

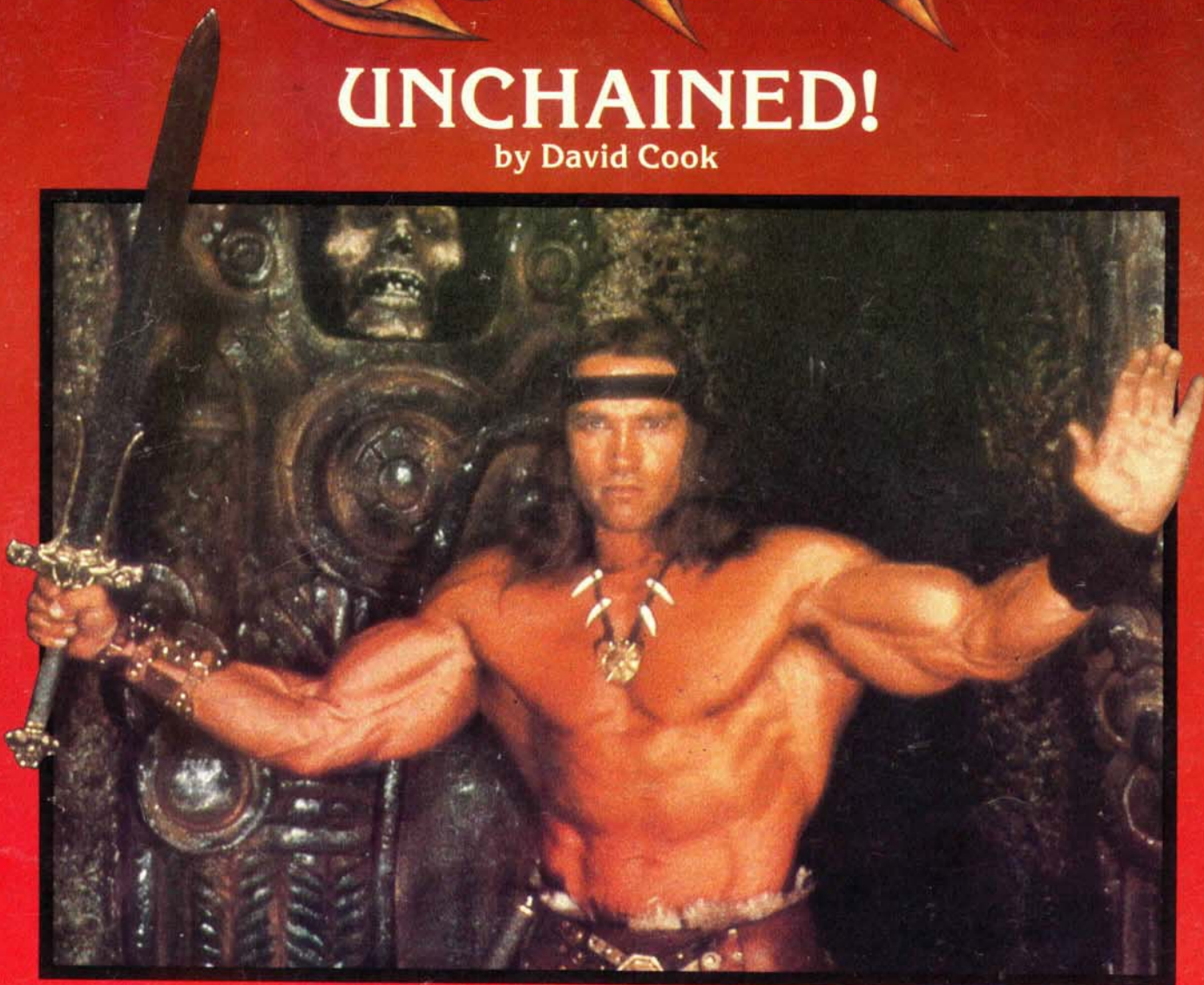
Advanced Dungeons & Dragons®

Official Game Adventure



UNCHAINED!

by David Cook



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The greatest hero of the Hyborian world leads his companions against danger and death among the outlaw bands of the Vilayet Sea!

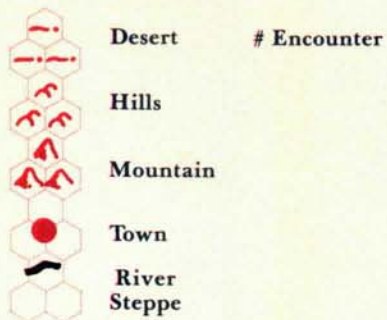


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VILAYET SEA

1 hex = 30 miles



1. At War

2. Bandit Camp

AGHRAPUR

Bhir-Vedi's Citadel

3

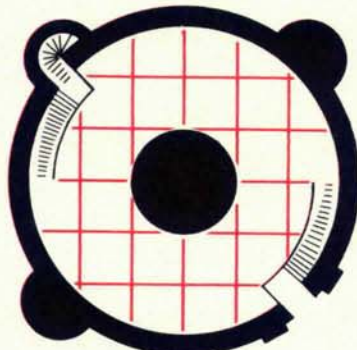
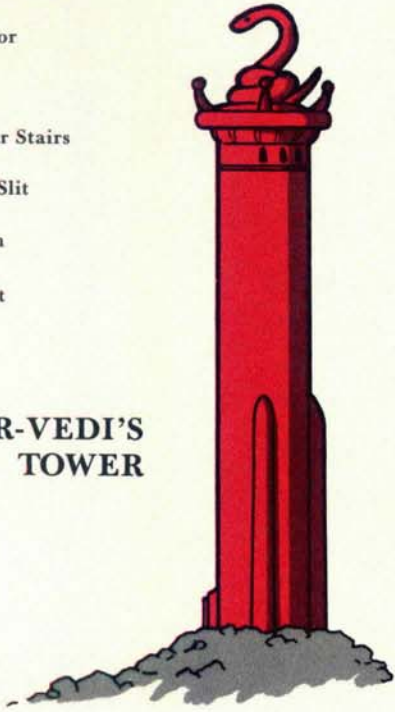
YUETSHI

FT. GHORI

-  Door
-  Secret Door
-  Trapdoor
-  Stairs
-  Circular Stairs
-  Arrow Slit
-  Curtain

1 square = 10 feet

BHIR-VEDI'S TOWER



1. SNAKE PIT



2. STORE ROOM

3.

4. LABORATORY



5. BHIR-VEDI'S CHAMBER

6. CELLS



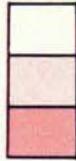
8. RITUAL CHAMBER

7. PURPLE LOTUS TRAP

VALLEY OF BHIR-VEDI MAP

1 hex = 600 yards

(1 hex = 1/2 hour movement on path)



100'
200'
300'



400'
500'

Ravine and Path



Tunnel
Path
Rough

A - Monster

B - Small Monster



Conan!



Fighter: 13
Thief: 7
Hit Points: 100
Luck Points: 12
Strength: 18 (90)
Intelligence: 14
Wisdom: 10
Dexterity: 18
Constitution: 18
Charisma: 17

Weapon Proficiencies: sword (all types), bow (all types), axe (all types), club, mace, dagger

Secondary Skills: fletcher, forester, gambler, hunter, sailor, trapper

Special: Conan is only surprised on a 1 in 8

Equipment: leather armor, broad sword, dagger, 50 gp

Valeria of The Red Brotherhood



Fighter: 10
Thief: 9
Hit Points: 55
Luck Points: 16
Strength: 13
Intelligence: 15
Wisdom: 17
Dexterity: 18
Constitution: 16
Charisma: 18

Weapon Proficiencies: sword (all types), bows (all types), crossbows (all types), dagger, sling, staff

Secondary Skills: fletcher, fisher (both types), navigator, sailor, shipwright

Equipment: chain mail armor, long sword, sling and 20 bullets, 100 gp

Juma The Warrior



Fighter: 12
Thief: 5
Hit Points: 85
Luck Points: 10
Strength: 18 (51)
Intelligence: 15
Wisdom: 14
Dexterity: 17
Constitution: 18
Charisma: 15

Weapon Proficiencies: all weapons, because of gladiator training

Secondary Skills: forester, gambler, hunter, miner, trader

Equipment: studded leather armor, two handed sword, short bow and quiver/20 arrows, 23 gold pieces

Nestor The Gunderman

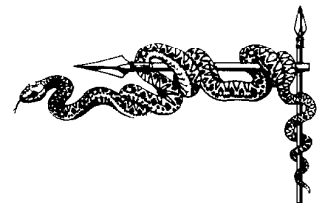
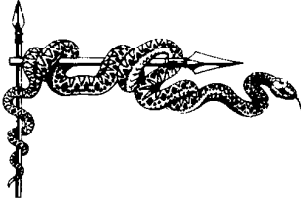


Fighter: 14
Hit Points: 70
Luck Points: 10
Strength: 16
Intelligence: 16
Wisdom: 12
Dexterity: 15
Constitution: 13
Charisma: 12

Weapon Proficiencies: swords (all types), axe (all types), flail, lances (all types), spear, bows (all types)

Secondary Skills: armorer, gambler, trader

Equipment: scale mail, shield, long sword, dagger, 50 gp



UNCHAINED!

by David Cook

An Adventure for Character Levels 10 - 14

PREFACE

Conan Unchained takes you into an exciting new realm of adventure—the world of Conan and the Hyborian Age! Created by author Robert E. Howard and others, the Hyborian Age forms part of an imaginary prehistory of our Earth. It is a world filled with ancient and terrible gods, palaces and tombs filled with treasures beyond all record, sorcerers studying long-lost arts, demonic creatures from dimensions outside space, princesses in peril, and beasts from an earlier, more barbaric age.

It is a time when bravery, trickery, and magic decide men's fates and a steel sword can make the difference between life and death. For the daring, strong, and clever, there are fortunes to find and lands to rule. But evil also reigns in dark kingdoms and magic-haunted citadels—evil that strikes horribly and unseen.

Into this world comes a youthful barbarian, a Cimmerian from the northwestern lands—Conan. Equipped with only a sword and his native cunning, he quickly slashes a name and reputation for himself. In grim struggles he defeats the dark horrors of forgotten ages, as he pilfers and fights his way through the soft civilized lands.

His adventures have carried him on journeys long and fantastic, through deserts and jungles, over seas and mountains, and into pits underground. He has found only a few to match him in skill and courage, and fewer still who would share his life. Open this game adventure and join Conan and his steadfast friends in their adventures in the Hyborian Age.

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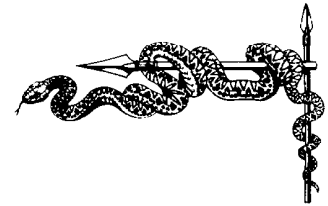
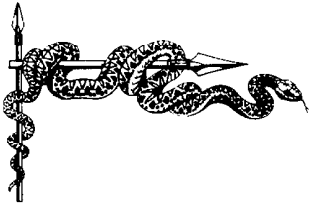


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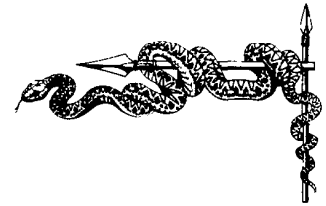
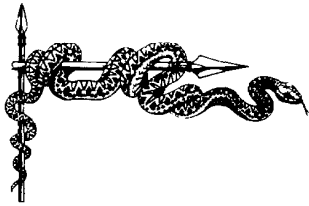
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PREPARING FOR THE ADVENTURE

"I pay my way with steel!" roared the man in armor, brandishing the great sword that glittered bluely in the sun."
Queen of the Black Coast by Robert E. Howard

Abbreviations Used in Statistics

This game adventure is the first of a series of Conan adventures. Unlike other adventures produced for the AD&D® game, this one is based on published stories. These stories, written by Robert E. Howard and others, describe the life and adventures of the barbarian, Conan. All the stories are set in the world of the Hyborian Age.

This adventure is designed for four 10th to 14th level player characters, specifically Conan, Juma, Valeria, and Nestor. These adventurers are characters from the Conan stories. On pages 29-30 of the adventure, each character is given statistics and a complete description to aid players in role-playing these heroes and heroines. Players may also use their own characters in this adventure. However, the Hyborian World is different in some ways from normal AD&D worlds, and the characters given are those most likely to provide several sessions of enjoyable play.

This adventure is set in Howard's Hyborian Age. As DM, you must prepare yourself and your players for some differences from the type of world presented in the AD&D rules. These differences do not affect basic rules, but will change the approach players take to the adventure.

Carefully read the AD&D Rules in Hyboria and The Hyborian World sections before beginning play. Describe the Hyborian World and its differences to the players and give them the map of Hyboria. The inside of the adventure cover is a detailed map of the area around the Vilayet Sea. This map is for your use.

This adventure is divided into three types of encounters—*normal*, *random*, and *plot* encounters.

Normal encounters typically occur in most adventures—exploring a ruin, taking part in or defending against a pirate raid.

Random encounters are not planned specifically in the adventure. This does not mean these encounters occur at any time or any place. The DM plans random encounters to provide excitement at a lull in the action, to steer the characters back into the action of the adventure, or to weaken their powers slightly before another encounter. Random encounters are generally less dangerous or difficult for the player characters compared to the normal encounters in the adventure.

Plot encounters form the parts of a story that the player characters act through. To continue the story from one encounter to another, the choices the characters have will be very limited. You must be careful to gently control plot encounters. You want the characters to do specific things, but you do not want to force them. In this adventure, the plot encounters, so marked, are mixed with normal encounters to give the players changes of pace and different styles of play. The plot encounters occur when you wish, but must be played in the order given.

AC=Armor Class	LE=Lawful Evil
AL=Alignment	LG=Lawful Good
C=Cleric	LN=Lawful Neutral
CE=Chaotic Evil	MR=Magic Resistance
CG=Chaotic Good	MU=Magic User
Ch=Charisma	MV=Movement
CN=Chaotic Neutral	N=True Neutral
Con=Constitution	NE=Neutral Evil
D=Dexterity	NG=Neutral Good
Dmg=Damage	S=Strength
F=Fighter	SA=Special Attacks
FS=Fear Statistic	SD=Special Defenses
HD=Hit Dice	T=Thief
hp=hit points	W=Wisdom
I=Intelligence	#AT=Attacks/round

Only alignments for monsters are designated in this game adventure. Robert E. Howard's world of Hyboria does not lend itself well to assigning alignments to its human inhabitants.

Occasionally, the statistic for "Number of Attacks" will be listed as "5/6," for example. This means the creature or person has 5 attacks each 6 rounds.

AD&D Rules In Hyboria

The Hyborian World, as imagined by Howard, is a specific point in our prehistory. Although imaginary, Howard developed this history in a realistic and consistent manner. To work successfully and be believable, Howard and those after him made assumptions about this world. These assumptions included how people of the world viewed their surroundings, how the characters of the stories reacted to situations involving magic, and what feats characters were capable of accomplishing.

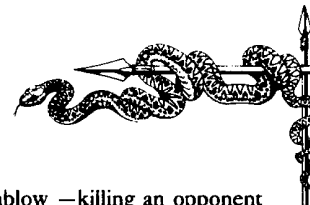
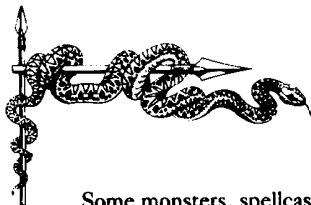
To make this adventure more effective, read the following information so you may add to or modify the AD&D rules. By using these changes, you and your players can get more of the feeling Howard intended for the characters of his world.

These changes are in no way standard or official, but only apply when playing in the Hyborian World with Howard's characters.

FEAR FACTOR

An important part of Conan's personality is his instinctive fear of unnatural things—magic and creatures that defy explanation. Conan's barbarian upbringing is responsible for this feeling—such things are unwholesome and evil. Therefore they should be feared.

The result of this fear is either that the character loses his action (he stops in horror or awe at the sight of the thing) or he flees. This flight must be away from whatever caused the fear, even into other dangers or unexplored areas. This fear lasts until the character either overcomes it or is actually hurt by the monster or person. Characters from lands that have more contact with magic or more knowledge of such creatures are less affected.



Some monsters, spellcasters, and unusual magic items or situations have a Fear Statistic. This is a number from 1 to 10. The smaller the number, the more fear-inspiring the creature or object. This number appears in the statistics for the monster when given in the adventure. If the monster is ordinary (wolf, lion), there is no Fear Statistic.

The Fear Statistic is used when a Fear Check is made. A check is made the first time the monster is encountered at close range, whenever a spellcaster does something involving magic (casting a spell or using a magical item), and where the text calls for a check. After a character has made a Fear Check for a particular creature or object, he does not need to make another if confronted again. This is regardless of whether the character passes the check.

To make a Fear Check, multiply the Fear Statistic by the character's Wisdom. Roll d100 (percentile dice). If the die roll is equal to or less than the amount (FSxW), the character has passed the Fear Check. If the die roll is greater, the character has failed the Fear Check. In some cases the character's percentile score will be greater than 100. If so, the character cannot be affected by the Fear Statistic of that creature or object.

Characters who pass a Fear Check can move and act normally. Characters who fail a Fear Check cannot move or act until they are either attacked, distracted by another person, or roll the number found above (FSxW) or less on 1d100 the next round. Only one attempt can be made each round.

HEROISM AND LUCK

Conan is sometimes able to do things beyond the range of the AD&D rules. These impossible actions are part of Conan's special abilities. It is important for characters to be able to do the same things, so they are given Luck Points.

