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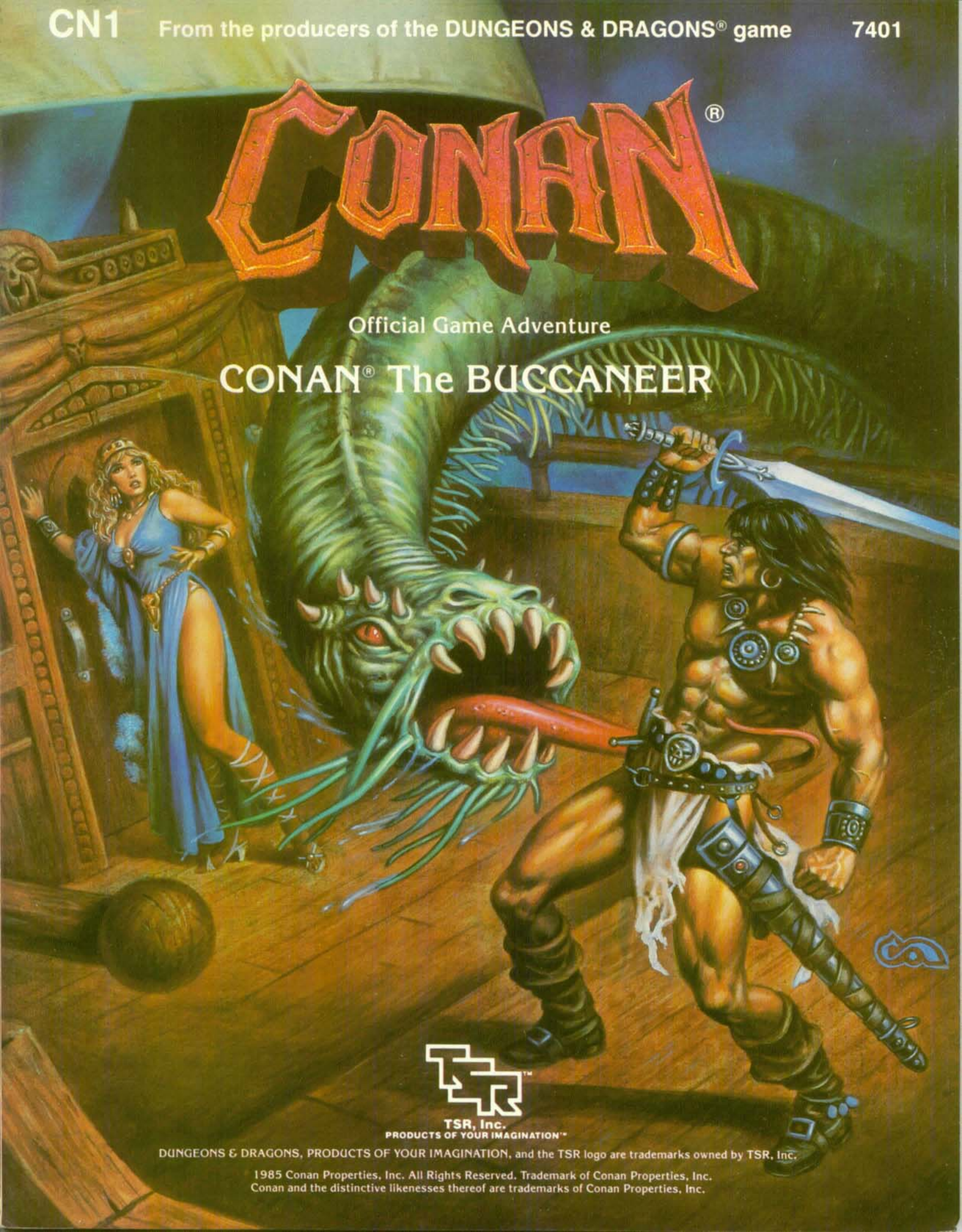
From the producers of the DUNGEONS & DRAGONS® game

