a philosophy. The priests of Omm fight back, sometimes by offering a philosophy, other times by kidnapping Zathites and feeding them to Omm.

The bleak temples to Omm the Unspeakable always hold a giant spider of obscene proportions as living proof of the existence of their god. The temple to Omm in Shadizar went even further. Its high priest has summoned a demon that takes the form of spider. The demon-spider

"You pause in mid-boast, barbarian. Could it be the spectacle of our previous offerings, both those who have already served, and those who patiently wait to serve? Or is it, perhaps, the sight of the Spider-God himself, far too huge, too magnificent to be contained in any tower? I give you Omm, the 'Unspeakable!'"

Roy Thomas, *Web of the Spider-God*

relishes its masquerade as Omm, enjoying the free souls and blood given to it in offering.

His high priests, on ceremonial occasions, dress in black, hooded robes, vestments and a belt of black beads holds his dark sacrificial dagger. The priests of Omm focus their skills in intimidation and do not care that the population fears Omm.

In *Web of the Spider-God*, Omm is worshipped in web-latticed Yezud but the spired city beside the black-stoned mountain was destroyed at the end of the tale. Possibly there is more than one Yezud in Zamora or the yarn-spinner merely was confused as to the location of the tale. Perhaps Omm and Zath are both worshipped in Yezud. The Games Master can determine the truth for his own campaign.

Requirements of Worship: Pay a tithe worth 2 sp/level/month to the local temple.

Benefits of Worship: Faith, sacred prostitutes.

Requirements for Ordained Priesthood: Knowledge (religion) 10 ranks; must know the hypnotism sorcery style.

Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (hypnotism only); much of a Zamorian priest's time serving the temple is taken up with religious debate, giving all priests who have served for at least one year a +2 competence bonus to all Knowledge (religion) checks.

Typical Punishments for Disloyal Priests: Fed to Omm's living representative.

Ong, God of Pain and Atonement

Another god in Zamora is the lion-headed god of pain, Ong. In Zamorian mythology, Ong is the Atoner of the Gods, providing god and mortal alike with a sense of restoration after due punishment. Most Zamorians visit Ong's temple if they feel they have done something horrible or if they have been cast out of society for some wrong. Disloyal priests and fallen women often visit the temples of Ong to achieve atonement and forgiveness. Those who find

they enjoy inflicting pain, either on themselves or others, are drawn to take up the mantle of an Inquisitor of Ong, the title of his priests.

Ong is worshipped by accepting various methods of pain and bondage. Ong's priests are in touch with the spiritual, physical and emotional value of pain and torture. Pain is an essential part of reality for it represents the tortured soul of humanity as well as the rapturous delight of life. Exquisite pain and unbearable passion brings the worshipper of Ong close to experience a union with the divine. Humiliation, shame, pain and submission is worship for the followers of Ong. The image of being subjected to the will of the gods followed by a spiritual resurrection is the ritual of transcendence for the congregations of Ong. The Inquisitors lash themselves and each other daily. They will put thorns in their gloves and shoes for continued pain and transcendental transformation. Many sew thorns into their garments or wear garments so coarse as to cause continual discomfort. Body piercings and tattoos are common. The truly devout may even wear chains to cut into their flesh, flagellating themselves with chains and hooks instead of lithe leather whips. The Inquisitors routinely command their acolytes to lash them on bare backs. The Inquisitors also flagellate the members of their congregation to help them on their path to enlightenment and sinlessness, believing mystical ecstasies and visions are sent by Ong to the pained. They believe whipping and pain has the power to save a soul from the demons and devils of Hell and the Outer Dark. Humiliation and pain is the path to salvation and purity.

The Inquisitors of Ong teach that pain will awaken a person to a higher consciousness and understanding. Many will sit still for 14 hours a day, every day, as they are subjected to unrelenting tortures while unmoving. Many Zamorians are drawn to this religion as a coping mechanism for the outer façade they must adopt to live successfully in the wild streets of Shadizar and other cities, needing a passivity and receptivity in their lives they are forbidden to display elsewhere, lest they be taken for prey. Their need for mystical wonder, known as 'shadow', is described by some Zamorian philosophers as the embodiment of the weak and degraded side of

"Go, soldiers. The Inquisitors can handle things from this point. They've a far greater feeling of accomplishment if the soul they mean to save resists for a time... much as this old man has been doing for some weeks now."

Roy Thomas, *The Inquisitors of Ong*

their psyche. In many ways this religion is the opposite of the hedonistic and egocentric lifestyle led by most Zamorians. Faith in Ong reminds his followers not to put too much faith in their own abilities and skills. Of course, the Inquisitors of Ong try to spread the gospel of pain to others against their will. Those who do not willingly submit simply have not experienced the joy of getting rid of the burden and limitation of self, nor have they yet experienced the sublime union with the divine.

Ong's priests are known as Inquisitors and the High Priest is known as the Grand Inquisitor. His centre of worship is in a city of the same name in the northern reaches of Zamora, but at least one temple to lion-headed Ong looms ominously in the Temple District of Shadizar and the cries of the penitent compete with the noisome preaching of the debating priests in the public square outside.

Requirements of Worship: Pay a tithe worth 2 sp/level/month to the local temple.

Benefits of Worship: Atonement, faith

Requirements for Ordained Priesthood: Knowledge (religion) 10 ranks; must know the hypnotism sorcery style.

Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (hypnotism only); much of a Zamorian priest's time serving the temple is taken up with religious debate, giving all priests who have served for at least one year a +2 competence bonus to all Knowledge (religion) checks.

Typical Punishments for Disloyal Priests: Death by flagellation in order to save the soul.

Shan, Demigod of War

The demi-god Shan from ancient days, whose image adorns the Shield of Shan, is the subject of many legends. Shan was a Zhemri warrior who fought the Hyborians as they came through Brythunia and attempted to enslave the rising Zamorians. Shan was noted as being the first into every battle and his broadsword is accounted to have drawn an ocean of Brythunian blood. He was slain by treachery, shot by an arrow fired by a Brythunian who had surrendered. As a reward for his deeds of heroism on the field of battle, the gods of Zamora took the mighty warrior to them in the heavens. Shan vowed to be forever watchful and to return if the Zamorians ever needed aid to fight future foreign tyrants. Strangely, Shan has a Cimmerian look about him.

Shan is considered the general of the celestial armies of the gods and figures in mythology as a great warrior. His followers care not for the musty odour of libraries nor for the elaborate piety many temples demand. His followers take what they want by the sword and they despise treachery. The followers of Shan do not believe in lying

'Then surely you are aware of the legends, m'lord. How, too many years ago to be counted, when Zamora was a young kingdom, the warrior Shan came forth to lead our people in the successful revolution that freed our nation before he himself was slain in the final battle of the final day of the revolt, struck down from behind by a treacherous arrow fired by a foe who had claimed surrender. In reward for his heroic deeds on the field of battle, the gods of Zamora took mighty Shan to them and as he ascended to the Above-Life, Shan vowed to be forever watchful over his people. Should they ever need him to fight future tyrants they need but call him and he would return to lead them once again to victory.'

Paul Kupperberg, *The Face of God*

or in disguise. The façades worn by others are a deceitful wrong. The temple of Shan teaches one to be true to oneself and to present the true self to others at all times.

The priests of Shan shave their heads to symbolically show they hide nothing. The temple to Shan is a minaretted affair and in the topmost tower a gong hangs to summon Zamora's faithful to gather in the square before the temple for priestly pronouncements or for the beginning of a feast or celebration in honour of the demi-god.

There is a tale that Conan battled the demi-god when he masqueraded as Shan but many aspects of that tale are doubtful. Among the many discrepancies is that Zamora in that tale is not a kingdom but a city and the king is not one known to historians as a king of Zamora.

Requirements of Worship: Pay a tithe worth 2 sp/level/month to the local temple.

Benefits of Worship: Faith, spells (divination).

Requirements for Ordained Priesthood: Knowledge (religion) 7 ranks; must know the hypnotism and divination sorcery style.

Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (hypnotism and divination only); much of a Zamorian priest's time serving the temple is taken up with religious debate, giving all priests who have served for at least one year a +2 competence bonus to all Knowledge (religion) checks.

Typical Punishments for Disloyal Priests: Nothing more severe than public criticism.

Zandru, Lord of the Nine Hells

Zandru is the lord of the afterlife in Zamorian mythology, guardian of the dead and the underworld. He is not

worshipped separately but as part of the larger Zhemiri pantheon. He is a judge, working closely with Ong, and he is often associated with heavy funerary bells that toll from the temples. Common curses associated with Zandru include 'Zandru's Nine Hells!' and 'Zandru's Bells!' Zandru's Seventh Hell is brightly lit.

Requirements of Worship: Pay a tithe worth 2 sp/level/month to the local temple.

Benefits of Worship: Faith.

Requirements for Ordained Priesthood: Knowledge (religion) 10 ranks; must know the hypnotism sorcery style.

Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (hypnotism only); much of a Zamorian priest's time serving the temple is taken up with religious debate, giving all priests who have served for at least one year a +2 competence bonus to all Knowledge (religion) checks.

Typical Punishments for Disloyal Priests: Hobbling, broken on the wheel, eviscerated.

Zath, God of Purity

One of the most famous of Zamora's many gods is the spider-god of Yezud. The spider-god, unnamed by Robert E. Howard, was identified by L. Sprague de Camp as Zath. The cult centre for Zath is in Yezud, where temple girls 'dance before the black stone spider which is their god' (Robert E. Howard, *The People of the Black Circle*). Zath is a god of purity and its priests battle degeneracy. Their goal is to purify Zamora and bring about a new golden age. The main temple of Yezud, larger than the palaces of Turan, boasts a mammoth statue of the spider-god. It is a weird, hideous, black and hairy-legged idol of polished black stone. Zath is a deification of the huge, ogreish black spiders that are native to Zamora, such as the one at the top of the Tower of the Elephant.

Religious rites to Zath are extremely ritualised and involve many priests and naked dancing girls draped only in black beads. The sanctuary of Zath's temple has two doors on either side of an altar. From the left-hand door walk a procession of stately priests, a dozen of them in turbans of coloured silk and embroidered, brocaded robes of varied colours. They carry jewelled ritual staves topped by either gold or silver, depending on rank. In the lead is the High Priest, who wears white robes and a black turban. One of the priests then leads the congregation in a weird song that proclaims Zath's purity. Four of the priests then ritually move to an ever-burning flame kept in the temple and perform complex rites involving a silver chalice, a bronzed mirror, a jewelled dagger and a key of gold, passing each item through the smoke of that eternal fire.

'I thought Zath was a god of purity. Those lassies look not to me like a preachment for more chastity.'

'Sh, sir! 'You do not understand', breathed the boy, his eyes alight with religious fervour. 'This is a sacred dance, ancient and honourable. The virtue of our dancing girls is guarded with the utmost vigilance.'

L. Sprague de Camp, Conan and the Spider-God

After that complex and largely incomprehensible ritual, the priests line up on either side of the sanctum and the eight dancing girls, prized for their virtue and flexibility, walk impressively and solemnly through the right-hand door. One of the priests plays eerie music through a flute and the girls begin a lascivious dance that ends with each prone on the floor, touching one of the legs of the mammoth statue of monstrous Zath. Hand in hand, the dancing girls leave and the high priest addresses the congregation with his sermon. The dancing girls return, dressed more conservatively in rainbow-hued gowns and sing hymns as donations are collected. Afterward, another song is sung by the congregation and the ritual ends.

The people of Yezud believe that their statue of Zath is Zath and that the spider-god can assume a living form at will, usually at night, in the presence of priests. The primary form of execution in Yezud is to feed a criminal to the spider-god.

Zath is a hunter symbol, known for its cunning, skill and persistent industry, a god of darkness, spiders and poison. Priests of Zath are assassins, madmen and spies who do not drink alcohol or fornicate, and those laymen in the service of the temple must also abide by these strictures. Even more guarded are the temple virgins, who dance for the spider-god on holy days.

There are rumours of extensive caverns beneath the temple of Yezud, where hundreds of giant spiders reside, fed cattle (and occasionally humans) by the priests of Zath. The cattle come from enforced tithes demanded from the homesteads which surround Yezud; it is said that the priests would loose these spiders on the countryside if the king did not permit them their grisly worship.

Requirements of Worship: Pay a tithe worth 2 sp/level/month to the local temple.

Benefits of Worship: Faith.

Requirements for Ordained Priesthood: Knowledge (religion) 10 ranks; must know the hypnotism sorcery style.

Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (hypnotism only);

Specific Lay Priest Backgrounds

Level	Azoth	Morath-Aminec	Nameless Night God	Omm	Ong	Zath
8 th	<i>Entrance, hypnotic suggestion</i>	<i>Entrance, domination</i>	<i>Entrance, domination</i>	<i>Entrance, hypnotic suggestion</i>	<i>Entrance, torment</i>	<i>Entrance, hypnotic suggestion</i>
9 th	<i>Domination</i>	<i>Hypnotic suggestion</i>	<i>Hypnotic suggestion</i>	<i>Torment</i>	<i>Hypnotic suggestion</i>	<i>Torment</i>
10 th	<i>Mass hypnotic suggestion</i>	<i>Mass hypnotic suggestion</i>	<i>Mass hypnotic suggestion</i>	<i>Domination</i>	<i>Domination</i>	<i>Domination</i>
11 th	<i>Ranged hypnotism</i>	<i>Ranged hypnotism</i>	<i>Savage beast</i>	<i>Mass hypnotic suggestion</i>	<i>Ranged hypnotism</i>	<i>Mass hypnotic suggestion</i>
12 th	<i>Demonic pact, summon demon</i>	<i>Raise corpse, death touch</i>	<i>Summon beast, animal ally</i>	<i>Dread serpent, Bonus Feat</i>	<i>Enslave, Bonus Feat</i>	<i>Dread serpent, Bonus Feat</i>
13 th	<i>Greater demonic pact</i>	<i>Agonising doom</i>	<i>Children of the night</i>	<i>Ranged hypnotism</i>	<i>Mass hypnotic suggestion</i>	<i>Ranged hypnotism</i>
14 th	<i>Summon elemental</i>	<i>Black plague</i>	<i>Greater summon beast</i>	<i>Boundary</i>	<i>Dread serpent</i>	<i>Boundary</i>
15 th	<i>Bind demon</i>	<i>Enslave</i>	<i>Control magical beast</i>	<i>Savage beast</i>	<i>Boundary</i>	<i>Savage beast</i>
16 th	<i>Astrological prediction, visions</i>	<i>Greater black plague, demonic pact</i>	<i>Master-words and signs, summon demon</i>	<i>Enslave, Bonus Feat</i>	<i>Savage beast, Bonus Feat</i>	<i>+2 Skill Points, Bonus Feat</i>
17 th	<i>Sorcerous news</i>	<i>Summon elemental</i>	<i>Voice of power</i>	<i>+2 Skill Points</i>	<i>+2 Skill Points</i>	<i>+2 Skill Points</i>
18 th	<i>Visions of torment and enlightenment</i>	<i>Demonic pact, greater</i>	<i>Voice of power, greater</i>	<i>+2 Skill Points</i>	<i>+2 Skill Points</i>	<i>+2 Skill Points</i>
19 th	<i>Greater sorcerous news</i>	<i>Summon demon</i>	<i>Form demon</i>	<i>+2 Skill Points</i>	<i>+2 Skill Points</i>	<i>+2 Skill Points</i>
20 th	<i>Dream of wisdom, Bonus Feat</i>	<i>Lesser ill-fortune, draw forth the soul</i>	<i>The time is right, the stars are right</i>	<i>+2 Skill Points, Bonus Feat</i>	<i>+2 Skill Points, Bonus Feat</i>	<i>+2 Skill Points, Bonus Feat</i>

much of a Zamorian priest's time serving the temple is taken up with religious debate, giving all priests who have served for at least one year a +2 competence bonus to all Knowledge (religion) checks.

Typical Punishments for Disloyal Priests: To drink a vial of poison.

EXPANDING THE LAY PRIEST BACKGROUND

The following are examples of typical scholars who have the lay priest background. These represent the standard methods of teaching within the religions listed; it is not usually possible for a character to deviate from these teaching methods once he has commenced them, though sometimes an individual master will alter the curriculum somewhat. A character who breaks away from his religion, or who studies elsewhere in secret, may certainly learn different spells with the agreement of the Games Master (usually as though independent or by making a pact with a demon) though this often has its own risks, such as covens wanting revenge if they discover their lay priest has rejected their teaching. Most Zamorian sorcerer-priests take the Priest feat as a 4th level Bonus Feat in lieu of a new sorcery style, making them eligible to learn the first style offered by their religion at 8th level. See page 48 for some sample Zamorian priests. The lists above utilise spells from *Conan the Roleplaying Game* and *Conan: The Scrolls of Skelos*.

DEALING WITH RELIGION AND DEMONS

Games Masters must work hard to avoid stereotypical situations. Each demon is unique and has his own list of demands. Shadizar is also especially corrupt and the Games Master must use a lot of imagination to reflect the debauched and jaded nature of the city and various characters. Below is a list of things that a demon could demand from his servants, thus allowing a Games Master to avoid the standard 'sacrifice a virgin' routine.

1. Toss an infant from the highest tower in Shadizar
2. Cause a person with a Code of Honour to gain a Corruption point
3. Lead a new bride to infidelity
4. Cause a person to kill someone they love
5. Start a blood feud between two families
6. Frame someone innocent for a violent crime
7. Destroy someone's reputation
8. Get another addicted to a drug
9. Involve a child in a demonic ritual
10. Lead people into perversion or prostitution

Venturing Abroad

Adventures in Shadizar

SHADIZAR, THE CITY of Wickedness, is a place ripe for adventure and intrigue. Entire campaigns can be run without characters ever leaving the city. Constant trade brings in people from all over the world to Shadizar and some people claim that eventually everyone and everything of any importance will eventually pass through Shadizar the Wicked.

NEWCOMERS TO SHADIZAR CAMPAIGN

One campaign that can be run is a fish-out-water style game introducing Shadizar to characters unfamiliar with its delights and debaucheries. They may find some things shocking and other things titillating. The goal here is to introduce the characters and the players to Shadizar simultaneously. The Games Master may want to introduce a mentor character lest the Player Characters get arrested or killed quickly in the midst of some debauch. Later the mentor can be slain to move the newcomer campaign into some other sort of campaign. Initial games may take the characters to various quarters of the city so they can get a feel for the city and how varied it is. Upon entering the city, the characters may well become instant prey for the predators, for the predators of Shadizar can spot a newcomer almost instantly (Sense Motive vs. Bluff). Predators may even pose as potential mentors and leave the characters penniless or dead.

LAW AND CRIME CAMPAIGN

Player Characters can be criminals hiding from the town guard and the royal guard or they can be members of the watch, bullying for bribes while bringing in serious criminals or they can be members of the military, seeking out dissidents and criminals in the name of the king.

Variant One – Running from the Law: Characters are dedicated to dominating the shadows of Shadizar. It does not much matter if the crime they are accused of committing is true or not – the law is after them. Characters may be in the employ of a crime lord of sort or working for themselves. Characters may find themselves at low level facing the Watch. Bribery or combat may be necessary to survive. At higher levels, as characters proceed with more daring criminal acts, they may find themselves facing the military might of Zamora or even the King's Own, the king's elite Royal Guard. Characters may be common thieves, smugglers or kidnappers, they may set themselves up as crime lords, they may be vigilantes or they may be political dissidents with a plot to kill, kidnap or otherwise injure the King and/or replace him. The latter style of play will emphasise paranoia as characters never know who to trust or who may be a spy or informant. Vigilante campaigns will be a type of double jeopardy, as Player Characters must fight the vilest of criminals while dodging the Watch or the King's Own.



Variant Two – Bringing Law to Shadizar: Characters are members of the law. A character of the noble class or with the Noble Blood feat (see *Conan: The Scrolls of Skelos*) might begin play as a magistrate, a commander of a watch (see page 31 for details on magistrates in Shadizar). Other characters begin as members of the Watch (see page 34). Nobles might try to climb the ladder toward influence and power, becoming prefects of the city, as other characters strive to become true predators of Shadizar's criminal world. Zamorian characters will be given brigandine armour, a steel helmet, a bill, a short sword and a buckler as equipment. Foreign characters must supply their own arms. Characters can begin the games on patrol or off-duty. Characters could be assigned an investigative mission if one or more of the party excels in skills appropriate to such missions. Characters assigned to the Desert for whatever reason quickly learn the value of Intimidate in order to avoid become prey. Something is always happening in Shadizar, so characters generally will not have to wait long for action. However, the city of decadence can be misleading. The cries of pain the characters respond to could well be a woman in childbirth or a case of consenting flagellation. Characters in the Watch serve the dictates of the magistrates who, in turn, serve the prefects. Members of the Watch who cause problems are likely to be sent on suicide missions, while those with a diplomatic turn may well find themselves in the better parts of the vast city, giving them opportunities of their own to advance as they rub elbows with a higher class of citizen. Early adventures will probably feature more common crimes and more common criminals. As characters move up in levels, they may find themselves sent on missions to investigate more serious crimes with more powerful villains behind them – and those villains often do not appreciate being investigated. Characters who accept bribes or employment from those villains must then work to *look* as though they are investigating certain crimes while actually disposing or concealing evidence.

Variant Three – The King's Own: Characters begin play as members of King Tiridates' military forces, either as native Zamorians or even as mercenaries. Characters with noble blood or foreigners are commanders and other characters are foot soldiers. The campaign initially focuses on finding criminals, dissidents and rebels to hopefully earn promotions into the King's Own, the royal guard. Characters seeking such promotions must work hard also at nurturing appropriate contacts at the royal court, working hard to please the nobility and become noticed. Poor soldiers must also rely on graft and theft in order to grease the wheels of diplomacy in

addition to the management of contacts while fending off blackmail or attempts on their lives by criminals, other members of the military who feel threatened by the Player Characters' successes or even by members of the nobility who are displeased with failure. See pages 31 to 34 for more details on Shadizar's regular army and the King's Own.

POLITICAL CAMPAIGN

King Tiridates does not tolerate the public voicing of opposing political theories and thoughts. He is a drunken tyrant and his rule is strongly hated by many Zamorians. Those who would be opposed to King Tiridates must do so in secret. In this campaign, the Player Characters are either hunting down political dissidents or are the dissidents.

Variant One: The Player Characters are trying to gain political favour by hunting down political rebels, often via infiltration. This leaves the Player Characters vulnerable on many fronts. Of course the rebels will not appreciate being turned in and if any escape, they will hunt down the characters. As the Player Characters move up in levels, some enterprising nobleman, threatened by the Player Characters, may convince Tiridates the Player Characters are not infiltrating these groups but actually joining the groups! The Player Characters could be in for quite the surprise.

Variant Two: The seeming omnipresence of spies coupled with the swiftness with which the king reacts to news of opposed political factions discourages large groups from gathering, preventing united action. Military groups would like to see a larger standing army and less of a reliance on subterfuge and rumoured sorceries. Some groups favour a Hyborian style feudal government. Most would just rather take the reigns of totalitarian rule for themselves, deeming themselves more fit to rule by nature or nurture. Many priests have ruling designs, believing Zamora should be a theocracy modelled on Stygia or other ancient cultures. In this campaign, the Player Characters are members of a rebel organisation and must dodge military units, spies, nobles, foreigners and priests. Characters will have to be constantly alert for spies and assassins and may be compelled to seek out other groups to find ways to join forces. These other groups may not like the characters' group and turn them in, hoping to gain the good graces of the king for

themselves for their own schemes and plots. Diplomacy and paranoia would rule this campaign. Who is the mole? Who can be trusted? Have they slipped up and revealed too much?

DARK MYSTERIES CAMPAIGN

Shadizar is an ancient city belonging to an even more ancient people. All sort of strange artefacts, from Zhemri or Acheronian ages or older, may exist in various places around Shadizar. Ancient mummies, weird sorcerers, horrible demons and monstrous monuments could be unearthed or arrive in the city at any time. In this campaign, the Player Characters take on an investigative role, rooting out antediluvian evils and protecting the unknowing public. Odd maps, musty libraries and mysterious ruins will dominate this campaign. Places like Dagoth Hill or Larsha may be explored.

Mystery cults may be behind many of the dark secrets in this campaign or they may be the ones hiring the Player Characters to do the investigating for them. The characters may be part of a merchant guild dealing in antiquities and are either constantly looking for occult items or just running across secrets not meant for humanity.

SAMPLE STARTING SCENARIOS

The best starting scenario in a *Conan the Roleplaying Game* campaign is one of action and conflict. Get the characters immediately involved in the plot in as explosive a manner as possible. Listed below are some starting scenarios that can be applied to the start of nearly any adventure.

- ❖ During a game of chance, the characters gain a treasure map, resulting in a brawl after the losers claim the characters cheated. The thieves also accost the characters that night to regain the map.
- ❖ The characters are in their favourite tavern or brothel and it has been set ablaze. Characters must escape and possibly may have to help

others escape. Added complications can include valuables in another part of the building (such as a treasure map) that need to be reached even as the building falls down around them.

- ❖ The characters are destitute, having lost everything they own to a gambler who has since fled. The Player Characters are either given an opportunity to pursue the gambler to the adventure or someone else proposes the adventure seed to the Player Characters when their plight is observed.
- ❖ Kezankian hillmen have gathered slowly in one of the nicer bazaars only to erupt in violence in protest to the slaying of a kinsman for some crime against the Zamorians. The Player Characters must choose to help the Hillmen against the Watch or protect the innocent bystanders.
- ❖ The characters are on the run and the Watch is at their heels, ready to kill or capture. The Player Characters do not remember what they have done, if they have done anything or even where they are. They must solve that mystery. However, right now they must fight. Do they kill guardsmen? Do they evade them? The ramifications may suggest any sort of adventure plot.
- ❖ The characters receive a summons to meet with Aharesus, the king's advisor (see page 37), for some unknown purpose. Immediately, the messenger is assassinated and if the characters try to keep the appointment, they are delayed or attacked.
- ❖ A priest runs up to one of the Player Characters, swearing the character is the image of one of his decadent gods or goddesses. He does not leave the characters alone, attempting to sway the character to give up his life and live a life of debauchery and luxury at the temple. If the character refuses, the priest may make arrangements for a kidnapping or try to blackmail the character.
- ❖ A woman runs up to the characters from a side alley. She dies in one of their arms just when the guard arrives. The guard believes the characters killed her. She has throttle marks on her neck and the size of the wounds matches the character's hands.



WICKED ADVENTURES

Entire campaigns can be played in *Conan the Roleplaying Game* without ever leaving the confines of Shadizar the Wicked. This section lists a number of adventure ideas that need just a bit of fleshing out to become full-fledged adventures. These can work as side plots, working to enhance your own adventures or they can be the adventure in and of themselves. These can be mixed and matched to create adventures as simple or as complex as desired. Remember to add complications, conflicts, reversals, discoveries and all the other elements of good plots to these little seeds.

- ❖ A nobleman has betrayed a mistress for a young woman or a young wife and vows revenge. The noble betrayer is a friend or associate of the player characters and they have been asked to protect him.
- ❖ A young couple from Brythunia arrives in Shadizar to start their life together. Unfortunately, the vices of Shadizar have driven a wedge between the couple and the wife is betrayed for debauchery. The wife wants her husband back or wants an escort back home. The husband wants the wife to join him in his debauchery.
- ❖ A strange Zamorian with a taste for other men's wives contrives to buy other men's gambling or drug debts, then force these men to sell their wives into slavery to him by threatening to impoverish them by collecting immediately on their debts.
- ❖ A young girl is in love with a man and envies his wife. She wants to become the man's slave girl but the wife opposes the transaction. The girl now plots a kidnapping, blackmail or perhaps murder...
- ❖ Tired of the unrelenting vice and crime running rampant in the city, an unlawful vigilante has taken to the streets at night. The players may be engaged in the hunt for the vigilante, may join the vigilante or may be the vigilantes.
- ❖ The rivalry between a generous wife and a passionate girl for a man takes a criminal turn. The characters might get framed for the crime as a convenient scapegoat for the criminal.
- ❖ A mother has fallen in love with her son/daughter and has taken him to Shadizar to live in peace. Her betrayed husband wants the wife punished and the son killed. Characters might be hired by the husband to be the force of vengeance or hired by the wife or son to protect them from the husband. Characters might simply be caught in the wrong place at the wrong time. The same theme can be used in reverse, with a father in love with his daughter/son and a vengeful wife.
- ❖ A man sells his daughter into slavery to pay for his drug habit or he may sell his daughter to a sorcerer to acquire lotus. The characters are either asked to avenge the girl or may be investigating her disappearance.
- ❖ A daughter has fallen in love with her father and has resolved to murder her mother and has involved the player characters, either as scapegoats or as the means of murder. As a variation, the mother may suspect the murder and engage the players as protectors.

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Foes & Felons

Non-Player Characters in Shadizar

SHADIZAR THE WICKED is not just a collection of buildings surrounding a mountainous spire on the middle of the Zamorian plains. The city is a collection of people. With so many people living and working in Shadizar, it is impossible to create every person in a city a Player Character may decide to interact with, so this section provides additional Non-Player Characters for

the Games Master to use in his games, either directly or as inspiration. Some of the characters offered here are alternative builds for characters. For example, on pg. 58 of *Book I: Games Master's Guide*, the Games Master is provided with a merchant built from a Zamorian commoner, however, the merchant shown in this section is built using the Scholar class.

Sample Dancers (Zamorian)

Medium Zamorian Commoner	1 st level Beginner	6 th level Experienced	10 th level Main Attraction
Hit Dice:	1d4 (4 hp)	6d4+6 (21 hp)	10d4+10 (35 hp)
Initiative:	+2 (+2 Dex)	+5 (+2 Dex, +2 Ref)	+6 (+3 Dex, +3 Ref)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	12 (+2 Dex)	15 (+2 Dex, +3 level)	18 (+3 Dex, +5 level)
DV Parry:	10	14 (+1 Str, +3 level)	16 (+1 Str, +5 level)
BAB/Grapple:	+0/+0	+3/+4	+5/+6
Attack:	Unarmed strike +2 finesse melee	Unarmed strike +6 finesse melee	Unarmed strike +8 finesse melee
Full Attack:	Unarmed strike +2 finesse melee	Unarmed strike +6 finesse melee	Unarmed strike +8 finesse melee
Damage:	Unarmed strike 1d4 /x2 / nonlethal	Unarmed strike 1d4+1 /x2 / nonlethal	Unarmed strike 1d4 /x2 / nonlethal
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Qualities:	Zamorian Traits, Illiteracy	Zamorian Traits, Illiteracy	Zamorian Traits, Illiteracy
Saves:	Fort +0, Ref +2, Will -1	Fort +3, Ref +5, Will +1	Fort +4, Ref +6, Will +3
Abilities:	Str 11, Dex 14, Con 11, Int 9, Wis 8, Cha 10	Str 12, Dex 15, Con 12, Int 10, Wis 9, Cha 12	Str 13, Dex 16, Con 13, Int 11, Wis 10, Cha 14
Skills: (<i>In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.</i>)	Balance +3, Disable Device +6, Open Locks +6, Perform (dance) +7, Sleight of Hand +6, Tumble +3	Balance +6, Disable Device +6, Jump +4, Open Locks +6, Perform (dance) +13, Profession (prostitute) +4, Sleight of Hand +6, Tumble +5	Balance +7, Disable Device +7, Jump +6, Open Locks +7, Perform (dance) +20, Profession (prostitute) +10, Sleight of Hand +7, Tumble +8
Feats:	Skill Focus (Perform (dance))	Acrobatic, Endurance, Skill Focus (Balance) ^{bonus} , Skill Focus (Perform (dance))	Acrobatic, Endurance, Performer, Skill Focus (Balance) ^{bonus} , Skill Focus (Perform (dance)), Skill Focus (Profession (prostitute)) ^{bonus}
Code of Honour:	None	None	None
Reputation:	1 (talented)	6 (talented)	12 (talented)
Leadership:	—	—	—
Allegiances:	As Games Master determines	As Games Master determines	As Games Master determines

Zamorian dancers are hired by taverns and temples to entertain the masses. Out of work dancers often dance in the streets for handouts. Most are lithe and relatively strong.