When preparing to play, tell the players their characters can try heroic, amazing, or impossible feats by spending Luck Points. Each character begins the adventure with 10 to 20 Luck Points. Anytime a player wishes, his character can try something amazing (more than the allowed number of attacks, a deathblow, etc.) by spending Luck Points. The player must clearly describe what his character is trying to do. Do not tell a player how many Luck Points his character has remaining or how many he needs to spend to attempt the chosen feat.

As DM, you must decide whether the attempt succeeds by using the following guidelines.

1. Spending one Luck Point lets a player:
 - A. Make one extra attack in a round; or
 - B. Automatically hit an opponent; or
 - C. Climb without falling; or
 - D. Catch something tossed to the character; or
 - E. Leap a chasm; or
 - F. Tear a door off its hinges; or
 - G. Pick up a man-sized object.
2. Spending two Luck Points lets a player:
 - A. Knock out a person with fist or weapon; or
 - B. Spring back from a trap just in time; or
 - C. Climb while carrying another person; or
 - D. Make two extra attacks in a round.
3. Spending three Luck Points lets a player:
 - A. Perform a heroic action beyond the scope of the rules.

A character can try to deliver a deathblow—killing an opponent with one attack—by spending Luck Points equal to half the hit dice of the opponent. The player then rolls a normal hit. If the result is 20 or more, including any modifications to the die roll, the opponent has been slain. If the die roll is less, the attack is resolved normally.

A Luck Point can never be used to affect any of the following.

1. A die roll that has already been made.
Spending Luck Points must be declared before any die is rolled.
2. Any Saving Throw.
A Luck Point can be used to avoid a situation that may require a Saving Throw.
3. A Fear Check.

PC LUCK POINTS

For this adventure only, the pre-generated player characters found at the end of the adventure have the following Luck Points. Do not tell the players the amount of points available to them!

Conan	— 12 Luck Points
Juma	— 10 Luck Points
Nestor	— 10 Luck Points
Valeria	— 16 Luck Points

OPPONENTS' LUCK POINTS

Some opponents also have Luck Points. When this occurs, their number of Luck Points are given.

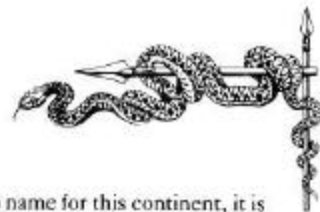
If you decide to let players use their normal characters in this adventure instead of the characters provided, do not use the Luck Points for either the player characters or the NPCs. These will not be available to either side. Likewise, the Fear Statistic (and the rules for its use) should not be used, unless you and the players agree to do so.

HEALING

Howard normally depicted the Hyborian deities in his stories as cold and aloof. No one turned to them except in times of greatest need. Crom, the god of Conan's tribe, was a grim and harsh deity. None called on him for aid, as he sent doom and death more often than he helped his followers. Because of this, clerics as they appear in the AD&D rules are almost non-existent. There is very little magical healing of any type, yet Conan heals and recovers from ferocious battles quickly. Some unknown property of the world—the air, the water, a beneficial bacteria—allows beings to heal at very quick rates.

Instead of the normal rates of healing given in the AD&D® rules, characters in the Hyborian World heal 1 hit point per day regardless of rest. In addition, characters who rest a day heal hit points equal to half their Constitution score. All fractions are rounded down.

If there are no clerics in the party, allow the characters to use the Healing rule. If there are clerics, player characters heal normally, but allow NPCs of the Hyborian World to heal according to the Healing rule. Explain to players that the NPC, being native to this world, is affected by its healing properties, whereas the player characters as outsiders are not.



The Hyborian World

Conan Unchained! takes place in the world of the Hyborian Age. This creation of R. E. Howard is a carefully crafted setting which he used for his Conan stories. Within these stories, Howard created many details about this world and even wrote a history of it and its people. Through this attention, his stories gained realism—the world he described was consistent and sensible in its own fantastic way.

Presented here is an outline of the major features of Conan's world and how they will affect play. If you intend to use the Hyborian setting given in this adventure, read this section carefully. It has much information that will affect the play of the adventure.

HISTORY AND GEOGRAPHY

The adventures of Conan in the Hyborian world take place on our Earth, but it is an Earth of a much different time. It is a time between the fall of Atlantis and the rise of the known world. It is a land that bears little resemblance to our own. Since that age, mountains have cracked, lands have sunk, and new islands have risen in the waves. With these changes have come basic differences in the life and laws of the world. Following the great changes that swept away the Hyborian Age, the arts of magic were forgotten. The monsters and creatures of fantasy disappeared.

Long ago, this land of the Hyborian Age was a single vast continent. Upon it were many kingdoms and peoples, constantly strug-

gling with each other. Although there is no name for this continent, it is usually called the Hyborian World or the Hyborian Kingdoms. This name comes from the ancient race that originally settled this kingdom, the Hybori. A part of this continent is shown on the painted map found on the adventure cover. This map shows the areas where Conan experienced most of his adventures.

The lands and climate of the Hyborian world range from the snowy wastes and tundras of Asgard and Turan, the barren deserts of Eastern Shem and Southern Turan, to the tropical jungles of Darfar and Khitai. Most of the land is wilderness, broken by areas of settled farmland and caravan tracks. Many sections of the world are unexplored or, once explored, are now forgotten. Hidden away throughout the continent are the remains of previous empires and civilizations. Many of these are ruins, but some are still occupied by the dwindling number of inhabitants of ancient races.

PEOPLE

The countries of the Hyborian World are mostly formed by the different human groups. The Cimmerians of Cimmeria are different in appearance from the Shemites. The Zingarans can be identified from Gundermen and Picts. Some of the kingdoms are formed of mixed groups, but even this mixing is identifiable to characters of the Hyborian World.

Along with all the different humans are different languages. Each kingdom has its own language. However, most people are able to speak several languages, and the languages that exist are not difficult to learn. These languages may have many similar features, borrowed from each other.

Aside from differences of appearance, the people of the Hyborian World also have different attitudes and behaviors, again strongly influenced by where the person is from. Cimmerians, such as Conan, are a hard, stoic people with equally hard gods. They live by raiding. The Turanians prefer intrigue and luxury. The people of Stygia, noted for their interest in magic, have an evil reputation. The Picts are barbaric and cruel, given to warfare and feuding.

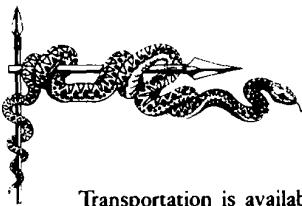
Behavior often identifies where a person is from in the Hyborian World. This is important, because there is a great deal of rivalry and warfare between the different kingdoms. Spies, sorcerers, and killers in the night are all tools of kings and princes. There is not a time in the Hyborian Age when some kingdom is not fighting or plotting against another. The behavior of each NPC in the adventure is described, based in part on these characteristics. As players pay attention to where characters are from, they are better able to predict what will happen.

Demi-human and humanoid races are almost completely unknown in the Hyborian Age. There are no elves or halflings. There are no organized races of dwarves or orc-like creatures. When dwarf or humanoid creatures appear, they are single cases and are often considered monsters.

If any character in the adventure is non-human, he will be treated as an oddity or a freak.

TECHNOLOGY

The crafts and skills of the Hyborian Age range from quite primitive to very advanced. Craftsmen are quite skilled in working with metals. They can make steel weapons that are virtually impossible to break. However, they do not make or use much armor, generally using nothing more than scale armor or chainmail. Sometimes a breastplate is worn, but it is generally made of bronze or a soft metal. Leather armor is common. All normal medieval weapons are available. Siege weapons (catapults, ballista, etc.) are known and can be built.



Transportation is available in several different forms. Horses and camels are used, although horses are rare in the northern areas and camels are used only in the deserts. Chariots are common in lands where there are many horses. Ox carts are used, but horse-drawn wagons are not known. Boats and ships include rowboats, small fishing boats, galleys, and small sailing ships.

The following changes to the costs and availability of items on the Equipment List should be used when adventuring in the Hyborian World.

Equipment List

Splint	350 gp	Barding, plate	5,000 gp
		Bit and Bridle	15 gp
Livestock		Harness	5 gp
Horse, draft	200 gp	Saddle	50 gp
Horse, heavy war	1,000 gp		
Horse, light war	600 gp	Transport	
Horse, medium war	800 gp	Galley, war	25,000 gp
Horse, riding	400 gp	Ship, merchant, large	Not Available
Pony	100 gp		
		Ship, war	Not Available

MONSTERS

Monsters as found in the AD&D® rules are extremely rare in the Hyborian World. Certainly none live in or near settled lands, unless magically bound to a site or kept as the pet of a powerful person. Such instances of pets are uncommon. The owners must constantly be on guard against their own creatures and unfortunate incidents are not uncommon.

Monsters are found in the wild slightly more often. Still, they are never common. The most-encountered creatures of the Hyborian Age are normal predators—wolves, lions, tigers, and bears. It is not uncommon for these animals to stalk lone or small groups of humans. Unlike normal predators, these animals are more ferocious and determined, seldom stopping a hunt until killed.

True monsters found in the Hyborian World are normally quite dangerous and powerful. There are few small monsters (stirges, blink dogs, and owl bears for example) with the exception of larger versions of already known creatures—giant rats, snakes, spiders, etc. In size and power, most monsters found are more like the stegosaurus, type II and V demons, elementals, frost giants, iron and stone golems, and lamia. These monsters usually act alone, hunting singly or at the bidding of a spellcaster. Many monsters are summoned to the Hyborian World from other dimensions. Their existence here is impossible except through this summoning.

Monsters are typically located in two areas—wildernesses that form their home territory or at the site of some ancient people or evil. Hence a stegosaurus would be found in the swampy jungles that were its home, while an iron golem would be guarding the ruins of some ancient city or suffering under the curse of a now-forgotten deity. A monster always has some reason for being where it is.

When considering opponents for the characters in this adventure or further adventures in the Hyborian World, remember that characters will fight mostly NPCs. These are the greatest foes of the player characters.

SPELLCASTERS

In the Hyborian Age, the arts of magic are still practiced. However, knowledge of the powers and scope of this art has declined from previous ages. Much of the lore has been forgotten or obscured. Only a few people are willing to devote their lives to the study and travel necessary to gain any magical powers. Furthermore, it is a dangerous occupation. Many things can go wrong for the unwary or ignorant student. Consequently, there are very few spellcasters in the Hyborian World. Those that do exist are often of great power.

In the Hyborian World, the title "priest" can be used for any type of spellcaster. Most spellcasters are associated with one religion or another, however this has no effect on the NPC's abilities. In fact, the majority of the extremely few spellcasters are magic users and illusionists.

They gain their powers through careful study, traveling to distant lands to gather rare powders and plants, and having their agents search ancient ruins for objects of power hinted at in moldy texts. They seldom become directly involved in things, controlling and manipulating through others and threats.

More important than actually using spells is the gathering of knowledge. In the Hyborian World, knowledge can mean power. It is usually enough for a magic user to threaten to use his powers. Those who receive such a threat know or imagine the horrible result of those powers and so obey the magic user. This has led to many kingdoms of the Hyborian World being directly or indirectly controlled by magic users who have some power over the ruler of the land.

Magic used in the Hyborian age tends to be of summoning, illusion, charming, and death types. Magic as heavy artillery (fireballs, lightning bolts, etc.) is very rare.

Clerics: Clerics with spellcasting powers are virtually unknown in the Hyborian Age. Most of their roles are taken by magic users. What few clerics exist do not, as a rule, offer their services to the hurt or injured, but use their powers for the advancement of their deity. Therefore, the player characters cannot expect any type of magical healing or curing from NPCs while adventuring in this world.

Clerics will only act to benefit their deities and temples. If the characters can find the services of a cleric, spell assistance will be in the form of information and detection.

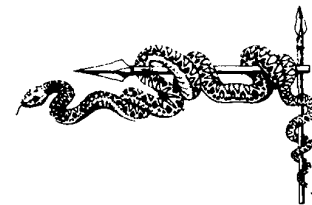
There may be druids among the barbaric Picts, otherwise, there are no NPCs of this class.

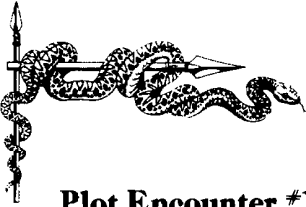
MAGICAL ITEMS

Like spellcasters, magical items are very rare and generally bring grief to those who use or find them. They are items from previous ages, lost and forgotten except to those few who search long and hard.

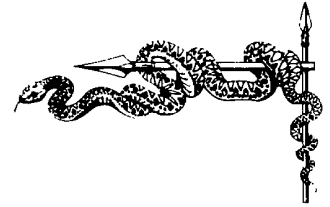
Magical items are usually only usable by spellcasters for increasing or adding to the spellcasters' ability. Each item is different and must be researched and studied before it can be used. Black secrets and horrible histories are often the background for such items. The use of such items is dangerous—inaccurate information about the item can lead to unfortunate results for the user.

Players should not expect their characters to acquire many (if any) new magical items. Even if they do find an item, it will be difficult for them to use it correctly or in the best way. If the players are using characters from another world, the magical items they possess at the start of the adventure will still function as expected.





THE ADVENTURE



Plot Encounter #1: At War

And so you have set out. The Turanian army has taken to the field once more—5,000 men marching against a rebellious city that has raised its hand against the capital. The governor, Kustafa, believes he can withstand the might of the Khan. To its army you have come—the city holds the promise of riches for those who first enter its gates. The Turanians pay for any swordsman—or woman, if their steel is quick and sharp enough. In no time you have carved yourselves a small niche among the wilder mercenary troops that march across the broken desert.

It is now evening as your troop makes camp for the night. Much of the cavalry has ridden out to forage and scout. The blaze of fires outline the baggage animals as rude tents flap in the breeze. In the center of the camp stands the bannered and gold emblazoned tent of Khosrau, general of the army. The night is quiet.

The Turanian army is marching against one of its own small cities on the steppes to the west. The governor of this city, for reasons not known, has rebelled against the Khan of Turan. No taxes or troops have been sent for a month. The Khan has sent his army to crush the rebellion. His orders are that the city is to be burned to the ground and the inhabitants sold as slaves to pay for the delinquent taxes. There is a good chance for loot for all.

The characters are members of the mercenaries who have been paid by the Turanian army. Because they are only hired swords, the regular troops dislike them. They are given the hardest, least pleasant assignments—picket duty, leading the column, etc. When battle occurs, the mercenaries will be put in the most dangerous position in the line. The mercenaries, a tough and ragged group, know this and are not pleased.

This first night allow the player characters to be in the main camp or on picket duty near the edges of the camp.

If characters are on picket duty, read the following.

It is very late at night, close to the end of watch. Little has occurred, just the yapping of dogs that follow the army and the faint scuttling of the night creatures of the steppe. The night is clear, but no moon shines. The hulking shapes of tents and the glimmering light of fires dot the plains.

If characters are in camp, read this section aloud.

It has been a long and profitable night—the dice were good and you managed to fleece a couple of guardsmen of their gold and robes. Now, stretched out beside a fire and staring up at the clear sky you rest your sore legs for the next day of marching. In another week the troop will be in battle.

Have each character roll for surprise, subtracting 1 from the die roll of those characters in the camp. If the character is surprised, he notices nothing. If the character is not surprised, read the following.

Across the sky from the west, a cloud approaches the camp. Several night birds fly before it. As it moves across the sky, it blots out the faint light from the stars above. It is gradually moving closer to the army.

The cloud is magical. It reaches from the ground to hundreds of feet into the air. It is absolutely black, but is almost unnoticeable at ground level. The cloud moves quickly (200 feet per round), but there is no wind. Inside the cloud, characters can only see 5 feet, and cannot hear anything beyond that range. What they can hear is muffled. They are struck by a numbing cold. The cloud is obviously supernatural and all characters are required to make a Fear Check. The cloud has a Fear Statistic of 7.

Characters may choose to flee the cloud or stand. If they flee and manage to outrun the cloud, they fall in with a band of 13 routed soldiers. Most of these have cast aside their weapons and are totally panicked. They can be rallied by a strong leader and application of a few blows. The cloud covers an area one mile around the camp and remains for four hours. Faint sounds come from it—screams, clashes, and inarticulate, garbling voices. On a few occasions hideously wounded men stumble from the cloud to fall just outside its perimeter, dead.

If the characters remain in the cloud, they see shadowy shapes in the blackness. As these get close, it will be clear that they are not humans but some kind of creature. They are shadows.

Shadows: AC 7; MV 12"; HD 3+3; hp 16; #AT 1; Dmg 2-5; SA Strength drain; SD none; FS 5; AL CE

Unlike normal shadows, these can be hit by normal weapons.

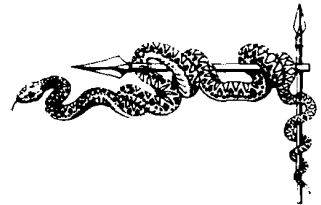
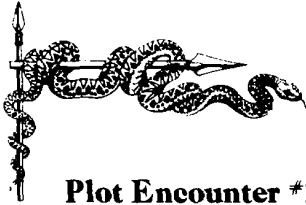
Each turn every group of characters is attacked by 1d4-1 shadows. Any character or group who slays 10 or more shadows is not attacked by any others. The shadows circle the party carefully, waiting for a chance to overwhelm the group. If characters become separated by more than 5 feet they become lost. Each turn, there is a 10% chance of finding a lost party member. After four turns there is also a 10% chance of escaping the cloud. After 10 turns the cloud dissipates.

