

GOREAN Adventures THE TURIAN GAMBIT



TALES OF
GOR
COREAN ROLEPLAYING



POSTMORTEM
STUDIOS



Tales of Gor

GOREAN ROLEPLAYING

FANTASTICAL ADVENTURES ON THE COUNTER-EARTH

Authorised and based on the Gorean books of John Norman

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The Turian Gambit

The Turian Gambit is the fourth adventure/supplement for Tales of Gor, the Gorean Role-Playing Game. This adventure is designed for a typical group of 4-6 experienced characters who are as good with their tongues as they are with their blades.

The majority of this adventure takes place in a society as foreign as it is ferocious. Characters who wish to leave the plains alive, let alone in possession of the object of their quest, are going to have to understand the unspoken rules that govern the Wagon People and choose very carefully what to say and how to act. Only through a combination of diplomacy and skill at arms will the PCs stand a chance to return victorious to the great city of Turia.

Ta Sardar Gor!

OVERVIEW

Many deadly predators roam the plains of Turia, but by far the deadliest denizens of this untamed wilderness are the warlike Wagon People. In the tongue of the Wagon People, the same word is used for 'stranger' and for 'enemy.' Foreigners are usually killed on sight if they are lucky.

Those less fortunate are either reduced to pitiful slavery or tortured to death as a warning to anyone else foolish enough to challenge the mastery of the Wagon People over the plains.

Of the Wagon People, the most vicious and xenophobic are the Paravaci.

Once the richest and most respected people of the wagons, the Paravaci are now shunned and despised by their former brothers for a shameful act of betrayal almost five decades ago. Unfortunately for the Characters, the object of their quest – a Kur artifact desired by the Priest Kings – lies deep within Paravaci territory.

The first chapter of this adventure introduces the Characters to the urbane and refined city of Turia.





The information the Characters will gather in the markets of that great city may help them locate the nomadic Paravaci while avoiding some of the better-known hazards of the plains. Additionally, the PCs will receive a gift from the Priest Kings — an earth born slave girl implanted with several powerful Priest King devices that will assist the PCs in their quest.

In the second chapter, the PCs will have to make peaceful contact with the Paravaci. There are three ways to achieve this:

The first is by earning an Acceptance Brand, a small brand given to useful strangers such as merchants, entertainers, and soothsayers.

The second way is to hold earth and grass with a Paravaci warrior, a rare ritual of friendship and respect that grants a foreigner the full rights and duties of a native Paravaci.

Lastly, the PCs can abase themselves and become slaves to the Paravaci, the crudest and most oppressive slave masters in the South.

In the final chapter, the PCs will have to determine the location of the Silver Star and either try to steal it, a risky enterprise since the Paravaci are ever vigilant in protecting the little wealth they have left, or to winning it fairly through a wager during the Wintering.

Chapter 1: The City of Turia

Turia is the wealthiest and greatest city in the South and the only beacon of civilization in the otherwise brutal and barbaric Turian plains. Within the safety of her walls, the PCs have a chance to procure supplies and socialize with locals familiar with the politics and geography of the plains. In the process of gathering provisions and information, the PCs will also have to locate and buy the agent of the Priest Kings, a young woman named Tamar who arrived at the wrong location in the city due to a transportation error.

ZIYA MARKET

Turia is an ancient and proud city that has only been conquered once in its long history. Behind its walls, one can find thousands of markets and shops that offer anything from exotic drugs and exquisite pleasure slaves to imported weapons and strange artifacts. Nearly any item the PCs can think of can be bought in Turia, legally or otherwise.

Ziya ('the shadow market') is the default starting location for this adventure. The source of the name is the impressive palms that offer protection from the brutal sun of the plains, not the shady nature of the market. In fact, Ziya is one of the most orderly and well-regulated markets in the city. Any visible criminal acts will result in the near instant arrival of 1D+1 armed guards (see Tales of Gor) and a reinforcement of 1D more guards every 1D rounds in case of major trouble. This isn't including the personal and private guards of various merchants and high caste Goreans visiting the market.

Prices in Ziya tend to be above average but can be reduced to normal with some dramatic haggling, a practice the locals consider both part of business and a form of entertainment. Even a cursory examination of the slaves on sale will reveal Tamar, naked save for bells and tethers, standing definitely among the meeker Gorean slaves. Illegal items are practically impossible to acquire in this well-regulated market. PCs interested in such items should take their business to the more metaphorically shady part of town.

WHAT THE TURIANS KNOW

Unlike the grim and belligerent Paravaci, Turians are a chatty and forthcoming lot. They love gossip almost as much as they like commerce and are eager to share every juicy morsel they learn with anyone who'll listen. This makes gathering information in the city a simple and enjoyable affair. Gathering correct information, on the other hand, is more of a challenge since the majority of Turians deal in rumors, not in fact.

Every time a PC speaks to a random person, roll on the below table to determine the identity of this person and the information they possess. Don't read the rumors verbatim but paraphrase them in a manner suitable for the speaker. For example, a soldier can relay in a few curt phrases what an excitable young girl can spend many long and flowery paragraphs describing.

Roll a six-sided dice for rumours.

Rumors

1: The Rumourmonger: A young Guardsman tasked with patrolling the marketplace. He is very rude and arrogant. It is obvious he is aiming to pick a fight. However, he will not attack unless attacked first. If this encounter occurs a second time, replace it with an indifferent guardsman instead.

The Rumour: *A barbarian girl who speaks a language no one can understand is on sale in Ziya market. She attracts many curious spectators, but not many buyers.*

2: The Rumourmonger: Two wealthy young women who can't agree on anything. They are accompanied by a large, mute retainer (a Mercenary) who will protect them, in case they are threatened. Whatever one woman says, the other one will contradict with vehemence. Both are convinced they are speaking the truth. If this encounter occurs a second time, replace it with a single girl instead.

The Rumour: *The Paravaci are so foul-tempered that even other Wagon Peoples avoid them. However, they still respect the sacred tradition of holding earth and grass and still honor Acceptance Brands, even those made by other Wagon People.*

3: The Rumourmonger: A foreign mercenary is looking for employment. He claims to be familiar enough with the plains to serve as a guide for a very reasonable price. However, his familiarity with the plains is sketchy at best, and his loyalty is next to non-existent.