FOES AND FELONS

Sample Entertainers (Wrestlers, Jesters, Acrobat)

Medium Zamorian Commoner	6 th level Wrestler	6 th level Jester	6 th level Acrobat
Hit Dice:	6d4+6 (21 hp)	6d4+6 (21 hp)	6d4+6 (21 hp)
Initiative:	+6 (+4 Dex, +2 Ref)	+4 (+2 Dex, +2 Ref)	+6 (+4 Dex, +2 Ref)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	17 (+4 Dex, +3 level)	15 (+2 Dex, +3 level)	17 (+4 Dex, +3 level)
DV Parry:	16 (+3 Str, +3 level)	11 (-2 Str, +3 level)	14 (+1 Str, +3 level)
BAB/Grapple:	+3/+6	+3/+1	+3/+4
Attack:	Unarmed strike +7 finesse melee	Unarmed strike +5 finesse melee	Unarmed strike +7 finesse melee or club +4 melee
Full Attack:	Unarmed strike +7 finesse melee	Unarmed strike +5 finesse melee	Unarmed strike +7 finesse melee or club +4 melee
Damage:	Unarmed strike 1d4+3 /x2 / nonlethal	Unarmed strike 1d4-2 /x2 / nonlethal	Unarmed strike 1d4+1 /x2 / nonlethal or club 1d8+1 /x2 / AP 2
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Qualities:	Zamorian Traits, Illiteracy	Zamorian Traits, Illiteracy	Zamorian Traits, Illiteracy
Saves:	Fort +3, Ref +6, Will +1	Fort +2, Ref +4, Will +3	Fort +3, Ref +6, Will +1
Abilities:	Str 17, Dex 18, Con 13, Int 14, Wis 9, Cha 11	Str 6, Dex 14, Con 10, Int 14, Wis 13, Cha 15	Str 13, Dex 19, Con 13, Int 14, Wis 9, Cha 11
Skills: (<i>In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.</i>)	Climb +12, Disable Device +8, Escape Artist +16, Jump +12, Open Locks +8, Perform (wrestle) +9, Sleight of Hand +8, Tumble +8.5	Climb -1, Disable Device +6, Jump +9, Open Locks +6, Perform (buffoonery) +16, Perform (joke- telling) +13, Perform (limericks) +8.5, Sleight of Hand +6, Tumble +11	Balance +15, Climb +2, Escape Artist +6, Jump +12, Perform (acrobatics) +7, Perform (juggling) +4, Tumble +15
Feats:	Endurance, Improved Grapple, Improved Unarmed Strike, Skill Focus (Escape Artist) ^{bonus}	Acrobatic, Performer, Skill Focus (Perform (buffoonery)), Skill Focus (Tumble) ^{bonus}	Acrobatic, Agile, Performer, Skill Focus (Perform (acrobatics)) ^{bonus}
Code of Honour:	None	None	None
Reputation:	6 (talented)	8 (talented)	6 (talented)
Leadership:	—	—	—
Allegiances:	as Games Master determines	as Games Master determines	as Games Master determines

Entertainers come in all shapes and sizes performing all sorts of entertaining things in bars, inns, street corners and bazaars. Listed here are three common types to use as templates for other entertainers a Player Character might encounter with while wandering the noisome streets of Shadizar the Wicked.

The Non-Player Characters used in this sourcebook are not given Fate Points or languages. There are several reasons for this omission. First, if Non-Player Characters' use Fate Points as much as Player Characters, no one would ever get killed and the Player Characters' jobs will be that much harder. Fate Points exist primarily as an opportunity for players to influence the game in a favourable direction. Games Masters do not need that particular contrivance. Second, who knows what a Non-Player Character has been through in his life? In both

cases, the Games Master's discretion is required. If the Games Master wants to give the Non-Player Characters described throughout this book Fate Points, he is at leave to do so. Languages function in a similar manner. If the Games Master wants a character to speak a given language or not, then the character speaks or does not speak the given language. The needs of the game are paramount here, not a whimsical choice of the author. Thus, both Fate Points and languages are left out of the statistic blocks throughout this text.

Sample Foreign Diplomats/Spies

Medium Humanoid	6 th level Turanian Nomad	6 th level Brythunian Noble	6 th level Stygian Noble
Hit Dice:	6d10-6 (27 hp)	6d8-6 (21 hp)	6d8-6 (21 hp)
Initiative:	+6 (+1 Dex, +5 Ref)	+4 (+2 Dex, +2 Ref)	+4 (+2 Dex, +2 Ref)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	14 (+1 Dex, +3 level)	14 (+2 Dex, +2 level)	14 (+2 Dex, +2 level)
DV Parry:	14 (+1 Str, +3 level)	13 (+3 level)	13 (+3 level)
DR:	6 (mail shirt and steel cap)	—	—
BAB/Grapple:	+6/+7	+4/+3	+4/+4
Attack:	Tulwar +7 melee or Hyrkanian bow +8 ranged	Broadsword +3 melee or hunting bow +7 ranged	Stygian bow +8 ranged
Full Attack:	Tulwar +7/+2 melee or Hyrkanian bow +8/+3 ranged	Broadsword +3 melee or hunting bow +7 ranged	Stygian bow +8 ranged
Damage:	Tulwar 2d8+1/18-20 x2 / AP 4 or Hyrkanian bow 1d10+1/19-20 x2 /AP 4	Broadsword 1d10-1/19-20 x2/AP 2 or hunting bow 1d8/x2/AP 1	Stygian bow 1d12 /19-20 x2/AP 2
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Attacks:	Nomad Charge +1	—	—
Special Qualities:	Turanian Traits, Born to the Saddle, Favoured Terrain +2 (desert)	Hyborian Traits, Adaptability (<i>Diplomacy</i> , <i>Sense Motive</i>), Background Skills (<i>Bluff</i> , <i>Diplomacy</i> , <i>Gather Information</i> , <i>Sense Motive</i>), Title, Rank Hath its Privileges, Wealth, Special Regional Feature +1, Social Ability (<i>etiquette</i>), Lead by Example +2, Enhanced Leadership	Stygian Traits, Title, Rank Hath its Privileges, Wealth, Special Regional Feature +1, Social Ability (<i>smear others</i>), Lead by Example +2, Enhanced Leadership
Saves:	Fort +4, Ref +6, Will +5 (only +3 vs. hypnotism)	Fort +2, Ref +4, Will +10	Fort +1, Ref +4, Will +9 (+7 vs. Corruption)
Abilities:	Str 13, Dex 12, Con 9, Int 15, Wis 16, Cha 14	Str 9, Dex 15, Con 11, Int 13, Wis 14, Cha 17	Str 11, Dex 15, Con 9, Int 14, Wis 14, Cha 16
Skills:	Bluff +11, Craft (bowyer) +4, Diplomacy +16, Hide +10, Intimidate +5, Move Silently +10, Ride +3, Sense Motive +14, Survival +5	Bluff +12, Diplomacy +16, Gather Information +12, Knowledge (nature) +8, Knowledge (history) +7, Knowledge (nobility) +7, Intimidate +7, Sense Motive +15	Bluff +14, Diplomacy +14, Gather Information +14, Handle Animal +6, Intimidate +14, Knowledge (arcana) +7, Knowledge (nobility) +11, Perform (ritual) +7, Search +4, Sense Motive +13
Feats:	Diehard ^{bonus} , Endurance ^{bonus} , Far Shot, Mobility ^{bonus} , Mounted Combat ^{bonus} , Noble Blood, Negotiator, Skill Focus (Intimidate), Skill Focus (Diplomacy), Track ^{bonus}	Knowledgeable, Leadership ^{bonus} , Negotiator, Point Blank Shot, Precise Shot, Ranged Finesse	Investigator, Iron Will, Leadership ^{bonus} , Negotiator, Persuasive, Steely Gaze
Code of Honour:	None	Civilised	None
Reputation:	8 (any)	9 (coward)	9 (cruel or villain)
Leadership:	—	11 (5 th level cohort; 25 1 st level followers)	11 (5 th level cohort; 25 1 st level followers)
Allegiances:	Turan, his favourite horse, his harem	Brythunia, family, home city	Stygia, set, family

The courts and mansions of Shadizar are often filled with diplomats and spies, sycophants and courtiers, as well as servants, slaves and women, all of which surround these characters. Their position is precarious in Zamora, especially those around King Tiridates, who does not permit those who witness his drunken binges to live.

FOES AND FELONS

Sample Gamblers (Zamorian)

Medium Zamorian	1 st level Thief	6 th level Thief	10 th level Thief
Hit Dice:	1d8–1 (7 hp)	6d8–6 (21 hp)	10d8 (45 hp)
Initiative:	+7 (+3 Dex, +2 Ref)	+9 (+4 Dex, +5 Ref)	+12 (+5 Dex, +7 Ref)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	13 (+3 Dex)	18 (+4 Dex, +3 level, +1 Light-Footed)	21 (+5 Dex, +5 level, +1 Light-Footed)
DV Parry:	9 (–1 Str, +0 level)	12 (–1 Str, +3 level)	15 (+5 level)
BAB/Grapple:	+0/–1	+4/+3	+7/+7
Attack:	Stiletto +3 melee finesse	Stiletto +8 melee finesse	Stiletto +12 melee finesse
Full Attack:	Stiletto +3 melee finesse	Stiletto +8 melee finesse	Stiletto +12/+7 melee finesse
Damage:	Stiletto 1d4–1 / x4 / AP 0	Stiletto 1d4–1 / x4 / AP 0	Stiletto 1d4 / x4 / AP 1
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Attacks:	Sneak Attack Style (stiletto), Sneak Attack +1d6	Sneak Attack Style (stiletto, dagger), Sneak Attack +4d6/+4d8 (Light-Footed)	Sneak Attack Style (stiletto, dagger, sap), Sneak Attack +6d6/6d8 (Light-Footed)
Special Qualities:	Zamorian Traits, Trap Disarming	Zamorian Traits, Trap Disarming, Trap Sense +2, Skill Mastery (<i>Bluff, Escape Artist, Gather Information, Sense Motive, Sleight of Hand</i>)	Zamorian Traits, Trap Disarming, Trap Sense +3, Skill Mastery (<i>Bluff, Sleight of Hand, Escape Artist, Gather Information, Sense Motive</i>), Evasion
Saves:	Fort –1, Ref +5, Will +1	Fort +1, Ref +9, Will +4	Fort +3, Ref +12, Will +5
Abilities:	Str 8, Dex 17, Con 8, Int 14, Wis 12, Cha 13	Str 9, Dex 19, Con 9, Int 15, Wis 13, Cha 14	Str 10, Dex 20, Con 10, Int 16, Wis 14, Cha 16
Skills: (<i>In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.</i>)	Appraise +6, Bluff +5, Decipher Script +4, Disable Device +7, Disguise +5, Escape Artist +7, Forgery +6, Gather Information +5, Open Locks +7, Profession (gambler) +8, Sense Motive +5, Sleight of Hand +12, Spot +5	Appraise +11, Bluff +11, Decipher Script +4, Diplomacy +7, Disable Device +8, Disguise +6, Escape Artist +13, Forgery +6, Gather Information +11, Knowledge (local) +7, Open Locks +8, Profession (gambler) +13, Sense Motive +10, Sleight of Hand +18, Spot +10	Appraise +16, Bluff +19, Decipher Script +5, Diplomacy +12, Disable Device +9, Disguise +8, Escape Artist +18, Forgery +7, Gather Information +16, Knowledge (local) +12, Listen +5, Open Locks +9, Profession (gambler) +18, Sense Motive +15, Sleight of Hand +23, Spot +17
Feats:	Skill Focus (Profession (gambler)), Skill Focus (Sleight of Hand)	Confident*, Eyes of the Cat ^{bonus} , Glib*, Light-Footed ^{bonus} , Predator's Eye*, Skill Focus (Profession (gambler)), Skill Focus (Sleight of Hand)	Alertness, Confident*, Eyes of the Cat ^{bonus} , Glib*, Light-Footed ^{bonus} , Poison Use, Predator's Eye*, Skill Focus (Bluff), Skill Focus (Profession (gambler)), Skill Focus (Sleight of Hand)
Code of Honour:	None	None	None
Reputation:	3 (talented)	9 (talented)	14 (talented)
Leadership:	—	—	—
Allegiances:	As determined by the Games Master	As determined by the Games Master	As determined by the Games Master

* New feat described in this book.

Gambling is a common diversion in Shadizar. For the most part, gambling is not illegal, but gambling excessively could land a debtor in slavery. Gambling is often done as part of a game played with lots, dice, marbles (made of marble or clay), balls, coins, rings, bones or sticks. Also, gamblers will often wager on the outcome of sporting events, such as races, wrestling matches, gladiatorial style combats, animal fights or distance jumping. Some will wager on nearly any given random event that seems to be occurring around them – arguments, fights, arrests, divinations, death tolls, and so on. Gambling is such a prevalent vice in Shadizar that many actually form clubs devoted to the regular practise of their preferred form of game. Gamblers may be of any class.

Sample Merchants (Scholarly, Zamorian)

Medium Zamorian Scholar	1 st level Merchant Clerk	6 th level Merchant	10 th level Master Merchant
Hit Dice:	1d6-1 (5 hp)	6d6-6 (15 hp)	10d6 (35 hp)
Initiative:	+2	+4	+6
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	12 (+2 Dex)	14 (+2 Dex, +2 level)	16 (+3 Dex, +3 level)
DV Parry:	9 (-1 Str)	11 (-1 Str, +2 level)	13 (+3 level)
BAB/Grapple:	+0/-1	+4/+3	+7/+7
Attack:	Dagger +2 melee finesse	Dagger +6 melee finesse	Dagger +10 melee finesse
Full Attack:	Dagger +2 melee finesse	Dagger +6 melee finesse	Dagger +10/+5 melee finesse
Damage:	1d4-1/ 19-20 x2 / AP 0	1d4-1/ 19-20 x2 / AP 0	1d4/ 19-20 x2 / AP 1
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Qualities:	Zamorian Traits, Bonus Feat, Base Power Points, Scholar, Background (independent), Knowledge is Power	Zamorian Traits, 3 Bonus Feats, Base Power Points, Scholar, Background (independent), Knowledge is Power, +2 Power Points, +8 Skill Points, Increased Maximum Power Points (triple)	Zamorian Traits, 4 Bonus Feats, Base Power Points, Scholar, Background (independent), Knowledge is Power, +3 Power Points, +16 Skill Points, Increased Maximum Power Points (triple)
Saves:	Fort -1, Ref +2, Will +3	Fort +1, Ref +4, Will +9	Fort +3, Ref +6, Will +11
Abilities:	Str 8, Dex 14, Con 8, Int 14, Wis 13, Cha 15	Str 9, Dex 15, Con 9, Int 15, Wis 14, Cha 17	Str 10, Dex 16, Con 10, Int 16, Wis 15, Cha 19
Skills: (<i>In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.</i>)	Appraise +8, Bluff +8, Decipher Script +8, Diplomacy +6, Disable Device +6, Gather Information +6, Intimidate +4, Knowledge (geography) +6, Knowledge (local) +6, Knowledge (nobility) +6, Open Locks +6, Profession (merchant) +5, Sense Motive +5, Sleight of Hand +6	Appraise +13, Bluff +14, Decipher Script +13, Diplomacy +14, Disable Device +6, Forgery +6, Gather Information +12, Intimidate +9, Knowledge (geography) +11, Knowledge (local) +11, Knowledge (nobility) +11, Listen +4, Open Locks +6, Profession (merchant) +14, Sense Motive +13, Sleight of Hand +6, Spot +4	Appraise +18, Bluff +19, Decipher Script +18, Diplomacy +19, Disable Device +7, Forgery +12, Gather Information +17, Intimidate +10, Knowledge (geography) +16, Knowledge (local) +16, Knowledge (nobility) +16, Listen +4, Open Locks +7, Profession (guild alderman) +11, Profession (merchant) +18, Sense Motive +17, Sleight of Hand +7, Spot +6
Feats:	Diligent ^{bonus} , Persuasive	Alertness, Confident*, Diligent ^{bonus} , Iron Will ^{bonus} , Negotiator ^{bonus} , Persuasive, Skill Focus (Profession (merchant)) ^{bonus}	Alertness, Confident*, Diligent ^{bonus} , Glib*, Iron Will ^{bonus} , Negotiator ^{bonus} , Persuasive, Skill Focus (Profession (guild alderman)) ^{bonus} , Skill Focus (Profession (merchant)) ^{bonus}
Code of Honour:	None	None	None
Reputation:	2 (talented)	8 (talented)	12 (talented)
Leadership:	—	—	—
Allegiances:	Family, merchant guild, guild aldermen	Family, merchant guild, guild aldermen	Merchant guild, Reputation, acquisition (wealth and/or power)
Base Power Points:	5 (10 maximum)	8 (24 maximum)	9 (27 maximum)
Magical Attack:	+2 (+2 Cha)	+6 (+3 level, +3 Cha)	+9 (+5 level, +4 Cha)
Sorcery Styles:	—	—	—
Spells Known:	None	None	None
Corruption:	0	0	0
Insanity:	—	—	—

* New feat described in this book.

Scholarly merchants are walking calculators, well educated and skilled. Armed with array of skills and impressive intelligence, these merchants are harder to fool than the more common variety. These are studied in their profession, determined to excel and gather wealth. Some of these characters are extremely wily and dangerous. They tend to maximise their Sense Motive checks in order to obtain maximum profits from the goods they sell (see pg. 12 of Book I: Games Master's Guide to see how buying and selling works in Shadizar).

FOES AND FELONS

Sample Poisoner / Apothecary / Leech (Zamorian)

Medium Zamorian Scholar	1 st level Apprentice	6 th level Apothecary	10 th level Master Apothecary
Hit Dice:	1d6-1 (5 hp)	6d6-6 (15 hp)	10d6 (35 hp)
Initiative:	+2	+4	+6
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	12 (+2 Dex)	14 (+2 Dex, +2 level)	16 (+3 Dex, +3 level)
DV Parry:	9 (-1 Str)	11 (-1 Str, +2 level)	13 (+3 level)
BAB/Grapple:	+0/-1	+4/+3	+7/+7
Attack:	Dagger +2 melee finesse	Dagger +6 melee finesse	Dagger +10 melee finesse
Full Attack:	Dagger +2 melee finesse	Dagger +6 melee finesse	Dagger +10/+5 melee finesse
Damage:	1d4-1/ 19-20 x2 / AP 0	1d4-1/ 19-20 x2 / AP 0	1d4/ 19-20 x2 / AP 1
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Qualities:	Zamorian Traits, Bonus Feat, Base Power Points, Scholar, Background (independent), Knowledge is Power	Zamorian Traits, 3 Bonus Feats, Base Power Points, Scholar, Background (independent), Knowledge is Power, +2 Power Points, +8 Skill Points, Increased Maximum Power Points (triple)	Zamorian Traits, 4 Bonus Feats, Base Power Points, Scholar, Background (independent), Knowledge is Power, +3 Power Points, +16 Skill Points, Increased Maximum Power Points (triple)
Saves:	Fort -1, Ref +2, Will +3	Fort +1, Ref +4, Will +9	Fort +3, Ref +6, Will +11
Abilities:	Str 8, Dex 14, Con 8, Int 14, Wis 13, Cha 15	Str 9, Dex 15, Con 9, Int 16, Wis 14, Cha 16	Str 10, Dex 16, Con 10, Int 18, Wis 15, Cha 17
Skills: (<i>In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.</i>)	Craft (alchemy) +8, Craft (herbalism) +8, Decipher Script +6, Disable Device +6, Heal +5, Knowledge (arcana) +6, Knowledge (local) +6, Knowledge (nature) +6, Open Locks +6, Profession (apothecary) +8, Search +6, Sleight of Hand +6, Survival +5	Appraise +6, Craft (alchemy) +14, Craft (herbalism) +14, Decipher Script +14, Disable Device +6, Heal +13, Knowledge (arcana) +14, Knowledge (local) +14, Knowledge (nature) +14, Open Locks +6, Profession (apothecary) +14, Search +12, Sleight of Hand +11, Survival +6	Appraise +11, Bluff +7, Craft (alchemy) +19, Craft (herbalism) +22, Decipher Script +19, Disable Device +7, Heal +19, Knowledge (arcana) +19, Knowledge (local) +19, Knowledge (nature) +19, Open Locks +7, Profession (apothecary) +18, Search +17, Sleight of Hand +13, Survival +8
Feats:	Craftsman, Skill Focus (Profession (apothecary)) ^{bonus}	Craftsman, Dabbler (curses), Diligent bonus, Iron Will ^{bonus} , Knowledgeable, Skill Focus (Heal) ^{bonus} , Skill Focus (Profession (apothecary)) ^{bonus}	Craftsman, Dabbler (curses), Diligent bonus, Iron Will ^{bonus} , Poison Use, Self-Sufficient, Skill Focus (Heal) ^{bonus} , Skill Focus (Craft (herbalism)) ^{bonus} , Skill Focus (Profession (apothecary)) ^{bonus}
Code of Honour:	None	None	None
Reputation:	3 (talented)	8 (talented)	12 (talented)
Leadership:	—	—	—
Allegiances:	Family, merchant guild, guild aldermen	Family, merchant guild, guild aldermen	Merchant guild, Reputation, acquisition (wealth and/or power)
Base Power Points:	5 (10 maximum)	8 (24 maximum)	9 (27 maximum)
Magical Attack:	+2 (+2 Cha)	+6 (+3 level, +3 Cha)	+9 (+5 level, +4 Cha)
Sorcery Styles:	—	—	—
Spells Known:	None	None	None
Corruption:	0	0	0
Insanity:	—	—	—

Apothecaries serve as healers, herbalists and poisoners in Shadizar, running and operating herbal shops of all types. They have their own merchant guild and do not permit foreigners to practice in Shadizar. They are trained in the knowledge of herbs and poisons and usually have some occult knowledge, but rarely possess any formal training in sorcery. As healers, they may be known as doctors or leeches.

Sample Slavers (Foreign)

Medium Humanoid	6 th level Turanian Nomad	6 th level Shemite Nomad 4 / Thief 2	6 th level Stygian Thief
Hit Dice:	6d10+12 (45 hp)	4d10+2d8+12 (43 hp)	6d8 (27 hp)
Initiative:	+6 (+1 Dex, +5 Ref)	+9 (+3 Dex, +7 Ref, -1 racial penalty to Ref)	+7 (+2 Dex, +5 Ref)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	14 (+1 Dex, +3 level)	16 (+3 Dex, +3 level)	16 (+2 Dex, +3 level, +1 Light Footed)
DV Parry:	14 (+1 Str, +3 level)	16 (+3 Str, +3 level)	12 (-1 Str, +3 level)
DR:	6 (mail shirt and steel cap)	6 (mail shirt and helmet)	—
BAB/Grapple:	+6/+7	+5/+8	+4/+3
Attack:	Scimitar +7 melee or tulwar +7 melee or Hyrkanian bow +8 ranged or whip +7 ranged	Scimitar +8 melee or whip +8 ranged or Shemite bow +9 ranged	Whip +6 ranged or Stygian bow +7 ranged
Full Attack:	Scimitar +7/+2 melee or tulwar +7/+2 melee or Hyrkanian bow +8/+3 ranged or whip +7/+2 ranged	Scimitar +8 melee or whip +8 ranged or Shemite bow +9 ranged	Whip +6 ranged or Stygian bow +7 ranged
Damage:	Scimitar 1d8+1 /18–20 x2/ AP 3 or tulwar 2d8+1/18–20 x2 / AP 4 or Hyrkanian bow 1d10+1/ 19–20 x2 /AP 4 or whip 1d4 /x2	Scimitar 1d8+3/18–20 x2/AP 5 or whip 1d4 /x2 or Shemite bow 1d10+3 (+4 if within one range increment) /x3/AP 7	Whip 1d4 /x2 or Stygian bow 1d12–1 /19–20 x2/AP 1
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Attacks:	Nomad Charge +1	Nomad Charge +1, Sneak Attack style (Shemite bow), Sneak Attack +1d6/+1d8	Sneak Attack Style (Stygian bow, whip), Sneak Attack +4d6/+4d8 (Light-Footed), <i>crippling strike</i>
Special Qualities:	Turanian Traits, Born to the Saddle, Favoured Terrain +2 (desert)	Shemite Traits, Born to the Saddle, Favoured Terrain +2 (desert), Trap Disarming	Stygian Traits, Trap Disarming, Trap Sense +2
Saves:	Fort +7, Ref +6, Will +5 (only +3 vs. hypnotism)	Fort +6, Ref +9, Will -1	Fort +2, Ref +7, Will +4 (+2 vs. Corruption)
Abilities:	Str 13, Dex 12, Con 14, Int 15, Wis 16, Cha 9	Str 16, Dex 16, Con 14, Int 13, Wis 9, Cha 11	Str 9, Dex 15, Con 11, Int 16, Wis 14, Cha 14
Skills:	Bluff +8, Craft (bowyer) +4, Heal +10, Intimidate +6, Profession (slaver) +11, Ride +8, Search +11, Spot +12, Survival +14	Appraise +12, Bluff +11, Heal +8, Listen +3, Profession (slaver) +8, Ride +10, Sense Motive +0, Spot +11(+13 in desert), Survival +8 (+10 in desert)	Appraise +12, Bluff +11, Decipher Script +12, Diplomacy +11, Forgery +12, Handle Animal +4, Intimidate +11, Knowledge (arcana) +7, Knowledge (local) +4, Listen +13, Perform (ritual) +6, Profession (slaver) +11, Sense Motive +11, Spot +13
Feats:	Diehard ^{bonus} , Endurance ^{bonus} , Exotic Weapon Proficiency (whip), Far Shot, Mobility ^{bonus} , Mounted Combat ^{bonus} , Self-Sufficient, Skill Focus (Intimidate), Skill Focus (Profession (slaver)), Track ^{bonus}	Alertness, Endurance ^{bonus} , Exotic Weapon Proficiency (whip), Eyes of the Cat ^{bonus} , Mounted Archery, Mounted Combat ^{bonus} , Self-Sufficient, Track ^{bonus}	Alertness, Exotic Weapon Proficiency (whip), Eyes of the Cat ^{bonus} , Light Footed ^{bonus} , Predator's Eye*
Code of Honour:	None	None	None
Reputation:	5 (cruel or villain)	6 (cruel or villain)	8 (cruel or villain)
Leadership:	—	—	—
Allegiances:	Games Master's discretion	Games Master's discretion	Games Master's discretion

* = New feat introduced in this book.

FOES AND FELONS

Sample Street Brutes (Zamorian)

Medium Zamorian	6 th level Thief	6 th level Commoner	10 th level Gang Leader Soldier 2/Thief 8
Hit Dice:	6d8+12 (39 hp)	6d4+12 (27 hp)	2d10+8d8+20 (67 hp)
Initiative:	+12 (+3 Dex, +5 Ref, +4 Improved Initiative)	+5 (+3 Dex, +2 Ref)	+12 (+2 Dex, +6 Ref, +4 Improved Initiative)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	17 (+3 Dex, +3 level, +1 Light-Footed)	15 (+2 Dex, +3 level)	18 (+2 Dex, +5 level, +1 Light-Footed)
DV Parry:	15 (+2 Str, +3 level)	15 (+2 Str, +3 level)	18 (+3 Str, +5 level)
BAB/Grapple:	+4/+6	+3/+5	+8/+11
Attack:	Unarmed strike +7 melee finesse or dagger +7 melee finesse	Unarmed strike +6 finesse melee or arming sword +6 finesse melee	Broadsword +12 melee or dagger +12 melee or dagger +10 ranged
Full Attack:	Unarmed strike +7 melee finesse or dagger +7 melee finesse	Unarmed strike +6 finesse melee or arming sword +6 finesse melee	Broadsword +12/+7 melee or dagger +12/+7 melee
Damage:	Unarmed strike 1d6+2 /x2 or dagger 1d4+2 /19–20 x2/ AP 3	Unarmed strike 1d6+2 /x2 or arming sword 1d10+2 / 19–20 x2 / AP 4	Broadsword 1d10+3/ 19–20 x2/ AP 6 or dagger 1d4+3 /19–20 x2/ AP 4
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Attacks:	Sneak Attack Style (unarmed strike, dagger), Sneak Attack +4d6/4d8 (Light-Footed) plus 2 points Str damage, <i>crippling strike</i>	—	Sneak Attack +5d6/5d8 (Light-Footed) plus 2 points Str damage; Sneak Attack Style (broadsword, dagger, crossbow), <i>crippling strike</i>
Special Qualities:	Zamorian Traits, Trap Disarming, Trap Sense +2	Zamorian Traits, Illiteracy	Zamorian Traits, Trap Disarming, Trap Sense +1
Saves:	Fort +4, Ref +8, Will +1	Fort +1, Ref +5, Will +6	Fort +7, Ref +8, Will +2
Abilities:	Str 15, Dex 16, Con 15, Int 11, Wis 9, Cha 13	Str 15, Dex 16, Con 15, Int 11, Wis 9, Cha 13	Str 16, Dex 14, Con 15, Int 14, Wis 10, Cha 17
Skills: (<i>In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.</i>)	Bluff +10, Disable Device +7, Escape Artist +12, Gather Information +10, Hide +9, Intimidate +11, Knowledge (local) +9, Move Silently +8, Open Locks +7, Sense Motive +8, Sleight of Hand +12, Spot +8, Tumble +12	Bluff +5, Disable Device +7, Hide +4, Intimidate +5, Open Locks +7, Sleight of Hand +7, Spot +8	Bluff +16, Climb +8, Disable Device +6, Hide +10, Intimidate +16, Knowledge (local) +15, Open Locks +6, Sense Motive +8, Sleight of Hand +14, Spot +12, Tumble +10
Feats:	Brawl, Eyes of the Cat ^{bonus} , Improved Grapple, Improved Initiative, Improved Unarmed Strike, Light-Footed ^{bonus} , Sizing up the Foe*	Brawl, Improved Grapple, Improved Unarmed Strike, Skill Focus (Bluff) ^{bonus}	Brutal Attack*, Concealed Weapon*, Eyes of the Cat ^{bonus} , Improved Initiative, Leadership, Light-Footed ^{bonus} , Poison Use, Quick Draw, Sizing Up the Foe*, Weapon Focus (broadsword), Weapon Focus (dagger)
Code of Honour:	None	None	None
Reputation:	7 (cruel)	7 (cruel)	13 (cruel or villain)
Leadership:	—	—	13 (6 th level cohort; 40 1 st level, 1 2 nd level follower)
Allegiances:	Gang leader; fellow gang members; family	Gang leader; fellow gang members; drinking buddies	Fellow gang members; his street; his favourite whore

* New feat introduced in this book.

The streets of Shadizar, especially in the Desert, are filled with toughs just looking to pound someone to the ground just to prove how tough they are. These brutes are rarely subtle in their approach or their methods, but still can be deadly. They are predators in the rough parts of town and commoners, thieves, soldiers and nomads all make excellent brutes on the streets.