While the characters are in the cloud, the camp is in a state of total confusion. The fear-struck soldiers are easy prey for the shadows. The battle is a one-sided slaughter as the shadows rip and tear through their human opponents. When the cloud lifts, the camp is an utter ruin. Nearly 5,000 men and animals litter the trampled grass. The ground is soaked with their blood. The tents are ablaze. The few survivors, wounded and terrified, hastily begin looting the baggage, fleeing into the steppes with their goods.

If the characters join the looting, they can get weapons, chainmail (will fit all but Valeria), 100 gp each, and two horses. Both horses are medium war horses. One is slightly wounded.

If the characters remain in camp for an hour after the cloud dissipates, they are discovered by kozaki bandits.

If the characters do not remain in the area, they must cross the steppe. After a half day, the characters are spotted by the kozaki.



Plot Encounter #2: The Free Companions

A band of riders, expertly urging their horses over the ground, break through the tall grass. Suddenly, one stops and points in your direction. With a wild war cry, they spur their horses in a thundering charge. Dirt flies from the horses' hooves. Cold steel flashes in the light of the morning sun.

Twelve riders gallop down on the party, and another 20 watch them from behind.

Riders (4th level fighters): AC 7; MV 12"; hp 24; #AT 1; Dmg 1-8

The men are kozaki, bandits of the steppelands. They do not intend to attack the player characters (unless attacked), but wish to scare and possibly capture the characters for slaves. They gallop to the characters, take swings at each, but do not strike the characters. They also attempt to stay just beyond the reach of the characters' weapons. There is a 20% chance that any given rider comes within weapon reach of a character.

After trying to scare the characters, each kozaki produces a lariat. They again turn and charge, this time veering to the side of the party. As they pass, each throws his lariat. A hit indicates the lariat has fallen around the character. As it falls, the rider yanks on the rope, pulling it tight. To check what part of a character's body is pinned, roll 1d10 and refer to the following table.

Body Part Pinned

1	Neck
2-4	Nothing
5	Both arms
6-7	Right Arm
8-9	Left Arm
10	Legs

As soon as the kozaki yanks the rope, the character must check to see if he or she remains standing. The player makes a Bend Bars/Lift Gates roll or uses a Luck Point. If the die roll fails, the character is pulled to the ground and dragged behind the horse. If the die roll is successful, the character remains standing. If the die roll is 01-05, the rider has been pulled from his horse. A die roll must be made for every lariat that lands.

If the characters are roped, the riders dismount and complete the job of tying the characters securely. If any characters are still fighting, the remaining riders charge and engage in melee from horseback. These dismounted kozaki fight until only two of them remain. These survivors attempt to escape.

The characters are then faced by a screen of the remaining mounted men, all with bows drawn on the party. Their leader orders the characters to surrender or forfeit their lives. If the characters refuse to surrender, the leader smiles ruefully and orders his men to fire. The riders pursue any survivors until confident the PCs will not hurt them. Remember, the kozaki are not aware of Conan's abilities or persistence in this case.

If the characters are captured, the kozaki securely bind the men (-19% on a Bend Bars/Lift Gates roll or 3 Luck Points to break free). They are made to trot behind the horses. Each hour there is a 10% chance a character will stumble. If this happens the character is dragged over the ground for about 50 yards before the riders stop to let the character stand. The fallen character suffers 1-10 points of damage.

If Valeria or any female character is present, she is given different treatment. She is bound with light cords, her wrists tied to the pommel of a saddle. All weapons are removed and placed out of her reach. The leader of the kozaki will sit behind her on the same horse. She is naturally the subject of many coarse jokes and improper suggestions.

After five hours of travel, the characters reach the kozaki camp. The characters are being held to be sold as slaves to the next Stygian caravan that passes through the area.

THE KOZAKI CAMP

The kozaki are a group of outcasts, outlaws, and semi-civilized people who live a nomadic life on the steppes in the area of the Vilayet Sea. They make their living by raiding and do not bother with quieter activities like herding or trading. Their lives are almost constantly in peril, as they are not popular with those they raid.

The kozaki lead a very rough life. About once every month they will move their village to some other place. The men are gone raiding for two to three days at a time. Such raids usually occur once or twice a month. When not raiding, they are selling their stolen goods to the caravans that pass, making and repairing new equipment, or passing time. Feuds and deadly arguments are not unknown. There is a 1% cumulative chance each day that a squad of Turanian soldiers will attack the village. The village is cleverly guarded at all times.

This kozaki camp is very typical of those found in the steppes. There are 100 inhabitants in this camp—80 men and 20 women. The camp is a collection of 55 yurts. Yurts are circular cloth and leather tents supported in the center by a main pole and at the edges by shorter poles staked to slant slightly outward. The size and quality of each tent depends on the wealth of the owner. Larger and more elaborate tents are obviously owned by those with more power and importance. The tents can be taken down and packed or unpacked and set up in three hours.

The inside of the tents are decorated to reflect the wealth of the owner. The hetman's (leader's) tent is lavishly decorated with loot from raids. The ground is covered with carpets, and hanging cloths divide the tent into different sections. Cushioned mats are used for seating. An unmatched assortment of gold and silver goblets and dishes are used at meals. A suit of well-made scale armor hangs on the center pole. Baubles from successful raids hang from the roof of the tent.

In a typical tent the ground is covered by simple rugs. Instead of cushioned mats, a mound of furs is used for seating. Dishes range from some that are quite expensive to ordinary brass and pottery bowls. Some tents are a single room, others have a few simple cloth curtains. Near the center of the tent is a small firepit. Since wood is scarce on the steppe, most fires use dried dung, grasses, and woody roots. Cooking is done outside whenever possible.

Each man's animals are staked outside his tent. The chief has four horses, a cow, and three goats. The other tents have one or two horses and sometimes a goat.

In the center of the camp are several large poles set into the ground. These poles are used for holding prisoners. Each pole has an 8-foot

chain attached to it. This chain ends in a large locking neck collar. Prisoners are fastened to these poles and left there in all types of weather. Such prisoners are the subject of much abuse.

When the characters are first brought into the camp, all (except female characters) are fastened to these poles. Conan and any other characters who have shown exceptional strength are also manacled. During daytime, the prisoners are under casual but constant observation. During the night, a guard checks infrequently on the prisoners. There is a 20% chance he will appear at any time the characters are attempting to do something they do not want the guard to see. The keys to the manacles and collars are kept by Tarlas Constantius, the current hetman.

Any female characters are generally treated well, but very closely and jealously watched by the hetman's five women. She is given slave's work to do.

Anything of any possible value is stripped from all characters. Rags are given to replace any clothing taken.



IMPORTANT NPCs

Tarlas Constantius, Hetman

(12th level fighter): AC 5; hp 85; #AT 1; Dmg by weapon type; S 17; I 15; W 14; D 12; Con 18; Ch 15

Constantius has a +1 bonus on hit rolls and damage. He has 5 Luck Points. His armor and weapons include chain mail armor, sword, and knife.

Constantius is an old and clever man, but he has become overconfident in his belief that he is the only one able to lead the kozaki band. He does not notice any attempts to sway his men to another leader until it is almost too late. However, he is sly and vengeful. He will try every underhanded trick he knows to keep his position. This has kept others from challenging him in the past. He is not above sending Karaz, his lieutenant, or some other to murder any challengers in the night. Currently, Constantius has 50 supporters in the camp.



Karaz Chaam, Constantius's lieutenant

(14th level fighter): AC 10; hp 100; #AT 1; Dmg by weapon type; S 18(35); I 7; W 9; D 8; Con 18; Ch 10

Karaz has +1 on hit rolls and +3 on damage. His armor and weapons include a sword and footman's mace.

Karaz is Constantius's strongarm man. He is not tremendously bright, but is a ferocious fighter. He knows that he can never rule the kozaki, but realizes that he can retain a good position within the group by staying loyal to the hetman. Constantius does not question Karaz's loyalty. In a fight, Karaz will use every means and weapon available to him. He has no sense of mercy and expects none. This works to his advantage because he is always among the first to enter any battle.

Rossim the Beardless

(4th level thief; 9th level fighter): AC 6; hp 66; #AT 1; Dmg by weapon type; S 14; I 18; W 15; D 12; Con 14; Ch 14

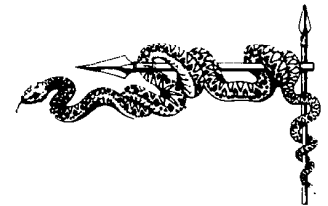
His armor and weapons include scale mail, sword, and spear.

Rossim is the other influential man in the camp. Constantius does not like him and sees him as a threat. But Rossim has too many friends and is too careful for Constantius to remove him.

Rossim would like to be leader, or failing that, would like to see someone else as the hetman. He is more concerned about the welfare of the village than personal gain. He plans raids very well, trying for the most success with the fewest casualties. He will be quick to recognize the value of the player characters in the kozaki band. Rossim has 20 supporters in the camp. If he decides to support a player character, his 20 supporters will join the player character's faction.

Kozak (80 4th level fighters): AC 7; hp 25; #AT 1; Dmg 1-8 or by weapon; MV 12; MR Standard; SA Nil; SD Nil; Treasure Type R

The kozaki given here live in their village. Like all humans, they represent all ranges of attitudes and opinions. Each kozak has a sword, knife, horse, and saddle. Most also have a tent, although some live in common tents.



LIVING WITH THE KOZAKI

The kozaki have a very particular code of honor that affects how they treat the player characters. To a kozak, a person is either a kozak or an outsider. There are no other distinctions.

Kozaki owe nothing to outsiders. They do not feel they must keep their word, tell the truth, deal fairly, respect other's lives, or otherwise exercise any restraint when dealing with outsiders. The only things that restrain them are fear of punishment or the possible loss of something the kozaki want. Hence, some caravans may not be raided, since the kozaki want to have some trade. An enemy may not be killed if doing so would start a feud or cause the Turanian officials to punish them. The player characters are considered outsiders when first brought to the camp.

When dealing with other kozaki, however, the rules are different. A kozak's word is normally binding to another. A kozak does not expect to be slain in his sleep by fellow kozak. These unwritten rules can be broken, but will always cause hatred and perhaps a blood feud between the two kozaks and their friends. And, since a kozak must often rely on another in combat, it is best to be able to trust others at a crucial time.

The player characters can become accepted as kozaks because kozaks are simply a community. However, acceptance is not easy. To be accepted the character must do something to show his valor and courage. The act must be seen by the kozaki. The following are some typical actions a character might attempt so he may gain acceptance.

1. Defeat the camp's champion in single combat.
2. Save the life of a kozak by risking one's own. This is very effective if the character expects nothing in return or if the kozak is important.
3. Overcome a powerful creature singlehandedly.
4. Humiliate a powerful, unpopular kozak before others. However, the character will also acquire a dangerous enemy for life.
5. Defeat an overwhelming attack made by kozaki. The kozaki respect a good fighter, especially if he does what seems impossible. Again, the character is likely to collect a number of enemies by this method.

None of these methods of gaining acceptance are automatic. As DM, always make a reaction check to any of these situations, adding a bonus to the dice roll as you see fit. If the reaction check is positive, the character is accepted. He still may not be trusted by everyone in the camp, but he is freed and allowed to live and take part in their raids.

To continue to rise in the ranks of the band, the character must continue to perform noteworthy feats. At the same time, the character must also try to become a kozak, living by their rules and sharing their hardships. After the character has done at least one notable thing, he will start to have supporters in the camp. Once a character has supporters, he can consider attempting to become the hetman of the band.

Roll 2d10 to find the number of supporters the character gains. The first die is the number of NPCs willing to speak out in favor of the character. If the second die is a 1 or 2, the character gains the favor of Rossim. Each time the character does something notable thereafter, roll one die. If the die roll is a 1, Rossim supports the character. Otherwise, it represents the number of new supporters the character attracts. Remember that a character can also lose an equal number of supporters if he does something stupid, disastrous, or dangerous to the village. Finally, assume all other villagers are at least nominal supporters of the current hetman.

When a character thinks he has enough supporters, he can challenge the hetman. This can either be done in the open or privately. The hetman will automatically "resign" if the character has 50% more supporters than the hetman. If the character does not, the hetman will still

quit if the player makes a reaction check (modified for the character's Charisma) and rolls a favorable result. If the hetman refuses to resign, he will stall the character and then attempt to have the character killed during the night. (Use the *Daggers in the Night* encounter.)

If the character challenges the hetman publicly, the hetman immediately responds by drawing his weapon and fighting. The combat is to the death or until the character surrenders. The survivor becomes the new hetman. If the character surrenders, he and his companions will be placed in chains to be sold as slaves.

If for any reason the old hetman is still alive after losing the power struggle, he leaves or is driven from the camp. He remains in the adventure, however. You may use the hetman as a random encounter when you wish, as he seeks revenge.

RANDOM ENCOUNTERS WHILE WITH THE KOZAKI

Each day that the characters stay with the kozaki, including the time spent as prisoners, make one encounter check by rolling percentile dice. Refer to the *Kozaki Encounter Table* to determine which encounter occurs. For every day the kozaki spend in one place, subtract 1 from the die roll. These encounters are not all creatures or NPCs. Some are incidents or events the player characters can use to their advantage or that you can use to further the plot of the adventure. Each encounter lists the time of day at which it will occur.

Kozaki Encounter Table

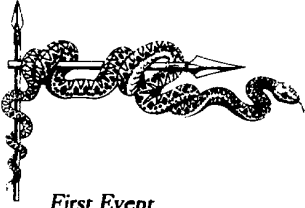
Die	Time	Encounter Title
01-15	Daytime	1. Turanian Attack
16-25	Morning	2. Break Camp
26-35	Evening	3. The Braggart
36-40	Noon	4. A Fortunate Event
41-45	Evening	5. The Drunken Hetman
46-55	Morning	6. The Returning Raiders
56-65	Morning	7. The Raiders Leave
66	Night	8. Snuffling in the Dark
67-75	Noon	9. War News
76-00	No Event	

KOZAKI ENCOUNTER DESCRIPTIONS

1. Turanian Attack

This encounter describes two different events. The first time this encounter occurs, use the first event described; the second time, use the second event. Create a similar encounter if both have been used.

This encounter can occur anytime during the day that you decide, but does not occur at night. On the day immediately following this encounter, use the *Break Camp* encounter (2.).



First Event

The morning is peaceful and quiet. The men sit in front of their tents, telling stories of past raids and making jokes. The women silently do their chores. Constantius emerges from his tent, rubbing his bald head and stroking his thick mustache. With all the pride of a hetman, he strides up to you, a sneer forming on his lips. In the distance a horse whinnies.

At this point, if any character becomes suspicious, check to see if that character is surprised. If the character is surprised, continue reading. If the character is not surprised, tell the player his character notices something is not right with the horses on the outer edge of the camp. Allow the character to take action.

Constantius stops and looks about. Several other men also stop their stories, stand, and look about. "Quickly, you stupid dog brothers!" bawls Constantius. His sword flies from its sheath.

The grass in the far side of the camp ripples and breaks open. Red-blazoned Turanians burst into the camp, their swords slashing at the kozaki. A black-bearded brigand falls, clutching his chest, sword slipping from his dead fingers.

Fifty Turanian soldiers attack the camp by surprise.

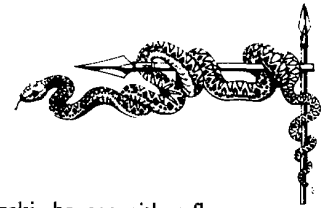
Turanian soldiers (50 2nd level fighters): AC 7; MV 12"; hp 15; #AT 1; Dmg 1-8

If the characters are still prisoners, they are not able to do anything except watch for several minutes. However, if a character breaks his chains, he can enter the fight or flee. He can fight for either side. There is a 10% chance (automatic if a Luck Point is used) that any soldier recognizes the character. Otherwise, the soldiers mistake the character for a kozak. If the character does not break free, he can spend a Luck Point or wait eight rounds for a chance to act. At this time, a Turanian soldier falls dead within reach of the characters. The helmet is a shattered ruin, but the soldier's sword is still good. The fight moves within reach of the player characters—both soldiers and kozaki are within reach.

The fight is a fierce and bitter struggle, neither side giving or offering any quarter. Several tents on the edge of the camp are ablaze. Horses have bolted, trampling men and pulling down tents. Dying men lie screaming on the ground. Constantius and Karaz are both in the thick of the fight. Karaz stands bare-chested making great sweeps with a two-handed sword, splitting helms and armor with ease. A ring of the dead surrounds him. Constantius fights cleverly, making swift jabs and savage disabling cuts. Other kozaki are fighting with swords, curved knives and spears. They grapple with the soldiers, rolling in the dust, waiting for a chance to deliver a killing thrust.

After the initial surprise, the fight starts to turn against the soldiers. More and more of the Turanians drop. After 20 rounds of combat (including the time when the characters could not act), the soldiers break and flee. The kozaki give howling pursuit and the fight becomes a massacre. No soldiers survive. Ten kozaki are dead.

If any character fought on the side of the kozaki, he is freed. He can attempt to free other characters by asking. A successful reaction check convinces the kozaki to do so. All freed characters are considered kozaki from that point on.



If the character fought against the kozaki, he can either flee or remain. Unless the character wants to rescue his remaining friends, continue with *The Woman In Need* encounter. If the characters remain in the camp, Constantius orders the character to surrender. If the character refuses, Karaz attacks. The fight is to the death. If the character wins, no others attack him, but they attempt to drive him out of the camp. If the character is still chained, they guard him closely, leaving him there until he starves.