The Rumour: *Wagon people allow foreign entertainers, merchants, and craftsmen into their camps after marking them with a small Acceptance Brand. This bestows a very low social status, but it does guarantee safety.*

4: The Rumourmonger: A beautiful slave girl on an errand from her master. She enjoys making men uncomfortable with her raw sexuality, knowing full well that her master will punish most severely any man who dares lay a hand on her.

The Rumour: *The Wagon People are obsessed with wagers. If a wager sounds exciting enough, a warrior will not hesitate to gamble everything he owns in a single game. While cheating is common, once a victor is declared, the terms of the bet are nearly always honored.*

5: The Rumourmonger: A market urchin (Thief in Tales of Gor) who appears to be very friendly and helpful but will attempt to pickpocket one of the PCs.

The Rumour: *The Paravaci will never attack a person wearing bosk fur as the animal is sacred in their culture. (False: anyone wearing the fur of a bosk would be killed on sight).*

6: The Rumourmonger: A scribe (Magistrate in Tales of Gor) who is late for an important meeting. He will only relay truthful information but in a curt and distracted manner. On a roll of 5 or 6, he will correct the misconception rather than spread false information.

The Rumour: *A fine gift will grant a man safe passage through the land of the Wagon People. (False: the Paravaci are thieves and killers who will not hesitate to take by force anything that catches their fancy.)*

If a PC rolls the same rumor for a second time, he learns the general position of the Paravaci instead. A group so informed rolls twice on the random encounter table and keeps the higher score. This reflects the fact that even with a good deal of theoretical information about the area, tracking nomads is still a frustrating and deadly affair.

TAMAR OF EARTH

Tamar is an Earth woman. She went on a trip to India before commencing her studies at Austin University where she planned to major in anthropology. Deep in the jungles of South Asia, she found an esoteric cult that worships benevolent Priest Kings who protect the 'two worlds' from the machinations of barbaric space invaders. Convinced of the validity of the cult's teachings through ample use of mind altering substances and demonstrations of higher technology, Tamar volunteered to help the benevolent aliens by going on a special mission to the Counter Earth.

Due to a foible in the transportation between Earth and Gor, Tamar landed in the arms of a Turian merchant who intends to sell her to the highest bidder. The highest bid will be 50 copper tarsks, offered by a retired Turian warrior named Fajar. He is interested in the girl as he's bored with obedient slaves and is looking for a challenge.

Tamar is curious, naïve and overly friendly. She is terrible at keeping secrets, especially if she's had a little bit to drink. She is fearless, though this is the result of chronic ignorance rather than courage. She considers herself an adventurer out to explore other worlds and meet strange and exotic cultures while doing her part to save humanity from evil beyond the stars.

Unless severely mistreated, she will remain loyal to the party.

The implants of the Priest Kings can perform three functions:

- Transmit to the nest anything that occurs in a 20-feet radius around Tamar. This includes images and sounds in a variety of spectrums that normal humans cannot sense. The Priest Kings can also use this device to send images and messages to Tamar, although the process is extremely painful for her.
- Summon a hidden drone that will arrive in 1D hours and carry Tamar to a special location chosen by the Priest Kings. The drone is too light to lift more than one person. A small, silver disk with a 'ray' to carry her.
- Detonate a gas bomb, instantly killing Tamar and causing 6D of damage to anyone in a 20-feet radius. The Priest Kings will only use this if they fear the implants in Tamar's body are about to fall into the wrong hands. The gas expands rapidly and burns incredibly hot, designed to destroy the implants placed in her body.



Chapter 2:

The Turian Plains

The wagon people are always on the move, rendering maps and landmarks virtually useless in this vast and featureless wilderness. To locate the Paravaci, the PCs will have to wander the plains until they encounter the Wagon People.

The odds of an encounter occurring are 3-in-6 (roll once per day and once per night) if the PCs are on the move and 1-in-6 if they are camping. If the PCs were successful in gathering information about the Paravaci in Turia, roll twice for each encounter and keep the higher result.

RANDOM ENCOUNTERS ON THE PLAINS

Roll a six-sided dice.

Encounter

1: A pair of ferocious larl stalking the planes in search of prey. Larls are quite stealthy, so unless the PCs succeed in spotting them in an opposed roll, this encounter is likely to start with at least one PC finding himself pinned under the claws of one of the deadly cats. Larls are fierce, but not suicidal. As soon as any one larl loses half or more of its health, both try to flee.

2: The remains of a burned caravan or a massacred party. Roll again, on a roll of 6, there is a pack of feral urchins hiding in the debris. If the PCs approach, the nasty little critters attack, fighting until at least one of the creatures is slain and then scattering into the grass. This location may have some mundane items left, but nothing of real monetary value.

3: A merchant caravan. The caravan is very well protected and doesn't need any more guards. However, if the PCs give a good impression (Difficulty 15 Charisma test) its master, Khivar, will offer to hire the PCs simply to break the monotony of his own dour company. While traveling with the caravan, encounters occur as normal except that a roll of 1 or 3 results in no encounter.

4: A family of farmers who got lost in the plains after their farm was raided by a band of particularly daring kaiila riders. They will tearfully beg the PCs to help them return to Turia, offering as payment their meager savings of 20 copper tarisks.

5: 1D kaiila riders of the Wagon People looking for sport. They will instantly charge at the PCs but will stop just before striking. This is done to test the mettle of their foes. If the PCs display skittishness and weakness, the riders will try to capture the PCs and take them back to camp to serve as slaves or sport. If the PCs show courage, the riders will "honor" them by challenging the PCs to a fight to the death. Roll 1D to determine the allegiance of the riders: 1: Kassars, 2: Kataii, 3: Tuchuk, 4: all of the above, 5-6: Paravaci.

