

AGHRAPUR

MANY-TOWERED,
GLITTERING
CAPITAL OF TURAN

Yezdigerd, king of Turan, was the mightiest monarch in the world. In his palace in the great port city of Aghrapur was heaped the plunder of empires. His fleets of purple-sailed war galleys had made Vilayet an Hyrkanian lake. The dark-skinned people of Zamora paid him tribute, as did the eastern provinces of Koth. The Shemites bowed to his rule as far west as Shushan. His armies ravaged the borders of Stygia in the south and the snowy lands of the Hyperboreans in the north. His riders bore torch and sword westward into Brythunia and Ophir and Corinthia, even to the borders of Nemediia. His gilt-helmeted swordsmen had trampled hosts under their horses' hoofs, and walled cities went up in flames at his command.

Robert E. Howard, The Devil in Iron

Aghrapur is the many-towered, glittering capital of Turan, a massive seaport on the Vilayet, probably the largest and most glorious of all cities of this age, the epitome of the opulent East. Aghrapur is the most populous city west of the Vilayet, home to 160,000 people. No city of the world is more luxurious. Originally a Zamorian city before the Hyrkanians came, Aghrapur is now a glittering Turanian city of haggling merchants creating a din of barter, slant-eyed wenches brazenly posturing, canopied litters bearing wealthy, discreetly veiled princesses and conquering slavers presenting nude slave-girls on the block.

Population: 160,000 (79% Turanian/Hyrkanian, 9% Zamorian, 5% Hyborian, 3% Vendhyan, 2% Khitan, 1% Black Kingdom, 1% Other)

Size: Metropolis (853 acres of land)

Average Population Density: 188 adults per acre

Average Number of Structures: 64 buildings per acre (approx. 54,288 buildings total)

Wealth Limit: 1,000,000 silver coins

Ready Cash: 8,000,000,000 silver coins

Government: Sultanate/Caliphate

Income for the King: 4,000,000 silver coins per year

Religion: Tarim, Erlik and other Hyrkanian gods

Imports: Trade Goods

Exports: Trade Goods, especially carpets

Code of Honour: Civilised

FORTIFICATIONS AND MILITARY STRENGTH

Aghrapur is a walled city with many fortresses. The *Bakire Ikuli*, known as the Maiden's Tower, is a tall stone tower which serves both as prison and lighthouse. Many horrible legends are whispered about this black tower in the coffeehouses and bazaars of Aghrapur. The *Siyah Istihkam* is a fortress built by Zamorians in only four months in response to an ancient siege when the Hyrkanians conquered the city. *Kurtbeyaz Ikuli* is a tall tower (slightly over 170 feet tall) that is used to survey the Harbour and to detect fires in the city. The *Eskihazne Istihkam* is a seven-towered castle that once housed the royal treasury. The treasury was

VINCENEN, DARLAGE

later moved to the Grand Palace, so the *Eskihazne Istihkam* is now an imposing prison for diplomats, ambassadors and political prisoners. *Yangin Ikuli* is a massive tower measuring well over 264 feet tall, with four floors and is used to keep an eye on the city for fires or other alarming situations.

Approximately 1,600 soldiers (700 archers and 900 cavalymen) work on a full-time basis but 8,000 conscripted soldiers can be brought to bear in a few short hours if needed. The cavalymen are separated into three main groups: the Spahis, who are the elite cavalry (equivalent to a knight in many respects), the raiders, who are scouts and advance terrorists (sent ahead to scout and pillage), and the mounted archers, who travel fast and light (they fight along the flanks, harrying the enemy). Aghrapur also maintains an additional allotment of 1,600 mercenary soldiers. In addition, Aghrapur always has at least three war ships in its harbour with full crews of marines. Aghrapur can also recall troops from all over Turan if necessary (and if time allows). These numbers do not include the 500-man Imperial Guard stationed at whichever palace the king is occupying.