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CONAN®

Official Game Adventure

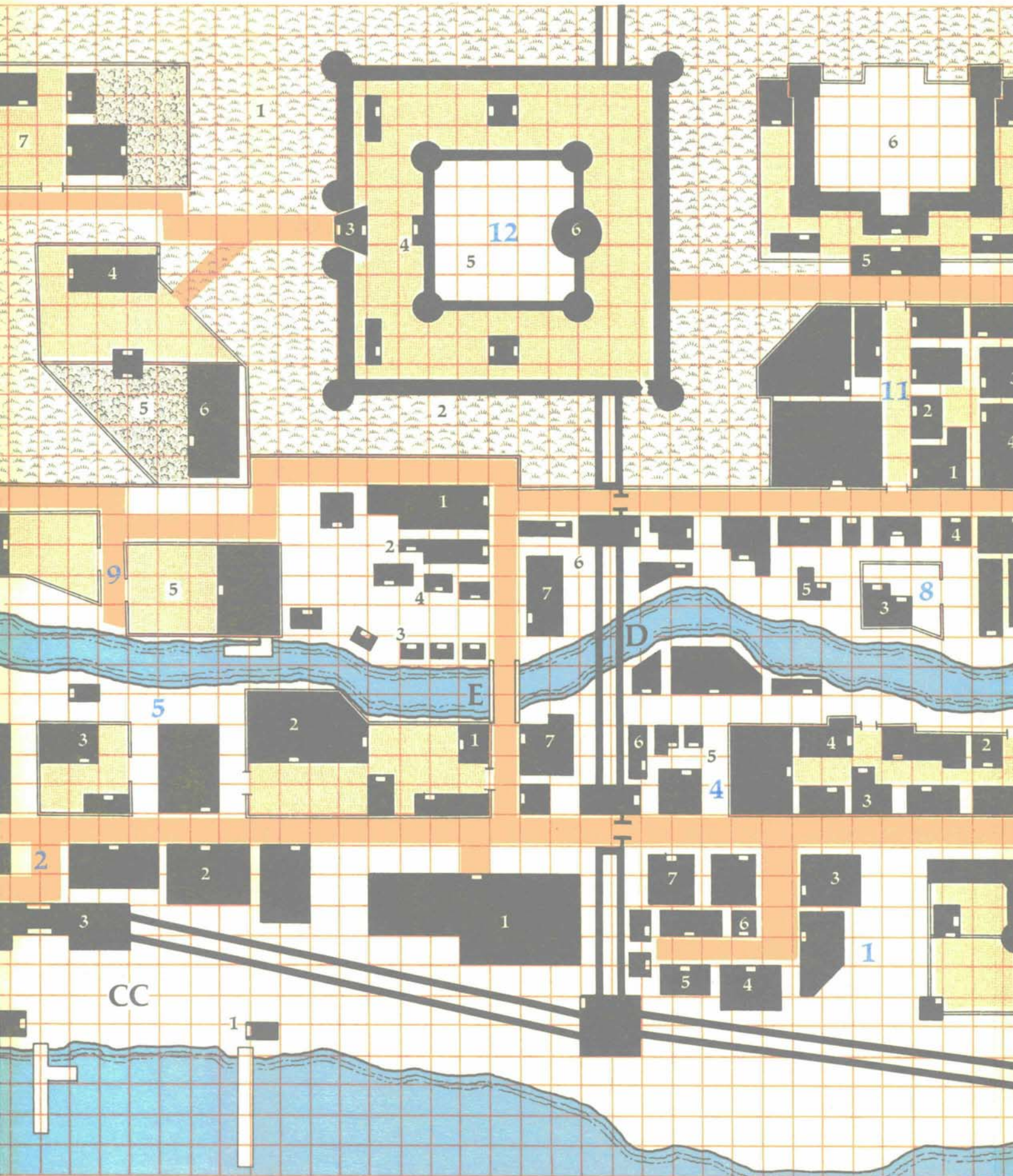
CONAN® The BUCCANEER

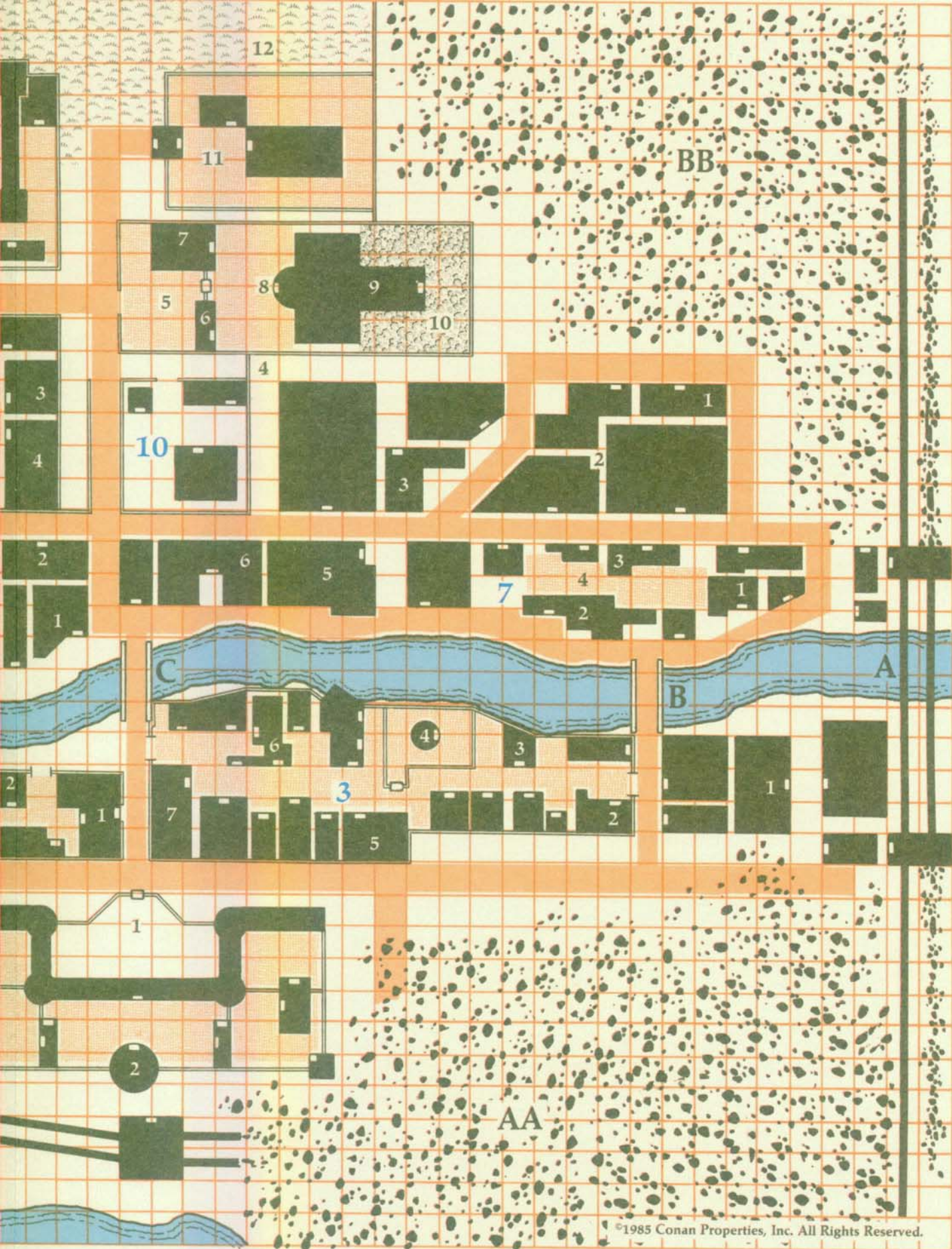


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HOW TO USE THE BOOKLET

Within this booklet lies the remains of a city, The City of The King. It represents a detailed location that you, as a Judge for a CONAN® Game campaign, can insert into the Hyborian world your player characters live in. The city is designed so that specific buildings and areas are detailed, complete with inhabitants, treasure, and/or whatever remains of the previous civilization. It is also designed so other buildings and areas are left for you to customize. You can easily alter the surroundings to fit your individual world. Even if a player has prior access to this product, it will be different because it has your personal "stamp" on it that no one can duplicate or expect.

