

The Children of Nwanga Zhaal

An adaption of an adaption.....

The World of Xoth is copyright (C) 2008-2015, Morten Braten and Xoth.Net Publishing. It is used in this work with permission.

Adventure Overview

The characters have departed the port of Ghazor in a Merchant Ship, 'The Golden Prize', bound for the unknown jungle lands that lie beyond the Hills of the Dead and the dismal swamplands of the Cannibal Coast.

The owner of the vessel, Natam Daar, has determined to explore these uncharted jungle coasts and believes that there are riches there to be exploited by a man with a good ship and a fearless crew.

The ship is wrecked in a fierce storm and there are few survivors, most of whom are slain in a subsequent attack by fierce tribesmen clad in leopard skins and wielding wickedly curved daggers.

The characters find their way to a Zadjite Slaver Fortress. The local tribes folk are in revolt, having been stirred up by the cultists of the Leopard God and the characters find themselves under seige. To make matters worse, something terrible stalks the darkened halls of the citadel.

The Cast

Bultungin - Azimban warrior. He is a Moon Cursed Were Hyena.

Marash Anshar - Zadjite Slaver Captain. Military Commander of Fort Zariba.

Olufemi - Yemoja Elder. Chieftain of the local village.

Hamzan Bashar - Factotum for the Emir Bakaar of Zadj. Lord of Fort Zariba.

Zulika Zadeh - Flirtatious and ambitious daughter of Hamzah Bashar.

Timeline for 'The Children of Nwanga Zhaal'

Five years earlier

A fleet of Zadjite Slavers sails down the Cannibal Coast at the behest of the Emir Bakaar. They come ashore in the lands of the Yemoja and defeat the tribesmen in a pitched battle upon the sands. A citadel is erected and named Fort Zariba. The Captains draw lots for who is to remain to govern the stronghold and it falls to Marash Anshar. Fifty men, also drawn by lots, are selected to remain as the garrison. The rest return home with the provision that a ship will bring supplies and replacement warriors every six months.

Two years earlier

Hamzan Bashar and his daughter, Zulika Zadeh arrive on the latest supply ship. He is to be the Emir's Factotum at Fort Zariba. The Ajamu, a warlike tribe of the interior make a profitable alliance with the Zadjites. This agreement involves the exchange of slaves for weapons of Zadjite steel.

16 months earlier

King Mkazwe of Azimba sends two regiments of Spearmen(800 men), under the command of General N'Dengwe, to deal with a horde of Ikunas who are ravaging the eastern borders of his Kingdom. N'Dengwe splits his forces in an attempt to trap the Ikunas in a pincer attack, but one regiment is delayed. The Ikunas are finally defeated and driven off, but only after the almost complete destruction of the first of his two regiments.

A young spearman named Bultungin is one of the score or so of unlucky survivors of the first regiment who are dragged back to the villages of the Ikunas as offerings to placate their Dark Gods.

15 Months earlier

Bultungin is dragged into a JuJu Hut where a hideous curse is placed upon him by a Witchman of the Ikunas. Under the light of the first full moon he is transformed into a hideous hybrid of beast and man and loosed upon several of his fellow captives. The same events occur the following night and Bultungin is wracked with guilt when he awakens each time, blood soaked, from the slaughter.

He fights with his captors and during his escape, he discovers that he cannot be harmed by their weapons. He flees south, away from both the Ikunas and from his own land, into the great and dismal southern swamps. Even the predatory and ever hungry crocodiles learn to avoid him and Bultungin concludes that he cannot be harmed by the teeth or claws of predators. The bronze and bone bladed swords and spears of the cannibals, likewise, do not penetrate his flesh.

3 months earlier

Bultungin has been lurking in the swamps for just over a year as he strives to avoid human contact until he can come to terms with his curse. Eventually he exits the southern edge of the swamps and finds himself the prospective victim of a gang of Leopard Cultists on the coast of the uncharted lands that lie beyond.

The shaman priests of the Leopard Cult are stirring up the local Yemoja tribesmen against the foreigners. Several Zadjites have recently been murdered by leopard cultists as the Amotekuni try to show their brethren that their rulers are not unassailable, even in their mighty fortress.

The Leopard cultists cannot harm Bultungin and after several attempts they develop a supernatural dread of the man they say is unkillable.

The last attempt to kill him is witnessed by Marash Anshar, the Captain of the Guards at a nearby Zadjite slave fortress. Impressed by his prowess, the Zadjite invites the Azimban to return with him to Fort Zariba. Desperate for human company after his miserable existence in the swamp, he agrees.

2 Months earlier

Natam Daar begins assembling a crew for his ship, 'the Golden Prize', in the Susrahnite port of Ghazor.

Ghastly and brutal murders are committed by some manner of animal upon the Yemoja fisherfolk who live in the vicinity of Zariba. Over the course of the three nights of the full moon, a dozen of their villagers are slain. Hamzan Bashar insists that it is the work of the Amotekuni, but the Yamoja suspect something else.

1 Month earlier

The Golden Prize sails out of the Port City of Ghazor, bound for the uncharted jungle lands of the southern coast.

At Fort Zariba, the brutal murders continue following a second cycle of the Full Moon. The Zadjites appear blind to the nature of the killings and continue to place the blame on the Leopard Cultists. The Yemoja are now convinced that something terrible dwells within the halls of Fort Zariba.

The previous day

Fearing an uprising amongst the Yemoja, Hamzan Bashar determines to hunt down the Amotekuni. He orders Bultungin out into the surrounding jungles to find their lair and return to fetch his soldiers. Once located, he will send Marash Anshar and his soldiers to kill these damnable beast worshippers and put paid to their murderous schemes, once and for all.

A storm is raging over the southern ocean as Bultungin leaves. He knows already where he will find the sacred grove where the Leopard cult gather, but he does not want to arouse any suspicion against himself. He makes for the northern promontory, a spit of land that protects Zariba from the worst of the squalls that blow up upon these southern seas. Atop the promontory, he notices the struggles of the Golden Prize and decides to go down to the beach to see if anything of any worth is washed ashore. A pack of Leopard Cultists are also watching from the jungle, a little further up the coast.

'Proposed' Adventure Synopsis

Day 1

Following 'many' days of sailing the characters have found themselves caught in a tempest and blown onto the rocks of a promontory. The ship's hull is breached and only Natam Daar, three sailors and the characters remain alive. The drowned corpses of around a dozen more sailors are scattered about or washed up further along the beach.

The remains of the ship are run aground upon some rocks, about thirty yards out into the sea. The tide is out and the water is never more than waist deep. A stream flows from the jungle, out into the sea. Investigations will discover the spoor of several saltwater crocodiles and drag marks toward the stream.

- It is up to the GM to decide whether his/her characters have any weapons and armour, or whether they need to reach the wreck of the ship to equip themselves. The actual intervention of the Crocodiles or a scavenging Shark is, once again, entirely for the GM to decide.

Having set off upstream in search of drinking water, they are set upon by Leopard Cultists. Natam Daar and the surviving sailors are no match for these ferocious savages and they are slaughtered to a man. The characters are saved from, near certain, death by the intervention of a large Azimban warrior who appears to frighten off the cultists merely by his presence rather than his excellent swordsmanship. The fellow introduces himself as Bultungin.

(It is, of course, possible that the actions of the characters will see them escape the Leopard Cult ambush. In this event, have the Cultists stalk and harrass them mercilessly until they are discovered by Bultungin, when the attacks miraculously stop.)