CULTURE

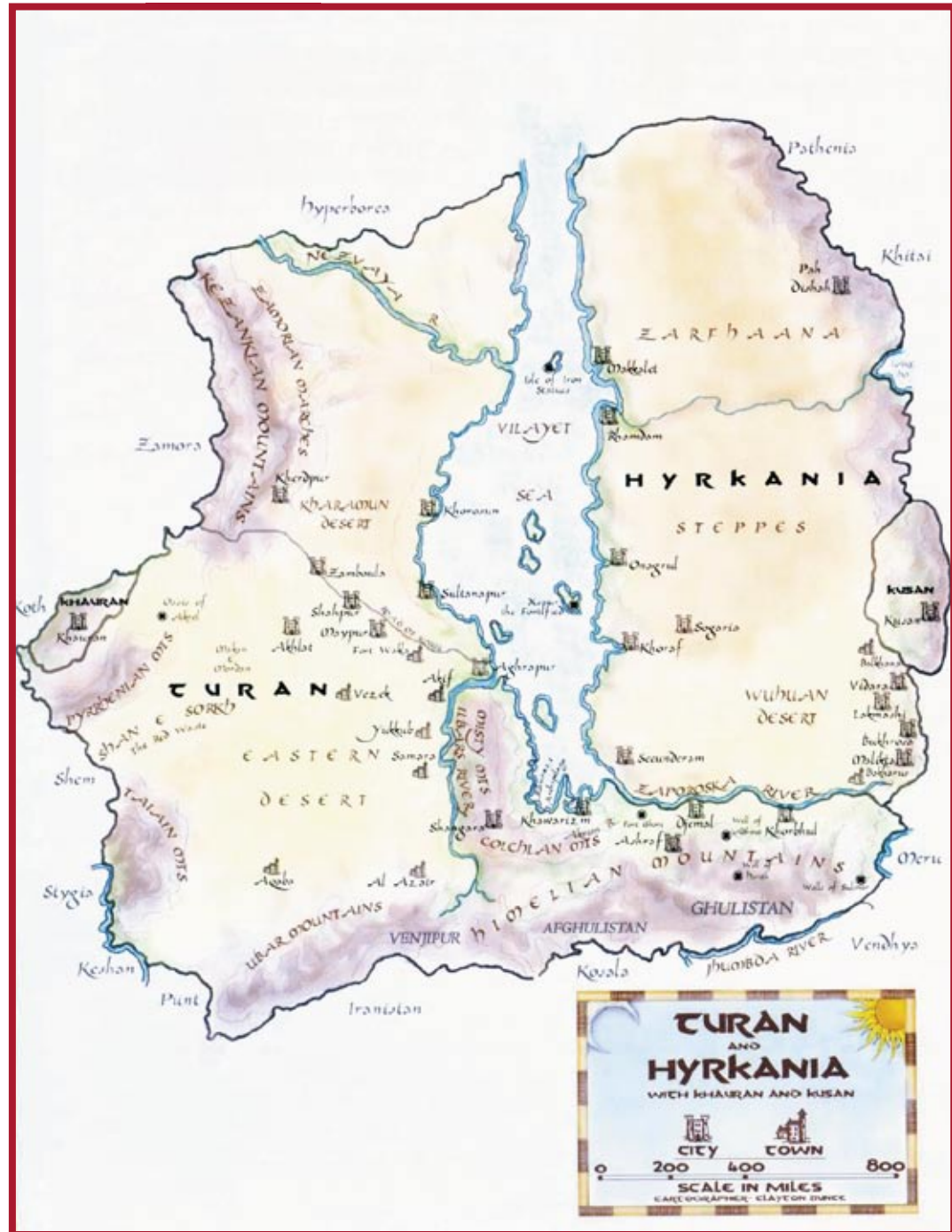
The Turanian Way: Turanians believe their civilisation is superior and that only by doing things their way can one advance in society. They teach particular protocols to be practised in court, in the baths, in the street and in almost every aspect of their lives. Most Turanians have a civilised Code of Honour to reflect this trust in their civilisation and their protocols.

Clothing (male): Turanian males are typically bearded; wear turbans, kaftans, sashes and loose-fitting trousers suited for horse riding. The warriors wear gold-spined helmets, white silk shirts, sleeveless mail, baggy trousers and tiger-skin cloaks. A kaftan is a robe that reaches to the ankles, buttoned in the front and is secured with a sash.

Clothing (female, traditional): The Turanian women are veiled. In more conservative circles, usually the upper classes, the women favour the khalat, a long costume that conceals the entire body. In less conservative areas, the women may wear embroidered kaftans, sashes and the same loose-fitting trousers worn by the men (in Turan, even the women ride horses). Urban Turanian women may also wear a *ferace*, which is a loose-fitting robe without a collar. In winter or in the far north, male and female garments have fur lining. Boots for both sexes are often of leather or felt. Women may also wear embroidered cloths on their heads or a diadem adorned with a gem in the centre of the forehead (the gem is usually tear-drop shaped). Hair is usually worn in braids down to their ankles.

Clothing (female, casual): In Aghrapur, however, due to the general warmth of the climate, many women forgo the traditional clothing and wear little more than a vest (or halter-top) and a slim belt with two strips of silk depending from the centre in front and back. Turanian women still wear a veil, even when wearing this abbreviated outfit. For formal occasions, the traditional wear (with ornamentation) is still commonly worn. The women will often wear silk or felt slippers. Women opting for the more casual look tend to let their hair flow freely. It is combed neatly but not usually braided.

When Entering a House: When entering houses, Turanians remove their shoes and put on slippers that are only worn inside homes. This protects the carpets, keeping them clean. Turanians tend to rest on the floor and babies move around freely in homes, so carpets are kept clean.





Foreigners: Aghrapur employs skilled Akbitanan smiths, enigmatic Khitan sword-masters, slinky Zamorian thieves, nude Zamboulan dancers and alien Vendhyan artisans to create the beauty and extravagance of this jewelled city.

