

CN3

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7403

CONAN®

Official Game Adventure
CONAN® TRIUMPHANT



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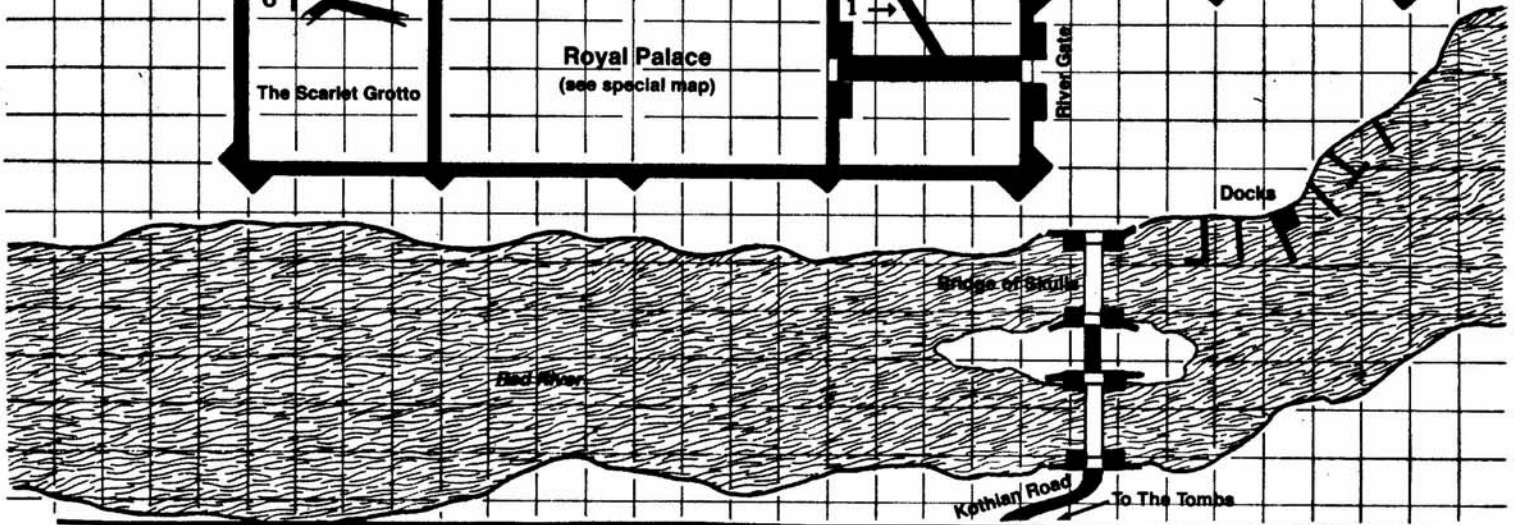
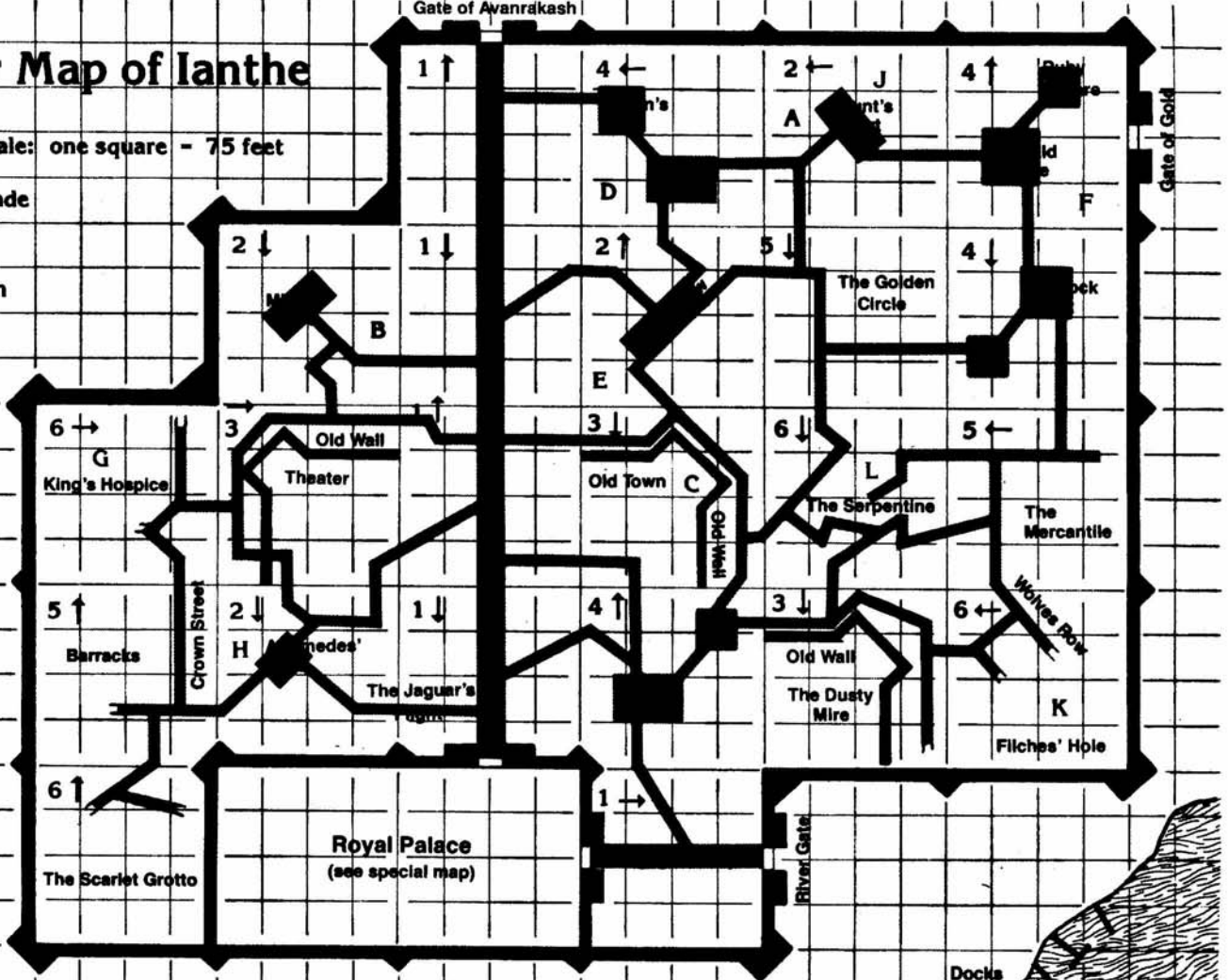
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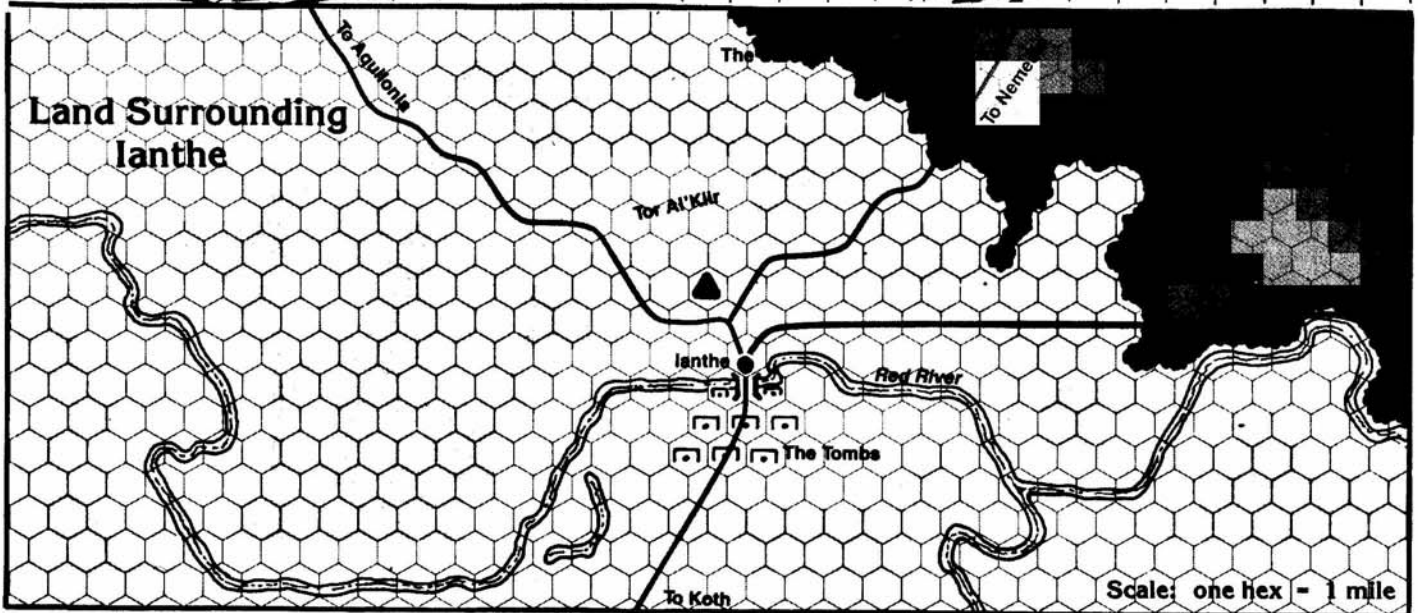
Master Map of Ianthé

Key Scale: one square = 75 feet

- 1 Promenade
- 2 Temple
- 3 Old Town
- 4 Market
- 5 Trade
- 6 Slum

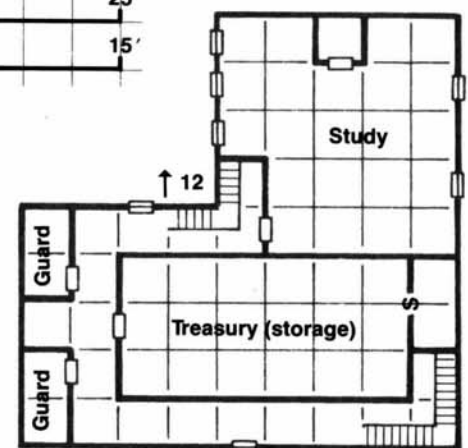
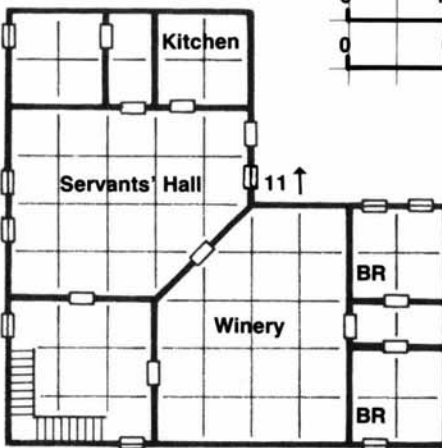
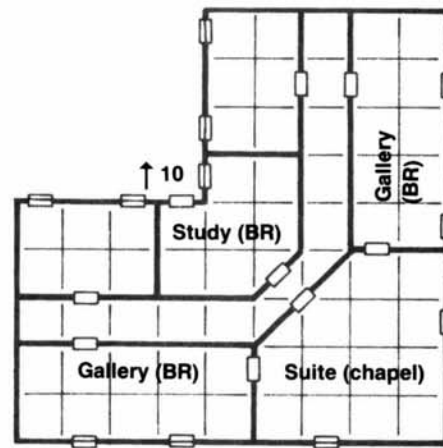
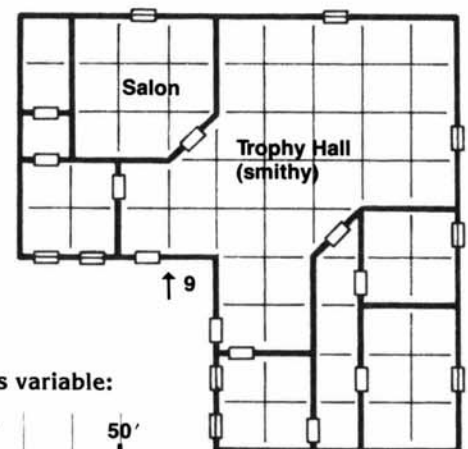
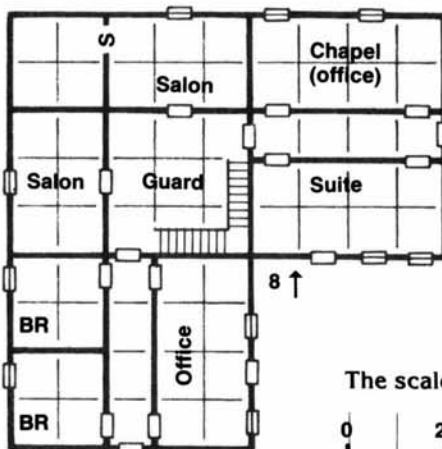
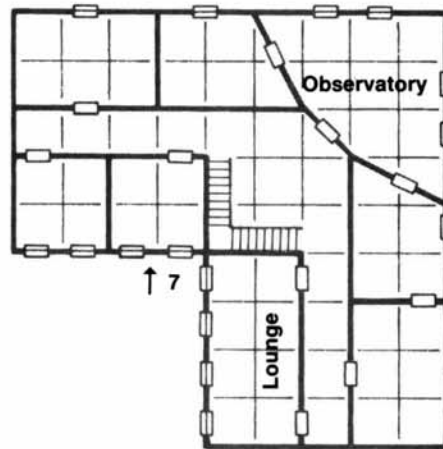
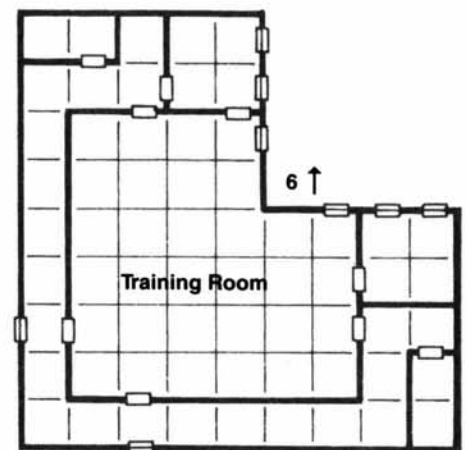
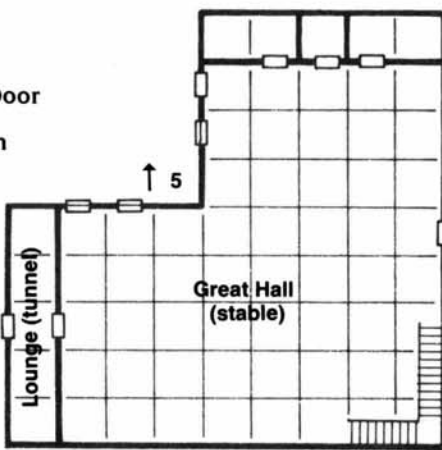
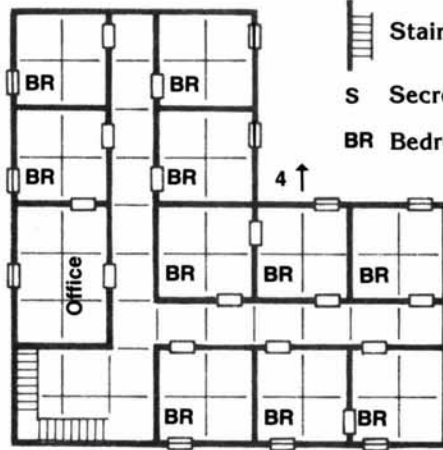
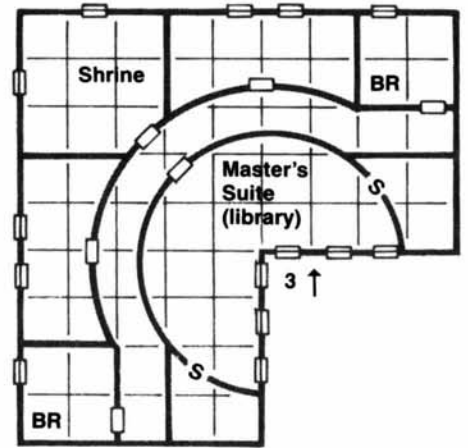
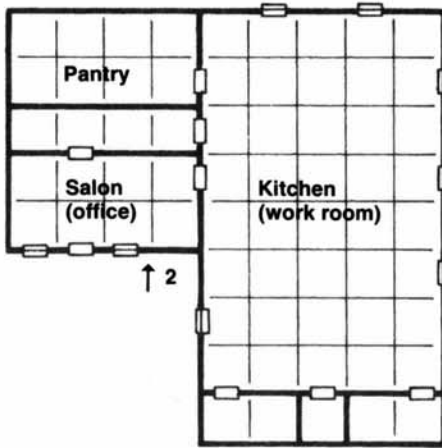
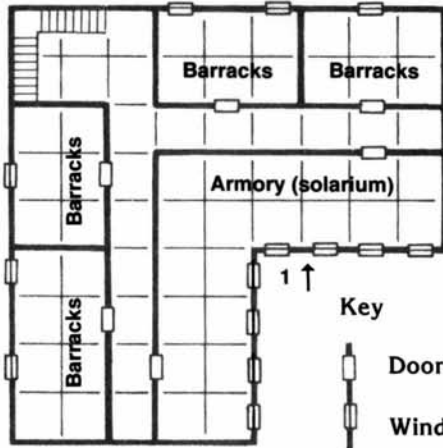


Land Surrounding Ianthé

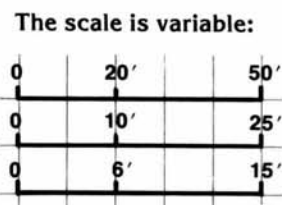


Scale: one hex = 1 mile














Geomorphic Building Squares

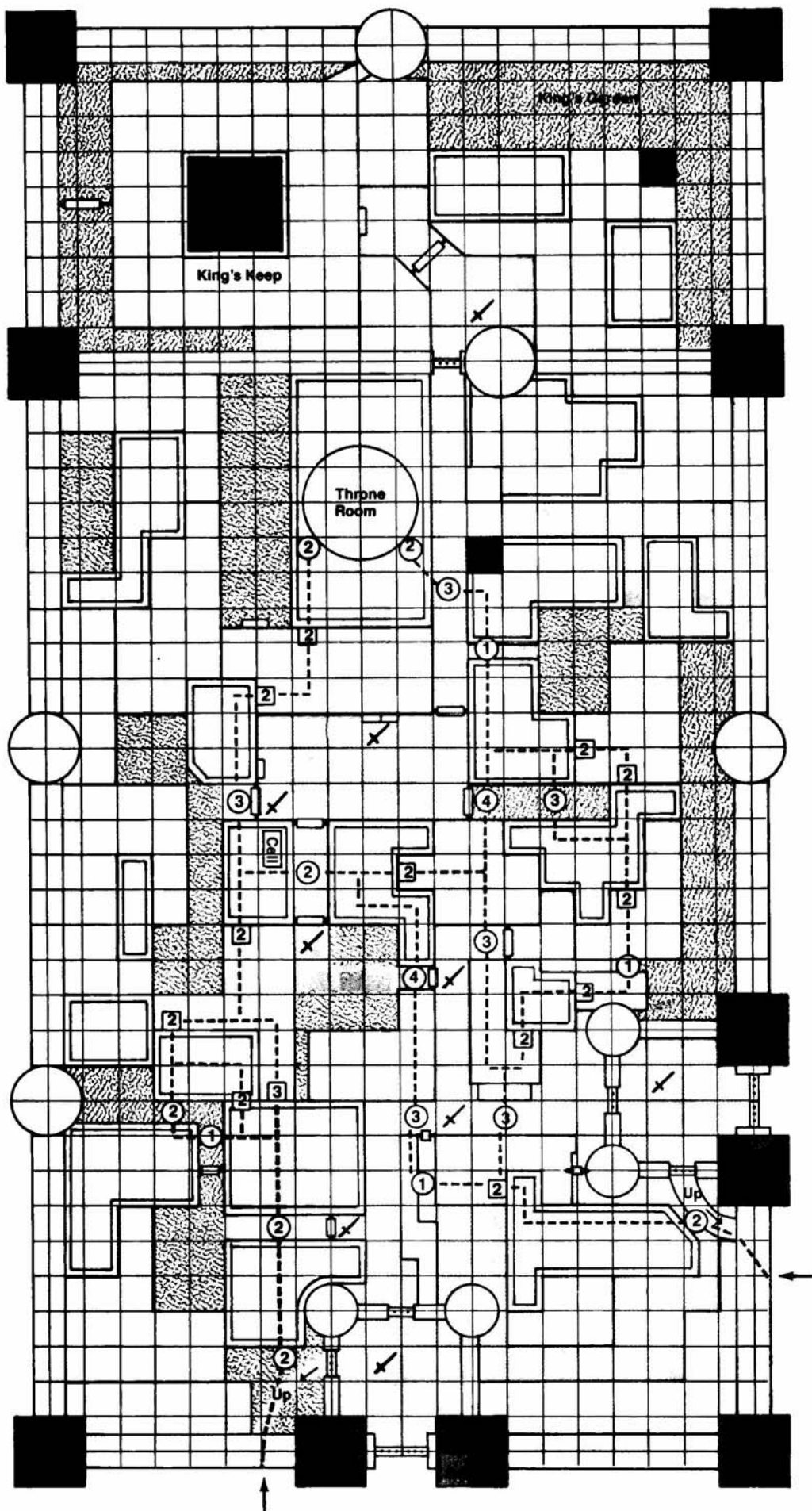
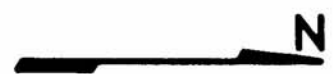


- Key**
- Door
 - Window
 - Stairs
 - S** Secret Door
 - BR** Bedroom



The Royal Palace

-  Door
-  Pavement
-  Where wall can be climbed
-  Tower
-  Dome
-  Main Gate
-  Inner Gate
-  Guard Post
-  Garden
-  Acrobatic Talent Check
-  Climbing Talent Check
-  2-Story Building
-  3- or 4-Story Building



Scale: one square = 15 feet

INTRODUCTION

This adventure differs from the novel of the same name. The basic plot is similar, but many specifics have been changed to make the mystery enjoyable for those who have already read the novel. Read the entire adventure before attempting to play it.

The Legend of Avanrakash and Al'Kiir

In ages long past, the Avatar of Al'Kiir, god of lust, pain, and death, dwelt upon Earth. His priestesses trafficked in human sacrifice of the most horrible kind. The fairest maidens were married to the god; the best warriors fought madly for his amusement. The people cried for release.

Eventually someone responded. The white sorcerer Avanrakash, last of his kind, formed the Circle of the Right-Hand Path and entered into a pact with Mitra. Avanrakash and his followers were jointly given enough power to destroy Al'Kiir, and they marched against him.

A great battle raged. Mountains were formed, rivers moved, deserts made, seas consumed. All died except Avanrakash, and he was mortally wounded. With his staff of power he drove Al'Kiir from the body he used on this plain—his avatar—and sealed him from the world. Avanrakash then presented his staff to the king of Ophir and disappeared into the mountains, presumably to die, though none know his true end.

The avatar of Al'Kiir could not be destroyed, however, so eventually the Ophireans hid it in the heart of a high hill. For a time the adamantite body was guarded, but eventually its existence became mere legend. Finally it was forgotten. Some say Al'Kiir still exists; others say he never did.

Now someone tries to awaken him. Beautiful maidens again disappear, and strange lights are seen atop the high hill where the avatar is buried. But Ophir is on the verge of civil war; a few disappearing maidens are of small consequence to most people. But should these new followers of Al'Kiir succeed, it means death for all in Ophir and for many in surrounding nations as well. Indeed, eventually the whole of Hyboria might be threatened if the power of the sleeping avatar is awakened. And his new followers lack one thing—the crucible of power in which must burn the sacred flame which will light Al'Kiir's return. They will stop at nothing to get it. It is into this diabolic disorder that the players are about to ride.

How to Use This Adventure

This adventure is governed by story. It is comprised of scenarios and sub-sections within those scenarios. There is no need to play all the scenarios in one session, but it is important to begin with the first scenario and play the rest in order.

During the adventure, various storylines are possible depending upon the players' choices. You are then instructed as to what action to take. Sometimes this involves turning to a new scenario or to a different section of the present scenario.

Give each player one of the character cards found on pages 15 and 16. If there are fewer than

6 players, one must play Conan. Use the remaining characters as NPCs.

If the players wish, they are free to play characters they have created. These original characters should have about the same number of Talent points as those included in this adventure.

Two seemingly separate adventures occur throughout the scenarios. It is important that the players think this is a political adventure and that Al'Kiir is used to confuse them. In reality, of course, the exact opposite is true.

The Kingdom of Ophir

A detailed map of Ophir is located on the cover of this adventure. A less detailed map for the players is located on page 19. Consult the map as you read the following information.

People: The Ophireans are of medium height, with dark hair and eyes. A few have yellow eyes—a mark of the ancient cross-breeding with Acheron. Many are lean, especially in the rural areas, but the city-folk tend toward plumpness. Those dwelling in the eastern uplands of Alwona tend to be a bit stockier, while those dwelling in the Plain of Shama have browner skins and darker hair. The language is an ancient dialect of Kothian. Characters who speak Kothian are able to communicate in Ophir.

Geography: The westernmost tip of Ophir is *Gurian's Heart* bordered by the Alimane and Tyborg Rivers, and by the hills of Poitain. The climate is dry, like that of Argos and Poitain, and there are many groves and vineyards. To the east is the Plain of Shama, the granary of Ophir, one of the most fertile areas in all Hyboria. Through the center of the plain runs the *Red River*, which derives its name from the copper sediment it carries down from the *Nutian Hills* bordering Nemediia, where the gem and gold mines lie. Further east is *Alwona*; forests and grasslands predominate. There is much grazing and game, even fish in the high lake of *Dalithanes*. The open areas are settled, but the forests are often avoided as the homes of wolves and other nocturnal beasts, particularly the ancient forest of *Synamor*.

Flora and Fauna: Olives and grapes grow in *Gurian's Heart*; barley, oats and wheat in Shama. Sheep graze in Alwona, nestled between the mountains' arms. Game is plentiful in the forests, particularly deer.

Society: Ophir has been ruled by dynastic kings for a millennia. Beneath them is an elaborate structure of lords, barons, and counts. Each noble is accountable for his fief, but directly responsible to the king. The king's will is imposed by a standing army, in which most Ophireans have served during their youths. This army enforces the law, supporting the King's Justices (judges). The nobles are allowed small armies of their own, but are forced to hire mostly foreign mercenaries. It is this strong feudal structure that has allowed Ophir to endure. Border skirmishes are frequent, especially with Koth, but not even the evil of Acheron was able to gain a victory over the might of Ophir. Relations with Aquilonia are uneasy but friendly, not yet breaking into the warfare of later years.

Trade is not one of Ophir's strengths (the Road

of the Kings bypasses its borders) but a fair amount passes between it and its neighbors. Foreign goods found in Ophir's markets are expensive. Ophir is known for its bronze-work, gems, and gold.

The Ophireans are a religious people. Temples to Mitra are everywhere. Forgotten Jhebbel Sag is remembered in the eastern highlands. Human sacrifice is forbidden. The dead are entombed; thieves and the poor are cremated.

Slaves are common and are recognized by white tunics trimmed in their master's colors. Most are victims of debt or war, but some are kidnapped from as far as Vendhya.

Physicians are scarce now. Most are in the Royal Palace trying to cure his majesty.

Cities and Towns: The king's army controls the three fortified cities. The greatest of them is *Ianthe*, the ancient and prosperous royal city on the banks of the Red River. The Royal Palace is there, an immense fortress. In the west, *Kothalsia* (Koth's Doom) sits astride the River of Shining at the site of a great Ophirean victory over the Koths. To the east lies small *Suvian*, where the treasures of Alwona are gathered before shipment to *Ianthe* or *Corinthia*. Small villages dot the open countryside. Every clear hex on the map holds one village, but many have been burned by enemy nobles or bandits, sometimes acting in cooperation.

Castles, Forts, and Fiefs: Numerous forts and castles guard the trade roads. All castles on the map belong to the nobles in whose fief they lie, and are heavily fortified with stone. Most nobles prefer living in their city palaces, but many have fled to their castles for safety (although *Ianthe* is actually much safer). All forts are royal property, staffed by 30-50 soldiers at all times. Most forts are wood, but the most important are stone. Castles can house up to 200 troops.

Nobility: The nobles of Ophir continually develop new alliances, but none dare challenge the king. After his death, open warfare breaks out. There are claims of blood to the throne. The various titles are ranked as follows: Count, Baron, Lord, Knight. All titles include grants of land, except the title of knight, which is largely ceremonial.

A partial listing of Ophirean nobles follows, ranked according to influence. These nobles have received land grants directly from the king. Under each of these are other nobles who have received leases on the land from these principal nobles. The number following lists the number of troops at their disposal. At least a third of these troops are garrisoning the castle at all times. Troop composition varies slightly by noble, but in accordance with general Ophirean military principles and technologies, an army would be comprised of 50% light infantry, 25% men-at-arms, 15% light cavalry, 10% cavalry. The number preceding is the Succession Rank. It indicates that the noble has a bloodclaim to the Ophirean throne and indicates the order of succession. Although Countess Synelle is first in line of descent, women cannot inherit the throne.