6: A slave (Tribal Woman in Tales of Gor with +2D to Athletics) pursued by 1D3+1 sleep. The girl, a comely Kataii named Sheba, didn't intend to escape her master. She simply got lost in the dark, and before she had a chance to retrace her steps, the sleep were upon her. She can lead the PCs to any camp in the area provided they promise not to resell her to her old master. She can also provide a great deal of information about the customs and traditions of the Wagon People.

Her master, Marrus of the Paravaci (see below), is a psychopathic killer who will respond to her safe return by setting his sleep at the party before attacking with his three sons. There is nothing the PCs can do or say that will change this. Since he is hated by all and lives away from his clan, killing him is unlikely to affect the PCs' reputation in the plains.

FIRST CONTACT

While the PCs may get captured and enslaved by the Wagon People, there are better ways to enter a camp without sacrificing one's equipment and dignity. Since the majority of these methods are strictly individual, it's possible for some members of the party to enter the camp as honored guests, others as branded tradesmen, and still others as whipped slaves.

Acceptance Brand

Useful foreigners are allowed free passage through Wagon People territories, albeit with some severe restrictions. The acquisition of an Acceptance Brand is a very dangerous process; the Wagon People never enslave entertainers since they believe that an artist must be free. However, they are more than happy to sadistically murder entertainers they don't find sufficiently entertaining to keep alive.

A singer, dancer or soothsayer who wishes to gain the Acceptance Brand must succeed on a Difficulty 30 test with the below adjustments. In theory, merchants can be given the Acceptance Brand as well. However, ever since the Paravaci were reduced to a state of abject poverty, they are far more inclined to rob foreigners than to trade with them.

Entertainers who pass the test are given a small brand on their forearm. This gives them free passage to any camp of the Wagon People. However, the brand also inflicts a -2 pip penalty on all social tests as it carries the stigma of slavery and submission. Failure results in death by impalement for men and the lowest, most demeaning form of slavery for women, provided they make a sufficiently convincing display of their zeal to serve the Wagon People.

To determine which modifiers apply to the test, ask the players to describe their performance in detail and consult the below table.

Condition

Difficulty Modifier*

- At least one performer already has an Acceptance Brand. -10
- Performance includes a beautiful female dancer. -5
- Performance praises the courage of the wagon people. -5
- Performance is sophisticated or refined. +10
- Performance predicts success and glory for the audience in particular or the wagon people in general. -5
- Performance includes nudity or sensuality. -5
- Performance includes mock violence or actual bloodshed. -10
- Performance includes words or terms unfamiliar to the Wagon people. +5
- Performance is critical of the audience. +10
- Performance is critical of a people or a culture hated by the audience (in case of the Paravaci, it's just about anyone else). -5

- Performance is in a foreign language. +5
- A member of the party who is not participating in the performance has held grass and earth with a warrior from the Wagon People. -10
- Sheba is accompanying the PCs. -5

Holding Grass and Earth

Holding Grass and Earth is a ceremony in which a warrior sponsors a foreigner. The fates of the two warriors are intertwined forever – they share each other's wagons, glorious, honors, woes, and disgraces. If one should commit a grave transgression, both should suffer the consequences. Obviously, such a powerful bond is not formed easily. There are two likely ways to gain this high status:

Save a Warrior's Life: If the PCs save a warrior from his enemies or ferocious beasts and don't make a point of humiliating the warrior afterward, the warrior may offer to hold grass and earth with the PC perceived as the leader of the party. Since the majority of warriors are not terribly bright, clever PCs can attempt to stage a fake attack on a warrior only to save him at the last moment. Conversely, GMs who wish to hasten the pace of the adventure may add injured warriors for the PCs to save to encounters 1 and 2 in the random encounters table.

Honorable Duel: Wagon People are very fond of duels and are unlikely to refuse a challenge from any free Gorean as long as the challenge is presented in an honorable and respectful manner. Wagon People are as gracious in defeat as they are in victory, celebrating brave enemies with the same zeal they honor staunch allies.

Since dead people cannot hold grass and earth, the PC will be fighting at a severe

disadvantage; while the warrior will do his best to kill the PC, the PC will have to use nonlethal methods to defeat the warrior without killing him. Furthermore, the defeat must appear honorable and not hurt the ego of the warrior.

The winner must also be gracious in victory and not brag or boast too much, which would humiliate the defeated warrior and create ill will towards the victor.

Slavery

While a female is unlikely to be killed outright, a male must appear sufficiently skilled or pitiful (both Difficulty 15 tests) to be enslaved rather than killed. Paravaci slaves have no property or rights and are constantly given difficult and demeaning tasks. They are treated as less than animals even by the poorest freemen and are chained each night to the wagon of their master. Even the smallest infraction is punished by whipping or by being tied inside a dung sack.

What about Tamar?

Unless Tamar's owner holds grass and earth with a Paravaci warrior, she will be taken from her master even if he has an Acceptance Brand. Any attempts to resist this will lead to a severe beating. Should the PCs kill any warriors while resisting Tamar's confiscation, they will be impaled as a warning to other unruly strangers.

If on the other hand, Tamar's master has a sponsor in the camp, no one will dare to try taking her by force. However, her master will find it difficult to leave the wagon without some young warrior offering a wager for the girl. Refusal will have negative social impact but will not lead to outright hostility. Left out of sight, Tamar will almost instantly be snatched by a bold young warrior who will spirit her away to another camp.

Chapter 3:

The Paravaci

For a nation of bloodthirsty warriors and sadistic slavers, the daily life of the Paravaci is surprisingly pastoral and uneventful. Since the majority of chores are attended by slaves, the men spend their waking hours engaged in games of chance, athletic contests and bragging about exploits, real or imagined.

The women, when they are not performing chores or overseeing slaves, enjoy gossip and simple crafts such as pottery or sewing.

While the camp has no visible perimeters, it is known by all that any stranger entering or leaving the camp will be met with 1D guard sleepers about 50 meters away from the outermost wagon. Unless the stranger is accompanied by a warrior, the sleeper will attack.

During the day, hundreds of Paravaci and slaves move about the camp. At least one group of warriors will roam the wilderness around the camp in search of possible dangers. Others may be outside to hunt or simply stare blankly into the distance in search of meaning.