After the fight, Constantius orders the guards into the camp. Two men slink forward, their heads low. Constantius accuses them of sleeping at their posts, failing their duty. He turns to the surviving kozaki and asks the punishment. "Death!" is the unanimous cry. With a grim smile he turns back to the two guards. At a wave of his hand, one is slain. Glaring at the other, he spits out, "Now Mustafa, dog of an old woman, remember my mercy is not great!" With that he turns away. The kozaki return to tending their wounded and repairing the camp. Mustafa is thereafter treated with no respect.

Second Event

The cry of the guard suddenly breaks the day's peace. "Riders coming! Turanians!" In a flurry of activity, the hetman strides through the camp, kicking men into motion.

"Quickly, take your weapons and go into the grass. We'll show these Turanian lackeys the kozaki are men!" The men gather their gear and disappear into the tall grass.

If the characters are part of the band, they must join this ambush. If the characters are prisoners, they are left in the camp. Thirty men leave the camp. The characters can attempt to escape at this time. There is a 70% chance that their escape is not noticed. They are not followed.

The hetman has the 30 kozaki hide in the tall grasses along the path the riders will take. When the riders are in the center of their ambush site, the kozaki attack. No matter what position the characters take, Mustafa (the spared guard from the first event) is nearby. If the characters notice him, they clearly see the grim look of determination in his eyes.

The riders include 20 Turanian soldiers and an officer.

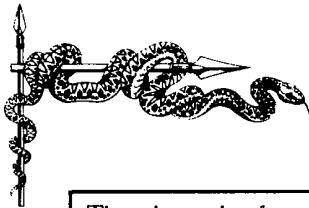
Turanian soldiers (20 2nd level fighters): AC 7; MV 12"/24" mounted; hp 14; #AT 1; Dmg 1-8

Officer (10th level fighter): AC 4; MV 12"/24" mounted; hp 65; #AT 3/2; Dmg 1-8,2

When the attack comes, the kozaki surprise the soldiers the first round. For the fight, let the players control the actions of their characters and all kozaki but Mustafa. Otherwise, you may control the kozaki NPCs. Mustafa (standard kozak statistics), in an attempt to redeem himself for his past failure, leaps straight toward the officer. Two soldiers come to the officer's assistance, no matter what the circumstances. Mustafa is sadly out-matched. If the characters rescue Mustafa during this fight, he will be their loyal supporter thereafter. He will risk his life for the characters and inform them of any plots against them. By taking such a great risk in this fight, Mustafa regains the respect of the other kozaki.

2. Break Camp

This encounter occurs in the morning. Each time it occurs, the procedure for breaking camp is similar.



The pale streaks of morning light are just starting to break over the horizon when the camp is awakened by the sound of shouting. Standing in the center of the village, Karaz cries, "Today we leave! Wake, dog brothers. It is time to move!" He goes to each tent, making sure all know the camp is moving. Within minutes, the camp is a scene of activity—tents are struck, baggage packed, and animals loaded. Within two hours the camp is ready to move.

If the characters are free, they are expected to pack their own gear or help others. If the characters are still prisoners, the hetman makes them do the hardest work. They must also carry packs on the march.

To find the direction the camp moves, roll 1d6. Find the number on the movement diagram on the Turanian area map. The camp moves one day in this direction. The camp does not move in the direction of any city; if this is the case, roll again. If the movement takes the kozaki to the Vilayet Sea, they camp on its shore, out of sight of any passing boats.

3. The Braggart

This encounter has two events played in order, one each time the event is rolled. If both have been used, create an encounter similar to those given here.

First Event

Late in the evening the men gather around the fire of Dhurmas to drink and swap stories. Some stories result in howls of laughter; others end in harsh words about this or that unworthy Turanian goatherding officer. Gradually Dhurmas dominates the conversation. No matter what is said, he brags that he can better it. Eventually, late in the night, Zorias, the thief, says, "Surely, old Dhurmas, must admit Kolmias was the best wrestler there ever was."

"Nay," says Dhurmas, laughingly, "for I bested him when we met at his camp by the sea last season."

Zorias leaps to his feet. "Well then, let's put a challenge up to you! I've a pouch of gold that says you can't beat a champion I put up!" "Done!"

Zorias turns to the listeners. "Who'll be a brave champion?" The other men look at Dhurmas's muscles and do nothing. "What, are you all cowards? Who'll wrestle Dhurmas?"

The player characters can hear the challenge clearly. Still no one answers. Unless a player character volunteers, no one accepts the challenge.

If a character who is prisoner accepts the challenge, the hetman is summoned and the character is released after some argument. The men make a circle around the two wrestlers. The wrestling match lasts until one character is unconscious.

You can either use the wrestling and grappling rules in the DMG or standard hit rolls. If normal hit rolls are made, adjust for strength modifiers. A die roll of 20 means the character has gotten a firm hold on the other. Until the hold is broken, the character can do 10 points of damage (plus strength bonus) each round. No die roll is necessary to continue a hold. A character can break a hold by rolling his strength score or less on 1d20.

No permanent damage is done in this combat. When a character reaches 0 hit points, he passes out and the fight is over. The watchers do not let the fight end until one character is unconscious. Characters recover hit points lost in this fight at the rate of 1 point per round of rest.

A character who wins the wrestling match does not gain his freedom, but earns more respect. If the player character wins, he can gain supporters. If the character loses, he loses 1d6 supporters.

Dhurmas (9th level fighter): AC 9; MV 12"; hp 55; #AT 3/2; Dmg 1-4 +5 bare fist; +2 on all chances to hit

Second Event

If the character won the wrestling match, go to the *Daggers In the Night* encounter following the *War News* encounter (9.).

If the character lost the wrestling match, read the following.

The nearby scrape of a boot breaks the calm of the night.

Have the character roll for surprise. If the character is surprised, he is painfully kicked in the ribs for 2 points of damage. He then hears Dhurmas's laughing voice. "Hah, the sleeping dog stirs!"

If the character is not surprised, he has time to wheel around. Dhurmas is standing there with his foot cocked, ready to kick.

If the character attacks Dhurmas (same statistics as in the first event), no one intervenes. If the character has a weapon, Dhurmas pulls his sword. If any other player character attempts to interfere, the other kozaki (who have gathered at the commotion) grab that character and pull him back. It is obviously a matter of honor between Dhurmas and the player character. In this fight, when a character reaches 0 hit points, he is dead. If the character silently accepts Dhurmas's treatment, he loses 1d10 supporters (if he is free), or is treated even worse than before, if a prisoner.

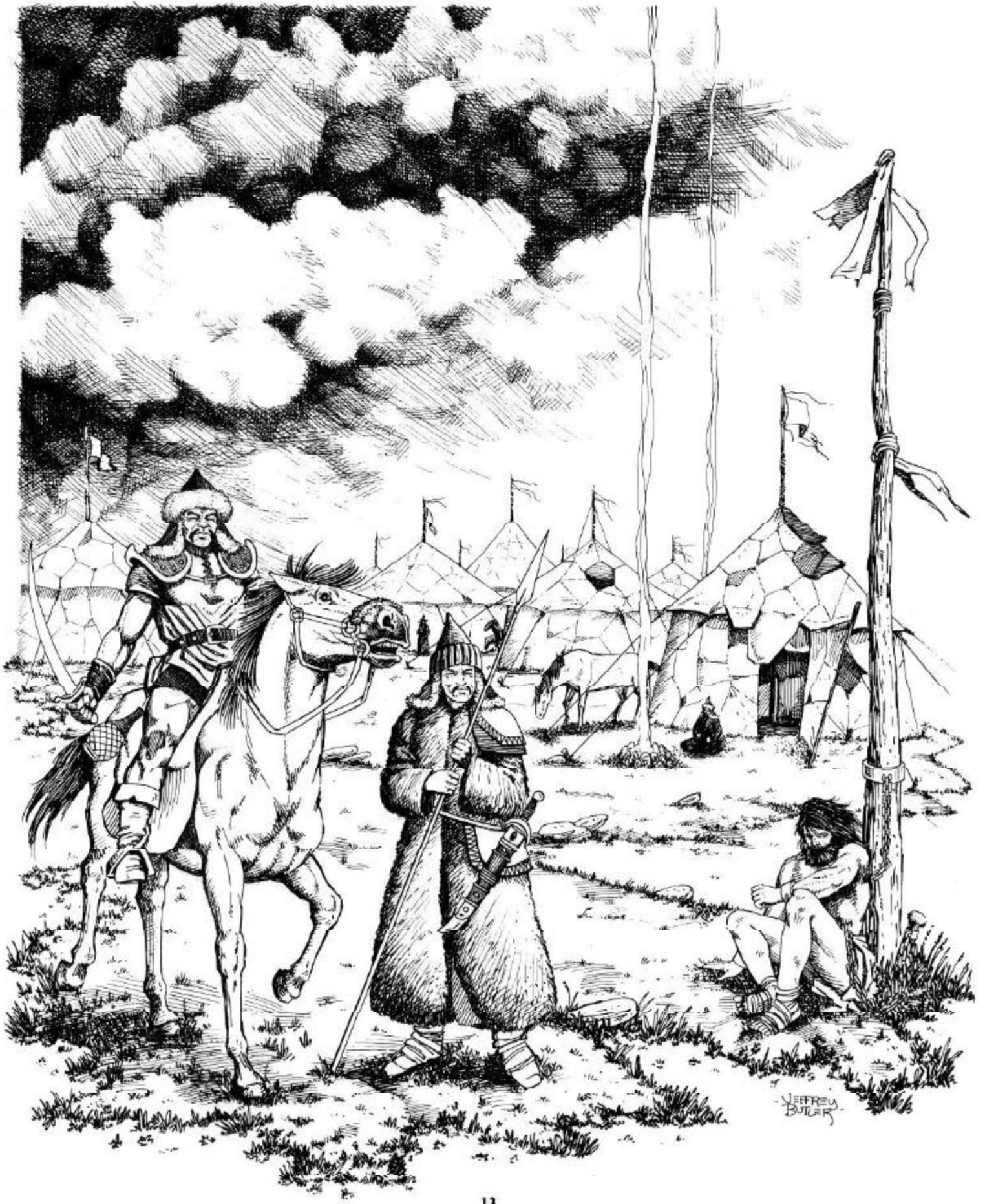
If the character is still a prisoner, he gains nothing by killing Dhurmas. If the character is free and survives, he can claim all of Dhurmas's possessions. These include a tent, one horse, 500 gp worth of goods and several miscellaneous items. Dhurmas' female slave, Costhiras, also belongs to the player character. Costhiras is the woman in the *Woman In Need* encounter and will tell her story to the player character.

4. A Fortunate Event

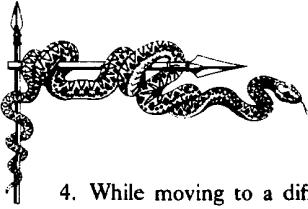
This encounter is very special. Unlike the other encounters in this section, there is no specific event described here. Instead, you must decide what one event would be most useful to the player characters at this time. The following are some examples of what might happen, with statistics for men and animals where needed.

If the player characters are prisoners, choose one of the following suggested events.

1. A slave girl or drunken kozak accidentally leaves a knife within reach of the player characters. The characters can only reach the weapon with their feet, but can eventually drag it toward themselves without being noticed.
2. One of the characters is able to break his chains in a way that is very hard to notice. He still appears to be chained, but can slip free at a moment's notice.
3. A kozak, stricken by madness (from disease perhaps) runs a rampage through the camp. He captures one of the hetman's favorite slave girls and holds a knife to her. He forgets the prisoners are behind him and backs to within reach of the player characters. If a character frees the girl without harming her, the hetman frees that character.



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4. While moving to a different camp, a lion attacks Rossim. The player characters are the only people nearby. Any character who risks his life to save Rossim is freed at Rossim's insistence.

Lion: AC 5/6; MV 12"; HD 5+2; hp 33; #AT 3; Dmg 1-4/1-4/1-10; SA rear claws 2-7/2-7; SD surprised only on a 1

If the characters are already free, choose one of the following suggested events.

1. Dhurmas, in a drunken rage, is kicking and abusing the slave girl, Costhiras. In desperation she turns to the player characters for safety. If Dhurmas is slain, the slave girl belongs to the characters. If Dhurmas is chased off, Costhiras stays with the characters long enough to tell her story as given in the *Woman In Need* encounter.

Dhurmas (9th level fighter): AC 9; MV 12"; hp 55; #AT 3/2; Dmg 1-4+5 bare fist; +2 on all chances to hit

2. Constantius, the hetman, is killed in a raid. The village is without a hetman. Several NPCs want to claim the title. Any player character can also try. If the character has more than 40 supporters, he automatically becomes hetman. If not, the player character must intimidate or defeat four other kozaki and Karaz to claim the position.

The *Fortunate Event* can be any other thing you decide. The event should be something that will assist the player characters, provided they act on the event. The event should not be something that the characters get for free.

5. The Drunken Hetman

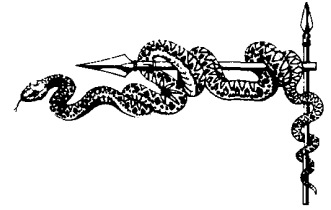
If the player characters are still prisoners, use the first event. If the characters are free, use the second event. If any character is the hetman, use the third event.

First Event

It is late in the day when Constantius lurches toward you. He is obviously in a good mood, as evidenced by the jug of wine he waves in his hand. Belching and laughing, he leans toward you. "Comrades, some sport!" he roars. "Some sport for this fine night! We shall have entertainment and these curs will provide it!" With further shouting and drinking he calls the camp together. His face beams with an evil smile. "Karaz," he says, fumbling with the keys. "unchain two of them. They shall fight each other." There is a rumble of laughing approval from the gathered kozaki.

The kozaki, with weapons drawn, form a ring around the characters. Karaz steps forward and unlocks two of the characters (determined randomly). He then tosses two swords into the circle. "Now, fight!" cries Constantius. The characters must fight each other. If they refuse, they are prodded by spears held by the kozaki (1-6 points of damage) until they start.

The characters can choose to reduce damage by up to 2 points when they swing, but they must hurt each other. The kozaki are too experienced to be tricked by fake fighting. After 10 rounds (or fewer if any character is close to death), Constantius suddenly shouts, "Enough! Chain the dogs back up." With that the fight is over. The hetman laughs and leers evilly at each character, then stumbles off.



Second Event

Randomly select one player character to be involved in this encounter.

It is late at night. The reveling and comradeship has been greater than usual tonight. The wine has flowed freely and more than one kozak has fallen to wine-laden slumber. Now it is a time of boasting and tales. The hetman seems to be the leader of these tales.

In the midst of one of his favorite stories about his skill as a horseman, he turns to you, a scowl on his face. "So, you doubt me!" he says heatedly, taking offense at some imagined slight you have made. "Then, let's put you to the test. Karaz, get my horses. We shall see how this one rides." He staggers to his feet and goes outside. The other men follow him.

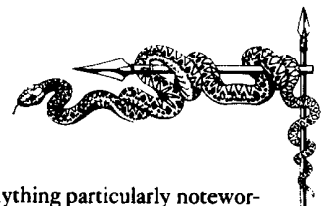
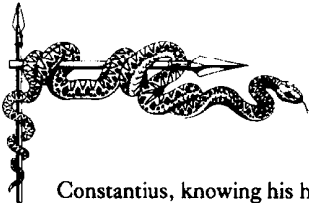
Outside, Karaz holds two horses. Constantius seems a great deal more sober than he did moments before. The men form a long lane. Two kozaki lead one horse to either end. A kozak sticks a sword into the dirt halfway between each horse and then gives you a long strip of red cloth. "Hold this in your teeth," he says. "The winner is the man who can get the other rider's cloth." You mount and await the signal to begin.

The quality of the character's horsemanship is important to this encounter. An excellent horseman has a +2 on all die rolls; good +1; fair 0; adequate -1; and poor -2. Conan is an adequate rider, Juma is poor, Nestor is good, and Valeria is fair. Constantius is an excellent rider. At the signal, Constantius spurs his horse forward, trying to reach the sword before the player character. Make an initiative roll (adjusted for horsemanship) to see who reaches the sword first. The rider must successfully make his hit roll to grab the sword (again, adjust for horsemanship). The contest consists of a number of passes. The player characters and Constantius can try the following actions.

1. Fight with sword or fist. Make a hit roll and adjust for strength and horsemanship.
2. Unseat the opponent. The attacker announces his intent to unseat the other rider. On a successful hit, the defending character must check to see if he is knocked off his horse. If the number rolled on 1d20 is equal to or less than the amount of damage taken by the character, he is unseated.
3. Dive on the opponent. A successful hit roll (adjusted for horsemanship) means the character has pulled down the other rider. Both are on the ground. Each character suffers 1d6 of damage. On a miss, the diving character falls and is injured as above, but the opponent is not.
4. Trample and rear. Roll 2d6 and modify the roll for horsemanship, to see if the horse obeys. If the die roll is 8 or greater the horse attacks the opponent. The rider cannot attack that round.

Horse (medium): AC 7; MV 18"; HD 2+2; #AT 3; Dmg 1-6/1-6/1-3; AL N

5. Yanking the cloth free. A rider can grab the cloth on a normal to hit roll, adjusted for horsemanship and an additional -5 because of small size. The rider can pull the cloth free on a successful Bend Bars/Lift Gates roll or by spending 1 Luck Point.



Constantius, knowing his honor is at stake, never voluntarily gives up his cloth. The player character can choose to let his cloth go at any time.

If the character beats Constantius, the character gains 2d6 supporters. Constantius attempts to have the character eliminated as explained in the *Daggers In The Night* encounter following the *War News* encounter (9.). If the character loses, he loses 1d6 supporters.