VI	Count Antimedes:	250
II	Count Tiberio:	1,000
(I)	Countess Synelle*:	50
V	Count Clavandes:	750
III	Count Valentius*:	500
	Baron Burio:	750
	Baroness Gornelle:	1,000
	Count Genio:	500
	Baron Timeon*:	500
IV	Lord Kathus:	300
	Baron Claudes:	500
	Baron Scipius:	300
	Lord Cayades:	250
	Lord Taramenon*:	100
	Lord Tonio:	75
	Lord Vomenos:	75
	Count Inaros:	50

* Character information given in NPC section.

Laws: Ophirean law is harsh and the King's justice inequitable at best, favoring the rich and noble, discriminating against the poor and foreign. Women may not hold property once married, inherit the crown, or build a palace in Ianthé. Ophir is not an oppressive land, but all wish to avoid the courts.

General punishments: first theft, ears slit; second theft, nose slit; third theft, life in the mines; witchcraft, burning; cut-purse, cheek branded; madness, imprisonment; bankruptcy, enslaved; murder, beheading; offense against the crown, imprisonment or impalement; kidnapping, beheading; poisoning, death by torture.

Torture is the customary method of gathering information. The rack, the scourge, and the hot irons are well-known. Suspicion of guilt is enough; there need be no trial or verdict.

Nobles can flout the law freely. Their word is usually accepted as truth, especially if "witnesses" are supplied for a fee. If, for example, a noble accuses a man of theft, the noble can go to that man's house, accompanied by a King's Justice and the Ophirean infantry, and demand anything that man owns, saying it was the stolen item. A noble who killed a foreigner would not find it difficult to be acquitted.

Conversely, a foreigner who killed a noble, even in self-defense, would find it very hard to escape beheading. Any adventurer whose patron is found dead, is immediately suspect and in danger of the King's hot irons.

It is common to put a price on the head of suspected criminals. General Iskandrian is responsible for this, but is stingy. Even Karela the bandit has only a reward of 20 GL on her head, whereas in Zamora, the price on her head is 20,000 GL.

The succession to the throne is governed by law. After the King's death, the royal crown and scepter must be left unattended on the throne for nine days and nights.

During this time of civil disorder, crime is common. Kidnapping is widespread. People are followed. Masked men (often nobles or wealthy merchants) offer adventurers gold in exchange for foul deeds which they hope will increase their status or protect them from rivals. Common prices are 50 GL just to meet with a famous thief; 200-300 GL for theft of special item; 500 GL for theft of highly specialized nature; 100-1,000 GL for murder of a noble; 30-100 SL for common

murder.

The Army: The army is loyal to General Iskandrian and is being held neutral during the current conflict. To ensure this, the army is confined to cities and forts, leaving the countryside open to nobles and bandits. Great suffering has resulted, but Iskandrian hopes to preserve the army's strength, thereby saving it for the day King Valdric dies. The number of men in each garrison is as follows:

Fort: 10-20 light infantry; 10-20 men-at-arms; 10 light cavalry

Royal Palace: 200 light infantry; 300 men-at-arms; 500 cavalry

Ianthé: 1,000 light infantry; 500 men-at-arms; 500 light cavalry

Kothalsia: 500 light infantry; 250 men-at-arms; 50 light cavalry; 50 cavalry

Suvian: 250 light infantry; 125 men-at-arms; 50 light cavalry; 30 cavalry

Each city gate is manned by 12 men-at-arms. Each fortress gate is manned by 6 light infantry.

Wilderness Adventures in Ophir

Each day at noon and midnight, there is a 50% chance of a wilderness encounter. If an encounter is indicated, roll on the Wilderness Encounter Table (page 40) under the column corresponding to the terrain the characters are currently in, and modify the die roll by +2 if the encounter is at night, and +2 if it is in the Synamort forest.

Ambush Points are indicated on the map of Ophir by an 'A'. These indicate spots where the terrain is particularly suited for an ambush. Alert adventurers riding into these areas that they are entering a deep canyon, dark wood, or other perilous spot. Each time the adventurers cross an Ambush Point, there is a 50% chance that there is an ambush. (Make an Ambush check in addition to the regular noon and midnight checks.) If a check should be made, roll on the Wilderness Encounter Table, under the column corresponding to the terrain the characters are in. Modify the die by +2 if the encounter is at night and +2 if in the Synamort forest. If the encounter rolled is capable of an ambush, then the adventurers are ambushed (remember to allow them use of their Danger Sense Talent). If the encounter rolled is not of a type that could ambush (referee's discretion), no ambush occurs.

The Royal City of Ianthé

City Map: On the inside cover is the Ianthé Master Map showing the city walls, gates, and general grounds. A less detailed map is also provided for the players on page 20. The interior of the city is a blank grid except for major street names, some numbers, and directional arrows. These numbers correspond to various City Districts. The District maps are on pages 23-25. The area designated Royal Palace has its own map. It can also be found on the inside of the cover. Its use is explained in Scenario 9, The Throne Room.

Each District represents a general type of city area: Promenade, Temple, Market, Old City, Trade, or Slum. The District Maps are designed

so that no matter which way they are turned, the streets exiting from one District connect to streets entering the adjacent District Map. You can design your own cities, customizing them to suit your needs.

The numbers of the Districts on the Ianthé Master Map indicate where the various types of Districts lie within the city, and the names of the major streets. The arrow's direction indicates which way the top of the District map should be turned, ensuring that when players return to a District in Ianthé they have visited before, the streets still run in the same direction.

As players move through a District, describe what they see. You need not tell them the contents of every building. Some of the prominent businesses and homes are indicated on the District maps. You may add your own and make up names for the various shops. When the PCs visit a shop, role-play the owner to your best ability, then make a note of his name and traits in case the PCs return later. By this method, you will gradually populate the city with interesting NPCs of your own invention.

When players reach the edge of a District map, consult the Ianthé Master Map to see what lies beyond that District. If it is a new District, allow the players to continue, but make sure the street by which they enter the new District corresponds to the position of the street by which they left the former District. If nothing lies beyond the edge of the District simply inform the players that they have reached a dead end or gate. They must then decide what to do.

There are four street types:

1. The Boulevard: it is 30 feet wide, filled with many people, and well-watched by guards.
2. The Major Street: it is 20 feet wide and is also crowded. Cutpurses and beggars are often encountered here.
3. The Side Street: it is 10 feet wide and often dark. Buildings crowd the street, the upper stories almost meeting overhead, turning the street into a tunnel. Open sewage often runs down the middle. Only people with businesses in the vicinity are usually found here. Fighting and begging are common.
4. The Alley: it is 5 feet wide or less, and is filthy, swarming with vermin and human scavengers. It is little traveled and can be quite dangerous in the bad parts of town or at night.

District Descriptions

Read the following descriptions to the players as their characters wander about Ianthé for the first time.

Promenade:

A wide boulevard suitable for pomp and parades runs through the center of this well-tended district. It appears that an army preparing for battle might gather here. But today it is home to the broad middle-class. Many good shops and condominiums line the way, along with a few temples and homes.



Temple:

There are many temples and shrines around you. Many are dedicated to Mitra, but if you look you can find a shrine to almost any god or goddess except those trafficking in human sacrifice. There are also many elaborate palaces, some of great size, along with the imitative mansions of the great merchants. The elite businesses of jewelers, scribes, or artisans are found here.

Market:

The smell and din of the thriving market district overwhelms you. A diverse crowd from every walk of life and nation jostles you along. Here are the great markets and businesses: food, weapons, armor, stables, hardware. This is the melting pot of the city.

Old City:

This district is one of the oldest in the city. Many of the buildings have stood for centuries. A few have collapsed. The remains of the old city wall still run through this area. It is a poor area, but not poverty-stricken. Many beggars and common laborers surround you, along with soldiers and stables.

Trade:

This district is home to the great guildhalls and to the craftsmen whose trades are odorous or dirty. Here are the warehouses,

butchers, tanners, brewers, potters, perfumers, fishermen. Great wealth changes hands in this area, but it is also home to some of the city's worst inhabitants. Guards watch everyone carefully.

Slums:

This district reeks of poverty and neglect, and the buildings are in great danger of collapse. Many are already collapsed. Here are the desperate poor, the resentful debtors, and the cunning thieves. Here it would be easy for bandit bands to hide from justice, sending their webs out across the city.

Master Map Buildings

A. Baron Timeon's Palace: See Baron Timeon, Scenario 4.

B. Countess Synelle's Mansion: See Synelle, Scenario 7.

C. The House on Wolves Row: Lady Julia (see NPC section) owns this small house and comes in disguise to meet with her spies and hired thieves. It is a dingy place covered with graffiti and weeds. See Scenario 15.

D. Bull and Bear Tavern: Infamous for its rowdiness, stale wine, and sweat. Filthy rooms are available on the second floor for 4 CL a night. See The Bull and Bear, Scenario 3.

E. Marline Cloisters: A semi-religious retreat for the hungry and sick. They also school wayward girls and discipline unruly children. It is a large building. The sisters are respected by all, even the thieves, who are sometimes given sanc-

tuary here in exchange for items of value. It has been said that the Marline Cloisters operate the largest fencing operation in Ophir.

F. The Carellan Stables: The largest and most famous in lanthe. The smell is outrageous, however. It is a multi-story building with stables on all floors and an adjoining exercise yard. Even an Aquilonian or Eastern horse is occasionally found here for a ridiculous price. The owner claims to be a prince of Zingara. He may be telling the truth; he never lies about anything else.

G. The House on Street of Crowns: See Synelle, Scenario 7.

H. Count Antimedes' Palace: It is smaller than only the Royal Palace. Massive columns, terraces, spired towers, wide stairs, and bronze doors abound. The interior is filled with careful art. It is well guarded. This palace is not used in this scenario, but is familiar to players who have read the book, and may be used for later adventures of the referee's own invention.

J. Count Valentius' Palace: It is a modest place of rose-stone and quartz, but well-built and easily defensible. Guards are everywhere.

K. The Tovalis Mansion: This wreck is Galbro's hideout, one of the master thieves of lanthe (see NPC section). The exterior is decaying, but the interior rivals many merchants' homes. Indeed, most of the decor has come from just such sources. See Scenario 17.

L. Katos' Secret Room: Katos the Argossean (see NPC section) has secret rooms in the basement of this slum. For further information see Katos' Secret Rooms, Scenario 3.

City Encounters in Ianthé

As the characters move about the city, there is a 50% chance of a City Encounter each time they cross a star on the District Map. Modify the die roll as follows.

- + 2 if the encounter is at night
- + 2 if in an alley
- 2 if on a boulevard
- 1 if on a major street

Look under the column on the City Encounters table that corresponds to the District they are in. This indicates the encounter the PCs have. Not all encounters directly effect the PCs; many merely indicate interesting events the PCs observe. The PCs may then react or ignore the situation, if possible.

Political Events

Each new game day, roll once on the Political Events table to see what happens that day. The PCs hear about it unless they are totally cloistered.

Building Squares

On the inside cover is a set of 12 Building Squares designed so that any four create a square mansion with a central courtyard or garden. They may be used to create random houses or to plan descriptions of the mansions and palaces in Ianthé.

These squares may be oriented in any direction and still align properly with any other square. Most rooms have a description of their functions with an optional secondary description in parentheses. If you wish, you may photocopy the squares, cut them out, and customize them any way you wish. Stairs are assumed to go both up and down. Doors opening onto the courtyard should be treated as balconies on the upper floors.

The small map on page 29 is a representation of Baron Timeon's Palace. The number in each segment corresponds to a square. The direction the arrow points indicates the orientation of the square. By visualizing the relation of the various blocks to each other, or by actually photocopying them, cutting them out, and pasting them together on another sheet, you should be able to give the players a rather thorough description of the palace.

You can easily create your own mansions and palaces in the same way for use in this and other adventures by adding or subtracting walls, doors, details, and descriptions to suit your own purpose.

New Rules

Mass Combat

A faster method to resolve large scale conflicts is presented here. Use it any time there are more than 20 men involved in combat.

1. Before combat begins, the players secretly divide their men into at least three Units; Left, Right, and Center. The players may also create up to three Reserve Units. Secretly divide the enemy force into Units and record the results on paper.

Optimally, each Unit should have troops of one type so that armor and weapon ratings are the same. However, it is possible to combine different types of troops in the same Unit, in which case the average armor and weapon rating for those troops is used.

2. Players and judge should secretly assign a Leader to each unit. This may be a player character or an NPC. If the Unit Leader is ever lost, another leader must be appointed from that unit, even if it is a common soldier. One character should also be selected as overall Commander. If the Commander is ever incapacitated, another should be appointed.

3. The players and referee now reveal their decisions to each other.

4. The Battle Grid on page 22 should be layed out on the table. Set up each Unit on the Grid, using at least one miniature figure, or other marker, to represent each Unit. Place Units one square away from each other for every 100 feet on the actual battlefield. The referee determines the starting distance, but it is rare that Units begin battle in touch with the enemy.

5. Pair the Units as follows: Players' Left to Enemy Right, Center to Center, and Players' Right to Enemy Left. The Reserves are placed anywhere on the rows and behind the regular Units, one figure per square.

Player		Enemy	
Reserve	Left	Right	Reserve
Reserve	Center	Center	Reserve
	Right	Left	

6. Movement: Units not facing an enemy (Reserve Units or Units which have slain their enemy) may move one square per Round, facing any direction desired after movement. Diagonal movement is not permitted. Units engaged with the enemy may not move unless attempting to Flee or Withdraw. However, any Unit can change facing.

7. Commander: The Commander can move on the board at the normal rate of one square per turn, but can also move diagonally. If the Commander wishes, he can usurp the Leader's role of any Unit he is with, acting as leader in all respects for that Round, including Leader Combat, in which case the Unit's normal leader is without a function that Round.

8. Combat always takes place between directly opposing Units. Combat across diagonals is not permitted. Only one Unit is permitted per square. Two or more Units may make a Multiple Attack on the same enemy Unit; damage is calculated in the usual manner on a Unit by Unit basis. The only exception is that the number of troops in all friendly Units engaged in the Multiple Attack against a common enemy Unit are added together for the purpose of determining if the defending or attacking Units are outnumbered and by what ratio. (See Table of Modifiers on page 22.)

9. The battle is fought in a series of Rounds, each composed of 4 Segments. To fight a Round, the leader of each Unit secretly records what type of Action his Unit takes for the entire Round. He may pick one of the following options: Attack,

Defend, Shoot, Withdraw. The *Attack* option allows the Unit to inflict damage on the Unit it is both facing and touching (even if touching more than one, damage can only be inflicted on the enemy Unit which is faced). The *Defend* option indicates that the Unit will parry, thereby reducing potential damage (just as in normal combat). The *Shoot* option indicates that the Unit will fire missile weapons (this cannot be done if touching an enemy Unit). The *Withdraw* option indicates that the Unit will attempt to move out of combat while parrying. The leaders of opposing Units then fight each other on the first of the four Segments while their Units do nothing; the leaders must use the same option in their personal combat as they chose for their Unit. The Units then fight each other for 3 Segments while their leaders do nothing. Any required Morale Checks are then made. All Units wishing to move may then do so after all combat is resolved, thereby beginning the next Round.

10. Leader Combat: The leaders of touching Units fight each other according to normal Combat rules. Usually these fights are a series of duels between two men. Sometimes if two or more Units are fighting one Unit in a Multiple Attack, or if both Commander and Leader are present with a Unit, there are two or more leaders attacking an enemy leader simultaneously. Damage is applied normally; armor and weapons are taken into account. The outcome of Leader Combat affects that Leader's Units' performance for the remainder of the Round, as well as determining damage to the Leaders during the battle.

11. Unit Combat: Three Segments of Unit Combat are fought each Round, applying all the effects of Leader Combat and any other applicable modifiers from the Modifiers Table. Combat is conducted according to normal man-to-man rules; the average armor and weapons for each Unit are taken into account. However, each Wound indicated represents a number of men incapacitated, expressed as a percentage of the attackers, according to the following table. The strength of the defending Unit is reduced accordingly.

Combat is simultaneous. Each Unit rolls the dice once per Segment to determine damage inflicted on its opponent. Whichever Unit is currently rolling the dice is considered the Attacker.

Color Result	% of Attackers' Numbers Subtracted from Defending Unit
White	0%
Green	10%
Yellow	15%
Orange	20%
Red	30%

Example: 100 infantry attack 50 unarmored cavalry and receive a green result indicating that 10% losses should be inflicted on the cavalry. The cavalry loses 10% of the infantry numbers (10 men), not 10% of their own numbers (which would only be 5 men). Round any fractions up.

12. **Armor Protection:** Armor Protection subtracts from this percent damage as follows:

Armor Protection	% of Enemy Result Negated
1	5%
2	10%
3	15%
4	20%

Mass Combat does not take into account which area of the body was hit, so Armor Protection is an average of the troops' overall armor. To calculate it, take each individual part of the body, multiply its protection by the following values, total, add in any Shield Bonus, and divide by 100, rounding down.

Body Part	Multiplier
Legs	20
Gut	25
Chest	25
Each Arm	10
Head	10
Shield	Bonus
Small	80
Standard	160
Great	240

Example: A Unit of Ophirean Cavalry is armored as follows: Jack, Leather Arm Armor (both), Basinet, Target Shield, which provide the Unit with the following protection.

Armor	Prot Area	Multiplier	Total
Jack	1 Chest	x 25	= 25
	1 Gut	x 25	= 25
Leat Arm	1 L Arm	x 10	= 10
	1 R Arm	x 10	= 10
Basinet	2 Head	x 10	= 20
Target Shield		Bonus of 80	
			170

And $170/100 = 1.7$, which rounds down to 1 point of Armor Protection. This armor rating of 1 will deduct 5% directly from the enemy's damage number. If the enemy Unit has 120 men and rolls orange (20%), normally 24 men would be incapacitated ($120 \times 20\% = 24$), but the Armor Protection would reduce the enemy's damage number to 15%, and $120 \times 15\% = 18$, so 18 men were incapacitated. The armor protected 6 men.

If the troops in a Unit do not all wear the same type of armor, calculate the score for each type of armor, multiply by the number of troops wearing that armor, total, then divide by the number of troops in that Unit to arrive at the average Armor Protection for that Unit. This average will remain constant regardless of damage later sustained by that Unit.

13. **Morale Check:** A Morale Check is made at the end of each round if necessary, by making a check against the average of the Unit leader's Will and the troops' Will. The Commander's Will may be used if he is with that Unit. If neither the leader or Commander is with that Unit, the troops' Will rating is used. If the Unit fails its Morale Check, it must Flee on its next move.

Modifiers for Unit Combat

Attacking from Flank or Rear	+ 2 columns
Attacker outnumbered defender 2:1	+ 1 column
Attacker outnumbered defender 3:1	+ 2 columns
Attacker outnumbered defender 5:1	+ 3 columns
Defender outnumbered attacker 2:1	- 1 column
Defender outnumbered attacker 3:1	- 2 columns
Defender outnumbered attacker 5:1	- 3 columns
Attacking Unit has higher position	+ 1 column
Defending Unit has higher position	- 2 columns
Attacking Unit composed of at least 25% horses	+ 2 columns
Attacking Unit composed of at least 25% warhorses	+ 4 columns
Defending Unit composed of at least 25% horses	- 2 columns
Defending Unit composed of at least 25% warhorses	- 4 columns
Defending Unit is Withdrawing	+ 2 columns

Missile Fire Modifiers

Defending Unit 2 squares away	- 1 column
Defending Unit 3 squares away	- 3 columns
Defending Unit 4+ squares away	no missiles allowed

Effects of Leaders on Their Unit

Leader hit enemy leader this Round	+ 1 column
Leader hit enemy leader for red result this Round	+ 2 columns
Leader hit enemy leader for Specific Wound this Round	+ 3 columns
Leader killed this Round	- 6 columns
Enemy leader half damaged	+ 3 columns
Enemy leader killed this Round	+ 6 columns

Effect of Commander on All His Units

Friendly Commander's General Fighting Rating	+ 1 column per point
Friendly Commander present with Unit	+ 1 column for Unit
Friendly Commander killed this Round	- 8 columns

Normally a white result indicates failure, but the referee may require a better result depending upon circumstances (a Unit outnumbered 5 to 1 might require an orange result).

14. Any time a Unit flees or is reduced to 0 men, its figure is removed from the board. If the Unit Leader is still alive, he may join another friendly Unit if he is touching one. Otherwise he is captured.

15. Any time a Unit is removed from the board, a friendly Reserve Unit adjacent to that space (but not diagonally) may immediately enter that space if its leader wishes. If no Reserve Unit wishes to or can occupy that space, the enemy Unit may do so immediately.

16. If a Unit withdraws during Movement it automatically backs up one square. The enemy Unit may advance.

Only the specific Unit's leader can affect that Unit's combat (or the Commander if he is acting as leader). The Commander's General Fighting Rating, however, affects every Unit on his side, whether the Commander is with that Unit or not.

Check Morale When:

Leader Killed (specific Unit must check)
1/3 Unit Killed (specific Unit must check)
2/3 Unit Killed (specific Unit must check)
Commander Killed (all Units must check)

Interrogations

Interrogation is conducted in sessions. Each session involves the following procedures.

First determine the degree of examination (green, yellow, orange, or red). Usually the first session is green, second session yellow, and so forth. To withstand the questioning, the character must roll against his Will (or General Endurance) rating. The color result must match or exceed the degree of examination in order for the character to avoid telling the desired information.

If the character succeeds, he does not talk but does take damage equal to the degree of questioning (including checking for Specific Wounds if appropriate) and he must immediately roll against his Stamina (or General Endurance) score. A white result indicates temporary loss of one point of Stamina (or General Endurance). If the character's Stamina (or General Endurance) falls below zero, he falls unconscious. One point of Stamina (or General Endurance) is recovered for each 8 hours rest.

If the character does not withstand the initial questioning, he must again roll against his Will to see how much he told. A white result indicates that he told 100% of the information he knows on that subject, green equals 75% told, yellow equals 50%, orange equals 25%, and red equals 0%. The referee must determine the information given, but usually the most incriminating information is given last (unless the player controlling that character indicates otherwise).

Once a player knows the degree of examination to be used against his character, he may talk of his own free will before any damage is done to the character.



SCENARIOS

Scenario 1: The Road to Ianthé

Give the players the Players' Map of Ophir and read the following aloud.

The Kingdom of Ophir is the most ancient of kingdoms existing in Hyboria, dating back to the time of sorcerous Acheron itself. It is a place of mystery and power, dark forests, haunted mountains, black crypts steeped in gloom, where horrors and treasures lie rotting beneath the soil.

Yet it is also a place of life, ruled by kings and feuding nobles, peopled by sturdy peasants and cunning city-folk, ravaged by bandits, defended by mercenaries and armies alike. It is a country isolated by its own stubbornness, suspicious of the world beyond, and lacking real allies. It is friendly to Aquilonia and Corinthia, distrustful of Nemedias and Koth, disdainful of Argos.

Ophir's troubles are growing. Childless King Valdric is dying; his physicians have found no cure. He has faith in their powers to restore him and refuses to name an heir, fearful that any heir might be eager to hasten the king's departure. His nobles are sure that no cure will be found and that the country will soon be left without king or heir. They maneuver for the throne, amassing private armies, plotting. No noble has yet dared to kill another, but you have ridden past burned villages and fields, past plundered warehouses, past murdered captains lying in stained fields while vultures circled overhead. The king's army hides while bandits raid freely, and the Ophireans become refugees within their own land, fleeing to the safety of the cities.

It is through this land you journey for there are reports of good work for any who can swing a sword or cut a purse. The only catch is to avoid having your own purse or throat cut, for that is what your fellow freebooters are paid to do.

You have recently crossed the Nemedian border and traveled toward the Ophirean capital of Ianthé where rich employment awaits you, according to rumor. You have successfully recruited a Free Company of mercenaries as you traveled. The roads are thick with refugees, their carts piled high with the few humble goods which escaped flame and bandit. It was easy to recruit; all you had to do was pick good men up off the road and hand them some gold. They followed readily enough.

In addition to the six veterans that have been with you since Nemedias, you have now hired 50 hardy Ophireans trained in war's ways, a company you could confidently lead into battle. But your gold is fast disappearing and your troop's morale with it, for they are men who fight for coin, not honor or glory.

According to your map of Ophir, you are at the star in the Sarellian Forest, a half-day's ride northeast of Ianthé. As you muse

over your nearly empty purse, you round a bend in this forest-darkened road. Ahead of you are the remnants of a caravan, most of the travelers lying dead beneath the dark trees. Twenty horsed bandits are amusing themselves by taunting the four survivors who are still trying to fight. Two of the survivors are from Argos, judging from their apparel. One is a blond-haired woman who, as you watch, skewers a bandit on the end of a sword, then leaps astride his vacant horse. The fourth appears to be a madman from Kitai, a berserk warrior frothing at the mouth. The bandits keep their distance from him.

As your party rides into sight, both the bandits and their victims pause briefly to stare at you. The bandits' leader, a red-haired woman astride a swift eastern bay shouts, "Stay out of this, Cimmerian!" The shorter of the besieged Argosseans cries, "All my goods are yours if you save us!"

If the characters hesitate even momentarily, the blond-haired woman shouts at them, "Be ye men or metal-trussed baboons?" Then, with a great shout, she charges into the bandits before her, followed by the berserk Kitain. Ten of the bandits release a volley of stones from their slings at the PCs while the rest skirmish with the blond woman and the Kitain without success, for both are excellent warriors. In fact, the Kitain bears enough wounds to down any two normal men. The blond woman's valor is also unsurpassed. The tallest Argossean is knocked unconscious by a blow to the head.

The bandits fall back into the forest after three turns, taking what little treasure they have gathered. Their woman leader shouts back as she vanishes into the trees, "By Derketo's brass thighs, you'll live to regret meddling with the Red Hawk, Cimmerian! And so will you, yellow-haired trollop!" If the characters attempt to follow the bandits into the trees, they are baffled by a maze of deer trails and undergrowth. The bandits know these trails well and soon vanish, leaving the characters far behind. For each round the characters remain in the forest, there is a 30% chance that one of them stumbles into a trap set previously by the bandits (roll for a random trap using the table on page 40). Characters should have a chance to spot these traps by using their Observation or Trapping talents.

If any bandits are captured alive, they refuse to divulge the location of their hide-out, for they are loyal to the Red Hawk. However, if they are interrogated, they eventually tell the PCs about the ruined keep in the Sarellian Forest (see page 36).

After the bandits have been driven off and the characters approach the four surviving members of the caravan, the berserk Kitain attacks despite his numerous wounds. He has not been able to leave his berserk state (see Berserker rules, page 37) and attacks Conan in a frenzy, thinking he is an enemy. After the first round, the Kitain's sword breaks. He then grabs among the spilled packs for the first thing which comes to hand, a

long, black metal urn with a neck slender enough to be grasped as a two-handed club. He then renews his assault using the urn. After another round, however, the madman is slain, dropping the urn at Conan's feet. He has surpassed the wound level even a berserker of his talent could withstand.

If the PCs examine the urn, they see that it is very ancient and inscribed in an unknown language. Not even the Arcane Language talent is of use in reading these exotic markings. The urn is about three feet high with a flared mouth. If they make an Observation check, the PCs realize that the urn is made of silver and that centuries of neglect have tarnished it black. For a complete description of the urn, see New Magic Items.

The shorter, conscious Argossean thanks the characters, apologizing for the madness of their Kitain friend. His name is Katos; his unconscious comrade is Darios. He offers the characters all that remains of the goods in their caravan (about 2,000 GL worth of rare foods, wines, cloth, and art). He even gives the characters the silver urn, a rare relic they bought from a Corinthian dealer in antiquities.

If the PCs have not revived Darios, Katos does so now. Darios expresses his gratitude as well, but he is disturbed when Katos tells him he has given the characters everything as a reward. They argue somewhat in their native tongue, with Darios eventually conceding and casting a sad glance at the urn. He then asks the players to accompany them to Ianthé, saying, "There we have more treasure, coins more suitable to men such as yourselves. Also, our lord, Baron Timeon, is in need of such excellent warriors. I'm sure he could be persuaded to take you into his service."

The blond-haired woman is very upset by the death of the Kitain, but tries to hide the fact. Her name is Lady Julia. She is an Ophirean noble, but is without family or finance. She and the Kitain were traveling to Ianthé when she happened to join up with the caravan for mutual protection. She now thinks she would have been safer without them. "True," says Katos kindly, "but we would have been dead without you. Thank you, noble lady, for your excellent aid. I am sorry your friend did not survive." He then slips a simple ring from his finger and gives it to her as the others watch. It is a huge ruby ring cut in the shape of a four-horned beast's head similar to the one on his other hand.