While slaves and women tend to mind their own business, warriors are likely to invite the PCs to participate in wagers (see below) or just share stories of adventures in faraway lands. Refusal is likely to result in hurt feelings that quickly translate to broken bones. A woman will never start a conversation with a male stranger, but may timidly approach a lone female stranger with questions about faraway lands and customs.

It's not that Paravaci women are not curious, it's just that they are not excited by the prospect of a beating from their fathers or husbands.

Nights are eerily quiet. Except for several watchers on wagon roofs, poorly behaved slaves forced to sleep outside and the odd insomniac, the camp is all but deserted.

THE WAGONS

Not surprisingly, the most basic unit of the Paravaci people is the Wagon.

Each wagon contains a master, usually an experienced warrior, his wives and children, their slaves, and several guard sleepers trained to detect intruders and hunt down runaway slaves. There will also be other warriors and their wives and families within these giant wagons.

Throughout the adventure, the PCs may wish to enter random wagons in search of the Silver Star. The Paravaci have a very strong sense of commonality and always come to assist neighbors in trouble. Since wagons are usually parked near one another, a call for help is guaranteed to be heard in at least two other wagons. Help will arrive within 1D rounds and continue to stream in until all intruders are slain.

Master

This is the head of the Wagon, the master of all and the servant of none.

Family

Polygamy was always accepted among the Paravaci, but since their catastrophic defeat at Turia some fifty years ago, it became the rule rather than the exception. Warriors are encouraged to have as many children as possible to repopulate the nation.

While women and children are not trained in warfare, they will fight to defend their wagon, regardless of how dire the odds seem.

- 1D-2 Women (see Tribal Woman in Tales of Gor)
- If the above number is not zero, continue rolling:
- 1D-2 Teenagers (see Tribal Warrior in Tales of Tor)
- 2D Children (noncombatants)

Guests/Cohabitors

Roll 1D. On a roll of 5 or 6, there's another warrior with the same stats as the master of the wagon staying as a guest.

On a roll of 6, the guest brought his family along with him. Guests consider themselves as members of the wagon and will fight to defend it.

1-6 lesser warriors will also be within the wagon, and their families should be rolled as above, but with an additional -1 to represent their lower status.

Slaves

Slaves are neither expected to nor interested in, defending the wagon from attackers. In case of an attack, they will attempt to find a safe spot and hide until the hostilities are over. Threatened with violence, slaves will not hesitate to reveal everything they know to the PCs.

- 1D-1 males
- 1D-2 females
- 1D-5 trained pleasure slaves

Animals

The Paravaci treat bosks with the uttermost respect. Any injury or disrespect shown to a bosk will be met with swift and brutal execution, regardless of the circumstances of the animal's injury

- 2D+2 bosk (at least four of these will be dedicated to pulling the wagon)
- 1D+1 sleen

Possessions

Once the richest of the Wagon Peoples, the Paravaci hit some hard times in recent years, making their wagons unworthy of plunder. Still, a greedy PC can always find something to steal even if this means stealing a few filthy rags after massacring and entire family along with their guard animals and pets...

- **Coins:** 1D-1 silver tarn disks, 6D copper tarsks.
- **Weapons:** Bola, quiva, lance, slave whip (at least one of each).
- **Armor:** Furs, medium shield (at least one of each)
- **Other:** Roll 1D. On a roll of 6, there is some powered sleeping mat, a greatsword, a gold tarn disk or a precious gem hidden somewhere in the wagon.

Wanna Bet?

The Wagon people adore wagers, and the Paravaci are no exception. Warriors are known to gamble all their possessions on a single bet and take defeat with a smile and a shrug. Throughout their sojourn with the Wagon People, the PCs are bound to be challenged at least once. Below are some of the most common bets and popular ways to sway odds in one's favor. While not exactly fair, these are not considered cheating and are used extensively, especially against strangers and inexperienced warriors.

Spitting Contest: This is a simple opposed Athletic test to see who can spit farther. Before the test, a contestant may attempt a Difficulty 15 Survival test to coordinate the spit with favorable winds. This grants +2 pips to the roll.

Bird Guessing: A random bird in the sky is chosen by the challenged party. Each contestant guesses what direction the bird will next take. Alternatively, the bet may be offered when there are no birds in the sky and apply to the first bird spotted by either of the contestants. The PC and the GM each call a number and continue rolling until the number is produced. A character familiar with the plains may attempt a Difficulty 20 Survival test. If they succeed, they may re-roll the die once each round.

Seed Counting: The challenged party chooses odd or even, and then a random plant (usually a tospit) is cracked open, and the seeds are counted. Whoever guessed correctly wins. Some plants always have an odd or even number of seeds, a fact that can be determined with a Difficulty 10 Survival test. Since nearly all Wagon People are aware of this information, this bet is commonly used to defraud newcomers of their property. Among the Wagon People themselves, this bet is reserved for children or older warriors wagering very small sums.

Lance Catching: A lance is placed point up between two or more warriors. The contestants then ride around it, ready to catch the lance when it falls. The winner is the one who catches the weapon first when it falls. This contest requires an impartial observer to declare the winner and make sure no one tries to catch the lance before it starts falling. Catching the lance is a Coordination test. Whoever rolls the highest score wins.

Greedy contestants may attempt to bribe the judge to ignore a premature catching. Such warriors enjoy a +1D but risk getting stabbed afterward, especially if they are strangers.

WHO'S WHO IN THE CAMP

Orsonio, Aging Hero

The man who owns the Silver Star is an obsessive gambler who would gladly wager the item against a lovely and exotic wench (such as Tamar or Sheba) but will not trade it for any reasonable price.

He's in it for the thrill of the bet, not for material gains. Although far from his prime, Orsonio is still an excellent fighter and is well-liked and respected by his family and peers. More information about the man and his wagon can be found below.

Marrus, Sadistic Psychopath

This man is so hateful and abrasive, and his treatment of his slaves is so inhumane that even his fellow Paravaci prefer to keep their distance from him. Nevertheless, the tortured screams of his slaves and family members still often reach the camp, sending a chill down everyone's spine.