He leads the characters to the other side of the promontory, where they discover a stone citadel surrounded by a palisade that dominates the bay beyond. The keep is the stronghold of a Zadjite Lord named Hamzan Bashar. He lives here with his daughter, Zulika, who is of marriageable age and chafes at the prospect of her continued sojourn at the isolated fortress.

Hamzan Bashar greets the characters in the great hall, where the Zadjites dwell in barbaric splendour while their slaves live in abject poverty under threat of the lash. The characters are the first foreign visitors ever to come to Zariba and Hamzan Bashar is overly hospitable, keen to both impress the characters with his wealth and establish what exactly has brought them here. Zulika Zadeh flirts outrageously with an appropriate male character as Marash Anshar looks on, seething in jealousy.

Both Hamzan Bashar and Marash Anshar intend to have the characters murdered. Marash would like to do this immediately but Hamzan thinks they may be useful in the conflict against the Leopard cult.

Bultungin suggests that if the Leopard cult seeks vengeance for today's setback, they might actually enter Zariba and suggests that everyone continues to lock their doors that night.

There are armed Zadjite guards (three per player character) in the great hall at any time along with Hamzan Bashar, his daughter and Marash Anshar.

That night.

The first night of the latest cycle of the Full Moon sees Bultungin stalks the halls of Zariba in his beast form.

He tries the door to Zulika Zadeh's room and finding it locked, he prowls through the halls, murdering a guard before exiting the fortress and murdering three more villagers. A character who makes a successful Perception roll will awaken to hear an animal cry that sounds like maniac laughter

Day 2

The following day, the characters awaken to the sound of a crowd of Yemoja villagers, gathered at the gates of the fortress.

They have come to protest that the Zadjites are sheltering an Orisha Ikoka and allowing it to prey upon their people. Hamzan Bashar invites Olufemi, their chieftain into the castle and shows him the corpse of the dead guardsman. He continues to insist that the murders are the work of the Amotekuni. Olufemi disagrees and there are raised words between them before Marash fells the old chief with a blow from his fist and instructs several guards to beat him and then manacle him to a pillar in the great hall to be scourged.

There are three Zadjites guards per character to prevent their interference in these events. Hamzan orders Marash to disperse 'the scum' gathered at his gate and characters may notice an expression of cruel and malicious delight upon the Captain's face as he excuses himself and rouses the guards.

Hamzan and Zulika Zadeh invite the characters to join them for breakfast while the beating of Olufemi occurs before their very eyes. Bultunga's face is unreadable. Zulika Zadeh simply ignores the violent assault on the Yemoja chief and tells of how someone tried the handle of her door the previous night and of how she heard heavy panting at the door. She addresses the character with whom she has been flirting and says that whoever it was had gone before she reached the door to unlock it. She informs the gathered company, salaciously, that tonight she will leave it unlocked to see who comes calling upon her in the middle of the night.

Bultungin says nothing, but as the characters depart the great hall, he advises them quietly that the assault and imprisonment of Olufemi will lead to trouble. He begs that they keep their doors locked that night.

About an hour later, they are called back into the presence of Hamzan Bashar and invited to company his men in an attack on the Leopard Cult Shrine.

The group to take part will be led by Marash Anshar. Bultungin will act as the guide and there will be two dozen others, not including the characters.

The attack on the shrine is a disaster. The Amotekuni are not in the shrine and launch an ambush on the column as it trudges back through the jungle to get to the coast. Only Marash Anshar, Bultungin and any surviving characters make it back to the citadel in the early evening.

With half of their men dead, Hamzan and Marash make plans to defend the citadel. They do not believe that the Yemoja are capable of storming Fort Zariba, but they will eventually starve the defenders into submission if they are allowed to gather in numbers from up and down the coast. Their conclusion is that there are enough supplies to sustain the reduced garrison until the supply ship arrives.

That night.

Bultungin transforms again and stalks the darkened halls and passageways of the citadel. He gains entrance to Zulika Zadeh's room. Her Taikangian handmaiden interposes herself between the beast and her mistress, to be torn limb from limb for her trouble. Zulika Zadeh screams and swoons. Hopefully, at least one of the characters will decide to intervene. It is at this point that the murderer is revealed as a Werehyena. Upon being damaged by a character's Iron weapon (the Zadjites use Steel, The Yemoja use bone, copper and flint), the creature leaps up to a high window and disappears out into the night. Hamzad, Marash and several of the remaining guards will appear on the scene and the characters will have a lot of explaining to do before retiring for the night once more. Hideous maniacal laughter can be heard echoing through the night.

Day 3

Dawn breaks and the rising sun reveals several hundred Yemoja tribesmen surrounding the citadel. Several dozen Amotekuni Cultists are amongst them, stirring them up and inflaming passions.

In the mid afternoon, Bultungin comes to a character's room, sporting a bloody bandage. The character who wounded the Werehyena must surely realise at this point that Bultungin is the murderer and the monster into the bargain.

He tells the characters his story and asks that they restrain him until he can find a way to end his curse. He suggests that they take him and manacle him in the dungeons beneath the citadel. (The manacles are made of bronze). He also suggests that they should free the Yemoja chief to use to bargain for their lives.

Marash Anshar, brutal and vindictive, has decided that no matter the outcome of the siege, the old chieftain is going to die. The characters arrive just as he is in the process of telling Olufemi of what fate has in store for him. Hamzan Bashar and his daughter look on with bloodlust in their eyes. (Olufemi will, if saved, be amenable to letting the characters go. If he dies, the characters will have to fight their way out of trouble through the Yemoja horde.)

There is a single Zadjite guard for each character at the start of the scene, plus Hamzan, Marash and Zulika Zadeh. After two rounds of combat, a further three guards enter the fight and a further two a round later.

As soon as it appears that the characters are being too hard pressed, the doors of the hall open and Amotekuni Cultists swarm into the hall. They have scaled the walls and overcome the depleted guards. Zulika Zadeh flees the great chamber to hide. A three way fight ensues and will continue for as long as the GM decides is dramatically necessary.

Bultunga has most likely been forgotten amidst all the mayhem, until he leaps into the middle of the fray, fully transformed into his Werehyena form. The Amotekuni recoil in terror and the surviving Zadjites are frozen in horror by what they are witnessing.

The beast leaps upon Hamzan and rends him limb from limb before throwing back it's great shaggy head and howling it's manic cackling laughter.

The Amotekuni scatter back into the night and the surviving Zadjites retreat further into the fortress. The characters and the old chief of the Yemoja are left to face the Bultungin creature. "Orisha Ikoka" he cries out in superstitious dread.

(Orisha Ikoka is the Yemoja name for the Hyena God, who is the son of Nwanga Zhaal.)

The Aftermath

Assuming the characters are still alive and that Bultungin is dead and freed from his curse, there are still several problems confronting the characters.

If Marash Anshar has not been slain, the surviving Zadjites and he are still in the citadel. It may be necessary to make peace with them, especially if Olunfemi is slain.

If Olunfemi yet lives, he will intervene to save the PCs from the Amotekuni who want to sacrifice them at their Fane, deep in the jungle.

If Marash has been killed already (by a PC), the remaining Zadjites are rousted from their hiding places by the Amotekuni and Yemoja. No amount of appealing will save their lives.