If the characters accompany the Argosseans to Ianthé, proceed to the next scenario, The Gates of Ianthé. If, however, the characters do not accompany them, you must adapt the adventure accordingly. It is suggested that the characters meet the Argosseans in the first inn they visit in Ianthé, although the PCs must still pass through the gates first. Modify the Gates of Ianthé scenario so that the Argosseans are not present.

Scenario 2: The Gates of Ianthé

After some time, you ride out of the forest. Several miles in front of you looms a dark, gaunt, flat-topped hill. Dark clouds loom over its severe slopes. Lady Julia gazes at it and says, "That is Tor Al'Kiir. Old wives say a god once made his abode there." Katos mutters, "Old wives oft speak idly." The road to Ianthé circles the base of the hill, but soon you crest over one of its flanks and see the royal city of Ianthé spread out below your feet, the Red River flowing in the distance, sparkling red in the sun's dying light.

At this time, hand the players the Players' Map of Ianthé.

Katos sighs in relief, then speaks to you, "Welcome, strangers and friends, to our home. She is ancient, but her face is ever changing. A contradiction of the old and new." He waves his hand over Ianthé. The city sprawls down to the river, its many gold domes and alabaster spires rising above red tile roofs and white walls obscured by a low cloud of thin smoke, surrounded by high granite walls, guarded by towers.

"The Old City wall still stands there in areas," he points, "cutting across the city, offering a secondary, although crumbling, defense. There, near the river, is the Royal Palace, a fortress of might. It is written, 'He who holds the sacred scepter, inspires the palace; he who inspires the palace, controls Ianthé; and he who controls Ianthé, rules Ophir; amen.' It is in that palace and the barracks nearby that the mighty Ophirean army now lurks, awaiting General Iskandrian's command. Beyond the city, there on the river's south banks, lie the Tombs, a beauteous region of Stygian aspect which extends for miles.

"There are three gates, each bound in iron. Travelers entering from the south must pass through the Tombs, cross the Bridge of Skulls where the heads of the executed (which are many, for the King's Justices are severe) are displayed, then pass through the River Gate. Those coming from the northeast enter the Gate of Gold and are soon lost amid the markets and palaces. We approach from the north and enter through the gate of mighty Avarakash, may his bones lie undisturbed.

"She is full of life, yet stinks of death. The placid fools within take no notice of the chaos besieging them. The fat merchants, bearded scholars, ragged peddlars, stinking beggars, and accursed footpads, all go about business in the usual way, as if nothing had changed. Yet the ladies and slaves, lordlings and doxies, tread carefully Ianthé's paved streets, studiously ignoring her sewers' fetid breath and greater ills as well.

"Fear breeds fear, and Ianthé reeks of it.

You too will smell the tension. You will see that the fools zealously mind their own business, ignoring murder or kidnappings which cross their paths, each afterward swearing to the City Guard that he saw nothing, heard nothing, knows nothing, forgetting that his own life will be forfeit next. At night, the streets are deserted except for the cautious tread of the Night Watch and the multitude of thieves."

Darios hisses painfully, with a sudden glance at the setting sun. "Speaking of night, we'd best make haste. The gates are barred at dusk. And though a bribe has been known to gain entrance then, more like it will gain naught but a shaft in the heart or a night's stay in the graces of the Royal Torturer."

Katos nods, then turns a severe gaze on you. "Be advised. Foreigners such as we are never trusted in Ianthé, but especially in these times. We could all be cut down tomorrow in the middle of Emerald Square, and none would concern himself over the affair. We must be each others' watch-guards and surety." He then spurs down the hill toward the black gate of Avarakash.

As the characters' armed party approaches the gate, a cry rings out, and the gate swings closed. The gate-sergeant demands to know for whom the characters are working. Since they have no noble patron, he refuses to allow their troops into Ianthé. No amount of persuasion or bribery changes the sergeant's mind.

The PCs learn that General Iskandrian has proclaimed a new law. Only troops with noble patrons are allowed within Ianthé. The punishment for violating this law is impalement. Groups of more than 10 men may only move about the city with special permission issued by the palace, but such permission is nearly impossible to obtain. Those lacking permission are arrested for conspiracy against the crown. The punishment is imprisonment. Also, only on-duty soldiers may wear metal armor in the city. No one else may do so. The punishment is to have the offender's left cheek branded.

Since the characters have no noble patron and none of the gate guards are going to risk impalement, the characters must leave their troops encamped outside Ianthé. Katos and Darios want to spend the night in Ianthé, however. They know an excellent inn, The Bull and Bear. They say that they are certain Baron Timeon will hire the characters if the Argosseans recommend them. Pay is 2,500-3,000 GL a month for the entire troop. They try to convince the characters to accompany them to the inn where they may find useful information.

The gate guards allow up to 10 characters through the gate after they have removed their metal armor, but then lock it for the night. Katos and Darios go inside regardless of the PCs' decision, arranging to meet them at Baron Timeon's palace the next day. Lady Julia wishes to stay with the characters, especially with whichever character has the urn. Do not reveal this to the players, however.

If the characters wish to go to the Bull and Bear Inn, which is the best option, turn to Scenario 3, The Sign of the Bull and Bear. If the characters wish to remain outside Ianthé, roll for a night encounter using the rules on page 5. The next day the gate guards allow up to 10 characters inside Ianthé and they can then go to Baron Timeon's palace (Scenario 4) where Katos and Darios have agreed to meet them.

If the characters have other plans, you must adapt the adventure to suit them, but Baron Timeon is the only royal patron currently hiring troops. The PCs must quickly gain pay for their troops or they begin to desert. Also, they are subject to constant attrition while encamped in the hostile lands outside Ianthé.

Scenario 3: The Sign of the Bull and Bear

Use the map of the tavern found on page 32 of the original CONAN® rule-book, or create one of your own.

You shoulder your way through the dispersing crowds to the Bull and Bear. It is an old inn leaning slightly against the neighboring buildings, like an old man threatening to collapse should his crutch be removed.

The tavern is crowded, full of noise. Several off-duty soldiers are starting a game of dice. A fat man argues with the innkeeper about the proper way to make beef stew. From the smell of the swill, it would seem the keeper could benefit from a few lessons. A rabbit-faced man is sitting deep in the shadows, eyeing the room over his mug. A well-dressed girl wearing thick make-up stands coyly in a corner, looking very shy. Katos and Darios excuse themselves, and go to a dark corner booth. It is plain they want no company. A serving wench sweeps over and asks if you want a room or anything else.

Read the appropriate sections and follow the directions according to the characters' actions. The characters may act independently of each other. The following sections should occur simultaneously. The price of a room is 2 SL per person, up to three in a bed. If the characters want fewer in a bed, they must pay extra. The prices for food and drink can be found in the Conan rule book.

Make full use of the excellent opportunities for role-playing here. There are many interesting NPCs for you to portray, as well as an atmosphere thick with noise, sweat, food odors, and intrigue. Be sure to use the players' senses to full advantage; don't let them just hear the adventure, but help them see, taste, smell, and feel it as well. Some PCs may wish to engage in different activities simultaneously. Allow this, but try to keep the action moving quickly. An occasional reminder of various NPCs the players may be ignoring helps add to the frenzied atmosphere. This tavern is also an excellent test for PC weaknesses!

The Soldier's Dice Game

The dice game is played as follows:

Only silver coins are allowed.

Each man bids for the use of the dice; high bidder receives them and is roller for that round. A minimum of 3 SL and a maximum of 15 SL may be bid. As each soldier or player bids, the silver coins are thrown into a helmet in the center of the table.

Roll one die and add 2. This is the soldiers' Maximum Bid for this round. It indicates how high they will bid for the round. For example: If you roll a 10, the soldiers would bid up to 12 SL each, although they will seldom outbid each other when there is a stranger's money to be had.

Always begin the bidding at 3 SL and slowly work it up, alternating bids between the soldiers and the players.

If no player will bid higher than the soldiers' Maximum for this round, one of the soldiers receives the dice.

If one of the players bids higher, he receives the dice.

Assume that the total number of coins in the pot is now equal to 4 times the soldiers' Maximum Bid plus whatever the players bid.

The high bidder now rolls the percentile dice twice.

If both rolls are equal to or lower than the number of coins in the pot, all the coins are left in the pot.

If one roll is higher than the number of coins in the pot, he wins half the coins in the pot.

If both rolls are higher than the number of coins in the pot, he wins all the coins in the pot.

Any coins left in the pot are added to the new pot next round, making it harder to win.

If ever the number of coins in the pot reaches (or exceeds) 100, split the coins evenly among all the gamblers who bid that round, thereby emptying the pot.

Cheating or Winning Too Much

If a player uses his Sleight of Hand talent to cheat, subtract 3 (the soldiers' Observation rating) from his Sleight of Hand rating (but don't tell the players how much you subtracted!). A red or orange result indicates that the player won the whole pot. A yellow or green result indicates that he won half the pot. A white result indicates that he was caught cheating.

If a player is caught cheating, or if the soldiers lose a total of 250 SL or more (in which case they will assume they are being cheated), read the following:

As you begin to scrape the coins out of the helmet, a soldier grabs your hand. Another picks up the dice, peers at them, and says: "These aren't the same dice we began with. The dog is cheating!" The table is flipped over and the coins fly. Five soldiers dive at you.

The soldiers fight until three of them lose half their Damage rating or are unconscious. They then flee. They do not use their swords unless the characters draw first, but they do use stools, mugs, and bottles. Remember that these off-duty soldiers are not wearing armor.

If a soldier is killed, the City Guard arrives in

10 turns. If the characters leave before then, they are not pursued, for no one wishes to become involved. If no one is killed, the soldiers leave the inn. If the characters insist on waiting for the City Guard to arrive, they find that no one is willing to point them out as the offenders. There are no repercussions from the brawl.

The Rabbit-Faced Man

This is the bandit Galbro. His statistics and description are found in the NPC section. He has been watching this inn regularly, waiting for Katos and Darios to reappear, for he knows they frequent this spot. No one in the inn knows his name.

If the characters attempt to talk to this rabbit-faced man, he does nothing but repeatedly flare his nostrils and look around the tavern, refusing to look at the characters.

If the characters insult him, he stares icily into the players' eyes, then looks away.

If the characters try to physically abuse him, he tries to slip out the front door. He fights only as a last resort and even then tries to run at first opportunity.

If the characters merely observe Galbro (using their Observation talent to do so) they notice that he never takes a drink, even though he frequently raises his mug to his lips.

If they observe him again, they see he is watching Katos and Darios, carefully looking away whenever they peer in his direction.

If the Argosseans leave, Galbro follows them out moments later.

The Fat Man

The fat man is an excellent cook. His name is Fabio. He is quite gregarious and talks freely. He used to work for Baron Timeon, but has recently lost his job because his viands were considered too plain for his master's palate, so they should suit a soldier's taste quite well. He would like the PCs to hire him and candidly asks them if they can stomach much more of each other's cooking. He asks for wages of 40 GL a month but will settle for 25.

He worked for Baron Timeon for many months and can supply the following information. Each time the characters ply Fabio with food or drink, read one of the following rumors aloud (no NPC Reaction Roll is necessary since Fabio is garrulous). He is on polite terms with Katos and Darios, but they are not friends.

1. "The Baron is looking for some good troops. His last ones rode off to seek their fortune with Tiberio. Timeon is willing to pay 35 GL a head a month, bonuses to the commanders, so I say the ones who left are fools. Tiberio will give them naught but glory and death."

2. "The Baron may be fat but don't let his looks fool you. He's no slouch. He's set up an alliance with Count Antimedes, the biggest of the nobles and the king's favorite. I heard it straight from the Baron's curvaceous consort, so I know it's true."

3. "Timeon and Count Valentius are worst of enemies. I gather the Baron insulted Valentius' good friend, the Countess Synelle. If you're

thinking about working for Timeon, stay out of Valentius' way."

4. "Katos and Darios are reasonable men, friends of Timeon's. They both have rooms in the palace and stay there a good deal, but they're a bit odd, given to wandering abroad at night or disappearing for weeks. They say they're caravan merchants, but I say there's more there than meets the eye. I say they're spies for their Argossean liege here to help Timeon to the throne."

The Bashful Girl

She stands in one spot, never moving, never looking up. She is very beautiful.

If one of the characters approaches her she looks frightened and refuses any offer put to her.

If asked why she is so shy, she stammers out her story. Her name is Torali and she was recently orphaned. Her father's estates were heavily indebted and were seized by his creditors. She is penniless and has only just arrived in Ianthe tonight.

She is very afraid of men and really just a child. She accepts the characters' protection if it is offered. Lady Julia takes a special interest in her and protects her from any advances from the male characters. Julia is quite touched and tries to hire Torali as her maid. Torali accepts.

The Serving Wench

Her name is Alandra and she is fair, with long black hair streaming to the middle of her back. She is a native of Nemedra and has been in Ianthe for two years.

If anyone gets too fresh with her, she resists for a while, but then returns a big kiss and walks away smiling. She will have attempted to pick her admirer's pocket (Pick Pocket rating: 7).

If she fails but is not caught, she returns from time to time to try again, always under the guise of a kiss or hug.

If caught, she tries to wrestle her way free (Wrestling rating: 5) to the amusement of the entire tavern. She of course pleads her innocence, and no one questions it (except the unlucky victim).

If the characters become too belligerent, the soldiers rise to her defense, resulting in a brawl. If the soldiers have already left, the inn-keeper threatens to call the Night Watch.

Alandra knows the following rumors and parts with them for a price. Each time one of the characters successfully bribes her, read one of the following rumors aloud. If you are unfamiliar with rules for bribing, see the original CONAN® rule book.

1. "Well, there've been assassinations of various courtiers and kidnappings of nobles' wives or children to insure the noble's cooperation. The City Guard has been powerless to stop them and Iskandrian refuses to do anything."

2. "Well, even more frightening is the way so many of the city's prettiest young women have been vanishing. One by one for the past several months. Ones like Torali there. No one knows what happens to them. Some say they've been sold as slaves into Stygia; others say they've been traded to Lunar Chanters for some hideous rite."

3. "They say that some of the tombs have been found open and the bodies missing. The Guards laugh it off as pranks by the fops, but I've heard there's necromancy abroad again."

4. "When the king dies, which'll be any day now, Count Antimedes is favored for the throne. He'll seize it sure as my hair is black. But there are rumors of necromancy in the palace itself. Some say the king plans to rise from the dead and that's why he hasn't picked an heir. Mitra vouch it is not true!"

Katos and Darios

If the characters did not come to the inn with the two Argosseans, Katos and Darios arrive of their own accord. They acknowledge the PCs and are civil, but it is obvious they want to be left alone to discuss some private matter.

If the characters observe the Argosseans, they note that the innkeeper discreetly passes them a note. If questioned, the innkeeper professes ignorance, saying merely that the message was left in his keeping several days earlier.

If the characters continue to observe them sitting in their corner booth, they note that the two men spend much time whispering to each other. Darios repeatedly shakes his head no. Katos keeps urgently raising his voice as if trying to convince his friend of something. At one point Darios loses all patience and shouts in Argossean, "Are you mad! Be silent!" They then both look around nervously.

If the characters approach them, the Argosseans wish only to be left alone.

If the characters persist without becoming belligerent, read the following:

The two men bend closer together, their head nearly touching over the table, and whisper in their native tongue. Darios shakes his head no, and Katos is slowly persuaded. Finally, Katos looks up and says in Ophirean, "I am sorry, but there are some things too dangerous to speak of, even to friends."

They say nothing else to the characters at this time.

The Argosseans Leave

Eventually (only after the characters have exhausted the other possible encounters here in the inn) the Argosseans decide to leave without the characters. The rabbit-faced man, Galbro, soon follows discreetly. Make Observation checks to see if the characters notice.

If the characters try to leave with the Argosseans, Darios politely refuses their company, saying that he and Katos will return within the hour. If the characters insist, Darios becomes quite angry and threatens to withdraw the offer to introduce them to Baron Timeon.

If the characters stop Galbro from following the Argosseans or not, there is a scream outside. If they go outside to investigate (Lady Julia goes, regardless), they see Katos fighting with a dark figure, Darios lying at their feet, another dark figure stooped over his form. The two assassins try to flee. Lady Julia catches and kills the one who was bending over Darios, then searches him immediately,

finding nothing. The PCs may do as they like with the other fleeing assassin. Neither assassin is Galbro, but they are his henchmen. Darios is dead. Galbro is nowhere to be seen.

If asked about the attack, Katos is unable to provide any information. He is now eager for the characters to protect him. He pays any price they name, up to 500 GL.

If the characters agree to protect him, he takes them to a secret room in The Serpentine slums, asking them to carry Darios there, avoiding any people, especially the Night Watch. The secret room is location 'L' on the Master Map of Ianthé. Roll for encounters along the way. Anyone meeting the players assumes they killed Darios, but few care to do anything about it. Katos attaches great importance to Darios' body and will not abandon it.

Katos' Secret Rooms

Once the PCs reach his rooms (Location 'L' on the Master Map), read the following:

Katos leads you up an alley filled with muck, rats, and slime. He then twists what remains of a once elegant streetlamp hanging from a wall. A hidden door swings back, revealing stairs leading down into the ground. Lighting a lantern that rests inside the door, he leads the way down into a dim, clean chamber, filled with odd bottles, bowls, and paraphernalia.

Katos takes his dead friend's hand and pulls an iron ring from the middle finger, placing it on his own. It is a hideous thing, obviously quite ancient. It bears three eyes and four horns and seems to match the huge ruby ring Katos wears on his left hand. He also removes Darios' cloak, rips out the lining, and removes a crumbling parchment. He then turns to you and says, "Since we found these rings and this scroll in the tombs of Garian, we have been pursued. We thought them but rare antiquities, but a message I have received tonight casts a new light on them. I know little, but what I know, I will tell."

Read the players the Legend of Avarakash on page 2. Also, if the characters wish to read Katos' crumbling parchment, he allows it. The PCs can read it by using the Arcane Language talent and receiving a red result. Other results give only partial understanding.

Lo, call to the great god, entreating him, and set before the image the succedaneum, the bridge between worlds, as a beacon to glorify the way of the god to thee.

Katos wishes to spend the night here where he knows he is safe. He expresses a desire to have the characters remain, but does not press them. He is still willing to introduce them to Baron Timeon the next day. He does not say from whom he received the note in the inn.

The next day, go to Scenario 4. If the characters do not wish to meet the Baron, you must modify the adventure accordingly. The characters should be approached by a large unit of Ophitean troops

with instructions from General Iskandrian to escort the characters from Ianthé since they have no employer and are obviously just trying to stir up trouble. This may convince them that they need a noble patron.

Scenario 4: Baron Timeon

Building Squares

The small map on page 12 represents Baron Timeon's Palace, used in according to the instructions regarding Building Squares given on page 5. The number in each segment corresponds to a building square. The direction the arrow is pointing indicates the orientation of the building block. This should enable you to give the players a rather thorough description of the palace. The house surrounds a beautiful garden. The primary room descriptions should be used, with a scale of 1 square = 10'.

- A. PCs' Dining Hall and Kitchen
- B. Stables
- C. Free Company's Barracks
- D. PCs' Bedrooms
- E. Baron Timeon's Room
- F. Katos' Bedroom

The Morning After

When the characters are on their way to Baron Timeon's, read the following in addition to regularly rolled encounters:

As you pass a wide boulevard near the Golden Circle, where money and stolen goods often change hands, you hear loud trumpets braying out, followed by an expectant murmur of the crowd. The street clears to make way for a procession. A large group of Ophitean cavalry prance by followed by numerous courtiers dressed in gaudy finery. Behind them rides General Iskandrian, a proud veteran with a shock of white hair belying the strength still apparent in his bulging neck. This is the man who will determine the future of Ophir. Behind him, in a litter, rides King Valdric, a frail old man in obvious poor health. Across his lap lies a long gem-encrusted staff—the royal sceptre of Ophir. Behind him rides another large unit of cavalry. They pass by.

Once the characters reach Baron Timeon's palace (location A on the Master Map of Ianthé), read the following:

Sandwiched between a temple to Mitra and a pottery shop, stands a small pretentious palace.

Tastelessly brocaded columns run across the front veranda. Wide marble steps decorated with poorly carved flowers lead up to two huge bronze doors bearing the Timeon crest—two red wolves on a field of deep blue. The crest might have been impressive, except that the wolves are smiling rather than snarling. Katos mounts the steps, looking a little pale. "I wish Darios might have been here," he whispers. "It will mean great grief he has been murdered. He was the Baron's favorite."

When the characters pound on the door, a small, pudgy chamberlain opens it and asks their business. The chamberlain, Vanemoth, is irritatingly condescending, even to Katos, and insists that the Baron is too busy to be bothered with any military trifles today. It would appear Katos has fallen out of favor. It is also obvious Vanemoth considers the characters' tattered clothing and foreign accents abominable and would rather not see them again. Lady Julia curses him loudly. A threat or bribe gains admittance. If the characters gain admittance, read the following:

The chamberlain disappears up some ornate stairs. As you wait, you look about. The palace's decor is garish. Flimsy furniture, pretty flowers, and second-rate tapestries abound.

You soon hear a shout above and see the chamberlain retreating down the hall backwards, bowing as he goes. A balding man in a silk robe approaches, his stomach bulging, his pasty little legs popping in and out from beneath his brocaded gown. He is obviously drunk. "What is all this noise? I've told you, Vanemoth, never to disturb me while I'm researching! What do these stinking barbarians want?"

Lady Julia laughs at the Baron's appearance, drawing a deep scowl.

The PCs should speak for themselves, but Katos supports them, recommending that the Baron hire them. Baron Timeon offers 2,000 GL a month for the entire troop, but goes as high as

3,500 because of his drunkenness. He insists that the players live in the palace and stable their horses here, but that they are to maintain a separate kitchen. He wants none of their cooking odors interfering with his own meals, particularly if the cook is his old one, Fabio. The players are housed on the fourth floor. They can take any rooms they wish. Then read the following:

The Baron drunkenly swaggers over to Conan and throws an arm around his shoulder. "My great ally," he mutters confidentially. "Count Antimedes will be pleased that I have employed some more troops, particularly if he should decide to seize the throne. Not, of course, that he would ever dream of such a thing. The Count has no such desires. He is a noble man far above such petty politics. But be ready."

The Baron thinks momentarily, then instructs the characters that they will be leaving on an expedition first thing the next morning. He will accompany them. They are to meet 20 mules and their drivers at the Carellan Stables, and will leave at dawn. The characters have the rest of this day to themselves. The Baron gives them a letter which allows them to bring their troops to the palace, where they are lodged, and take up their guard duties. Katos remains to speak with the Baron privately.

The night passes uneventfully. The next day, play Scenario 5, The Gold Mines.

Scenario 5: The Gold Mines

Morning Outside the Palace

Before beginning this scenario, be sure the players have discussed how many of the troops will remain on guard duty at Baron Timeon's palace and the order of march for the remaining troops and muleteers. The Baron insists on at least 20 men remaining in the palace. Katos politely refuses to come, saying he has work to attend to for the Baron. Lady Julia is eager to accompany the PCs, but leaves Torali in the palace for safe-keeping. Once matters are settled, read the following:

It is just past dawn. The air is chill. Your horses' breaths show like fog. You and your men have gathered outside the palace and are awaiting the Baron's arrival. You wait longer than you deem necessary, but Baron Timeon finally approaches, now agonizingly sober, looking quite a different man, and says, "I do not yet trust you. I do not intend to tell you where we are headed until we have left Ianthe, and, in addition, I require hostages."

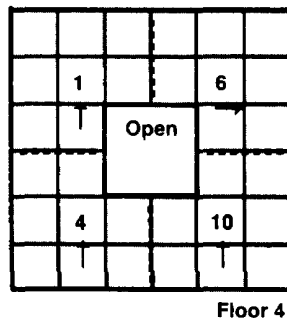
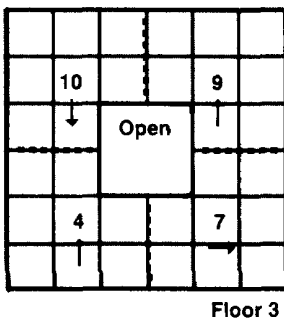
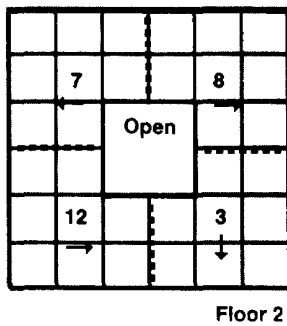
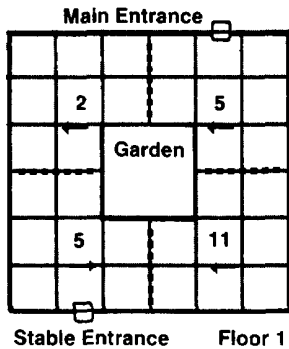
A window high in the palace is opened and Torali steps up to it, an unknown figure standing behind her with a drawn sword. Lady Julia is furious, but Timeon also insists that Julia remain behind as a hostage or Torali will be immediately thrown from the window. Lady Julia agrees and goes inside the palace. Baron Timeon has her and Torali locked in their rooms. They will be well cared for.

If the characters protest, the Baron uses whatever threat is necessary, even reminding the PCs that all he need do is withdraw his patronage and they would immediately be subject to arrest and impalement for bringing an armed force into Ianthe without noble patronage. This threat is in cold earnest. However, the Baron does not use such extreme measures unless the characters are very stubborn. He is not being a cruel man, he is just familiar with greed and treachery. If the PCs are foolish enough to abduct Timeon, they will not escape General Iskandrian's wrath.

After affairs are settled, Timeon mounts and orders the party to head for the Carellan stables. Roll for encounters on the way. Once the characters arrive at the stables, read the following:

You ride up to the largest stables in Ianthe, smelling them long before they come into sight. Twenty mules and their drivers are waiting, stamping to stay warm, wondering where they're headed. All they know is that they are venturing beyond the safe confines of Ianthe out into the dangers of the open country. A few are praying for their safe return. They are brave men; not many others would dare to leave the city once safely inside. Baron Timeon waits while you organize the caravan, then gives orders to leave Ianthe through the Gate of Gold and follow the road to Nemedra.

Baron Timeon's Palace



In the Wilderness

Treat this journey as a normal wilderness adventure. Roll for random encounters twice each day, once at about midday, once again about midnight. Ignore all Ambush Sites on the journey to the mines. The mines are located in the hills between Corinthia and Ophir.

Once the PCs reach the mines, read the following:

You look around you at the dusty warriors and men, the sweating animals winding through the foothills up into the mountains. It has been a long journey. The sun glares down and you wipe your brow. You ride over a crest, and suddenly the mines lie before you. They are in a valley stinking with slag and debris. Ruined shacks serve as barracks for the wretched prisoners sentenced to slave here for the rest of their short lives. A grim fortress of stone rises above you, and the entire valley is encircled by a wooden stockade, guaranteeing that none flee. Black holes of doom gape in the mountainside, leading down into the earth's bowels. Baron Timeon rides over and greets the fortress commander. You cannot see precisely what follows, but it appears that various papers and a small jingling bag exchange hands. Timeon then motions you all into the fortress, where the warehouse is.

Inside the warehouse are 40 casks to be loaded onto the mules. If the characters open one and look inside, they find some crude ore. Those with Blacksmithing skill realize that the ore contains raw gold in need of refining.

The fortress is manned by 40 light infantry, 50 men-at-arms, 40 cavalry, and 20 light cavalry. If the characters try to attack the garrison, one half of the infantry defends immediately. Half of the cavalry arrives in 5 rounds. The rest of the troops arrive in 10 more rounds. The fortress commander has a General Fighting rating of 2.

After the mules are loaded, Timeon is eager to leave and head back for Ianthe. The fortress commander does not allow the PCs to spend the night at the mines.

On the journey back to Ianthe, normal encounters must still be rolled for twice a day. Also, the characters are automatically ambushed by 50 light cavalry if they pass over an Ambush Site (light cavalry commander's Fighting rating = 1). Remember that the characters' Danger Sense talents will aid them in detecting this ambush before it occurs, thereby negating the surprise element. Timeon can be wounded during this battle and his gold ore stolen, but it is important that he not be killed. If the PCs take prisoners and interrogate them, they reveal that Count Valentius knew that Timeon would be passing this way.

The Riders

On the second day traveling back from the mines, an encounter automatically occurs. A band of 10 riders who are trying to remain hidden are observed traveling parallel to the characters' caravan. The characters may give chase, but

Timeon allows no more than 1/4 of the troops (counting PCs) to go. The rest must remain with the caravan. The unknown riders have disappeared over a hillcrest.