While no one will condone his murder, should he die, no one will go out of their way to investigate it either? Marrus lives with two abused wives, three equally sadistic sons and two female slaves who have more scar tissue than skin at this point.

Jadoran, Insomniac Soothsayer

Jadoran is an old warrior who has gone far, far to the south and has seen some things that have granted him sight beyond sight but left his mind broken. He spends his nights stumbling about the camp, unable to sleep due to the screaming voices in his head.

As soon as encounters Tamar he will point at her and shout, 'my gods, she's full of bugs! Jadoran knows claims to know where the object of the PCs quest lies, but will only help the PCs if they come up with a way to help him sleep. Cryptic as always, his directions will be, 'The object of your quest lies with the one who knows the direction of the birds and the number of seeds. The one who spits far and catches quickly.'

Nili, Lovable Oaf

No one is quite sure where this child came from or even whether it's a boy or a girl. However, it's accepted that as long as Nili is in one piece, good fortune will come to the camp. Nili is considered a slave of no one in particular. Except for being asked to lend a hand with the odd task that requires small and delicate fingers, this friendly child is left to their own devices.

Nili is familiar with everyone in the camp and will be more than happy to share this information with anyone offering a kind word and a sweet morsel.

Fahar, Turian merchant

Fahar is not the sort of merchant who sits under a palm tree while lovely wenches massage his shoulders. He is the sort of merchant who splits the skulls of his enemies in search of exotic items for his shop of curiosities.

He arrived at the camp after holding earth and grass with a warrior named Golinus whom he defeated in single combat using a whip. While not actively searching for the Silver Star, should he get a whiff of it, he will not hesitate to snatch it from the PCs and attempt to flee back to Turia.

Amina, Hapless Slave

Amina is a timid and pathologically unlucky Turian girl who keeps messing up her chores, a transgression for which she is disciplined with increasingly harsher and more creative punishments. Her master, Orsonio, is a lenient man, but even he has his limits. Each time the PCs encounter her, she will be tied to a moving wagon, immobilized with her head stuck in a dung sack, or whipped by Orsonio.

She is aware of the silver star and can identify it if given a detailed description. She will implore the PCs to take her back home since life in the camp is becoming increasingly unbearable for her. Should the PCs take her with them, they will find bad luck a constant companion.

Lucianus, Wagonless

Warrior

This young man spent several years as a slave before escaping back to the Wagon People. While accepted in the camp, being without friends or family, he lives in a state of constant poverty.

He is constantly bugged about being unable to find a woman. Seeing many similarities between his situation and that of the PCs, he will offer an alliance for netting as many rewards as possible in raids or during the Wintering (see below). This will not prevent him, however, from trying to steal Sheba or Tamar should an opportune moment arise.

THIEVES IN THE NIGHT

Impatient PCs may consider stealing the Silver Star from Orsonio. During the night, his entire household is inside the wagon except for one or two slaves who were forced to sleep outside as a punishment for some minor infringement. During the day, there are usually 1D women and children and half as many slaves inside the wagon. The rest of the family is outside, working, hunting, and socializing. Orsonio has five loyal sleen protecting his wagon, but these will not attack unless ordered or if they see the PCs attacking members of Orsonio's household.

The Silver Star itself is hidden in a locked box (A) to which Orsonio alone has a key.

If any mature member of Orsonio's family becomes aware of outsiders inside the wagon, they will instantly sound an alarm and attack, fighting to the death to defend their family. Slaves will try to flee to alert Orsonio.

They are loyal, but not to the point of risking their lives. Children are suspicious and prone to shout for help but can be calmed down with a Difficulty 15 Charisma or Intimidation test.

Orsonio's full household includes Orsonio himself, five mature sons, two mature girls, three wives, one male slave, two female slaves, and six young children. His livestock includes four bosks, six kaiila, five sleen.

WINTER WAGER

More patient PCs can wait until the Wintering, a period of celebration in which it is customary to make grand wagers and prove one's mettle in challenging contests. Like most Paravaci, Orsonio is very fond of wagering and will gladly gamble the Silver Star against a similarly exotic artifact or a nubile young wench such as Sheba or Tamar.

It is traditional to start with kaiila racing and proceed with a lance and topsit contest in case of a draw. Such games tend to attract large crowds, and the PCs are likely to see many familiar faces in the background. Some can offer their help in the games (see below), but most will limit their involvement to cheering and booing.

Kaiila Racing

The object of this game is to catch and retrieve a slave girl chosen by one's opponent before she reaches a lance placed on the ground 1,000 feet away. The girl gets a 15 kaiila heartbeats head start, after which the contestant rides after her and uses a bola to capture her and a binding thong to restrain her. Whoever managed to complete this task in the shortest amount of time wins the contest.

Orsonio's pick is a lithe Kassar called Sakina. If the PCs have met and rescued Sheba, she will gladly help them in the contest. Otherwise, assuming they don't own any other slaves, they will have to use Tamar or any female PC willing to volunteer.

Lance and Topsit

A slave standing sideways holds a topsit in her mouth. The rider must hit the fruit with his lance without striking the girl. The object is to damage the fruit as little as possible while still hitting it. Harming the girl disqualifies the contestant.

CONCLUSION

As soon the PCs gain possession of the Silver Star, the secret implant in Tamar's body sends a signal to a nearby drone that arrives in 1D hours to retrieve the girl and the artifact. Since the Priest Kings would rather not show their technology to the humans of Gor, right before the drone arrives, Tamar will ask the PCs to give her the Silver Star and walk to some discreet location, from which she will disappear with a faint buzzing sound, never to be seen again.

Unless the PCs have severely dishonored themselves during their stay with the Wagon People, they will gain stout and powerful friends in the South. The Paravaci, like the rest of the Wagon People, do not easily forget the bonds of friendship and will always offer a warm wagon and a loyal blade to anyone they have held grass and earth with.



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BKM-2017

Characters

TAMAR, THE PRIEST KING SLAVE

Tamar is an Earth woman, enslaved by agents of the Priest Kings – though she thinks of herself as an ‘undercover agent.’ On Earth, she was about to go to University in Austin to study anthropology. Before that could happen, she fell in with an Earth-based Priest King cult and ended up ‘recruited’.