They are destined to be sacrificed upon the altar of Amotekun. This leaves the characters with a slight predicament. Zulika Zadeh is among the survivors and can the characters bring themselves to leave her, a civilised woman, to the tender mercies of the savages.

Given the opportunity she will tell them that she is a civilised woman with wealthy relatives who would pay a hefty ransom/reward for safe return.

This is a lie, but she will expect to have worked her womanly wiles upon a suitable character by the time they discover that there are no wealthy relatives or reward forthcoming.

The characters are allowed to leave, but Olunfemi has witnessed the power of Iron weapons against the Orisha Ikoka and will insist that they must leave them with the Yemoja. They are welcome to take whatever they want from among the 'inferior' steel weapons of the Zadjites. All that stands between them and the questionable safety of Zadj is a trek across night on six hundred miles of swamp, cannibal villages and demon haunted hill country.

Fort Zariba

Five years before the Prize of Gold set sail from Ghazor, a fleet of Zadjite slavers put ashore in a sandy bay on the uncharted coast lying south of Ikunaland and the Great Swamp. They fought and defeated the local Yemoja tribesmen in a pitched battle and enslaved nigh on a thousand of the survivors.

One thing that is irrefutable about the Zadjites is that they can force a great deal of work out of their slaves before they expire. A stronghold, named Fort Zariba, was built upon a rocky promontory, pointing out into the sea. It was built in half the time that it would normally take and hundreds of Yemoja slaves died during it's construction, literally worked to death, their blood and ground bones added into the mortar that held together the mud and straw bricks of the construction.

A wooden palisade with three watchtowers was erected to protect the approaches to the citadel and an earthen rampart was raised to provide a fighting platform behind it.

The palisade walls are twelve feet high and the fighting platforms of the towers are some twenty feet above the ground. The earthen rampart is seven feet tall and is wide enough for two men to walk abreast of each other.

Ten soldiers are on guard duty at any given time. A man is positioned in each tower, two more are on the gate and the remaining five walk the ramparts, under cover of the palisade.

Within the palisade are the stockades, wherein any potential slaves are kept. Male and female captives are kept seperately and the stockade for male captives is presently empty, the slave ships having departed for Iraab about two months earlier. Both stockades are big enough to contain up to forty captives in cramped and miserable conditions. There are presently about a dozen females still being held. These are the women who were not considered to be physically strong enough, or attractive enough, to be sold on the slave blocks of Iraab. Their miserable future is to be the playthings of the garrison, until such times as they are considered to have been worn out. At that time, their fate will be the same as that of the male captives who do not make the cut for transportation into slavery. They will be taken into the jungle, their throats cut and their bodies left for scavengers by the cruel and callous Slavers of Zadj.

The citadel, itself, is built of mud bricks and whitewashed against the heat of the sun. An artificially raised platform of packed earth and rocks was constructed to provide a level surface to build it on. This platform is approximately 15 feet high at the front of the citadel reducing to just under two feet at the rear.

The roof of the citadel is flat and is surrounded by mud brick crenellations. It is accessible by a flight of steps in the upper floor hallway. A small stone watchtower stands on the roof with a cast iron brazier atop it. The small room in the watchtower contains dry wood and oil. The beacon is to be lit if there is any danger to approaching ships.

Three bowmen stand watch upon the roof of the citadel. The first is atop the watchtower, observing the seaward approaches for signs of ships. The other two watch the jungle.

Locations 1,2 & 3

Two of the three doors into the citadel are approached by wooden staircases, the upper sections of which can be 'partially' dismantled by retreating defenders to uncover a 10 ft deep pit and prevent access to the iron banded doors. The lower sections of these staircases can then be doused with oil and burned from windows on the upper floor, or from the rooftop parapet. Each door has a single guard on duty at all times.

The postern door is the weakest point, as the wooden steps there only rise to a height of five feet. This heavily reinforced door is always locked and the passage beyond it leads intruders into the guardrooms. A single warrior stands watch behind this door, observing anyone who approaches through a spy hole.

Location 4

The passageways of the ground floor are ten feet wide and ten feet high. Little natural light penetrates this area save for that which streams in through the open doors at locations 1 & 2. The deeper recesses of the citadel are gloomy, lit by brass lanterns that hang upon brass hooks. At the far end of the passage, a shadowy staircase leads to the upper level of the citadel.

Location 5

This is the kitchen and storeroom for the citadel. A pair of large stone fireplaces and an oven dominate one wall, used for cooking food for the garrison. During the daylight hours, several slaves can be found, hard at work, in here and supervised by a rather bored looking warrior who also guards the entrance to the store cellar and prison cells. A small flight of steps leads beneath the artificial mound that the citadel sits upon to several small chambers that function as storerooms and dungeon cells.

Location 6

This is the great hall of the citadel, where Hamzan Bashar meets with the Chiefs of the Ajamu. It also acts as a feasting hall and a number of long tables and benches are hidden behind an ornate drape that hangs from a balcony at the far end of the hall. A pair of varnished wooden staircases lead to the upper floor, fifteen feet above.

The floor is strewn with carpets woven in the intricate patterns of Jairan and wall hangings of Taikangian silks, all faded and threadbare with age. This room extends upward to roof of the citadel and thirty feet above, hardwood crossbeams and bracers can be seen. As with the hallways, brass lanterns hang from brass hooks upon the wall. Unlike them, the interior of this room is brighter and airier. Windows, barred with bronze latticework and twenty above the floor, allow natural light in from the outside.

The hall also contains a slightly raised platform with three long couches. Marash Anshar, Hamzan Bashar and his daughter lounge on these when receiving guests.

Location 7

This dark and dingy room is the domicile for the household slaves that Hamzan Bashar and Zulika Zadeh brought with them from Iraab. There are a score of slaves from a half dozen different nations held within. The cots of the male and female slaves are separated by a single drape that hangs from the ceiling, dividing the room in two. Relationships between these slaves are forbidden by Hamzan Bashar and are punishable by castration for the man and death by drowning for the woman. Despite this, these slaves are well treated when compared to those dragged to Fort Zariba by the Ajamu.

Locations 8 & 9

These two rooms are the barracks for forty of the warriors who make up the garrison of Fort Zariba. Each room houses twenty men with their own cot and sea chest. There are racks for swords, bows and armour as well as baskets of arrows. The sea chests contain the warriors' personal belongings, but it should be noted that the slavers of Zadj are not given to sentiment and the chests are mostly empty save for spare clothing and weapons. The rooms are dark but light does get in through the arrow slits that pierce the outer wall. Otherwise, the rooms are lit by the same brass lanterns that are found elsewhere within the citadel.

There are usually ten, off duty, soldiers in each of these rooms at any given time. They are most likely unarmoured and gambling unless an alarm is raised.

Location 10

The upper floor hallways and landing. Like the lower floor, these are dimly lit by brass lanterns and shadow haunted. Arrow slits are located above each doorway into the citadel and a murder hole enables defenders to safely target those who would attack the doors. A single warrior stands watch at the top of the main staircase and a further man stands guard over each murderhole.

The upstairs floors are wooden planks, strewn with mats and rugs.

Location 11

This is a wooden balcony, accessible from the great hall by means of a wooden stair. The balcony is 15 feet above ground level and there are always a pair of archers stationed here, if Hamzan Bashar is present.

Location 12

This is the barracks for a further ten men of the garrison. Like their fellows in the barracks below, they are usually to be found unarmoured and gambling or carousing. Each man in this dormitory also has a cot and a sea chest for personal belongings. There are four arrow slits in the walls that provide some light.