Marriage: Throughout Turan, men may only have one wife (but he can divorce freely) but in Aghrapur men are allowed more than one wife. However, this is usually only done to strengthen business or diplomatic ties.

Dogs in the Streets: Dogs are used to keep Aghrapur clean. Hundreds, if not thousands, of dogs prowl and fight amid the streets. Although Turanians consider dogs to be unclean animals, the beasts consume the rubbish of the city, keeping it fairly clean. Tanners' men and servants of alchemists scoop up the droppings of the animals for use in their own noxious processes. The dogs are never referred to as strays and they tend to be loyal to the area they live in. No one owns the dogs as pets, but the people of a given street usually leave out a bit of food for the animals.

Turanian Baths: Turanian baths are essential for urban life for the Turanians and used almost as a ritual at certain times. Cleaning at the baths are

undertaken after any long journey, at a newborn's fortieth day, at marriages (especially for the bride), any sort of oath-taking, mourning, the joining of the military and many other moments in life. People of any rank or wealth may enter freely, although men and women are separated by time; men and women may not take public baths at the same time, and different times during the day are allotted each for men and women. Upon entering the bath, two servants (usually of the same sex as the bather, but occasionally, for an additional fee, servants of the opposite sex, might be available) help the bather out of his or her clothes, then lead the bather to a hot bath and help the bather into the extremely hot water. The servants leave the bather for fifteen minutes. Upon returning, the bather is wrapped in a linen sheet and led to a marble room with a huge dome and indirect lighting. The bather is directed to lie face down on a warm marble slab and the towel is removed. A Turanian bath person (again, usually of the same sex unless another additional fee is offered) dressed only in a linen sarong, pours cool water over the bather, a welcome respite from the heat. Using special gloves and soap, every square inch of the bather is scrubbed (leaving *no* crevices unscrubbed). The bather is asked to sit up and more cool water is poured over the bather. The

bather is asked to stand, and the bath person sluices off the dirt with his or her hands from the entire body. Then the bather is asked to lie down again and the entire body is scrubbed and massaged, creating a sensation of bonelessness. Then the bather rolls over and the process begins with the front of the body (again, leaving no crevices unscrubbed). The hair is also washed. After the final massage, the bather is stood up again (sometimes requiring aid due to the intense massage relaxing the muscles so much) and doused in cold water (the water gets cooler and cooler with each application). Lush towels are applied and the two servants from before lead the bather to a resting room so the bather can slowly return to the world (in a mental sense). The servants return after a time and help the bather dress. The bather's skin will be quite rosy upon leaving the baths.

Justice: The people of Aghrapur look to the Sultan for justice. King Yezdigerd's authority rests on his perceived commitment to justice. He is expected to wield distributive justice, which is centred around concepts of fairness and equity, and he is expected to wield protective justice, which is centred around pre-emptive protections for the helpless from corrupt officials. The king is expected to protect the peasants from unfair taxation, corrupt officials, unfair courts or any other excesses practised by those with authority. King Yezdigerd may delegate his distributive justice to other officials, but the Turanian people see his protective justice as his primary duty. He is granted absolute power in order to guarantee this justice – he is not above the law but he is allowed all things in order to ensure a just government.

Recreation: Oil wrestling is a common sport in Turan. The wrestlers, dressed in a pair of water buffalo hide pants, douse each other with olive oil. Since the skin is oiled, matches are often determined by holds on the pants. Many try to

get their arm into the pants to get the opponent down, so tying the pants correctly is important to keep that from happening. The matches have no set duration and it is not unknown for one to last up to two days. The wrestlers are not just physical athletes but are spiritually inclined as well, learning the art of wrestling from a master who also teaches that man is not just matter but also spirit. The training emphasises harmony of matter and spirit as essential to good character (the training emphasises all of the ability score characteristics equally). All skilled wrestlers have an apprentice to train with and teach.

Entertainer Troupes: Turanian nobles love troupes of entertainers. These troupes, known as



köçeks but named after their leaders, are groups of young males who practise music, flirting, dancing and erotic pleasures; they wear gaudy but elegant costumes and usually have long, curly hair. The average troupe has thirty members although a few number in the hundreds. When not performing, they work in coffeehouses and taverns, making themselves available for trysts with the customers. Nobles of all ranks seek these entertainers out as they are highly regarded.

Meddah Storytellers: Turanians love storytellers, especially in the coffee shops and taverns. The Meddah is a storyteller that functions as a single-person show, playing all the roles in the story. The Meddah uses different props to indicate a change of character, as well as a change in voice (voice control is essential in a Meddah performance). A good Meddah can adjust the story and the timing according to audience feedback as needed. Most Meddah are travelling artists, performing in different cities on a circuit. Meddahs originating from Aghrapur are noted for integrating musical instruments into their performances, a trait that makes the Aghrapur Meddahs especially popular around Turan.