Unlike adventures that have set, pre-programmed paths, this setting is open to variables, including the adventure and how it is constructed. Pre-generated player characters, non-player characters, lore and items, and new monsters are included that you can use for an adventure or you can create your own. There is also a suggested "adventure theme" included, but this, too, can be altered as you see fit.

The purpose of this is to provide you with a setting which you can expand, but which does not severely limit you. Creating effective scenarios is one of the major jobs of most Judges, unfortunately it is also one of the most difficult.

Conan® The Buccaneer tries to give you the best of both worlds; a suggested adventure but lots of room for participation on your part. Remember, *you* are the Judge. And you can freely change anything you wish, within the broad confines of the game.

If you do alter or expand the suggested theme, read the following suggestions.

If you are adding player characters or non-player characters from your own campaign, you may wish to include in their backgrounds some of the highlights found in the pre-generated character's background. This can even be slyly worked in during the adventure prior to this one. Of particular importance is Mennifir's connection with the Nemedian Chronicles, the Book of Skelos, and her basic knowledge of lore.

If Conan is not currently with your group you can add him when your characters ship out (he might even hire them rather than some of the current crew) or he can arrive at the island later (his ship can be blown off course, he may have jumped a slave ship, etc.) However, the game is usually more enjoyable when Conan is around. It gives the player characters a better sense of history and heroics.

Be careful with the balance of certain areas. If there are really tough creatures within, make sure that some bit of information or treasure is around so that conquering the monster is worthwhile, even if it is a passage to somewhere else. Otherwise the characters will begin to question if they should bother with ferocious monsters.

Finally, if you greatly alter the area make sure it follows some theme, either the one included or one of your own. Randomly placed monsters and villains, treasure that exists for no specific purpose, and locations that have no meaning or sense often make for uninteresting gaming.

HOW TO USE THE SETTING

The map of The City of The King found on the inside cover is the key to this setting. It is designed so that you and the players can look at the entire layout of the ruins. While this might not seem logical (a party entering the city couldn't see more than a few blocks away), it is easier for you and for the players to indicate where they are located, where they wish to fire an arrow, and so on. The markings on this large map are for ease of reference.

You, however, need more information on specific buildings. That information is provided in the text of this booklet. The city map has been divided into fourteen different sections. Each section has specific numbered buildings which correspond to the text provided hereafter. So, if the characters enter the city through the main gateway (enter section 2 from area CC) and explore the first building to their left, you would find that section in the text and locate the building. If it is already numbered you know there is a description for that building listed under the number, in this case 2.4 (section 2, building 4). The divisions between sections are usually streets or the river.

Though the party can be indicated on the map, it may still be difficult to determine exactly where they are in reference to a monster, doorway, or treasure. To further clarify positions try using 3-dimensional paper characters, cardboard counters, or miniature metal figures to represent the characters. These are placed wherever the players want their characters to be in relation to their objective or a nearby structure. A plain sheet of paper with the doorway, wall, or whatever quickly scrawled on it is a common way Judges show players the immediate setting, then the players place their markers where they want to be.

You may also note the many buildings on the map that have no numbers in them. These are empty hovels or crumbled ruins.

Now start making the setting more personalized if you wish. Create something in those empty buildings: traps, monsters, clues to another puzzle. You can do this with the buildings that are already marked, but make sure you don't completely unbalance the adventure. Also, if you create something new, don't forget to number it on your map and have the corresponding number on your written description.



GENERAL BACKGROUND

Before going any further, read the *Cults & Magic Items* section, the *Runes & Lore* section, and Sar'Wik and Materhatrix in the *New Monsters* section in the back of this booklet.