Sample Tavern Employees (Zamorian)

Medium Zamorian Commoners	1 st level Tavern Wench	2 nd level Barkeep	6 th level Bouncer
Hit Dice:	1d4-1 (3 hp)	2d4 (5 hp)	6d4+6 (21 hp)
Initiative:	+2 (+2 Dex)	+0	+8 (+2 Dex, +2 Ref, +4 Improved Initiative)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	12 (+2 Dex)	10	15 (+2 Dex, +3 level)
DV Parry:	8 (-2 Str, +0 level)	9 (-1 Str)	14 (+1 Str, +3 level)
BAB/Grapple:	+0/-2	+0/-1	+3/+4
Attack:	Unarmed attack +2 finesse melee	Hatchet +1 melee	Unarmed attack +4 melee
Full Attack:	Unarmed attack +2 finesse melee	Hatchet +1 melee	Unarmed attack +4 melee
Damage:	Unarmed attack 1d3-1 nonlethal/ x2	Hatchet 1d6/ x3 / AP 2	Unarmed attack 1d6+1/ x2
Space/Reach:	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Qualities:	Zamorian Traits, Illiteracy	Zamorian Traits, Illiteracy	Zamorian Traits, Illiteracy
Saves:	Fort -1, Ref +2, Will +0	Fort +0, Ref +0, Will -1	Fort +3, Ref +4, Will +2
Abilities:	Str 6, Dex 14, Con 9, Int 11, Wis 10, Cha 13	Str 9, Dex 10, Con 10, Int 13, Wis 9, Cha 12	Str 13, Dex 14, Con 13, Int 9, Wis 10, Cha 11
Skills: (<i>In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.</i>)	Balance +5, Disable Device +6, Escape Artist +5, Listen +2, Open Locks +6, Profession (serving girl) +4, Sleight of Hand +6, Spot +2	Disable Device +4, Gather Information +3, Knowledge (local) +5, Listen +3, Open Locks +4, Profession (bartender) +3, Sleight of Hand +4, Spot +3	Disable Device +6, Escape Artist +6, Intimidate +4, Open Locks +6, Sense Motive +1, Sleight of Hand +6
Feats:	Agile	Alertness	Brawl, Improved Initiative, Improved Unarmed Strike, Skill Focus (Escape Artist)
Code of Honour:	None	None	None
Reputation:	2 (talented)	3 (gossip)	8 (observer)
Advancement:	By character class (probably commoner or thief)	By character class (probably commoner or thief)	By character class (probably commoner)

Tavern wenches are the girls who bring food and drink to the patrons. Most put skill points into Balance to aid in moving among the patrons, tables, corpses and chairs in their way as they make their way to their customers with food and drink in hand. Skill points in Escape Artist help them evade unwanted gropes and hugs. Bartenders are imposing, but polite men. Always dressed in an apron, they are ready to discuss anything except topics that might get their heads split open (such as religion or politics). They rarely object to rowdy behaviour or loud boisterousness, but prefer brawls to be taken outside. If a guest starts a brawl (or even threatens to), the bartender may offer a polite warning and, if unheeded, a nod to the bouncers to throw the brawlers into the street. The bouncers will grapple or bull rush brawling patrons right out the door.



Secrets of Shadizar

Feats & Skills of the Wicked City

ALL CHARACTERS WITHIN *Conan the Roleplaying Game* will select at least one feat at 1st level, and more as they rise in levels. Feat selection is a crucial part of customising each character, and care should be taken to choose feats that complement the character's class features, racial traits and other capabilities.

ACROBATIC ATTACK (GENERAL)

You can make a series of attacks against your opponents while jumping and tumbling past them.

Prerequisites: Dexterity 13+, Intelligence 13+, base attack bonus +6 or higher, Combat Expertise, Dodge, Skill Focus (Tumble)

Benefit: A successful Tumble check (DC 25) allows you to tumble up to 20 feet without provoking attacks of opportunity. In addition, you may make a full attack action while you tumble but you may not attack from any single five-foot square more than once. You take a -2 penalty on each attack you make while using this feat.

Special: Acrobatic attack cannot be used with ranged or reach weapons. If you use two weapons or a double weapon, you may still only attack once from any given five-foot square.



BRUTAL ATTACK (GENERAL)

You can cut down foes with brutal efficiency when you catch them unaware.

Prerequisites: Dexterity 14+, Strength 16+, base attack bonus +5 or higher, Weapon Focus (any melee weapon)

Benefit: You triple your Strength modifier for damage when you attack a flat-footed foe with a melee weapon for which you have the Weapon Focus feat. Use of this feat requires the full-attack action.

CONCEALED WEAPON (GENERAL)

You are adept at hiding small weapons on your person.

Prerequisites: Dexterity 13+, Bluff 5 ranks, Quick Draw

Benefit: You may make a Bluff check with a +8 competence bonus when concealing a small (or smaller) piercing or slashing weapon about your person. Anyone attempting to detect the weapon must make an opposed Spot check against your Bluff check. If you appear to be unarmed but subsequently quick draw your successfully concealed weapon and attack an opponent, you gain a +1d6 damage bonus against your opponent and negate his Dexterity or Strength bonus to his Defence Value for this attack. Any creature with an Intelligence score of less than 3 or that is immune to critical hits is immune to this effect. This action may only be used once per enemy, as they quickly grow wise to your deception.

CONFIDENT (GENERAL)

You have a high opinion of yourself and refuse to bow before anyone.

Benefit: You gain a +4 bonus on level checks to resist all forms of intimidation, including the effects of Steely Gaze and Menacing Aura.

CRUSH YOUR ENEMY (GENERAL)

You understand that sometimes the best way to get past an obstacle is simply to destroy it.

Prerequisites: Base attack bonus +8 or higher, Improved Sunder, Power Attack

Benefit: You may make a single attack during a full round attack (foregoing additional attacks that round). If the attack is successful, you may forego damage to choose to do one of the following:

- ❖ Direct the attack directly against your opponent's armour, inflicting double damage against it.
- ❖ Cause your opponent to be unable to fight on the defensive or cast on the defensive for three rounds.
- ❖ Negate all of your opponent's uses of feats or abilities that provide dodge bonuses to Defence Value for three rounds.

DEEP COVER (GENERAL)

You have a special talent for immersing yourself in a role.

Prerequisite: Disguise 6 ranks

Benefit: If you spend at least one day preparing your disguise, you gain a +10 competence bonus on opposed Disguise checks when you are impersonating a specific person.

EPIPHANY (GENERAL)

You can deliver an uncannily apropos statement that stuns others into a sublime understanding of a concept.

Prerequisites: Wisdom 15+, Knowledge (religion) 6 ranks

Benefit: You can issue a single-sentence statement once per day about a religious concept with which you are familiar. The words simply occur to you on the spur of the moment, dredged from your unconscious or gifted by the gods above (or demons below). Each creature that can understand you and hear you must attempt a Will save (DC set by Knowledge (religion) check). Failure means the listener does not understand the wisdom of your statement and so does not benefit from it. Success indicates that the listener has gained some vital understanding of the topic at hand. You must also make a Will save to benefit from your own statement – you do not necessarily understand the words that come to your mind any better than others do. For the rest of the encounter, a listener who has made a successful saving throw gains a +2 bonus on all checks relating to the religious topic commented upon. For example, if you see a Zathite approaching and make a statement about the curious religious practices of his particular sect, anyone who understands your utterance gains a +2 bonus on Diplomacy or Sense Motive checks when dealing with the Zathite or any other members of his sect for the rest of the encounter. Once the listeners part with the Zathite, the effects end.

EYES OF THE MAGPIE (GENERAL)

Your eyes are automatically drawn to the most expensive items in a room. This feat is especially useful when time is of the essence.

Benefits: When moving into a room, you can make an Appraise check (DC 15) as a free action. With a successful check, you notice the three most expensive items in the room and know their approximate values (see the Appraise skill description in *Conan the Roleplaying Game*). If you do not roll a high enough score to precisely identify any rare or exotic items, the Games Master may rule that these items merely 'catch your eye', but that you do not know their exact worth. Because this feat is used quickly and on the move, special equipment such as magnifying glasses and merchant scales confer no bonuses on the Appraise check.

FREE THINKER (GENERAL)

You are freed from aspects of traditional religious dogma and ritual and may study forbidden styles of magic.

Prerequisites: Wisdom 13+, Priest

Benefit: You may learn any style of magic as a scholar with the independent background might. You are no longer limited by the choices given to ordained priests.

Special: There may be political or social ramifications to this feat if your independence is found out and deemed heretical by temple elders or high priests of your sect. The Games Master may impose penalties for disloyal priests if discretion is not taken.

GLIB (GENERAL)

Few can talk themselves out of trouble better than you can.

Prerequisites: Bluff 6 ranks

Benefit: The first time you attempt to bluff a specific individual, you gain a +4 insight bonus on the opposed check. Subsequent attempts against the same target suffer a -4 penalty.

JADED (GENERAL)

You have lead a very depraved life – very little shocks or bothers you.

Prerequisites: 1+ Corruption

Benefits: You may add your Corruption score to all terror checks.

KNOW IT ALL (GENERAL)

You are well informed in a variety of areas and can draw upon that great wealth of knowledge easily.

Prerequisite: Intelligence 13+

Benefits: All Knowledge skills are class skills for you. You gain a +2 bonus on any one Intelligence-based skill.

LEAVE NO WITNESSES (GENERAL)

You are aware of those around you and what they have seen.

Prerequisites: Hide 13 ranks, Alertness

Benefit: You may make an attack of opportunity against any opponent who successfully spots you when you are attempting to hide. This ability may be used once per round. This attack of opportunity may even be made with a ranged weapon, so long as the target is within 30 feet. The target is considered flat-footed if he was not previously aware of your location.

PERCEPTIVE DEFENCE (GENERAL)

Your keen perception affords you opportunities in combat that others overlook.

Prerequisites: Base attack bonus +10 or higher, Spot 8 ranks, Sizing Up the Foe

Benefit: As a move action, you may make a Spot check (DC 10 + your opponent's Reflex save bonus). If successful, you may name an action you think your opponent might take. If he takes this action at any time during the combat, you may make an attack of opportunity against him. If you name an action that normally invites an attack of opportunity, you may make two attacks, so long as you have Combat Reflexes or some other ability that allows multiple attacks of opportunity per round.

PRECISE RECOLLECTION (GENERAL)

You can instantly commit anything you see to memory.

Prerequisite: Intelligence 14+

Benefit: If you view a letter or a map for a few seconds you can reproduce it perfectly from memory. You can memorise a number of pages equal to three times your Intelligence modifier. Memorising additional pages will cause those memorised earlier to be lost. You cannot memorise spells with this feat.

PREDATOR'S EYE (GENERAL)

You can assess your prey's personality and weaknesses from a simple negotiation.

Prerequisites: Base attack bonus +4 or higher, Sense Motive 6 ranks, Spot 8 ranks

Benefits: With a successful Spot check (DC 10 + the opponent's character level) versus an opponent with whom you have spoken for at least five minutes, you can gain keen insight into their weaknesses, conferring a one-time +4 insight bonus to any future skill check versus the same opponent. You may choose instead to gain a +2 insight bonus to your next attack against that opponent. This feat is often used by merchants of Shadizar to take advantage of their customers as well as by flatterers and kidnappers to seduce their prey.

PREDATORY REPUTATION (GENERAL)

You are recognised in the Desert, the *maul* of Shadizar, as one of the top predators.

Prerequisites: Reputation 18+ in the Desert

Benefit: You are universally recognised in the Desert by the predators and scavengers; also, you gain a +4 circumstantial Reputation bonus when dealing with the various predators of the Desert of Shadizar.

QUICK CHANGE (GENERAL)

You can change disguises in the blink of an eye.

Prerequisites: Disguise 6 ranks, Deep Cover

Benefit: You change between two previously prepared disguises as a full-round action with a successful Disguise check (DC 15).

QUICK JUDGE OF CHARACTER (GENERAL)

You are skilled in the art of quickly reading another person's mannerisms.

Prerequisites: Diplomacy 5 ranks, Listen 5 ranks, Sense Motive 5 ranks, Spot 5 ranks

Benefit: This feat grants a +4 competence bonus to Sense Motive checks when dealing with others for the first time, +6 if you possess any levels of the noble class.

RACIAL ARCHETYPE (GENERAL)

You exemplify the stereotype of your race regardless of your class.

Benefit: The background skills of your race are permanent class skills regardless of any classes you take or multiclass into.

SCAVENGER

REPUTATION (GENERAL)

You are known among the scavengers of the Desert and respected by them.

Prerequisites: Reputation 18+ in the Desert

Benefit: You are universally recognised in the Desert by the scavengers; also, you gain a +4 circumstance Reputation bonus when dealing with the various scavengers of the Desert of Shadizar.

SEDUCER (GENERAL)

You have an uncanny ability to influence members of the opposite sex.

Prerequisites: Charisma 17+, Perform 3 ranks in one of the following; (acting, poetry or any musical skill)

Benefits: Whenever you interact with a member of the opposite sex, you receive a +2 circumstance bonus to all skill checks where Charisma is the key ability. There is also a 10% chance of this bonus applying to someone of the same sex.

SILENCE, FOOL! (GENERAL)

When you surprise someone, or they are afraid of you, they lose the ability to speak or scream.

Prerequisites: Intimidate 19 ranks, Menacing Aura, Steely Gaze

Benefits: When you make a successful *demoralise opponent* attempt (see the Intimidate skill description in *Conan the Roleplaying Game*), the victim is so utterly afraid of you that they are unable to act for a number of rounds equal to your Charisma modifier.

SIZING UP THE FOE

You size up your opponents' stances, finding holes in their defences with ease.

Prerequisite: Spot 5 ranks

Benefit: You may, as a move action, make a Spot check (DC = your opponent's Defence Value). If successful, you may add +2 to your next attack roll versus that opponent.

If you have a base attack bonus of +1 or higher, you may use this feat while taking any other move action.

SLIPPERY (GENERAL)

You know how to use leverage and motion to wrestle.

Prerequisites: Improved Grapple

Benefits: You may use your dexterity modifier instead of your strength modifier when performing grapple checks. Normal: Strength is the modifier used in grapple checks.

SNATCH (GENERAL)

Prerequisite: Size Huge or larger

Benefits: You can choose to start a grapple when you hit with a claw or bite attack, as though you had the improved grab special attack. If you get a hold on a creature three or more sizes smaller, you squeeze each round for automatic bite or claw damage. A snatched opponent held in your mouth is denied a Reflex save against your breath weapon, if you have one. You can drop a creature you have snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 x 10 feet, and takes 1d6 points of damage per ten feet travelled. If you fling a snatched opponent while flying, the creature takes this amount or falling damage, whichever is greater.

TO THINK IS TO ACT (GENERAL)

Your body is trained to react instantly to your thoughts.

Benefit: You may add your Intelligence modifier to Initiative checks instead of your Dexterity and Reflex save modifiers.



TRUE PROFESSIONAL (GENERAL)

You have devoted yourself completely to your craft or profession, limiting your opportunities in other areas but gaining impressive abilities in your chosen career.

Benefit: You may ignore maximum rank limits imposed upon any one Craft or Profession skill.

UNSEEN SCAVENGER (GENERAL)

The beggars and scavengers of Shadizar are virtually undetectable to sight and hearing, making themselves all but invisible in even the most open bazaar.

Prerequisites: Hide 11 ranks, Stealthy, must bear Allegiance to the Brotherhood of the Bowl

Benefit: You can use the Hide skill while being observed as long as there is any cover or concealment within 30 feet for you to disappear behind, including crowds, smoke and buildings. You can also Move Silently while moving at any speed less than a full run.

WEAPON PANACHE (GENERAL)

You have deadly confidence in your ability and fighting style. Combat is little more than a game to you.

Prerequisites: Proficient with weapon, base attack bonus +1 or higher

Benefit: Choose one type of one-handed melee weapon, such as a short sword.

You are so brash and self-confident when wielding this weapon that you gain a bonus on attack rolls.

With the selected weapon, you may add your Charisma



modifier instead of your Strength modifier on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different weapon.

INTIMIDATION EXPANDED

Intimidation incorporates many facets of any character with a flair for intimidation; even sheer musculature can make the most resolute change their opinion. A few broken bones, or even the threat of such can have just as much affect on as a charismatic individual's coercion. Intimidation can use a number of ability scores as its key ability, thus even powerful wizards or a hulking barbarian can frighten people into doing their bidding. Below is an optional expansion to the Intimidation skill presented in *Conan the Roleplaying Game*.

INTIMIDATE (STR, INT OR CHA)

Bully (Str): You rely on your physical strength to get your way. With a liberal application and combination aggressive body language, looming, imposing presence, glowering and shoves, pushes and minor injury (threatened or otherwise), you get your opponent to back down or provide the information you desire. Bullying does not suggest torture, merely the threat of violence.

Terrorise (Int): By merely describing in intimate detail the nature of the pain and injury you will inflict or have inflicted upon your opponent, you can instil a deep-seated desire to appease and conform within your opponents. Use of this option plays on the fears already present in an opponents mind, which often creates a greater threat than there actually is.

Check: You can change the behaviour of others towards you with an opposed Intimidate check as described in *Conan the Roleplaying Game*, however, the Intimidate key ability modifier is either Strength, Intelligence or Charisma as described above.

Retry: Retries often do not work. The effects of a successful check present the furthest outcome possible. A failed check undermines future attempts, but it is possible to use an alternative approach. A character can attempt to *bully* an opponent who has previously been unconvinced by an attempt to *terrorise* them and vice versa, however subsequent Intimidate checks incur a -2 penalty.

Bestiary of Zamora

Dark Denizens of Sand, Plain & Hill

THE CONAN STORIES set in Zamora feature several monsters worthy of note. All the creatures listed here are presented in the following format:

SIZE AND TYPE

Information on the creature's size and its creature type, which determines many of the creature's characteristics and abilities, as described below.

HIT DICE

This entry gives the number and type of Hit Dice the creature has and any bonus hit points. A parenthetical note gives the creature's average hit points. A creature's Hit Dice total is also its level, for purposes of determining how spells affect the creature, its rate of natural healing and its maximum ranks in a skill.

INITIATIVE

This entry shows the creature's modifier to Initiative rolls. A parenthetical note relays where any modifier comes from.

SPEED

This entry gives the creature's tactical speed. If the creature wears armour that reduces its speed, this fact is given along with a parenthetical note indicating the armour type; the creature's base unarmoured speed follows.

DODGE DEFENCE

The Dodge Defence entry gives this rating for the creature and includes a parenthetical mention of the modifiers contributing to it; usually Dexterity and natural dodge bonuses. Size modifiers to Base Defence are also included here. All creatures are assumed to dodge rather than parry, as the use of weapons and armour is usually restricted to human invention. Creatures gain natural dodge bonuses based on their Hit Dice and Reflex saves as follows:

Good Reflex Save: Barbarian progression for dodge bonus.

Poor Reflex Save: Scholar progression for dodge bonus.

DAMAGE REDUCTION

This entry indicates the creature's typical Damage Reduction score. Further information in parentheses shows the source of the Damage Reduction, revealing whether it is due to the creature's tough skin or other natural protection, manufactured armour, some entirely different factor or a combination of several factors.

ATTACKS AND DAMAGE

These entries give all of the creature's physical attacks, whether with natural or manufactured weapons and the damage each attack deals. If any attacks also cause some special effect other than damage (poison, disease and such like) that information is given here. Natural attacks do not usually have an armour piercing effect, but when they do, that information is given after the damage and includes the creature's Strength bonus.

SPACE/REACH

This is written in the format 'feet (spaces)/feet (spaces)'. The numbers before the slash show the space the creature takes up when fighting. The number after the slash is the area the creature threatens in combat. Each number has a further parenthetical entry, which gives the number of five-foot by five-foot spaces the creature takes up or can threaten.

SPECIAL ATTACKS AND QUALITIES

These entries give the creature's special attacks and qualities, in the order they are most likely to be used. One special defence not covered elsewhere by these rules is invisibility, a quality possessed by some demons and similar creatures (see below). Certain animals and monsters sometimes have the Improved Grab special attack, allowing them to start a grapple as a free action.

Improved Grab: If the creature hits with a melee attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab works only against opponents of Medium size or smaller. Each successful grapple check the creature makes during successive rounds automatically deals damage. See the individual creature entries for precise damage amounts. When a creature gets a hold after an Improved Grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The creature is not considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move (possibly carrying away the opponent) provided it can drag the opponent's weight.

SAVES

This entry gives the creature's Fortitude, Reflex and Will saving throw modifiers.

SKILLS AND FEATS

These entries list all the creature's feats and skills by name along with each skill score. Scores appended with and asterisk (*) denote skills that already incorporate any inherent bonuses.

CLIMATE/TERRAIN

This entry describes the locales where the creature is most often found.

ORGANISATION

This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of non-combatants, expressed as a percentage of the fighting population. Non-combatants can include young, the infirm, slaves or other individuals who are not inclined to fight. A creature's Society entry may include more details on non-combatants.

ADVANCEMENT

This book lists only the weakest and most common version of each creature. The Advancement line shows how tough the creature can get, in terms of extra Hit Dice. This is not an absolute limit, but exceptions are extremely rare.

CREATURES

ELECTRIC EEL

Tiny Animal

Hit Dice: ¼d8 (1 hp)

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

Speed: Swim 15 ft. (3 squares)

DV: 17 (+2 size, +3 Dex, +2 natural)

DR: 1

Base Attack/Grapple: +0/-10

Attack: —

Full Attack: —

Space/Reach: 2½ ft. (½ square)/2½ ft. (½ square)

Special Attacks: Electric shock

Special Qualities: Blindsight 100 ft., low-light vision

Saves: Fort +1, Ref +4, Will +0

Abilities: Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Skills: Escape Artist +10*, Spot +8*, Swim +8*

Feats: Alertness

Climate/Terrain: Aquatic

Organisation: Solitary, Pair, Pack (4-6) or colony (8-14)

Advancement: 1 HD (Tiny); 2-3 HD (Small); 4-5 HD (Medium)

A snake-like form swims up to you; it is long and slender, with an olive brown body colour spotted with yellow.

Growing up to eight feet long, but averaging three feet long, the nocturnal electric eel is an oviparous fish. Not a true eel, it houses most of its vital organs in the front 20% of its body. The rest of its body is devoted to electricity-generating organs. Its gills are almost lung-like, allowing it to live in oxygen-deprived, stagnant waters, however, it must surface every 15 minutes or so or it will drown. Electric eels have been known to stun horses up to 20 feet away and discharge their electricity up to nine hours after death if touched. They hide in crevasses and ambush their prey.



Combat

The electric eel attacks by discharging electricity, which is usually enough to kill small fish. It uses this method because it has no teeth and can only feed on stationary animals. The electric shock often causes respiratory paralysis and cardiac failure in large animals and humans. They often fight in groups to bring down larger prey.

Blindsight (Ex): The low intensity impulses generated by the eel are used for sensory perception. This helps it navigate in its muddy habitat where vision is blocked.

Electric Shock (Ex): Once every two rounds, an electric eel can deliver an electric shock to a single opponent within ten feet (up to 20 feet for the larger eels). This attack deals 1d8 points of damage per remaining HD to living opponents. If out of the water, this attack only works on touch (Fortitude save half if underwater DC 12 + eel's Constitution bonus and Reflex half if out of water, DC 12).

Skills: Electric eels have a +8 racial bonus to Escape Artist and Spot checks and on Swim checks to perform some special action or avoid a hazard. They can always choose to take 10 on a Swim check, even if distracted or endangered. Eels can use the run action while swimming, provided they swims in a straight line.

FIRE DRAKE**Gargantuan Dragon**

Hit Dice: 12d12+44 (122 hp)

Initiative: +19 (+5 Dex, +8 Reflex, +2 Lightning Reflexes, +4 Improved Initiative)

Speed: 60 ft. (12 squares)

DV: 31 (-4 size, +5 Dex, +20 natural)

DR: 20

Base Attack/Grapple: +12/+22

Attack: Bite +18 melee (4d6+10) or tail slap +16 melee (2d8+15)

Full Attack: Bite +18 melee (4d6+10), 2 claws +16 melee (2d6+5) and tail slap +16 melee (2d8+15)

Space/Reach: 20 ft. (4 squares)/15 ft. (3 squares)

Special Attacks: Breath weapon (60 ft. cone damage 18d10 fire, Reflex DC 33 for half damage), tail sweep (2d6+15)

Special Qualities: Blindsight 120 ft., keen senses, scent, malevolent howl

Saves: Fort +14, Ref +15, Will +9

Abilities: Str 30, Dex 20, Con 19, Int 6, Wis 12, Cha 9

Skills: Balance +15, Climb +25*, Escape Artist +10, Jump +20, Spot +9

Feats: Combat Reflexes, Lightning Reflexes, Multiattack, Power Attack, Snatch

Climate/Terrain: Karpash mountains and caverns

Organisation: Solitary

Advancement: 13–25 HD (Gargantuan); 26–40 HD (Colossal)

The fire drake is a huge, monstrous creature with four massive legs. Fire-blackened scales line a short muzzle filled with large, irregular teeth. Multi-hued scales glitter on its body, broken only by dark, leathery bulges on its back. Horrible claws gouge the stone beneath it as it moves across rocks, swinging its broad head while baring its jagged teeth within a wide maw. It has a piercing cry that can strike to the very soul.

The fire drake of Zamora is a gargantuan dragon of extreme rarity. They are hatched from slick, black eggs with shells harder than full plate armour. The eggs often lay dormant for centuries. Beautiful and multi-coloured, the fire drake has a long tail and can stand on its hind legs, although it is normally moves on four legs. Great leathery pouches on its back hide its bat-like wings. It attacks faster than a leopard and its hide is virtually immune to weapons. Worse yet, it breathes fire and even the beast's eyes are known to deflect arrows. These same eyes display inhuman intelligence. These creatures move with sinuous grace and blinding speed and even Conan had to run away from the monster in order to escape death the first time he encountered one. Only when he had acquired a bane weapon (see *Conan: The Scrolls of Skelos*) keyed to the drake was he able to slay it.

Combat

The fire drake is extremely mobile and can wheel and whirl around much faster than many other creatures of such size. It takes care of attacks of opportunity with tooth and nail.

Blindsight (Ex): Fire drakes can pinpoint creatures within a distance of 60 feet. Opponents the fire drake cannot actually see still have total concealment against the fire drake.

Breath Weapon (Su): Using a breath weapon is a standard action. The breath weapon takes the form of a massive gout of flame, which issues forth from the drake's mouth and reaches up to 60 feet. Once a fire drake breathes, it cannot breathe again until 1d4 rounds. If the breath weapon deals damage, creatures caught in the area can attempt Reflex saves (DC 33) to take half damage.

BESTIARY OF ZAMORA

Keen Senses (Ex): A fire drake sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

Malevolent Howl (Ex): Even men who have faced death many times are struck with terror at the sound of this howl. This howl forces a terror save in those who hear it, independent of any terror saves caused by the appearance of the creature.

Skills: A fire drake has a +8 racial bonus on any Climb check. It can always choose to take 10 on a Climb check.

Tail Sweep (Ex): This special attack allows a fire drake of at least Gargantuan size to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal fire drake), extending from an intersection on the edge of the fire drake's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the fire drake. A tail sweep automatically deals 2d6 damage plus one and a half times the fire drake's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC 20).

GIANT BAT

Huge Animal

Hit Dice: 8d8+40 (76 hp)

Initiative: +6 (+0 Dex, +6 Reflex)

Speed: 5 ft. (1 square), fly 40 ft. (good) (8 squares)

DV: 13 (+5 natural, -2 size)

DR: 5

Base Attack/Grapple: +6/+22

Attack: Bite +12 melee (2d4+8)

Full Attack: Bite +12 melee (2d4+8)

Space/Reach: 15 ft. (3 squares)/10 ft. (2 squares)

Special Attacks: —

Special Qualities: Blindsight 120 ft., low-light vision

Saves: Fort +11, Ref +6, Will +4

Abilities: Str 27, Dex 10, Con 20, Int 2, Wis 14, Cha 6

Skills: Hide +16, Listen +10*, Move Silently +8, Spot +10*

Feats: Alertness, Snatch, Stealthy

Climate/Terrain: Deserts and forests

Organisation: Pair or school (3–20)

Advancement: 9–12 HD (Huge); 12–20 HD (Gargantuan)

This nightmarish bat, twice the size of a horse, has a dog-like snout and large, funnel-shaped ears. Powerful, hook-like claws complete the ends of its toes.



The giant bat of Zamora is a huge nocturnal beast. The giant bat rarely seizes prey on the wing, instead preferring to land on its prey, pick it up and fly away. Worshipped in Shadizar, few studies have been made of this species, although some scholars claim this breed of bat is demonic in origin and can mate with humans. Its dietary habits are unknown, but many Zamorian scholars postulate a diet of blood.



Combat

The creature's usual attack mode is a grapple (snatch). It then bites its prey.

Blindsight (Ex): A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsight.

Skills: A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

JATTE

Large Monstrous Humanoid

Hit Dice: 12d8+48 (102 hp)

Initiative: +3

Speed: 30 ft. in hide armour (6 squares); base speed 40 ft.

DV: 17 (−1 size, −1 Dex, +9 natural)

DR: 2

Base Attack/Grapple: +9/+20

Attack: Large spear +16 melee or +9 ranged (2d8+10/x3/AP 9)

Full Attack: Large spear +16/+11 melee (2d8+10/x3/AP 9)

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

Special Attacks: —

Special Qualities: Low-light vision

Saves: Fort +12, Ref +3, Will +4

Abilities: Str 25, Dex 8, Con 19, Int 10, Wis 10, Cha 7

Skills: Climb +7, Craft (any mundane) +7, Jump +7, Listen +3, Spot +6, Survival +5

Feats: Improved Bull Rush, Improved Sunder, Point Blank Shot, Power Attack, Weapon Focus (large spear)

Climate/Terrain: Zamorian swamp just off the road to Shadizar

Organisation: Solitary, gang (2–5), band (6–9 plus 35% non-combatants), hunting/raiding party (6–9), or tribe (21–30 plus 35% non-combatants)

Advancement: By character class (favoured class: barbarian)

They look like other men and women around the world, save for one important difference. Even the women, who are small compared to the men, are easily nine feet tall and weigh twice as much as a six-foot tall man. You are facing giants.

A wizard who needed strong backs for the construction of a castle brought the ancestors of these giants to life 300 years ago. When the castle was completed, the wizard gave the giants their freedom. The Jatte are natural philosophers. They do not consider other races to be people. They will torture captives to learn more about their thought processes, fighting styles or anything else they want to know about them or their kind. They live in their own village, called Jatte, in the middle of a swamp just off the Shadizar-Corinthian road. These giants are intelligent and tend to be craftsmen. They speak their own language and Zamorian.

Combat

The creature's usual attack mode is a thrown spear of great size.



KORGA

Medium Animal

Hit Dice: 3d8+9 (22 hp)

Initiative: +5 (+2 Dex, +3 Reflex)

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

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

DR: 1

Base Attack/Grapple: +2/+5

Attack: Bite +5 melee (1d8+4)

Full Attack: Bite +5 melee (1d8+4)

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

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +8, Ref +5, Will +2

Abilities: Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 2

Skills: Hide +6*, Listen +4, Move Silently +6*, Spot +4, Swim +11*, Survival +5*

Feats: Alertness, Great Fortitude

Climate/Terrain: Warm forests

Organisation: Solitary or pack (2–10)

Advancement: 4–5 HD (Medium)

Greenish scaled dragons, they stand upright, displaying their long tails, pointed snouts and yellow eyes. Burbling hisses sibilate from their cold mouths.

The Korga are a large lizard, treated as hunting dogs by the Pili. They range from three to five feet long. Their tails stick straight out as they run in their ungainly gait. Female Pili rarely care much for these animals but the male Pili delight in owning them, much as a human master enjoys his favourite dogs.



Combat

The Korga attacks with its bite.

Skills: A Korga has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Korgas have a +4 racial bonus on Hide and Move Silently checks. In forested or overgrown areas, the Hide bonus improves to +8. Also, Korga have a +4 racial bonus on Survival checks when tracking by scent.