Tamar is curious, naïve and overly friendly. She is terrible at keeping secrets, especially if she’s had a little bit to drink. She is fearless, though this is the result of chronic ignorance rather than courage. She considers herself an adventurer out to explore other worlds and meet strange and exotic cultures. Unless severely mistreated, she will remain loyal to the party.

Agility: 3D

Coordination: 3D+1
Athletics: 3D+2
Evade: 3D+2
Fistfight: 3D+2
Riding: 3D+2

Arts: 2D

Music: 2D+1

Body: 3D+1

Fitness: 4D
Endurance: 3D+2
Run: 3D+2
Survival: 4D
Swimming: 3D+2

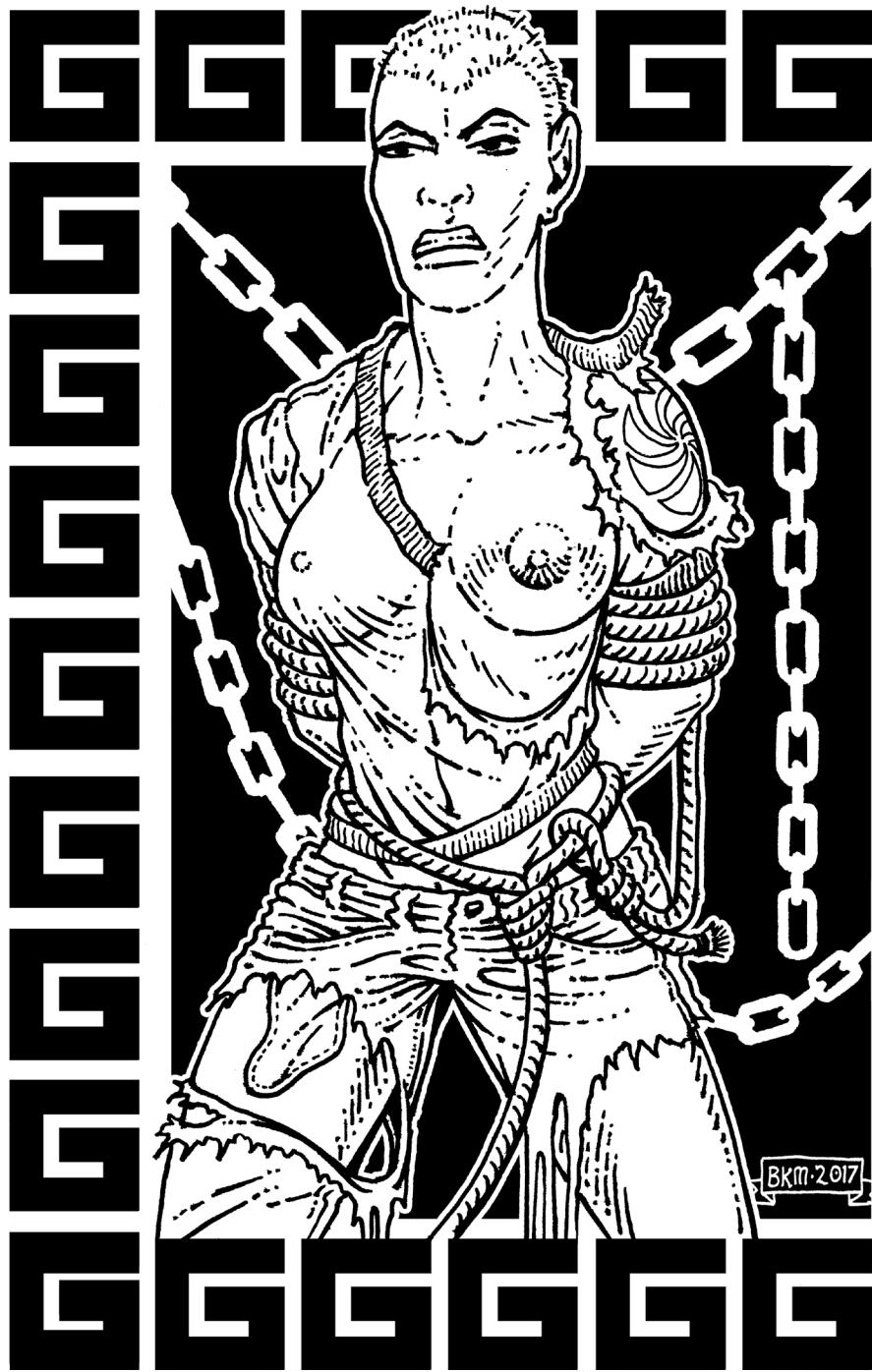
Dexterity: 2D+1

Charm: 3D+1
Confidence: 4D
Animal Handling: 4D
Bluff: 4D+1
Charisma: 4D
Speaking: 4D
Will: 4D

Reason: 5D
Philosophy: 5D+2
Culture: 5D+2
Healing: 5D+1
Scholar: 5D+2
Senses: 5D+2
Earth Skill: Anthropology: 7D

Health: 34/17

Power Damage Bonus: 2D
Accuracy Damage Bonus: 1D



PARAVACI WAGON MASTER

Wagon masters are veteran warriors and family men who lead their wagons and their attendant warriors and scouts both in and out of battle. These are men who have proved their mettle and haven't yet – necessarily – run to fat.

Agility: 3D

Athletics 3D+1
Blades 3D+1
Clubs 3D+1
Evade 3D+1
Fistfight 3D+1
Riding 3D+2
Spears 4D+2
Stealth 3D+1
Throwing 3D+1

Arts: 2D

Body: 3D+2
Fitness 4D
Endurance 4D
Run 4D
Survival 5D+1

Dexterity: 3D

Bow 3D+2
Draft Beast 5D+1
Rope Work 3D+1

Charm: 4D

Animal Handling 5D+1
Command 5D+1
Intimidation 4D+1
Slave Handling 4D+1
Will 5D+1

Reason: 3D

Healing 3D+1
Initiative 3D+2
Navigation 5D+1
Senses 3D+1

Health: 34/17

Power Damage Bonus: 2D
Accuracy Damage Bonus: 2D

Bosk Whip: +1 Animal Handling,
Damage 2D+2.
Horn Bow: 3D+2 damage.
Long Spear: 4D+2 damage.