Location 13a-d

These are small rooms, each of which contains a pair of unused cots and empty sea chests. Although envisaged as extra sleeping accommodation, they presently function as additional store rooms and places where the Zadjites can have privacy to take their pleasure of the female slaves in the stockade. The Household slaves belonging to Hamzan Bashar may not be interfered with by the soldiers and attempt to do so is an offence, punishable by death.

When the characters arrive these rooms will be cleared out for their use, much to the annoyance of the guards.

Location 14

This is the room of Marash Anshar. Several arrow slits in the walls allow some light to enter. It is little different to the rooms of the warriors of the garrison, except that the Captain has a lot more room and a much more comfortable bed.

Location 15

This is the bedchamber of Zulika Zadeh. It is hung with silken drapes and faded rugs are scattered about the floor. A large and comfortable four poster bed dominates the room. Wooden frames with painted canvas stretched upon them hide boxes of clothing and jewelry. Most of the jewelry is of the costume variety, gaudy and impressive, but virtually worthless.

The room also contains a smaller bed wherein sleeps her handmaiden, a small and extremely pretty Taikangian named Teshwan, with black hair and the heavy lidded eyes that are common to her folk.

Location 16

This room is the chamber of Hamzan Bashar. It is dominated by a large four poster bed with drapes of faded red silk. Cushions and rugs are scattered haphazardly around the floor and a large writing table with accompanying chair of dark stained wood is set against one wall. Several leather bound ledgers sit upon the table, as do several feather quills and clay ink pots.

Hamzan Bashar's body servant can often be found here. The fellow is a Susrahnite named Daru. He does not sleep in this chamber though and his cot is to be found with the other household slave cots in Location 7.

A hidden compartment under the bed contains a chest full of gold and silver coins for payment of the guards.

Hamzan has two favourites among the female slaves who remain in his room overnight upon occasion. They are Nethra and Petra and they are both of Yar Ammonite noble stock.

Location 17

Accessible from the Kitchen above, this underground storage room has a roof height of around six feet, meaning that tall characters will be disadvantaged in here and will have to crouch. The room is currently filled with barrels, crates and sacks.

A mother cat and her three kittens dwell herein and are used to keep vermin away from the food stores.

Location 18

These too are extra sleeping spaces and used as storage, just like location 13. One of these is currently the sleeping quarters for Bultungin, the Azimban.

Location 19

These are dungeon cells for those of the guard, or household slaves, who require imprisonment for their transgressions. They are normally empty but have damp straw strewn across their floors of packed earth. The doors are of heavy local hardwood and they are locked only by means of a bronze deadbolt on the exterior.

Bultungin - Moon Cursed Azimban Warrior

Bultungin is an Azimban warrior who went as part of a war band to put an end to Ikuna raids on the eastern borders of the Kingdom. The expedition was a disaster. The Azimbans split their forces and Bultungin's band was ambushed and slaughtered by the Ikunas. A score or so of survivors, including Bultungin, watched in horror as the savage cannibals murdered the wounded and devoured the corpses upon the field of battle.

Only the arrival of the second regiment of Azimbans put an end to the grisly feast and the Ikunas fled, taking the remaining captives to be sacrificed on the altars of their dark gods. The Ikuna's Witchman held them captive in the JuJu hut for almost two weeks until the first night of the full moon, when he had cursed Bultunga and bound the spirit of a Hyena to his body.

Bultungin stands some six and a half feet in height with a rangy physique. His body is covered with the scars of battle and he wears a loincloth that is actually the remains of a pair of red silken breeches. He wields a wide bladed scimitar of Zadjite steel, which hangs in a leather baldric from his broad shoulders.

His hair is prematurely grey and his face is creased by worry lines, adding ten years or more to his actual age.

In his hybrid hyena form, Bultungin is of similar height but more heavily muscled. His great maw is filled with razor sharp fangs and his long forelimbs are tipped with vicious claws. His spotted fur is filthy and matted with dried gore. His cry is the maniac cackling of the insane.

Bultungin wishes nothing more than to die, but he is a warrior and wants his death to be worthwhile. He despises the Zadjite slave takers, although he remains stoic and unreadable when in their presence.

Strength).	21(17)	Combat Actions.	3	1-3.	Right Leg.	2/7
Constitution).	18 (14)	Damage Mod.	+D6	4-6.	Left Leg.	2/7
Size).	17	Improvement Mod.	NA	7-9.	Abdomen.	2/9
Intelligence).	10(7)	Movement.	8m	10-12.	Chest.	2/10
Power).	11	Magic Points.	11	13-15.	Right Arm.	2/8
Dexterity).	16(14)	Strike Rank.	13	16-18.	Left Arm.	2/8
Charisma).	10	Hero Points.	3	19-20.	Head.	2/8

Common Skills

Athletics 66%, Brawn 80%, Evade 68%, Perception 60%, Persistence 54%, Resilience 80%, Stealth 67%

Advanced Skills

Acrobatics 42%, Lang(Azimban) 74%, Lang(Zadjite)51%, Survival 63%, Track 56%

Traits

Damage Immunity(A Werehyena can only be damaged by weapons of Cold Iron)

Nightsight

Tough Hide (No Encumbrance penalty. Immune to mundane damage)

Equipment

Loincloth, Scimitar (in human form), loose fitting robes. 2pt fur vs Iron Weapons and Fire in hybrid form.

Tactics

Bultungin has little concern for his own safety and actively seeks his own death. He is not suicidal however and will try to ensure that his death has meaning. He attacks aggressively in both human and hybrid form.

Weapon.	Size.	Reach.	Damage.	Ap/Hp.	Range.	Special
Scimitar.	M.	M.	D8+D4.	6/8.	Na.	Bleed
Bite.	S.	S.	2D6.	Na.	Na.	Na
Claw.	S.	S.	2D6.	Na.	Na.	Na

Combat Styles - Fangs and Fury (Bite, Claws) 70%
1H Sword. 65%

New Spell - Sorcery

Moon Cursed

Autonomous, Resist(Persistence)

This is a dreadful spell of terrible power and effect, usable only by a High Priest of the cult of Nwanga Zhaal and as such, it is beyond the scope of most Player Characters.

During the casting of the spell, an animalistic spirit is 'permanently' forced into the body of the victim. The spell may be resisted by making an opposed roll of Persistence against the High Priest's Grimoire roll to successfully cast it.

Success means that the spell has no effect on it's victim. A failure means that the animal spirit now shares and duels constantly for control of the host body. Under normal circumstances, the victim remains in control but under the light of the full moon, the animal spirit is at it's strongest and he or she will transform into a were beast. This were beast will not simply be a large version of a natural animal, but a horrific hybrid of man and beast.

There are a number of variants of this spell and each adds, or subtracts, a number of points from characteristics(per the GM's requirements). In the case of our Werehyena, the victims Strength and Constitution increase by 4 points and the Dexterity by 2 points.

Intelligence is reduced to a standard animal cunning statistic of 7.

The were beast is immune to most forms of physical damage. Fire, Silver(or, in the case of our Werehyena, cold forged iron) and Sorcery will harm them, but all other attacks simply bounce off their supernatural hides.

The Werebeast is a living being and needs to breathe. As such, it remains susceptible to drowning and asphyxiation.