PILI

Medium Monstrous Humanoid (Reptilian)

Hit Dice: 2d8+2 + 2 (13 hp)

Initiative: +6 (+6 Reflex)

Speed: 30 ft. (6 squares)

DV: 15 (+5 natural)

DR: 2

Base Attack/Grapple: +1/+2

Attack: Javelin +1 ranged (1d8+1/ x2 / AP 2)

Full Attack: Javelin +1 ranged (1d8+1/ x2 / AP 2)

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

Special Attacks: —

Special Qualities: —

Saves: Fort +1, Ref +3, Will +0

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

Skills: Balance +6, Handle Animal +5, Jump +7

Feats: Toughness

Climate/Terrain: Temperate marshes

Organisation: Gang (2–3), band (6–10 plus 50% non-combatants plus one leader of 3rd–6th level), or tribe (30–60 plus 2 lieutenants of 3rd–6th level and one leader of 4th–10th level)

Advancement: By character class (favoured class: barbarian)

In the dim light, the humanoid approaches. As it comes nearer it can be seen to be something less than human. Cat-like eyes glare from beneath its hood and it has pale blue skin.

The Pili are a reptilian race. They have pale blue skin but do not have scales, although a million years ago they did. The Pili have no hair and their ears are smaller than those of a human. Their lips tend to be thin and their eyes have cat-like, slitted pupils. Their blood, however, is warm and they bear live young, nursing them as a mammal does. More than twelve centuries ago the Pili drove the humans out of their homeland in the Battle of Aranza. Pili bards



still sing of this battle. Unfortunately, humans prospered and the Pili dwindled. There are now only a few hundred Pili remaining in the Hyborian Age. The Pili delight in eating human flesh. Pili law forbids the sexual coupling between human and Pili, but a few Pili secretly indulge in such sensual delights with human captives before they are cooked and eaten. Fortunately for the humans, few know the Pili exist and those that do, avoid Pili territory, so

human captives are rare. The Pili, despite being reptilian, are poor swimmers.

Combat

The Pili attack with standard weapons. Many of them use poisoned javelins. The Pili also keep Korga as pets and often use them as part of their attack.

SELKIE

The man looks up and says something in a musical voice like a stringed instrument. Suddenly he leaps into the water. You do not see him come up, but you do see a large shark swim away from the shore.

On the land, a selkie can pass for a man, but in the water they revert into something from a man's nightmare. Originally their ancestors dwelt *Below* but through the arts of Abet Blasa the Mist Mage, also known as Dimma of the Fogs, their bestial ancestors were elevated in form and intelligence, crafted by magic into selkies. Selkies speak in sing-song tones, as if some stringed instrument were their voice. For several centuries the selkies served the Mist Mage, until he was killed. They consider sharks to be brothers, referring to them as shark-brothers.

The selkies lived in the Sargasso Sea and were presumably destroyed when the mountain exploded in a volcanic eruption. However, a few selkies may have either escaped or been busy on errands when the end came for the rest of their species. These may now be living among the

Selkie

	Manlike Form	Changed Form
	Medium Monstrous Humanoid (Aquatic)	Large Monstrous Humanoid (aquatic)
Hit Dice:	7d8+7 (38 hp)	7d8+21 (52 hp)
Initiative:	+11 (+2 Dex, +5 Ref, +4 Improved Initiative)	+13 (+4 Dex, +5 Ref, +4 Improved Initiative)
Speed:	30 ft. (6 squares)	Swim 60 ft. (12 squares)
DV:	15 (-1 size, +2 Dex, +4 natural)	17 (-1 size, +4 Dex, +4 natural)
DR:	2	4
Base Attack/Grapple:	+5/+7	+5/+11
Attack:	Obsidian knife +7 melee (1d4+2/x2/ AP 2)	Bite +10 melee (2d6+7 / AP 7)
Full Attack:	Obsidian knife +7 melee (1d4+2/x2/ AP 2)	Bite +10 melee (2d6+7 / AP 7)
Space/Reach:	5 ft. (1 square)/ 5 ft. (1 square)	10 ft. (2 squares)/5 ft. (1 square)
Special Attacks:	—	—
Special Qualities:	Alternate form, darkvision 60 ft.	Blindsense, alternate form, keen scent, darkvision 60 ft.
Saves:	Fort +8, Ref +7, Will +3	Fort +10, Ref +9, Will +3
Abilities:	Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8	Str 20, Dex 19, Con 17, Int 10, Wis 12, Cha 8
Skills:	Listen +7, Spot +8, Swim +9	Listen +7, Spot +8, Swim +20*
Feats:	Alertness, Great Fortitude, Improved Initiative	Alertness, Great Fortitude, Improved Initiative
Climate/Terrain:	Any land	Aquatic
Organisation:	Solitary, school (2–5) or pack (6–11)	Solitary, school (2–5) or pack (6–11)
Advancement:	By character class	8–9 HD (Large); 10–20 HD (Huge)



Zamorians, perhaps in Shadizar itself, revelling in the decadence and corruption to be found there.

Combat

Changed selkies circle and observe potential prey, then dart in and bite with their powerful jaws. Selkies on land fight with weapons.

Alternate Form (Su): Selkies have an alternate form, which they call 'the Change'. With its first breath of water, gills sprout along the sides of a selkie's neck. Its legs elongate and fuse into a single unit. Its feet form into a tail, its top longer than the bottom. Its arms draw into its body, its hands flattening into fins as a dorsal fin sprouts out of its back. Other fins grow out of its ventral side. Its eyes move back, its mouth widens and rows of serrated teeth push through hardening gums. At the end of this transformation, the manlike selkie is twice the length and covered with skin the texture of pumice. Class levels are converted into aberration levels (increasing the HD and possibly the size of the changed selkie). Rules for aberrations are fully described in *Conan: The Scrolls of Skelos*. A selkie gains a +6 bonus to Strength, +4 bonus to Dexterity and a +4 bonus to Constitution when changed.

Blindsense (Ex): A Changed selkie can locate creatures underwater within a 30-foot radius. This ability works only when the selkie is underwater.

Keen Scent (Ex): A Changed selkie can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Skills: A Changed selkie has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

UNDINE

Medium Elemental (Water)

Hit Dice: 4d8+12 (30 hp)

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

Speed: 20 ft. (4 squares), swim 90 ft. (18 squares)

DV: 19 (+1 Dex, +8 natural)

DR: 8

Base Attack/Grapple: +3/+6

Attack: Slam +6 melee (1d8+4)

Full Attack: Slam +6 melee (1d8+4)

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

Special Attacks: —

Special Qualities: Manifest

Saves: Fort +7, Ref +2, Will +1

Abilities: Str 16, Dex 12, Con 17, Int 4, Wis 11, Cha 11

Skills: Listen +4, Spot +4, Swim +14*

Feats: Cleave, Power Attack

Climate/Terrain: Spokesjo Lake or other bodies of water

Organisation: Solitary, pair or school (3–20)

Advancement: 5–7 HD (Medium)

Each is man-sized, but shaped like a great ape. They are pure white, without facial features and each is as smooth as polished crystal.



The undine is a frozen water elemental dwelling in the frosty lake called Spokesjo in the Haunted Pass through the Karpash Mountains. People can move through the pass and past the lake if the undines sleep, but if they stir beneath the frozen ice often covering the lake, they will usually attack and kill those daring to pass. If cut, an undine bleeds water. The undine has no facial features – no nose, mouth or visible eyes.

Combat

Undines like to grab those who are terrified or subdued and drag them beneath the frozen waters of their lake to drown and devour them.

Skills: An undine has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

VARG

Small Humanoid (1st level Varg Barbarian)

Hit Dice: 1d10+1 (11 hp)

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

Speed: 20 ft. (4 squares)

DV: 12 (+1 Dex, +1 size)

DR: —

Base Attack/Grapple: +1/–3

Attack: Primitive war spear +3 melee (1d10+1/ x3 /AP 1)

Full Attack: Primitive war spear +3 melee (1d10+1/ x3 /AP 1)

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

Special Attacks: Versatility

Special Qualities: Varg traits, illiterate, fearless

Saves: Fort +3, Ref +3, Will –1

Abilities: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8

Skills: Climb +6, Hide +11, Jump +4, Listen +3, Move Silently +9, Survival +3

Feats: Stealthy, Track

Climate/Terrain: Swamp

Organisation: Company (2–4), squad (11–20 plus two 3rd level sergeants and one leader of 3rd–6th level), or band (30–100 plus 100% non-combatants plus one 3rd level sergeant per 20 adults, five 5th level lieutenants and three 7th level captains)

Advancement: By character class

Standing half the height of a man, the Varg picks a bit of gristle from his pointed front teeth with a sharpened fingernail. He has mottled green skin.



Vargs are a swamp-dwelling folk, dwarfish and cannibalistic. They live in tribes in a swamp not far from the road to Shadizar from Corinthia. They have green, mottled skins and file their teeth to points. They prey on the giants from Jatte. Leadership of the tribe is determined by rite of challenge. They call anyone who lives outside their swamp 'Outswampers'. They are polygamous. As for their diet, Vargs prefer Jatte flesh but will accept Outswamper flesh. When such prey is lacking, they eat swamp pigs and rodents. They relax in cold soaking pools in their swamp. Their Jatte enemies consider them little more than animals.

Combat

Vargs generally fight with primitive weapons, such as spears. They often use their Hide and Move Silently skills to attack in ambush.

Varg Traits (Ex): Vargs possess the following racial traits.

- ❖ +2 Dexterity, –2 Strength.
- ❖ Small size. +1 bonus to Defence Value, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits are $\frac{3}{4}$ those of Medium characters.
- ❖ A Varg's base land speed is 20 feet.
- ❖ Background Skills: Climb, Jump, Move Silently
- ❖ +2 racial bonus on Climb, Jump and Move Silently checks.
- ❖ +1 racial bonus on attack rolls with thrown weapons and spears.
- ❖ Automatic Languages: Zamorian, Varg.
- ❖ Favoured Class: Barbarian

The Varg warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Peoples & Heroes

Prestige Classes & Races

THIS SECTION PRESENTS a new prestige class and a new race. Although virtually any type of character can be created with the core classes and races offered in *Conan the Roleplaying Game* through skill and feat selection, sometimes a truly exceptional character is desired, one who excels above and beyond the limits of the core classes. This is what the prestige class offers. The Kezankian hillmen presented here are mentioned in Robert E. Howard's stories and are expanded upon in the tales of Robert Jordan.

NEW PRESTIGE CLASS

Prestige classes offer a new form of multiclassing. Unlike the basic classes, characters must meet certain requirements before they can take their first level of a prestige class. The rules for level advancement apply to this system, meaning the first step of advancement is always choosing a class. If a character does not meet the requirements for a prestige class before that first step, that character cannot take the first level of that prestige class.

DEFINITIONS OF TERMS

Here are definitions of some terms used in this section.

Base Class: One of the standard eight classes.

Character Level: The total level of the character, which is the sum of all class levels held by that character.

Class Level: The level of a character in a particular class. For a character with levels in only one class, class level and character level are the same.

THE PROFESSIONAL

Adventures: The professional considers himself the best of the best, a thief extraordinaire. These thieves are hired to do their jobs by the nobles of Shadizar, working in secret and with aliases and other safeguards against discovery. Many know secrets the nobles and royalty of Zamora would love to silence, yet always they are called upon again to do their duty. Most professionals are hired through proxies and agents, so the clients never know the

person they hired by sight or name. What the clients' do know, however, is the job will be done and done well.

Characteristics: The professional is a loner by nature. Eschewing organised crime for a life of selfish profit and glory, the professional is known by sight and name by only a few. Paranoid and cautious, the professional is a perfectionist, studying his prey and practising his methods relentlessly. He knows his specialised skills are his greatest strength, the reason he remains alive every day.

Religion: The best known thieves' god is Bel, originally a Shemitish deity, but now worshipped almost everywhere Shemites are found, from the Hyborian kingdoms to Stygia, Zamora and Turan. Professionals, drawn from the ranks of thieves, tend to accept Bel as patron, with his priests' promises of an easy life of plunder and excess. However, there are other gods who favour thieves, including several in the extensive and complex Zamorian pantheon. Many professionals, though, prefer to avoid religion entirely, perhaps fearing that if they give too much credence to the gods they will never be able to break into tombs or rob temple coffers again.

Background: Most professionals come from the notorious slums and back streets of Zamora, although their native origin is unimportant. Often due to mishap or fortune, the young thief comes under the guidance of a retiring member of the chosen 'profession' and is trained to take over.

Abilities: Most of the professions available to the professional rely heavily on Charisma. Some, however, also rely on Intelligence and Wisdom.

Hit Die: d8.

REQUIREMENTS

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

Class Ability: Sneak Attack class ability

Feat: Light-Footed

Mentor: A Non-Player Character must take the character under his wing and teach the fledgling character the basics of his chosen 'profession'

CLASS SKILLS

The actual profession chosen from the list below determines the professional's class skills (and the key ability for each skill).

- ❖ **Assassin:** Balance (Dex), Bluff (Cha), Climb (Str), Disable Device (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Spot (Wis), Tumble (Dex) and Use Rope (Dex)
- ❖ **Bandit:** Appraise (Int), Bluff (Cha), Craft (any mundane) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis) and Use Rope (Dex)
- ❖ **Burglar:** Bluff (Cha), Climb (Str), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex) and Use Rope (Dex)
- ❖ **Confidence Artist:** Appraise (Int), Bluff (Cha), Craft (any mundane), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (local) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis) and Spot (Wis)
- ❖ **Cutpurse:** Appraise (Int), Bluff (Cha), Craft (any mundane) (Int), Diplomacy (Cha), Disable Device (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Search (Int), Sleight of Hand (Dex), Spot (Wis), Survival (Wis) and Tumble (Dex)
- ❖ **Embezzler:** Appraise (Int), Bluff (Cha), Craft (any mundane) (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Wis) and Sense Motive (Wis)
- ❖ **Forger:** Appraise (Int), Bluff (Cha), Craft (any mundane) (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Wis) and Sense Motive (Wis)



PEOPLES AND HEROES

The Professional

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+0	+0	+2	+0	Profession, profession ability
2 nd	+1	+1	+1	+0	+0	+3	+0	—
3 rd	+2	+1	+1	+0	+1	+3	+1	Bonus feat
4 th	+3	+2	+2	+1	+1	+4	+1	—
5 th	+3	+2	+2	+1	+1	+4	+1	Skill mastery, profession ability
6 th	+4	+3	+3	+1	+2	+5	+2	Bonus feat
7 th	+5	+3	+3	+1	+2	+5	+2	—
8 th	+6	+4	+4	+2	+2	+6	+2	—
9 th	+6	+4	+4	+2	+3	+6	+3	Bonus feat
10 th	+7	+5	+5	+2	+3	+7	+3	Profession ability

❖ **Impersonator:** Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (alchemy), Craft (any mundane) (Int), Craft (herbalism), Decipher Script (Int), Diplomacy (Cha), Disable Device (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Tumble (Dex) and Use Rope (Dex)

❖ **Kidnapper:** Balance (Dex), Bluff (Cha), Climb (Str), Craft (any mundane), Disable Device (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex) and Use Rope (Dex)

❖ **Mugger:** Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (any mundane) (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Tumble (Dex) and Use Rope (Dex)

❖ **Slaver:** Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (any mundane) (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge

(geography) (Int), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Tumble (Dex) and Use Rope (Dex)

Skill Points at Each Level: 6 + Intelligence modifier.

CLASS FEATURES

Profession: At 1st level the character chooses a profession from those listed below. Once chosen, this profession cannot be changed and the Professional class may only be taken once.

❖ **Assassin:** Master of the kill, the silent knife. The assassin is known by many names except his own. A killer for hire, the assassin makes a wealthy living eliminating targets for anyone willing to hire him.

❖ **Bandit:** Raider of caravans, thief without a cause.

❖ **Burglar:** Master thief, fencer of goods. Burglars exercise the unlawful entry of a structure to commit a theft or other crime. This includes those who steal corpses or belongings from graves. They usually try to avoid people.

❖ **Confidence Artist:** The comforting stranger, the man with the scam. Confidence artists are masters of the scam. They may play the shell game or they may be the ones who steal a mansion while the owners are taking a summer trip to their country estates. The confidence artists are at the apex of pyramid schemes and at the bottom of blackmail schemes. The confidence artist is the one who ingratiates himself with the wealthy elderly widow, convincing her to leave her money and property to him at her death.

❖ **Cutpurse:** Purveyor of the weak, the flick of the wrist. Cutpurses perform crimes such as shoplifting, pocket-picking, purse-snatching, thefts

from chariots or saddles, horse thefts, and the like, without the use of force, violence or fraud.

- ❖ **Embezzler:** 'One for you. One for me.' Embezzlers steal money and property from their employers.
- ❖ **Forger:** Creator of the masterpiece, giver of the identities. Forgers commit forgery, of course. Fake passes, certificates, licenses and other legal documents are in the purview of the forgers. Other forgers paint fake masterpieces in the style of the original masters or pass off their own works as newly discovered works of a long-dead master. Many forgers work as or with confidence men.
- ❖ **Impersonator:** 'Do you know who I am?' The impersonator makes his living by stealing the identities of others. Never one to stick around in one place for very long, the impersonator sometimes forgets who he really is.
- ❖ **Kidnapper:** Stalkers of the weak, snatchers of the defenceless, kidnappers often work alongside slavers.
- ❖ **Mugger:** The quick strike, the thing that goes *bump* in the dark alley.
- ❖ **Slaver:** Making their living at the expense of others, the slaver often kidnaps or coerces his victims to a life of servitude in some far off land.

Profession Ability: Beginning at 1st level and again at 5th and 10th levels, the professional gains a profession ability. All special abilities are extraordinary abilities.

- ❖ **Assassin:** Death Attack (1st), Crippling Strike (5th), Sorcerous Protection (10th)
- ❖ **Bandit:** Ferocious Attack (1st), Opportunist (5th), Mobility (10th)
- ❖ **Burglar:** Eyes of the Magpie (1st), Precise Recollection (5th), Evasion (10th)
- ❖ **Confidence Artist:** Aliases (1st), Jack-of-all-Trades (5th), Ally (10th)
- ❖ **Cutpurse:** Crippling Strike (1st), Ferocious Attack (5th), Refuge (10th)
- ❖ **Embezzler:** Aliases (1st), Jack-of-all-Trades (5th), Sorcerous Protection (10th)
- ❖ **Forger:** Aliases (1st), Precise Recollection (5th), Sorcerous Protection (10th)
- ❖ **Impersonator:** Aliases (1st), Precise Recollection (5th), Ally (10th)
- ❖ **Kidnapper:** Aliases (1st), Ferocious Attack (5th), Ally (10th)
- ❖ **Mugger:** Crippling Strike (1st), Refuge (5th), Mobility (10th)
- ❖ **Slaver:** Eyes of the Magpie (1st), Ally (5th), Refuge (10th)

Aliases: The professional has three alternate aliases that he can use in his schemes. When using one of these aliases, the professional gains a +2 bonus to Bluff, Diplomacy, Disguise, Gather Information, Intimidate and Sense Motive as they apply to the alias being assumed.

Ally: The professional has a close relationship with an influential individual, who will go out of his way to aid him. His ally holds some position of power, whether a noble title, position of influence within a temple or guild, or some other rank that gives him influence over others. To gain the ally's aid, he must address him personally, or get word to him of his need for assistance. Bear in mind that if he is adventuring in a distant land, this may be time-consuming or even impossible. The Games Master makes an Ally check based on 1d20 + the character's Charisma modifier + any applicable circumstance modifiers. Circumstance modifiers might include whether you have recently assisted your ally (+2), whether you have risked your life for his ally (+4) or whether you have personally saved his ally's life (+6 or higher). The DC for the check depends upon the type of assistance requested. If it is a simple request, such as for an invitation to a social function, the loan of a small amount of money or the like, the DC is 10. Asking your ally to introduce you to someone of equal status to him might have a DC of 15. A request for physical assistance, such as asking for soldiers who are loyal to your ally to come to your aid, might be DC 25 or higher. He may request aid from his ally once per month. However, for each request in successive months, the DC rises by two. The professional only has one ally with this ability.

Crippling Strike: When the professional damages an opponent with a Sneak Attack, the target also takes two points of Strength damage.

Death Attack: If an professional studies his victim for three rounds and then makes a Sneak Attack with a melee weapon that successfully deals damage, the Sneak Attack has the additional effect of possibly either paralysing or killing the target (professional's choice). While studying the victim, the professional can undertake other actions so long as his attention stays focused on the target and the target does not detect the professional or recognise the professional as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the professional's class level + the professional's Intelligence modifier) against the kill effect, he dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus one round per level of the professional. If the victim's saving throw succeeds, the attack is treated as a normal Sneak Attack. Once the professional has

PEOPLES AND HEROES

completed the three rounds of study, he must make the death attack within the next three rounds.

If a death attack is attempted and fails (the victim makes his save) or if the professional does not launch the attack within three rounds of completing the study, three new rounds of study are required before he can attempt another death attack.

Eyes of the Magpie: The professional gains this feat as a bonus feat even if he does not meet the prerequisite.

Evasion: If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the professional takes no damage with a successful saving throw. Evasion can only be used if the professional is wearing light armour or no armour.

Ferocious Attack: The professional's ferocity tends to overwhelm almost any opponent rapidly. On the first round of any combat, he may declare a ferocious attack. He gains a +2 bonus to his Initiative check and all melee attack and damage rolls that round. However, he is unable to defend himself very effectively during the ferocious attack and has a -2 penalty to his Defence during the first round of combat. Furthermore, he may not make any Sneak Attacks on the round in which he declares a ferocious attack.

Jack-of-all-trades: The professional gains a +2 innate bonus on all Craft and Profession skill checks.

Mobility: The professional gets a +4 dodge bonus to Dodge Defence against attacks of opportunity caused when he moves out of or into a threatened area. If the professional already has Mobility from some other source, such as from being a 5th level nomad already, he instead gains a feat of his choice that he meets the prerequisites for.

Opportunist: Once per round, the professional can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the professional's attack of opportunity for that round. Even a professional with the Combat Reflexes feat may not use the opportunist ability more than once per round.

Precise Recollection: The professional gains this feat as a bonus feat even if he does not meet the prerequisite.

Refuge: The professional has some hidden place where he will be welcomed and can feel safe. His refuge might be

the home of another person, within a travelling merchant caravan or just a cave outfitted for their comfort. Whatever the case, it is almost always open to him, unless of course someone else gets there first.

Silence, Fool! The professional gains this feat as a bonus feat, even if he does not meet the prerequisites.

Sorcerous Protection: Experienced professionals often arrange for minor magical protection, or learn to create their own defences, so as to more safely plunder cursed tombs or Stygian caravans. The professional gains a +2 resistance bonus to all saving throws against spells and spell-like effects, whether the required roll is a Will, Reflex or Fortitude saving throw.

Bonus Feat: At 3rd, 6th and 9th level, any professional gains a bonus feat. This feat may be any feat that he meets the requirements for.

Skill Mastery: The professional selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, the professional may take 10 even if stress and distractions would normally prevent him from doing so.

NEW RACE

During the Hyborian Age, a great variety of humans people the land. They have a still greater variety of cultures. Though *Conan the Roleplaying Game* does not include any non-human races as Player Characters, it does present several variant human races. These are intended to provide archetypes and stereotypes to offer an appropriate way to simulate the various cultures and peoples described in the Conan stories.

KEZANKIAN HILLMAN

Along the eastern borders of Zamora and Koth a low mountain range rises, inhabited by a number of small tribes. These tribes, hostile to strangers, consist of lean, bearded barbarians with black eyes. Every clan wars with the other clans in long-standing blood feuds. They like to be close to their ambushes to prevent their prey from having much time to react to the attack.

Culture: The Kezankian hillmen wear turbans, leather vests, voluminous trousers and forked beards. They fight with tulwars. They live in a savage culture of blood-feuds and eternal clan wars.

Names: These are essentially Arabic, examples include: Akkadan, Farouz, Basrakan, Djinar, Jbeil, Jhal, Karim, Ruhallah and Tirjas.

Religion: The savage Kezankian tribesmen worship primitive totemic deities and demons, such as the spirits of earth, air, water and fire. They believe their ancient gods are true and the gods of the Zamorians and other civilised peoples are false. They believe if they are cursed as a traitor, their spirits in the afterlife will wander for all time, trapped between this world and the next, alone except for other traitors and demons. Their religious needs are served by hundreds of Imallas (shamans) who carry word of the ancient gods from clan to clan, safe from feud and battle and identified by their scarlet robes. The acolytes of the Imallas wear black robes with scarlet, green and gold turbans. The term Imalla is appended to the end of the shaman's given name; Basrakan Imalla, for example.



Racial Features: All of the following are Kezankian racial features.

- ✦ +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks made in any hills and mountains. The Kezankian tribes know every inch of their native hills and rarely descend from them except to raid the richer lands below.
- ✦ +1 racial bonus to all Hide and Move Silently checks. Though the tribes are occasionally led to open battle by a particularly charismatic chieftain, they prefer to attack their enemies by stealthy raids and midnight assassinations.
- ✦ The Kezankians seem to be at war with every other tribe, as well as the Zamorians and Turanians, as a result the Kezankians gain the Toughness feat for free at 1st level. A Kezankian character therefore begins play with two bonus hit points.

Background Skills: Climb, Hide and Move Silently.

Favoured Class: Barbarian.

Prohibited Classes: Noble, pirate.

Automatic Languages: Kezankian.

Bonus Languages: Zamorian, Hyrkanian.

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BOOK III: DARK DENS OF INIQUITY

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Dark Dens of Iniquity

INTRODUCTION

THIS ADVENTURE IS designed to introduce players to Shadizar, some of the places mentioned throughout this *Conan Adventure Set*, as well as give the players a taste of the types of people who live in the various sections of mighty City of Wickedness. The game utilises feats and places mentioned throughout the boxed set. As a result, it is strongly recommended that the Games Master familiarise himself with this material before beginning to run this adventure.

PREPARATION

Characters for this adventure are provided in the text of this adventure or in the other books of this boxed set, although Games Masters are encouraged to add additional characters of their own for more verisimilitude and campaign continuity if needed.

A Games Master will need *Conan the Roleplaying Game*, the *Books I* and *II* of this boxed set to make full use of the material included in this adventure. *Conan: The Scrolls of Skelos* and *Conan: The Road of Kings* may also prove helpful, but are not a necessity. Players should have access to a copy of *Conan the Roleplaying Game*.

It should be noted that while statistics for the various Non-Player Characters are presented throughout this adventure, their numbers are not. These are omitted by design and are left to the discretion of the Games Master, who is better able to assess the capabilities of his player's characters and the degree of challenge that these Non-Players Characters represent to them.

OVERVIEW

While enjoying themselves in a local whorehouse the Player Characters uncover the legend of a beautiful noblewoman who is searching for a worthy husband with whom to share her wealth. The prostitute who reveals this piece of information during some impromptu pillow talk envies the noblewoman both her beauty and fortune. As the Player Characters

continue to enjoy their time here they are rudely interrupted by a contingent of soldiers who have come to arrest the players for some undisclosed crime. These 'soldiers' are in fact thugs in league with the owner of the whorehouse who have come to shake the characters down. They are attached to one of the street gangs of Shadizar and, as a result, have virtually endless resources and are not likely to be easily evaded or put off...

On the run through the night time streets of the city, the Player Characters find themselves laying low in a local tavern in the Craftsman's district, which works well until the prostitute arrives with another contingent of 'soldiers' and spots the Player Characters. The 'soldiers' move in to apprehend the characters and perform the shake down. If the players stand and fight then the scuffle turns into a full-blown bar brawl; if they attempt to flee, then one of the other patrons takes exception to the spilling of his ale and the ensuing fight gives the characters a diversion in which to escape.

Fleeing their pursuers the Player Characters find themselves at the gates of Lady Nehira's estate, the legendary noblewoman. Nehira is not there, but the elderly butler informs the characters that she is at the Temple of Bel and will be back shortly, in the meantime they are welcome to come in and wait. While waiting, the 'butler' asks a series of bizarre and personal questions designed to assess the characters' suitability for his mistress'/wife's purposes. At this point the pursuers arrive at the estates gates in a massive mob bearing pitchforks, bills and torches. The butler hands them a talisman that will allow them access to the temple and directs them to a series of secret passageways in the cellars of the mansion which leads to the guild hall in the merchant district.

Heading from the guildhall to the Temple of Bel the Player Characters first encounter Lady Nehira having sex with a handsome young man on the altar of the temple. As he reaches the heights of ecstasy she plunges a sacrificial dagger into the man's heart. As the ritual is completed the woman, far from becoming more beautiful as the ritual was supposed to, she ages rapidly

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to a withered crone, much to her distress. She blames the Player Characters' presence for the failure of the ritual and starts to assault them with spells. Her onslaught is checked as the altar is torn asunder by a giant fissure, from which issues forth a female demon, the demon to whom the noblewoman has been sacrificing men for decades. The demon has been skimming the power the woman has invested into her beauty and slowly been powering herself up. The demon has possession of an ancient tome of power, but if the Player Characters try and take on the demon she will defend her treasure. If, however, the Player Characters flee, then the demoness and her servants could become ongoing villains in the campaign.

Later in the Inn of the Three Crowns the Player Characters are celebrating their victory over, or escape from, the demoness when they encounter the original band of 'soldiers' enjoying themselves and it becomes obvious that they are mere thugs with no authority and it was just a scam. Doubtless a fight ensues in which the treasure, if it was retrieved, is lost in the confusion and while the characters have gained experience or a level or two they are otherwise empty-handed.

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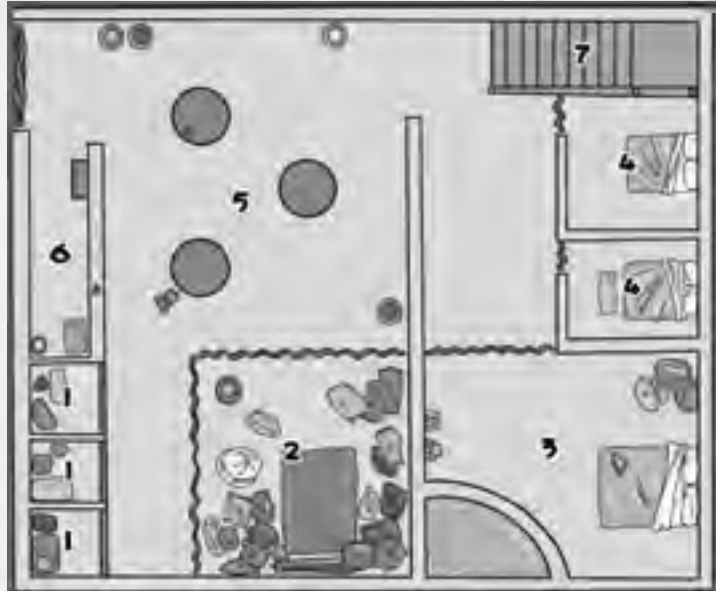
The Player Characters have arrived in Shadizar and have found themselves in one of the main attractions of the City of Wickedness: the *maul*. The *maul* of Shadizar is known as the Desert. It is not called that because it is sandy and hot, but because nothing worthwhile comes from there. The sharp smells of damp sewage, the reeking odours of unwashed masses, the gamey stench of animal pens and the overpowering tangs of food and alcohol all compete for attention as one walks down the winding mazes of the Desert's alleys and streets. Death and disease are evident wherever one looks. Rotting beggars, stricken with venereal diseases and worse, sit beside murdered corpses, oblivious to their neighbours' fate. Pigs, chickens, dogs and cats run underfoot, as do the ragged youth of the district. The air is thick with the fumes of cooking fires and chimneys. Noise is constant. Screaming, singing, carousing and laughing all vie against the omnipresent bell ringing from the prophets and temples as well as the noisy beat of the craftsmens' hammers.