Third Event

Use this encounter only if a player character is hetman of the kozaki.

Today traders passed through the camp. Although there was little to offer, many of the men pooled their loot and acquired a large quantity of wine. It now flows freely around the fires, and so do tempers. Trouble seems to be in the air tonight.

In the middle of the night, after the character is asleep, he is awakened by shouts and the smell of smoke. One of the tents of the village is on fire. In the flickering light of the fire, two men are rolling and fighting on the ground. The rest of the camp rushes out, pulls the men apart, and begins to beat out the fire. Soon, it is nothing but a quietly smoldering ruin. Rossim approaches the character, leading the two men. Osrood, the owner of the tent, claims that Vladislav set fire to his tent. Vladislav, the other man, stoutly denies the claim.

The kozaki know that there is bad blood between Osrood and Vladislav. Vladislav is a supporter of Rossim. There are no witnesses to testify for either man. Investigating the fire does not reveal anything. The village presses the character for a decision.

As hetman, the character may decide the punishment for either man. If the character decides against Vladislav, he loses the support of Rossim (and Rossim's 20 supporters). If the character decides against Osrood, Osrood attempts to incite rebellion against the character. In 1-4 days, all kozaki who do not support the character will act. If they are outnumbered by the rest of the camp, they attack the character's tent late at night. If they outnumber the character's supporters, they openly announce that they will no longer follow the character as hetman. Osrood will be named as their choice for new hetman. The character must crush the rebellion if he wishes to remain in control.

6. The Returning Raiders

If any kozaki are out on raids, they return. Roll 1d10. On a 1-3, the raid was successful. All kozaki return, bearing 1,000 gp worth of loot each. On a 4-8, the kozaki raided cautiously. Three-fourths of the kozaki return with 500 gp worth of loot each. On a die roll of 9-10, the raid was a disaster. One-third of the kozaki return. They have no treasure.

If the raid was successful, the camp has a great celebration that night, with much drinking, carousing, and petty fights. If the kozaki raided cautiously, the celebrating is confined to groups of men around the fires. If the raid was a failure, the camp makes immediate preparation to leave the area.

7. The Raiders Leave

News has come of a caravan passing through the area. The kozaki immediately prepare a raiding party. Two scouts leave camp to get more information. The hetman calls out the names of those he wants in the raiding party. This raiding party has from 20 to 40 riders. The hetman rides with the raiders 65% of the time. If the hetman travels on the raid, there is a 30% chance that any free player character is called

to join. If any player character has done anything particularly noteworthy on a previous raid, he is automatically sent out.

The raiding party takes 4-9 hours (1d6+3) to reach the caravan. Along the way they are met by the scouts, who have a complete list of the numbers and dispositions of the caravan. After making any plans, the kozaki attack. Listed below are some typical caravans for those raids involving the player characters.

Caravan 1

20 pack horses
10 merchants (0 level humans)
30 guards (3rd level fighters): AC 7; MV 12"/24" when mounted; hp 16; #AT 1; Dmg 1-8

The caravan carries goods worth 10,000 gp.

Caravan 2

10 oxcarts
15 merchants (0 level humans)
35 guards (3rd level fighters): AC 7; MV 12"/24" when mounted; hp 17; #AT 1; Dmg 1-8

1 mercenary leader (10th level fighter): AC 5; MV 12"/24" when mounted; hp 63; #AT 3/2; Dmg 1-8+1

The caravan carries goods worth 20,000 gp.

Caravan 3

25 mules
16 merchants (0 level humans)
30 guards (2nd level fighters): AC 7; MV 12"/24" when mounted; hp 12; #AT 1; Dmg 1-6 with bow; 1-8 with sword

1 mercenary leader (9th level fighter): AC 6; MV 12"/24" when mounted; hp 50; #AT 3/2; Dmg 1-8

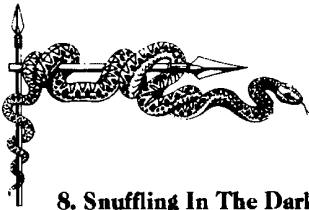
1 Stygian (7th level illusionist): AC 10; MV 12"; hp 20; #AT 1; Dmg 1-4; SA spells; FS 3

First level spells: *change self*, *darkness*, *hypnotism*, *phantasmal force*

Second level spells: *fog cloud*, *hypnotic pattern*, *misdirection*

Third level spells: *fear*, *spectral force*

The Stygian uses his spells only if the guards are losing the fight. As soon as he uses a spell with a noticeable effect, the raiders begin to retreat. Unless the player characters can quickly defeat the Stygian, the raiders break off the attack and return to the village in fear.



8. Snuffling In The Dark

If the characters are still prisoners, read the following to them.

It is late at night. Everyone in the camp is asleep. In the distance the grass faintly rustles, then there is silence. After 15 minutes, a snuffling sound comes from somewhere behind you. A dark shape looms in front of a dying fire, then passes back into the darkness. The snuffling sound comes closer.

The snuffling sound is caused by a brown bear.

Brown Bear: AC 6; MV 12"; HD 5•5; hp 48; #AT 3; Dmg 1-6/1-6/1-8; SA hug 2-12; AL N

It approaches the characters slowly and with caution, but it is obviously hungry. After sniffing around, it attacks the player characters. If the characters call for help, four kozaki arrive in 2-8 rounds. The characters can attempt to fight the bear. If they kill it, no one in the camp awakens, unless the characters call. In the morning, the kozaki find the bear. They are so impressed by the characters' actions, they release them and make them kozaki.

If the bear kills a player character, it attempts to drag the body away, separating that character from the chains.

If the player characters are not held prisoner, read the following.

Tonight you have guard duty. It has been very peaceful. The stars are clear overhead and the moon is bright. The shadow of a large night bird passes overhead.

The characters on guard duty are stationed 100 feet apart. Have the characters roll for surprise. Characters not surprised notice something wrong with the night bird. Do not tell them any more.

The night bird is actually a type of gargoyle.

Gargoyle: AC 5; MV 9"/15"; HD 4•4; hp 20; #AT 4; Dmg 1-3/1-3/1-6/1-4; SD +1 or better to hit, FS 5; AL CE

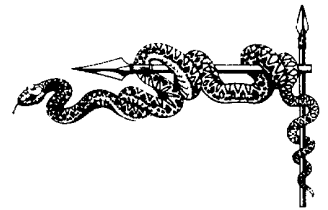
This gargoyle is more intelligent than other types and can speak. Although the characters cannot hurt the gargoyle with weapons (they are not magical), they can grapple with the creature, pin it, and otherwise cause it pain by wrestling, twisting its wings, and threatening to break its arms.

If the character is surprised, the gargoyle has one round of attack using only its claws and horn. This is a diving attack and does double damage. It lands after the attack. If the creature does not surprise the character, it lands before attacking.

Once the creature lands, it looks toward the camp and says, "Where is she? My master has sent me for her." It then heads toward the camp. If any character tries to stop it, the creature attacks. The kozaki come in response to calls for help, but stop in horror upon seeing the creature. Only NPCs of absolute loyalty to the player characters join the attack.

During the fight, the creature hisses about "the princess." If the characters can restrain the creature and keep it from making any progress, it will suddenly give out a loud, wailing scream and dissolve into smoke. The scream has a Fear Statistic of 1.

If the characters do not prevent the creature from reaching the camp, it goes directly to the tent where Costhiras is held (either Dhur-



mas's tent or a player character's). It rips its way into the tent, scoops up the kicking and screaming girl, and flies away. The girl leaves a trail of bits of clothing from the camp to the Vilayet Sea. Once at the Sea, play the *Red Brotherhood* encounter.

9. War News

This encounter provides information for the player characters, but no combat or other action. The first time this encounter is rolled, read the first event, the second time, read the second event, etc.

First Event

The Turanian Army sent against Kustafa, the rebellious governor, has been totally destroyed. Some magic was the undoing.

Kustafa had made no war preparations. The day of the massacre, he pitched a black tent outside his city. Horrors crept from the tent in the night's darkness. Khosrau, the finest general of the Turanian army, was killed. Only a few ragged bands of men escaped. Kustafa supposedly had the aid of a sorcerer from the East, Bhir-Vedi.

Second Event

Kustafa has raised no army and boasts that he does not need one. He points to how easily he destroyed the Khan of Turan's army. No one can stand against him. He also claims to have Amrastisi, the Khan's consort, as his prisoner.

Strange things have been happening in Kustafa's city—horrible, unnatural things. People have been disappearing. Weird fires glow over the governor's palace.

Third Event

Kustafa has demanded that the Khan grant him control over the province he now governs. The Khan has been trying to raise an army, but has had difficulty. He might be considering Kustafa's demand.

Fourth Event

Something has happened to Kustafa's city. The Khan's consort escaped. That night, howling demons are seen in the streets and a shroud of blackness settles over the gleaming towers of the city. Kustafa's sorcerer, Bhir-Vedi, has disappeared from sight. The following day, Kustafa is found dead along with nearly all the city.

Fifth Event

Bhir-Vedi has delivered his ultimatum to the Khan—"Obey or suffer the fate of Kustafa. I created Kustafa and destroyed him! So can I do for you, Khan of Turan!"

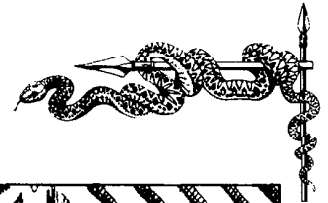
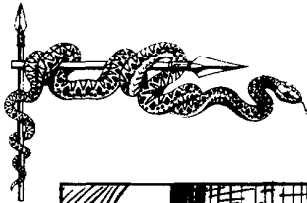
DAGGERS IN THE NIGHT

Play this encounter only when instructions from another encounter require it.

The objective of this encounter is the attempted murder of one player character. If Constantius sends the assassin, the character attacked is the one who challenged the hetman in the horsemanship contest. If Dhurmas sends the assassin, the target is the character who opposed him in the wrestling match.

This encounter occurs very late at night. Unless the characters have arranged otherwise, they will all be asleep. Only those characters in the tent with the assassin's target are involved.

Start the encounter by having each character roll for surprise. If the



character is asleep, subtract 1 from this roll. If a sleeping character is surprised, he does not awaken until attacked or awakened by another character. Characters awake, but surprised, cannot attack on the first round of combat.

Read the following to characters who are awake and not surprised.

The night is quiet and peaceful, only the chirping of crickets disturbs the silence. Suddenly, from the back of the tent comes a popping noise followed by the soft tearing of cloth.

At the back of the tent, Vardan, another Kozak, is cutting a slit in the cloth.

Vardan (5th level fighter, 4th level assassin): AC 7; MV 12"; hp 23; #AT 1; Dmg 1-8 or special; Hide in Shadows 20%; Move Silently 26%; Backstab x2

If the character is asleep, the assassin attempts to attack him. The assassin has only a 5% chance of success. If he fails, he will do only backstab damage, but his sword is poisoned with a sticky insinuation poison. The poison causes 35 points of damage to any character who fails a saving throw. If a character passes a saving throw vs. poison, he is not injured. There is enough poison on the blade for two blows.

If Vardan is captured (he will try to avoid this at all costs), the PCs can make him confess who hired him. His employer expects him to report back when the job is done. Since the mission is highly secret, the employer does not have any guards present in or around his tent that night.

Plot Encounter #3: The Woman In Need

This encounter explains to the characters many of the events that have happened. It also gives the characters a goal for the rest of the adventure.

The principal NPC in this encounter is Costhiras, Dhurmas' slave girl.

Costhiras: AC 10; MV 12"; hp 5; #AT 1; Dmg by weapon; S 8; I 15; W 9; D 16; Con 11; Ch 18

Costhiras is actually Amrastisi, the Khan's consort. However, she will always be referred to as Costhiras in this adventure.

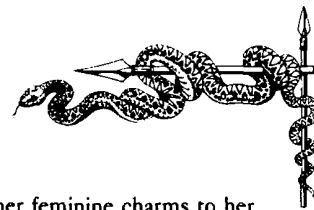
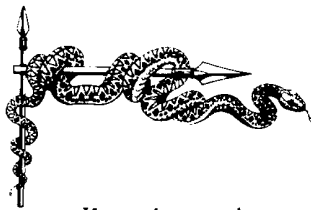
She is young, extremely beautiful, and quite willing to manipulate men for her own ends and comfort. Aside from her beauty, she also has the resources of clever wit, flirtatious behavior, and presence of mind to achieve her goals.

If the characters escape the kozaki camp, they encounter Costhiras in 2-12 hours. She has a horse. She will have fled the camp during the confusion following the characters' escape and now has no place to go. She wants to travel with the player characters.

If the characters are free and decide to leave the kozaki camp, she finds them in 2-12 hours. Again, she has a horse.

If the characters are free but do not leave the kozaki camp, she encounters them during the day. One of the player characters recognizes her as Amrastisi. If questioned about this, she reveals her secret and story to the characters. She will beg to be freed from the kozaki camp.

If any of the player characters is the hetman of the kozaki, she visits that character's tent in the middle of the night.



If any character has won her in the duel with Dhurmas, she is the property of that player character.

If the player characters are still prisoners of the kozaki, she slips to their posts during the night and releases them with the key she stole from Constantius. She insists that the player characters take her with them when they leave. Use this option only if the player characters have been unsuccessful in escaping or gaining their freedom. It is a last resort to continue the adventure.

Costhiras tells them the following story.

"You know me as Costhiras, the slave girl. I am Amrastisi, beloved of the Khan. And please, by all the gods that sent you, I need your help! I live in fear of the Black Master, fear that he will find me and take me away. Please, I beg you, help me!

"I was in Kustafa's city when Bhir-Vedi arrived. The governor was a good man before that, neither brilliant nor cruel. I was staying there for a short time to consult with the sages of that city. From the moment Bhir-Vedi entered the city, it seemed to change. I remember when he first appeared before Kustafa. A little bowed man he was, but Kustafa was fascinated by him.

"Soon, they began to meet regularly. They talked of everything. Bhir-Vedi showed those tricks that the minor sorcerers do in the courts—amusements to pass the lord's time. But then the meetings became more and more secret. After a period, Bhir-Vedi was appointed the court priest. Oh, but I could tell there was something evil about him.

"Then, the evil thing started to notice me. I overheard him asking Kustafa if he could have me. Kustafa was still strong then; he stoutly refused. For a week he saw the priest no more.

"But Bhir-Vedi must have had some power over him. Soon he was back at Kustafa's side, whispering dreams to him about power and glory. His eyes kept following me about whenever I was there. He boasted that he would take me back to his homeland across the sea, that no one, not the Khan nor Kustafa, could stop him from having what he desired. His dry, cold eyes bore into me. Even when I was alone in my chambers, I felt him watching me. I could feel his thoughts. They were unclean, foul!

"Finally, he convinced Kustafa to defy the Khan. Kustafa raised his banner where the Turanian banner had flown. But still, Kustafa would not give me to Bhir-Vedi, although I knew he would, in time. Things lurked outside my chambers at night. I could hear their slobbery gnawing just beyond my doors.

"In desperation, I consulted an old sage. I needed a weapon to fight the sorcerer. He could find me no weapon, but after long searching, he came to me, pale and exhausted. He had found the source of Bhir-Vedi's powers. It was something the priest valued, something he kept to himself. Even as he spoke, a blackness welled throughout the windows. Before he could finish, the darkness covered him. When it was gone, there was only a shriveled spider-thing left in his place." A look of fear covers Costhiras' face and she breaks into tears.

"I could take it no more," she eventually says. "Costhiras, my slave girl, and I made a plan. That night she came to my chamber, dressed in heavy robes. There we changed clothing, she put on my filmy clothing and I bundled myself in the robes she wore. Keeping my face hidden, I slipped past the guards. There was a caravan outside of town. I hid myself in the baggage and left with it the next morning.

"And then the kozaki took us. I was taken from the caravan. Dhurmas won me in a game. I've been too terrified to reveal myself for what the brutes might do. Please, can you help me? I know Bhir-Vedi still searches for me. Can you help me find and destroy him?"

While Costhiras tells her story, she uses her feminine charms to her best advantage, while still retaining her virtue. As you read the preceding section to the players, describe actions and behaviors you feel are appropriate to the scene.

To give Costhiras's words weight, as soon as she is finished, an invisible stalker attacks the party.

Invisible Stalker: AC 3; MV 12"; HD 8; hp 40; #AT 1; Dmg 4-16; SA surprise on a 1-5, surprise Conan on a 1-3; SD -2 on chance to hit due to invisibility; MR 30%; FS 3; AL N

Bhir-Vedi sent this creature. It has instructions to capture Costhiras and carry her to Bhir-Vedi's citadel across the Vilayet Sea. It will attack any creature that attempts to prevent it from carrying out its mission. If the creature succeeds, it takes Costhiras to the citadel by the most direct route. The characters are able to follow the flight of the creature even if it passes out of sight. Eyewitnesses tell them they saw a woman floating across the ground in the direction of the citadel. When the characters reach the Vilayet Sea, continue play with the *Red Brotherhood* encounter.

If the characters defeat the monster, Costhiras begs and pleads with them to help her. She knows the general location of Bhir-Vedi's citadel. She offers a reward to any character who will help her (DM's discretion).

If the player characters do not want to help Costhiras, you can allow them to wander the steppeland (possibly rejoining the kozaki) or to have a sequence of encounters that takes them to the edge of the Vilayet Sea. In this case, however, you must create these encounters. Encourage the player characters to help Costhiras.