The transformation from man to werebeast takes four rounds in game time and this is where the true horror of this curse takes form. If the were beast is slain in human form or during this transitional phase, the animal spirit leaps to the body of the slayer and that person must succeed at a Hard Persistence test or suffer the effects of the Moon Curse.

Finally, once fully transformed, the were beast may sacrifice a Hero Point to regain temporary control of it's body for a single round.

Marash Anshar - Zadjite Slaver Captain

Marash Anshar is the military commander of Fort Zariba. He is tall and rangy, darkly handsome, with long black hair tied in a loose tail at the nape of his neck. He wears the same black robes and red turban that his men wear, but his are of somewhat less dusty and faded. He is unhappy that he is no longer the Lord of Fort Zariba, but he secretly aspires to the hand of Zulika Zadeh in marriage and so he follows her father's orders unquestioningly. Zulika Zadeh pays him scant heed for now, but Marash knows that she must marry whom her father chooses and thus he acts like the son that Hamzan Bashar never had.

In reality, if anything were to happen to the Emir's Factotum, he would not think twice about simply taking the girl for himself, whether she willed it or not. He is insanely jealous and would think nothing of murdering a rival for Zulika Zadeh's affections.

Strength).	13	Combat Actions.	3	1-3.	Right Leg.	2/6
Constitution).	14	Damage Mod.	+D2	4-6.	Left Leg.	2/6
Size).	15	Improvement Mod.	+1	7-9.	Abdomen.	4/7
Intelligence).	14	Movement.	6m	10-12.	Chest.	4/8
Power).	12	Magic Points.	12	13-15.	Right Arm.	2/5
Dexterity).	14	Strike Rank.	14()	16-18.	Left Arm.	2/5
Charisma).	13	Hero Points.	1	19-20.	Head.	0/6

Common Skills

Athletics 52%, Brawn 39%, Culture(Zadjite) 59%, Evade 46%,
Influence 44%, Language(Zadjite) 73%, Lore(Zadj) 61%, Perception 59%,
Persistence 54%, Resilience 60%, Ride 57%, Stealth 47%

Advanced Skills

Gambling 39%, Language(Ikuna) 28%, Language(Susrahnite) 52%, Survival 47%

Equipment

Scimitar of Zadjite Steel, Shortbow and a quiver of 20 arrows, hard leather Vambraces and Greaves, Scale Hauberk. 15 Gold coins and 33 Silver in a trunk in his quarters. 50 soldiers of the garrison.

Tactics

Unlike most of his fellows, Marash Anshar has few qualms about engaging individual opponents in hand to hand combat. He fights aggressively, relying on his Heroic ability of Deflecting Parry and his superlative swordsmanship to protect himself. This overconfidence may, one day, prove to be his undoing.

Weapon.	Size.	Reach.	Damage.	Ap/Hp.	Range.	Special
Scimitar.	M.	M.	D8+D2	7/10.	na.	Bleed
Short bow	L.	na.	D6+D2	4/4	80m.	Impale

Combat Styles - Zadjite Slaver Captain (Scimitar, Shortbow) 90%

Heroic Ability - Deflecting Parry

Zulika Zadeh - Daughter of Hamzan Bashar

The beautiful, flirtatious and headstrong daughter of Hamzan Bashar, she is an only child and her father gives in to her every wish. Zulika Zadeh is tall and lithe, olive skinned with black hair that hangs in ringlets over her shoulders. Her gowns of diaphanous silk are alluring and revealing, but not so much as to offend those of a more conservative nature. She is rarely, if ever, seen unless festooned in her jewellery of gold and precious stones. Zulika Zadeh chafes at her enforced sojourn at Fort Zariba, but she is smart enough to accept her father's reasons. She is bored and yearns for a rich foreign nobleman to take her away, but in the meantime she flirts outrageously with any man who takes her fancy.

Strength).	10	Combat Actions.	3	1-3.	Right Leg.	0/5
Constitution).	12	Damage Mod.	Na	4-6.	Left Leg.	0/5
Size).	13	Improvement Mod.	+1	7-9.	Abdomen.	0/6
Intelligence).	14	Movement.	6m	10-12.	Chest.	0/7
Power).	13	Magic Points.	13	13-15.	Right Arm.	0/5
Dexterity).	13	Strike Rank.	14	16-18.	Left Arm.	0/5
Charisma).	15	Hero Points.	1	19-20.	Head.	0/6

Common Skills

Athletics 35%, Culture(Zadjite) 75%, Dance 68%, Evade 45%, Evaluate 42%, Influence 40%, Insight 41%, Lore(Zadj) 65%, Perception 51%, Persistence 53% Resilience 37%, Sing 53%, Sleight 42%, Stealth 41%

Advanced Skills

Courtesy 43%, Lang(Zadjite) 78%, Lang(Susrahnite) 58%, Oratory 36%, Seduction 51%

Equipment - Alluring Gowns, Expensive Jewellery worth 50 Gold coins, Curved Dagger, Taikangian Handmaiden, Costume Jewellery worth a total of 10 Gold Coins.

Tactics - Zulika Zadeh is a fairly competent adversary. She is no man's victim and keeps a curved dagger in an ornate sheath hidden 'neath the pillows of her bed.

Weapon.	Size.	Reach.	Damage.	Ap/Hp.	Range.	Special
Curved Dagger.	S.	S.	D4+1	6/8.	Na.	Bleed

Combat Styles - Dagger 64%

Hamzan Bashar - The Emir's Factotum

Hamzan Bashar arrived at Fort Zariba about a year earlier. He is the Emir's Factotum and outranks Marash Anshar in all save military matters. He knows that Marash Anshar is unhappy with this situation, but has noted the Captain's desire for his daughter and uses it to keep him in line.

Hamzan is in disgrace and his presence at Fort Zariba is a self inflicted exile. His family were discovered to be involved in a plot against the Emir and have all have been executed save his daughter and himself. It was by pure luck and the whim of the Emir that he too did not face the headsman's sword. 'What cannot be seen is oft forgotten' is an old Zadjite proverb and Hamzan Bashar decided that he would distance himself from Iraab before the Emir changed his mind. In becoming Factotum at Fort Zariba he has put himself out of sight and out of mind, as well as making himself useful.

He is a plump and garishly dressed, scheming little man with a voracious appetite for food, wine and women. His table manners are appalling. In short, he is typical of Zadjite noblemen.

Hamzan Bashar trades for slaves with a fierce warrior tribe from the interior, the Ajamu. They are the dominant people of the region, though their numbers of warriors are few in comparison to the mighty hosts of the Kingdoms of Azimba and Shoma. Most of the Slaves the Ajamu bring to Fort Zariba are captured from other, smaller, tribes that also dwell in the interior such as the Bantubu, the Danandi and the Enyaro.

Strength).	10	Combat Actions.	3	1-3.	Right Leg.	0/5
Constitution).	12	Damage Mod.	na	4-6.	Left Leg.	0/5
Size).	11	Improvement Mod.	+1	7-9.	Abdomen.	0/6
Intelligence).	15	Movement.	6m	10-12.	Chest.	0/7
Power).	13	Magic Points.	13	13-15.	Right Arm.	0/5
Dexterity).	10	Strike Rank.	13()	16-18.	Left Arm.	0/5
Charisma).	13	Hero Points.	1	19-20.	Head.	0/6

Common Skills

Athletics 30%, Culture(Zadjite) 75%, Dance 50%, Evade 49%, Evaluate 68%, Influence 56%, Insight 40%, Lore(Zadj) 65%, Perception 42%, Persistence 50% Resilience 39%,

Advanced Skills

Commerce 66%, Courtesy 37%, Lang(Zadjite) 78%, Lang(Susrahnite) 58%, Oratory 37%

Equipment

Curved Dagger, garish silk robes, turban with Peacock feathers. 20,000 gold coins worth of Steel trade goods. 30 Gold and 400 silver coins in a locked chest in his quarters. A score of household slaves.