This night, the Player Characters have found themselves at a local whorehouse. It is little more than a ramshackle affair known as Ninochka's Bordello. The whorehouse has two floors plus an attic. On the ground floor is the main parlour where the whores are chosen. The kitchens and a few rooms are also located on the ground floor. Above are the sleeping rooms. Crumbling taverns sit on either side of the brothel, providing music through the thin walls of the seamy whorehouse. Across the street a food stall where slabs of roast pig and baked lizards mounted on long sticks are sold to those who are hungry, but want to spend most of their money on sex or alcohol. Within, sleek girls with round hips, soft breasts and willing dispositions allow any who walk into the building to play with them as desired, willing to explore any excess or taste. The prostitutes are young, but they all have a tired, world-weary look about them, doubtless gained from long nights spent as outlets for the debauches of foreign men.

BROTHEL GROUND FLOOR

1. **Quickie Rooms:** These three rooms are used for jobs that will not take long, for those so desperate (or cheap) they do not want or need a full night with one of the women. These rooms have a bench and a stool, as well as a pitcher of water and a bowl on a three-legged table. Small straw or cotton mats litter the floor. Handrails line the walls for the women to hold onto if necessary. The room closest to the bar has a hole cut into it so a person on one side can service a person on the other side of the wall. Music from the tavern abutting the other side of the wall is easily heard in these rooms.
2. **The Pillow Room:** This is a large room filled with pillows. It is a place for orgies, although wealthy patrons may be able to rent it out for as many women as desired. Generally, anyone who pays the price of admission can go in and watch and/or participate with anyone in the room.
3. **The One With the Pool:** This is another of the large rooms in the establishment. A large four poster bed with a canopy is the dominant piece of furniture. Its most interesting feature is the pool, filled with water from a hot-water spring beneath the establishment.

4. **Ground Floor Rooms:** These two rooms are the ground floor rooms. They each have a bed, a pitcher of water, a bowl and mats.
5. **The Parlour:** The parlour has several tables and a bar (area 6). Here is where the prostitutes lounge and flirt with potential customers. The girls lounge about in various stages of undress (including complete nudity). Patrons must purchase alcohol from the bar before they can go into a room with a girl. Two eunuch slave-bouncers also lounge in here, keeping an eye on the customers. The slave-bouncers also keep the animals out. They have a small satchel of silver coins stored in a secret cubbyhole in the wall in case an authority or customer needs bribed. Another slave-bouncer sits upstairs and will come down to help if needed. Currently the brothel has 16 active girls, one young virgin girl, kept in one of the upstairs rooms, and the madam, Ninochka, who still enjoys turning tricks. 1d4+2 street roughs and off-duty soldiers may be found in here at any one time, drinking, flirting and carousing. Typically 2d6 prostitutes can be found down here at any one time.



bartenders cannot make it in on a given day. Sometimes the bartenders can be convinced to pleasure patrons in the quickie room closest to the bar or via the hole in the wall.

Tamara (Bartender)

Medium Zamorian commoner 3, HD: 3d4 (7 hit points); **Init:** +0; **Spd:** 30 ft.; **Dodge DV:** 11; **Parry DV:** 10; **BAB/Grp:** +1/+0; **Atk:** Hatchet +1 melee finesse; **Full Atk:** Hatchet +1 melee finesse; **Dmg:** Hatchet 1d6-1/x3 /AP 1; **Space/Reach:** 5 ft (1)/5 ft (1); **SQ:** Zamorian Traits, Illiteracy; **SV:** Fort +1, Ref +1, Will +0; Str 9, Dex 10, Con 10, Int 13, Wis 9, Cha 12

Skills & Feats: (*In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.*) Disable Device +4, Gather Information +3, Knowledge (local) +6, Listen +3, Open Locks +4, Profession (bartender) +4, Profession (prostitute) +1, Sleight of Hand +4, Spot +3; Alertness

Ubah (Eunuch Slave-Bouncer)

Medium Kushite barbarian 4; HD: 4d10+4 (26 hit points); **Init:** +10; **Spd:** 30 ft.; **Dodge DV:** 15; **Parry DV:** 14; **BAB/Grp:** +4/+7; **Atk:** Unarmed attack +7 melee; **Full Atk:** Unarmed attack +7 melee; **Dmg:** Unarmed attack 1d6+3/x2; **Space/Reach:** 5 ft (1)/5 ft (1); **SQ:** Kushite Traits, Bite Sword, Crimson Mist, Endurance, Fearless, Illiteracy, Versatility (-2 penalty), Trap Sense +1, Uncanny Dodge; **SV:** Fort +5, Ref +6, Will +2; Str 16, Dex 14, Con 13, Int 8, Wis 12, Cha 10

Skills & Feats: Hide +4, Listen +8, Intimidate +7, Move Silently +4, Spot +8, Survival +3; Brawl, Improved Initiative, Improved Unarmed Strike

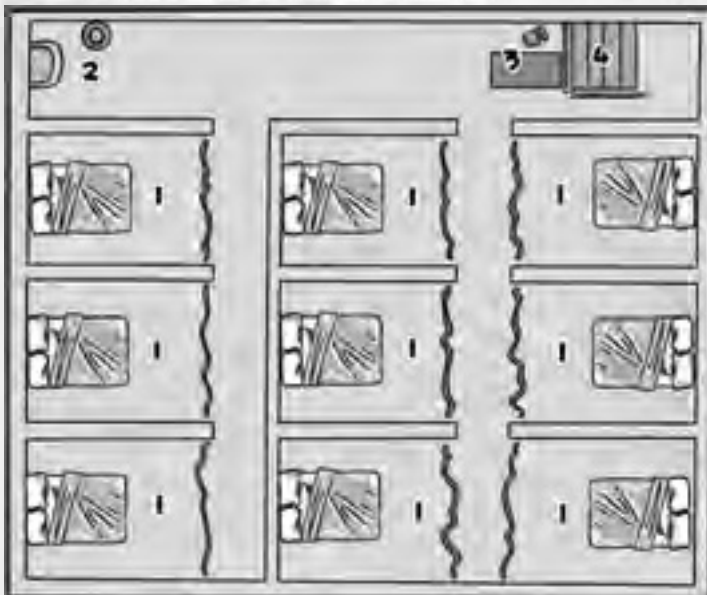
6. **The Bar:** This area is stocked with alcohol. The house requires purchase of alcohol before entering a room with a girl. Three female bartenders work various shifts here to make sure it is open all day and night. Several of the prostitutes can fill in if one of the normal

7. **Stairway:** This stairway goes up to the second floor. One of the bouncers (see area 5) always stands here, making sure the patron has purchased alcohol at some point in the evening and that the patron is in the company of one of the house prostitutes.

BROTHEL SECOND FLOOR

1. **The Upper Rooms:** There are nine upper rooms. Rooms against the west exterior wall have small, latticed windows overlooking the

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street. Other rooms do not. They each have a bed, a pitcher of water, a bowl and mats. Some have railings against the walls and a few have unbroken mirrors. The two centre rooms have shackles on the walls. The doors do not have locks, but the typical procedure is such that patrons and prostitutes do not enter a room with a closed door without knocking. If a door is open or ajar, then anyone is welcome to join in the fun in the room. All doors have a small opening in them for viewing. Music and noise from the tavern abutting the other sides of the northern and southern walls can be easily heard in these rooms.

2. **Privy and Water:** Water and a privy is available here, literally open to the paying public. Small open windows at the western end of the two hallways allow for the disposal of waste into the streets below.
3. **Security Spot:** Another slave-bouncer sits here, listening for trouble. At nights he sleeps here, leaning against the wall. Rarely is he given a chance to leave this floor except to help the bouncer downstairs.

Gharn (Eunuch Slave-Bouncer)

Medium Kushite barbarian 9; HD: 9d10+18 (67 hit points); **Init:** +10; **Spd:** 30 ft.; **Dodge DV:** 18; **Parry DV:** 17; **BAB/Grp:** +9/+13; **Atk:** Unarmed attack +13 melee; **Full Atk:** Unarmed attack +13 melee; **Dmg:** Unarmed attack 1d6+4/x2; **Space/Reach:** 5 ft (1)/5 ft (1); **SQ:** Kushite Traits, Bite Sword, Crimson Mist,

Fearless, Illiteracy, Improved Uncanny Dodge, Mobility, Trap Sense +3, Uncanny Dodge, Versatility (no penalty); **SV:** Fort +8, Ref +8, Will +3; Str 18, Dex 15, Con 14, Int 9, Wis 13, Cha 11

Skills & Feats: Hide +4, Listen +15, Intimidate +12, Move Silently +4, Spot +15, Survival +3; Alertness, Brawl, Crushing Grip, Diehard, Endurance, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Track

4. **Stairs Down:** The staircase down to the lower floor is here.

The Player Characters are broke. They are spending the last of their coin on the cheap women of this establishment. One of the Player Characters is with a particular prostitute named Vilena (or *all* of them might be with Vilena. This *is* Shadizar, after all). Vilena was tricked into the life of a prostitute at the tender age of ten. Her father permitted a young man to engage her services as a maid, but he knew full well what would happen. She was taken to an apothecary for a rather thorough and embarrassing examination, before being taken to a house in the *maul*. She was left in a well-appointed room and, later, a customer arrived who had paid quite a sum for a virgin. Seven years later, Vilena still works out of that house in the *maul*. She pays her rent to Ninotchka, the brothelkeeper, and follows most of the house rules. Occasionally Ninotchka has to force Vilena to go out and bring in customers, but for the most part Vilena has learned to enjoy her vocation. Lately, she has been hired to occasionally serve at the mansion of Lady Nehira. Vilena is a raven-haired beauty with dark, almost black eyes. Dark complected by nature, she avoids the sun, knowing many customers prefer pale-skinned girls. She has long limbs, small, pert breasts and a small waist. She is a small girl, standing only five feet, four inches in height. Her raven-coloured hair cascades over her shoulders and down to her waist, save for a topknot of hair she affects to keep her bangs out her eyes. She is noted for her pretty smile, marred only by a chipped tooth caused when one of her customers got out of hand a couple of years ago. Vilena envies the beauty and fortune of Lady Nehira. She would love to marry and leave her life behind, but she holds no illusions about this ever actually occurring. Despite years of abuse and prostitution, she remains a romantic

at heart and falls in love easily. Her current infatuation is Harasym, one of Shadizar's street gang leaders. Vilena helps out Harasym by signalling via a special arrangement of her curtains whenever particularly wealthy or promising customers are with her. He then breaks in during her sex acts and robs them of money or equipment.

Vilena longs to be special and loves hearing tales of adventure. She later replays such tales in her mind, transposing herself into the stories. She lacks a certain amount of diplomacy but she does tend to come out of most social situations just fine. She tends to flatter people, knowing people tend to treat her a little nicer if she continually compliments them. She rarely has an unkind word about other people, nor is she apt to complain. She knows none of her customers are interested in her problems, so she keeps them to herself. She knows Lady Nehira is searching for a worthy husband with whom to share her wealth. Vilena has been engaged by Lady Nehira to find men who are handsome, charismatic and good in bed. Lady Nehira has offered her 70 pieces of silver if she sends a man who is acceptable. In addition to her knowledge about Lady Nehira and the layout of her home, she also knows a lot of information about many of the locals, as well as several nobles, knowledge derived from her intimate encounters with them or by listening to the other whores in the establishment. For several years she was the darling of the House, the youngest and prettiest there. She often dresses and acts younger than she is to please those customers who fantasise about virgins, but cannot afford one. However, recently the House has procured a virgin. The young girl has not been violated yet, but Vilena is a little jealous and worried she might be replaced, becoming just another of the House's whores like all the rest who work there.

Vilena

Medium Zamorian commoner 6; HD: 6d4+6 (21 hit points) **Init:** +5; **Spd:** 30 ft.; **Dodge DV:** 16; **Parry DV:** 12; **BAB/Grp:** +3/+2; **Atk:** Unarmed strike +6 finesse melee; **Full Atk:** Unarmed strike +6 finesse melee; **Dmg:** Unarmed strike 1d4-1/x2/subdual; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SQ:** Zamorian Traits, Illiteracy, Skill Focus ^{bonus}; **SV:** Fort +3, Ref +5, Will +1; Str 9, Dex 16, Con 12, Int 10, Wis 9, Cha 14
Skills & Feats: (NB. In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot) Disable Device +7, Knowledge (local) +5,

Listen +3, Open Locks +7, Profession (prostitute) +12, Sense Motive +1, Spot +5, Sleight of Hand +7; Alertness, Endurance, Skill Focus (Knowledge (local)) ^{bonus}, Skill Focus (Profession (prostitute))

Vilena is not the only whore who has an arrangement with Harasym's gang. While the Player Characters continue to enjoy their time here, gang members disguised as Zamorian soldiers rudely interrupt them. They time their entrances so the Player Characters are in the middle of their sexual congress, to ensure the lack of arms and armour. The gang members claim they are going to arrest the Player Characters, but will not disclose the crime, claiming a magistrate will give them all the details later. The gang is dressed in the brigandine and the livery of Zamora's army, wielding bills and short swords. Many even have forged paperwork establishing them as true soldiers. Harasym also has a deal with Ninochka the brothelkeeper, giving her 30% of the take. (Ninochka can be represented by the statistics for a 10th level Zamorian street/brothel prostitute, or madam, on page 17 of *Book I: Games Master's Guide*).

Send an appropriately challenging number of low-level thugs and higher-level enforcers (at least one of each per character), led by Harasym and Fadey, into Vilena's room and any other rooms the Player Characters occupy. Harasym will initially go into Vilena's room, although he will run to help any hard-pressed members of his gang. Sample statistics are listed below.

Zamorian Thugs

Medium Zamorian thief 1; HD: 1d8 (5 hit points); **Init:** +11; **Spd:** 30 ft.; **Dodge DV:** 13; **Parry DV:** 12; **DR:** 7; **BAB/Grp:** +0/+0; **Atk:** Short sword +3 melee finesse; **Full Atk:** Short sword +3 melee finesse; **Dmg:** short sword 1d8/19-20 x2/AP 1; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SA:** Sneak Attack Style (short sword), Sneak Attack +1d6/+1d8; **SQ:** Zamorian Traits, Trap Disarming; **SV:** Fort +0, Ref +7, Will +1; Str 10, Dex 17, Con 10, Int 14, Wis 13, Cha 8
Skills & Feats: (NB. In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot) Balance +7, Bluff +3, Climb +4, Disable Device +7, Disguise +3, Escape Artist +7, Hide +7, Intimidate +3, Jump +4, Listen +5, Move Silently +7, Open Locks +7, Sleight of Hand +7; Improved Initiative, Lightning Reflexes
Possessions: Brigandine, steel helmet, bill, short sword, buckler

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Many of these thugs are either younger members of the gang or hopefuls, trying to impress Harasym and the older members of the gang. Many watch real soldiers from a distance to learn their manner and method to better impersonate them, an often-made request by Harasym. Most of these thugs have not been through the formal initiation into the gang, having only made preliminary oaths to Harasym.

Harasym's Enforcers

Medium Zamorian thief 6; HD: 6d8+12 (39 hit points); **Init:** +12; **Spd:** 30 ft.; **Dodge DV:** 17; **Parry DV:** 17; **DR:** 7; **BAB/Grp:** +4/+6; **Atk:** Bill +5 melee or short sword +7 melee finesse; **Full Atk:** Bill +5 melee or short sword +7 melee finesse; **Dmg:** Bill 2d8+2/x3/AP 8, or short sword 1d8+2/19-20 x2/AP 3; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SA:** Sneak Attack Style (bill, short sword), Sneak Attack +4d6/4d8 (Light-Footed) plus 2 pts Str damage, *crippling strike*; **SQ:** Zamorian Traits, Trap Disarming, Trap Sense +2; **SV:** Fort +4, Ref +8, Will +1; Str 15, Dex 16, Con 15, Int 11, Wis 9, Cha 13

Skills & Feats: (*In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.*) Bluff +10, Disable Device +7, Disguise +10, Gather Information +10, Hide +9, Intimidate +11, Knowledge (local) +9, Move Silently +8, Open Locks +7, Sense Motive +8, Sleight of Hand +12, Spot +8, Tumble +12; Brawl, Eyes of the Cat^{bonus}, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Light-footed^{bonus}, Physical Predator

Possessions: Brigandine, steel helmet, bill, short sword, buckler

These Enforcers are the initiated members of Harasym's gang. They are reasonably-skilled fighters and accomplished con men. They use intimidation and lies to enforce the will of Harasym in their territory. They are skilled at finding those who evade Harasym and are trained to be quick and deadly.

Harasym is a former soldier of the Zamorian army. He deserted the army many years ago after robbing the treasure vault of a notable nobleman in towered Sayara. Hunted by the nobleman for years, Harasym hid variously in Arenjun, Yezud, Ketha and Urkira before finally settling in Shadizar. He quickly organised a gang to create a power base for himself and is now one of the more prominent crime bosses in the Desert. Harasym has dark brown hair with bangs and heavy

eyebrows. His unusually light eyes highlight his dark skin, a genetic aberration from his Nordheimr paternal great-grandfather. He is taller than most Zamorians, a gift from his maternal-side Hyperborean great-great grandmother. He wears a heavy moustache, but does not wear a beard. Harasym is an intimidating figure, using his size and attitude to get his desires fulfilled. He does not bother with diplomacy. His basic attitude is one of sheer arrogance. He has no problem or manipulating others. He attacks with total brutality, never showing mercy. He is known for his ability to gauge his opponents accurately. He is also known for his speed and his reflexes. His gang, called *Harasym's Enforcers*, has marked out the whole of the Street of the Whore's Blood as its territory, including all the side alleys, although these are disputed by other gangs. A cohort named Fadey of Zardas supervises his gang. He has an impressive amount of resources, including the services of the Dust and the Watch. He has at least five well-placed magistrates on his regular payroll. He also is blackmailing several other magistrates and military officers. Due to a substantial payoff to the King, he is no longer being hunted by the military for desertion. Indeed, he has helped the dictator on three occasions and is owed at least one favour. If necessary, he could actually arrange to have real soldiers sent after any prey he cannot personally attend to successfully. He has virtually endless resources as far as the Player Characters are concerned and is not likely to be evaded or put off for long.

Harasym (Gang Leader)

Medium Zamorian soldier 2/thief 8; HD: 2d10+8d8+20 (67 hit points); **Init:** +14; **Spd:** 30 ft.; **Dodge DV:** 18; **Parry DV:** 20; **DR:** 7; **BAB/Grp:** +8/+11; **Atk:** Bill +12 melee or short sword +12 melee or dagger +10 ranged; **Full Atk:** Bill +12/+7 melee or short sword +12/+7 melee; **Dmg:** Bill 2d8+3/x3/AP 9, or short sword 1d8+3/19-20 x2/AP 4 or dagger 1d4+3/19-20 x2/AP 4; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SA:** Sneak Attack +5d6/5d8 (Light-Footed) plus 2 pts Str damage; Sneak Attack Style (bill, dagger, short sword), *crippling strike*, poison use; **SQ:** Zamorian Traits, Trap Disarming, Trap Sense +1; **SV:** Fort +7, Ref +10, Will +2; Str 16, Dex 14, Con 15, Int 14, Wis 10, Cha 17

Skills & Feats: (*In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.*) Bluff +16, Climb +8, Disable Device +6, Hide +10, Intimidate +16, Knowledge (local) +15, Open Locks +6, Sense Motive +8, Sleight of Hand

+14, Spot +12, Tumble +10; Brutal Attack, Concealed Weapon, Eyes of the Cat^{bonus}, Improved Initiative, Leadership, Light-Footed^{bonus}, Lightning Reflexes, Quick Draw, Sizing Up the Foe, Weapon Focus (bill)

Leadership: 13 (6th level cohort; 40 1st level, one 2nd level follower)

Possessions: Brigandine, steel helmet, bill, short sword, buckler, concealed dagger x2

Fadey of Zardas is Harasym's trusted cohort. He is con-artist, born and bred in the city of Zardas, the son of an actor and actress team. He learned the stage from an early age and is an accomplished actor. He has since given up the stage and is using his training to better himself financially. He has posed successfully as a nobleman, a manservant, a priest, a healer, a smith, a jeweller, a merchant and a thousand other occupations and roles he was not born to or qualified to be. He is a short, dark man with long black, naturally curly hair. He has a goatee and his eyes glitter darkly. He has a deep gash in one ear and scars around his neck from a disrupted hanging. He is physically slight and rather weak-limbed. A childhood illness destroyed his endurance and health, making him prone to catch illnesses. He will avoid sick people whenever possible. He often has nightmares about catching leprosy or a venereal disease. He is a smooth swindler and is the diplomatic arm of Harasym's gang. He gathers information for his leader, the man who digs the dirt for blackmail. He is always suave and slick with his dealings with others, always trying to gain the upper hand in any oral exchange. His mind is alert and active, always correlating information and knowledge, remembering facts about places and people to better his disguises and bluffs. He tries to fight at range with crossbows or arbalests.

Fadey of Zardas

Medium Zamorian thief 6; HD: 6d8-6 (21 hit points); **Init:** +8; **Spd:** 30 ft.; **Dodge DV:** 17; **Parry DV:** 14; **DR:** 7; **BAB/Grp:** +4/+3; **Atk:** Arbalest +7 ranged; **Full Atk:** Arbalest +7 ranged; **Dmg:** Arbalest 2d8/AP 6; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SA:** Sneak Attack Style (arbalest), Sneak Attack +4d6/4d8 (Light-Footed); **SQ:** Zamorian Traits, Skill Mastery (*Bluff, Disguise, Gather Information, Search, Sense Motive, Spot*), Trap Disarming, Trap Sense +2;; **SV:** Fort +1, Ref +8, Will +3; Str 9, Dex 16, Con 9, Int 16, Wis 13, Cha 16

Skills & Feats: (*In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.*) Appraise +4, Bluff +12, Decipher Script +4, Diplomacy +14, Disable Device +7, Disguise +14, Gather Information +14, Forgery +14, Intimidate +12, Open Locks +7, Perform (acting) +12, Search +14, Sense Motive +12, Sleight of Hand +12, Spot +10; Deceitful, Deep Cover, Eyes of the Cat^{bonus}, Glib, Investigator, Light-footed^{bonus}, Persuasive

Possessions: Brigandine, steel helmet, short sword, arbalest, buckler, 10 bolts

If characters are caught or captured, they are looted and either knocked unconscious or drugged. Captured characters will be taken to the Lady Nehira's mansion and held in a cellar, locked in chains, awaiting sacrifice. If Player Characters defeat the initial wave of thugs and enforcers, more will arrive. If Harasym is slain or wounded, they will rally around the strongest and determine to avenge their slain leader. Otherwise, Harasym will direct the new arrivals. He may also send one or two to a magistrate to see that members of the actual Watch become involved.

If the characters flee into the night, Harasym will pursue them relentlessly. Fadey and his teams will ensure co-operation from the other crime bosses in the pursuit, especially if the pursuit moves out of Harasym's territory. Other crime bosses may offer aid in hopes of garnering a favour from Harasym. As the Player Characters move through the city, thugs and murderers (see page 10 of *Book II: Secrets of the Streets* and page 27 of *Book I: Games Master's Guide*) from the various crime lords of Shadizar may move to intercept, either to harm or to aid the characters, depending on their relationship with Harasym. Also, if the pursuit slows, members of the Watch or even actual soldiers join the search. Throw gang members, thugs, murderers, cutpurses, soldiers and the Watch into the Players Character's path to keep the intensity of the chase on. Harasym does not want to lose face by failing to catch his prey. However, these Non-Player Characters will not throw away their lives uselessly, they will use tactics and intelligence to win, if possible.

Direct the chase out of the Desert and into the Craftsman District by channelling the characters' choices and presenting them with the illusion of choice. Another character sympathetic to the characters' plight might whisper to them a hint about the Craftsman's District,

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telling them that the guilds hold power there, not the crime lords. This, of course, is true; the influence of Harasym falters at the border of the Desert and the Craftsman districts. If the Player Characters escape into the Craftsman's district Harasym will end the pursuit at the border and find another way to catch his prey.

Optional Complications: These are additional complications the Games Master may wish to use to increase suspense or just to throw a wrench into the works. The Games Master is encouraged to create his own campaign-specific complications as well.

- ❖ Some off-duty soldiers might get killed, making the whole affair an official one. Members of the Watch, the military and/or the King's Own may begin pursuing the Player Characters.
- ❖ A powerful member of a rival street gang may get killed, prompting another gang to target the Player Characters, giving Harasym another ally.
- ❖ In the brawl, a nobleman is killed. His family, shamed by his 'slumming', decides to kill the Player Characters to prevent news of this shame to spread.

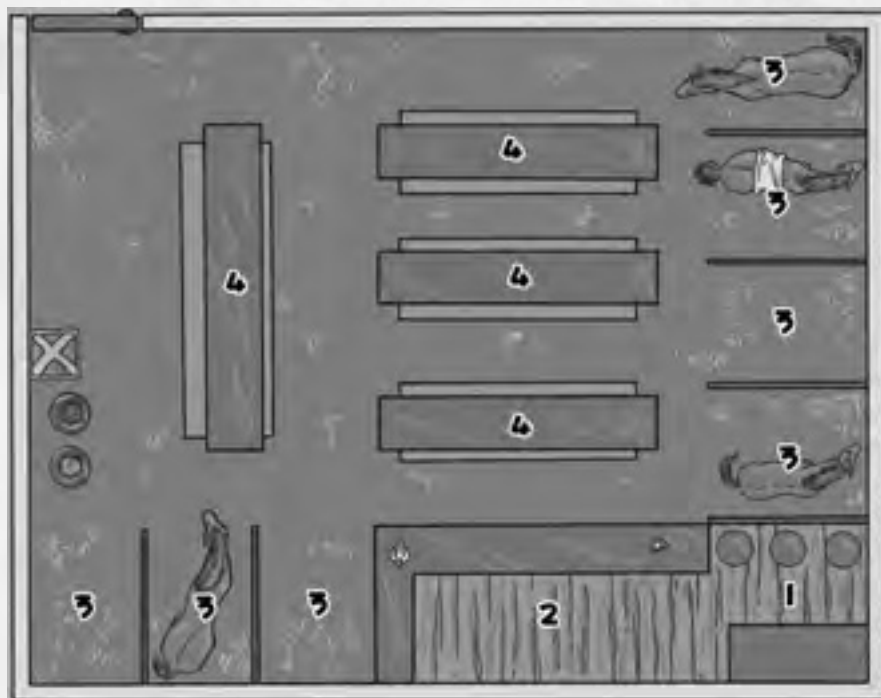
A TAVERN OF MERCHANTS

The Player Characters have moved into a district peopled by craftsmen. It is night and this section of the city, usually alive with the din of brass-smiths' hammers beating and stench of the dyers' vats, is quite and still. Due to the risk of a citywide inferno caused by unattended fires, Shadizar does not permit craftsmen to work after the sun goes down. During the day, this district is where the best craftsmen make their living. Most live in the district as well. Alchemists, armourers, bakers, basket weavers, cobblers, coopers, distillers, leatherworkers and all manner of craftsmen, smiths and masons live and work here, competing and bargaining with each other, working together against mutual competitors and fighting bitterly to stay on top of their business. Buildings

along the street all display esoteric and strange sigils, the secret emblems of the various craft guilds who rule this district. Those who know the covert gestures and enigmatic pass phrases of Shadizar's guilds might enter some of these homes and establishments; otherwise their entrance is barred. Those within will direct the characters to a nearby tavern. Otherwise the characters will discover this tavern on their own, drawn there by the lights and laughter, a rare thing at this hour in this district.

The Frog & Whistle Inn is guild neutral and caters both to craftsmen and to the customers and patrons who them. The tavern is both an eating establishment and an inn. The ground floor is the actual tavern. Kitchens, larders, privies and a common room dominate the level. Stairs behind the tavern lead up the two upper floors, where the owner, his family, tavern staff, prostitutes and customer rooms are located.

1. **The Kitchen:** The kitchen has a crude oven beneath a large preparation table. Pots and pans hang from the ceiling and storage bins line the wall. The cooks, the owner's wife and daughters, are in bed, so the kitchen is not in use when the Player Characters arrive that night.
2. **The Bar:** The bar is a long, L-shaped counter of polished wood. Alcohol is stored beneath



the counter and a large painting of a reclining nude hangs on the wall behind the counter. The night watchman is sitting at the bar when the Player Characters arrive. The bartender-owner is upstairs, asleep.

3. **Stables:** These also serve as small, private booths. Some patrons pay an extra silver to rest their horses here to prevent them being stolen doxies. Four of the stables are occupied with sleeping horses and their owners when the Player Characters arrive.
4. **Tables:** Four long tables with benches are the primary furnishings in the common room. A chimenea is burning low and about a dozen patrons are sleeping on the benches and tables. Two Hyperboreans are sitting at the table closest to the bar, talking to a Zamorian.

A night watchman sits near the bar, ready to answer any knocks on the door during the night and to watch those asleep in the common room to ensure both their safety and the safety of their riches. In truth, he is quite willing to be bribed, allowing thieves to steal as is their wont, then profess nothing happened in the night and the complaining victim must have lost it earlier in the night and is just trying to cause trouble. He will answer the door if the characters knock and, if he deems them harmless, will allow them to enter. He is indifferent at the onset of the encounter and will not let them enter if his attitude is not changed via diplomacy, intimidation or bribery.

The night watchman's name is Kindrat and he is a retired watchman. He has a white goatee and short grey hair, except on the top of his head, where it is grown long and combed across his bald pate. He dresses in old brigandine, the uniform of his younger days. When talking to others, he loves to talk about the way things were and all of his adventures with whores and smugglers. He was never actually involved in a lot of serious combat. He mostly lived off the bribes of the whorehouses and drug-dens. Fallen on hard times due to his own addictions (mostly to alcohol and prostitutes), he is forced to work nights to supplement his small, monthly stipend for his many years of service as a member of the Day Watch. He is devoted to sexual excess and has been worshipping a sex goddess named Kara Prama for a while now. He loves talking about the depraved services, but he refuses to name the high priestess who conducts them. He may volunteer, if the

Player Character's evince enough evidence that they are interested in the cult, directions to Lady Nehira's estate, but he still will not name her. Consider his attitude hostile to check if Diplomacy or Intimidation extracts this information from him. Recently he has been fantasising about a young girl who has entered Lady Nehira's service. He also knows that *Harasym's Enforcers* pretty much work for Lady Nehira. If he knows Harasym is chasing the Player Characters, he will find a way to report the characters' location to the gang leader.

Kindrat, the Night Watchman

Medium Humanoid Zamorian soldier 2; HD: 2d10+2 (18 hp); **Init:** +3; **Spd:** 25 ft.; **Dodge DV:** 14; **Parry DV:** 12; **DR:** 7; **BAB/Grp:** +2/+3; **Atk:** Bill +4 melee; or short sword +5 finesse melee; **Full Atk:** Bill +4 melee; or short sword +5 finesse melee; **Dmg:** Bill 2d8+1/x3/AP 7, or short sword 1d8+1/19-20 x2/AP 2; **SQ:** Zamorian Traits; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SV:** Fort +4, Ref +3, Will -1; Str 13, Dex 16, Con 13, Int 12, Wis 9, Cha 10

Skills & Feats: (*In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.*) Bluff +2, Disable Device +6, Gather Information +2 (+4 if the check relates to theft, assassination and the locations or powers of legendary or magical objects), Intimidate +5, Open Lock +6, Perform (ritual) +1, Search +5, Sense Motive +1, Sleight of Hand +6; Improved Disarm, Persuasive, Weapon Focus (bill)

Possessions: Brigandine, steel helmet, bill, short sword, buckler

Inside the Tavern: The common room the characters enter is dark, save for the low blaze crackling in the fireplace to provide a bit of warmth. Kindrat is charged to maintain the fire, which he usually does. Merchants, customers, a prostitute and a couple of craftsmen (mostly foreigners who do not belong to the guilds) are laying on the floor, the benches and the tables, asleep or talking quietly. Two Hyperborean merchants, tall and gaunt, sit at a table in a darkened corner, talking to a short Zamorian. Although they are speaking too quietly for the characters to overhear much (Listen DC 15 to hear them whisper; DC 25 to make out their words), the Hyperboreans are negotiating a kidnapping with the Zamorian. Apparently they want a child named Olenka kidnapped. Olenka is a servant of Lady Nehira, who has something of value to the

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Hyperboreans, a book of some kind. The Zamorian does not care – he merely wants to negotiate a price and a place of exchange for the young girl. If the Player Characters become obviously interested in the conversation, the Zamorian will leave. Depending on the attitude of the Player Characters, the Hyperboreans may try to engage the Player Characters aid in looting Lady Nehira's estate to find the holy text of Derketo.