THE RED BROTHERHOOD

This encounter occurs when the characters first arrive at the Vilayet Sea. For the adventure, the purpose of this encounter is to provide the player characters with information about Bhir-Vedi's citadel and provide them with transportation across the Vilayet Sea. In a campaign, the characters can also assume roles of importance among the pirates of the Red Brotherhood and take part in their raids.

If the characters are with the kozaki band, read the following.

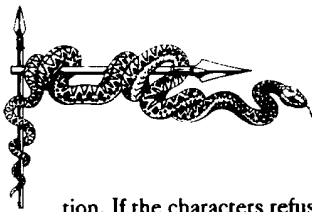
Late in the day, a voice cries out from the top of the dune, "Sail upcoast!" A sentry stands on the top of the dune, waving his arms to the camp below. "Red sail, one ship!" The men of the camp clamber up the dune.

The kozaki, after watching the ship for a little while, signal it into the bay. If the ship is Turanian, they attack it and capture the booty. If the ship is a pirate ship, the two groups may trade and have a good time together.

If the characters are not with the kozaki band, read the following.

Traveling along the coast of the Vilayet Sea has been uneventful, when suddenly, gray scudding clouds of a building storm blow in from the west. The air is cooling. Across the sea to the north, is a red sail of a Turanian ship. It is heading for the cove you are near.

The characters can hide if they wish. The ship is a pirate ship and anchors in the bay. If Costhiras is with the group, she insists that the player characters attempt to join the pirates so they have transporta-



tion. If the characters refuse to reveal themselves to the pirates, some incident will happen to reveal their presence. A character may loosen a slide of sand or rock. A creature might surprise the player characters, forcing them to make noise. Arrange something that best fits the circumstances. If the pirates discover the characters, several pirates quickly search the area in force.

If the characters approach the ship in a non-hostile manner (whether with the kozaki or not), the pirates will be friendly. If alone, the pirates invite the characters to join them. If with the kozaki, the hetman and his close associates are invited.

Among the members of the crew is Horatius, an ex-mercenary in Turanian service. He recognizes the player characters as old companions. He speaks for the player characters, convincing the captain, Bor'aqh Sharaq, and mate, the characters would be good assets to the crew. If the characters are prisoners, the captain refuses to waste money buying their freedom. If the characters escape, the captain allows the characters to join the ship, the Sleeping Serpent, before it leaves.

Bor'aqh Sharaq (14th level fighter): AC 10 (6 with dexterity); hp 95; #AT 1; Dmg 1d8+1; S 16; I 14; D 18; W 13; Con 18; Ch 13; hit adjustment +3 (missile weapons only)

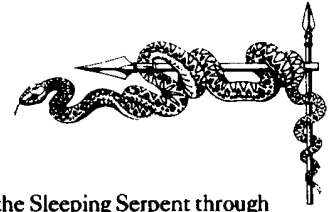
Bor'aqh has 7 Luck Points.

Bor'aqh Sharaq is a tall, muscular man. He always wears a horned helmet that hides his features. No one knows what Bor'aqh Sharaq's real appearance is. He is however, immediately identifiable since his right hand is missing. In its place is a steel cuff. Attached to this is a sword blade. Bor'aqh Sharaq uses this weapon instead of a normal sword. The blade is also fitted with a powerful spring in the cuff. In cases of dire emergency, Bor'aqh Sharaq can fire his blade up to 10 feet. The chance to hit is figured as a missile weapon. However, since this tactic leaves Bor'aqh Sharaq weaponless, he only uses it as a last resort. It takes Bor'aqh Sharaq two rounds to refit the blade.

Bor'aqh Sharaq is secretly allied with the sorcerer, Bhir-Vedi. If the player characters tell him they plan to find and destroy Bhir-Vedi, he seems unconcerned. He does not believe the characters are any match for Bhir-Vedi's magic. He knows the location of Bhir-Vedi's citadel and that the sorcerer always carries a black ebony rod, carved with strange devices. He volunteers no information except that he is heading for the citadel, also, to meet with Bhir-Vedi.

Regardless of what the player characters tell him, Bor'aqh Sharaq instantly takes a disliking to the male player characters. He assigns them the worst and most dangerous duties, and will use any excuse to eliminate them. He is attracted to any female characters, with the intention of capturing them and selling them into slavery.

Zorias the Kushite, First Mate (8th level fighter): AC 8; hp 45; #AT 3/2; Dmg 1d8+1; S 16; D 11; C 13; Ch 13



Zorias earned his position as first mate of the Sleeping Serpent through ruthlessness, cunning, and skill. He has worked his way up through the ranks in the typical method of the Red Brotherhood—by defeating others in duels of honor. He has won every fight.

He bears no love for Bor'aqh Sharaq and the captain knows it. Zorias is constantly on guard for any mistake Sharaq might make. When this happens, Zorias will try to turn it to his advantage. He knows he is not likely to best Sharaq in a fight. He sides with the player characters who are against the captain. If the characters take control of the ship, however, Zorias attempts to seize control as quickly as he can.

Red Brotherhood (50 2nd level fighters): AC 9; MV 12"; HD 2; #AT 1; Dmg by weapon type; SA nil; SD nil; MR standard; I 12

These men are the crew of this ship. They are all human. All would be killed immediately if captured by the Turanians. In battles at sea, the crew fights without surrendering. If on land, they fight until their morale fails, a supernatural event occurs, or their leader is killed. In the last case, they rally if a player character makes a successful Charisma roll. All these men follow the law of the Red Brotherhood. This means obedience and loyalty only to one's own captain. If the captain is slain in combat, the victor can claim the captain's title and command the crew. This also applies to those who are not members of the Red Brotherhood (such as the player characters).

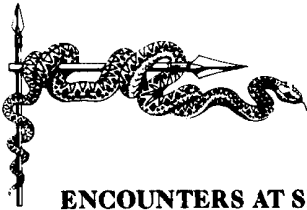
The crew is also attracted to any female characters. However, after she successfully defends her honor (by demonstrating her fighting skill), she is treated politely from that point on.

If the PCs question the crew about Costhiras (provided she has been kidnapped), some report they did see a strange event. The woman was seen going east. The crewmen can give the approximate location of the sighting. This is within 5 miles of the Path to the Citadel.

THE SLEEPING SERPENT

The Sleeping Serpent is Bor'aqh Sharaq's ship. It is a typical Mediterranean galley. Each side seats 30 rowers at 15 oars. These rowers are arranged in a single bank so there is only one deck of rowers. The galley has a single square sail. The mast, located amidships, is stepped. It is normally taken down during bad weather or when the ship is at anchor for repairs and maintenance. At the stern is a small castle section for the quarters of Bor'aqh Sharaq and the mate. The rest of the crew sleeps in the spaces between the rowing bunks.

In combat, the crew brings their ship close to the enemy, puts up the ship oars, and takes weapons. If possible, some men remain at the oars while the others fire arrows at the deck of the enemy. When the ships are close enough, the pirates run out a corvise (see *Dungeon Masters Guide* pg. 55) and throw grappling hooks. They then board the ship and fight hand-to-hand. The Sleeping Serpent is fitted with a bow ram, but to avoid any possible damage to the ship, this is seldom used.



ENCOUNTERS AT SEA

When the characters set sail on the Shining Serpent, they are assigned duties on the ship. The men are given positions at the oars. Unlike the other rowers who sit two to an oar, the characters must each handle an oar alone. Bor'aqh Sharaq cruelly demands exceptional effort from the player characters. This is tiring and causes each character to lose 1-6 hit points each day.

The voyage takes at least seven days if Bor'aqh Sharaq is left in charge. He is in no hurry to help the characters, and sails up and down the coast, looking for ships to plunder. If the characters attempt to make him act quicker, he considers it a challenge to his authority. See "The Duel" encounter for instructions on what to do.

After seven days at sea, the Shining Serpent arrives at the "Road to the Citadel."

Each day at sea, read one of the following encounters (in the order given) until they have reached the coast or the character is provoked to fight.

Roll 1d4 to determine which player character will be the object of Bor'aqh Sharaq's abuse.

First Day

You are leaning hard into your oar, pulling with all your might. Bor'aqh Sharaq has ordered the rowers to work harder which strains all the rowers. Suddenly, as a wave gently tosses the ship, you feel a sharp, slicing pain across your back.

The player character suffers 1-4 points of damage.

Behind you stands Bor'aqh Sharaq, regaining his feet from an unsteady step. His blade-hand drips with a small trace of red. You can feel the cut across your back. "Dress the wound and then row," he says curtly, a faint smile on his lips. With that he turns and walks away.

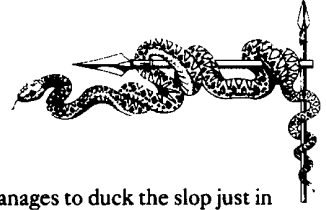
Second Day

You are suddenly awakened by a brutal, stinging pain in your side. "Wake up, dog! Take your position at the oars!" Standing over you is Bor'aqh Sharaq, his foot poised for another kick.

Third Day

You are rowing easily and calmly. It has been a good day. The cook has just finished passing out bread and cheese and a small amount of wine. Bor'aqh Sharaq has let the rowers rest, taking advantage of a freshening breeze. Suddenly, the ship heels to port.

Have the character roll for surprise. If the character fails, he lurches sideways. As this happens, the character is doused in foul-smelling slop from the galley. The cook, carrying a pot, has spilled it on the charac-



ter. If the character is not surprised, he manages to duck the slop just in time. From the bridge Bor'aqh Sharaq breaks into wild laughter. Others on the ship gradually pick up the laughter.

Fourth Day

Bor'aqh Sharaq walks up to you just as your shift at the oars ends. "Tomas is ill. Today you will row double shift." He grins evilly and walks away.

The character will suffer 1d6+2 damage from exhaustion.

Fifth Day

A breeze comes up, the first good one in a while. Bor'aqh Sharaq orders the mast to be stepped. You and several other men brace your backs to the job and have it nearly in position, when suddenly it slips and falls to the deck with a crash. Several rowing benches shatter into splinters. Bor'aqh Sharaq leaps down from the sterncastle cursing mightily. His eyes fix on you. "Vile scum! Lazy son of a water rat! You let this happen. Half rations for this man!" The rest of the crew eye you.

The character receives only half rations for the rest of the trip. The character automatically takes +1 damage from rowing.

Sixth Day

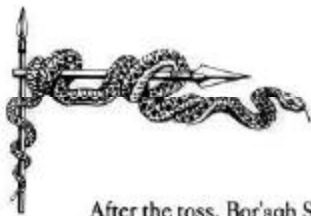
Today the breeze is blowing nicely and the crew is able to rest. Bor'aqh Sharaq comes to you. "The hull needs scraping. Get some rope and get over the side. You men," he says, pointing to some others, "lower him over." The men lower you in a cat seat along side the hull. "Down low, close to the waterline," Bor'aqh Sharaq shouts. You are inches above the water. While you are working, the cook throws the slops over the side, ahead of you. In a short time, freshwater sharks begin to gather.

Bor'aqh Sharaq does not allow the character to be hoisted up for two hours. During this time, the sharks circle within inches of the character. Have the player roll the dice several times to see if his character slips. The character will never slip, but do not tell this to the player.

Seventh Day

Bor'aqh Sharaq is unusually quiet. His normal mean nature does not show itself in any way. He seems to be lost in concentration. Then, just as you are about to take your scheduled rest from rowing, you hear a footstep behind you.

Have the player character roll for surprise. If he is surprised, a dagger flashes past his temple, embedding in the deck. The blade has neatly clipped a lock of the character's hair fractions of an inch from his scalp. If the character is not surprised, he sees Bor'aqh Sharaq just as he throws the dagger and can move to avoid it.



After the toss, Bor'agh Sharaq turns to a sailor beside him. If Bor'agh Sharaq cuts a lock of hair, he laughs, "I'll take my winnings." The sailor digs out a gold coin and hands it to him. If the lock is not cut, the sailor holds his hand out for his winnings.

If, during these seven days, the player character cannot tolerate any more of Bor'agh Sharaq's torments, he can challenge the man to a duel. This duel is fought without any interference from the rest of the crew, except for the first mate. If the player character is defeating Bor'agh Sharaq, a sailor attempts to slip in a strike from behind on the character. He then wheels around to hold the rest of the crew at bay. If Bor'agh Sharaq is in danger of being killed, he dives over the side and disappears from sight.

PIRACY

The following two ships are typical of those encountered on the Vilayet Sea. You can use these ships to provide action during this part of the adventure. Remember that this combat is between vessels with 50 to 100 men on board each.

Merchant Ship: This single-banked galley has 20 oars to a side. Slaves man the oars and do not build up the speed the Sleeping Serpent can. There are also 15 mercenaries and 5 fighting passengers of various levels who resist all boarding attempts. In the hold is treasure worth 20,000 gp.

Slaves: AC 7; MV 12"; HD 1; hp 3; #AT 1; Dmg 1-4 or by weapon

Mercenaries and Passengers (2nd to 6th level fighters): AC 7; MV 12"; #AT 1 or 3/2; Dmg by weapon type

TURANIAN WAR GALLEY: This double-banked galley has 60 oars to a side (each bank has 30 oars). Slaves man the oars. The ship has two decks and also holds an additional 80 marines. The captain has been ordered to find the pirates on the Turanian Sea and eliminate them. The Sleeping Serpent has a 40% chance of being able to outrun this war galley.

Slaves: AC 10; MV 12"; HD 1; hp 4; #AT 1; Dmg 1-4 by weapon type

Marines (80 3rd Level Fighters): AC 7; MV 12"; hp 18; #AT 1; Dmg 1-8

Captain (10th Level Fighter): AC 6; MV 12"; hp 60; #AT 3/2; Dmg 1-8,2

Plot Encounter #4: The Citadel of Bhir-Vedi

This is the final encounter section of the adventure. Here the characters must face the dangerous terrors of magic and monsters to overcome the sorcerer Bhir-Vedi. This is the climax of the adventure; do your best to make play exciting and visual for your players.

ARRIVING AT THE COAST

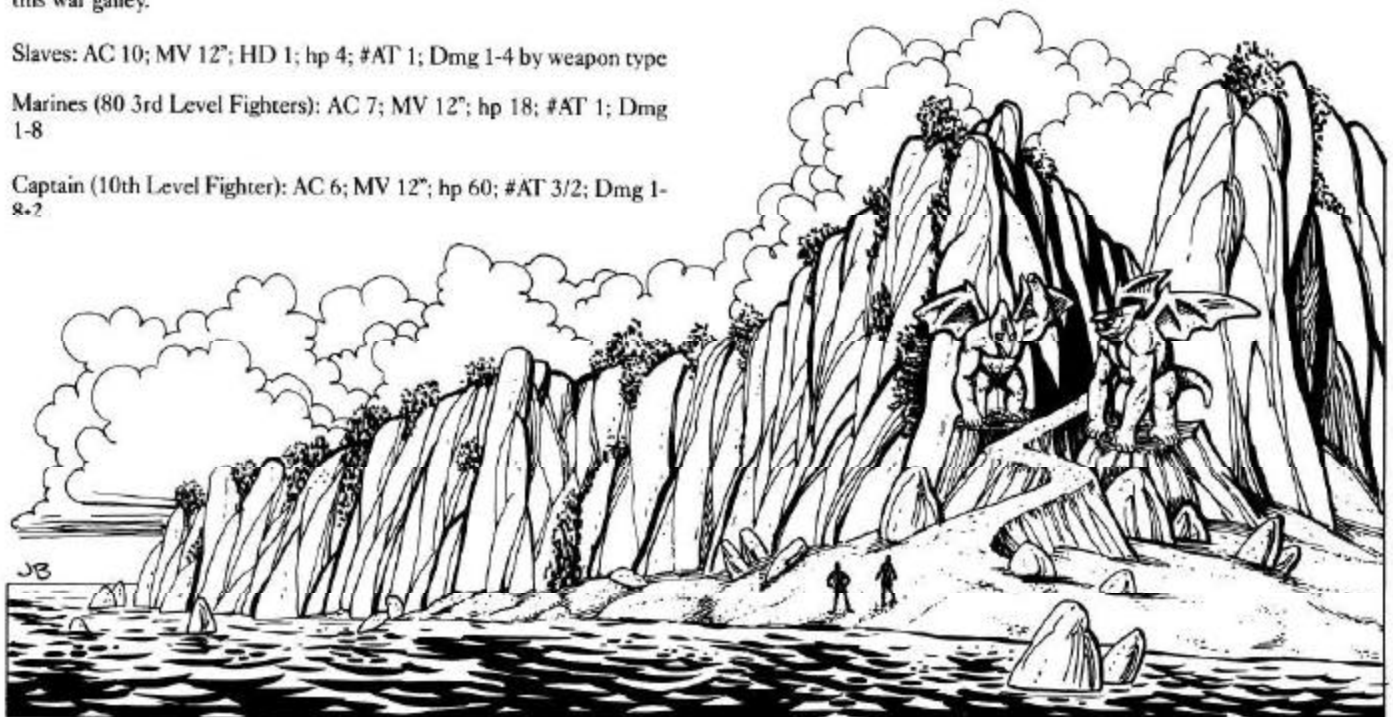
If Bor'agh Sharaq is guiding the ship, the characters arrive on this coast after seven days of travel. It is late in the day when the galley anchors in a small cove.