When the characters chase after them, they are not visible, but a small hut is seen. Horse tracks lead past the hut. These may be observed by any PC successfully using his Tracking talent. An old woman is in front of the hut doing her washing in a brook. She seems a bit mad, but she is quite sane. She is very old and is a priestess of Jhebbel Sag, although she does not admit this. If the characters make a successful Observation check, they notice that she is blind, yet seems to see them easily. If coaxed into giving information, she says the following:

1. "I saw no riders but sensed an unholy presence pass by this spot. The poor ground shook in her terror. Beware."
2. "Worry not yourselves with gold. The earth herself is in fear. The crucible which will forge him anew has been exhumed, lost from my care. For a millenia I have watched it and now it is gone."
3. With Al'Kiir's return all hope will be gone. None can escape his will. He is impervious to puny weapons such as yours. Only the *staff of Avandrakash* can destroy him. He is not far away. His purpose is at hand. At nights now I hear his servants calling him. They lacked yet the crucible, but now that it is in their hands the last rite will be performed and the earth doomed."

The old woman will not accompany them, but gives them several healing salves to help them in their quest. If they show her the silver urn, she refuses to take it back now that the enemy knows where she lives. The gods, she says, have placed this crucible in the characters' hands for a reason. It is up to them to fulfill it. She refuses to say more for fear of foiling the gods' wills.

If the characters then ride on, following the riders' tracks, they see that they lead into a small woods. If the characters enter, they eventually find a band of 10 horsemen clothed in red. The leader is hooded. The horsemen refuse to speak and try to leave. If hindered, a fight breaks out. During any such fight, one of the enemy killed is the hooded leader. If his body is examined, the characters discover that it is Darios, the dead Argossean! The old wounds from several days ago are easily discernible on his body. How he comes to be alive again, should send a shudder down the spine of the most stout-hearted, but especially any characters with a Fear of Magic. Any prisoners refuse to talk unless cruelly interrogated. Only then do they divulge the following information:

1. "Al'Kiir will destroy you for meddling in his affairs."
2. "We were not here to slay the Baron or steal his gold, but to assure that he did not try to raise Al'Kiir on his own."

3. "Darios was a necromancer in league with Timeon. He sought to raise Al'Kiir. He who raises the lost god will gain more than the throne of Ophir."

The characters can now continue on their way to Ianthe. Roll for encounters normally, remembering to spring the ambush if they pass over an Ambush Site.

Once the characters reach Ianthe, they find the gates locked even during the day. They must gain a successful NPC reaction in order to enter. A Hostile or Unfriendly reaction indicates that the gate guards refuse to open the gate that day, even to Baron Timeon. The characters can try another gate or return to the same gate the next day.

Once inside Ianthe, the caravan should return to Baron Timeon's palace and unload the ore. Roll for encounters on the way. Once the ore is unloaded into the cellars, the Baron thanks the characters for their service and disappears into his rooms. Katos is seen coming to greet him. Baron Timeon says, "Things went well enough. The fortress commander sold us a manuscript. It holds the ritual that will call him." Katos quiets the Baron and closes the door.

If the characters later question Katos about this or Darios' second death, he professes complete ignorance and bewilderment, especially about Darios. Fear creeps over his face.

The characters should now be given a free night and subsequent day in Ianthe to do whatever they like. The second night, however, go to Scenario 6, The Assassins.

Scenario 6: The Assassins

No precautions the PCs take prevents the following murders from happening, although their precautions may make it easier to determine the assassin.

The Death of Katos

The night the characters return from the gold mine, a scream rings through the palace at exactly midnight. It comes from the direction of Baron Timeon's room.

If the characters burst into the Baron's room, they find him quite frightened by the scream, although he is trying to look brave in front of a lady companion. Lady Julia tries quite hard not to laugh. The Baron tells them that the scream came from Katos' room. If the characters go to Katos' room (the Baron does not accompany them), it is locked from inside. If they break down the door, read the following:

Katos lies dead in his bed, the murderer's knife imbedded in the mattress at his side. The room is a shambles. Every trunk has been hurriedly emptied. The linings of the draperies have been slashed open. A bare spot on the wall shows where something has been removed.

If the characters make several successful Observation checks they note the following information:

1. Katos' ruby ring is gone.
2. The window is open and leads to a balcony from which the murderer could have gone to either the roof, two nearby balconies, or into the garden.
3. The spot on the wall where something once hung is paler than the dirty walls surrounding it. The shape outlined is similar to a man's head surmounted by four horns.
4. A red bandana of Zingaran make is on the balcony.
5. Many vials of noxious liquids and powders have been spilled and broken. Several black candles lie nearby.
6. The murderer's knife was made in Kardava.

If the characters realize that the murderer was trying to cut open the mattress, and then do so themselves, they find an ancient manuscript (The Tome of Taran-rajhir) explaining how to raise or destroy Al'Kiir. This is the manuscript Timeon acquired from the gold mines' commander. Lady Julia tries to look at it, but won't be able to read it (so she says). Complete details of the sacrificial rites of beautiful women and the true use of the staff of *Avanrakash* are revealed. Any time the characters have a question about Al'Kiir or *Avanrakash*, it can be found in this manuscript if the character trying to read it makes a successful Arcane Languages check in the orange or red range. Even the details about the antique urn and its indestructibility are given.

Baron Timeon is very upset by this incident. In fact, he is close to firing the characters. He is, of

course, concerned that the assassin could have been after himself. But if the characters propose putting guards outside the Baron's room or beneath his windows, he does not allow it. He has a strange need to preserve his privacy more than his life. He boasts, quite importantly, that his friends at court would never allow him to be assassinated. And, besides, that he will soon have an even more important and powerful friend.

The Murderer

Do not reveal to the characters that the thief Galbro murdered Katos. He wanted the ring, the scroll, and the wall plaque, but mostly he wanted the antique urn. Since Katos did not have it, he surmises that one of the PCs must know its location.

Desertion and Fear

Lady Julia is rather bored by the mystery and would rather stay at the palace than get involved. The six original soldiers that the characters brought from Nemedra are unconcerned by this murder, but the Ophirean troops are quite fretful. Beautiful Torali adds to their fear by saying that only a supernatural being could have penetrated into the heart of the palace. Do not tell the players this until after the fact, but at noon, evening, and midnight of each day on which the crime remains unsolved, a Desertion check must be made.

If Conan is at the palace, no one dares desert.



Player Characters

All characters speak their native tongue.

Conan

Total Scores: 235 Total General Scores: 23
Weaknesses: Fear of Magic, Gambling, Weakness to Drink and to Women

PRO	FIGHT	END	KNOW	PER	IN
5	4	5	3	4	2

An Ref: 11 Sword: 18 Dam: 20 Black: 3 Obs: 8 An Sen: 5
 Acro: 7 Brawl: 8 Mag En: 10 Nemed: 4 An Han: 5 Dan Sen: 10
 Climb: 10 Wtes: 7 Stam: 10 Koth: 4 Fame: 20 Per Mag: 5
 Move: 11 Sh Bow: 7 Will: 8 Hyrk: 4 Track: 8
 Str: 11 Poi En: 4 Zamor: 4
 Trap: 5
 Surv/
 For: 8

History: Conan is a barbarian from the cold land of Cimmeria. After much wandering, Conan found himself in Nemed as captain of a Free Company, most of whom were killed. He is an expert fighter, a good thief, and a champion of women in distress.

Appearance: Tall, muscular, black hair, blue eyes, strikingly handsome.

Equipment: Black Aquilonian warhorse, broadsword, dirk, Turanian short bow, hauberk, basinet, two changes of clothes, blanket roll, 25 GL, 20 SL, 20 BL

Machaon

Total Scores: 200 Total General Scores: 19
Weaknesses: Women

PRO	FIGHT	END	KNOW	PER	IN
3	3	6	2	5	0

Move: 10 Sword: 16 Dam: 20 Koth: 5 Obs: 20 Dan Sen: 5
 Str: 10 Sh Bow: 9 Stam: 8 Nav: 5 An Han: 15
 Throw Brawl: 6 Will: 16 Read Fame: 15
 Spear: 10 Spear: 4 Mag En: 16 Koth: 5
 Lock: 5

History: Machaon is Conan's trusted lieutenant and one of the original members of the Free Company who came from Nemed. He is a native Nemedian and a former member of the Belverus City Guard but deserted his post after slaying a disguised lord engaged in illegal activity. His only alternative would have been to remain and be executed for so zealously upholding the law. He chose to flee, and now can never return. He owns a large working farm in Koth where he plans to retire. He is gruff and commanding, used to being obeyed, and completely loyal to Conan.

Appearance: Grizzled, red scar across nose, blue tattoo of 6-pointed Kothian star on cheek, 3 gold rings in right ear. His hair is graying, eyes bright green, body firm and muscular. Women find him appealing.

Equipment: Broadsword, dirk, Turanian short bow, hauberk, basinet, spiked shield, warhorse, three changes of clothes, brush and scissors, blanket roll, 7 GL, 30 SL, 20 BL

Naron

Total Scores: 192 Total General Scores: 17
Weaknesses: Gambling

PRO	FIGHT	END	KNOW	PER	IN
3	3	4	3	3	1

Move: 10 Sword: 16 Dam: 18 Nav: 5 An Han: 10 Dan Sen: 5
 Str: 10 Sh Bow: 11 Stam: 5 Trap: 15 Track: 10 Mag Sen: 5
 An Ref: 10 Brawl: 3 Will: 5 Koth: 3 Minst: 6
 Sle Han: 5 Mag En: 10 Surv/
 Poi En: 5 Plain: 8
 Nemed: 5

History: If Machaon is Conan's right-hand man, Naron is his left. He is a native of Aquilonia and one of the original members of the Free Company. In his youth he fought the Picts at the Black River, where he learned the art of the bow. He is a fairly good trumpet player, able to play the charges and recalls of many armies. He has a good sense of humor, thinks women should stick to house-work, and is a terrible cheat at cards and dice.

Appearance: His face is skull-like, the mark of illness, but he is now completely cured, fast and wiry. Hair is brown, eyes brown, body tall and lean.

Equipment: Broadsword, dirk, Turanian short bow, hauberk, greaves, basinet, shield, warhorse, blanket roll, cards, weighted dice, 4 GL, 60 SL, 50 BL

Taurianus

Total Scores: 167 Total General Scores: 15
Weaknesses: Rash

PRO	FIGHT	END	KNOW	PER	IN
4	4	3	1	2	1

Move: 11 Sword: 11 Dam: 15 Carp: 3 An Han: 10 Per Mag: 10
 Str: 10 Sh Bow: 16 Stam: 10 Surv/
 Swim: 10 Brawl: 10 Mag En: 10 Plain: 10
 Throw Zing: 11
 Dirk: 5
 Acro: 5

History: Taurianus is a native of Ophir and was one of the first to join the Free Company after it left Nemed. He is from a good family in Kavanthe, used to commanding men and women. He is hot-headed and loathe to follow orders he disagrees with. He has a sense of destiny and wishes to work his way up through Ophirean society. Joining the Free Company was merely a way to gain fame, experience, and the attention of some noble.

Appearance: Tall, lanky, black hair, yellow eyes.

Equipment: Longsword, dirk, Turanian short bow, hauberk, basinet, greaves, shield, Eastern warhorse, blanket roll, four changes of clothes, brush and scissors, 15 GL, 20 SL, 10 BL

Boros

Total Scores: 157 Total General Scores: 14
Weaknesses: Drink, Accident Prone, Nocturnal, Endurance Loss, Obsession (8)

PRO	FIGHT	END	KNOW	PER	IN
1	0	3	6	2	2

Move: 5 Dirk: 5 Dam: 10 Lore: 20 Obs: 5 Telep: 10
 Str: 5 Mag En: 10 Arc Lng: 10 Med: 10 Trans: 2
 Sle Han: 8 Poi En: 10 Read Koth: 15 Fame: 5 Mag Sen: 10
 Herb: 10
 Alch: 7

Spells Known: Detect Source of Poison (A-s) will detect any one poisoned object in room, as well as poisoner if he is present and performed deed recently. Love Potion (A-s) causes person drinking this to develop short-term attraction toward person administering the draught. Age Non-Living Object (TR-s) is used to age forgeries, wine, and cheese, but the greater the aging desired, the more difficult the process. Water to Wine (TR-s), the better the grade of wine desired, the more difficult the process.

History: This old man was once an apprentice sorcerer before he became addicted to drink. He is likeable and still useful when sober. However, his magic tends to backfire when he is drunk, producing strange results. He is a native of Ianthé and makes his living working minor spells for the poor and various entertainments in the street. He is not above cheating at cards. He is not a member of Conan's company but is well-known and liked, although Conan is wisely fearful of allowing him to work spells while drunk.

Appearance: He is gray-haired with a full beard, yellow-eyed, and lean. His tunic is patched with many colors and is stained by food and drink.

Equipment: Dirk, various paraphernalia necessary for his spells, 15 SL, 15 BL

Claran

Total Scores: 161 Total General Scores: 14
Weaknesses: Taciturn

PRO	FIGHT	END	KNOW	PER	IN
2	2	3	1	4	2

Move: 11 Sword: 11 Dam: 17 Gold: 3 An Han: 5 Dir Sen: 5
 Str: 5 Sh Bow: 10 Stam: 10 Lock: 15 Pick: 10 Wea Sen: 5
 Acro: 10 Brawl: 5 Poi En: 5 Obs: 15 An Sen: 5
 Fame: 5 Telep: 5
 Art: 4

History: This quiet young man is one of the original members of the Free Company and is a native of Nemed. He has never learned the Ophirean dialect. He was once a thief in Belverus, hunted by Machaon. After Machaon left the City Guard, he arranged for Claran to join Conan. Claran has since learned much about fighting, although his thievery skills are still useful occasionally. He is fiercely loyal to the Cimmerian.

Appearance: Short, slender, pale, black hair, brown eyes

Equipment: Cinequesda, dirk, Turanian short bow, hauberk, basinet, shield, thief tools, warhorse, blanket roll, two changes of clothes, 5 GL, 20 SL, 15 BL

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NON-PLAYER CHARACTERS

Standard Equipment: Broadsword, armet, breastplate, tassets, shield, war-horse

Lady Julia

Total Scores: 210 Total General Scores: 20
Weaknesses: Foppish, Madness, Endurance Loss, Nocturnal, Obsession (13)

PRO	FIGHT	END	KNOW	PER	IN
2	2	4	4	4	4

Move: 10 Dirk: 4 Dam: 10 Lore: 20 Summon: 16 Min Con: 16
Str: 8 Sword: 10 Stam: 10 Arc Lng: 20 Med: 10 Hypno: 15
Throw/ Brawl: 6 Mag En: 15 Necro: 16 Mag Sen: 10
Dirk: 4 Will: 10

Spells: Paralyzing Glare (MC-s) freezes opponent in place and a Will check must be made before he can break free.

Pain* (MC-m) acts as illusory interrogation, but the targeted person need not be present.

Mental Slave* (MC-d) prevents opponent from disobeying your command unless he makes a Will check.

Mental Assassin* (MC-d) kills opponent even if not present, if fails Will check. Animate Small Animal (N-s), Preserve-1,000 (N-m), Question Deceased (N-m), Force Truth from Deceased (N-d), Summon Al'Kiir (S-d) * indicates that a personal item (hair, sweat, clothing) of the person must be obtained in order to complete the spell

History: This supposedly penniless lady of 18 was recently orphaned and has decided that the only way to gain power is to raise Al'Kiir. She has great wealth.

Motive: She is obsessed with Al'Kiir and hopes one day to summon him. She is careful that none discover her intentions.

Appearance: Tall, dark eyes, silvery hair, slender, beautiful

Equipment: Dirk hidden on thigh, Ophirean rapier, jack, leather leg and arm armor

Countess Synelle

Total Scores: 67 Total General Scores: 4

Weaknesses: Rash

PRO	FIGHT	END	KNOW	PER	IN
0	0	1	1	1	1

Move: 3 Dirk: 5 Dam: 5 Read Koth: 15 Art/Cloth: 5 Mag Sen: 3
An Ref: 2 Stam: 3 Obs: 5 Per Mag: 10
Str: 1 Will: 5
Poi En: 5

History: The Countess of Asmark is a rich and powerful woman, bitter that Ophirean law forbids any woman taking the throne.

Motive: She wishes to prove herself the equal of any man.

Appearance: Blue eyes, red hair, looks similar to Karela

Equipment: None

Lord Taramenon

Total Scores: 182 Total General Scores: 16

Weaknesses: Women

PRO	FIGHT	END	KNOW	PER	IN
2	3	5	2	2	2

Move: 10 Sword: 26 Dam: 16 Gold: 5 An Han: 10 Per Mag: 20
Str: 10 Brawl: 5 Stam: 15 Read Koth: 20 Minst: 5
Swim: 5 Mag En: 15 Fame: 10
Poi En: 10

History: This rather naive young noble is the finest sword in Ophir.

Motive: He pretends to court Countess Synelle and acts insanely jealous of her. He is actually Lady Julia's cohort, and is waiting to act on her orders on behalf of Al'Kiir.

Appearance: Handsome, broad shoulders and chest, proud nose, black hair

Baron Timeon

Total Scores: 90 Total General Scores: 9

Weaknesses: Women, Drink, Glutton

PRO	FIGHT	END	KNOW	PER	IN
1	1	3	2	1	1

Move: 7 Sword: 8 Dam: 10 Read Koth: 15 An Han: 5 Per Mag: 10
Poi En: 10 Gold: 5 Fame: 5
Stam: 5 Lore: 5
Will: 5

History: Little respected, even by his own staff, but quite wealthy. He is quick to anger, quicker to back down, and talks freely when in his cups.

Motive: He has traced the possibility of raising Al'Kiir and has begun researching the subject in hopes of using this knowledge to gain the throne.

Appearance: Obese, big eyes, goatee

Count Valentius

Total Scores: 250 Total General Scores: 24

Weaknesses: Phobia (Paranoia)

PRO	FIGHT	END	KNOW	PER	IN
2	3	4	8	4	3

Move: 10 Sword: 15 Dam: 10 Read Koth: 20 An Han: 10 Per Mag: 15
Str: 5 Dirk: 5 Stam: 5 Aquil: 20 Obs: 10 Dan Sen: 5
Throw Lt Lance: 10 Will: 10 Read Aquil: 10 Fame: 25 Telep: 10
Dirk: 5 Poi En: 10 Nemed: 20
Mag En: 10 Read Nem: 10

History: Thirty years old, highly intelligent, and a respectable swordsman. He is also a direct heir to the throne.

Motive: Become king through honest means

Appearance: Boyish, fat lips, brown hair, black eyes

Katos and Darios (The Argosseans)

Tot. Scores: 171 Tot. Gen. Scores: 16

Weaknesses: Obsession (4), Nocturnal

PRO	FIGHT	END	KNOW	PER	IN
1	1	3	8	2	1

Move: 8 Sword: 10 Dam: 10 Read Argo: 30 An Han: 4 Per Mag: 5
Str: 3 Mag En: 5 Stygian: 10 Med: 3 Mag Sen: 5
Poi En: 3 Read Styg: 10 Obs: 5
Stam: 3 Kothian: 15 Fame: 2
Will: 5 Read Koth: 15 Necro: 10
Arc Lang: 5
Lore: 5

Spells: History of Deceased (N-s); Question Deceased (N-m); Animate Human Body (N-d)

History: This merchant is trusted by Timeon and Antimedes. He dabbles in the black arts, but is mostly interested in tombs for their ancient artifacts.

Motive: To retain power and increase knowledge

Appearance: Slender, graying black hair

Equipment: Ophirean rapier, jack, basinet, target shield

General Iskandrian

Total Scores: 320 Total General Scores: 30

Weaknesses: None

PRO	FIGHT	END	KNOW	PER	IN
3	4	6	7	6	4

Move: 10 Sword: 15 Dam: 15 Seige: 25 An Han: 10 Dan Sen: 10
Str: 10 Lt Lanc: 10 Stam: 10 Read Koth: 15 Obs: 10 Mag Sen: 5
Swim: 5 Dirk: 10 Will: 15 Black: 5 Fame: 45 Telep: 5
An Ref: 5 Wres: 5 Poi En: 10 Carp: 5 Weath Sen: 5
Brawl: 5 Mag En: 10 Herb: 5 Per Mag: 20
Nav: 10
Surv/
Plain: 10

History: The best general of this age, and fiercely loyal to King Valdric, easily capable of taking control of the country himself. Known as the White Eagle of Ophir. The army nearly worships him.

Motive: Rid Ophir of foreigners and take throne for himself

Appearance: White hair, brown eyes, muscular, battle-hardened

Karela

Total Scores: 214 Total General Scores: 20
Weaknesses: Rash
 PRO FIGHT END KNOW PER IN
 4 3 4 3 4 2
 Move: 8 Smtr: 15 Dam: 15 Koth: 5 An Han: 10 An Sen: 5
 Climb: 10 Dirk: 15 Stam: 10 Turan: 5 Obs: 10 Mag Sen: 5
 An Ref: 8 Will: 10 Nemed: 5 Pick: 8 Per Mag: 10
 Acro: 10 Poi En: 5 Trap: 5 Fame: 20
 Throw Lock: 10

Dirk: 10
History: Long history of banditry in Zamora and Turan, until sold into slavery. Escaped into Ophir.

Motive: Obtain silver urn of Al'Kiir and deliver it to her unknown employer (who is in fact Julia).

Appearance: Beautiful, green eyes, red hair, high cheekbones

Equipment: saber, dirk, leather leg armor, leather arm armor (left and right), thieves tools, Eastern horse, climbing rope of black silk

Galbro

Total Scores: 162 Total General Scores: 14
Weaknesses: Miserly
 PRO FIGHT END KNOW PER IN
 3 3 2 2 3 1
 Move: 10 Sword: 10 Dam: 10 Read Koth: 7 Pick: 10 Mag Sen: 5
 Str: 3 Brawl: 7 Stam: 7 Gold: 5 Obs: 9 Dan Sen: 7
 Acro: 7 Dirk: 10 Poi En: 7 Lock: 9 Track: 9
 Climb: 10 Zingaran: 10 Lore: 5 Fame: 5

History: Forced to flee Zingara after selling information about fellow thieves in Kordava to the City Guard and then betraying the Guard itself.

Motive: Obtain silver urn of Al'Kiir at any cost and deliver it to his secret employer (who is in fact Julia).

Appearance: Sly, squinty-eyed, dark-featured, short, wiry

Equipment: Ophirean rapier, dirk, thieves tools

General Non-Player Characters

Free Company

Total Scores: 61 Total General Scores: 5
 Number of Men: 56
 PRO FIGHT END KNOW PER IN
 1 1 2 0 1 0
 Move: 5 Sword: 5 Dam: 8 Lock: 3 An Hand: 5
 Str: 5 Sh Bow: 5 Mag En: 3 Koth: 3 Pick: 3
 Brawl: 3 Poi En: 3 Obs: 3
 Will: 7
 (5 for Ophireans)

History: Only six of these NPCs are part of the original company that crossed over from Nemediá. The other 50 men are new recruits from Ophir.

Equipment: Hauberk, basinet, shield, broadsword, short bow, horse

Mass Combat Stats: Wpn Bonus: 0, Int Bonus: 0, Move: 16, Armor: 3

Ianthe Garrison

Total Scores: 50 Total General Scores: 3
 PRO FIGHT END KNOW PER IN
 1 1 1 0 0 0
 Move: 5 Sword: 5 Dam: 7 Carp: 3 Obs: 3 Dir Sen: 3
 Str: 5 Spear: 4 Mag En: 3 Track: 1 Per Mag: 1
 Throw/ Brawl: 3 Poi En: 3

Spear: 4
 For Equipment and Mass Combat stats, see Scenario 10.

Guards

Total Scores: 42 Total General Scores: 3
 PRO FIGHT END KNOW PER IN
 1 1 1 0 0 0
 Move: 5 Sword: 5 Dam: 7 Obs: 3 Per Mag: 3
 Str: 4 Spear: 4 Mag En: 2 An Han: 2
 Throw/ Brawl: 3 Poi En: 1
 Spear: 3

Appearance: Well-dressed in their patron's colors, arrogant.

Equipment: Broadsword, spear, hauberk, basinet, shield

Minions of Al'Kiir

Total Scores: 76 Total General Scores: 5
 PRO FIGHT END KNOW PER IN
 1 1 2 0 1 0
 Move: 8 Sword: 8 Dam: 10 Read Koth: 5 An Han: 5
 Str: 7 Brawl: 5 Mag En: 3 Lore: 3 Minst: 3
 Wrest: 3 Poi En: 3 Track: 3
 Will: 10

Appearance: Black armor, 4-horned helmets that show no face, demon-like

Equipment: Broadsword, breastplate, tassets, shield, armet

Mass Combat Statistics: Wpn Bon: 0, Int Bon: 0, Move: 3, Armor: 3

Karela's Bandits

Total Scores: 48 Total General Scores: 3
 Number of Men: 19
 PRO FIGHT END KNOW PER IN
 1 1 0 0 1 0
 Move: 4 Club: 3 Dam: 5 Lock: 3 Pick: 4 An Sen: 3
 Acro: 3 Dirk: 4 Surv/ Obs: 3
 Climb: 3 Brawl: 3 For: 3 Track: 3
 Slings: 4

Names: Tenio (rat-face), Patch-nose, Agorio, Marusas (Zamoran)

Appearance: Scum

Equipment: Dirk, club, thieves' tools, horse, sling

Galbro's Bandits

Total Scores: 48 Total General Scores: 3
Weaknesses: Foppish Number of Men: Variable
 PRO FIGHT END KNOW PER IN
 1 1 1 0 0 0
 Move: 5 Sword: 4 Dam: 5 Lock: 4 Pick: 4 Dir Sen: 3
 Acro: 3 Dirk: 4 Mag En: 3 Obs: 3
 Climb: 5 Brawl: 3 Poi En: 2

Names: Leandros (with Forgery 10), Urian, Ears, Patch, Scarman

Appearance: All are dressed in the cast-off clothes of their betters.

Equipment: Ophirean rapier, dirk, thieves' tools

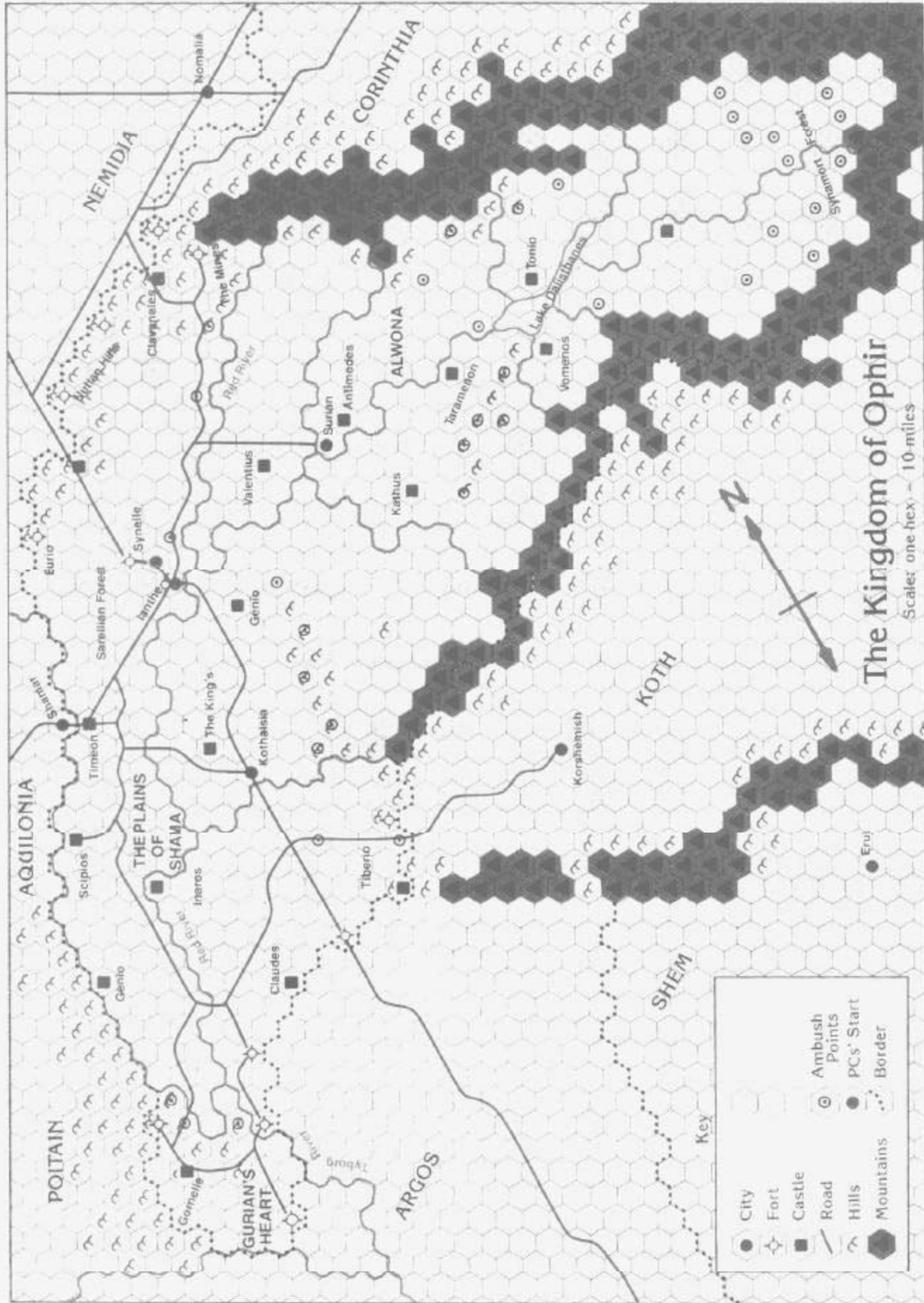
Of Galbro's men, 20% are his Best, with +3 scores on each talent shown, and 20% are Apprentices, with scores -2 those shown. One of Galbro's Best will always be found when any of Galbro's men are met. Apprentices will only found among large groups or on easy jobs.