Tactics

Hamzan Bashar's sense of self preservation is strong. He is no coward, but he will normally only enter combat if his daughter or he face immediate threat. He prefers to leave the fighting to Marash Anshar and his thugs.

Weapon.	Size.	Reach.	Damage.	Ap/Hp.	Range.	Special
Curved Dagger.	S.	S.	D4+1	6/8.	Na.	Bleed

Combat Styles - Dagger 58%

Yemoja Tribal Warriors

The Yemoja are a tribe of ebony skinned fisherfolk, who dwell in dozens of small villages along the shores of the Eastern Ocean. These Coastal villages lie south of the great swamp, which affords some protection from the cannibals of Ikunaland.

While not particularly warlike, they can gather a substantial number of warriors armed with clubs and spears with fire hardened tips, as well as with copper knives and hatchets. Of all the local tribes, they are the only ones with numbers enough to deal with the warlike Ajamu of the interior as equals.

They are, generally speaking, not as tall as other folk of the region, but are squat and quite heavily muscled with broad shoulders. Both sexes wear their hair cropped short and copper jewellery is highly prized as a mark of status.

Their northern villages have recently fallen under the sway of Zadjite slavers who came from the sea with swords of steel and built the Slaver Citadel of Fort Zariba with the blood, sweat and toil of a thousand slaves.

The Yemoja venerate both Nwanga Zhaal, the God in the Moon, who controls the tides and Okunlay, the God of the Oceans (Okunlay is the Yemoja equivalent to Yammosh).

During the three days of the Full Moon for the previous three months, Yemoja villagers have been found murdered, clawed and partially devoured. Hideous, maniacal laughter accompanied the murders and although Hamzah Bashar seeks to divert the blame to the Amotekuni, the local chiefs know that it is the work of something much more terrible that has come among them. They believe that Bultungin is an 'Orisha Ikoka' and are near paralysed with superstitious dread of him.

Strength).	14	Combat Actions.	2	1-3.	Right Leg.	0/6
Constitution).	14	Damage Mod.	+D2	4-6.	Left Leg.	0/6
Size).	12	Improvement Mod.	Na	7-9.	Abdomen.	0/7
Intelligence).	10	Movement.	6m.	10-12.	Chest.	0/8
Power).	10	Magic Points.	10.	13-15.	Right Arm.	0/5
Dexterity).	13	Strike Rank.	12	16-18.	Left Arm.	0/5
Charisma).	10	Hero Points.	0	19-20.	Head.	0/6

Common Skills

Athletics 45%, Brawn 43%, Evade 32%, Perception 44%, Persistence 24%, Resilience 36%, Stealth 33%, Swim 46%

Advanced Skills

Boating 42%, Survival 44%

Equipment

Loincloth or tattered Zadjite style robes. Nothing of any real value save for an occasional item of copper jewellery with a value of 1-4 Silver coins. A weapon from the list.

Tactics

The Yemoja are not a warrior race and their continued existence is due to strength in numbers. They are brave enough fighters, but their tactics are indicative of their lack of martial prowess. They rely on overwhelming their foes in a hacking, stabbing and bludgeoning swarm.

Weapon.	Size.	Reach.	Damage.	Ap/Hp.	Range.	Special
Club.	M.	S.	D4+D2.	4/4.	Na.	Stun Location
Hatchet.	S.	S.	D6+D2.	3/6.	Na.	Bleed
Spear.	M.	L.	D8+1+D2.	4/5.	20m.	Impale
Knife.	S.	S.	D3+D2.	5/4.	Na.	Bleed, Impale

Combat Styles - Yemoja Warrior(Thrown Spear, Club, Dagger, 1H Axe) 35%

For Olufemi, add +10% to all skills, an Influence Skill at 40% and a Lang(Zadjite) Skill at 51%

Amotekuni - Leopard Cultists

While most of the Yemoja tribesfolk have submitted to Zadjite rule, there are still a small number among them who chafe at the presence of the foreign devils. It is among these that the Cult of Amotekun, the Great Leopard, finds willing recruits.

They have gathered in numbers from up and down the coast and have been joined by other Amotekuni Cultists from among the tribes of the interior. A fane has been consecrated in the jungles to the west of the foreigners' fortress and the Amotekuni are growing in strength. Soon they will be strong enough to drive the invaders out of their lands.

Strength).	14	Combat Actions.	3	1-3.	Right Leg.	0/6
Constitution).	14	Damage Mod.	+D2	4-6.	Left Leg.	0/6
Size).	12	Improvement Mod.	Na	7-9.	Abdomen.	0/7
Intelligence).	11	Movement.	6m	10-12.	Chest.	0/8
Power).	12	Magic Points.	12	13-15.	Right Arm.	0/5
Dexterity).	15	Strike Rank.	13	16-18.	Left Arm.	0/5
Charisma).	10	Hero Points.	0	19-20.	Head.	0/6

Common Skills

Athletics 45%, Brawn 44%, Culture(Yemojan) 55%, Evade 46%%,
Language(Yemojan) 72%, Lore(Yemoja) 53%, Perception 43%, Persistence 40%,
Resilience 46%, Stealth 58%

Advanced Skills

Acrobatics 36%%, Lore(Amotekun) 60%, Lore(Nwanga Zhaal) 51%, Survival 48%,
Track 49%

Equipment

Loincloth, Leopardskin cloak, wood and hide buckler and curved dagger or a pair of curved daggers.

Tactics

The Cultists of Amotekun prefer to attack from ambush, utilising overwhelming force on outnumbered enemies. If facing foes of equal or greater number they are likely to retreat and wait for a better opportunity. They are assassins and murderers, killers in the night and they favour dropping from overhanging tree branches onto unsuspecting opponents.

Weapon.	Size.	Reach.	Damage.	Ap/Hp.	Range.	Special
Buckler.	M.	S.	D3+D2.	6/8.	Na.	Na
Curved Dagger.	S.	S.	D4+1+D2	6/8.	Na.	Bleed

Combat Styles - Cat's Claws (Buckler, Dagger, Twin Dagger) 60%

Nightstalkers

These are the priests of the Cult of Amotekun. They are bloodthirsty killers, clad in cloaks and headdresses made from the skins of Black Panthers to denote their status. It is said that the most powerful among them have the sorcerous ability to assume the form of great black panthers.

Strength).	14	Combat Actions.	3	1-3.	Right Leg.	0/6
Constitution).	16	Damage Mod.	+D2	4-6.	Left Leg.	0/6
Size).	12	Improvement Mod.	+1	7-9.	Abdomen.	0/7
Intelligence).	14	Movement.	6m	10-12.	Chest.	0/8
Power).	16	Magic Points.	16	13-15.	Right Arm.	0/5
Dexterity).	17	Strike Rank.	16	16-18.	Left Arm.	0/5
Charisma).	13	Hero Points.	1	19-20.	Head.	0/6

Common Skills

Athletics 55%, Brawn 46%, Culture(Yemojan) 55%, Evade 60%,
Language(Yemojan) 72%, Lore(Yemoja) 53%, Perception 57%, Persistence 50%,
Resilience 56%, Stealth 74%

Advanced Skills

Acrobatics 48%, Lore(Amotekun) 66%, Lore(Nwanga Zhaal) 54%, Survival 55%,
Track 56%

Sorcerous Skills

Manipulation 64%, Meditation 53%,
Blood Moon Grimoire
(Enhance Con, Enhance Str, Shapechange Human to Feline, Regenerate) 68%

Equipment

Pantherskin headdress and loincloth, bronze fighting claws.