Socialisation & Coffee: Turanians like to socialise, so coffeehouses are popular spots in Aghrapur. Turanians use coffee as an excuse to leave their homes and go where people are.

Women: As for women, most of them remain close to her house regardless of her stature in the society, where she either performs household chores or supervises those who do the chores. Women do get out on special occasions, and also to do the household shopping, to visit relatives and neighbours, to visit cemeteries or to bathe in the public baths. Women are free

to work and to keep any money they earn; there are no laws that specifically limit the rights of women. Women often work out of the home and sell any products they make there, although well-to-do women often work as bath attendants or as entertainers. Women may also engage in house-to-house selling. Medicine and healing is a field dominated by women in Turan. Women, in some respects, are better off than the men because women are exempt from taxes on income. Turanian women can own land, can receive inheritances and can work at any job a man can. Women can also renounce marriages just as Turanian men can. Women can also demand additional money in addition to the divorce. Just as Turanian women are protected from taxation, Turanian women also have laws on their side protecting anything they own; male relatives cannot sell their property from underneath them. For this reason, many wealthy families entrust their properties to their women because there is no law protecting men from the same thing.

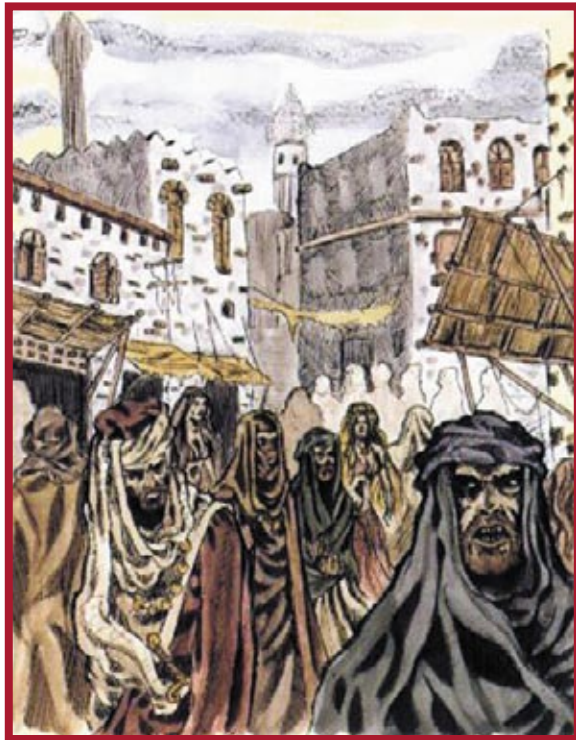
Carpets: Carpets and the art of carpet weaving impacts the Turanians environmentally, economically, religiously and sociologically. Carpets are used on the floors, the walls and doorways, protecting the homes from temperature fluctuations. Young women often take up carpet weaving as a means to earning additional money. The decorative designs on the carpets almost always have significance, either socially or religiously.

Slaves: The Turanians are only allowed to keep slaves if that slave does not believe in the Turanian theology. If a slave converts to worshipping the Living Tarim, for example, he may no longer be kept as a slave (although he can become a paid servant). The Turanians are not generally fools, however, so giving lip service to their gods does not help one escape from slavery.

ADMINISTRATION AND POWER CENTRES

There are many political factions vying for dominance in this Hyrkanian city. Promotion is through merit and nepotism is frowned upon as inefficient and corrupt.

Ruler: King Yezdigerd took over the throne from his father, Yildiz and now reigns as sultan and caliph over the Turanian Empire. As Sultan, the king has authority over secular matters and as Caliph, the king has authority over spiritual matters. He wields absolute power. He is expected to spy upon his courts, his viziers, and on every governmental office and officer. He is expected to travel in disguise to see how things really are if he doubts the word he receives from his advisors.



The Viziers: Led by the Grand Vizier, the viziers are the closest advisors to the king. The Grand Vizier leads the Imperial Council, which is comprised by the viziers, their kahye, important gazi and a a and selected nazir.

The Kahye: The Kahye are the advisors to the viziers and are the basis for nobility in Turan.

Administrative Nazir: The administrators of Aghrapur, the nazir, are slaves that various rulers have appointed as magistrates, officials and administrators of the Empire. They control the ministries and are an important part of the bureaucracy. King Yildiz's grandfather instituted this practice in order to weaken the nobles and to provide an alternative voice in Imperial politics. King Yezdigerd continues this practice, playing the governmental administrators off the nobles and vice versa as needed to achieve his own ends.

The Harem: The harem are the concubines of the sultan and his favoured concubines have his ear and can often manage political clout. Yezdigerd's mother rules the Harem and has a powerful presence in court.

Military Officers: The military elite, including the gazi (those who have been decorated for valour) and the a a (those who lead the mercenary forces), also advise King Yezdigerd. They are responsible for planning out the practical matters of any given conflict or war, such as feeding the troops (Turanian soldiers are not allowed to take food from peasants) and movement routes.