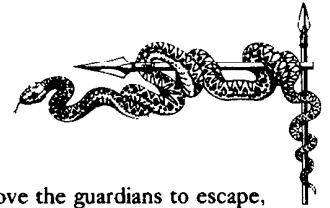
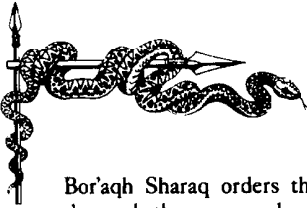
If Bor'agh Sharaq is not with the characters, some of the crewmen of the Sleeping Serpent or one of Bhir-Vedi's creatures can guide the ship to this point. Costhiras can give the player characters the general location of this beach, but they must sail the coast until they come across the exact location. You must decide how long it takes them to find the location.

Once the player characters reach the landing place, read the following to the players.

The sun is beginning to set. The red-tinted beams strike the tops of steep cliffs that loom up from the shore. The black and gray rock gleams in the dying light. A few scraggly plants grow from the faces of the cliffs, clinging to a cold existence.

At the foot of the cliffs is a small black beach, hemmed in by jagged rocks. A cleft, opening onto the beach, breaks the wall of stone. The last rays of sunlight trickle down this narrow gap. The floor of the cleft is littered with boulders and rock, through which winds a small path. To either side of the opening are two crudely-hewn statues. They are beaked and winged creatures with long ape-like arms. Both are worn and show signs of great age.





Bor'aqh Sharaq orders the galley to land at this small beach and demands the crew work quickly. He shows signs of nervousness.

All player characters should roll for surprise at this time. Any character who is not surprised has the feeling that something or someone is watching them. Characters who are surprised do not notice anything unusual. Any character who spends a Luck Point notices that the statues seem to be the source of this feeling. The statues are Bhir-Vedi's guardians.

Once the galley is landed, the crew starts poking about the beach. They are very quiet and obviously scared and superstitious. They all wish to leave this cove as quickly as possible.

If Bor'aqh Sharaq is still with the player characters, he orders the crew to attack the player characters and bind them. He spurs the crew on by promising to leave as soon as this is done. Should the characters be overwhelmed, Bor'aqh Sharaq fastens the men with ropes and chains. Costhiras is lightly bound, if present. Any other female characters are stripped of weapons and armor and taken back on board. Female characters will be sold to Stygian slavers when the Sleeping Serpent next lands at port.

If Bor'aqh Sharaq is no longer with the ship, the crew insists they will not stay on the beach. If the characters refuse to allow the crew to leave the beach, they stay, but remain fearful of this cove.

During the night, they crew flees for the boat and attempts to set sail. While the characters try to stop the crew, Bor'aqh Sharaq steps out of the shadows of the cleft. He is bloody, wet, and tattered, but is still capable of fighting. If possible, he attacks the current captain by surprise. The crew falls back in superstitious fear, whispering among themselves that Bor'aqh Sharaq must be a demon.

Bor'aqh Sharaq fights viciously, showing no quarter. He uses his Luck Points to his advantage. He will try extra blows, blinding his opponent with sand, pushing loose boulders, and using crewmen as shields, if necessary. If the fight lasts longer than 20 rounds, the sun will set (for effect, see "Sunset").

SUNSET

Bhir-Vedi's guardians, immobile in the light of day, are released at sunset. If there are characters on the beach at sunset, read the following to them.

Suddenly, there is a loud crashing sound. Rock splinters fly past. Small pebbles and broken flakes of stone slide by your feet. Glancing quickly over your shoulder, you see the stone statues raise themselves to their full towering height.

The guardians have awakened for the night.

Guardians: AC -4; MV 9"; HD 10 each; hp 50, 47; #AT 2; Dmg 1-12/1-12; FS 2; AL NE

These creatures stand 9 feet tall. They are solid, animated, night-black stone. If Bor'aqh Sharaq is present, he is frozen with fear. If he recovers in time, he uses this distraction to escape. If he cannot, he fights to the best of his ability against anyone or anything that threatens his life. The crew flees in fear unless attacked or distracted. As soon as a crewman can escape, he flees in panic, throwing weapons aside and running for the ship. Once 20 men reach the ship, they attempt to cast off.

If the characters are on the boat when sunset comes, they hear noises from the shore. The guardians advance and attack the ship, battering it for 2 points of hull damage per attack. The ship has 8 hull points.

The characters can climb the cliffs above the guardians to escape, but the creatures will begin to climb after them. There are several large, loose boulders on the low ledges. Characters can force these over the edge (to crash onto the creatures below) on a successful Bend Bars/Lift Gates roll or by spending 2 Luck Points. If more than one character is pushing on a boulder, add their Bend Bars percentages together to determine if they are successful. A boulder pushed over the edge automatically hits and kills any climbing creature below. The boulder then rolls down the beach into the sea. If crewmen are on the beach, 2-12 are crushed to death by the boulder. Player characters are not hit.

THE PATH TO THE CITADEL

The cleft climbs steadily upward. The path winds through boulder fields and around slides of broken rock. A few evil-looking birds watch your progress.

The characters may still have the feeling they are being watched, but do not see anyone. When the characters reach the first branch in the path, read the following.

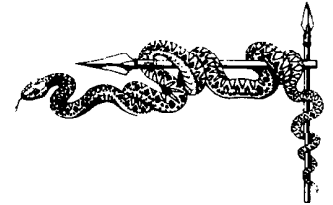
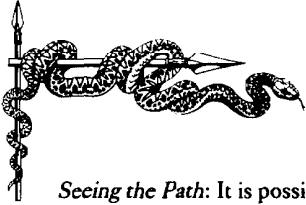
Suddenly, the trail crests over the top of a ridge, beyond which is a view of a large valley spread out below. But surely it is like no valley ever seen before—jagged spires, sheer cliffs, black ravines, and twisted rock forms make the valley look like some demonic creature's playground. Nothing grows in the valley. All is barren black and gray stone. In the distance, at the far end of the valley, is a gleaming black tower.

This is the valley of the Manotor. The valley is a maze of paths, only one of which leads to the tower. The following information applies to all parts of the valley.

Moving Off the Paths: In some places it is possible for characters to move off the paths, but only where the ground is not too steep or broken. When characters move off the path, their movement rate is half their normal speed. The manotor cannot leave the paths.

Cliffs: Any hex that contains more than one contour line is considered a cliff. All cliffs are sheer and very difficult to climb. Costhiras (if present) cannot scale any cliff without aid (ropes, etc.). She moves one hex per hour. Other characters can attempt to climb cliffs—thieves, using the Climb Walls ability and other characters, using a Luck Point. Characters using a Luck Point have a 5% chance of slipping. A second Luck Point allows the character to stop the fall without being hurt. Characters who slip will fall 10 feet to 80 feet before stopping (hitting bottom, landing on a ledge, etc.).

Rough Ground: Some hexes are marked as rough ground. These are fields of broken and jagged rock, and extremely difficult to move through. Any character who leaves the path in rough ground suffers 1d6 of damage each turn from cuts, scrapes, and rock splinters.



Seeing the Path: It is possible to see clearly all the way across the valley, although details are not discernable in the distance. However, the lay of the ground seldom gives characters the chance to see anything. The characters cannot see anything if:

1. The line of sight is blocked by higher ground lying between their location and the point they wish to see; or
2. A line drawn from the characters' location to a higher or lower point crosses any ground that is the same height as the higher ground; or
3. Number 2 does not apply and any ground (in a straight line from point to point) higher than the lower area is closer to the lower point than the higher point.

Night: If the characters are still in the valley when night falls, they are attacked during the night by the manotor and 10 summonings. (New monster descriptions on page 28.)

THE MANOTOR

A manotor lives in this maze of paths and tunnels.

Manotor: AC 4; MV 24"; HD 13; hp 65; #AT 3; Dmg 1-6/1-6/1-10; SA Charge; FS 4; AL CE

The maze begins at Point A on the Valley of Bhir-Vedi map. The manotor moves randomly through the maze until it finds the trail of the characters. It then tracks and attacks the characters.

To keep track of the manotor and the characters, lightly pencil in the trails of both on your map. Use a solid line for the characters and a dashed line for the manotor. First mark the move of the characters on the map, and then the manotor's move. The manotor's first move is to the west. Randomly determine which direction it goes at each intersection. The manotor moves twice as fast as the characters.

When the manotor crosses the trail of the player characters it automatically picks up their scent. It then follows the trail with the freshest scent (in case the characters double back). If the characters leave the trail, the manotor takes the most direct route to the logical point where the characters will rejoin the path. Once the manotor catches up with the characters, it follows them at a distance, waiting for nightfall before attacking. If the characters will reach the tower before nightfall, the manotor attacks when they are 200 feet from the tower. Bhir-Vedi's summonings never attack the manotor.

If the characters check for life in the valley (looking for the trail of any creature), they find old signs of the manotor's presence.

THE SUMMONINGS

At all hexes marked B are Bhir-Vedi's summonings.

Summonings: AC 6; MV 18"; HD 4; hp 20; #AT 3; Dmg 1-3/1-3/1-6; SA drain; FS 4; AL CE

There are six summonings at each position. They do not leave the hexes they are in. Except for those found in the tunnels, the summonings are hidden in the cliffs and rocks surrounding the path. As the characters move through the hex, the summonings will roll boulders down on the characters. Characters must roll for surprise. Only surprised characters have a chance of being hit. The chance to hit is equal to a 1 HD monster. Any boulder that hits does 3d10 points of damage. If any characters are struck by the boulders, the summonings fly down and attack. If no characters are struck, the summonings remain in the rocks.

THE TOWER OF BHIR-VEDI

When the characters reach the tower of Bhir-Vedi, read the following.

Ahead, looming toward the sky, is a slim, straight, black stone tower, jutting upward like a bony finger from the jagged outcropping of rock. At the bottom is a single portal, with no door or obstruction. The sides are glassy smooth. The top rim is adorned with black glass-like carvings of leering men, women, and creatures—all posed in hideous, blasphemous, and obscene contortions.

The very top of the tower is carved into a massive snake head. Just below these carvings is a spaced ring of window slits. The tower shows no sign of life. Even on this windswept crag, the air seems stale and fetid. The sense of evil is oppressive and the whole structure feels unnatural.

If the characters listen for any sound, they hear only the keening of the wind—a sound like the voices of the dead calling to those of this world. If Bhir-Vedi has captured Costhiras, they also hear a faint cry from inside. Whether it is man, woman, or beast, the characters are not able to tell. Examining the outside of the tower shows that it is not perfectly smooth. There are tiny finger- and handholds in the stone. It is too hard climb without spending Luck Points. It costs a character 1 Luck Point to climb with a 50% chance of falling; 2 Luck Points to climb with a 25% chance of falling; and 3 Luck Points to climb with no chance of falling. The thief ability to climb walls cannot be used to scale this tower.

Inside, the walls are made of the same black stone. This is very glassy, like obsidian. It casts distorted reflections of anything in a room or hall. The walls also deaden sound, giving the entire tower a silent, tomb-like feel.

Bhir-Vedi (12th level Magic User): AC 10; hp 33; #AT 1; Dmg 1-4; S 8; I 18; W 10; D 12; Con 9; Ch 7; FS 3 when casting spells

Bhir-Vedi has 5 Luck Points.

First level spells: *charm person, friends, shield, shocking grasp*

Second level spells: *ESP, forget, pyrotechnics, ray of enfeeblement*

Third level spells: *feign death, hold person, phantasmal force, slow*

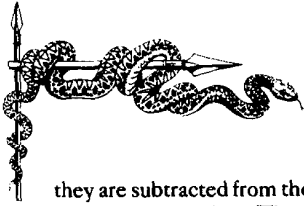
Fourth level spells: *confusion, fire shield, monster summoning II, polymorph self*

Fifth level spells: *animate dead, distance distortion, monster summoning III, transmute rock to mud*

Sixth level spells: *Tenser's transformation*

Bhir-Vedi possesses only one magical item of use to him at this time—the Rod of Wyziram. This rod is a piece of ivory 12 inches long. It is carved with runes and ancient writing. The rod has 100 hit points. These hit points may be used by the wielder of the rod, who must be holding it for it to be effective. When the character loses hit points,





they are subtracted from those of the rod first. When the rod reaches 0, it crumbles into dust. The rod heals damage at the rate of 3 points per day. Spells cannot be used to heal the rod. To use the rod, the character must research special commands to link himself to the life force of the rod.

1. The Snake Pit (ground floor)

Just beyond the door is a staircase going down. It winds along the edge of the wall to the floor of a pit 30 feet below. Directly across from this staircase is another that goes up to another door, also 30' above the floor of the chamber. Loosely coiled in the bottom of the pit is a snake—such a snake as you have never seen. Its width is as great as you are tall and its length could equal that of a good ship. One snap of its jaws could cut a man in two. Its body fills the floor of the pit, coiled amidst a litter of bones and unidentifiable scraps. Its eyes are closed.

The snake is a gigantic snake.

Gigantic snake: AC 9; MV 6; HD 18; hp 80; #AT 1; Dmg 3-30; FS 5; AL N

The snake is 100' long and 8' wide. It is asleep, but wakes at any slight noise. When it wakes, it rises up, lifting its head 40' from the floor. It can strike at characters anywhere in the room. The snake is always hungry. Bhir-Vedi never uses this route to enter the tower, but uses magic to enter.

2. Storeroom (second floor)

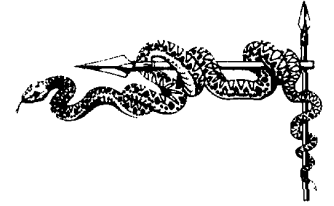
The room is musty and dark, the air heavy-laden with dust. Several pieces of ornate furniture are carelessly piled in the room. Scattered among these are many bags and chests. Many lay open, some tipped over, their contents spilled across the floor. Some appear to be moldy grains, from others come the glitter of jewels.

This is the treasure room of Bhir-Vedi. The bags and chests contain jewels, gems, the plunder of ancient cities, and odd bits of magical apparatus. None of the items are magical. Lurking in the corner of the room is Bhir-Vedi's assistant and guardian of the tower when he is gone—a deformed ape-like man-creature.

Creature: AC 7; MV 15"; HD 7; hp 35; #AT 3; Dmg 1-8/1-8/1-6; SA see text; FS 8; AL NE

This creature is smaller in stature than a normal man and walks in a hunched crouch. His arms are unnaturally long. He possesses great strength. If he hits with both hands, he hurls the opponent up to 10 feet. The character takes an additional 1-6 points of damage and has a 20% chance of being stunned for one round. The creature cannot speak or use weapons, but possesses an exceptional animal cunning. It fights cleverly and viciously. If the characters pass by this room, the creature leaves and stalks them through the tower, attacking at the best moment.

The treasure in the room is a mixture of gems, jewelry, and rare items of value to jaded collectors and spellcasters. The total value of these items is 20,000 gp.



3. Pit Trap

This section of the hallway is a dangerous trap. As the first character reaches the center of this section, read the following to the players.

Just as you lift your foot, you hear a muffled click.

Allow all characters to state one action. It must be specific—leaping forward or back, etc. After the characters have stated their actions, have each character roll for surprise. Surprised characters can act after the trap is sprung. Unsurprised characters can act before it is sprung.

The trap is simple. The shaded section of the hallway drops out beneath the feet of the characters. This area is marked on the map. Those characters standing on the trap are dropped into the snake pit below. Dropped characters suffer 5d6 points of damage from the fall. They have a percentage chance of being stunned equal to the damage suffered. (If a character falls and takes 16 points of damage, the character has a 16% chance of being stunned.) Stunned characters drop all items in their hands and cannot do anything the round after they are stunned. If the snake in the pit below is alive, it attacks.

The trigger to the trap is located in the center of the shaded section of the map. Any character who successfully locates the trigger can easily avoid the trap. The ape creature from the storeroom knows the location of this trigger and avoids it if he moves through the hallway.

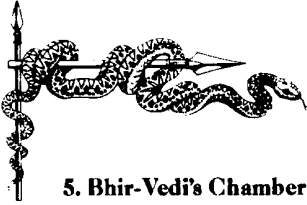
4. Laboratory

This room glows with a magical pale blue fire. The room is filled with many types of equipment, pots, braziers, books, urns, leather bags, and baskets. From the beams hang dead creatures—mummified monstrosities, small skeletons, and dried plants. Shelves hung on the walls hold bottles of sickly-colored liquids that seem to writhe and fungus-encrusted leather bags that reek of foul odors. The tables are littered with brass-bound tomes and dripping stumps of greasy candles. On the floor is a chalked diagram, smudged at the edges.

If Bhir-Vedi has fled to this room, he tries to prepare some defenses before the characters arrive. If the characters appear in one round after he reaches the room, they find him rummaging through the items on the tables. If they arrive in two rounds, or later, he is ready to meet them.

He uses whatever spells he has remaining to his best advantage. In addition, he will have had time to get the gray lotus powder from the shelf. He throws a small handful of the powder into the faces of the characters. Those characters who fail their saving throw vs. poison are stricken by madness. They attack their companions to the best of their ability. If there is no one else alive (including Bhir-Vedi), stricken characters tear at themselves with their weapons, again to the best of their ability. This madness lasts for 2-20 rounds.

If Bhir-Vedi is not in the room, the characters can search it. One of the powders on the shelf is the gray lotus powder. The searching character must make a saving throw vs. poison to see if he is accidentally afflicted by the madness.



5. Bhir-Vedi's Chamber (third floor)

The room is lit by a gentle yellow light that glows from the walls. The light does not come from any particular source. The room is sparsely furnished, but what is there is very richly worked. A lounging couch, strewn with pillows and fabrics, a chair inlaid with precious stones, and a small writing table are the only furnishings. A gold-worked tapestry covers an opening in one wall.

This room is empty. However, the door is fitted with a simple alarm that rings in the Ritual Chamber above. If this alarm is sounded, Bhir-Vedi cannot be surprised. The curtain covers the opening to a small In his closet are various robes and pieces of clothing. All are black and lack ornamentation.