Common Peasant

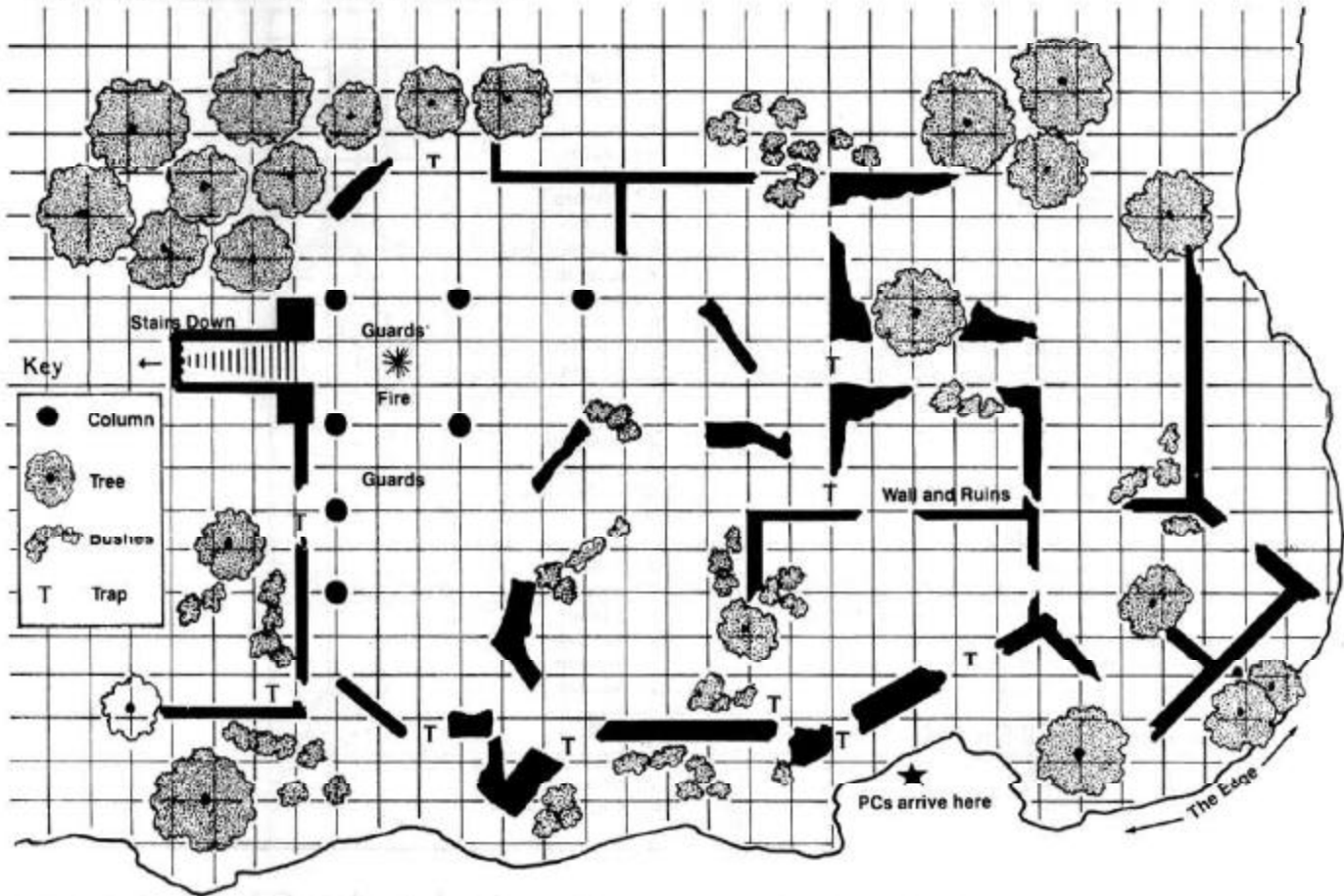
Total Scores: 35 Total General Scores: 2
Weaknesses: Any
 PRO FIGHT END KNOW PER IN
 1 0 1 0 0 0
 Move: 4 Club: 2 Dam: 4 Any: 2 An Han: 3 Dir Sen: 2
 Str: 5 Stam: 4 Mag Sen: 2
 Throw: 1 Mag En: 3 Wea Sen: 3

Common City Resident

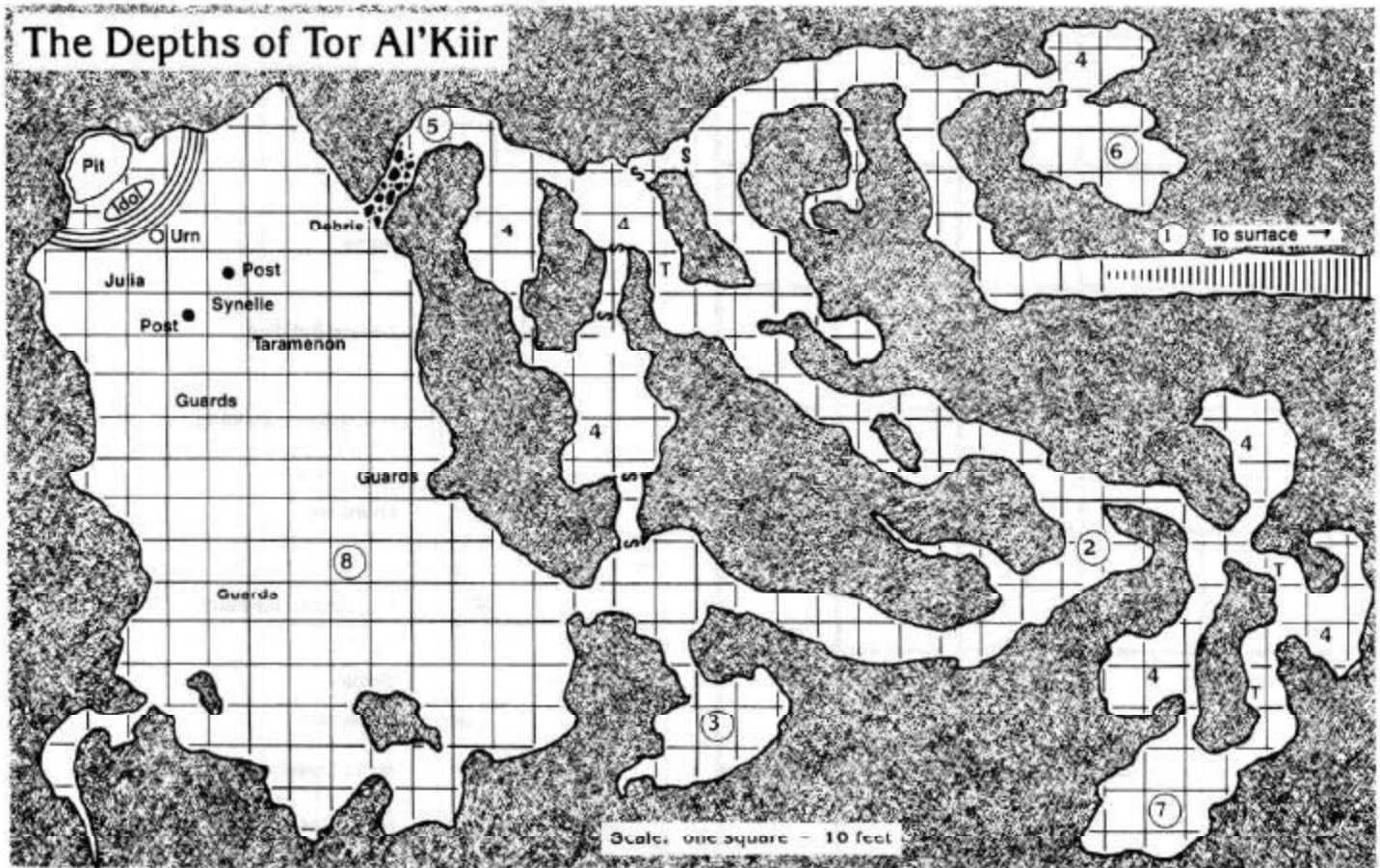
Total Scores: 25 Total General Scores: 1
Weaknesses: Any
 PRO FIGHT END KNOW PER IN
 0 0 0 1 0 0
 Move: 3 Brawl: 2 Dam: 3 Any: 10
 Str: 3 Will: 2
 Poi En: 2



The Surface of Tor Al'Kiir



The Depths of Tor Al'Kiir



Modifiers for Unit Combat

- Attacking from Flank or Rear
- Attacker outnumbered defender 2:1
- Attacker outnumbered defender 3:1
- Attacker outnumbered defender 5:1
- Defender outnumbered attacker 2:1
- Defender outnumbered attacker 3:1
- Defender outnumbered attacker 5:1
- Attacking Unit has higher position
- Defending Unit has higher position
- Attacking Unit composed of at least 25% horses
- Attacking Unit composed of at least 25% warhorses
- Defending Unit composed of at least 25% horses
- Defending Unit composed of at least 25% warhorses
- Defending Unit is Withdrawing

- + 2 columns
- + 1 column
- + 2 columns
- + 3 columns
- 1 column
- 2 columns
- 3 columns
- + 1 column
- 2 columns
- + 2 columns
- + 4 columns
- 2 columns
- 4 columns
- + 2 columns

Missile Fire Modifiers

- Defending Unit 2 squares away
- Defending Unit 3 squares away
- Defending Unit 4+ squares away

- 1 column
- 3 columns
- no missiles allowed

Effects of Leaders on Their Unit

- Leader hit enemy leader this Round
- Leader hit enemy leader for red result this Round
- Leader hit enemy leader for Specific Wound this Round
- Leader killed this Round
- Enemy leader half damaged
- Enemy leader killed this Round

- + 1 column
- + 2 columns
- + 3 columns
- 6 columns
- + 3 columns
- + 6 columns

Effect of Commander on All His Units







- Friendly Commander's General Fighting Rating
- Friendly Commander present with Unit
- Friendly Commander killed this Round

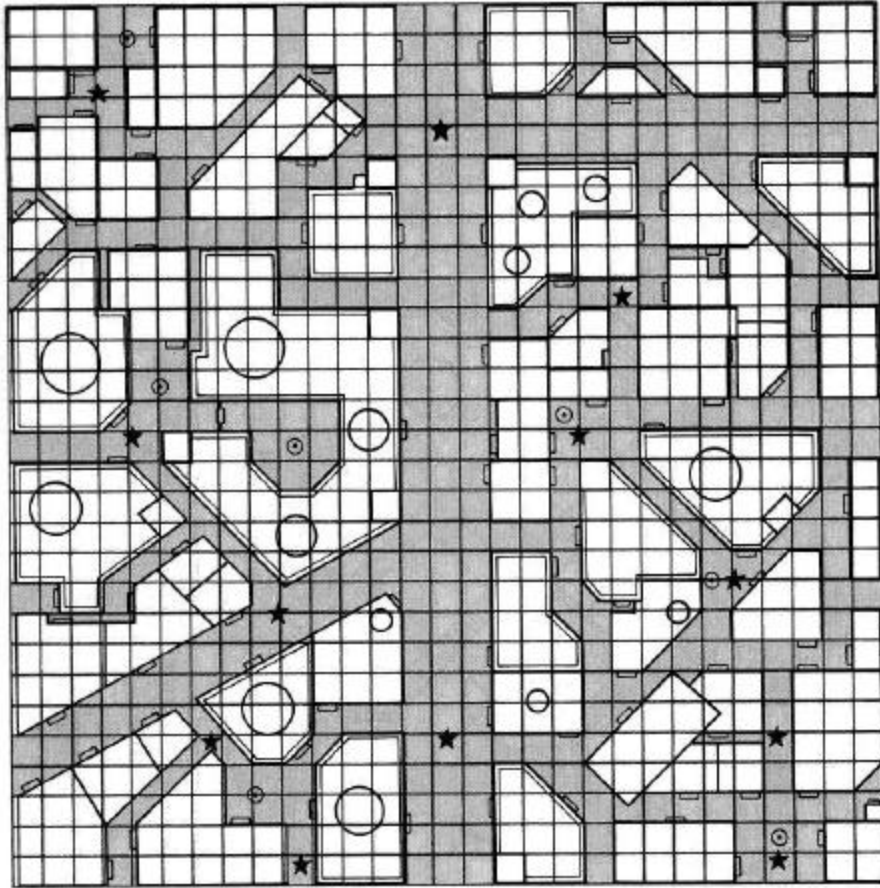
- + 1 column per point
- + 1 column for Unit
- 8 columns

BATTLE GRID (for use on Mass Combat)

	R	C	L	
	L	C	R	

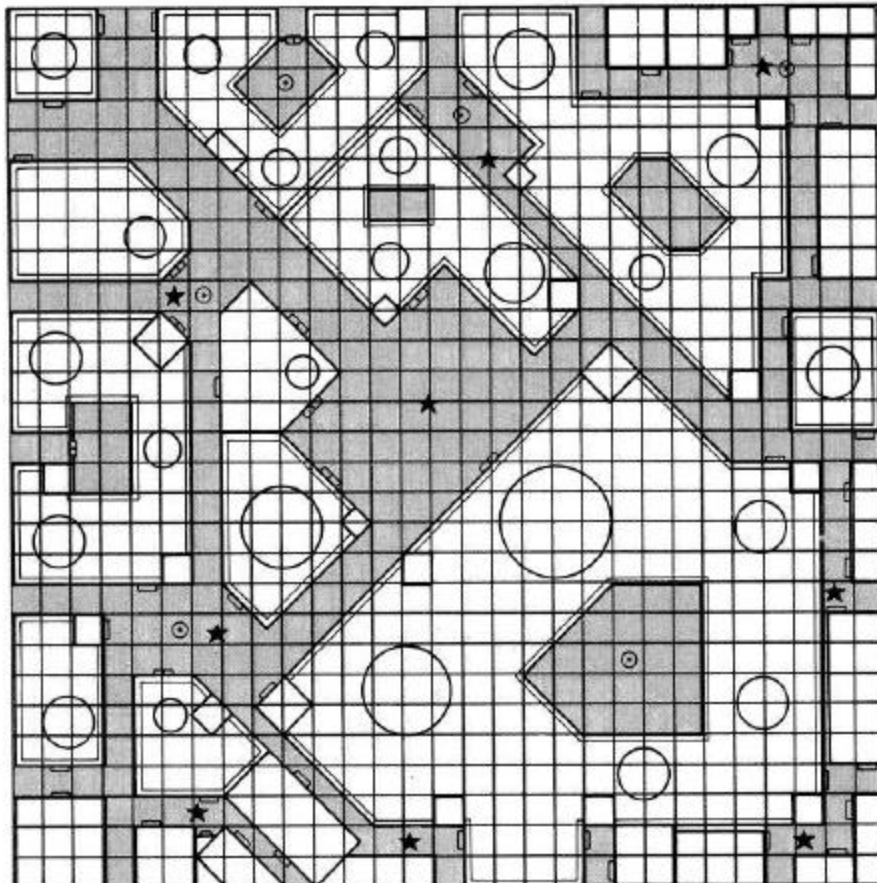
Key to Ianthe District Maps

-  Tower
 -  Dome
 -  2-Story Building
 -  3- or 4-Story Building
 -  Fountain
 -  City Encounter Point
- Scale**
- 30' Boulevard
 - 20' Major Street
 - 10' Side Street
 - 5' Alley

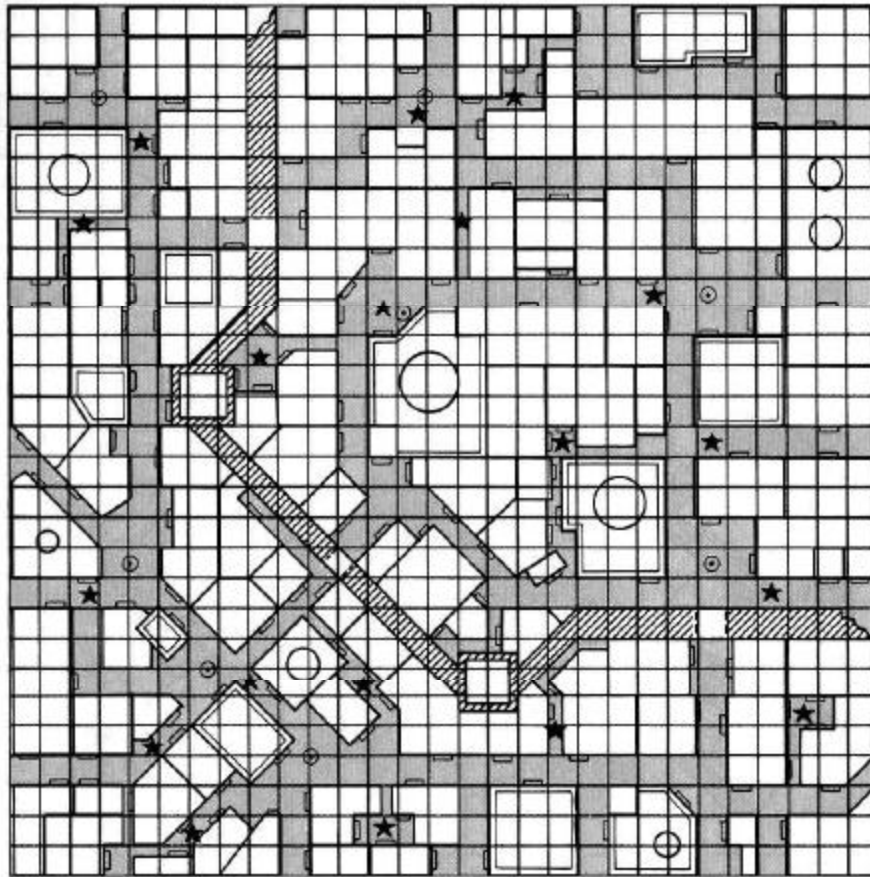


1. PROMENADE

0 10 20 30 40 50
SCALE

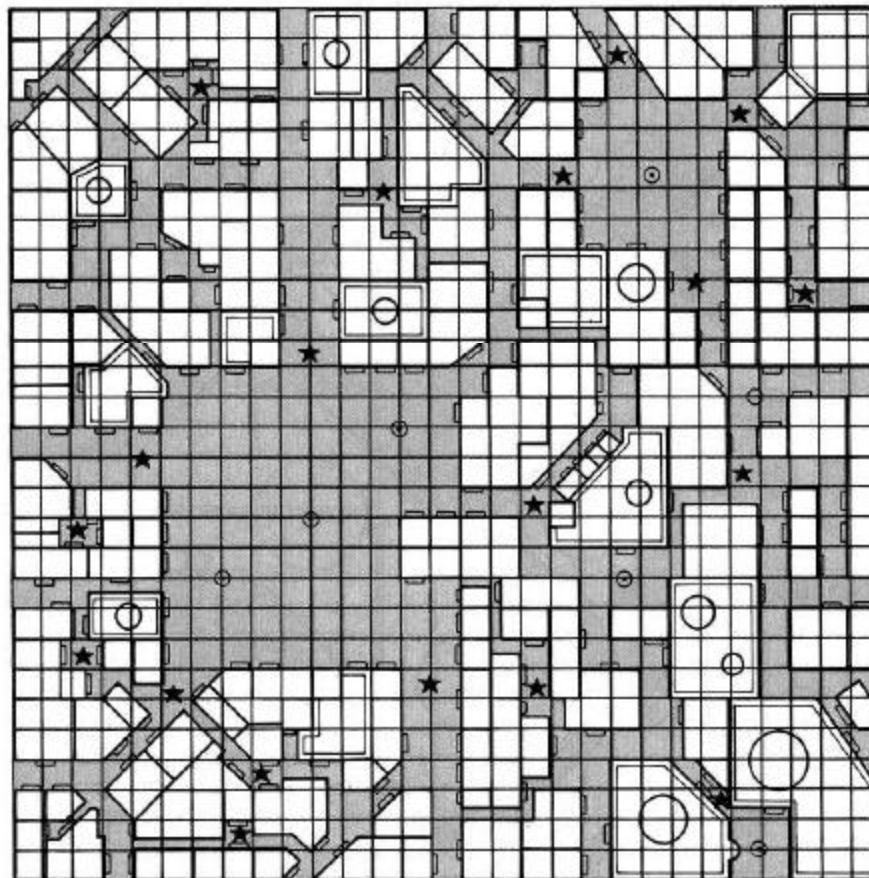


2. TEMPLE

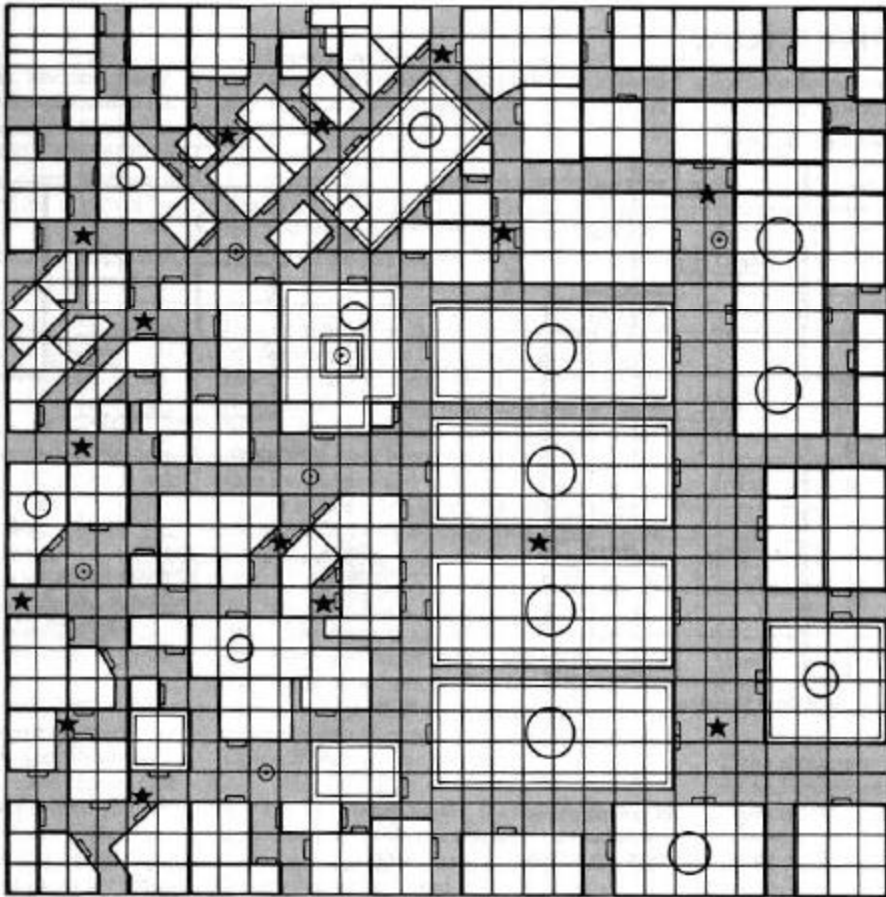


3. OLD TOWN

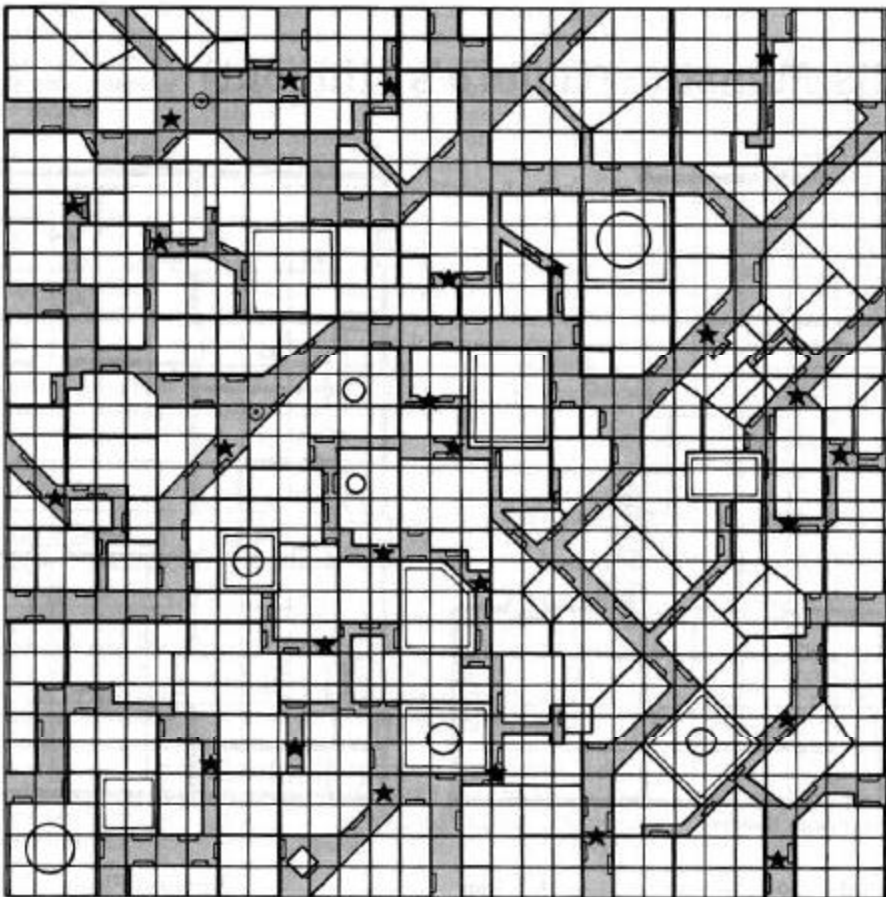
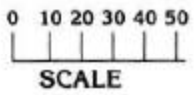
0 10 20 30 40 50
SCALE



4. MARKET



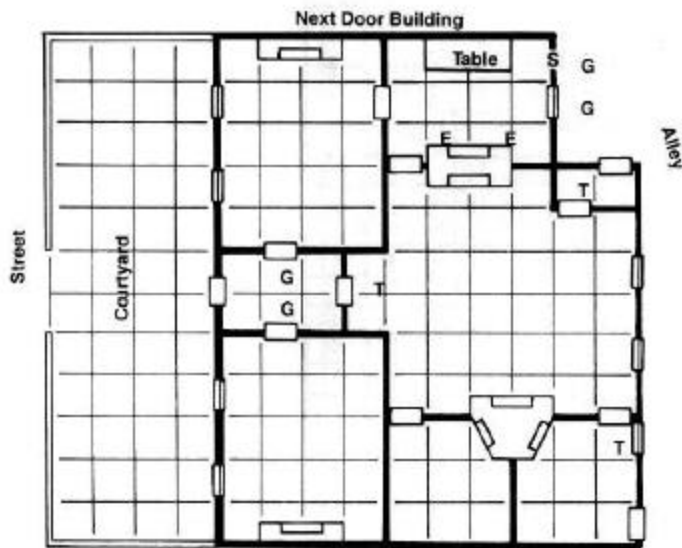
5. TRADE



6. SLUMS

House on Wolves Row

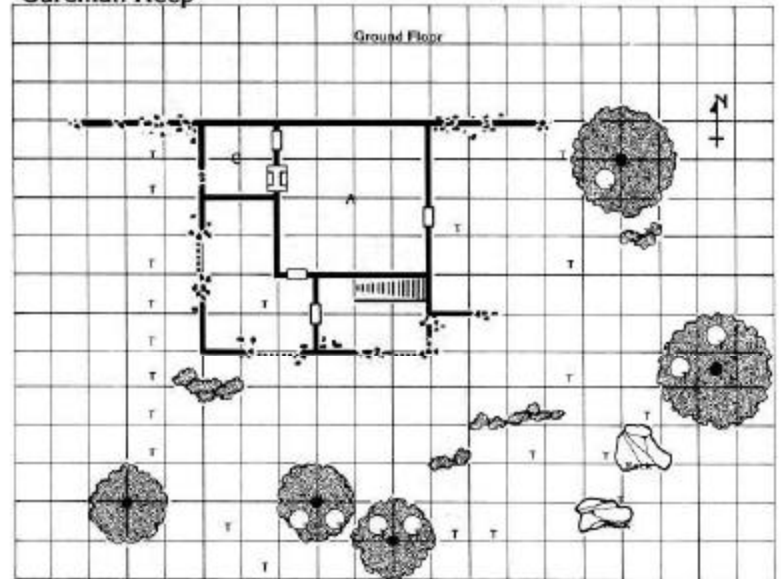
Scale: one square = 5 feet



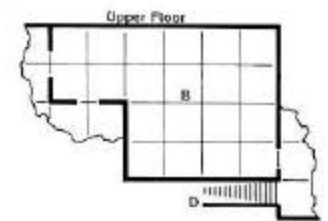
Key

- | | | | |
|--|--|-----------|--|
| | | G - Guard | All windows are boarded shut.
Doors are locked. |
| | | T - Trap | |
| | | E = Eagle | |
| | | | |

Sarellian Keep

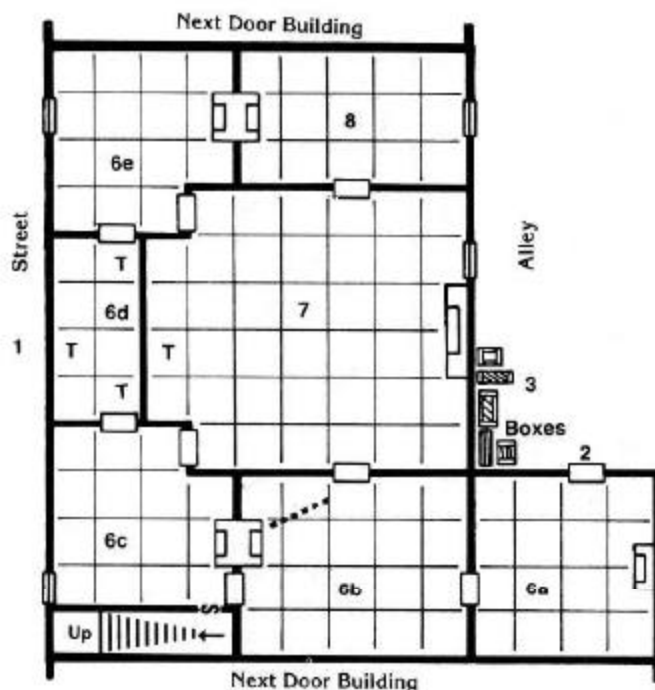


- | | |
|--|-------------|
| | Door |
| | Secret Door |
| | Tres |
| | Bash |
| | Trap |
- Scale: one square = 10 feet



The Tovalis Mansion (Galbro's Hideout)

Scale: one square = 5 feet



Ground Floor

T = Trap



Second Floor

If Conan is absent, but Claran, Machaon, Narus, or Taurianus are present, allow one of them to use his Personal Magnetism to convince the deserters to stay. Three Ophirean troops desert if white or green is rolled. Two Ophirean troops desert if yellow is rolled, one if orange, and none if red, at each of the aforementioned times.