Foreign Ambassadors: Foreign ambassadors surround the king like a flock of hens, always begging for favours and attention, promising him whatever is needed to secure good will.

Religious Leaders: The leaders of the Living Tarim, Erlik and other religions often ply for the king's attentions, especially in his role as Caliph. Many of these religious leaders are actually spies for the Black Circle in Vendhya.

LAYOUT OF AGHRAPUR

Located on the Ilbars River and at the eastern terminus of the Road of Kings, Aghrapur is the primary trading city of Turan. Caravan routes enter the city from the north, the west and the south. Shipping routes head toward the east. Filled with monuments, palaces, statues, temples and fountains, Aghrapur is a beautiful city, displaying the wealth of many kingdoms. Domed temples, white zikkurats, people with turbans and spired helms chased with gold, wearing flowing robes of silk and satin, tall minarets and arabesque spires that gleam in the sunlight like small suns are but a hint of the splendour a visitor experiences.

For most construction, the Turanians generally use brick and wood; however, their greatest works use dressed stone. Turanians make a lot of use out of stalactite vaulting and minarets. The inner and outer walls are decorated in a material made by mixing marble, powder, lime and plaster. In addition, mosaics and domes include exotic materials such as coloured stone, fancy woods, gold and mother-of-pearl. Their monumental buildings (generally temples, caravansaries, tombs and palaces) are elegantly simple and harmoniously proportioned. An imposing central dome dominates these monumental buildings. Descending half domes, vaults and ascending buttresses aesthetically lead the viewer's eye up and down the building. Monumental buildings are framed with slender minarets of brick. These monumental buildings are always surrounded by open courts to keep the monument from being devoured and obscured by the surrounding city sprawl.

Early Turanian designs are severely plain with elaborate decorations only around doorways. Later designs are more elaborately decorated all over. Turanian buildings are logical and clear in design, and each part of a building is considered relative to the whole building. There is nothing unnecessary in a Turanian building, largely because Turanian architects receive their training as military engineers.

DISTRICTS OF AGHRAPUR

In the glutted slave markets of Aghrapur, Sultanapur, Khawarizm, Shahpur, and Khorusun, women were sold for three small silver coins – blond Brythunians, tawny Stygians, dark-haired Zamorians, ebon Kushites, olive-skinned Shemites.

Robert E. Howard, The Devil in Iron

Aghrapur is segregated into sprawling wards and districts to separate the city into manageable social units and neighbourhoods. People in these wards and districts know each other, vouch for each other, celebrate with each other and work with each other. People native to a particular ward with Knowledge (local) of at least one rank know everyone else in the ward, so Reputation bonuses always apply when a character is in his home ward and dealing with other natives of that same ward. Most ward or district information is based on the acre, which is 43,560 square feet or a roughly 210-foot by 210-foot square. Also given is a statistic on how many structures are in each district. Structures can include pavilions, stalls, barns, sheds, houses, wells, fountains, temples, civic buildings, coffee shops, barracks, cemeteries, cisterns, coliseums, corrals, granaries, inns, libraries, mills, offices, plazas, shops, stables, taverns, tenements, theatres, warehouses and workshops.

Su'barindir (The Harbour): The harbour of Aghrapur is one of the great ports of the world. Su'barindir has its own suq, craftsman ward, gate ward, slum area and even a small sliver of palaces built overlooking the Vilayet. The harbour is a Class 4 dock (see *Pirate Isles*) and can handle multiple gargantuan ship hulls. The docks have an elaborate network of stone pylons driven into the sea floor along with riverside and harbour access. Any size ship can be dry-docked here and is the only Class 4 dock on the Vilayet. Members of the Red Brotherhood (or any other non-naval craft) must make a Diplomacy check (DC 25) to gain access to the port (one attempt may be made per month, and one cannot take 10 or 20 with the check) according to rules published in *Pirate Isles*.

- The *Bakire Ikuli*, known as the Sorrowful Tower, is a tall stone tower which serves both as prison and lighthouse.
- *Kurtbeyaz Ikuli* is a tall tower (slightly over 170 feet tall) that is used to survey the Harbour and to detect fires in the city.

The Suq (Market District):

The suq of Aghrapur is a central structure in the city. Although most of Aghrapur's neighbourhoods have their own small suqs, this main suq is the commercial draw for most visitors to the city. The Suq is a huge market area underneath a massive collection of domes, columns and minarets. Most of the markets of similar natures are kept together on common squares, forming little markets within the larger bazaar district. Thus there is a slave bazaar, a livestock

bazaar and so on. There is a huge gold and silver district in this part of the city. The haggling here is sharply intense.