Taras

Medium Zamorian thief 10; HD: 10d8 (45 hit points) **Init:** +10; **Spd:** 30 ft.; **Dodge DV:** 19; **Parry DV:** 15; **BAB/Grp:** +7/+7; **Atk:** Stiletto +10 melee finesse; **Full Atk:** Stiletto +10/+5 melee finesse; **Dmg:** Stiletto 1d4 /x4 /AP 1; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SA:** Sneak Attack Style (stiletto, dagger, sap), Sneak Attack +6d6/6d8 (Light-Footed), *crippling strike*, Poison Use; **SQ:** Zamorian Traits, Skill Mastery (*Bluff, Diplomacy, Disguise, Sense Motive*), Trap Disarming, Trap Sense +3; **SV:** Fort +3, Ref +10, Will +5; Str 10, Dex 16, Con 10, Int 16, Wis 15, Cha 19

Skills & Feats: (*In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.*) *Bluff* +19, *Diplomacy* +19, *Disable Device* +6, *Disguise* +19, *Forgery* +18, *Gather Information* +17, *Intimidate* +19, *Knowledge (local)* +12, *Open Locks* +6, *Perform (acting)* +13, *Profession (kidnapper)* +16, *Sense Motive* +17, *Sleight of Hand* +12, *Spot* +7 (+2 *bonus on all Charisma based skills vs. females*); *Deceitful*, *Eyes of the Cat*^{bonus}, *Glib*, *Light-footed*^{bonus}, *Negotiator*, *Persuasive*, *Seducer*, *Sneak Subdual*, *Steely Gaze*

Taras is a professional kidnapper. He specialises in procuring young virgins for the whorehouses but has occasionally kidnapped nobles for ransom and other nefarious deeds of human capture. He is an extremely seductive person and learned early on how to get a young girl to follow him down the wrong paths, leaving the girl violated and broken in a whorehouse, spoiled and unable to return to her previous life. He does not sleep with his victims; after all, they are paying him for unspoiled wares. He has dark hair and a handsome face. He projects an attractive 'bad boy' image and is skilled at talking himself into or out of nearly anything. He can seem kind, ingratiating and flattering, but he knows his worth and will not be taken advantage of. He knows all the local madams and brothelkeepers, as well as most of the inns and caravanserais; after all, he has likely done work for most of them.

Kaarle

Medium Hyperborean soldier 2/scholar 3; HD: 2d10+3d6+15 (37 hit points); **Init:** +3; **Spd:** 25 ft.; **Dodge DV:** 14; **Parry DV:** 14; **DR:** 10; **BAB/Grp:** +4/+6; **Atk:** Greatsword +6 melee; **Full Atk:** Greatsword +6 melee; **Dmg:** Greatsword 2d10+3/19-20 x2 /AP 7; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SQ:** Hyperborean Traits, Adaptability (*Diplomacy, Gather Information*), Background, Background Skill (*Gather Information*), Base Power Points, Knowledge is Power, +1 Power Point, Scholar, +2 Skill Points; **SV:** Fort +7, Ref +3, Will +3; Str 14, Dex 14, Con 17, Int 13, Wis 10, Cha 6

Skills & Feats: *Bluff* +0 (-1 if verbal), *Craft (stone)* +2, *Diplomacy* +9, *Gather Information* +6, *Intimidate* +12, *Knowledge (arcana)* +7, *Knowledge (architecture and engineering)* +9, *Knowledge (geography)* +7, *Knowledge (history)* +7, *Knowledge (local)* +7, *Knowledge (nature)* +7, *Knowledge (nobility)* +7, *Ride* +7, *Search* +8, *Sense Motive* +2; *Endurance*, *Investigator*, *Knowledgeable*, *Know-it-all*, *Negotiator*, *Persuasive*, *Skill Focus (Diplomacy)*

Kaarle is the adjutant of King Kirkkomaki's military forces. He gathers information for the military units and serves primarily as Captain Tuukka's right hand. He loves Hyperborea and hates travel. Extremely knowledgeable, he does not feel the need to personally visit a nation to know about a nation, although he is often forced to gain first hand knowledge in the course of his duties. Kaarle is an expert interrogator, skilled in the arts of intimidation and negotiation. He is gaunt and large. His speech is slow, but not as slow as some. Tawny-haired and brown-eyed, he manages to be a repellent man with little personality. Most forget him as soon as they meet him and few can even remember his name after meeting him. Even though he is in his late twenties, he is still a virgin and is hopeful he will have an opportunity to rectify that during this trip to Shadizar. His most common phrase is, 'I know.' He uses it whether he knows or not – it is simply a dismissive phrase for him. He is cruel and sadistic, delighting in torture. He knows the weakness of Kara Prama – that a weapon dipped in the blood or tears of a virgin will hurt her severely. He also knows Kara Prama is somehow involved in the theft of the book he is looking for, the holy text of Derketo. He believes there is some connections between Kara Prama and Lady Nehira, but is not certain of it.

Captain Tuukka

Medium Hyperborean noble 3/soldier 4; HD: 4d10+3d8+28 (64 hp); **Init:** +3; **Spd:** 25 ft.; **Dodge DV:** 14; **Parry DV:** 18; **DR:** 11; **BAB/Grp:** +6/+9; **Atk:** Greatsword +10 melee; **Full Atk:** Greatsword +10/+5 melee; **Dmg:** Greatsword 2d10+6/19-20 x2 /AP 8; **SA:** Special regional feature +1, formation combat; **SQ:** Hyperborean Traits, Title, Rank Hath its Privileges, Wealth, Special Regional Feature +1, Adaptability (Diplomacy, Intimidate), Background Skill (Diplomacy); **Space/Reach:** 5 ft. (1)/5 ft. (1); **SV:** Fort +9, Ref +3, Will +3; Str 16, Dex 13, Con 18, Int 11, Wis 9, Cha 12

Skills & Feats: Bluff +5 (-1 penalty for oral bluffs), Craft (stone) +2, Diplomacy +8, Gather Information +6, Intimidate +13, Ride +5, Sense Motive +7, Survival +1; Combat Expertise, Mounted Combat, Negotiator, Parry, Persuasive, Weapon Focus (greatsword), Weapon Specialisation (greatsword)

Captain Tuukka is a captain in the armies of King Kirkkomaki. He has served in the military since he was a young man, a minor noble who was sent to the service to keep him out of his father and older brother's way. He is an intimidating man who desperately attempts to be diplomatic. A violent, cruel man, his first impulse is usually one of anger and frustration, but he is learning to curb that. He is tall, muscular and pale. His hair is pale orange, a leftover from a strong strain of Nordheimer blood flowing through his family. He has been sent on this mission by his king to recover the holy text of Derketo. His king collects rare volumes and, through means uncanny and unsettling, the king learned the book was here, and believed to be in the possession of one Lady Nehira. He also suspects Nehira has a powerful patron, so Tuukka is attempting to avoid a frontal assault. He hopes to kidnap the young girl Nehira is showing interest in lately and force her to surrender the book as her ransom. He is wondering if that scheme is a bit far-fetched however, and is considering just showing up as a potential suitor. He knows that is definitely a long shot, but he does have noble blood, so he thinks he may at least get in the door. Tuukka has had a run-in with Harasym and his gang the day before and his anger toward those hooligans is still running hot. He believes Harasym is a bone-fide Zamorian soldier, however, and he does not want to get into official trouble. He is looking for a way to get on Harasym's good side, hoping that if the

kidnapping fails, he could pull a favour from Harasym to get into Lady Nehira's house.

The Tavern That Night: The tavern allows the characters a place to rest during the night. Kindrat is not disposed to allow them access to the upper floors unless he receives a substantial bribe or is moved from Unfriendly to Friendly by Diplomacy or Intimidate check. He is not supposed to allow customers access to the upper floors unless they have paid a prostitute to take them up there, so he will be risking his position to allow them upstairs without that condition being met. There is a prostitute sleeping the arms of a burly Brythunian on the floor near the fire, so the Player Characters may take the opportunity there or just involved in another brawl. Otherwise the characters may rest in the common room. They may also engage in conversation with the Hyperboreans and/or the Zamorian.

This is a good place for the Player Characters to possibly learn about Lady Nehira, her mysterious patron and the young girl somehow involved in this web of intrigue. The Player Characters could even learn the weakness of the demonic patron. If the Player Characters are even moderately successful, they could have potential allies in the coming fights. They could also make some powerful enemies. Captain Tuukka may try to turn the Player Characters over to Harasym in order to garner a favour.

The Next Morning: After being awakened in the morning by the smells of breakfast being cooked and the sounds of patrons awakening and moving around, the Player Characters eat in comfort. Before they leave the tavern, however, Harasym (or Harasym's replacement) has convinced Vilena to help him catch his prey. Vilena (or another whore if Vilena is dead or incapacitated), accompanied by a small army (an appropriate amount of thugs and enforcers to threaten the Player Characters) of Harasym's Enforcers (including Harasym, if he is still alive), arrives at the tavern. The young doxy screams, 'Them's the ones what done it!' The Enforcers, again posing as soldiers, move in to apprehend the Player Characters.

At this point, Harasym and his Enforcers are angry and embarrassed. They intend to murder or capture the Player Characters. If the Player Characters stand and fight, then the scuffle turns into a full-blown bar brawl,

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with the patrons fighting themselves, the soldiers and the Player Characters without much discrimination. At one point, Vlena shouts out, 'Remember, Lady Nehira wants them alive!' This should provide the hint that the Player Characters may want to go to her estate to put an end to all of this nonsense. If that is not enough, the Hyperboreans (one or both) will encourage the Player Characters to flee with them or somehow bring to the Player Character's attention to the fact that these people are somehow attached to Lady Nehira. If the Player Characters attempt to flee before the fight begins, then one of the patrons takes exception to one of the soldiers spilling his ale and the fight breaks out anyway, thus giving the characters a potential diversion in which to escape.

Assign as many or as few patrons in the tavern as desired. Use the pre-generated Non-Player Character statistics used throughout this product to conduct the brawl. For example, bar maids, bouncers and barkeeps can be found on page 11 of *Book II: Secrets of the Streets*.

If the Player Characters are caught or captured, they are looted and either knocked unconscious or drugged. Captured characters will be taken to the Lady Nehira's mansion and held in a cellar, locked in chains, awaiting sacrifice. If Player Characters defeat the initial wave of thugs and enforcers, more will arrive. If Harasym is slain or wounded, they will rally around the strongest and determine to avenge their slain leader. Otherwise, Harasym will direct the new arrivals. He may also send one or two to a magistrate to see that members of the actual Watch become involved.

Player Characters should eventually flee and should, by design or coincidence, be directed toward the estates of Lady Nehira. In the morning, the city streets are filled with merchants, slaves and servants beginning their daily duties and errands. It will not take long before the streets are filled with traffic and noise. This may slow pursuit (both pursuers and pursued) or make evasion a bit easier for the Player Characters.

Optional Complications: These are additional complications the Games Master may wish to use to increase suspense or just to throw a wrench into the works. The Games Master is encouraged to create his own campaign-specific complications as well.

- ❖ Kindrat may try to hire the Player Characters to kidnap Olenka from Lady Nehira. The Hyperboreans may find out.
- ❖ The deal with the Zamorian goes sour and the Hyperboreans may try to hire the Player Characters to steal the holy text of Derketo from Lady Nehira.
- ❖ Kindrat, eager to get out of his situation, decides to capture the Player Characters and turn them over to Harasym.
- ❖ The whore and the soldiers could arrive before the morning, not giving the Player Characters any time to rest and possibly rob them of the chance to work with the Hyperboreans – or it may throw them into a quick 'rogue's alliance' with them.

THE NOBLEWOMAN'S ESTATE

The Player Characters have now moved from the Craftsman District into the wealthy quarters of Shadizar, passing through a great gate. Mansions and palaces, lush gardens and shaded parks can be seen everywhere. The King's Palace, fortified and grand, overlooks the entire district. The characters are on a broad street, one that is swept and clean. Soldiers in gilded armour stand in pre-assigned stations along the street. Slaves dressed in silks, move up and down the streets performing errands or working to keep this section of the great city clean.

Following the directions given to them, the Player Characters find themselves at the gates of Lady Nehira's estate. The gates are impressive. Tall wrought iron barriers, topped with grotesque gargoyles with oversized genitals and widespread wings, their tongues extend from dog-like muzzles lifted arrogantly into the air. The iron of the gates themselves are cast into hundreds of nude men and women acrobatically standing on top of each other to form the bars and cross-bars of the gate. An armed Kushite slave-warrior stands within the boundaries of the estate, bored and uninterested in those passing by his post.

Nabud (Slave-Warrior)

Medium Humanoid Kushite barbarian 4/soldier 2; **HD:** 6d10+12 (45 hp); **Init:** +7; **Spd:** 30 ft.; **Dodge DV:** 17; **Parry DV:** 15; **BAB/Grp:** +6/+9; **Atk:** Tulwar +9 melee; **Full Atk:** Tulwar +9/+4 melee; **Dmg:** Tulwar 2d8+4 /18-20 x2/AP 7; **SQ:** Kushite Traits, Bite Sword, Crimson Mist, Fearless, Trap Sense +1, Uncanny Dodge, Versatility (-2 penalty); **Space/Reach:** 5 ft. (1)/5 ft. (1); **SV:** Fort +7, Ref +4, Will +1; Str 16, Dex 16, Con 14, Int 13, Wis 9, Cha 11

Skills & Feats: Hide +10, Intimidate +9, Jump +12, Listen +6, Move Silently +10, Perform (ritual) +2, Spot +1, Survival +3; Brawl, Cleave, Combat Reflexes, Endurance^{bonus}, Improved Bull Rush, Improved Sunder, Power Attack, Track

Possessions: Tulwar

Nabud was born in Kush and, during a raid, was captured by an enemy tribe and sold to Iranistani slavers. A powerful warrior even then, showing much promise, Nabud was forced to fight as a gladiator for his food. Later, he was purchased by an Iranistani nobleman and served as a bodyguard. After the ruler of Iranistan assassinated the nobleman, his entire estate, including Nabud, was sold off piece by piece. The slave was sold to Zamorian slavers and taken to Shadizar, where Lady Nehira purchased him. He is treated well, enjoying shelter, food and Nehira's slave girls (as well as Nehira herself on occasion). Lady Nehira loves to look at him, so she has ordered him to go nude at all times, but for his tulwar. He is a muscular man with a short goatee and close-cropped hair. He has seen Nehira's rituals and has been trained to assist her. He believes in the power of Nehira's 'goddess' (as he understands the sorcerer-demonic patron relationship) and is fervent in his belief that he serves a holy woman.

Nabud will allow the Player Characters to enter the demesne if they tell him they are there to court Lady Nehira. Otherwise, he will deny them entrance. He will become quite hostile if the Player Characters insist on entering on any other pretence. He is guarding a sacred location as far as he is concerned. If an argument ensues, members of the King's Own (see page 34 of *Book I: Games Master's Guide*) may well notice and intervene. If characters are arrested, they will be thrown into a dank dungeon to await a magistrate or other official. If the characters kill any of the King's Own, they will be charged with murder.

If the characters manage to get into the estate, they will find themselves on a garden path. Sumptuous and exotic plants grow on all sides of the cobblestone walk toward the mansion. Slaves may be glimpsed tending to the various grasses, trees and flowers. A few benches line the walk and smaller, thinner paths leave the main walk into the depths of the garden. As the mansion is approached, the Player Characters will be intercepted by Kilya of Rinjaruin, who advises them that he is Lady Nehira's seneschal. He will explain that the mistress of the house is not present at the moment. He will tell the Player Characters she is at the Temple of Bel and will be back shortly. He also tells them they may wait at the house for her return if they wish. As the Player Characters walk with him, he will be assessing their suitability either as sacrifices for Nehira's rituals or for his own plan – the capture of the holy text of Derketo.

Kilya of Rinjaruin

Medium Humanoid Zamorian scholar 8/thief 8; **HD:** 10d6+6+12 (45 hp); **Init:** +19; **Spd:** 30 ft.; **Dodge DV:** 22; **Parry DV:** 19; **BAB/Grp:** +12/+14; **Atk:** crossbow +19 ranged or Dagger +17 melee finesse; **Full Atk:** crossbow +18/+13/+8 ranged or Dagger +19/+13/+9 melee finesse; **Dmg:** crossbow 2d6+1 /x2/AP 4 or Dagger 1d4+2/19-20 x2/AP 3; **SA:** Sneak Attack Style (crossbow, dagger), Sneak Attack +5d6/+5d8 (Light-Footed), poison use; **SQ:** Zamorian Traits, Advanced Spell x6, Background (*acolyte*), Base Power Points, Bonus Spell x2, New Sorcery Style x4, Increased Maximum Power Points (triple), Knowledge is Power, +2 Power Points, Scholar, *sorcerous protection*, Trap Disarming, Trap Sense +2; **Base Power Points:** 11; **Magical Attack Bonus:** +7; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SV:** Fort +4, Ref +15, Will +15 (+2 resistance bonus to all saves vs. spells and spell-like effects); Str 14, Dex 20, Con 11, Int 16, Wis 20, Cha 13

Skills & Feats: (*In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.*) Appraise +8, Bluff +20, Decipher Script +22, Disable Device +16, Gather Information +20, Intimidate +20, Knowledge (arcana) +24, Knowledge (geography) +13, Knowledge (religion) +13, Listen +12, Move Silently +13, Open Lock +16, Perform (ritual) +9, Search +14, Sleight of Hand +11, Spot +6, Tumble +11; Eyes of the Cat^{bonus}, Improved Initiative, Iron Will^{bonus}, Knowledgeable, Light-footed^{bonus}, Lightning Reflexes, Point Blank Shot, Precise Shot, Ritual Sacrifice, Steely Gaze, Weapon Focus (crossbow)

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Sorcery Styles: Counterspells, Divination, Hypnotism, Prestidigitation; **Spells Known:** *Astrological prediction, burst barrier, conjuring, dream of wisdom, entrance, greater sorcerous news, greater warding, psychometry, sorcerous news, telekinesis, visions, warding*; **Insanities:** Delusion (crossbows are omens of good luck); **Corruption:** 4

Possessions: crossbow, dagger, 12 bolts, Vendhyan clothing, two doses of black lotus powder, three doses of yellow lotus resin, one dose of Stygian tomb-dust, one glass orb of Acheronian demon-fire

Kilya of Rinjaruin is a Zamorian researcher serving the priesthood of Shadizar. He searches for rare tomes and holy artefacts for a hefty fee. He began his career in Rinjaruin on the streets as a common burglar. He overcame his innate fear of temples and succeeded in breaking into one of the many-towered temples of Rinjaruin. He nearly escaped unscathed, but an alert priestess caught him. Impressed with his skill, she propositioned him. She would provide protection if he would work for her. She taught him how to read occult texts and use them, beginning his training in scholarly pursuits. In the meantime, he would steal objects from temples, travelling to far-off lands to do so. He has raided temples in golden Vendhya, forbidden Pathenia, jungled Khitai, darksome Stygia, haunted Hyperborea and, once, a certain forgotten temple deep in a glaciated canyon in Asgard. The priestess came to a bad end, however, and after one of the purloined artefacts consumed her, he fled to Shadizar. It did not take him long to make contacts among the priests of wicked Shadizar and he was soon back to work, performing arcane research and filching holy objects. Currently he is seeking the holy text of Derketo, but Lady Nehira discovered him. She managed to ensnare him with her magic and now dominates his lusts and desires.

A Zamorian by birth, Kilya is an ageing, swarthy-skinned and dark-haired, though his hair is greying. His face is pockmarked from acne scars from his youth. He sports a thin moustache. He is short and moderately fit. He prefers to wear Vendhyan fashion, believing it makes him look more exotic and intelligent. He also tries to affect a Vendhyan accent, but his attempts are exaggerated and overly emphasised, making him look a bit pretentious and silly. He often throws in foreign words into his conversations in further attempts to portray himself as well travelled and worldly. He will say simple words such as 'yes', 'no', 'I apologise' and 'thank you' in Khitan or Stygian, for example. He is

a bit of a know-it-all, never allowing anyone to think they know something he does not. For any anecdote he hears, he tells a better one, detailing how he did it better, faster or at a younger age than the original speaker.

Kilya knows where the holy text of Derketo lies and still wants to retrieve it for his employer. He knows what Nehira wants with the Player Characters, but he sees an opportunity to get the text. He may be magically enslaved, but they are not. He also possesses a talisman that will allow the characters access to the Temple of Bel, where Nehira is conducting her most recent ceremonies.

The Mansion: Once the Player Characters reach the mansion, Kilya (presuming he lives through the encounter) will escort them. The mansion is large with over 120 rooms and almost as many spires; its towers arch high above the gardens like a dead spider's legs. Its windows are tall and thin.

1. **Entrance court and carriage port:** Four nude statues of bat-winged women dominate this court. Kilya is unlikely to stop here with the Player Characters unless they seem interested in the art. He leads them to the porch (2).
2. **The Porch:** After leaving the carriage port, the characters pass through an open portal to the porch, an enclosed patio with some potted plants. A set of ornate and heavy doors dominates the wall across from the open portal. The ironbound doors are decorated in bas-relief of orgiastic scenes. Kilya will open the doors and permit the characters to enter into the entry chamber (3).
3. **The Entry Chamber:** The entry chamber is an expansive hall where several large, imposing paintings are hung. A door to the north leads to the cloakroom and water closet. Two doors in the west wall open into a picture gallery. Three openings on the south wall lead into an antechamber and the tower staircase. A door on the east wall leads to the gentleman's stairway, a small staircase running up alongside the tower. This is where Kilya will stop. He will bow and tell the Player Characters they are welcome to wait here for the return of Lady Nehira. If the Player Characters suitably impress Kilya, he will begin talking to them, perhaps detailing

his plans to retrieve the text of Derketo. The characters will not have much time to explore further rooms in the mansion as the King's Own suddenly comes now knocking on the doors of the mansion.

The Assault on the Mansion: *Harasym's Enforcers* have now acquired some aid in the form of a contingent of the King's Own. Accompanying any remaining enforcers is a sizeable force of the King's Own, led by Captain Diodor. They will fight such that they gain the +1 circumstance bonus to damage for their infantry formation. If servants do not allow them entry to the estate, they will break down the doors and gates.

Typical Royal Guard

Medium Humanoid Zamorian soldier 6; HD: 6d10+12 (45 hp); **Init:** +3; **Spd:** 25 ft.; **Dodge DV:** 14; **Parry DV:** 17; **DR:** 11; **BAB/Grp:** +6/+8; **Atk:** Bill +8 melee; or short sword +8 melee; **Full Atk:** Bill +8/+3 melee; or short sword +8/+3 melee; **Dmg:** Bill 2d8+3/x3/AP 9, or short sword 1d8+2/19-20 x2/AP 3; **SA:** Formation Combat (*heavy infantry*); **SQ:** Zamorian Traits; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SV:** Fort +7, Ref +3, Will +2; Str 15, Dex 13, Con 15, Int 14, Wis 10, Cha 13

Skills & Feats: (*In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.*) Bluff +3, Disable Device +5, Diplomacy +5, Gather Information +7 (+9 if the check relates to theft, assassination and the locations or powers of legendary or magical objects), Intimidate +12, Open Lock +5, Search +13, Sense Motive +6, Sleight of Hand +5; Combat Expertise, Combat Reflexes, Improved Disarm, Investigator, Negotiator, Persuasive, Steely Gaze

Possessions: Mail hauberk, silvered breastplate, crested helmet, bill (or spear), short sword, targe

The Zamorian royal guard, called the King's Own, are the elite of the regular army. They wear silvered breastplate armour and horsehair crested helmets, wielding bills and shields. Most of the royal guards are Zamorians who have proven singularly adept at finding rebels and criminals, as well as managed to establish the proper contacts and proffer the expected bribes at the right time to the right people. Combat prowess is not particularly necessary, as promotions tend to be greased by the application of coin and pushed forward by personal contacts speaking on behalf of the soldier.

Captain Diodor

Medium Humanoid Zamorian soldier 11; HD: 10d10+30 plus 3 (88 hp); **Init:** +5; **Spd:** 25 ft.; **Dodge DV:** 17; **Parry DV:** 23 (shield bonus is +3 if wielding short sword instead of bill); **DR:** 11; **BAB/Grp:** +11/+15; **Atk:** Bill +16 melee; or short sword +15 melee; **Full Atk:** Bill +16/+11/+6 melee; or short sword +15/+10/+5 melee; **Dmg:** Bill 2d8+8/19-20 x3/AP 12, or short sword 1d8+4/19-20 x2/AP 5; **SA:** Formation Combat (*heavy infantry, heavy cavalry, skirmisher*); **Space/Reach:** 5 ft. (1)/5 ft. (1); **SQ:** Zamorian Traits; **SV:** Fort +10, Ref +5, Will +3; Str 18, Dex 14, Con 16, Int 15, Wis 10, Cha 14

Skills & Feats: (*In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.*) Bluff +5, Disable Device +6, Diplomacy +10, Gather Information +9 (+11 if the check relates to theft, assassination and the locations or powers of legendary or magical objects), Intimidate +17, Knowledge (local) +6, Knowledge (nobility) +3, Open Lock +7, Search +17, Sense Motive +7, Sleight of Hand +6; Combat Expertise, Combat Reflexes, Improved Critical (bill), Improved Disarm, Investigator, Negotiator, Persuasive, Power Attack, Weapon Focus (bill), Weapon Specialisation (bill)

Possessions: Mail hauberk, silvered breastplate, crested helmet, bill, short sword, targe

Captain Diodor is a paranoid captain of the King's Own. Like most, he began his career in the regular army, but managed to catch the eye of a noblewoman. She sponsored his rise into the royal guard, paying off criminals to betray their fellows so Diodor could find and arrest them. He is a quite capable fighter, practising daily with his bill and his short sword, over and above the required drills. One of his most famed manoeuvres is his decapitating slash with the bill. He attempts this with any opponent who provokes an attack of opportunity from him. Unfortunately, Diodor owes Harasym and his Enforcers several favours, thus his involvement in Harasym's manhunt. He knows he could lose his commission if the King finds out he used some of the King's Own to hunt down the insignificant Player Characters for Harasym. Diodor will attempt to frame the Player Characters for something if at all possible to avoid this potentiality. If the Player Characters escape, Diodor will become almost frantic, worried that his own soldiers will report his failure. Diodor is quite paranoid and worried about his military career. He is also afraid of Harasym

THE NOBLEWOMAN'S ESTATE

and other elements of the underworld, terrified that his debauched secrets will become known, destroying his career. Diodor is extremely muscular for a Zamorian but he has a child-like face. He has dark hair, trimmed short so it does not get yanked or pulled in scuffles or grapples. He does not have any facial hair. He has dark green eyes that glitter with delight when he has a chance to do something naughty. In his early thirties, he has a 13-year-old wife of one year. The girl has a trace of noble blood in her heritage. Diodor is quite proud of the negotiations he pulled with her father to get her into a marriage with him. He hopes to advance his career and be awarded some form of noble status so his children will be able to marry into noble families, thus increasing his own fortune. He is a paranoid man, always trying to figure out people's motivations, but is not particularly skilled at doing so. He believes everyone is lying about something and he treats everyone like a liar.

The Talisman: As the assault on the doors progresses, Kilya hands one of the Player Characters (a noble if possible) a silver talisman marked with the emblem of Bel. 'This will get you into the Temple of Bel and the secret antechamber where Lady Nehira is going to perform her ritual tonight. Follow me and we will get you out of here.'

Kilya then takes the characters to the cellar stairs and into the dank cellar of the mansion. In the damp, he starts moving aside barrels, uncovering a small passageway. Just above the opening, engraved in the stone, is an ancient symbol in the curious Zemri alphabet. 'Take this passage to the guild hall in the Merchant District,' says Kilya. 'Follow this symbol and use the talisman. Seek for the spot the ravens stare at. And, by Bel, *be quiet* once you pass the ravens' door!'

The tunnel beyond the cellar is bowel-like, twisted and damp. Mostly round in shape, the tunnel turns to the right and opens into a series of storage halls. Grain and other dry goods are stored here still, stacked against the dank walls.

It does not take long for the soldiers to find the secret passage. Either they have information from a willing source or they have beaten the information out of Kilya or another servant. The soldiers will race through the halls. The dead ends could cause problems for the Player Characters. Send the soldiers into the tunnels in waves.

Eventually, if the characters put up enough resistance, the soldiers will send in some more specialised troops – guerrilla fighters.

These guerrilla fighters are armed with crossbows and a stealthy assistant who carries two loaded crossbows, whose job is simply to reload and resupply the guerrillas. A mercenary Shemite named Kolaiah leads the guerrilla squad. Assign as many Royal Zamorian Guerrillas to Kolaiah's squad as necessary, using appropriate tactics to bring down the Player Characters, but do not make the odds impossible.