If none of the PCs are present, three Ophirean troops desert at each of those times. Boros' presence has no effect.

Those men who Taurianus persuades to stay are thereafter personally loyal to Taurianus, not the other characters. Tell Taurianus about this, but it is important not to tell the other characters. Troops loyal to Taurianus do not desert as long as he is present. They also follow him into dangerous situations willingly. They even attack the other PCs if Taurianus so orders.

The Search for the Assassin

The Baron gives the characters five days in which to produce the assassin or they will be fired. Roll for random city encounters as the players explore Ianthe looking for rumors and people who might be able to lead them to information.

The characters should ask around town, looking for information concerning the assassin or the owner of the red bandana or knife. This type of information is only available in the Slums, Old City, or Trade district. A list of rumors follows. Also, roll daily for Political Events.

Read rumors to the players that provide specific information only if the players are smart enough to ask for it. Otherwise, read rumors in the order listed, so the most important information is the last obtained.

A maximum of eight Special Rumors should be discovered per day; less if the characters are not astute. Some of these rumors are true. Some are half-truths. Others are the product of madmen or liars. The players must decide for themselves.

1. "Well, I tell 'ee, there's only three groups of brigands in Ianthe smart enough, brave enough, or fool enough to commit murder in a noble's own palace. One is Galbro, but he's a bit of a fop. T'other is Urian the slaver. And the third is the Red Hawk, but she's a woman so don't really count no how. I'd put my money on Urian. He's the only one with any real guts."

2. "Sorry I really don't know nothing about bandits. I'm an honest citizen, I am. But nothing would surprise me. Strange evil's afoot. A week ago, a devil creature sank a fisherman's boat in the river. It ran red with blood that night."

3. "Ah, the Argossean pair. Good enough men, but were well-known for meddling in necromancy. Especially that Darios one. The other, Katos I think, weren't as good, but knew his stuff too, for certain. I o'erheard them recently at the Bull and Bear boasting for robbing one of the oldest tombs in Ophir, dating back before the time of Acheron. Ain't sure where it was, but they said something about Gurian's Heart, I think."

4. "Count Valentius hates Baron Timeon ever since Timeon insulted Countess Synelle at the High Ball last year. Mark my word, anything ill

that occurs in the Baron's palace is tied in some way or other with Valentius. Neither of those fops are such fools as they seem."

5. "Strange cries I've heard over the walls at the Royal Palace at night. Demons is practiced, mark me. The king's tried everything else. Now he's turning to the powers of night."

6. "It's tied in with that Al'Kiir stuff they kept looking around for. All of them, the Baron and his Argosseans, have been scouring the markets, buying up any trinkets from the time of Al'Kiir, the great demon king that ruled before Ophir began. But Avandrakash drove the demon out, locked him away from earth with his staff, then gave the sacted wood to the first king to use as a scepter to rule. That scepter protected Ophir for a millenia, but nobody's safe what as gets messed up in that stuff."

7. "No, don't know anything about that. But I have been keeping an ear out and have heard something that might be of interest. I hear them Argosseans have been fencing stolen goods. Art treasures and writings pre-dating Acheron mostly, things from way back before Ophir was Ophir, if you take my meaning."

8. "The Red Hawk, Karela, is a real scourge. She's got more guts than a dozen men put together. Used to run in the eastern steppes and had 20,000 gold on her head. But she goes in pretty much for straight banditry—none of these assassinations nor even fencing antiques like Galbro."

9. "I don't know, but I'm nervous enough for a cat nowadays. I ain't been to my home on Wolves Row for two weeks. Last time I was, there was all sorts of devil lights in that old deserted house across the way. Nobody's been in there for years but I heard voices and unearthly music and screams. It's haunted I tell you." (If the characters go to Wolves Row, turn to page 36.)

10. "Urian the slaver was found yesterday hanging by his heels, dead. Two long marks were scratched across his cheeks, two more on his forehead. It was a terrible business. And I ain't got no idea who mighta done it either. Urian had an understanding with everybody, you see. Nobody would have hurt him on purpose."

11. "It's foreigners like you what's making all this trouble. But you'll get your own. Soon the King's dead and Iskandrian takes the throne, he'll impale you mercenary swine, and scatter your ashes in the river."

12. "I know something about Galbro. Used to be from Zingara. Always wears a big scarf tied around his left wrist for some strange reason. Likes to collect antiques and weird stuff like that. Bit of a fop, but a good swordsman."

14. "I don't know about your problem and don't really care. What's this city coming to's what I wants to know. My good neighbor, a respectable scholar of ancient tongues in the Acheronese per-

iod, was found strangled by his own beard last month and his family was found smothered in their beds. It's a horrible time."

15. "I don't know for sure mind you, but I hear there's a ruined keep an hour's ride into the Sarellian Forest where assassins are living, over toward Synelle's hold in Asmark. Stay mum that I told you."

(If the characters go to the keep in the Sarellian Forest, go to page 35.)

16. "There've been strange lights at night atop Tor Al'Kiir. All who lived in the area have fled. No one's been up there for months to the ruins. The god's awaking mark my words. Someone's trying to raise him. And if they do, he'll destroy the entire country and every country around. Not even Kush will be safe. There'll be nowhere safe if the fools bring him back. Mitra send us another Avandrakash, please."

17. "There's some funny doings at the Tovalis Mansion lately. It's supposed to be empty but sometimes at night you can hear Zingaran music. Somebody's holed up in there, you can be certain, but who it is, I don't know."

(If the characters decide that Galbro is responsible and have deduced that he is living in the Tovalis mansion, they can raid his hideout. Go to page 36.)

Time Table

The following specific encounters should also occur while the characters search for information. It is important that they occur at the times indicated.

Day One: Two of Galbro's best bandits follow the characters. If one or two characters are alone, the bandits attack them, then try to interrogate them about the crucible. What they really want is information about the antique urn, but they use the term "crucible." If there are more characters together, these two bandits merely follow, keeping watch, trying to remain hidden. If the players try to capture them, the bandits fight viciously, attempting to flee. If captured and interrogated, the bandits claim they were merely trying to rob the players. Only under great duress do they tell about Galbro's hide-out at the Tovalis Mansion or their mission.

Day Two: Five of the bandits attack regardless of how many characters are together. The bandits try to wait until the characters enter a dark alley or similarly dangerous spot.

Night Two: Three bandits sneak into Timeon's palace and go directly to the room where the antique urn is hidden. Somehow they have obtained this information. They fight if necessary. This event occurs even if Galbro's hide-out has been raided. However, unless the players have done something very unusual, there is no urn for Galbro to find. It is already missing. Lady Julia has stolen and hidden it, but no one else knows. If the bandits escape, or not, the players should assume that one of Galbro's bandits escaped with the urn.

Night Three: Three bandits and Galbro sneak into the palace looking for the urn. They ransack Conan's room in particular and fight to the death any characters they meet. Galbro is desperate. If he doesn't find the urn, he believes he will be assassinated, as was Urian the slaver. It is apparent that he doesn't know the urn is already missing.

Night Four: Eight of Karela the Red-Hawk's men try to set a fire somewhere in Timeon's palace, slinging stones at anyone who comes to put out the fire. They attempt to avoid combat, wishing only to harass the characters. Then suddenly a scream echoes out of Lady Julia's room. When the characters arrive, both she and Torali are gone. There are signs of a great struggle and search.

It is important that Karela escape with the urn, which was in Julia's possession. Karela's bandits sacrifice their lives to insure this. But there should be no need, for Julia does nothing to hinder them. As soon as Julia screams, Karela and her bandits take their hostages and flee. If however, the characters do intercept Karela and are winning the fight, Julia does her utmost to insure that she and Karela escape, taking Torali and the urn with them! Julia wants Karela to succeed. If necessary, Julia flees with the urn, leaving Karela behind and using Torali as a hostage, threatening to cut the girl's throat.

If the characters make a successful Observation check while searching Julia's room, they find the spot where Julia was supposedly forced to sit in the corner while waiting for her captors to search the room. Written on the wall clumsily in blood, using a fingernail with which she had cut herself, are the words "hawk" and "urn."

Day Five: Unless the characters have posted a man outside the Baron's door (without his knowledge) who taste-tests everything that is brought in for the Baron to eat (again without his knowledge), on the morning of day five, another scream echoes through the Baron's palace. It originates in Timeon's room. The door is locked. Vanemoth, the chamberlain, is standing outside the door, knocking loudly, calling to the Baron. He does not have a key to the door. It must be forced.

If the characters enter they find the Baron dead on the floor, his mistress cowering in the corner, muttering that it's not her fault. If the characters are observant, they may note that the windows are open, there are no footprints in the garden under the windows, the Baron's body shows no wounds, there is a bottle of wine and one glass has been drunk, and there is a bowl of figs next to the Baron's bed.

Discovery of Timeon's Murderer

The characters are in grave danger. Everyone in Ianthe, especially Iskandrian, assumes the PCs were paid to murder Timeon. They must find the real murderer quickly or they will be arrested. If this is not apparent to them, drop some hints, for it is a serious danger.

The real murderer is Chamberlain Vanemoth. The figs are poisoned. If Boros uses a *detect source of poison* spell, the figs glow and so does Vanemoth's hand. This of course does not happen if Vanemoth is not present at the time the spell is cast. This spell must be cast within one hour of the murder if it is to work. If asked why he did it, Vanemoth says he hated Timeon. Also, an unknown man in a black mask payed him 700 GL to do the deed.

If Vanemoth's guilt is not discovered by this method, the PCs should be able to discern his guilt by questioning the palace staff. A cleaning lady saw Vanemoth deliver the figs to Timeon, pausing to open a secret compartment in his ring, and dust the figs with poison. The cleaning lady is very fearful and does not talk unless treated delicately, and in no case speaks about the matter if Vanemoth is present.

The characters should turn Vanemoth over to General Iskandrian, who is suspicious and tells the characters not to leave Ianthe. He does however believe their evidence, although he interrogates Vanemoth and the palace staff for corroboration.

Although Vanemoth actually poisoned the fruit, it was Count Valentius who paid him to do so. The characters may surmise this, but there is no way for them to prove his guilt. They only become embroiled in greater troubles if they accuse the Count. Such remarks could be construed as treasonous since the Count is the King's third cousin. If the characters pursue this course too ardently they are imprisoned for crimes against the crown. See Scenario 14, The King's Dungeons, if this occurs.

Failure and Panic

If Timeon's murderer is not discovered within a half hour, the Ophirean troops begin to desert. Twenty leave every half hour. The troops can be influenced only by Conan's Personal Magnetism and the number of desertions can be decreased by 5 for each color degree of result on the Resolution Table. The original members of the company do not desert. Those troops loyal to Taurianus can only be influenced by him, but even they desert in the face of this great danger.

Unless the murder is solved or all word of the murder is kept from leaking out of the palace (this would entail ensuring none of the servants or soldiers desert), 150 men-at-arms surround the palace and attempt to take everyone prisoner after two hours. The Ophirean members of the

Free Company surrender automatically. The original Nemedian troops and those still loyal to Taurianus await instructions from the PCs.

If the characters wish, they can try to fight or sneak their way out of the palace to avoid capture. The original members fight for Conan and the troops loyal to Taurianus fight for him, if so ordered.

If the characters are captured, they are taken to the Royal Palace. Go to the King's Dungeon. Scenario 14.

If they escape, go to Scenario 8, The King's Death.

Success and the PCs' Reward

After Baron Timeon's murder has been solved, the characters are approached by the beautiful Countess Synelle and offered a position paying up to twice whatever Baron Timeon was paying. She says she needs an armed guard and is impressed with the way they solved the murder. Besides, no other troops are for hire. Things are getting too dangerous; even a woman might be in danger. She is also attracted to Conan, runs her fingers through his hair, kisses him, then slaps him and reprimands him for being so fresh.

If the PCs accept her offer, they are instructed to move their gear to the house on Crown Street. Go to Scenario 7, Synelle.

If they refuse her offer of employ, the characters can remain in Ianthe but their troops must be stationed outside the city. Unless, of course, the characters wish to risk impalement and hide the troops somewhere within the city. If Iskandrian hears anything about it (he eventually hears rumors about almost everything), he uses the army to hunt the characters down. If the troops are kept outside the city, roll twice a day for encounters. After one day, go to Scenario 8, The King's Death.

Scenario 7: Synelle

If the characters accept employment with Countess Synelle, they receive a message to move to a house which she owns on the Street of Crowns located at 'G' on the Master Map of Ianthe. When they arrive read the following:

The streets leading to your new home are dirty, the paving cracked. The buildings are tottering, the inhabitants filthy. You can hear the troops begin to mutter, disdainful of whatever rat-hole you are leading them to. Unfortunately, these mutterings foretell the future. The house is indeed dismal, in disrepair, full of birds, rats, and fleas. It is quite a change from the luxury of a Baron's palace. You hear several of your men cursing under their breath.

The first night the Free Company spends in the house is terrible for morale, and one Desertion check must be made even if Conan is present. Up to three men desert. Taurianus' men and original members of the company do not desert.

The next morning several wagons arrive, full of gear for the Free Company. There are blankets, red wool cloaks, razors, mirrors, and good food. There is also one pair of high black Aquilonian boots for each member of the Free Company. These act as leather leg armor. The troops are appeased by these presents. Slaves arrive and clean the house.

Shortly thereafter, Countess Synelle sends a slave with a message requesting that Conan come to her mansion (letter 'B' on the Master Map of Ianthe). If Conan refuses to go, she repeats the request three times, each time in more urgent terms. If the characters still refuse orders, Synelle does not pay them and orders the City Guard to remove them, accusing them of trespassing. The Company is then either expelled from Ianthe or impaled, depending on their obstinacy.

If Conan does go to Synelle's house, only he is admitted. If the other PCs insist on accompanying him, only Machaon is allowed to accompany Conan inside. Any use of force to gain entry is

viewed as an assassination attempt against Synelle and dealt with accordingly. She has 20 Noble Guards on duty at all times and is a favorite of Iskandrian.

Lord Taramenon, Synelle's suitor (see NPC statistics, page 17), is in the front hall and is quite insulting, especially to Conan. He acts out of jealousy. If Conan reciprocates, Lord Taramenon attacks. Countess Synelle intervenes after one turn, commanding that the duel end. If, on the other hand, Conan ignores Taramenon, he laughs and leaves. Taramenon may be wounded, but do not allow him to be killed.

Conan, and perhaps Machaon, are then escorted to the beautiful Synelle's private chambers, where he is given half the Company's wages. Synelle, who is quite taken with Conan, then says pointedly, "You torment me, you know that, don't you?" She stands perplexed for a minute, then seems to change her mind about something and suddenly becomes quite business-like. At this time she asks that any other PCs be invited in.

Synelle solicits their opinion about the feasibility of stealing the royal scepter from the ailing King Valdric. She has little to say except that she knows he has it with him always and that he seldom ventures outside the Royal Palace. Synelle does not push the PCs to steal the scepter. She would like to have it, but realizes it may not be feasible. She does not reveal her reason for wanting it. If the characters decline, she is annoyed and dismisses them. In either case, go to Scenario 8, Death of the King.

Scenario 8: Death of the King

Martial Law

Muted horns sound dimly in the night air, echoing through Ianthe's naked streets. King Valdric is dead. Mourning cloths of black and white are hung from shuttered windows. The public fountains are shrouded. Sprigs of *sa'karian* are nailed on every door, the plants'

black and white berries symbolizing death and rebirth. The sound of wailing is everywhere. Whether the people cry for the King or for themselves is not known, but none could blame them if they cried for their own safety. War is inevitable now and may soon reach even Ianthe's cobbled streets. Ophir faces hazardous times, hazardous even for you.

The following rumors and proclamations are quickly heard. The proclamations are read aloud by the City Guard parading through the streets.

Rumor: Count Valentius is the rightful heir to the throne, but he's been kidnapped.

Proclamation: General Iskandrian has declared martial law. Anyone seen on the streets is subject to arrest. The gates of Ianthe are sealed and cannot be opened by any except those bearing direct authorization from Iskandrian.

Proclamation: His majesty Eupherius II, formerly Iskandrian the Eagle, has mounted the golden throne. Pray for him his subjects and rejoice in his great name.

Rumor: King Valdric's body, crown and scepter, are supposed to lay in state for 10 days in the Throne Room. If Iskandrian has taken the throne, he's broken the ancient law. But even if he dared take the crown, he'd never dare take the sacred scepter in violation of such an ancient decree.

Rumor: The nobles are gathering at Synelle's castle in Asmark. If Iskandrian gets word, he'll ride out to crush them before they gather full force.

The PCs may venture out into Ianthe's streets if they dare. Roll for encounters normally. However, ignore all encounters except those with the army, city guard, or thieves. All shops are closed, but their frightened owners are within. Some looting occurs, but the guard is watching carefully to prevent the problem.

That afternoon, the army rides out of Ianthe with King Eupherius (Iskandrian) at its head. He wears the crown of Ophir but does not carry the scepter. The city guard is severely depleted.

Storming the Gate

Shortly thereafter, a furtive man approaches the PCs with an anonymous message from Synelle:

Conan: Be at the Gate of Avanrakash at dusk, ready for action. If any should seek entrance, aid them by releasing the gate mechanism atop the right tower. Any who attack are our friends, but I think I know who you will thus greet. Afterwards, report quickly to me.

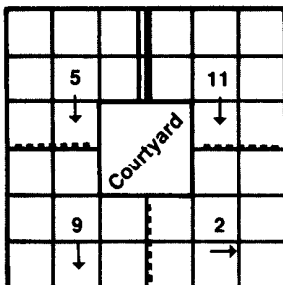
Your Lady

The letter is accompanied by a delicate ring. An Observation check allows any character who has seen Synelle to recognize the ring as hers. If the PCs have not yet entered into Synelle's employ, the letter is accompanied by 500 GL and an offer of further payment.

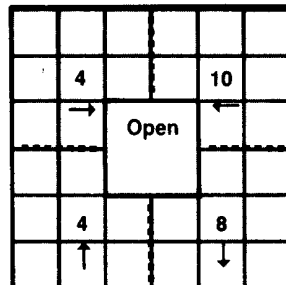
When the PCs go to the gate at dusk, they find

The House on Crown Street

Tunnel Entrance



Floor 1



Floor 2

10 of Iskandrian's guards atop the gate wall, trying to repel Valentius' men-at-arms who are attempting to climb over the wall from outside. Only two guards are at the gate mechanism atop the right tower. If the two guards are overcome, the PCs can open the gate, after which 20 of Count Valentius' men rush inside with a great shout. The gates are then closed and Valentius' men remain on guard. They are grateful to the PCs and treat them as allies. However, none leave their post.

When the PCs report to Synelle, they find her mansion well-guarded by 50 cavalry, who bar their way and challenge them. Lord Taramenon, however, soon appears and disdainfully escorts the PCs inside to Synelle. He sneers, "Barbarians are good for something then, after all. They can be trained to open doors."

Synelle interrupts and says, "Well done. We now hold all three gates in the city. They have been seized by Valentius and our own troops. Fool that Iskandrian was to trust me. Just because I am a woman, he felt safe allowing me troops within the city walls, thinking I would not know how to use them, treating them as if they were a woman's baubles, nothing more. But you have shown him your might. Iskandrian's army still holds the Royal Palace. Our army of nobles, led by Counts Valentius and Clavanedes, has gathered in Asmark and is already pressing Iskandrian back. If he attempts to retreat into Ianthé, he will be surprised to find the gates held against him, trapped with his back against the walls. I want you soon to take your remaining troops plus 25 of my own cavalry and ride out to join the battle which is about to begin. However, first you must enter the Royal Palace, go to the Throne Room, take the royal scepter, and carry it into battle with you. It is a sign of the rightness of our cause. The spirit of Avarakash still rests upon it, blessing it when used in purposes of right, cursing it when used for wrong. Which," she adds, "is why Iskandrian was afraid to take it along."

If the PCs decide to try to steal the *staff of Avarakash*, go to Scenario 9, The Throne Room.

If they decide to ride straight to the battle, go to Scenario 10, The Last Battle.

Scenario 9: The Throne Room

Gaining Entry to the Palace

When the PCs reach the Royal Palace, they find the gates barred, the portcullis down. If they are observant, they may notice some of Valentius' troops hiding in the shadows across the street. None of them are willing to enter the palace, however. The PCs must climb the 40-foot wall to gain entry. Two Climbing checks should be made, but they are at +1 because of the roughness of the stone. Once they reach the top of the wall, read the following:

You reach the top of the wall and look around. The gates are well-guarded, and dim lights shine in the towers. The rest of the palace is black and appears empty. The place smells of fear, of men trapped and besieged

within their own fortress, deserted by their commander. Iskandrian has taken nearly the entire garrison with him to crush the nobles. The sycophants surrounding the king have vanished, fearful lest they be caught in the coming holocaust. The Throne Room's gold dome glints palely beneath the moon. It looks as if you could reach it over the rooftops, or you could go by the ground, hoping not to meet too many guards along the way. You suddenly see one pacing away from you on the wall now, ready to turn toward you in a few moments and complete his circuit. If he sees you the alarm will be sounded.

The guard is a man-at-arms. Unless the characters completely fail their attempt to subdue him, the alarm is not sounded. The PCs can now try to reach the Throne Room. If they wish to go by ground, there is a 50% chance they meet one guard at each Guard Post. Two guards are in each tower, 12 at each gate.

If the PCs attack a guard, there is a 25% chance per turn (noncumulative) that the alarm is sounded and that 10 more men-at-arms arrive in 8 turns. Additional reinforcements from the gate garrison can be called if necessary. If the PCs approach a gate, they are seen and attacked by the 12-man garrison. The alarm is sounded. There are 60 men-at-arms within the palace.

If the PCs wish to reach the Throne Room by the rooftops (the wiser course), describe their route to them. The dotted lines on the Palace Map indicate potential routes. Describe the precariousness of their path in the sky to the players. Along these routes are numbers in circles. These numbers indicate that an Acrobatic check must be made in order to continue along that path. These checks are made for jumping between buildings or swinging across to a new roof. Numbers in square boxes indicate that a Climbing check must be made in order to continue along that path. Such checks are made for climbing from a ledge to a roof, or scaling the carvings or vines on a side of a building.

The boxed or encircled number indicates what color result the player must get in order to succeed and the number of points damage he takes if he fails. A 1 = green or better to succeed; 2 = yellow or better; 3 = orange or red; 4 = red. If a player fails a 1 or 2 check, he slips and takes the indicated damage, but does not fall. If a player fails a 3 or 4 check, he falls to the ground, taking the indicated damage. If he wishes to regain his rooftop position, he must repeat the 3 or 4 check to do so. Failure indicates he falls again. There is a 50% chance he was heard falling either time, in which case two guards arrive in 5 turns.

If a player feels a route is too dangerous and wishes to turn back, he must repeat the various checks along the way, but all repeated checks have a value of 1. It is assumed that the player learned something the first time.

If the PCs reach the Throne Room from the ground, go to The Ground Level Entry section.

If the PCs reach the Throne Room from the roofs, go to Rooftop Entry section.

Rooftop Entry

Before you lies the splendor of the Ophirean Throne Room, one of the most opulent in Hyboria. You enter through a window 30 feet above the floor.

Tapestries hang from the walls to a height of 20 feet, so they are 10 feet below you. Ornate scrollwork stretches from that height up to the domed ceiling. The throne is of solid gold carved with leopards and eagles. The beasts have ruby eyes and hold emeralds in their talons and claws. On the throne lies the scepter, the *staff of Avarakash*, encrusted with rubies and emeralds. You see no guards, hear no sounds. King Valdrick lies on a bier, shrouded in black. All is quiet.

If the character jumps, check for damage in accordance with the CONAN® rule book. If the character wishes to use a rope, there is nothing to tie it to because the scrollwork is too rounded and the window is no more than a hole in the rock. Other characters may, however, try to hold it for him. If the character wishes to climb down the scrollwork, make a check at -1 column. He can then grab hold of a tapestry and swing down the rest of the way.

Once the PCs reach the floor, go to the Taking the Scepter section.

Ground Level Entry

When the PCs reach the throne building, they find two guards at the door. These guards must be overcome. The normal rules concerning sounding the alarm apply.

The front door to the throne building is trapped and will open a pit beneath the feet of anyone opening it from the outside. The pit is 10 feet by 10 feet, and 20 feet deep, and filled with 10 feet of water. Those falling inside must make a Swimming check, especially if they are wearing any armor (see the CONAN rule book for the procedure). Bars swing down and lock in place sealing the pit opening. Characters outside the pit may use Trapping, Lockpicking, or General Knowledge talent to open the bars. Characters in the pit may do so also, but must first climb up to the bars and then try to open them, with only a yellow or better result succeeding. Once they bypass the trap they may enter the Throne Room.

Before you lies the splendor of the Ophirean Throne Room, one of the most opulent in Hyboria. Tapestries hang from the walls to a height of 20 feet. Several windows open into the room 30 feet above you. Ornate scrollwork stretches from that height up to the domed ceiling. The throne is of solid gold carved with leopards and eagles. The beasts have ruby eyes and hold emeralds in their talons and claws. On the throne lies the scepter, the *staff of Avarakash*, encrusted with rubies and emeralds. You see no guards, hear no sounds. King Valdrick lies on a bier, shrouded in black. All is quiet.

Go to the Taking the Scepter section.

Taking the Scepter

The scepter lies on the throne. Nearly invisible threads are tied from it to the throne. Unless these threads are observed (orange to succeed) and severed, when the scepter is taken, the threads trip a door in the bottom of the throne and a foot-long Black Scorpion is ejected at the PCs' feet. (The Black Scorpion is described in the World of Hyboria booklet included in the original CONAN rules.) Those stung must make a Poison check. If the threads are detected, a successful Trap check (yellow to succeed) must be made to disarm the trap. A white result while attempting to disarm the trap indicates that the scorpion is released.

Escaping From the Palace

The PCs may leave by ground or roof. The same rules apply as when entering. Remember, if the PCs are retracing an earlier journey over the roofs, all checks are value 1.

Unless they wish to attack a dozen guards at the gate, the PCs must climb back down the wall. It is 40 feet high. Two Climbing checks should be made, but they are at +1 because of the roughness of the stone.

If the PCs successfully escape, they may rejoin their troops and ride out to The Last Battle (Scenario 10).