Den Farkli: Den Farkli is on the northern side of the city and has its own beautiful harbour (with Class 3 docks as defined in *Pirate Isles*) and its own wall. This is a financial district mostly, where merchants live and store merchandise. It has its own bazaars and suqs where merchants deal with other merchants and buying is done in bulk (most sales are done in *cargoes*, as defined in *Pirate Isles*). The *Ticaret Gemisi Palace* is located here, the palace of an ancient merchant-king. That palace is now owned by a retired naval commander who received the property as a grant by the Sultan for meritorious service. Den Farkli is also the primary entertainment district for the mercenary forces of Aghrapur. A powerful Khitan sword-master also retains a school in this district. Another school is maintained by a small group of Nemedian scholars studying the history of the area. Many merchants apprentice younger merchants here, and teach Turanian children how to read, write and perform

AGHRAPUR KEY	
1. Slum	10. Gercerli Anlapma
2. Eskihazne Istikam	11. Bazaar & small Suq
3. Ticaret Gemisi Palace	12. Silah Suq
4. Sultan's Hunting Lodge	13. Bazaar
5. The Grand Palace	14. Tantpur Castle
6. Bakire Ikuli	15. The Grand Bazaar
7. Kurtbeyaz Ikuli	16. Yangin Ikuli
8. Siyah Istihkam	17. City Sprawl
9. Atlar Bazaar	18. Suq Living Area

AGHRAPUR





simple mathematics. Most of the foreign embassies are located in Den Farkli, as are most of the taverns. Over 12 thousand people live in this district.

- The *Eskihazne Istihkam* is a seven-towered castle that once housed the royal treasury. The treasury was later moved to the Grand Palace, so the *Eskihazne Istihkam* is now an imposing prison for diplomats, ambassadors and political prisoners.

The Grand Palace: The grand palace of the sultan, King Yezdigerd, is built on a crag overlooking the Vilayet Sea and is probably the most magnificent palace to ever be built since the Cataclysm sank Atlantis. Endless rooms, perfumed gardens, gold-worked doors, Vendhyan tapestries, Iranistani rugs and, of course, the legendary throne room of the King of the Empire of Turan. This vast chamber with fifty-foot tall doors worked in glorious gold, fantastically carved pillars that reach so high the keenest eye cannot see the tops from the polished

marble floor and enough lamps and candles to rival the sun. Imperial guards, resplendent in scarlet cloaks and white turbans mounted with peacock feathers, stand ever at the ready to protect the grand sultan of the Empire.

Nahopluk: Nahopluk has a smoky odour caused by the many kilns, foundries and odorous industries here; most of this district is located in a low-lying area of Aghrapur, keeping most of the smell in its walls. Eight thousand people work the tanneries and forges, creating weapons and other metallic tools. This area is noted for the *Silah Suq*, a labyrinthine market of covered streets, domed towers and enclosed halls. Here weapons from all over the world are sold and the produce of Nahopluk is offered at bargain prices. This suq is also where many illicit deals can be made, if one can find the most notorious of its shadowed streets. The two gates of Nahopluk feature large open-air bazaars where leather goods and sturdy clothing are sold, along with more general Turanian goods needed in the district. The Jajau and Chambal rivers (more like streams) run through this district, draining into the Ilbars.

- **Tantpur Castle:** Originally an outpost built by the Hyrkanians when Aghrapur was first captured, it now serves as a garrison for soldiers assigned to protect Nahopluk.

Zenanapur: Zenanapur district is mostly geared toward trading with the hillmen of the Misty Mountains and includes many bazaars, temples and suqs for this purpose. Also, a lot of foreigners settle here, and the area is a slum close to the walls of Su'Barindir, straggling out to small shanties toward the rising foothills. Zenana slopes upward away from Su'Barindir.

Ilbars District: Build along the Ilbars River, this district is designed to accommodate river trade and is functionally similar to Su'Barindir. The

walls on the northwest side of the river are built high to prevent flooding and the Ilbars District is built high for the same reason.

Yangin: Yangin is a massive trade district devoted to caravans. Caravansaries, suqs and bazaars fill this district to the brimming, all geared for outfitting a caravan or allowing for the rest of a caravan. Although filled with its own suqs, the district also connects to The Suq, the massive market in the centre of the city.

- *Yangin Ikuli* is a massive tower measuring well over 264 feet tall, with four floors and is used to keep an eye on the city for fires or other alarming situations.
- *The Grand Bazaar* is a massive open-air market used for buying and selling the cargoes carried by the caravans.

Yalnizlik: Yalnizlik is the location of the famed *Geçerli Anlapma*, the Temple of the Living Tarim, one of the largest temples in the Hyborian age. It has 18 marble and gold domes, 18 shining minarets and inlays of gold and silver throughout. Great archives, elaborate cloisters, exquisite living areas and several hundred smaller temples fill out the rest of this division. The suqs and bazaars in Yalnizlik tend to focus on religious artefacts, scrolls, tablets and books from all over the world.