Tactics

The Cultists of Amotekun prefer to attack from ambush, utilising overwhelming force on outnumbered enemies. If facing foes of equal or greater number they are likely to retreat and wait for a better opportunity. They are assassins and murderers, killers in the night and they favour dropping from overhanging tree branches onto unsuspecting opponents. Before combat they will attempt to cast Combined Sorcery Spells of Enhance Str and Enhance Con of Magnitude 3 utilising 8 Magic Points. This will boost their Damage Bonus to D4 and add an additional Hit Point on each location. It will also increase their Combat Skill percentages by 3% and their Resilience by 3%. The spell effect will last for 16 minutes.

Weapon.	Size.	Reach.	Damage.	Ap/Hp.	Range.	Special
Fighting Claws.	S.	S.	D4+D2.	3/5.	Na.	Bleed

Combat Styles - Nightstalker (Fighting Claws) 70%

Zadjite Slaver Guards

Lean, mean and cruel of visage, these fellows wear dusty black desert robes over their armour and rust-red turbans. Every third man carries a man-catcher stave while the remainder are armed with short bows. These fellows are every bit as vicious as their demeanour suggests. Their weapons are forged from Zadjite Steel.

Strength).	12.	Combat Actions.	2.	1-3.	Right Leg.	2/5
Constitution).	12.	Damage Mod.	na	4-6.	Left Leg.	2/5
Size).	12.	Improvement Mod.	na.	7-9.	Abdomen.	3/6
Intelligence).	11.	Magic Points.	12.	10-12.	Chest.	3/7
Power).	12.	Movement.	8m.	13-15.	Right Arm.	2/4
Dexterity).	13.	Strike Rank.	12(9)	16-18.	Left Arm.	2/4
Charisma).	10.			19-20.	Head.	0/5

Common Skills

Athletics 35%, Brawn 34%, Culture(Zadjite) 55%, Evade 36%, Language(Zadjite) 72%.
Lore(Zadj) 53%, Perception 43%, Persistence 34%, Resilience 44%, Ride 51%,
Stealth 44%

Advanced Skills

Gambling 37%, Language(Ikuna) 22%, Language(Khazi) 34%,
Language(Yar Ammonite) 31%, Lore (Zariba) 40%, Lore (Cannibal Coast) 37%,
Lore(Yar Ammon) 32%, Survival 42%, Track 34%

Equipment

Ring mail Hauberk, Hard Leather Greaves and Bracers, Cudgel or Man-catcher, Scimitar of Zadjite Steel, Shortbow and 20 arrows. Each carries 4D6 Silver coins on their person.

Tactics

These men are bullies and cowards at heart. They only attack when they have the advantage of numbers. If trying to subdue opponents, the slavers with the man catcher staves will attempt to surround their quarry while the bowmen will feather any who look likely to cause problems to their fellows. In mortal combat, they will seek advantage by doubling up on an opponent whenever possible.

Weapon.	Size.	Reach.	Damage.	Ap/Hp.	Range.	Special
Mancatcher.	L.	VL.	D4.	4/10.	na.	Entangle
Scimitar.	M.	M.	D8.	7/10.	na.	Bleed
Short bow	L.	na.	D6.	4/4	80m.	Impale
Cudgel.	M.	S.	D6.	4/4.	na.	Stun Location

Combat Styles - Zadjite Slaver (Cudgel, Mancatcher, Scimitar, Shortbow) 60%

For a Veteran Slaver, add +10% to all skills and an Influence Skill of 30%.

Sample Player Controlled Character

Borgash (Lamuran Decadent/Sorcerer)

Strength).	12	Combat Actions.	3	1-3.	Right Leg.	0/5
Constitution).	12	Damage Mod.	Na	4-6.	Left Leg.	0/5
Size).	13	Improvement Mod.	+1	7-9.	Abdomen.	1/6
Intelligence).	15	Movement.	6m	10-12.	Chest.	1/6
Power).	15	Magic Points.	15	13-15.	Right Arm.	1/4
Dexterity).	12	Strike Rank.	14(13)	16-18.	Left Arm.	1/4
Charisma).	13	Hero Points.	3	19-20.	Head.	0/5

Common Skills

Athletics 34%, Brawn 24%, Culture(Lamuran) 65%, Dance 50%, Drive 27%, Evade 29%, Evaluate 28%, First Aid 27%, Influence 26%, Insight 40%, Lore(Lamu) 65%, Perception 55%, Persistence 50% Resilience 44%, Ride 27%, Sing 28%, Sleight 60%, Stealth 42%, Swim 24%, Unarmed 24%

Advanced Skills

Courtesy 38%, Lang(Lamuran) 78%, Lang(Demonic) 63%, Lang(Susrahnite) 63%, Mechanisms 47%, Seduction 43%, Survival 31%

Sorcerous Skills

Grimoire - The Tome of the Seven Hells (Damage Resistance, Glow, Holdfast, Wrack) 63% Manipulation 63%, Meditation 40%

Equipment

Faded noble quality clothing, Scimitar, Leather Hauberk and Vambraces. A pouch containing 16 silver and 3 Gold coins.

Weapon.	Size.	Reach.	Damage.	Ap/Hp.	Range.	Special
Scimitar.	M.	M.	D8.	6/10.	Na.	Bleed

Weapon Skills - 1H Sword 74%

Borgash is the younger son of a Lamuran Lord and as such, he was expected to enter the priesthood upon reaching adulthood. An existence of pious worship and harsh strictures did not appeal to the young nobleman and he ran away from home in search of adventure. In the mountain range of Kathpatuka which form a natural and near unassailable barrier between the lands of Taraam and Vulav, he discovered an ancient ruin. His fellow looters were slaughtered by the demonic guardian of the ruin, but Borgash managed to escape with a musty old tome he had uncovered within.

It was then that the years of education and training he had received from Master Kardash, the old priest of Yot Kamoth, had paid dividends. Borgash quickly realised that, given time, he could translate the glyphs within.

For several years now, Borgash has been resident in the city of Ghazor, where he is renowned and feared as a Sorcerer of great power. He has recently dreamt of the demon from the ruined tower and believes the dream to be a premonition of his impending death. Attempting to avoid a horrible fate, he has signed on to accompany an ocean voyage to parts unknown.

He has not yet been corrupted, either physically or spiritually, by his use of dark magics.