Scenario 10: The Last Battle The Scene of Battle

You ride out through the gate, Valentius' men cheering you on. Riding through the night, scattered clouds above you, you feel the spur of battle bite deep into your heart. The old urge rises. As you ride over the spur of the Tor, the fields beyond stretch into sight. Two armies wait for moonrise, unsure what the night's fortunes will bring. You flash by the outriders and see Valentius' main body of troops.

When the PCs join the nobles, the following forces are massed near the foot of Tor Al'Kiir.

Nobles:

1,500 light infantry
750 men-at-arms
300 light cavalry
450 cavalry + Conan's cavalry

The Nobles' Commander is Valentius if he has been freed from prison, or Clavanades. Assume that Clavanades' talents are identical to Valentius'.

General Iskandrian

1,000 infantry
900 men-at-arms
500 light cavalry
500 cavalry

General Iskandrian commands this army.

The battle has not yet been joined. Both sides are facing each other across the field south of the Sarellian Forest, waiting for the moon to rise higher and provide sufficient light. Conan is instructed to report to Valentius (or Clavanades)

for briefing. If one of the PCs removed the pendant from Valentius, he too is summoned and offered complete command of the army. The PC may accept or decline without penalty. Valentius (or Clavanades) offers to let the PCs each have command over a Unit of troops, because of a shortage of leaders; many have been assassinated in recent weeks.

At this point, teach the players the rules for Mass Combat and give them the statistics for their troops. The players should determine their set-up secretly. Set up Iskandrian's troops secretly.

All Wounds should be multiplied by 50 for purposes of determining battle results, because of the large number of combatants.

Statistics for Troop Types

Light Infantry

Weapon Bonus: +1, Initiative Bonus: +2/-3, Move: 5, Halberd: 4, Will: 5, Armor Protection: 1
Halberd, Jack, Leather Arm Armor, Basinet, Target Shield

Men-at-Arms

Weapon Bonus: +2 (sword), 0 (spear), Initiative Bonus: -2 (sword), 0 (spear), Move: -1, Sword: 6, Throw/Spear: 4, Spear: 4, Will: 7, Armor Protection: 3
Falcon, Spear, Mail Suit, Basinet, Shield

Light Cavalry

Weapon Bonus: 0, Initiative Bonus: 0 (sword), +3/-3 (lance), Move: 19, Lance: 5, Sword: 5, Will: 5, Armor Protection: 2
Saber, Light Lance, Brigandine, Leather Leg Armor, Basinet, Target Shield, Horse

Cavalry

Weapon Bonus: 0, Initiative Bonus: 0 (sword), +3/-3 (lance), Move: 12, Lance: 6, Sword: 6, Will: 10, Armor Protection: 4
Saber, Light Lance, Breastplate, Tassets, Leg Armor, Arm Armor, Armet, Shield, Horse

Lights in the Sky

Halfway through the battle there is a minor earthquake. Choose a time well before the battle is finished but after all the PCs have had some involvement.

Suddenly the ground shakes beneath your feet. Your troops stagger drunkenly; horses stumble and fall. Ghostly lights glow high atop Tor Al'Kiir, and the moon shines blue. The fighting pauses. Some of the troops on both sides are seized by terror, throw down their weapons, and run away. The eerie sound of a supernatural horn blast cleaves the silence. Slowly the battle begins anew, but not with the same fervor of a moment before.

Valentius (or Clavanades) sends a message to Conan asking him what this means. Does the god of legend awake? Does doom approach?

The PCs should take this cue and ride to the Tor. Not all need go. Some may stay with the battle. However, you should not force the characters into confrontation with Al'Kiir.

If all the PCs wish to go to the Tor, go to Scenario 11, The Return of Al'Kiir.

If none of the PCs go to the Tor, fight some more of the battle, but well before it is finished, go to Scenario 12, The Destruction of Ianthé.

If some of the PCs go to the Tor and others remain to fight the battle, conduct one round of battle for every five minutes game time used by the characters in the Tor.

If all the PCs wish to run away, let them do so. A week later, let them hear rumors of the events described in Scenario 12.

Scenario 11: The Return of Al'Kiir

If the PCs want to explore the Tor out of the sequence presented, they should be allowed to do so. The physical descriptions of the ruins, caverns, and fiery pit are the same, but they are totally deserted and no lights are seen. If the PCs go to room 7, Mitra appears before them, but neither speaks nor bestows her gift. The avatar of Al'Kiir in cavern 4 should be described as a huge statue. No clue as to its real nature should be given.

To the Top

As you approach Tor Al'Kiir, occasional ghostly lights are still seen at the top, but there are fewer of them. The moon slips behind racing black clouds, plunging you into oppressive gloom. You pause at the bottom of the Tor. No horses could ever make it up the steep slope. You must climb.

The only NPCs that are willing to accompany the PCs to the top of the Tor are the Nemedian members of the Free Company and any troops loyal to Taurianus. The Tor is 250 feet high. Only two Climbing checks need be made because the Tor is covered with ledges and bushes, making the climb relatively easy. Make the check at +3 columns. Once the PCs reach the top, read the following and refer to the map of the Tor's surface found on page 21.

You hide behind a lichen-encrusted block of stone, once the keystone in some monstrous arch. A few cicadas buzz in the trees; all else is still. Before you lie ruins, roofless halls and decapitated columns strangled by black ivy. Among the columns are 20 black figures, manlike in form, six of which hold torches. Their hides shine metallically. Two curving horns sprout from their heads, two more from their cheeks, reminding you of Katos' ring. Behind them gapes a dark set of stairs leading down into the earth. The sound of chanting reaches up out of the dank hole, the hideous sounds of a language long dead driving obscenely into your minds. The horned figures are whispering among themselves and take no heed of you.

The 20 guards are really just men in garish plate armor (see the Minions of Al'Kiir on page 18 for statistics). The PCs have surprised them and receive three advantages. None of the guards flee; they are fanatically loyal. All fight until

incapacitated. If the PCs investigate the stairs, read the following:

The stairs before you are hoary with age and lead down into vaults long unknown and better forgotten. The chanting in the earth's bowels has grown louder and more frantic. A faint demonic piping and rolling beat reach you, more through the soles of your feet than through your ears. There is an urgency in the vibrations, something primeval. You feel compelled to move toward the source of the dark music, drawn into blackness.

The ceremony rushes toward completion. The players should be made to feel this urgency. Their characters and troops are affected by the song of Al'Kiir and must make a Berserk check against their Will rating. Those failing go berserk according to the rules on page 37, gaining a temporary Berserk rating of 5.

Taurianus' troops refuse to descend into the Tor. They remain on guard duty at the surface, however. The Nemedian members of the Free Company are willing to descend.

Map Key: The Depths of Tor Al'Kiir

Follow the map of the Depths of Tor Al'Kiir, reading each entry as it is encountered. The map is found on page 21.

All passages leading directly to the main cavern are lit. Other passages are dark. The direction of the chanting and vibration are easily followed. Traps are indicated on the map. Use the Trap table on page 39 to determine each trap's type.

1. The stairs are rough, hewn out of the granite, lit by black iron cressets in the form of the four-horned demon head. Four more guards, dressed identically to those above, block your way.

2. This rough tunnel is lit by iron baskets of flame hanging from the ceiling. Each basket is shaped like a four-horned demon and glares down at you with its three flaming eyes. A loud droning sound has begun and is growing in volume, slowly drowning out the hideous music. You feel your bones vibrating in rhythm with the droning. Six guards stand rigidly along the side of the passage, unaware of the fighting above.

3. You are in a small cave. Leather bindings, whips, and scattered white *tarla* blossoms are here. Various vials and bowls rest on a rock shelf, along with various combs and brushes. There is also a trunk.

The vials and bowls hold perfume and cosmetics. The trunk holds several Ophirean wedding dresses of thin, transparent silk.

4. This glistening cave is full of dust and the debris of furnishings decayed for a millenia. It is apparent that there was once a purpose to the cave, but what that purpose was is long since forgotten.

5. This passage ends abruptly in a pile of rubble. Whether it fell naturally or was placed here to block the passage, is impossible to tell, but the rocky debris has lain here for many long years.

The rubble cannot be removed in the time available to the PCs. However, any character making an Observation check, will note that a bony hand is barely visible. The stones around this human skeleton can be partially removed, revealing miscellaneous jewelry (worth 3,000 GL). In the skeleton's right hand is a glowing stone emanating magic. Those daring to touch it are healed of 1-10 points of damage. If taken from this cave, the stone loses its properties. Each character can be healed only once.

6. This cave is kept clean. Several wooden benches line the walls. Clothing (some of it quite fine) is piled on the benches. There are several chests.

One chest holds nothing. The other holds a complete suit of the demonic plate worn by the Minions of Al'Kiir. This is their dressing room.

7. At the far end of this cave is a large patch of crystal naturally set in the wall. It has been polished and shines dimly in the pale light.

A successful Observation check reveals a strange symbol engraved very lightly on the crystal's surface. A successful Lore check indicates that the symbol is one of the most ancient for the goddess Mitra. Any character tracing the symbol and calling Mitra's name, summons a likeness of the goddess to the crystal's surface. The goddess offers any character who desires it a temporary state of holy fervor to aid in the fight with Al'Kiir. After all who wish have accepted, the image vanishes. Reveal to the players that this fervor operates as a Berserk talent with a rating of 15. Those who declined cannot thereafter receive this gift, and those who accepted it cannot be rid of it until they flee from Tor Al'Kiir.

8. You have reached the source of the music. At the far end of this great domed cavern, a large idol stands atop a low platform. Two tall wooden posts stand in the center of the room, each topped by a black demon head. Tied between them is the Countess Synelle. The guard captain stands near her. Two other guards are playing flutes, while 16 more pound the floor with their scabbards. Lady Julia dances madly in front of the great red idol, singing voicelessly, reenacting a ritual invented before time. Katos' ancient silver urn stands at her feet, filled with flames. The idol is 10 feet high and shaped like a man, has four curving horns, three lidless eyes, and a broad lipless mouth with needle-like teeth. Thick arms end in jagged claws. One hand holds a wicked dagger, the other a metal whip. This statue is the source of the almost painful hum piercing your heads. Behind the

idol is a gaping pit filled with the red glow of distant flame. Suddenly the guards see you. Ten rush to attack while the rest continue the ceremony.

Characters with Magical Sense detect a strong aura of evil emanating from the idol without needing to direct any specific attention to it. They may also detect magic emanating from the pit, but they must actually direct their attention to the fire within in order to detect this.

The guard captain standing next to Synelle is Lord Taramenon. His helmet hides his identity. He attacks only if his guards are losing the battle. During the battle he taunts Conan from behind his helmet, saying, "You hulking fool. You thought to protect her, yet I brought her here. See if you can save your lady fair now!" If he is killed, his helmet falls off when he collapses, revealing his true identity.

If Julia is incapacitated before two turns have passed, she is kept from completing the ceremony and the avatar does not awaken. If the ceremony is completed, however, in two additional turns, the avatar of Al'Kiir begins vibrating wildly, emitting a high-pitched, painful sound. Everyone in the cave, except Taramenon and Julia, must make a successful Will check. Those failing must cease action for 2 turns, merely standing in awe and pain. If attacked, however, they may defend.

After two more turns, the sound ceases. The avatar laughs madly and begins to move. All characters (again excluding Taramenon and Julia) failing an additional Will check, fall to the floor in fear which lasts until the avatar is damaged. Once the avatar is damaged, NPCs and guards recover and attempt to flee to the surface, not pausing to fight. See the avatar's statistics on page 38.

The avatar's first action is to seize Lady Julia (if she is alive). She screams in panic, and tells the avatar that it is Synelle he wants. The avatar then tosses Julia aside (stunning her for 2 turns) and seizes Synelle, breaking her bonds.

If the avatar is attacked, he gleefully fights his attackers, ignoring Synelle.

Lady Julia uses spells in her defense.

Remember, only the *staff of Avanrakash* can damage the avatar. All normal weapons shatter on impact. The staff becomes embedded in Al'Kiir's body when the mortal blow is struck and cannot be removed.

If the characters do not have the staff, they cannot defeat the avatar in combat. The only other way to defeat the avatar is to throw the silver urn into the fiery pit. The flame is magical and consumes the urn. The urn is itself full of fire, however, and quite hot to the touch. The character attempting to carry it up the stairs to the pit must make a check against his Will or drop the hot urn. If he retains hold of it, he suffers 1 point of damage per turn until the urn is dropped. After the urn is dropped into the pit, the avatar fights on in pain for five more turns, then collapses.

If the PCs destroy the avatar by using the staff or by throwing the urn into the pit, read Scenario 13, Victory.

If the PCs are defeated, read Scenario 12, The Destruction of Ianthé.

Scenario 12: The Destruction of Ianthé

The ground rumbles again. High above Ianthé, atop Tor Al'Kiir, the man-like form of Al'Kiir bursts forth from his prison in a rain of stone and surveys the earth. Immediately he spies armies milling about like ants fighting for a crust of bread. He laughs long. "How pleasing," he smiles, "That they should stage an entertainment for my return." He watches the two armies fight, wreaking havoc on both sides, washing the plain in blood. And then with a twist of his warped will, Al'Kiir's thought reaches out to General Iskandrian and whispers one word into his thoughts: "Fear." Immediately Iskandrian turns his horse and bolts back toward the city, issuing the order for retreat. His men, confused, turn to obey.

If the PCs are still with the noble army, they may decide whether they wish to pursue Iskandrian's troops. Units of Valentius' army not led by PCs pursue Iskandrian. Once Iskandrian's men reach the gates, however, they find them locked. They are demoralized and in complete disarray, and are quickly butchered by those of Valentius' units chasing them.

The nobles cheer loudly in victory. Ianthé is theirs. Then suddenly Al'Kiir pours mental venom into the thoughts of the victorious troops, filling them with greed, lust, hatred, rage, and then turning them loose on fair Ianthé. The gates swing open and the army invades innocent Ianthé, pillaging, looting, slaying that which they fought to obtain.

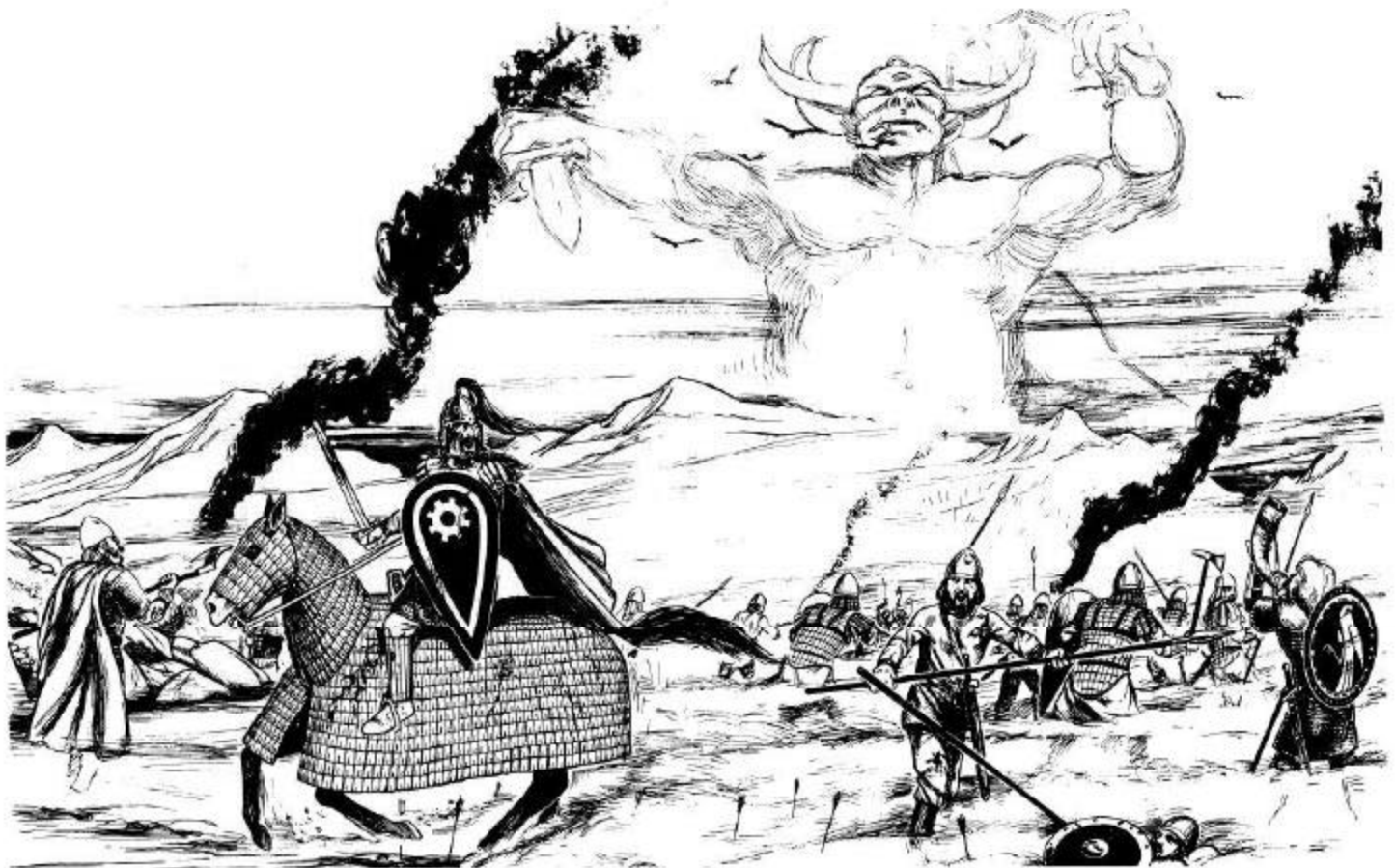
The PCs should be allowed to make periodic Will checks against Al'Kiir's level 30 spell. Those failing the checks go berserk (see the Berserk rule on page 37). However, if they can once exit this berserk state, they remain immune and have free control of their thoughts. In short time, all of Ianthé is afire, the smoke of its life rising as an offering to the foul creature who stands above. The PCs may do as they wish, but even their own troops begin to be affected, attacking each other, attacking the PCs. The characters may try to climb the Tor and confront Al'Kiir and his human guards. See Scenario 11 for details. They may be easily adapted to a battle atop the Tor. If they attempt this and succeed, go to Scenario 13, Victory.

If, however, the PCs decide to flee Ianthé, the following rumor reaches them within a week:

The troops in Ianthé destroyed each other. Brother fought brother; father was killed by son. By the time the sun rose, nothing was left of Ianthé but a smoking shell in which not a single life stirred. Al'Kiir can be heard laughing in delight in the ruins of the palace where he has made his home. His minions, demented humans led by the undead High Priestess Julia, haunt the countryside, looking for humans to sacrifice.

Yet unknown to the proud hate of Al'Kiir, his own doom still exists. The *staff of Avankash* is not yet destroyed. It lays waiting for one brave enough to claim it and strong enough to wield it, one hardy enough to cleanse the earth of Al'Kiir's foul ill. That one may yet come. Perhaps a new adventure awaits. Until then, however, Ophir is a dangerous place for the PCs to visit, full of evil far worse than Acheron and Stygia combined.

This adventure is over. The players have failed. Use the materials in this adventure to create new adventures of your own. The players may also wish to quest for the now lost *staff of Avankash*, with which they may finally vanquish Al'Kiir's evil.



Scenario 13: Victory

A final throe of agony shakes the avatar of Al'Kiir. He drops his weapons and screams in rage, a scream that pierces your thoughts, driving all else from your minds. A gaping wound appears in the avatar's chest. He claws the air in agony, but can do nothing more.

All characters present must now make a Will check. Those who fail either stand transfixed (30% chance) or run blindly out the exit (70% chance). All the minions of Al'Kiir (including Taramenon and Julia if they are alive) fail their Will checks. Those characters who stand transfixed may be propelled forward at half normal movement by those who remain unaffected.

Slowly, the body of Al'Kiir begins to harden slowly out from the wound, until he is frozen in place, statue-like once again. A mental scream from the avatar goes on and on, vibrating in the deepest recesses of your mind. Suddenly you realize that the ground is shaking from the power of that scream. The fiery pit is glowing white hot now. Huge stones begin to fall from the cavern roof above you. The earth lurches.

The characters must race back to the surface. Each must make one Movement check to avoid taking 1-4 points of damage from falling debris. Stress that the characters are fleeing for their very lives. Any character that pauses for anything inconsequential (looting bodies, looking for secret doors, examining Al'Kiir, rescuing Lady Julia) should be mercilessly crushed by a falling boulder causing 1-4 points of damage, although he should be given a chance to dodge.

After the characters reach the surface, read the following:

You reach the surface. The ancient columns and walls are toppling about you. A huge explosion hurtles man-sized chunks of granite into the sky. Tor Al'Kiir is crumbling beneath your feet.

If any player is foolish enough not to immediately begin climbing down the Tor, a wall of rock falls on him, doing 1-4 points of damage, although he should be given a chance to dodge. Those making the climb only need to make one Climbing check, but must do so at -3 columns, because of the falling debris and earthquake.

As you reach the bottom of the slope, the entire hilltop explodes. As the shockwave knocks you to the ground, you see a huge flame in the shape of the *staff of Avarakash* leap 500 feet into the night sky. Several rocks hit you on the head, and you pass out.

If the battle between the nobles and Iskandrian is still being fought by some of the other PCs, describe the frightening explosions of Tor Al'Kiir to them. They may continue the battle if they wish.

Iskandrian's men are badly frightened, assum-

ing that the Tor is exploding because Iskandrian seized the crown unlawfully and that the gods are angry with him. Apply a -4 column shift against Iskandrian's troops on all rolls and complete the battle.

If, on the other hand, none of the PCs remain with the battle, assume that the nobles won.

Read the following to all the players:

After some time, you wake, still exhausted from the night's trials. A red dawn creeps out of the eastern sky. No one has dared venture abroad. You and your companions are alone. You glance up at the smoldering remains of Tor Al'Kiir. The top third of the hill has been vaporized. Nothing is left of its ruins but the huge boulders dotting the field where you lie.

If Iskandrian won the battle, all mercenaries in Ophir are hunted down by the army. Those caught are impaled. The characters would be wise to flee.

If the nobles won, the leaders of the king's army are imprisoned. The most powerful noble still alive becomes the new king, but it is likely that the fighting and intrigue will continue for some time. Life in Ophir continues as it has in recent weeks. Any PCs who fought with the army are summoned and rewarded, perhaps even offered a post at the new king's side.

If Synelle survived, she weds the king. Her gratitude to the PCs is boundless. She awards them each 1,000 GL and a gem-encrusted broadsword, as well as offering to knight them. Each PC garners 2 points of Fame, in addition to any others gained during the adventure, because of Synelle's patronage.

This is the end of the adventure. Use the materials in this adventure to construct new adventures in the kingdom of Ophir, including exploring the tombs, encountering the Lunar Chanters, repelling Kothian raiders, the return of Julia, or merely wandering the streets of Ianthe.

Scenario 14: The King's Dungeon

Although this scenario is designed as a punishment should the players fail to solve the murder of Timeon, this prison scenario may be modified and used if the PCs commit any grievous crime and are apprehended.

You are stripped of your weapons. Your hands are chained behind your back. Heavy anklets are locked about your feet, and you are all chained together in groups of three. You are escorted through the streets of Ianthe. The people jeer at you, throwing rotten fruit and small stones. At last you reach the Royal Palace and march inside, passing down into its depths. The walls are black and slimy. Water drips everywhere. A scream rings out in the darkness. The King's chief torturer, a huge, bald man named Raga, greets you. He appears to look forward to his work.

The Company is thrown into cells holding up to 15 men. All the players are together with any surviving Nemedian members of the Company which may also have been arrested. They are heavily guarded. In their cell is a deaf and blind mute sitting passively in a corner. If Lady Julia is captured with the PCs, she swears that she was abducted by these filthy foreigners (the PCs) and had nothing to do with their crimes. She is believed and released immediately, since she is a noble.

The Interrogation Sessions

Beginning with Conan, each player is taken and interrogated. Four men-at-arms come to escort the chosen prisoner to the interrogation cell. The PCs may attempt to overcome these guards. Unless immediately silenced, they call for reinforcements which arrive in three turns and consist of four additional men-at-arms. If these guards are also overcome, the PCs may attempt to escape from the royal palace. The cells are at the location marked on the map of the Royal Palace. Guard posts are also marked and are manned by two men-at-arms. If a general alarm is sounded, 50 men-at-arms and 30 cavalry appear in four turns. For further details about the Royal Palace, refer to Scenario 9, The Throne Room.

If the PC is successfully escorted to the interrogation cell, he is interrogated for two sessions, beginning with a yellow degree of examination (see the Interrogation rules on page 7). General Iskandrian wants to know who was responsible for the crime, who carried it out, who paid the characters to commit it. He encourages the players to betray each other.

If the PCs try to tell of the threat of Al'Kiir, they are laughed at.

If a PC falsely accuses another, the first PC's accusation is believed. The accuser is freed from torture, and the accused character undergoes two additional sessions. He in turn may accuse someone else and thereby avoid additional torture. No character undergoes more than three interrogations this first day.

Night One

After all PCs have been interrogated, read the following:

That night, with the quiet sounds of water dripping nearby and rats fighting in the dark, the deaf and blind mute suddenly begins to scream. He then speaks, without moving his lips, saying, "I am not as you see me, a mortal of flesh and blood. I am the demon named Agatho who was trapped in this man's foul body 100 years ago today. I have been in prison ever since. Normally, I would be able to escape by means of my powers, but because I am trapped in this deaf and blind body, I am helpless. Help me seek the truth." He then falls silent.

Nothing rouses the deaf and blind mute again. He is oblivious to the world. This story of the demon is a fantasy of the demented mute's ravings. It is not true.

The Tunnel

If the PCs carefully examine the cell, they find a loose stone. Using up to three characters' combined Strength talents and producing a red result removes the stone from the wall, revealing a tunnel running down and south. Failure to move the stone results in one point of damage to each character involved in the attempt because of the great strain. They may make repeated attempts. If the characters investigate, they may observe that the tunnel is long abandoned, that it gradually slopes down about 100 feet, then slopes back up toward the surface for another 100 feet. However, it is not completed. Crude, rusty tools are lying on the ground, ready to be used.

If the PCs decide to complete the tunnel, a full night of digging in the stony soil is enough. Note which PC seems to be in charge of the digging. When the tunnel is completed, a secret check must be made against this character's Engineering (or General Knowledge) talent. A successful check indicates that the tunnel emerges on the northern bank of the Red River. However, a white result indicates that the tunnel angled too far to the south and emerged under the river, in which case all characters in the tunnel must immediately make three Swimming checks to see if they take damage according to the Drowning rules outlined in the original CONAN® rule book. The water's rating is 35 (waterfall, whirlpool). Those surviving may swim back into the cell or to the river's north bank. Characters in the cell are above the level of the river and are not faced with drowning. They may wait for the water to quiet, then swim through the tunnel. The quiet water has a modifier of 5. You need only check to see if the character holds his breath. See the original rule book for instructions. Those surviving may swim to the north bank of the river.

Aftermath of Any Escape

The deaf-mute (of his own accord) accompanies the PCs if they escape, seeming to be directed by an unknown hand, then relapses into his usual passive state. If the PCs wish to take him any further, someone must guide him by the arm. He moves passively, but if left to himself, slumps back down to the ground and sits, staring vacantly.

Ten turns after any escape, search parties are sent to look for the characters. If they have not yet done so, the characters should still be given a chance to solve the mystery they were pursuing, but no more than one day should pass before you proceed to Scenario 8, *The King's Death*. Resume the previous scenario if you have jailed the PCs for some reason other than the assassination of Timeon.

Failure to Escape

The PCs are each subjected to interrogation according to the same rules as the previous day. Iskandrian makes it clear that he has no intention of helping the characters. At the end of that day, the surviving PCs observe the deaf-mute trying to pry loose the stone covering the tunnel exit. The PCs should be encouraged to escape. As a last resort, they must even be forced to escape, for the adventure cannot continue while they languish in the dark.

The Deaf-Mute's Secret

If the PCs try Telepathy on the deaf-mute, they receive nothing. Check to see if a character Observes an elegant pendant hanging around the mute's neck, hidden inside his shirt. Check again to see if the character Observes that the pendant is the sign of the House of Valentius. The pendant is magical. If it is removed from the mute, no immediate affect is observed, but the deaf-mute's mind returns one hour later. If any other character puts the pendant on, that character's mind instantly goes blank and does not return until one hour after the pendant is removed.

When the deaf-mute returns to consciousness, he sees, hears, and speaks normally. He also remembers everything said and done while he was in the prison. If the PCs mistreated him, he attempts to escape. If they aided him, he expresses his gratitude. He is Count Valentius. General Iskandrian imprisoned him, hoping thereby to clear his own treacherous path to the throne. If the Count is friendly with the PCs, he attempts to aid them however he can. He also attempts to return to his palace and gather his troops in preparation for the inevitable battle which will follow on the heels of the King's death.

Scenario 15: The House on Wolves Row

The map of the house on Wolves Row is on page 26.