ORSONIO

Although far from his prime, Orsonio is still an excellent fighter and is well-liked and respected by his family and peers. More information about the man and his wagon can be found below.

Agility: 3D

Athletics 3D+1

Blades 3D+1

Clubs 3D+1

Evade 3D+1

Fistfight 3D+1

Riding 3D+2

Spears 4D+2

Stealth 3D+1

Throwing 4D+1

Arts: 2D

Body: 3D+2

Fitness 4D

Endurance 4D

Run 3D+3

Survival 6D+1

Dexterity: 3D

Bow 4D

Draft Beast 5D

Rope Work 3D+2

Charm: 4D

Animal Handling 6D

Command 5D

Intimidation 5D

Slave Handling 5D

Will 6D

Reason: 3D

Healing 3D+1

Initiative 3D+2

Navigation 4D

Senses 3D+1

Health: 34/17

Power Damage Bonus: 2D

Accuracy Damage Bonus: 2D

Bosk Whip: +1 Animal Handling, Damage 2D+2.

Horn Bow: 3D+2 damage.

Long Spear: 4D+2 damage.

MARRUS

A sadistic psychopath of the Torturers, Marrus doesn't just see it as his calling, but his very essence. Marrus is a sadistic psychopath even when he isn't actively torturing anyone for the sake of the tribe. His wives and slaves feel his wrath and are material for him to practice on.

Agility: 3D

Blades 5D+2
Clubs 3D+2
Escapology 3D+2
Evade 4D+2
Fistfight 4D+2

Arts: 4D

Craft (torture) 8D

Body: 3D

Fitness 3D+2
Endurance 4D+2

Dexterity: 3D

Rope Work 5D+2

Charm: 3D
Bluff 3D+2
Charisma 3D+1
Convince 3D+1
Intimidation 6D
Will 3D+1

Reason: 2D

Healing 2D+2
Initiative 3D+2

Health: 31/16

Power Damage Bonus: 2D
Accuracy Damage Bonus: 2D

Bosk Whip: +1 Animal Handling,
Damage 2D+2.

Dagger: 3D damage.

JADORAN THE SOOTHSAYER

Jadoran is an old warrior who has gone far, far to the south and has seen some things that have granted him sight beyond sight but left his mind broken. He spends his nights stumbling about the camp, unable to sleep due to the screaming voices in his head.

Agility: 3D

Blades 3D+1

Fistfight 4D

Arts: 2D

Body: 2D

Dexterity: 3D

Sleight of Hand 4D

Charm: 5D
Confidence 6D
Bluff 6D
Charisma 6D
Convince 6D
Intimidation 6D
Speaking 5D+2
Will 7D+1

Reason: 3D

Philosophy 3D+1

Culture 3D+2

Senses 6D

Trading 3D+2

Health: 31/16

Power Damage Bonus: 1D

Accuracy Damage Bonus: 2D

NILI THE OAF

No one is quite sure where this child came from or even whether it's a boy or a girl. However, it's accepted that as long as Nili is in one piece, good fortune will come to the camp. Nili is considered a slave of no one in particular. Except for being asked to lend a hand with the odd task that requires small and delicate fingers, this friendly child is left to their own devices.

Agility: 3D

Athletics 4D
Evade 5D
Fistfight 4D
Stealth 5D

Arts: 1D

Body: 2D

Run 3D
Survival 3D

Dexterity: 4D

Burglary 5D
Sleight of hand 6D

Charm: 3D

Bluff 4D

Reason: 1D

Initiative 3D
Senses 3D

Health: 27/14

Power Damage Bonus: 1D

Accuracy Damage Bonus: 2D

FAHAR THE MERCHANT

Fahar is not the sort of merchant who sits under a palm tree while lovely wenches massage his shoulders. He is the sort of merchant who splits the skulls of his enemies in search of exotic items for his shop of curiosities.

Agility 3D

Fistfight 3D+2
Riding 3D+1
Blades 3D+2
Clubs 4D
Evade 3D+1

Dexterity 3D

Draft Beast 3D+2
Rope Work 3D+1
Sleight of Hand 3D+1

Body 3D

Fitness 4D
Survival 3D+2

Reason 3D

Philosophy 3D+1
Culture 3D+1
Kaissa 3D+1
Navigation 3D+1
Scholar 3D+1
Trading 6D

Arts 3D

Aesthetics 3D+1

Charm 3D

Confidence 3D+1
Animal Handling 3D+1
Bluff 3D+1
Charisma 3D+1
Convince 3D+2
Intimidation 3D+2
Slave Handling 3D+1
Speaking 3D+1
Will 3D+2

Health: 34/17

Power Damage Bonus: 2D

Accuracy Damage Bonus: 2D

Mace: 3D+2 damage.

Furs & Pot Helmet: 1D Armour.

AMINA, THE SLAVE

Amina is a timid and pathologically unlucky Turian girl who keeps messing up her chores, a transgression for which she is disciplined with increasingly harsher and more creative punishments.

Agility 2D

Athletics 2D+2

Evade 2D+2

Fistfight 2D+2

Pleasure 2D+2

Stealth 2D+2

Arts 3D

Craft (hide making) 4D

Craft (seamstress) 4D

Craft (cooking) 4D

Singing 6D+1

Body 2D

Fitness 2D+2

Endurance 2D+2

Run 2D+2

Survival 2D+2

Dexterity 2D

Charm 5D

Charisma 5D+2

Convince 5D+2

Reason 4D

Healing 4D+2

Senses 4D+2

Health: 27/14

Power Damage Bonus: 1D

Accuracy Damage Bonus: 1D

LUCIANUS THE WARRIOR

This young man spent several years as a slave before escaping back to the Wagon People. While accepted in the camp, being without friends or family, he lives in a state of constant poverty. He is constantly bugged about being unable to find a woman.