- **The Sultan's Hunting Lodge:** King Yezdigerd and his forefathers have never been content to have just one palace, so he also has a hunting lodge that is far more palace than it is a lodge in Yalnizlik.

Savas Harb: Savas Harb is a soldier's district, where Turanians train and live. The great stables are also located here. Grand temples, shrines and bazaars serve the needs of the soldiers.

- The *Siyah Istibkam* is a fortress built by ancient Zamorians in only four months in response to the ancient siege when the Hyrkanians conquered the city. It is the oldest extant building in Aghrapur.
- **Atlar Bazaar:** This open-air market is where the best horses and horse-related items can be found.

TURANIAN SOLDIERS

Medium Humanoid (Turanian Soldier 3); Hit Dice: 3d10+3 (21 hp); **Initiative:** +3 (+2 Dex,+1 Reflex); **Speed:** 30 ft.; **Dodge Defence:** 13 (+1 level, +2 Dex); **Parry Defence:** 18 (+2 level, +2 Str, +4 shield); **DR:** 6 (sleeveless mail shirt and gold-spined helmet with turban); **Base Attack Bonus/Grapple:** +3/+5; **Attack:** Scimitar +5 melee; or Light Lance +5 melee; or Hyrkanian bow +6 ranged ; **Full Attack:** Scimitar +5 melee; or Light Lance +5 melee; or Hyrkanian bow +6 ranged ; **Damage:** Scimitar 1d8+2 /18-20 x2 /AP 4; Light Lance 1d10+2 /x3 /AP 4; or Hyrkanian bow (+2) 1d10+2 /19-20 x2 /AP 5; **Special Attacks:** Formation Combat (*Light Cavalry*); **Special Qualities:** Turanian traits; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Saves:** Fort +4, Ref +3, Will +1; **Abilities:** Str 14, Dex 15, Con 12, Int 13, Wis 10, Cha 8; **Skills:** Craft (bowyer) +3, Handle Animal +4, Intimidate +2, Ride +8, Spot +6, Survival +2; **Feats:** Mounted Combat, Far Shot, Mounted Archery, Weapon Focus (Hyrkanian bow); **Reputation:** 1 (Cruel); **Leadership:** -; **Code of Honour:** None; **Allegiances:** Jungir Khan, Turan, Zamboula; **Possessions:** Sash, loose-fitting trousers, gold-spined helmet with turban, white silk shirt over sleeveless mail, tiger-skin cloak, scimitar, Hyrkanian bow (+2), quiver of 40 arrows

Medium Humanoid (Turanian Nomad 2/ Soldier 4); Hit Dice: 6d10+6 (42 hp); **Initiative:** +7 (+3 Dex, +4 Reflex); **Speed:** 30 ft.; **Dodge Defence:** 17 (+3 level, +3 Dex, +1 favoured

terrain); **Parry Defence:** 21 (+4 level, +3 Str, +4 shield); **DR:** 6 (sleeveless mail shirt and gold-spined helmet with turban); **Base Attack Bonus/Grapple:** +6/+9; **Attack:** Scimitar +9 melee; or Light Lance +9 melee; or Hyrkanian bow +10 ranged ; **Full Attack:** Scimitar +9/+4 melee; or Light Lance +9/+4 melee; or Hyrkanian bow +10/+5 ranged; **Damage:** Scimitar 1d8+3 /18-20 x2 /AP 5; Light Lance 1d10+3 /x3 /AP 5; or Hyrkanian bow (+3) 1d10+5 /19-20 x2 /AP 6; **Special Attacks:** Formation Combat (*Light Cavalry*); **Special Qualities:** Turanian traits, favoured terrain +1, born to the saddle; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Saves:** Fort +8, Ref +7, Will +1; **Abilities:** Str 16, Dex 16, Con 13, Int 14, Wis 11, Cha 9; **Skills:** Craft (bowyer) +4, Handle Animal +5, Intimidate +5, Ride +12, Search +4, Spot +9, Survival +4; **Feats:** Mounted Combat, Far Shot, Mounted Archery, Point Blank Shot, Precise Shot, Ride-by Attack, Track, Weapon Focus (Hyrkanian bow), Weapon Specialisation (Hyrkanian bow); **Reputation:** 5 (Cruel); **Leadership:** -; **Code of Honour:** None; **Allegiances:** Jungir Khan, Turan, Zamboula; **Possessions:** Sash, loose-fitting trousers, gold-spined helmet with turban, white silk shirt over sleeveless mail, tiger-skin cloak, scimitar, Hyrkanian bow (+3), quiver of 40 arrows