If Lady Julia knows where the PCs plan to go, she first says the rumors are ridiculous, then tries to frighten the PCs with stories of necromancers' powers. She appears very nervous. If the PCs want her to come along she adamantly refuses; she is much too frightened.

If the PCs go with Julia's knowledge, go to the Visiting the House With Julia's Knowledge section.

If the PCs go without Julia's knowledge, go to the Visiting the House Without Julia's Knowledge section.

Visiting the House with Julia's Knowledge

Halfway to the house, Machaon (or another player if Machaon is not present) is seized with violent pain and unable to move. It quickly passes. This is a spell of Lady Julia's (Pain, MC-m). If Machaon (or the other player) tries to proceed to the house, every 100 feet he is again in pain, but it lasts longer. If Machaon (or the other player) reaches the house, he collapses on the street and does not recover as long as the PCs refuse to leave. Treat this last attack as an Interrogation Session of red intensity, lasting up to five turns.

If the PCs enter the house, they find almost nothing but empty, dust-filled rooms. Room 1 has one table and two stuffed eagles in it and is swept clean.

Once the PCs tire of this, return to the Search for the Assassin section in Scenario 6.

Visiting the House Without Julia's Knowledge

When the PCs enter the house they find four Noble Guards at the points indicated on the map. The guards fight to the death.

In room 1, a masked Julia and Galbro the thief are having a secret meeting. If sounds of the fighting reach Julia, in one turn two animated stuffed eagles attack. The PCs see that they are commanded by a woman in a black mask and cape (Lady Julia). The PCs have no way of identifying the woman as Julia.

However, if the guards are subdued quietly, it is possible that Galbro and the masked Julia are surprised in room 1. If so, Julia immediately animates the two eagles and attempts to escape out one of the doors or the side window. No matter what happens, Lady Julia must escape. She tries to do so while the eagles are attacking. If she flees while the birds are still animated, they turn into stuffed birds 3 turns later.

It is also possible that the PCs Observe someone matching Galbro's description escaping. It is important that Galbro escape.

If the PCs search the house, they find all rooms empty but room 1. On a table are Katos' missing ring and parchment.

If by chance any of the PCs or their allies are captured, they are mercilessly slain after interrogation.

After this, return to the Search for the Assassin section, Scenario 6.

Scenario 16: The Sarellian Keep

No horses can be ridden in the forest at night, and only at half speed in daylight.

This keep is the bandit Karela's hideout. Her gang is skilled in forestry and are observant. If they see the PCs coming, they try to ambush them or harry them with their slings. If Karela has already stolen the silver urn, it is not here. If half the bandits are incapacitated, the rest flee. If the bandits succeed in driving the PCs off and in capturing some of them, they hold the rest for a ransom equal to five GL per Fame point.

Sarellian Keep Map

The map is on page 26.

The shaded areas are traps. If a player does not notice them (Trap talent), roll for a random trap using the Trap table on page 39.

The dotted lines are hooked to bells. If the PCs do not notice the lines (Trap talent), they trip and ring the bells, alerting the bandits.

Decide where the bandits are located, as their set-up varies depending on the PCs' order of attack. If Karela has not already stolen the silver urn from the players (see Scenario 6, Time Table), it is imperative that she escape! She knows the wood trails and can move faster than the PCs (3/4 normal rate).

Keep Interior

A. Main Room: Blankets hang over the doors and windows to keep lights from shining out at night. A huge hearth and fire fill one wall. Rough tables, clay mugs, old stew and wine abound.

There are weighted dice and 60 GL here.

B. Upper Floor: This floor is identical to the ground floor, but there is no roof. Blankets lay scattered about.

C. Karela's Room: This room is quite bare. A hard cot is in one corner, a table in the other. A few items of value rest on it.

Note the escape route. It is hidden from the outside and nearly impossible to detect. Karela uses it at first opportunity if it is obvious she cannot win the fight.

Treasure in this room consists of 5 silver candlesticks (worth 100 SL each), 2 silver and gold bowls (worth 50 GL each), assorted silver cutlery (worth a total of 1,200 SL). All are engraved with the crest of Count Antimedes and are difficult to pawn or sell. If the PCs search, they discover a loose stone behind which is hidden 500 GL. If they search some more they find a hollow beam in the roof holding a bag with 10 pearls, 5 sapphires, 20 opals, 4 amethysts, 2 rubies, and 1 diamond.

Scenario 17: Galbro's Hide-out

The map of the Tovalis mansion is on page 26. The mansion is located at letter 'K' on the lanthe Master Map.

One thief is on watch on each side of the house. Those approaching are observed unless they try to conceal themselves.

The Tovalis Mansion Map

Wherever the map indicates that there is a trap, roll for a random trap using the Trap table on page 39.

1. The front of the mansion is old. The windows are boarded shut. A weathered door sits solidly in its frame. A few passerbys eye you suspiciously.

The front door is locked and trapped. Unless the trap is found, a cloud of dust shoots into the eyes of whoever tries to open the door, blinding the character for 2-20 turns. The door must still then be unlocked, although the trap does not operate a second time.

2. The back of the mansion overlooks a squalid alley full of refuse and vermin. The stench is unbearable. A small door is located in a one-story addition to the main house. There is a stack of crates and debris in the corner.

The back door is trapped just like the front door.

3. The crates outside the building are old and somewhat fragile-looking.

This stack of crates leads up to a boarded second floor window. Anyone climbing up to the window discovers that the boards are hinged and swing open, allowing entry, although an intricate lock securing them in place must first be picked. And, unless another trap is found, opening the planks rings a bell deep within the house. The PCs hear this bell.

4. Second Story Rooms: As the PCs move through the second story they find and hear nothing. The rooms have accumulated filth, debris, and mold, and look deserted, although remnant pieces of furniture remain to identify their original purposes, as follow:

- 4a. Master's Bed Chamber
- 4b. Library
- 4c. Mistress' Bed Chamber
- 4d. Servants' Hall
- 4e. Maids' Quarters
- 4f. Menials' Quarters
- 4g. Butler's Chamber
- 4h. Sitting Room

5. Secret Room: Two of Galbro's Best (with statistics equal to twice the normal listed for Galbro's Bandits on page 18) lurk in the dark rafters above this door. They jump down on whoever comes in through the door first. One then fights while the other tries to lock the door, keeping the other PCs out.

6. First Floor Rooms: All these rooms (except 6d) are well-furnished and decorated. Each room holds at least 250 GL worth of finery. All is stolen and may be difficult to sell on the open market. The rooms' functions are:

- 6a. Kitchen & Apprentices' Quarters
- 6b. Bandits' Quarters
- 6c. Bandits' Quarters
- 6d. Empty
- 6e. Galbro's Best's Quarters

7. This great hall is worthy of the richest merchant in lanthe. In fact it may once have belonged to him. It is here that the bandits revel in their stolen finery.

Four regular members of Galbro's band are here, along with one of Galbro's Best. There are also five Apprentices who flee if the regular bandits are killed.

Much of the wealth of this room is in its candelabra, vases, and figurines. Some of these are fakes, and the PCs may get into trouble if they try to sell them (see Forgery on page 37). The furnishings alone are worth 2,000 GL. If the PCs are discovered with any of these goods, the merchant becomes their enemy.

8. This room is elegant in the extreme, well-befitting the private chamber of a master thief.

As the PCs open this door, they observe Galbro escaping out the window. It is important that he escape if he has not yet raided Baron Timeon's palace. (See Time Table, Scenario 6.)

Once again there are many artistic items, and some are fakes. One of them is a bronze medalion with the likeness of Al'Kiir. The furnishings and precious decorations are worth 3,000 GL. Hidden in a secret compartment under the bed are a bag of 10 diamonds, an emerald ring (worth 300 GL), a gem-encrusted cup worth 500 GL, 750 silver coins, and 500 gold coins.

NEW TALENTS

NECROMANCY (Talent)

Talent Pool: Perception

Prerequisites: Arcane Languages, Lore, Medicine

Necromancy is the blackest of the magical arts. It is akin to Summoning, for its purpose is to reach out and draw upon the invisible. However, it is fundamentally different. While Summoning attempts to reach beyond the confines of this world and bring alien creatures into it, Necromancy attempts to rebind the dispersed energies of this world for the purposes of preservation, knowledge, and animation. Its practice is a heinous crime in all lands but Stygia, where it is practiced openly but with restraint, bound by the strictures of Set.

Restraint is needed, for Necromancy is second in danger only to Summoning. The simpler spells of preservation and knowledge do not carry as much inherent risk, but the restructuring and animation of the dead is fraught with peril. The purpose of such spells is to bring back from the dead animals, monsters, or people. Unless the Necromancer exercises care, his animations may turn on him and the world.

One year of study is required before a character can attempt any spells, and a character must choose a magical weakness. Necromancy is a draining art. Each time a character attempts to cast a spell he loses 1 point from his Damage Talent even if the spell is not successful. The loss is permanent. The following spells are typical of the type that may be learned:

Simple (Roll green or lower)

- Preserve Organic Material (50 years)
- History of Deceased*
- Animate Small Animal Body**

Moderate (Roll yellow or lower)

- Preserve Organic Material (1,000 years)
- Question Deceased*
- Animate Large Animal Body**

Difficult (Roll red or lower)

- Preserve Organic Material (5,000 years)
- Force True Answers from Deceased*
- Animate Monster Body**
- Animate Human Body**
- Prolong Life***

*A small part of the original creature or object must be obtained (feather, hair, dust) or an accurate likeness of the creature.

**A large part of the original creature must be obtained.

***May be cast on self or other, but may only be attempted once per year. Success adds 10 years to the subject's life, but cuts all Endurance Talents in half immediately and permanently (although lost points may be slowly renewed through the gaining of new talent points).

Each time an animation of an animal or monster is successful, the Necromancer can control that creature for one service of limited duration. After the service is performed, the creature returns to its previous form. Animated humans also perform one service the first time they are animated, but if the same human is reanimated, he is hostile toward the Necromancer unless

some form of coercion (such as *mind control*) is employed. A reanimated human attempts to destroy the Necromancer and escape into the world to live a new life. Animations have talent ratings equal in all respects (including spells) to those they possessed before death except that their Stamina rating is halved and they are invulnerable to poisons. Animated creatures may be dematerialized at the Necromancer's will. Human animations attempt to resist dematerialization, however, opposing the Necromancer's Will with their own.

Any time a white result indicates failure for a spell of Difficult complexity, a magical fire (rating 25) engulfs the room. The Necromancer should be allowed to escape or quench the fire. His spell components may, however, be damaged. Necromancy's need for components from the original creature forces the character on quests for various tombs, should he wish to animate or question someone of ancient repute.

ARTISAN (Perception)

Your character is accomplished at an artistic craft. There are four crafts, painting, sculpture, ceramics, and clothwork, and each must be developed as a separate talent. Each work of art may be rolled for on the Resolution Table to determine the quality and value of the piece. White indicates a worthless piece of junk and red indicates a masterpiece. Your character is also able to appraise the value of items in his craft.

BERSERK (Insight)

Your character is able to enter a hypnotic state of fighting rage in which he attacks furiously without noticing normal wounds (Specific Wounds are handled normally). He need not check once his Damage Talent reaches zero or less to see if he remains conscious. He automatically remains conscious until his Damage Talent reaches a negative score corresponding to his Berserk Rating. For example, a character with a Berserk rating of 5 does not fall unconscious until his Damage Talent reaches -5. Once this score is reached, however, the Berserker is automatically dead. A Berserker must make a successful Resolution check in the orange range against his Berserk rating to enter a Berserk state (only one attempt per Turn). He must also make a successful check against his current Damage Talent rating to leave the Berserk state (an orange or red result indicates success). A Berserker who has not left the Berserk state must continue fighting, even if the only opponents available are friendly. If his Damage Talent is negative when he leaves the Berserk state, the Berserker automatically falls unconscious.

FORGERY (Perception)

Your character may produce and detect forgeries (including writings and works of art). After the character attempts either to make or to detect a forgery, the referee should make a secret Resolution check. A white result indicates failure that is immediately apparent to your character. A green result indicates failure but your character will think it a success. Any other color equals success. Your character should not be advised of the degree of his success unless the result is white or red.

SLEIGHT OF HAND (Prowess)

Your character is adept at concealing and manipulating objects with his hands. He is able to make small objects seemingly disappear, to juggle, and to cheat at games of chance. Your character's chance of successfully cheating is determined by subtracting his opponent's Observation (or General Perception) rating from his Sleight of Hand (or General Prowess) rating.

NEW MAGIC ITEMS

Bezoar-Stone

This natural, but rare, white mineral is a sovereign antidote for most poisons. The stone is pressed against the patient, and absorbs the poison, blackening as it does so and lowering the poison's Wound rating by up to 20 points. The stone cannot absorb more than 20 points of poison in one day, or it is destroyed. Otherwise, the stone returns to its normal white color within 8 hours of disuse. Each time the player uses the stone he must make a Resolution check against his Medicine (or General Perception) rating. A white result indicates failure, and the stone is destroyed.

The Staff of Avanrakash

This ruby and emerald-encrusted wooden staff is the sceptre of Ophir and a mighty staff of power, although none know its full power. Its name is derived from its original owner, who was granted the staff directly from the gods in order to combat Al'Kiir. The staff is the only weapon that can damage Al'Kiir. The staff may be used as a spear. The staff is semi-intelligent and can cast the following spells on its wielder or opponents, but does so only if necessary: *momentary indecision* (MC-s); *fear* (MC-m); *complete hallucinations* (MD-d). In addition, if the commander of an army is carrying the staff, all Units in the army receive a +4 column modifier to Attack rolls and Morale checks. The staff cannot be destroyed except by the most potent spells.

The Silver Crucible of Al'Kiir

This ancient silver urn is covered with cryptic markings. It is shaped like a slender vase with a narrow neck and flaring mouth, is 3 feet high, and is tarnished black from centuries of neglect. Those with Magic Sense may sense a strong aura of evil if they attempt to detect it. The urn is the only means by which Al'Kiir can be summoned. It cannot be destroyed. Those who try to destroy it set off an explosion. All bystanders must undergo a column 30 magic fire attack. Failure to resist the attack results in the permanent loss of half the character's Damage and Stamina Talents. The urn is unaffected. Although made of silver, the urn is nearly impossible to sell because of the uneasy feeling it produces in most people; only sorcerers and the power-mad are interested in buying it.

NEW WEAPONS

	Wpn Bon	Int Bon	Range	Cost
Turian Short Bow	+1	0	50/110/200	3 GL
Throwing Dirk	0	0	10/20/30	1 SL
Ophirean Rapier	-1	+2		4 GL

NEW ARMOR

	Prot	Move P	Cost	Cover
Leather Leg Armor	1	0	1-10 SL	RL, LL
Leather Arm Armor	1	0	1-5 SL	RA or LA
Spiked Shield	2	2	2 GL	*

*When used to Bash, this shield knocks your opponent down on a result of yellow, orange, or red. In addition, a successful Bash does a number of points damage equal to your character's strength bonus. However, a white result indicates the shield has been entangled and ripped from your arm.

NEW CREATURES

The Avatar of Al'Kiir

Fame: 10

PRO	FIGHT	END	KNOW	PER	IN
5	6	15	6	8	20
Str: 50	Whip: 30	Dam: *	Arc Lang: 30	Necro: 50	Per Mag: 50
Move: 5	Dirk: 30	Mag En: 50	Lore: 30	Med: 30	Hypno: 50
		Poi En: 50			Mag Sen: 50
		Stam: 50			Min Con: 50

* Can only be killed by a blow from the Staff of Avarakash accompanied by a red result on the Resolution Table. He carries a metal whip and huge dagger. All normal weapons hitting him shatter without doing any damage.

Red Wolf

PRO	FIGHT	END	IN
2	1	1	0
Str: 10	Teeth: 10	Dam: 10	Dan Sen: 3
Move: 8		Poi En: 5	
An Refl: 8			

These cunning animals haunt the Sarellian Forest, hunt men, and travel in packs of 5-10. They are similar in appearance to normal wolves, but are slightly larger and have iridescent streaks of red in their coats.

Eagle

PRO	FIGHT	END	PER	IN
2	0	1	0	1
Str: 5	Talon: 7	Dam: 7	Obs: 5	Dir Sen: 5
An Refl: 5	Beak: 1	Stam: 5		Dan Sen: 5
Move: 10				

Usually unconcerned with men (except men raiding their nests), these proud creatures are found throughout the mountains and hills of Hyboria. The eggs of those in Ophir are rumored to possess medicinal value.

Lunar Chanters

Fame: 2

PRO	FIGHT	END	KNOW	PER	IN
2	2	3	3	3	3
Str: 3	Teeth: 3	Dam: 8	Arc Lang: 15	Sum: 10	An Sen: 10
Move: 8	Claws: 5	Mag En: 10	Lore: 10	Track: 10	Dan Sen: 10
An Ref: 9	Wrest: 12	Stam: 7	Surv/	Trap: 10	Telep: 10
		Will: 5	For: 15		

These short, intelligent sub-humans are degenerated from the ancient survivors of Acheron who long ago fled the Ophireans' wrath. They still lurk in the forested mountains, have become adept at the wild life, and retain some of their ancestors' lore and sorcerous ways. Villagers living near the mountains tell many strange tales of sacrificial rites conducted in a strange tongue at the full of each moon.

Ferous Eagle

PRO	FIGHT	END	KNOW	PER	IN
3	1	8	5	1	5
Str: 10	Talon: 15	Dam: 25	Arc Lan: 20	Obs: 15	An Sen: 15
An Refl: 10	Beak: 3	Mag En: 15	Lore: 20	Fame: 2	Dan Sen: 10
Move: 15		Poi En: 10	Nav: 10		Dir Sen: 10
		Stam: 15			Mag Sen: 10
		Will: 20			Weath Sen: 10

The eggs of these creatures are powerful ingredients in many magical spells. These mighty creatures are infrequently encountered in the mountains and hills of eastern Ophir. They are reputed to have incredible life-spans. Although they can speak, they seldom do so, preferring to avoid men. If their nests are attacked, these birds attack with fury and intelligence.

Horse

Cost: 50-100 GL

PRO	FIGHT	END
3	0	2
Str: 10	Hoofs: 3	Dam: 15
Move: 20		Poi En: 5

If trained for war, double its Hoof rating and cost.

Eastern Horse

Cost: 150-400 GL

PRO	FIGHT	END
3	0	1
Str: 10	Hoofs: 4	Dam: 12
Move: 25		Poi En: 3

These horses of the Zamoran and Turanian steppes are unsurpassed for their speed and beauty. If trained for war, double its Hoof rating and cost.

Aquilonian Horse

Cost: 200-500 GL

PRO	FIGHT	END
3	0	3
Str: 20	Hoofs: 6	Dam: 25
Move: 15		Poi En: 10

These prized, great horses are seldom found outside Aquilonia and are seldom for sale even there. If trained for war, double its Hoof rating and cost.



THE TABLES OF OPHIR

Initial Status of Any Encounter

Refer to the NPC Reaction Table, modified by PC actions, to determine initial attitude of NPCs encountered. Subsequent motives may then be deduced from the NPCs' general attitude toward the player characters.

Wilderness Encounters

Roll the dice, add 2 if the encounter occurs at night or in the Synamort Forest, and check the result.

Roll	Plains	Hills	Mountains	Forests	Road
1 or less	Noble Army	Angry Mob	Eagles	Spies	Angry Mob
2	Mule Train	Eagles	Eagles	Refugees	Caravan
3	Free Company	Heavy Rains	Refugees	Sorcerer	Caravan
4	Burning Village	Burning Village	Rock Slide	Wolves	Mule Train
5	Festival	Bandits	Heavy Rains	Lunar Chanters	Noble Army
6	Nobles Army	Ruins	Bandits	Ruins	Refugees
7	Bandits	Assassins	Rock Slide	Bandits	Refugees
8	Refugees	Refugees	Ruins	Spies	Free Company
9	Burning Fields	Noble Army	Deserters	Poachers	Noble Army
10	Angry Mob	Wolves	Lunar Chanters	Wolves	Mule Train
11	Bandits	Assassins	Lunar Chanters	Bandits	Bandits
12 or more	Angry Mob	Wolves	Lunar Chanters	Lunar Chanters	Assassins

Definitions of Encounters

Angry Mob: 10-100 armed peasants who blame foreigners for their troubles.

Assassins: 1-10 men disguised as someone else attempts to befriend the PCs and then vanishes.

Bandits: 3-30 men attempt to ambush the characters or extract payment for passage through their area.

Caravan: A party of 1-10 merchants or nobles carrying 1,000-10,000 GL of rare goods, guarded by 10-100 troops (roll only once for all three values).

Deserters: 2-20 hungry, half-crazed men who have deserted from the army. Roll for NPC reaction.

Eagles: From 1-3 of these beasts, with a 10% chance they are Ferous Eagles.

Festival: A religious festival beseeching a god for peace, with a 10% chance that it involves human sacrifice.

Fire: 75% chance the PCs only see a fire, 25% chance they are actually caught in it. The fire has a rating of 15.

Free Company: 10-60 adventurers. Roll for NPC reaction.

Heavy Rains: Movement and Vision cut in half. All rivers unfordable.

Lunar Chanters: From 2-20 of the creatures are encountered. There is a 10% chance that a village of 110-200 is discovered.

Traps

Whenever a trap is indicated on a map, roll on the following table to determine its nature. The effect listed is received only if the trap is not detected or avoided.

Roll	Result
1	Concealed Pit or Trap Door (fall 15')
2	Spear Trap (attack rating: 5)
3	Caltrops (1 point)
4	Stun Gas (1-10 turns)
5	Poison Gas (6/5/6 minutes)
6	Poison Caltrops (1 point + 4/4/3 hrs)
7	Falling Weight (4 points + Specific Wound)
8	Needle smeared with Purple Lotus (10/*/5 minutes)
9	Swinging Blade (attack rating: 8)
10	Steel Jaws Trap (4 points + Specific Wound)

Mule Train: From 3-30 mules carrying from 1,500-15,000 GL worth of goods guarded by 5-50 troops (roll only once for all three values).

Noble Army: From 30-300 troops who may or may not work for the lord whose land they are on, and who want to know the PCs' affiliation. If the PCs are working for an enemy lord, the NPC reaction is at -2.

Poachers: 1-10 desperate men who assume the PCs are looking for them. NPC Reaction at -1.

Refugees: 10-100 poor peasants who beseech the PCs for aid. One out of twenty are willing to join the Free Company.

Rock Slide: 1-10 characters are in danger of falling 10-100 feet.

Ruins: A ruined castle, fort, or tomb, with a 10% chance it is inhabited. Roll again on the Wilderness Encounters table at +2 to determine who is living there. If the number rolled is greater than 12, the inhabitant is supernatural.

Sorcerer: He is a priest of Jhebbal Sag and is in control of that area, so is able to call on human and animal inhabitants to aid him. If his NPC reaction to the PCs is Helpful or Generous, he or his allies supply the PCs with some simple form of aid.

Spies: 1-5 men begin shadowing the characters. If PCs gain any treasure the spies try to sneak into the camp later that night and steal it.

Wolves: 3-15 of these creatures are encountered.

Ambushes

Each time the PCs cross over an Ambush Point, there is a 50% chance of an encounter. If the encounter indicates someone (or thing) who might ambush the PCs, an ambush occurs. Otherwise, nothing happens.

City Encounters

Roll the dice and look up the result. Modifiers to the die roll are +2 if at night, -2 on Boulevard, -1 on Major Street, +2 in Alley.

Roll	Prom/Temple	Old City	Market	Trade	Slums
1 or less	Guards	Army	Army	Guards	Nobles
2	Nobles	Mule Train	Merchant	Merchant	Tradesmen
3	Army	Guards	Guards	Guards	Refugees
4	Pickpocket	Pickpocket	Pickpocket	Pickpocket	Pickpocket
5	Spec. Event	Spec. Event	Spec. Event	Spec. Event	Spec. Event
7	Guards	Adventurers	Spec. Event	Spec. Event	Spec. Event
8	Beggars	Spec. Event	Beggars	Beggars	Beggars
9	Parade	Scholars	Spec. Event	Tradesmen	Spies
10	Nobles	Nobles	Nobles	Nobles	Assassin
11	Assassins	Assassins	Spies	Rogues	Rogues
12 or more	Thieves	Thieves	Thieves	Thieves	Rogues

Definitions of Encounters

Many encounters have four alternatives. You may choose one of your choice or roll a die to determine which occurs (25% chance of any one occurring). In addition, there is always a fifth option; the people encountered may do nothing, especially if any other option would disrupt the adventure scenario.

Adventurers: 1-10 foreigners looking for work, a brawl, revenge, or a good time.

Army: 2-12 soldiers on or off duty looking for gambling, criminals, the PCs, trouble.

Assassins: 1-5 men disguised as someone else try to assassinate a player, assassinate a bystander, kidnap a player, kidnap a bystander.

Beggars: 1-10 dirty people beg the PCs for money, draw attention to PCs, are actually assassins in disguise, are Iskandrian's spies in disguise.

Guards: 2-20 guards patrol the area looking for criminals, the PCs, thieves, trouble.

Nobles: 1-5 Nobles ask for help, accuse the PCs of a crime, attack the PCs, ask the PCs to commit an illegal act.

Parade: A procession consisting of 100-1,000 troops, 1-10 acrobats, 30-300 nobles plus retainers on way to or from a party, or King Valdric with General Iskandrian and entourage, or merchant caravan, or gypsies.

Pickpocket: One Pickpocket with 1-3 accomplices tries to steal from player, bystander, nearby shop, or passing lady.

Refugees: 10-100 tattered men, women, and children from the countryside beseech the PCs for help, berate them as the source of their grief, follow PCs pleading for food, mob PCs.

Rogues: A gang of 5-15 toughs try to extort money from the PCs or a bystander, break into a shop, beat helpless bystanders, or burn a house.

Scholars: 1-5 scholars argue, try to solicit information, try to sell information, or have their books stolen by thieves.

Special Event: Roll again on Special Events in the City table.

Spies: 1-5 men shadow the PCs or a bystander, or break into a building, or coerce bystander.

Thieves: 2-10 men try to steal from building, burn building, sell stolen goods, rob PCs or bystanders.

Tradesmen: 1-5 men or women try to sell goods, argue with each other, move merchandise to new location, fight mob attempting to loot shop.

Special Events in the City

If a result of Special Event is indicated on the City Encounters table, roll again on this table to determine the type of special event which has occurred. A short description of the event should be invented for the PCs and they should become involved in some way (not necessarily violent).

Roll % die and consult the following table.

Roll	Result
1-5	Public execution
6-10	PC is accused of crime
11-15	House besieged by soldiers (PCs are pressed into service by soldiers)
16-20	Tax collector and soldiers attempt to collect 1 GL per Fame from each PC
21-26	Runaway horses
27-35	Slave auction
36-40	Marriage
41-50	Drunk
51-55	Lunatic
56-60	Stumble in open sewer
61-70	Funeral procession
71-75	Fire
76-80	Collapsing building
81-85	Public trial
86-95	Player receives offer of employment
96-00	Assassination of noble

Political Events

Roll % dice at the start of each game day and consult the following table to determine what event has occurred. None of these events can occur more than once. Once an event has occurred, cross it off the list. If the same number is rolled again later, re-roll until a new event is indicated.

Roll	Result
1-16	Count Tiberio is found drowned in his bath
17-23	Count Antimedes is found strangled
24-29	Baron Burio's guard attacked him and escaped
30-36	Count Inarios flees to Ianthé
37-43	Koth has attacked a border fortress
44-49	A whole village has been enslaved by Lunar Chanters
50-55	Lord Tonio's castle has been destroyed
56-61	King Valdric nearly expired in the night, but survived
62-67	The city of Suvian's army garrison has declared for Lord Kathos
68-73	A comet passes overhead at noon
74-79	A fire has destroyed large parts of Gurian's Heart
80-84	Wolves have been seen prowling in the tombs outside Ianthé
85-90	Baron Claudes committed suicide
91-95	Bandits burned Count Valentius' country estate
96-00	Count Valentius is poisoned, but survives

CONAN[®]

Official Game Adventure

CONAN[®] The MERCENARY

By Kim Eastland

Fair fortune or foul brought you and your companions to the Barony of Aldoc, infamous for its bloody persecution of mages and the priesthood of any pantheon. But where there's strife there are those willing to hire a band of mercenaries such as yours. Indeed, fate seemed to smile the first week, for the Baron himself sought your services to recover a bauble, a royal symbol stolen by some lackwit.

But fate played strange games when the trail led to an underground labyrinth. Now you scurvy through slimy caves, stalked by a band of mysterious masked men, unsure if you will ever again see the light of day.

But if any man can succeed, it is the captain of your company. He earned his sword in the frozen wastelands of the north against barbarian and soldier alike. He's one man you'd follow into the netherworld itself, this man called Conan!

This adventure is for use with the CONAN[®] Role-Playing Game and cannot be played without the CONAN[®] Role-Playing Game rules, produced by TSR Inc.

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