Sample Player Controlled Character

Antippiya (Mazanian Barbarian/Mercenary)

Strength).	13	Combat Actions.	3	1-3.	Right Leg.	0/6
Constitution).	13	Damage Mod.	+D2	4-6.	Left Leg.	0/6
Size).	14	Improvement Mod.	+1	7-9.	Abdomen.	0/7
Intelligence).	11	Movement.	6m	10-12.	Chest.	4/8
Power).	12	Magic Points.	12	13-15.	Right Arm.	0/5
Dexterity).	14	Strike Rank.	13(12)	16-18.	Left Arm.	0/5
Charisma).	15	Hero Points.	3	19-20.	Head.	0/6

Common Skills

Athletics 57%, Brawn 52%, Culture(Mazanian) 52%, Dance 29%, Drive 26%, Evade 28%, Evaluate 30%, First Aid 25%, Influence 40%, Insight 33%, Lore(Mazania) 52%, Perception 28%, Persistence 54%, Resilience 56%, Ride 31%, Sing 27%, Sleight 29%, Stealth 55%, Swim 46%, Unarmed 27%

Advanced Skills

Lang(Mazanian) 76%, Lang(Susrahnite) 56%, Lang(Zadjite) 32%, Lore(Khorani Isles) 32%, Shiphandling 24%, Survival 35%

Equipment

Linen shirt and Silken pantaloons. Corselet of Bronze scales. Elephant Axe, Falchion, Shortbow and a Quiver of 20 arrows. Belt pouch containing 2 gold and 8 silver coins.

Weapon.	Size.	Reach.	Damage.	Ap/Hp.	Range.	Special
Elephant Axe	L.	L.	D10+1+D2.	4/10.	Na.	Bleed, Sunder
Falchion	M.	M.	D6+2+D2.	6/10.	Na.	Bleed
Short bow	L.	Na.	D6+D2.	4/4.	80m.	Impale

Weapon Skills - 2H Axe 77%, 1H Sword 67%, Bow 68%

Antippiya is a statuesque copper skinned warrior maiden from the forbidden city of Boma-Ya in the dark jungles of Mazania. She left her homeland as part of an ambassadorial delegation to the King of the Azimbani but on their journey home they fell foul of Zadjite slavers.

The only survivor, Antippiya was dragged off in chains and destined for servitude in the fleshpots of Iraab, but the slavers had not accounted for her indomitable spirit. She escaped her captors and took up with a crew of Khorani pirates before finally making her way to the port of Ghazor.

In Ghazor she made the acquaintance of Natam Daar, a wealthy merchant and accepted employment with him for a proposed voyage along the uncharted coasts that lie south of Ikunaland.

Antippiya goes bareheaded and wears a shirt of white linen beneath her corselet of bronze scales. She wears wide silken pantaloons that end just below the knee and high sandals that are strapped about her calves.

Sample Player Controlled Character

Nehru Sin (Ghazorite Civilised/Sailor)

Strength).	13	Combat Actions.	3	1-3.	Right Leg.	0/5
Constitution).	12	Damage Mod.	+D2	4-6.	Left Leg.	0/5
Size).	13	Improvement Mod.	Na	7-9.	Abdomen.	2/6
Intelligence).	14	Movement.	6m	10-12.	Chest.	2/7
Power).	12	Magic Points.	12	13-15.	Right Arm.	0/4
Dexterity).	13	Strike Rank.	14(13)	16-18.	Left Arm.	0/4
Charisma).	12	Hero Points.	3	19-20.	Head.	1/5

Common Skills

Athletics 56%, Brawn 46%, Culture(Ghazorite) 58%, Dance 25%, Drive 25%, Evade 46%, Evaluate 46%, First Aid 25%, Influence 53%, Insight 26%, Lore(Ghazor) 63%, Perception 56%, Persistence 54%, Resilience 54%, Ride 25%, Sing 24%, Sleight 45% Stealth 57%, Swim 55%, Unarmed 26%

Advanced Skills

Boating 45%, Courtesy 46%, Lang(Susrahnite) 76%, Lang(Zadjite) 56%, Lore(Sea Lanes of Xoth) 48%, Shiphandling 46%, Streetwise 54%

Equipment

Hard Leather Hauberk, Soft Leather Cap, Falchion. Belt Pouch with 1 Gold and 30 Silver coins.

Weapon.	Size.	Reach.	Damage.	Ap/Hp.	Range.	Special
Falchion	M.	M.	D6+2+D2.	6/10.	Na.	Bleed

Weapon Skills -1H Sword 76%(40)

Nehru Sin is a Ghazorite born and bred. The sea is in his blood and he finds that he is rarely more at home than he is when treading the decks of a ship. He has served both as an able bodied seaman upon merchant vessels and as a black hearted plunderer upon the Khorani raider, 'The Shark'. He currently acts as a spy in Ghazor for it's captain, Skorr 'Halfhand', seeking news of the departure of wealthy cargoes and their destinations. If the Merchant Princes of Ghazor were ever to discover his true identity, there is no doubt that he would find himself offered up by them as a sacrifice to Yammosh to ensure fair winds and calm seas for their vessels. Curiosity has led him to join the crew of a ship named 'The Golden Prize'. She is bound for parts unknown and Nehru Sin wants to find out what her purpose is before reporting back to his master.

Sample Player Controlled Character

Sargon Ashru (Susrahnite Civilised/Hunter)

Strength).	14	Combat Actions.	3	1-3.	Right Leg.	2/6
Constitution).	14	Damage Mod.	+D2.	4-6	Left Leg.	2/6
Size).	12	Improvement Mod.	Na	7-9.	Abdomen.	3/7
Intelligence).	12	Movement.	6m	10-12.	Chest.	3/7
Power).	13	Magic Points.	13	13-15.	Right Arm.	1/5
Dexterity).	13	Strike Rank.	13(10)	16-18.	Left Arm.	1/5
Charisma).	10	Hero Points.	3	19-20.	Head.	0/6

Common Skills

Athletics 57%, Brawn 54%, Culture(Susrahnite) 74%, Dance 23%, Drive 26%, Evade 36%, Evaluate 42%, First Aid 45%, Influence 40%, Insight 35%, Lore(Susrah) 84%, Perception 60%, Persistence 56%, Resilience 58%, Ride 26%, Sing 23%, Sleight 23%, Stealth 60%, Swim 38%, Unarmed 27%

Advanced Skills

Courtesy 42%, Craft(Bowyer) 45%, Craft(Fletcher) 45%, Lang(Susrahnite) 72%, Lore(Animals) 44%

Equipment

Hauberk of Leather Scales, Hard Leather Greaves, Soft Leather Bracers, Susrahnite Longbow with a Quiver containing 20 arrows, Scimitar. Pouch containing 5 Gold and 12 Silver coins.

Weapon.	Size.	Reach.	Damage.	Ap/Hp.	Range.	Special
Susrahnite Longbow.	H.	Na.	D8+1+D2.	4/8.	165m.	Impale
Scimitar.	M.	M.	D8+D2	6/10	Na.	Bleed

Weapon Skills - 1H Sword 67%(30), Bow 76%(40)

Sargon Ashru is the young and wealthy son of a Susrahnite nobleman from Belthaar. Ever since he was a boy, Sargon had proved to be a gifted archer. At his father's estate, he spent many hours and days in the company of the huntsmen, learning the skills necessary to track, trap and survive in the wilds. Before he passed the rites of manhood, he single handedly hunted down and killed a maneating leopard that was terrorising the local villages, becoming a figure of reverence and awe among the local people thereafter. Since then he has hunted and killed just about every animal, predatory or otherwise, that is to be found in the lands of Susrah. He has signed on and partially funded the voyage of the Golden Prize because he yearns for new challenges. He longs to discover new and unknown animals, observe them in their native habitats and of course, to hunt them and bring back their pelts as trophies to Belthaar.