TURANIAN MERCHANTS

Apprentice Merchant: Medium Turanian **1st level Commoner;** **Hit Dice:** 1d4-1 (2 hit points); **Initiative:** -1 (+0 level, -1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 9 (+0 level, -1 Dex); **Parry Defence:** 10 (+0 level, +0 Str); **BAB/Grapple:** +0/+0; **Attack:** Hatchet +0 melee ; **Damage:** Hatchet 1d6/ x3 / AP 1; **Space/Reach:** 5 ft (1)/5 ft (1); **Special Qualities:** Illiteracy, Turanian traits, weapon familiarity (tulwar, Hyrkanian bow); **Saves:** Fort -1, Ref -1, Will +4 (+7 vs. corruption, +2 vs. Hypnotism); **Abilities:** Str 10, Dex 8, Con 9, Int 13, Wis 12, Cha 11; **Skills:** Appraise +3, Bluff +4, Craft (bowyer) +3, Diplomacy +3,



Gather Information +2, Knowledge (local) +3, Profession (merchant) +8, Ride +1, Sense Motive +4, Spot +4, Survival +3; **Feats:** Negotiator, Skill Focus (profession); **Code of Honour:** Civilised; **Reputation:** 4 (Talented); **Leadership:** -; **Allegiances:** As needed by Games Master

(spent 2 skill points on literacy); **Feats:** Diligent, Negotiator, Skill Focus (profession); **Code of Honour:** Civilised; **Reputation:** 5 (Talented); **Leadership:** -; **Allegiances:** As needed by Games Master

Average Merchant: Medium Turanian
3rd level Commoner;
Hit Dice: 3d4-3 (4 hit points); **Initiative:** +0 (+1 level, -1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 10 (+1 level, -1 Dex); **Parry Defence:** 11 (+1 level, +0 Str); **BAB/Grapple:** +1/+1; **Attack:** Dagger +1 melee; **Damage:** Dagger 1d4/19-20 x2 / AP 1; **Space/Reach:** 5 ft (1)/5 ft (1); **Special Qualities:** Turanian traits, weapon familiarity (tulwar, Hyrkanian bow); **Saves:** Fort +0, Ref +0, Will +5 (+8 vs. corruption, +3 vs. Hypnotism); **Abilities:** Str 10, Dex 8, Con 9, Int 13, Wis 12, Cha 11; **Skills:** Appraise +6, Bluff +5, Diplomacy +4, Gather Information +3, Knowledge (local) +3, Profession (merchant) +10, Ride +1, Sense Motive +4, Spot +4, Survival +3

Experienced Merchant: Medium Turanian **5th level Commoner;** **Hit Dice:** 5d4-5 (7 hit points); **Initiative:** +0 (+1 level, -1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 11 (+2 level, -1 Dex); **Parry Defence:** 12 (+2 level, +0 Str); **BAB/Grapple:** +2/+2; **Attack:** Dagger +2 melee; **Damage:** Dagger 1d4/19-20 x2 / AP 1; **Space/Reach:** 5 ft (1)/5 ft (1); **Special Qualities:** Turanian traits, weapon familiarity (tulwar, Hyrkanian bow), skill focus (see feats); **Saves:** Fort +0, Ref +0, Will +5 (+8 vs. corruption, +3 vs. Hypnotism); **Abilities:** Str 10, Dex 8, Con 9, Int 13, Wis 12, Cha 12; **Skills:** Appraise +9, Bluff +10, Craft (bowyer) +3, Diplomacy +5, Gather Information +4, Knowledge (local) +5, Profession (merchant) +12, Ride +1, Sense Motive +6, Spot +5, Survival +3 (spent 2 skill points on literacy); **Feats:** Diligent, Negotiator, Skill Focus (appraise), Skill Focus (bluff), Skill Focus (profession); **Code of Honour:** Civilised; **Reputation:** 8 (Talented); **Leadership:** -; **Allegiances:** As needed by Games Master

Master Merchant: Medium Turanian **7th level Commoner;** **Hit Dice:** 7d4 (17 hit points); **Initiative:** +1 (+2 level, -1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 12 (+3 level, -1 Dex); **Parry Defence:** 13 (+3 level, +0 Str); **BAB/Grapple:** +3/+3; **Attack:** Dagger +3 melee; **Damage:** Dagger 1d4/19-20 x2 / AP 1; **Space/Reach:** 5 ft (1)/5 ft (1); **Special Qualities:** Turanian traits, weapon familiarity (tulwar, Hyrkanian bow), skill focus (see feats); **Saves:** Fort +2, Ref +1, Will +6 (+9 vs. corruption, +4 vs. Hypnotism); **Abilities:** Str 11, Dex 9, Con 10, Int 14, Wis 13, Cha 13; **Skills:** Appraise +12, Bluff +12, Craft (bowyer) +4, Diplomacy +7, Gather Information +5, Knowledge (local) +7, Profession (merchant) +14, Ride +1, Sense Motive +9, Spot +5, Survival +3 (spent 2 skill points on literacy); **Feats:** Diligent, Negotiator, Skill Focus (appraise), Skill Focus (bluff), Skill Focus (profession), Skill Focus (sense motive); **Code of Honour:** Civilised; **Reputation:** 10 (Talented); **Leadership:** -; **Allegiances:** As needed by Games Master