Agility 4D

Athletics 4D+2
Blades 4D+1
Clubs 4D+1
Evade 4D+2
Fistfight 6D
Riding 4D+2
Spears 5D
Stealth 4D+1
Throwing 4D+1

Dexterity 4D

Bow 4D+2
Draft Beast 4D+1
Rope Work 4D+1

Body 4D+2

Fitness 5D+1
Endurance 5D+1
Run 5D+1
Survival 5D+1

Reason 3D
Healing 3D+1
Initiative 4D
Navigation 3D+1
Philosophy O
Senses 3D+2

Arts 1D

Charm 2D

Animal Handling 2D+2
Command 2D+1
Intimidation 2D+1
Slave Handling 2D+1
Will 2D+1

Health: 39/20

Power Damage Bonus: 3D

Accuracy Damage Bonus: 2D

Long Spear: 5D+2

Sleen Knife: 4D+1/5D+1

Horn Bow: 3D+2

Small Shield, Furs, Helmet: 3D Armour

New Rules RACING AND PURSUIT

Whether speeding on foot through the tangled alleys of Port Kar, sailing in pursuit of a merchant vessel, riding on the hunt for scattering slaves or weaving through poles on your racing tarn, there are many opportunities for pursuit on Gor. You need to know how you can maneuver, escape your pursuers or catch those fleeing from you.

There are many different circumstances in which characters can end up involved in a pursuit, but the rules remain basically the same.

Races take place over a set distance, determined by the total number needing to be rolled to complete the race. This sets a 'finish line' and if two parties cross that line at the same time, the one with the highest roll is the winner in that moment. Some races have obstacles, and a racer will need to split their dice pool to negotiate those obstacles – such as the rings that are found in tarn races (difficulty 15). Such obstacles may be put at various numerical 'break points' in a race, requiring a racer to keep some dice back from pure speed and introducing a tactical, balancing element.

- A short race requires a total roll of 50.
- A medium race requires a total roll of 100.
- A long race requires a total roll of 200.
- A marathon requires a total roll of 500.

Example:

A guard needs to run a short distance to get to the alarm bell. The Games Master determines this to be the equivalent of a 'short race.' He has a Run skill of 5D+2. He rolls 21 on the first turn, 23 on the second – for a total of 44. On the third turn, rolling 26, he reaches the bell and begins to ring.

THE CHASE

Chases and pursuits are not dissimilar to races. If creatures or participants of different types are present in the same chase, then they get bonuses. This is not merely a matter of distance, but of ducking, diving, using cover and otherwise trying to throw off a pursuer.

- On foot: +0
- Ground Mount: +1D
- Aerial Mount: +2D

While engaged in the chase, the distance between the pursuers is kept – roughly measured – by the difference between their current, total rolls. At the end of each turn – after everyone has rolled – the pursued may have managed to get away from the pursuer.

When mounts are used, a basic roll must be made to steer the mount, but it is the mount's skill and speed that determines the distance. A rider can split their pool between controlling their mount and using a lance or crossbow. Other conditions can make a mount harder to steer and, in general, a pursuer has advantage in fights, gaining a +5 bonus to attacks coming from behind.

A person being pursued – typically at the head of any chase – can also choose to perform ‘stunts’ using any of their skills that are appropriate to the situation, to make things harder for their pursuers. A character who is better at acrobatics than at running could seek to shake off pursuit by scrambling over a gate or up onto a ledge, requiring their pursuers to make the same roll to stay following.

- **Within:** 5 – Neck and Neck – Close combat attacks can be made.
- **Within:** 10 – Close Range – Ranged attacks can be made.
- **Within:** 15 – Long Range – Ranged attacks can be made at -5.
- **Within:** 20 – Pulling away – Ranged attacks can be made at -10.
- **Within:** 25 – Far Distant – Ranged attacks can be made at -15.
- **Within:** 30 – Just in sight – Ranged attacks can be made at -20.
- **Over 20:** - Escaped

Kaiila Racing

In a typical kaiila race of the wagon people, a lance is driven into the ground at some distance, and a slave is made to run for the pole. After a short time, a rider goes into pursuit on kaiila back and has to catch up to, capture and restrain the slave girl – who is duty bound to resist to the best of her capacity.

The distance is 100, and the girl gets a turn to sprint before pursuit begins. Before the girl reaches the pole, the rider must catch up to her, take her down (with bolas or by grabbing her) and then bind her, all while she struggles. In a competition between multiple riders the one who accomplishes this in the least number of rolls is the winner. On a tie, roll Initiative to determine who wins out of the pair.

Lance and Tospit

Lance and Tospit is another competition popular with the wagon people. The aim of the game is to lance a fruit (a tospit) from the mouth of a slave girl as accurately as possible without harming her or having her shy away from the point of the lance.

The game relies on good riding skills, accuracy with a lance (spear) and the trust – or fear – of the slave girl.

Riding the kaiila in the right pattern has a difficulty of 10, and the riding dice must be split with the attack. Striking the tospit has a difficulty of 20 with a failure striking the slave as though being a mounted attack (if within 5 of the difficulty) and missing altogether if failing by more than that.

The slave must be convinced to hold still, despite being charged with a spear, whatever skill is used is rolled against a difficulty of 15 to persuade the slave to hold still, if she is especially fearful or in love with the man riding this roll is made with a +5 bonus. Beating this target, and every five points over the target provides the slave with a +1 pip bonus to her Will roll to hold still.

The slave must then make a Will roll against a difficulty of 25 to hold still, with failure increasing the difficulty of the attack roll by 5.

Postmortem Studios brings the Counter-Earth to life in the World of Gor roleplaying game.

In this adventure, *The Turian Gambit*, the adventurers find themselves immersed - or imprisoned - in the brutal life of the Wagon People on the Plains of Turia.

Long ago this hostile land was used to hide something precious and again, it seems, it may hide secrets and treasure that are beyond the imaginings of a Gorean man's knowledge.

This booklet also contains rules and suggestions for chases, races and pursuits.

Ta Sardar Gor!