Royal Zamorian Guerrillas

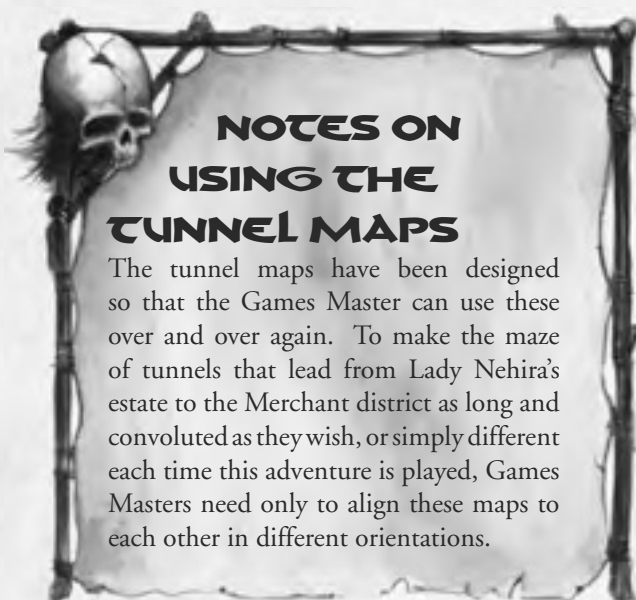
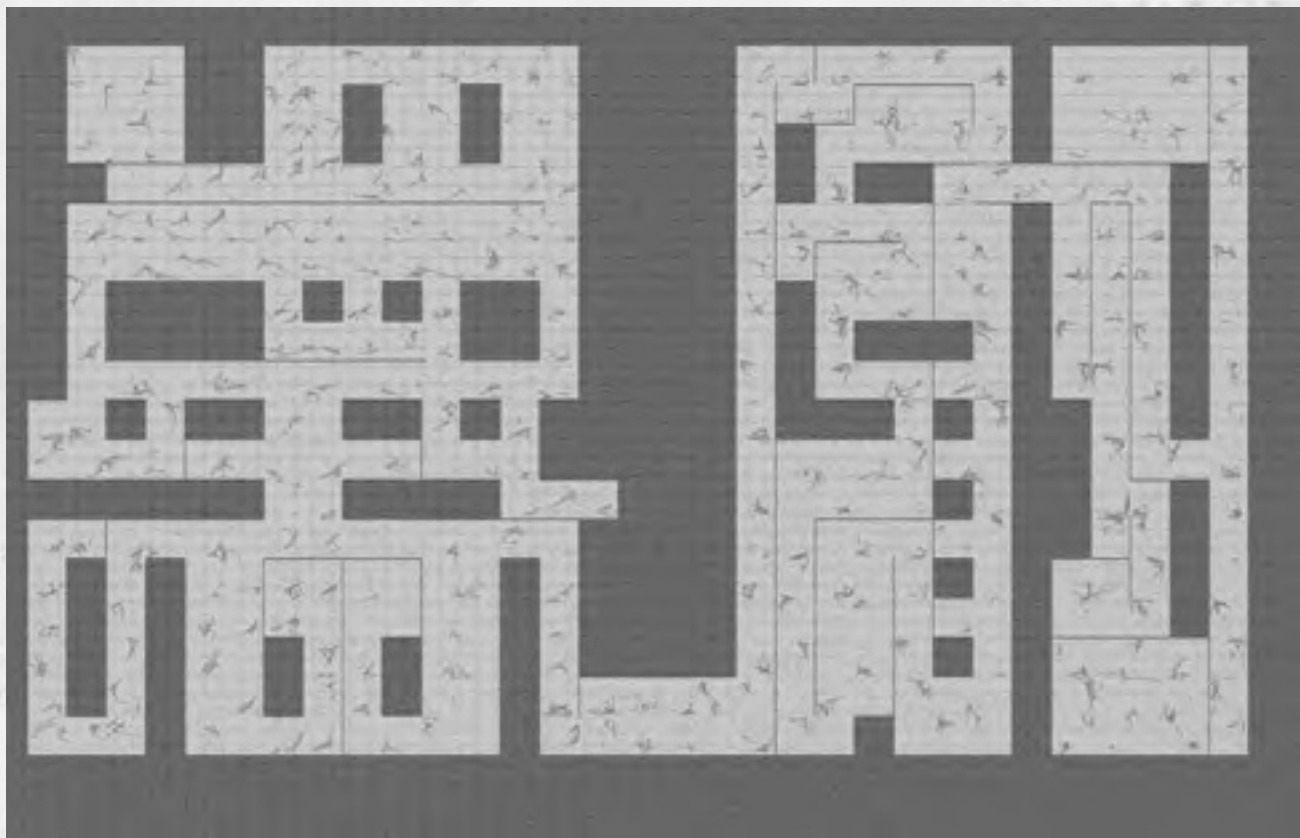
Medium Humanoid Zamorian soldier 2/thief 2; HD: 2d10+2d8+4 (24 hp); **Init:** +7; **Spd:** 30 ft.; **Dodge DV:** 16; **Parry DV:** 13; **DR:** 6; **BAB/Grp:** +3/+4; **Atk:** Broadsword +4 melee; or crossbow +8 ranged (+9 if within 30 ft.); **Full Atk:** Broadsword +4 melee; or crossbow +8 ranged (+9 if within 30 ft.); **Dmg:** Broadsword 1d10+1, or crossbow 2d6/AP 4 (+1 damage if within 30 ft.); **SA:** Sneak Attack Style (crossbow), Sneak Attack +1d6/+1d8, **SQ:** Zamorian Traits, Trap Disarming; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SV:** Fort +4, Ref +7, Will -1; Str 12, Dex 18, Con 12, Int 13, Wis 8, Cha 10

Skills & Feats: (*In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.*) Bluff +6, Diplomacy +4, Disable Device +8, Hide +10, Intimidate +5, Knowledge (local) +6, Knowledge (nobility) +2, Move Silently +6, Open Lock +8, Sleight of Hand +8, Spot +1, Tumble +6; Eyes of the Cat ^{bonus}, Point Blank Shot, Precise Shot, Quick Draw, Ranged Finesse, Weapon Focus (crossbow)

Possessions: Brigandine coat, broadsword, crossbow, 30 bolts

Kolaiah of Sabatea

Medium Humanoid Sabatim soldier 4/thief 6; HD: 4d10+6d8+4 (24 hp) **Init:** +13; **Spd:** 30 ft.; **Dodge DV:** 19; **Parry DV:** 19; **DR:** 6; **BAB/Grp:** +8/+11; **Atk:** Broadsword +11 melee; or crossbow +14 ranged (+15 if within 30 ft.) or Shemite bow +14 ranged (+15 if within 30 ft.); **Full Atk:** Broadsword +11/+6 melee; or crossbow +14 ranged (+15 if within 30 ft.) or Shemite bow +14 ranged (+15 if within 30 ft.); **Dmg:** Broadsword 1d10+3, or crossbow 2d6+1/AP 4 (+1 damage if within 30 ft.) or Shemite bow 1d10+4/x3/AP 7 (+1 damage if within 30 ft.); **SA:** Sneak Attack Style (crossbow, Shemite bow), Sneak Attack +3d6/



+3d8 plus 2 points of strength damage, *crippling strike*, Formation Combat (*skirmisher*); **SQ:** Meadow Shemite Traits, Trap Disarming, Trap Sense +2; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SV:** Fort +7, Ref +9, Will +2; Str 16, Dex 19, Con 14, Int 15, Wis 10, Cha 12
Skills & Feats: Appraise +4, Bluff +12, Craft (armourer) +8, Diplomacy +9, Handle Animal +7, Hide +18, Intimidate +14, Move Silently +12, Ride

+11, Search +9, Spot +15, Tumble +16; Stealthy, Eyes of the Cat ^{bonus}, Improved Initiative, Light-Footed ^{bonus}, Point Blank Shot, Precise Shot, Quick Draw, Ranged Finesse, Skill Focus (Bluff), Weapon Focus (crossbow)
Possessions: Brigandine coat, broadsword, Shemite bow, 30 arrows, crossbow, 30 bolts

Kolaiah of Sabatea is a Meadow Shemite mercenary captain who has spent the past two years in Shadizar. He excels when using his squad of commandos to hunt down rebels and dissidents hiding in the city. His Sneak Attacks are famously deadly. Due to some bad gambling deals, he owes several favours to Harasym. If he brings the Player Characters to Harasym, several thousands of silver owed will be forgiven.

INTO THE TUNNELS

The First Secret Door: Pressing a certain stone pressure pad set into the wall activates the secret door in the southern wall. On either side of the passage in front of the secret door is a stone raven. They stare at the stone that needs to be pressed. A Search check (DC 30 normally, or DC 15 if they figure out the raven clue) will find and open the secret door.

THE GUILD HALL

The Secret Temple: This portion of the underground labyrinth was once a secret temple of the demon, Kara Prama. The temple was devoted to sex. Artefacts from that far-flung age remain, rotting and broken. Tables, tools and other relics may prove to be obstacles or of use to ingenious characters. The artwork on the walls and buttresses reflect the intense sexual perversity of the cult. The rooms here are charged with intense sexual memories. The Player Characters may witness bizarre flashbacks as they walk through the rooms, seeing people having sex with people and animals in ungodly rituals of bizarre pleasure. Kara Prama's presence and influence is strong here, even though she is bound, and she can cast spells on anyone here. She often casts *hypnotic suggestions* to make her prey engage in masturbation or sexual intercourse. She may do this to allow pursuers to catch up to the Player Characters. Player Characters may successfully avoid attracting her attention by successfully Moving Silently against her Listen check. Noise in her ancient temple is what draws her attention.

The Secrets of the Temple: Pressing a certain stone pressure pad set into the wall activates the secret door. On either side of the passage in front of the secret door is a stone raven. They stare at the stone that needs to be pressed. A Search check (DC 30 normally, or DC 15 if they figure out the raven clue) will find and open the secret door. It opens into a long hall with shelves and shelves of scrolls and tomes. Here are written the logs and secrets of the old temple that used to operate here. These records would be invaluable to the historians of Shadizar. They also detail many of the religious secrets of this ancient sex cult. This information also details a prophecy that if Kara Prama can get a hold of a certain girl on a certain date (tonight, actually) in this very temple, that the demoness will become even more powerful than ever before and, through the girl, be able to dominate the city. The prophecy predicts mass sacrifices and a colossal death count. The girl must then be mated to a male meeting one of the Player Character descriptions, resulting in a witch of abominable sexual appetites. The information here also outlines the demoness' weakness and that she is currently held in the Temple of Bel. It appears that the Hyperborean, Kaarle, was correct in his beliefs that a weapon dipped in the blood or tears of a virgin will cause her great pain, any weapon smeared in the blood or tears of a virgin automatically threatens a critical hit against Kara Prama.

The Second Secret Door: Pressing a certain stone activates the secret door to the east. On either side of the passage in front of the secret door is a stone raven. They stare at the stone that needs to be pressed. A Search check (DC 30 normally, or DC 15 if they figure out the raven clue) will find and open the secret door. It opens to a long hall terminating in a 20-foot deep pit with a rickety ladder. The ladder leads down to a long, winding tunnel network. If the Player Characters follow Kilya's instructions, they will come to another 20-foot shaft with a wooden ladder. This one goes up, terminating at a metal grill which opens into the store room of the guildhall of undertakers and funerary merchants.

Optional Complications: These are additional complications the Games Master may wish to use to increase suspense or just to throw a wrench into the works. The Games Master is encouraged to create his own campaign-specific complications as well.

- ❖ Kilya could accompany the Player Characters, giving them aid or causing them problems later when Lady Nehira begins commanding him.
- ❖ The ladders could be dangerous and break if weight is put on them, making escape more and more difficult.
- ❖ The tunnels could be the lair of any number of terrible creatures, such as ghosts or ghouls, which act as guardians.

THE GUILD HALL

The merchant district is sectioned out in quarters assigned to different nationalities. There is an Argossean Quarter, a Turanian Quarter, a Stygian Quarter and so forth. Merchants are extremely important to Shadizar, as they are the purveyors of Shadizar's vices and the source of much of the city's income. Of course, merchants are found throughout Shadizar, but many choose to actually live in this area of the city regardless of where they work. The primary reason for this district is the storage and distribution of the merchants' wares, as well as a centre for guild operations.

The guildhall of undertakers and funerary merchants, a small building tucked between the Soothsayer's Guildhall and a guildhall for Turanian furniture traders, is dreary compared to most of the guildhalls in the district. Only a few funerary merchants operate in Shadizar, leaving the guild rather poor and weak.

Vanko, the guild alderman, is consistently frustrated at the lack of attention Zamorians place on the dead. Visiting Stygians and Shemites purchase much of his guild services. As a result, Vanko spends a lot of time with importers, bringing in Stygian and Shemite funerary items for his merchants to sell. His merchants also have a virtual monopoly with the temples of Shadizar, being the only authorised merchants of funerary goods in the city. However, several of the temples produce their own funerary items, a source of further frustration for Alderman Vanko. Most guilds have elaborate vestibules, grand works of art hanging in long halls, numerous slaves and servants, as well as guest- and meeting rooms where merchant dignitaries and their guests can stay. This funerary guild, however, does not even boast of a single slave or servant. Although the guild does have two small living quarters above the lower floor, Vanko does not live there. He lives in an inn in the temple district so he can be closer to his primary customers. He does allow his clerk, Mykhailo

and his handyman, Jakiv, to live in the second storey of his two-story guild house.

Vanko also works with Lady Nehira on the side. Via Jakiv, Vanko supplies Lady Nehira with ritual goods and has managed to locate a secret way into the Temple of Bel. Alderman Vanko hopes to earn favours to benefit him and his struggling guild later. At the time the Player Characters enter the guild house, Alderman Vanko is in the palace, waiting impatiently to discuss his guild charter with the king. A foreign merchant has applied to have merchant rights in the caravan and temple districts for funerary goods. Alderman Vanko hopes to convince the king that there is not enough business for two such guilds in Shadizar and that his monopolistic charter should be maintained. He has brought a rare Stygian book of the dead, a collection of funerary prayers, as a gift for the mighty monarch.

In this location, the Player Characters should find out they need to go to the Temple of Bel.



1. **Storeroom:** The warehouse is where most of the funerary merchandise is stored, as well as embalming supplies and burial equipment. In one corner of this warehouse is an old sewer grate, although the sewer system no longer runs beneath the building. The grate, long disused, now connects to the tunnel system used by the guilds to get to from place to another quickly.
2. **Reception Area:** The reception area of the guildhall is a room that tries to be respectable and professional, but fails. Instead the room is dismal, cluttered with funerary equipment from several different nationalities and religions. A desk sits across from the modest door, cluttered with books and ledgers. A young merchant apprentice named Mykhailo mans the desk. He is bored and sleepy, copying notes from the ledgers concerning Lady Nehira.

Mykhailo

Medium Zamorian commoner 1; HD: 1d4-1 (2 hit points) **Init:** +1; **Spd:** 30 ft.; **Dodge DV:** 11; **Parry DV:** 8; **BAB/Grp:** +0/-2; **Atk:** Dagger +1 melee finesse; **Full Atk:** Dagger +1 melee finesse; **Dmg:** (1d4-2/19-20 x2 /AP 0);

THE GUILD HALL

Space/Reach: 5 ft. (1)/5 ft. (1); **SQ:** Zamorian Traits; **SV:** Fort -1, Ref +1, Will +0; Str 7, Dex 12, Con 8, Int 14, Wis 11, Cha 12

Skills & Feats: (*In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.*) Appraise +3, Bluff +3, Diplomacy +2, Disable Device +5, Open Lock +5, Knowledge (local) +5, Profession (merchant) +8, Sleight of Hand +5, Sense Motive +1; Skill Focus (Profession (merchant))

Mykhailo is a young 13-year-old boy, the son of a miner. Always good at buying and selling goods for his father, as well as too physically weak to become a miner and live long, it almost seems natural that his father decided to apprentice him to the merchant Vanko, a prominent funerary merchant. He works all day in the guild house, copying receipts and ledgers, working as a clerk for Vanko, the guild alderman. Vanko has taught him how to read and write, a skill Mykhailo is proud of. He is a gangly lad, save for a potbelly, physically weak and constantly sick. His hair is dark and curly and he boasts a huge nose and large ears. He values an intellectual challenge and enjoys mathematical problems. He is still developing his skills, but shows a lot of promise as a merchant in the future. He has a crush on Olenka, the young daughter of Uslada, the head of the soothsayer's guild next door. He hopes to amass enough wealth to be able to enter into a marriage contract with the young girl. Uslada, however, will not let Mykhailo see Olenka until he can come up with a suitable financial arrangement. He is not the wisest person and is always trying to come up with get-rich-quick schemes, so he will probably jump at any opportunities the Player Characters offer him to earn some silver or notoriety. He will usually size up people, trying to judge their wealth and/or intelligence by their appearance, language and body language, hoping that if he becomes good at this he will become a more skilled merchant – and, thus, earn enough to propose to the object of his crush. He is a romantic at heart, and spends a fair amount of his free time at temples of sexuality and love, praying to those gods and goddesses for the opportunity to win his love. He recently learned that Lady Nehira has given his paramour a job at Lady Nehira's estate as a maid-in-waiting. He knows a few things about Lady Nehira and fears for his love. Mykhailo resents authority, but appreciates the opportunities afforded to him by Vanko. He does not get along with Jakiv, the guild handyman. Mykhailo knows the neighbourhood and

could work well as a guide or a source of information. He also knows of Vanko and Jakiv's dealings with Lady Nehira and may be induced to pass that information to the Player Characters.

3. **Working Area:** This area is where a guild worker works to produce or repair funerary merchandise. An ornate wooden drawer filled with scrolls, books and notes dominates the north end of the working area. The centre of the room has two tables where Jakiv performs his duties, reworking and repairing funerary items for sale or resale.

Jakiv

Medium Zamorian commoner 6; HD: 6d4-6+6 (15 hit points); **Init:** +4; **Spd:** 30 ft.; **Dodge DV:** 15; **Parry DV:** 13; **BAB/Grp:** +3/+3; **Atk:** Dagger +5 melee finesse; **Full Atk:** Dagger +5 melee finesse; **Dmg:** 1d4/19-20 x2 /AP 1; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SQ:** Zamorian Traits, Illiteracy, Skill Focus (Bluff); **SV:** Fort +1, Ref +4, Will +2; Str 11, Dex 14, Con 9, Int 14, Wis 10, Cha 12

Skills & Feats: (*In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot.*) Appraise +6, Bluff +9, Craft (alchemy) +13, Craft (funerary trinkets) +16, Disable Device +6, Forgery +4, Knowledge (local) +3, Open Lock +6, Perform (ritual) +3, Profession (funerary merchant) +5, Sleight of Hand +6; Craftsman*, Skill Focus (Craft (funerary trinkets)), Toughness

*This feat is detailed in *Conan: The Scrolls of Skelos*

Jakiv is the 28-year-old handyman of the funerary merchants' guild. An excellent embalmer and maker of funerary items for sale by Shadizar's funerary merchants. He is learning how to forge foreign goods in an attempt to bring the guild more money by reducing the amount of importing necessary, especially Stygian goods. Also, the caravans often break goods, so Jakiv works to repair any damage done during transport. Jakiv works for Vanko and has worked for him since he was 10 years old. Short with dark hair, Jakiv is fairly attractive and is reasonably popular with the girls. Lately, the young 12-year-old daughter of Uslada, Olenka, has expressed her interest in the young craftsman, although he is not interested in her, deeming her too young and inexperienced to be much fun. Jakiv was instrumental in arranging her job with Lady Nehira, however. He mostly did this to keep the young girl out of his hair

and from affecting his attempts to woo women he is more interested in. Jakiv would love to visit foreign lands, especially Stygia and Vendhya. He loves to work on Stygian items, finding them fascinating. He is a frequent visitor to Lady Nehira's bed and has participated in several of her orgiastic ceremonies. He knows what the Olenka is being prepared for, having helped to dispose of the corpses, knowing who to contact and how to handle those transactions. He has no idea that Lady Nehira has a demonic patron or that the demon is trapped in the altar of the Temple of Bel. He does, however, know that she is going to conduct a ceremony there this very night and how to use the talisman to get into the temple.

Optional complications: These are additional complications the Games Master may wish to use to increase suspense or just to throw a wrench into the works. The Games Master is encouraged to create his own campaign-specific complications as well.

- ❖ *Harasym's Enforcers* and the King's Own may find the tunnel and use it to follow the Player Characters, bursting out on them if the play slows down or needs a boost of violent energy to motivate the characters.
- ❖ Alderman Vanko may return from the palace, denied his charter or denied a chance to see the king.
- ❖ Uslada the soothsayer may be in the store, thanking Jakiv for his instrumental role in finding work for her young daughter. She may claim to recognise the Player Characters from a prophetic dream or a reading of the cards. This may be good or bad for the Player Characters. The Games Master can use this to give clues to the Player Characters, further them on their path or to set the stage for the next adventure.
- ❖ A friend of Uslada's daughter rushes in, claiming that the young girl is in danger and needs to be rescued. Mykhailo intends to go to the Temple of Bel and sabotage matters. He may or may not ask the help of the Player Characters.

THE TEMPLE OF BEL

The Temple of Bel serves as the climax of this adventure. Bel, a Shemite god, is the patron of Arenjun, which is also called the City of Thieves. Bel is described as both lusty and clever, as befitting a god of thieves. His

worship is generally not conducted as a formal ritual. Most brothels and taverns hold secret shrines to Bel and he is worshipped with high-stakes gambling, frantic orgies, tall tales and voracious feasts. His temples are little more than gathering places.

The Player Characters arrive at the Temple after the priests shut its doors. Lady Nehira has, via fraud and blackmail, secured the use of the temple this night for her own nefarious purposes. She has secured the building by placing Nabud, if the Kushite slave-guard is still alive, or one of *Harasym's Enforcers* or even a royal guardsman if he is not, on guard at the door in the vestibule. In attendance is the young daughter of the soothsayer Uslada, a 12-year-old girl named Olenka. If available, Vilena (see page 7) will also be here. Enough of her cultists are there to round out the number of participants to at least 20, including Lady Nehira. Kindrat, the night watchman from the merchant tavern (see page 11) may also be present. Use whatever mix of commoner or scholar cultists as needed to challenge the party.

Sample Commoner Cultists

Medium Zamorian commoner 6; HD: 6d4+6 (21 hit points); **Init:** +5; **Spd:** 30 ft.; **Dodge DV:** 15; **Parry DV:** 14; **BAB/Grp:** +3/+4; **Atk:** Dagger +6 finesse melee; **Full Atk:** Dagger +6 finesse melee; **Dmg:** Dagger 1d4+1 /19-20 x2; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SQ:** Zamorian Traits, Illiteracy; **SV:** Fort +3, Ref +5, Will +1; Str 12, Dex 15, Con 12, Int 13, Wis 9, Cha 12

Skills & Feats: (NB. In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot) Balance +3, Disable Device +6, Knowledge (arcana) +10, Open Locks +6, Jump +4, Perform (dance) +13, Perform (ritual) +3, Sleight of Hand +6, Tumble +5; Acrobatic, Dabbler (summoning), Endurance, Skill Focus (Perform (dance))^{bonus}

Sample Scholar Cultists

Medium Zamorian scholar 6; HD: 6d6-6 (15 hit points); **Init:** +4; **Spd:** 30 ft.; **Dodge DV:** 14; **Parry DV:** 11; **BAB/Grp:** +4/+3; **Atk:** Dagger +6 melee finesse; **Full Atk:** Dagger +6 melee finesse; **Dmg:** (1d4-1/19-20 x2 /AP 0); **Space/Reach:** 5 ft. (1)/5 ft. (1); **SQ:** Zamorian Traits, Background (*independent*), Base Power Points, Bonus Feat (x3), Increased Maximum Power Points (triple), Knowledge is Power, +2 Power Points, Scholar, +8 Skill Points; **SV:** Fort +1, Ref +4,

THE TEMPLE OF BEL

Will +9; Str 9, Dex 15, Con 9, Int 17, Wis 14, Cha 15

Skills & Feats: (NB. In urban environments also has *Climb* +0, *Hide* +3, *Listen* +3, *Move Silently* +3 and *Spot* +3) *Appraise* +8, *Bluff* +11, *Craft* (herbalism) +7, *Decipher Script* +14, *Disable Device* +6, *Gather Information* +11, *Intimidate* +11, *Knowledge* (arcana) +17, *Knowledge* (local) +14, *Knowledge* (religion) +17, *Open Locks* +6, *Perform* (ritual) +11, *Profession* (priest) +10, *Sense Motive* +9, *Sleight of Hand* +6; *Dabbler* (summoning), *Diligent*^{bonus}, *Iron Will*^{bonus}, *Knowledgeable*, *Ritual Sacrifice*, *Skill Focus* (*Knowledge* (arcana))^{bonus}, *Skill Focus* (*Knowledge* (religion))^{bonus}

Base Power Points: 8 (24 maximum); **Magical Attack Roll:** +5 (+3 level, +2 Cha); **Sorcery Styles:** —; **Spells Known:** —; **Corruption:** 1; **Insanity:** —

Olenka

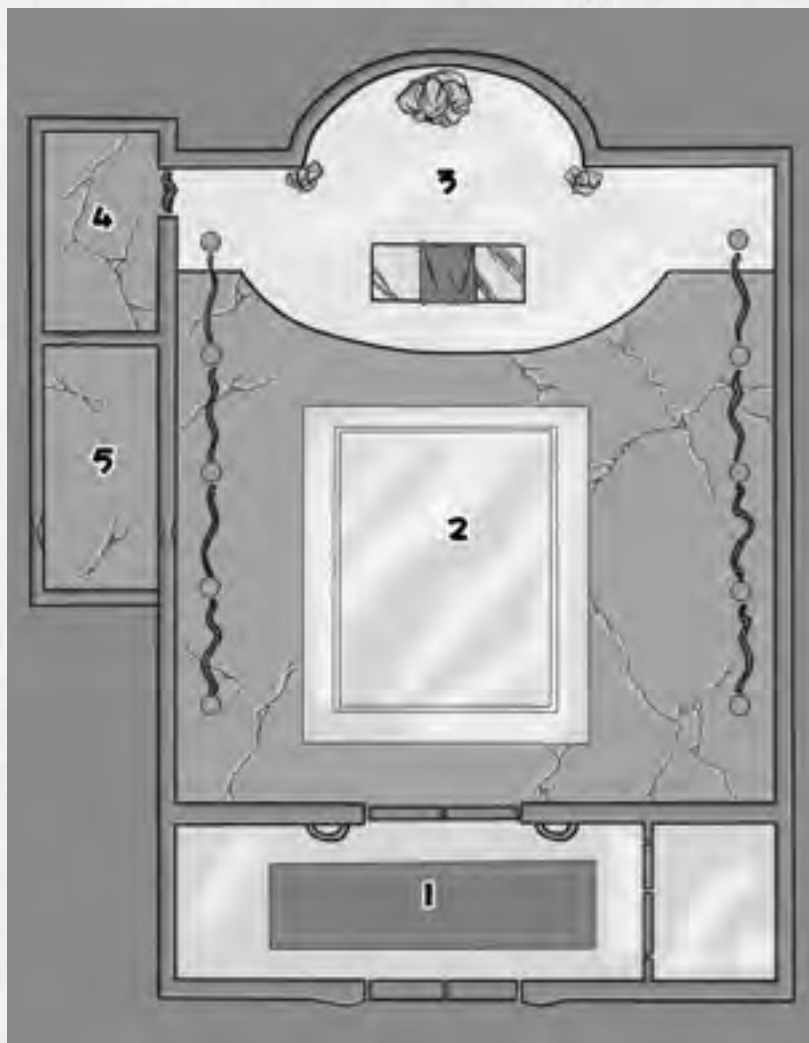
Medium Zamorian commoner 1; HD: 1d4-1 (2 hit points); **Init:** +2; **Spd:** 30 ft.; **Dodge DV:** 12; **Parry DV:** 8; **BAB/Grp:** +0/-2; **Atk:** Dagger +2 finesse melee; **Full Atk:** Dagger +2 finesse melee; **Dmg:** Dagger 1d4-1 /19-20 x2; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SQ:** Zamorian Traits, Illiteracy; **SV:** Fort -1, Ref +2, Will +0; Str 6, Dex 14, Con 9, Int 11, Wis 10, Cha 13

Skills & Feats: (NB. In urban environments also has +1 circumstance bonus to *Climb*, *Hide*, *Listen*, *Move Silently* and *Spot*) *Balance* +5, *Disable Device* +6, *Escape Artist* +5, *Open Locks* +6, *Perform* (ritual)+2, *Profession* (soothsayer) +4, *Sleight of Hand* +6, *Spot* +2; *Agile*

Olenka is a 12-year old girl, the daughter of the head of the soothsayer's guild. She has a position with Lady Nehira as a maid-in-waiting. Lady Nehira has confirmed she is still a virgin and is intending to use her in a future ritual. She has long black hair and white skin. She wants to lose her virginity and has a lot of crushes that last approximately two weeks before she moves on to someone else. She has also decided she will have a child by the age of 17. Her

moods alternate between angry and passionate and can be very hot-blooded and even a bit scary. She is also a burgeoning poet and a gossip. Her function at Nehira's rituals is to bear whatever occult book the priestess' is using. For the ritual today, she is using the holy text of Derketo, holding it up for Lady Nehira to chant from.

The Temple itself is at the centre of a maze of gardens and smaller buildings. The smaller buildings on the grounds include dormitories for the priests and the temple support staff. The garden maze allows thieves places to hide as well as time to escape pursuers. A modest Track check (DC 12) can determine the correct path through the maze, as it is the path taken by the most people. The talisman shows this maze and the correct route through it. The talisman also has a hidden key inside it to unlock the gates at various places in the maze (Search DC 20 to find the key). The locks on the



gates are good locks (Open Lock DC 30) if the Player Characters opt to pick them.

The Temple of Bel is constructed of marble and gold. It was once the temple of a long-forgotten Zhemri god, but was usurped by the priests and worshippers of Bel. It has a vaulted roof and a dome towards the rear. Once there was a bell tower but it fell into disuse decades ago and was eventually torn down to help construct the other buildings in the garden maze. The layout of the Temple of Bel is relatively simple. A pair of ornate double doors opens into a vestibule.

1. **Vestibule:** This vestibule is decorated with images of Bel, including Bel as an eagle clutching the stolen powers of the gods, an eagle clutching the various crows of the Hyborian Age kingdoms, a thin man in a black mask skulking in dark shadows, a six armed elephant-headed man sitting among his glittering hoard and the grinning face of avarice. In this vestibule is Nabud, Lady Nehira's guard (see page 14), or use one of Harasym's *Enforcers* or one of the King's Own if Nabud was previously slain.
2. **Pulpit:** This area, separated from the altar area (3) by three steps, hosts 10 ornate pillars holding an arched ceiling aloft. Often the room is filled with tables for the division of treasures and stolen goods. Meetings are often arranged here. Also, some of the tiles are false, leading into secret compartments or chambers, allowing goods and/or people to be hidden from the authorities during searches.
3. **Altar:** The altar is a simple stone altar, which serves as a soul-prison, holding the Demon, Kara Prama, prisoner. A massive statue of Bel, in the form of a six-armed elephant-headed man, stands against the back wall. This is where Lady Nehira and her 20 or so cultists are located when the Player Characters arrive. Two braziers on either side of the statue provide the strongest light in the temple area, although four small oil lamps hang from each of the pillars in the pulpit.
4. **Sanctum:** This room is where the high priest of Bel prepares for ceremonies and rituals. It includes a cot where the priest can sleep, although he usually stays at his own home

on the grounds, rather than at the temple. Vestments and books litter the room, along with some basic furniture.

5. **Antechamber:** This room is a private room for meetings or other entertainment. A secret passage leads out onto the grounds of the temple. Extra tables are often stored in this room, dismantled and leaning against the walls.

When the Player Characters arrive: Lady Nehira is straddling a handsome young man on the altar. If any Player Characters were captured and taken to Nehira during the course of this adventure, this young man could be one of them, either *hypnotised*, *dominated* or drugged, or they could be tied up nearby, obviously the next in line for Lady Nehira's wicked scheme. Those in attendance are chanting, helping with the ritual (see Power Rituals in *Conan the Roleplaying Game*). All the participants are nude, holding ceremonial daggers, chanting and writhing obscenely as they watch the pair have intercourse on the altar. The only exception is the young girl, Olenka, who is holding up the holy text of Derketo for Lady Nehira's use as she moves in sensual, cat-like motions. She thrashes back and forth, stifling her screams of ecstasy while chanting. Her partner's moans likewise rise and it is obvious he is about to reach the climax of this encounter. Just as he roars out his orgasm, Lady Nehira plunges a sacrificial dagger into the man's heart. Game statistics for Lady Nehira can be found on page 28.

The ritual is supposed to restore youth and beauty to Lady Nehira, but instead the opposite happens and she quickly ages to a withered crone. She cries out in distress and turns instantly towards the characters' hiding place and automatically spotting them (or adding Kara Prama's Spot ranks to her own if the Games Master prefers) screams out in a voice clearly not her own, 'Heretics! You and your foul presence have corrupted these sacred rites. Infidels and unbelievers! Cower before my thralls and DIE!' Lady Nehira will dismount from the dead man to begin assaulting the characters with her spells. Half of the cultists will move to protect her, while the other half step forward to bring down the characters. Nehira will attempt to *entrance* or *dominate* the Player Characters so she can sacrifice them. She may use *hypnotic suggestion* against more powerful characters to get them to submit.

THE INN OF THE THREE CROWNS

The Arrival of the Demon Patron: In the midst of all of this encounter and when deemed most dramatically appropriate, the demonic patron of the Lady Nehira makes her appearance. The demoness has been slowly powering herself up, siphoning off the power Lady Nehira has been investing into her beauty. A wily sorcerer who felt it pleasing to steal a demon for his god trapped Kara Prama in the Temple of Bel more than a century. She now has enough power to break free of her prison, the altar itself. The altar is torn asunder and darkness issues from it like an oily cloud, slowly coalescing into the form of a 16 foot-tall nude woman with bat-wings and horns. She will take the holy text of Derketo from Olenka and laughs. She will begin slaughtering everyone in the temple, except for the young girl. She intends to corrupt her and train her as her next apprentice. The demon currently has the maximum amount of spell points allowed to her (51 points). Games statistics for Kara Prama can be found on page 30.