6. Cells

Along this wall are a number of heavy oak doors. Each door is bound in iron and has a heavy lock set in it. Each has a small window flap that can be raised to look inside.

Three of the cells are empty. They have no furnishings and do not show signs of recent use. If Costhiras has been captured, she is being held in one of the two remaining cells. She is tired and weak. Her scant clothing is in tatters. She is on the verge of collapse. The door to the chamber is locked and Bhir-Vedi carries the keys.

If Costhiras is rescued, she insists on staying with the player characters. If left locked in her cell (unless the characters made a decent attempt to free her) she begins to panic, crying and screaming. If questioned about Bhir-Vedi, she indicates that he is in the chamber above. She tells the characters that Bhir-Vedi has a device that is the source of his power, something he keeps with him at all times. She does not know what the item is. She also asks what has become of the priest's beast, the man-ape. If the characters do not know of the creature, she describes it in terrible terms.

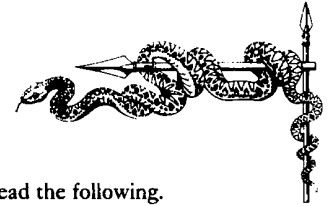
The last cell is used as the den of Bhir-Vedi's ape creature. It is littered with broken bones, reeds, and scraps of meat. In the cell, there is nothing of use to the characters.

7. Purple Lotus Trap (fourth floor)

As the characters use the stairs between the Ritual Chamber and the lower floor, have each player character roll for surprise. Surprised characters do not notice anything. Characters not surprised hear a faint grating sound and are allowed one action before the trap is sprung.

Clear panels drop to close each end of the staircase. These panels are made from solid sheets of clear rock crystal, four feet thick. After the panels fall, a purple mist begins to pump into the stairway. The characters are rendered unconscious by purple lotus dust. This dust does not harm the player characters but puts them into a drugged sleep for many hours.

If Bhir-Vedi is alive when this trap is sprung, he appears at the stairs to mock his attackers. Once all the trapped characters are unconscious, he pumps out the gas and raises the crystal at his end. He then drags the unconscious characters out of the stairway. If there are still untrapped characters on the other side of the stairs, Bhir-Vedi will either take his prisoners to the cells or manacle them to the wall in the Ritual Chamber. He uses his spells to attack any surviving characters if they come after him.



If all the characters are unconscious, read the following.

You awaken. Your head feels like paste and your arms are in fiery agony. Stumbling, you try to stand, only to discover you are chained to a wall. Slowly the scene around you clears—you are in a large room. In the center of the room is a stone block. Bhir-Vedi stands in front of it, blocking your view. The rest of the room is bare. The black stone glistens with an evil, oily light.

The characters are in the Ritual Chamber. If Costhiras was with the characters or a prisoner of Bhir-Vedi, she is chained in golden chains across the block. Her eyes are filled with terror. If Costhiras is not present, any female player character is chained as described. If none of the above apply, no one is on the block. All the remaining player characters are manacled and shackled to the wall.

Bhir-Vedi turns to the player characters, gloating. He explains how each is to die horribly and slowly to help him further his evil magics. Sneeringly, he takes a large dagger and wields it over the victim on the block. If no one is on the block, roll to randomly determine who is chained to the block. The characters must break free of their bonds if they are to stop his evil deed. The chains can be broken at the cost of 3 Luck Points. A successful Bend Bars/Lift Gates roll breaks one bond of the character's choice. If the characters cannot stop Bhir-Vedi, he repeats this scene every night until there are no more characters.

8. The Ritual Chamber

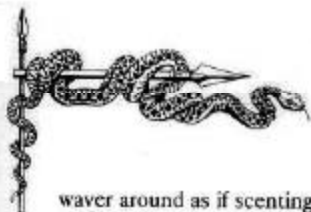
If the characters can enter the chamber without alerting Bhir-Vedi, read the following.

In the center of this large, circular chamber of greasy black stone is a large altar stone. To either side of it are censers billowing forth sickly-sour smoke. A bald man in black stands before the altar, his back turned. He is chanting thick syllables that sound evil and non-human.

If Bhir-Vedi has Costhiras as prisoner, she is bound to the altar. Bhir-Vedi holds a dagger in one hand and the Rod of Wyzarim in the other. Since the spellcaster is caught up in his ritual, the characters are able to surprise him on a 1-3. If the characters attack him in the middle of his chanting, he stops with a shriek. A look of wild panic flashes through his eyes. He fights the characters with spells to the best of his ability. However, his primary concern is to escape from the tower as quickly as possible.

One turn after the ceremony is interrupted, the characters hear a rumbling. The tower trembles slightly. Bhir-Vedi becomes even more desperate to escape, risking attack to get to the stairs. "You fools," he screams, "you have undone me!" The tower continues to tremble and shake. Gradually the tremors become stronger and stronger. In another turn, large blocks begin to crash from the tower as it begins to crumble.

Encourage the player characters to leave the tower as quickly as possible. At the end of the third turn, the tower and the ground around it disappear into the earth with a howling crash. For several rounds after this, nothing happens. Then the ruins again begin to tremble. Forcing up through the remains of the tower is a gigantic white snake-like slug (FS 1). It rises up from the ruins, sliding its fat body out of the ground until it is higher than the tower. If Bhir-Vedi is still alive, it blindly lashes out and in one strike, devours him as he screams. It then begins to



waver around as if scenting the other characters.

If Bhir-Vedi is not surprised in the ceremony, none of the above happens. Instead, he ends his chanting without making an error and then attacks the player characters. He fights to the best of his ability. If hard pressed, he attempts to lure the characters across the Purple Lotus Trap. If he cannot, he attempts to sell his life dearly.

Returning Home

After the defeat of Bhir-Vedi, the characters are able to return to the coast without difficulty. If they do not have a ship, the characters can either march overland, build a raft, or hail a passing ship. Whichever method the players choose is successful. If Costhiras is with the party, they can return her to the Khan of Turan, if they wish. She does not complain either way. If the characters return her, each is given a reward of 5,000 gp. However, the characters quickly discover that the Khan's gratitude is short-lived and they will, no doubt, soon be on another adventure.

NEW MONSTERS



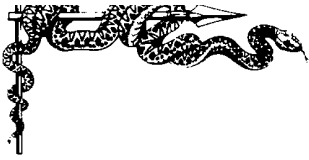
Summonings

Frequency: Rare	Special Attacks: Blood drain
No. Appearing: 2-12	Special Defenses: Nil
Armor Class: 6	Magic Resistance: Standard
Move: 18"	Intelligence: Average
Hit Dice: 4	Alignment: Chaotic Evil
% in Lair: Nil	Size: S
Treasure Type: Nil	Psionic Ability: Nil
No. of Attacks: 3	Attack/Defense Modes: Nil
Damage/Attack: 1-3/1-3/1-6	

Summonings are twisted little creatures drawn from the forgotten, hidden, and desolate corners of the earth. It is not known exactly where they come from or how they live. They vary in appearance, but all have features in common. They are short and stunted, with small useless wings and sharp, toothy beaks. Their arms and legs are thin and bony. The hands end in little, raking claws.

In combat, summonings attack with their claws and their bite. If both claws hit the target, a summoning will cling to its target. The next round the creature will bite into the character, automatically hitting. Each round thereafter, the creature will drain 1-6 points of blood from its victim. It will cling until wrenched off, killed, or the victim is dead.

Summonings are evilly clever, delighting in destruction and havoc. Their name comes from the fact that some magic users have researched spells allowing them to call these creatures to their service.



Manotor

Frequency: Very Rare	Special Attacks: Charge
No. Appearing: 1-2	Special Defenses: Nil
Armor Class: 4	Magic Resistance: Standard
Move: 24"	Intelligence: Average
Hit Dice: 13	Alignment: Chaotic Evil
% In Lair: 60%	Size: L
Treasure Type: E	Psionic Ability: Nil
No. Of Attacks: 3	Attack/Defense Modes: Nil
Damage/Attack: 1-6/1-6/1-8	

The manotor is a reverse cross of the minotaur. Instead of the body of a man and the head of a bull, the manotor has the body of a bull and the torso of a man. However, the head sports a large set of horns. A manotor attacks with these horns and front hooves. Although it has arms and hands and the intelligence to use weapons, the manotor seldom bothers with these, preferring natural weaponry.

Anytime during a combat that a manotor can run 20 feet or more in a straight line, it will attempt to charge. When charging, a manotor can only attack with its horns, but the damage is doubled. In addition, the target will be slammed back 10 feet by the force of the charge.

Manotors live in desolate wilderness. They prefer rocky open ground and mountains. Like the minotaur, manotors have an unexplained fondness for mazes and twisting lairs.

PRE-GENERATED CHARACTERS

The following characters are provided for use with this adventure specifically. Each is a character from R.E. Howard's *Conan* stories. It is strongly recommended that these characters be used in this adventure, to ensure the greatest fun and enjoyment for everyone.

It is important to note that the generation of these characters is not always in perfect agreement with the AD&D rules. This does not mean in any way that the rules have been changed, only that the characters (to be what Howard wrote) have abilities somewhat outside the normal scope of the rules.

Conan

—fate has twisted your life in many different directions until now.
Should today be any different? So long as there are places you haven't seen, treasures to plunder or steal, and women to visit,
a season campaigning in the sun seems now the thing to do.

Fighter: 13

Thief: 7

Hit Points: 100

Luck Points: 12

Strength: 18 (90)

Intelligence: 14

Wisdom: 10

Dexterity: 18

Constitution: 18

Charisma: 17

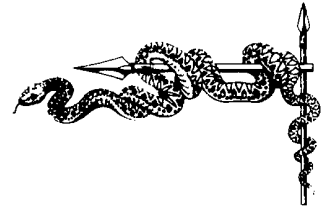
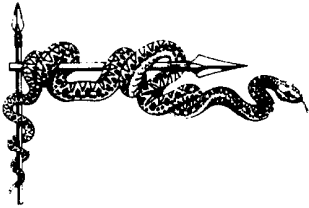
Weapon Proficiencies: sword (all types), bow (all types), axe (all types), club, mace, dagger

Secondary Skills: fletcher, forester, gambler, hunter, sailor, trapper

Special: Conan is only surprised on a 1 in 8

Equipment: leather armor, broad sword, dagger, 50 gp





Nestor The Gunderman

—you are one of the greatest swordsmen in all the land. Born in Gunderland, your travels have carried you far, in service to many crowns. Recently you hastily left the service of the Zamorians where you held an officers rank. Fate has now thrown you in with your old adversary and companion, Conan.

Fighter: 14

Hit Points: 70

Luck Points: 10

Strength: 16

Intelligence: 16

Wisdom: 12

Dexterity: 15

Constitution: 13

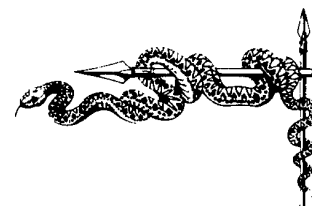
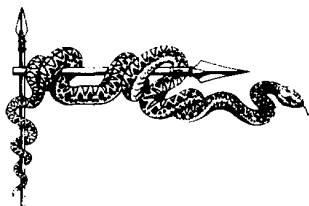
Charisma: 12

Weapon Proficiencies: swords (all types), axe (all types), flail, lances (all types), spear, bows (all types)

Secondary Skills: armorer, gambler, trader

Equipment: scale mail, shield, long sword, dagger, 50 gp





Juma The Warrior

—brother-in-arms to Conan, you go with him out of boredom. Life in the Turanian Royal Guard has grown too soft and slow for you. Friend Conan always seems to attract danger like the vultures who follow the soldiers.

You have survived the slavers, the gladiator's arena, and the Turanian army.
What trouble can Conan get into that you cannot survive?

Fighter: 12

Thief: 5

Hit Points: 85

Luck Points: 10

Strength: 18 (51)

Intelligence: 15

Wisdom: 14

Dexterity: 17

Constitution: 18

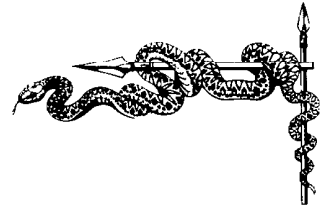
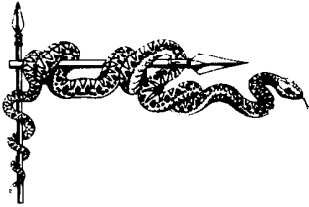
Charisma: 15

Weapon Proficiencies: all weapons, because of gladiator training

Secondary Skills: forester, gambler, hunter, miner, trader

Equipment: studded leather armor, two handed sword, short bow and quiver/20 arrows, 23 gold pieces





Valeria of The Red Brotherhood

—accomplished thief, pirate, swordmistress. One whose sharp sword and feminine charms have proved the undoing for more than one man. You have rejoined your fellow freebooter and roustabout, Conan.

Now with him you seek new wealth so you may live in your old accustomed style.

Fighter: 10

Thief: 9

Hit Points: 55

Luck Points: 16

Strength: 13

Intelligence: 15

Wisdom: 17

Dexterity: 18

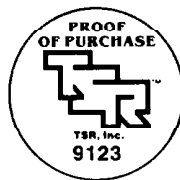
Constitution: 16

Charisma: 18







Weapon Proficiencies: sword (all types), bows (all types), crossbows (all types), dagger, sling, staff

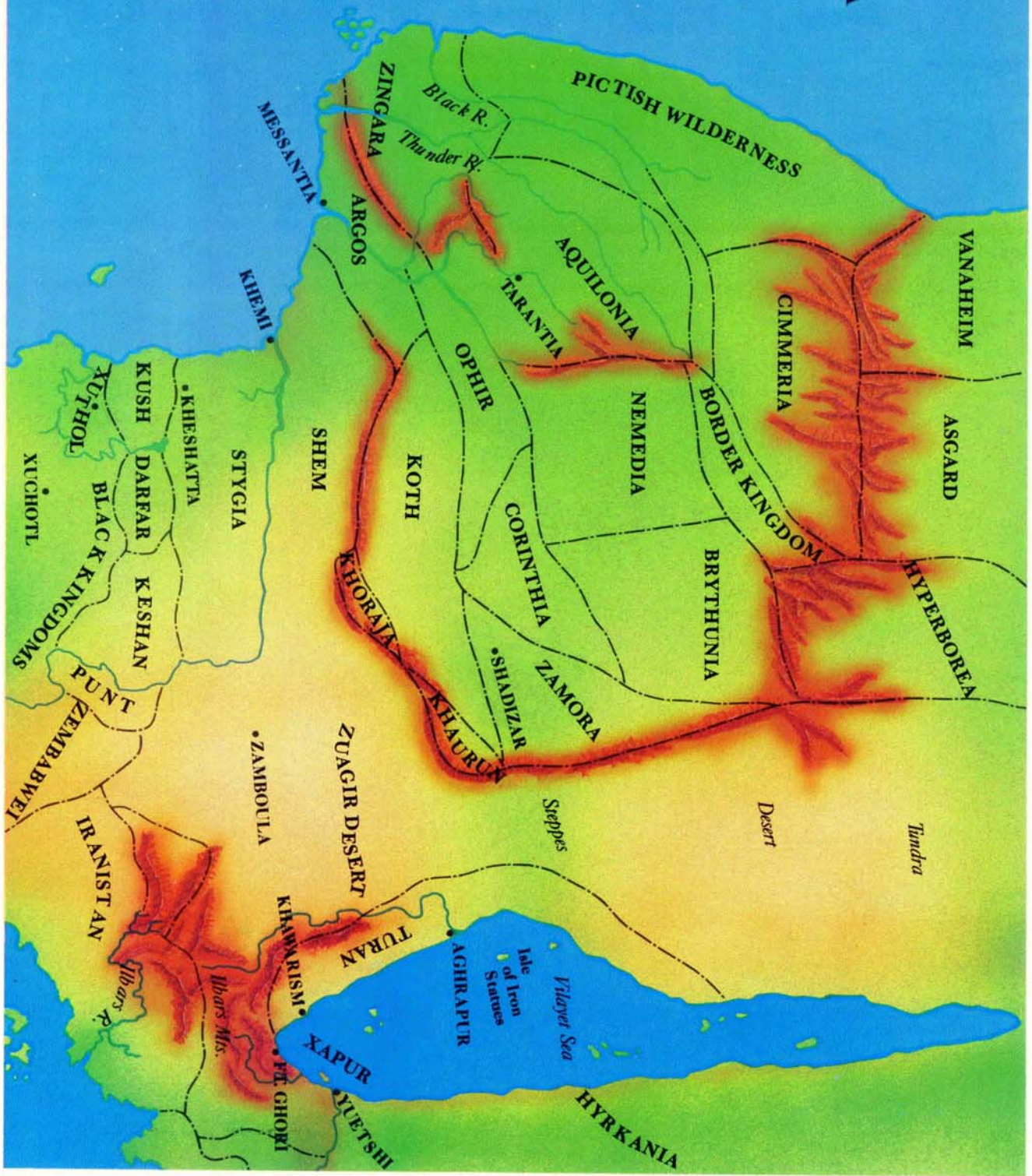
Secondary Skills: fletcher, fisher (both types), navigator, sailor, shipwright

Equipment: chain mail armor, long sword, sling and 20 bullets, 100 gp



MAP of HYBORIA

-  Forest and Grasslands
-  Steppes and Desert
-  Mountains
-  Country Borders
-  Rivers
-  Towns



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"Conan the Conqueror"
by Robert E. Howard

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