Consequences: The battle with the demoness will be difficult. She is extremely capable in combat and the fact that her spells are also going to be difficult to counter makes her all the more dangerous to the Player Characters. However, they are not without hope.

- ❖ If the characters defeat the demoness, they will be able to take the holy text of Derketo in all likelihood. Kilya, if he is still alive, will attempt to purchase the book; the Hyperboreans, if they are still alive, may try to bargain with the Player Characters for it or try to steal it. Stygians may also become involved if the Player Characters make it known publicly that they have the tome.
- ❖ If the characters are unable to defeat the demon, the demon can become an ongoing villain in the campaign, possibly with the young girl or the ancient crone as well, provided they are not rescued or manage to escape on their own. If the demoness has the young girl, she will take her to the secret temple (see page 19) to begin certain rites of defloweration. If this occurs, the demoness will gain an additional 10 power points added to her base power points as well as a +10 circumstance bonus to all magic attack rolls; these benefits last for a year and a day. Kara Prama will then begin a reign of terror in the city, seducing and draining prominent civic

leaders and nobles alike. Later, Kara Prama will seek out one of the Player Characters to magically force him to mate with Olenka so that she will conceive the prophesied witch-child. Again, if they manage to secure the holy text of Derketo, similar events as mentioned above may occur.

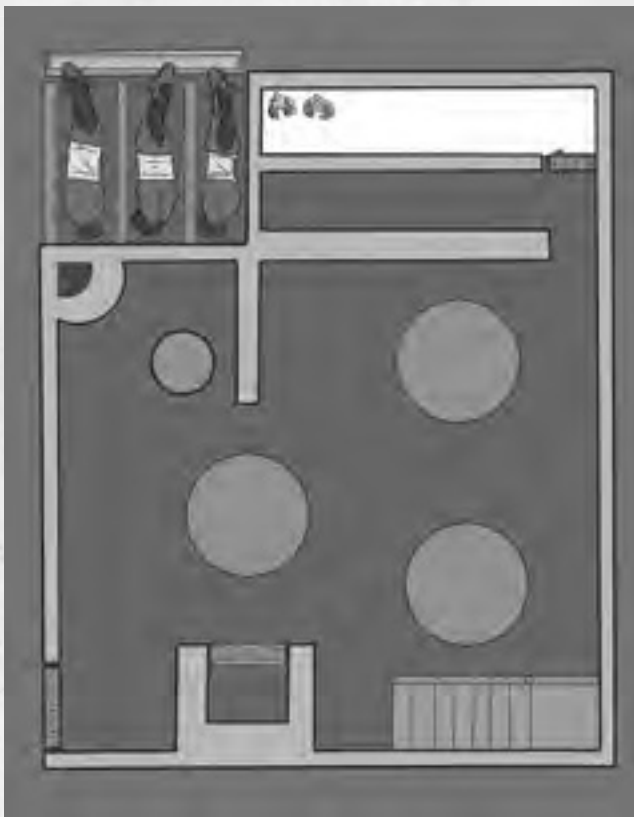
Regardless of the outcome, the next scene will take place in the Inn of the Three Crowns or another tavern/inn of the Player Characters' choice.

Optional complications: These are additional complications the Games Master may wish to use to increase suspense or just to throw a wrench into the works. Some of these may require the Games Master to create characters not provided for in the text of this adventure. The Games Master is encouraged to create his own campaign-specific complications as well.

- ❖ *Harasym's Enforcers* and/or the King's Own arrive only to be slaughtered by the demon, resulting in the Player Characters becoming accused of witchcraft and murder.
- ❖ Mykhailo arrives on the scene to rescue Olenka.
- ❖ The priest of Bel arrives and is slain, resulting in a manhunt for the Player Characters who are blamed for his death.
- ❖ A Stygian task force, led by a priestess of Derketo, has arrived and joins the fray in an attempt to regain their stolen holy book.

THE INN OF THE THREE CROWNS

In the caravan district of Shadizar, the Inn of the Three Crowns is a rowdy establishment well known for its prostitutes and animal shelter. Outside, the noise and odours of the caravans and bazaars are loud and pungent and even inside the inn, the sounds and smells are no less vivid. Several stables devoted to caravaneer use are located at the rear of the inn. The inn itself is a four-storey building with three brilliant, golden towers rising another three stories, a haven for guild representatives, caravan brokers, caravaneers, smugglers, tax collectors and mercenaries. The Inn of the Three Crowns, large enough to house three full caravans, also boasts of a small smithy, a wainwright and a small stable of reasonably pretty prostitutes. Three guards



patrol the property and grounds at all times, protecting the livestock, goods, staff and customers.

The main entrance to the Inn of the Three Crowns is through the southern gateway where the history of the caravanserai is inscribed into a block of black marble. The perimeter of the caravanserai is a square 390 feet long-per-side and 55 feet high. It has three towers, one on three of the corners of a 260 foot-per-side inner square courtyard. The caravanserai is constructed in imported wood and some brick. It has a beautiful façade, complete with ornate windows, arches, pillars, colonnades and ceilings.

The caravanserai is accessible from the north, east and south, each projecting entrance corresponding to a tower. The southern gateway forms the main entrance. The three towers are designed as cubic halls roofed by a series of low pyramidal roofs on which is an open pavilion and a spire. The open pavilion and the spire together represent the minaret. An umbrella shaped finial associated with the god Khepra of the Nine Names caps each of the three minarets. The roof of each minaret is supported on eight columns of Brythunian pine, each 50 feet in height and over six feet in girth, each made from a single tree trunk. The roof of the

cloistered halls that border the courtyard and connect the three towers are also supported by 283 similar plain and unadorned Brythunian pine columns that soar to the height of 60 feet and give the impression of a forest. The bases for these columns are built of limestone imported from Turan.

The Player Characters are in the common room of the caravanserai, celebrating either their victory or their escape from the demoness. If the Player Characters have the holy text of Derketo, they could be bargaining with Kilya or the Hyperboreans for it. In one corner of the establishment are a number of thugs and gang members involved in Harasym's manhunt for the Player Characters (Spot DC 20 to identify them and realise that they are far from real soldiers). The group is talking and laughing loudly about the course of the hunt and the deaths of either any of the Player Characters or their own men (Listen DC 10 to overhear). The men are heavily inebriated, but if they spot the characters (Spot DC 10) they will immediately send a runner to summon Harasym and his men.

1d20 rounds later the remaining members of *Harasym's Enforcers* arrive at the inn intent on showing the characters what happens to those who best them. This time they want blood and are determined to avenge any losses as well as punish them for giving the gang the run-around. The ensuing fight should be weighted in the Player Character's favour, especially if they fled from the Temple of Bel without dealing with Kara Prama. If either Harasym or Fadey are slain or if 20% of the gang are incapacitated the remaining Enforcers will back off and attempt to flee. During the fight, however, the holy text of Derketo is stolen, but by who?

CONTINUING ADVENTURES

So where do the Player Characters go from here? They may decide to stay in Shadizar and stop Kara Prama's foul plans if they did not succeed in slaying her. They may flee the area having made countless enemies here. The characters may endeavour to track down the holy text of Derketo, a quest that could take them to the far-flung and mysterious realm of Hyperborea or deep into the ominous deserts and cities of Stygia. The choices are numerous and ultimately left to the Games Master and his players.

MAJOR CHARACTERS

LADY NEHIRA OF DAN-MARCAH

Medium Humanoid Pelishtim noble 2/scholar 10

Hit Dice: 2d8+8d6+2+10 (98 hp)

Initiative: +5 (+2 Dex, +3 Reflex save)

Speed: 30 ft. (6 squares)

DV (Dodge): 15 (+3 level, +2 Dex)

DV (Parry): 14 (+4 level, +0 Str)

Base Attack Bonus/Grapple: +8/+8

Attack: Stiletto +10 melee finesse; or Shemite bow +12 ranged

Full Attack: Stiletto +10/+5 melee finesse; or Shemite bow +12/+8 ranged

Damage: Stiletto 1d4 /x4, or Shemite bow 1d10+1

Special Attacks: Spells, +1 Regional Feature Bonus with Shemite bow, +1 Racial Bonus with Shemite bow.

Special Qualities: Pelishtim Traits, Advanced Spell x8, Background, Base Power Points, Bonus Spell x2, New Sorcery Style x4, Knowledge is Power, +3 Power Points, Rank Hath its Privileges, Scholar, Special Regional Feature +1, Title, Wealth, Increased Maximum Power Points (triple), +1 Bonus to Fortitude, +1 Bonus to Bluff and Sense Motive checks

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

Saves: Fort +4, Ref +4, Will +13

Abilities: Str 10, Dex 14, Con 12, Int 16, Wis 15, Cha 20

Skills: Appraise +20, Bluff +25, Concentration +4, Decipher Script +13, Handle Animal +7, Heal +12, Intimidate +22 (+28 when Corruption is added), Knowledge (arcana) +19, Knowledge (local) +17, Knowledge (nobility) +20, Perform (Ritual) +23, Sense Motive +18, Spot +4

Feats: Bleed Dry, Endurance, Iron Will^{bonus}, Knowledgeable, Persuasive, Ritual Sacrifice, Skill Focus (Perform(ritual)), Steely Gaze, Tortured Sacrifice

Reputation: 17 (Seductive) (She may add a +2 bonus to her Diplomacy and Gather Information checks)

Leadership: –

Code of Honour: None

Allegiances: Kara Prama

Base Power Points: 8 (24 maximum) (-1 penalty applied due to Obsession)

Magical Attack: +10 (+5 level, +5 Cha)

Sorcery Styles: Counterspells, Hypnotism, Immortality, Summonings

Spells Known: *Demonic pact, domination, enslave*, entrance, eternal youth*, form demon*, greater warding, hypnotic suggestion, incantation of amalric's witchman, ranged hypnotism, summon demon, torment*, warding, witch's vigour**

* These spells are detailed in *Conan: The Scrolls of Skelos*

Insanities: Paranoia (Stygians are assassins); Phobia (Snakes); Delusion (Patroness loves her)

Corruption: 6

Obsession: Youth

Possessions: Aquilonian stiletto, Shemite bow (+0), good-quality Zamorian cloak (dark blue with black stripes and a light blue interior lining)

Lady Nehira is a minor noblewoman from Dan-Marcach in Pelishtia. In her youth, she was closely guarded, not permitted to experiment or experience much of life's pleasures by her inhibitive parents. On her 15th birthday, while being carried through the markets of Asgalun, she encountered a beautiful woman who fascinated her. She was told the woman was over a hundred years old despite not looking a day over 16. She courted an acquaintance of this Asgalanim and, within a year, became the woman's apprentice. Via the use of demons and illusion, the Asgalanim woman managed to smuggle young Nehira out of her heavily-guarded house and onto the path of debauchery and excess. Lady Nehira lost her virginity in an orgy-ritual conducted in a temple of Derketo. She was trained to steal the vitality of men and women through sexual congress and she often was chosen to portray Derketo in religious plays at festival times in Asgalun, a high honour for her. She was thrown from her home when her parents learned of her dabbling in the occult and she lived for a while with the Asgalanim sorceress. Nearly a decade later, urged on by her demonic patron, Lady Nehira slew her Asgalanim mentor after a sexual interlude and stole her power. Obsessed with the occult, her youth and sexual excesses, she eventually seduced son of a ver powerful household and was driven from Asgalun. She travelled the world at this time, living for a time in Corinthia, Brythunia, Zamora and, briefly, in Stygia, as the lover of a Stygian prince. She fled Stygia after stealing the holiest of texts from Derketo's temple in Luxur. She returned to Zamora about 10 years ago

and set up residence in Shadizar, finding its openness to excess suited both her needs and tastes.

Lady Nehira is a beautiful woman most of the time. Currently she looks like a well-cared-for middle-aged woman. She is hungry for her next victim. She has long, blue-black, curly hair and heavy eyebrows. No matter how beautiful she is, nothing can hide the callousness and evil shining brilliantly within her eyes. The blackness of her soul infects her beauty, enhancing it for some, destroying it for others. In Shadizar, she is a shining gem, but in Dan-Marcab she is shunned. When she has performed her *eternal youth* rituals, she appears about 15 or 16 years old. She rarely bothers to wear much in the way of clothing during these periods. She ages about a year every week thereafter, and she wears more and more clothing as her body deteriorates.



Still she chooses clothing to enhance her beauty, not to hide it. She usually renews her ritual every fortnight when possible. Recently, her patroness has been stealing more and more of the energies her rituals invoke and they have, therefore, not been efficacious lately, resulting in her middle-age appearance now.

She is determined to find out the mistake she is making in her rituals. She has reached the point of obsession (see the Rule of Obsession in *Conan the Roleplaying Game*) with her youthfulness. Sexual excess and other forms of debauchery largely motivate her. Anyone who shows a sexual interest in her has her attention and favour. Those who show apathy or disinterest are likely to be treated rudely or with outright hostility. She is wealthy and will not hesitate to throw her wealth around to get her way. She also appreciates arrogance in others and is not impressed by humility. She will not hesitate to brag about her skills and she likes to hear others be honest about their own accomplishments and abilities. She is annoyed currently about her status as a single noblewoman. If she were married, she would have access to more of the social activities of some of her noble circles, which often do things as couples. She also loves to lavish attention on her lovers and believes having a husband would also make her depravity easier to hide. She is basically looking for a partner in crime. She has begun openly pursuing the idea of marriage, to find someone to share her wealth with. She has consulted with a few marriage brokers, but her potential suitors have so far failed to please her demonic patroness.

She still possesses the holy text of Derketo, a volume of sexual secrets and rituals, and the Stygians want it back. The priestesses of Luxur have offered a decadent and impressive reward for its return. She avoids Stygians when she can, afraid they are all aware of her theft and are working together. One of her minor insanities for a long time was this phobia of Stygians, this phobia has since become an outright paranoia. She honestly believes every Stygian knows her secrets and is intent on killing or enslaving her. This has also given rise to a symbiotic phobia of snakes and snake-effigies. She further suffers a delusion that her demonic patroness loves her and would never do anything to wrong her.

MAJOR CHARACTERS

KARA PRAMA THE SEDUCTER, PATRONESS OF LADY NEHIRA

Huge Outsider demon 6/scholar 12

Hit Dice: 6d8+4d6+8+80 (129 hp)

Initiative: +11 (+2 Dex, +9 Ref)

Speed: 30 ft. (6 squares), fly 50 ft. (average) (10 squares)

DV (Dodge): 24 (+2 Dex, +9 natural, +1 dodge, +4 level, -2 size)

Damage Reduction: 4

Base Attack/Grapple: +15/+33

Attack: Claw +33 melee (2d6+12)

Full Attack: 2 claws +33 melee (2d6+12)

Space/Reach: 15 ft. (3 squares)/15 ft. (3 squares)

Special Attacks: Corruptive Kiss, Smouldering Glance

Special Qualities: Advanced Spell x10, Background, Base Power Points, Bonus Spells x3, Darkvision 60 ft., Increased Maximum Power Points (triple), Innocence Weakness, Knowledge is Power, Manifest, New Sorcery Style, +3 Power Points, Scholar

Base Power Points: 17 (base 10, +4 Wis, +3 bonus; 51 maximum)

Magic Attack Bonus: +19 (+3 natural, +6 level, +10 Cha)

Saves: Fort +13, Ref +11, Will +19

Abilities: Str 34, Dex 14, Con 26, Int 20, Wis 18, Cha 30

Skills: Bluff +33, Concentration +29, Craft (alchemy) +17, Decipher Script +17, Diplomacy +26, Disguise +19* (+21 acting), Escape Artist +11, Hide +11, Intimidate +33, Knowledge (arcana) +26, Knowledge (nobility) +12, Knowledge (religion) +12, Listen +21, Move Silently +21, Perform (ritual) +22, Search +26, Sense Motive +14, Spot +21, Survival +4 (+6 following tracks), Use Rope +2 (+4 with bindings)

Feats: Bleed Dry, Dodge, Flyby Attack, Improved Unarmed Strike, Improved Grapple, Iron Will^{bonus}, Mobility, Opportunistic Sacrifice, Persuasive, Ritual Sacrifice, Tortured Sacrifice

Sorcery Styles: Counterspells, Curses, Hypnotism, Immortality*, Summonings

Spells Known: *Curse of Yizil, demonic pact, domination, draw forth the soul, enslave*, entrance, eternal youth*, form demon*, greater warding, hypnotic suggestion, ill-fortune, incantation of Amalric's witchman, lesser ill-fortune, mass hypnotic suggestion, ranged hypnotism, shape-shifter^{bonus}, summon demon, torment*, warding, witch's vigour**

* These spells are detailed in *Conan: The Scrolls of Skelos*

Environment: Any land and underground

Organisation: Solitary

Advancement: 7–12 HD (Medium) or by character class (Preferred Class: Scholar)

Kara Prama is a sexual demon, commonly known among scholars as a succubus. She, like all of her kind, are often summoned as the subject of a demonic pact spell or as a corrupter of the innocent. Occasionally a powerful sorcerer may summon one as a sexual plaything. Currently, she is the patron of Lady Nehira and several other sorcerers in Zamora, Pelishtia and Stygia. However, she is trapped in the altar in the Temple of Bel. She can cast her voice and thoughts out, but she cannot physically leave. She is 16 feet tall, beautiful in all respects. A small pair of horns protrudes from her forehead, yet these somehow enhance her beauty. She also has a pair of strong, membranous wings sprouting from her shoulder blades, attached to powerful muscles along her back. Her eyes are typically green, although she can change them at will. Her eyes involuntarily glow white when she is angered.

Corrupting mortals largely motivates Kara Prama. She enjoys entering into demonic pacts and she enjoys sexually corrupting the innocent. She has often been known to lurk underneath the beds of pubescent children, venturing forth at night to molest them and turn them into sexual predators with her corruptive kisses. She leads Lady Nehira by the nose, getting her to procure victims for her. She is siphoning off the sacrificial energies unleashed by Nehira's rituals of youth. She is also ready to end her relationship with Nehira because Nehira is close to surpassing the demon's own sorceress power and Kara Prama is unlikely to be able to control an apprentice who is becoming more powerful than she is.

She is usually diplomatic and sexual in her approaches and interactions with others. She is a shameless flirt and will strive to bed anyone, male or female. She can disguise her wings and horns with magical illusions or hypnotisms. She can cast *shape-shifter* as a racial bonus spell, even though she does not meet the prerequisites for the spell and she is limited to humanoid forms. If angered (immediately identifiable by the change in her eye colour, regardless of illusions), she will fly into a fit of outrage. She will plot revenge for years if she can,

tormenting a foe's lovers, getting friends and lovers to cheat and betray her foe, seducing her foe's children or whatever else she deems appropriate until her anger is sated.

Combat

While not the case here, her preferred tactic when dealing with victims is to feign friendship and create an opportunity to be alone with one of them, whereupon she applies her life-draining kiss. Kara Prama is a monstrous entity and causes Terror saving throws (Will DC 19) as covered in *Conan the Roleplaying Game*. Scholar is treated as a favoured class for this type of demon.

Corruptive Kiss (Su): Kara Prama drains energy from the mortals she lures into some act of passion, or by simply planting a kiss on her victims. If the target is not willing to be kissed, she must start a grapple, which provokes an attack of opportunity. Kara Prama's kiss or embrace drains one level from her victim, causing the loss of all level-dependent benefits associated with the lost level and forces a Corruption save set by her magic attack roll (her choice of effect). The victim may attempt a Fortitude save (DC 25) to avoid losing a level, but may not avoid the Corruption save. The kiss also has the effect of a suggestion spell, asking the victim to accept another kiss from the demon. The victim must succeed on a Will save (DC 23) to negate the effect of the suggestion. These save DCs are Charisma-based.

Innocence Weakness (Ex): Any weapon dipped into the blood or tears of a virgin is treated as a bane weapon against Kara Prama (see *Conan: The Scrolls of Skelos* for information on bane weapons).

Manifest (Su): As a standard action, Kara Prama can either leave Earth and return to her home plane, or appear on Earth. In either case, she manifests in the new location at the end of her action.

Smouldering Glance (Su): Kara Prama can cause an irrational sense of lust in another being simply by looking at them. This ability can be used a number of times per day equal to Kara Prama's Charisma modifier (10 times per day). Kara Prama makes a ranged touch attack against a single living creature within 30 feet.

The creature must make a Will save (DC 10 + Kara Prama's Hit Dice + her Charisma modifier, usually DC 30) or find themselves utterly captivated. This is a mind-affecting charm.

A captivated victim walks towards Kara Prama, taking the most direct route available. If the path leads into a dangerous area, such as through flames, over a cliff, into a lake, and so on, the victim may make a second saving throw. Captivated victims can take no actions other than to defend themselves. A victim within five feet of Kara Prama stands unmoving and offers no resistance to any actions made against them by Kara Prama herself. This effect continues for a number of rounds equal to Kara Prama's Charisma modifier, (usually 10 rounds).

Skills: Kara Prama has a +8 racial bonus on Listen and Spot checks. *While using her *shape-shifter* ability, Kara Prama gains a +10 circumstance bonus on her Disguise checks.



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THE ZAMORIAN CITY OF SHADIZAR





ZAMORIAN THUGS

Medium Zamorian thief 1; HD: 1d8 (5 hit points); **Init:** +11; **Spd:** 30 ft.; **Dodge DV:** 13; **Parry DV:** 12; **DR:** 7; **BAB/Grp:** +0/+0; **Atk:** Short sword +3 melee finesse; **Full Atk:** Short sword +3 melee finesse; **Dmg:** Short Sword 1d8/19-20 x2/AP 1; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SA:** Sneak attack style (short sword), sneak attack +1d6/+1d8; **SQ:** Zamorian Traits, Trap Disarming; **SV:** Fort +0, Ref +7, Will +1; Str 10, Dex 17, Con 10, Int 14, Wis 13, Cha 8

Skills & Feats: (NB. In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot) Balance +7, Bluff +3, Climb +4, Disable Device +7, Disguise +3, Escape Artist +7, Hide +7, Intimidate +3, Jump +4, Listen +5, Move Silently +7, Open Locks +7, Sleight of Hand +7; Improved Initiative, Lightning Reflexes

Possessions: Brigandine, steel helmet, bill, short sword, buckler

HARASYM'S ENFORCERS

Medium Zamorian thief 6; HD: 6d8+12 (39 hit points); **Init:** +12; **Spd:** 30 ft.; **Dodge DV:** 17; **Parry DV:** 17; **DR:** 7; **BAB/Grp:** +4/+6; **Atk:** Bill +5 melee or short sword +7 melee finesse; **Full Atk:** Bill +5 melee or short sword +7 melee finesse; **Dmg:** Bill 2d8+2/x3/AP 8, or Short Sword 1d8+2/19-20 x2/AP 3; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SA:** Sneak attack style (bill, short sword), sneak attack +4d6/4d8 (light-footed) plus 2 pts Str damage, *crippling strike*; **SQ:** Zamorian Traits, Trap Disarming, Trap Sense +2; **SV:** Fort +4, Ref +8, Will +1; Str 15, Dex 16, Con 15, Int 11, Wis 9, Cha 13

Skills & Feats: (NB. In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot) Bluff +10, Disable Device +7, Disguise +10, Gather Information +10, Hide +9, Intimidate +11, Knowledge (local) +9, Move Silently +8, Open Locks +7, Sense Motive +8, Sleight of Hand +12, Spot +8, Tumble +12; Brawl, Eyes of the Cat^{bonus}, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Light-footed^{bonus}, Sizing up the Foe

Possessions: Brigandine, steel helmet, bill, short sword, buckler

TARAS

Medium Zamorian thief 10; HD: 10d8 (45 hit points) **Init:** +10; **Spd:** 30 ft.; **Dodge DV:** 19; **Parry DV:** 15; **BAB/Grp:** +7/+7; **Atk:** Stiletto +10 melee finesse; **Full Atk:** Stiletto +10/+5 melee finesse; **Dmg:** Stiletto 1d4 /x4 / AP 1; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SA:** Sneak attack style (stiletto, dagger, sap), sneak attack +6d6/6d8 (light-footed), *crippling strike*, poison use; **SQ:** Zamorian Traits, Trap Disarming, Trap Sense +3, Skill Mastery (*Bluff, Diplomacy, Disguise, Sense Motive*); **SV:** Fort +3, Ref +10, Will +5; Str 10, Dex 16, Con 10, Int 16, Wis 15, Cha 19

Skills & Feats: (NB. In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot) Bluff +19, Diplomacy +19, Disable Device +6, Disguise +19, Forgery +18, Gather Information +17, Intimidate +19, Knowledge (local) +12, Open Locks +6, Perform (acting) +13, Profession (kidnapper) +16, Sense Motive +17, Sleight of Hand +12, Spot +7 (NB. +2 bonus on all Charisma based skills vs. females); Deceitful, Eyes of the Cat^{bonus}, Glib, Light-footed^{bonus}, Negotiator, Persuasive, Seducer, Sneak Subdual, Steely Gaze

ROYAL GUARD

Medium Humanoid Zamorian soldier 6; HD: 6d10+12 (45 hp); **Init:** +3; **Spd:** 25 ft.; **Dodge DV:** 14; **Parry DV:** 17; **DR:** 11; **BAB/Grp:** +6/+8; **Atk:** Bill +8 melee; or Short Sword +8 melee; **Full Atk:** Bill +8/+3 melee; or Short Sword +8/+3 melee; **Dmg:** Bill 2d8+3/x3/AP 9, or Short Sword 1d8+2/19-20 x2/AP 3; **SA:** Formation combat (*heavy infantry*); **SQ:** Zamorian Traits; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SV:** Fort +7, Ref +3, Will +2; Str 15, Dex 13, Con 15, Int 14, Wis 10, Cha 13

Skills & Feats: (NB. In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot) Bluff +3, Disable Device +5, Diplomacy +5, Gather Information +7 (+9 if the check relates to theft, assassination and the locations or powers of legendary or magical objects), Intimidate +12, Open Lock +5, Search +13, Sense Motive +6, Sleight of Hand +5; Combat Expertise, Combat Reflexes, Improved Disarm, Investigator, Negotiator, Persuasive, Steely Gaze

Possessions: Mail hauberk, silvered breastplate, crested helmet, bill (or spear), short sword, targe.

ROYAL ZAMORIAN GUERRILLAS

Medium Humanoid Zamorian soldier 2/ thief 2; HD: 2d10+2d8+4 (24 hp); **Init:** +7; **Spd:** 30 ft.; **Dodge DV:** 16; **Parry DV:** 13; **DR:** 6; **BAB/Grp:** +3/+4; **Atk:** Broadsword +4 melee; or Crossbow +8 ranged (+9 if within 30 ft.); **Full Atk:** Broadsword +4 melee; or Crossbow +8 ranged (+9 if within 30 ft.); **Dmg:** Broadsword 1d10+1, or Crossbow 2d6/AP 4 (+1damage if within 30 ft.); **SA:** Sneak attack style (crossbow), sneak attack +1d6/+1d8, **SQ:** Zamorian Traits, Trap Disarming; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SV:** Fort +4, Ref +7, Will -1; Str 12, Dex 18, Con 12, Int 13, Wis 8, Cha 10

Skills & Feats: (NB. In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot) Bluff +6, Diplomacy +4, Disable Device +8, Hide +10, Intimidate +5, Knowledge (local) +6, Knowledge (nobility) +2, Move Silently +6, Open Lock +8, Sleight of Hand +8, Spot +1, Tumble +6; Eyes of the Cat^{bonus}, Point Blank Shot, Precise Shot, Quick Draw, Ranged Finesse, Weapon Focus (crossbow)

COMMONER CULTISTS

Medium Zamorian commoner 6; HD: 6d4+6 (21 hit points); **Init:** +5; **Spd:** 30 ft.; **Dodge DV:** 15; **Parry DV:** 14; **BAB/Grp:** +3/+4; **Atk:** Dagger +6 finesse melee; **Full Atk:** Dagger +6 finesse melee; **Dmg:** Dagger 1d4+1 /19-20 x2; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SQ:** Illiteracy, Zamorian Traits; **SV:** Fort +3, Ref +5, Will +1; Str 12, Dex 15, Con 12, Int 13, Wis 9, Cha 12

Skills & Feats: (NB. In urban environments also has +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot) Balance +3, Disable Device +6, Knowledge (arcana) +10, Open Locks +6, Jump +4, Perform (dance) +13, Perform (ritual) +3, Sleight of Hand +6, Tumble +5; Acrobatic, Dabbler (summoning), Endurance, Skill Focus (perform - dance)^{bonus}

SCHOLAR CULTISTS

Medium Zamorian scholar 6; HD: 6d6-6 (15 hit points); **Init:** +4; **Spd:** 30 ft.; **Dodge DV:** 14; **Parry DV:** 11; **BAB/Grp:** +4/+3; **Atk:** Dagger +6 melee finesse; **Full Atk:** Dagger +6 melee finesse; **Dmg:** (1d4-1/19-20 x2 /AP 0); **Space/Reach:** 5 ft. (1)/5 ft. (1); **SQ:** Zamorian Traits, Bonus Feat (x3), Base Power Points, Scholar, Background (*independent*), Knowledge is Power, +2 Power Points, +8 Skill Points, Increased Maximum Power Points (triple); **SV:** Fort +1, Ref +4, Will +9; Str 9, Dex 15, Con 9, Int 17, Wis 14, Cha 15

Skills & Feats: (NB. In urban environments also has Climb +0, Hide +3, Listen +3, Move Silently +3 and Spot +3) Appraise +8, Bluff +11, Craft (herbalism) +7, Decipher Script +14, Disable Device +6, Gather Information +11, Intimidate +11, Knowledge (arcana) +17, Knowledge (religion) +17, Knowledge (local) +14, Open Locks +6, Perform (ritual) +11, Profession (priest) +10, Sense Motive +9, Sleight of Hand +6; Dabbler (summoning), Diligent^{bonus}, Skill Focus (Knowledge (arcana))^{bonus}, Skill Focus (Knowledge (religion))^{bonus}, Iron Will^{bonus}, Knowledgeable, Ritual Sacrifice

Base Power Points: 8 (24 maximum); **Magical Attack Roll:** +5 (+3 level, +2 Cha); **Sorcery Styles:** -; **Spells Known:** -; **Corruption:** 1; **Insanity:** -

NABUD (GENERIC SLAVE-WARRIOR)

Medium Humanoid Kushite barbarian 4/soldier 2; HD: 6d10+12 (45 hp); **Init:** +7; **Spd:** 30 ft.; **Dodge DV:** 17; **Parry DV:** 15; **BAB/Grp:** +6/+9; **Atk:** Tulwar +9 melee; **Full Atk:** Tulwar +9/+4 melee; **Dmg:** Tulwar 2d8+4 /18-20 x2/AP 7; **SQ:** Kushite Traits, Fearless, Versatility (-2 penalty), Bite Sword, Crimson Mist, Trap Sense +1, Uncanny Dodge; **Space/Reach:** 5 ft. (1)/5 ft. (1); **SV:** Fort +7, Ref +4, Will +1; Str 16, Dex 16, Con 14, Int 13, Wis 9, Cha 11

Skills & Feats: Hide +10, Intimidate +9, Jump +12, Listen +6, Move Silently +10, Perform (ritual) +2, Spot +1, Survival +3; Brawl, Cleave, Combat Reflexes, Endurance^{bonus}, Improved Bull Rush, Improved Sunder, Power Attack, Track

Possessions: Tulwar