ATOTHAR: The island's name is actually Atothar, but it has been lost in history. It was the hub of the Atotharian Empire, an island empire of the western sea over a thousand years ago. From this empire much good, and eventually much more evil, spread over the lands that were to become the Hyborian world. It is the birthplace of the Atotharian Sages who, though founded to fight evil, eventually were corrupted and helped to promote the cause of evil or "unclean" creatures and their queen, Materhatrix. This evil became so great that, in the end, it required all of the Atotharian Empire's resources to fight it. Though the evil was severely depleted, the effort was too much for the empire and it sank into history and dim legends.

Today it is an overgrown island with only a few ruins left as a reminder of its past glories. Very few people venture here anymore, and still fewer live to tell of it. It is the last bastion for many unclean species, and for their queen as well. Wrapped in everpresent fog, not appearing on any modern Hyborian map, it is the land of dreams and nightmares.

THE CITY OF THE KING: The City of the King was the capital city of the Atotharian Empire. Built by Rexelgior, one of the great Atotharian kings and father of Omnibelgior, it was one of the largest and most beautiful cities of its time. The City of the King is located on an inland lake. The Colver River provides a direct natural canal from the sea to the city gates. In its time, this passageway was called the King's Canal and was heavily fortified.

Today the city, like the island, is overgrown and relatively deserted. After its heyday, fires, occasional earthquakes, and even one successful pirate raid reduced much of the city to ashes, rubble, and ruins. Miraculously, some of the marketplaces and mansions are still intact, but weed-clogged and vine-covered.

As the information found in the previous sections indicates, evil is abundant on Atothar and especially in the City of the Kings. Omnibelgior, the last true and great king of the Atotharian Empire, unwittingly wed Materhatrix, a most ancient queen of evil who specialized in schemes and experiments. The eventual result of this marriage was the unleashing of a corrupting, undermining influence on the empire and the city in particular. This evil is still so strong that it can be felt when you are in the city.

Before going any further, read the *Player and Non-Player Character* sections, the *Ship* section, and the rest of the *New Monster* section at the back of this booklet.

ADVENTURE THEME — CHARACTERS: The previous sections are constructed with a specific adventure theme using specific characters and non-player characters. This theme can be used, altered, or discarded, as you desire. The following is additional information or clarifications concerning the characters. In private, read each player their corresponding character information.

Mennifir—The Nemedian Chroniclers believe they have discovered the location of an ancient land referred to in many legends as the land of dreams. It may be Tothra, Acheron, Andarra, or a

completely unknown land (see the Lore section of the Conan Game). Much evil seems to be connected to its history, but that was at least 1,000 years ago. Because of this missing information in their scrolls, the Chroniclers have sent you, one of their younger, more expendable members, to locate this land. If you find it, you are to gather as much information as possible about its past and bring that information back to Nemedra, for which you will gain great prestige and no small wealth.

You know the exact coordinates of the island and have been told that references to great evil springing from there abounds in the tales. You have been given a bracelet believed to have been made there (see Bracelets of Sir'San in the Magical Items section, but do not tell Mennifir what it is until she is close to a Hound of the Sage) and determined to be of some magical nature, though they do not know of what kind or function. In your small trunk is a one-use pack of blinding dust and two draughts of golden elixir (see these Magical Items in the Conan Game.) They have also told you that they would have a professional mercenary on board who would protect you. (JUDGE: They could not send one here in time, but Mennifir does not know this. Tell her Conan keeps looking at her as if they share a common secret.)

Jayapakash—You are a friend of Conan's, but more out of necessity than anything else. The Yezud priesthood has offered a bounty of 100 gold luna for your life for attempting to steal from their order. So Conan seems to be a good man to have at your back. No one on the venture knows about this bounty...you think. (JUDGE: see the Conan section and tell Jayapakash the story he has told Conan about this venture.)

Conan—Jayapakash has brought you into this deal and explained to you that he believes there is more to Mennifir's story than she wishes to say. In the "City of Thieves," where he comes from, it is common knowledge that the Nemedian Chroniclers have a cache of gold hidden somewhere to fund their operations. He believes this is where Mennifir is leading them, possibly to loot it. You also cannot help but notice that she seems to keep glancing at you favorably. (JUDGE: This is all untrue, but Jayapakash thought it would help to persuade Conan to come along.)

Alwyn—You are aware of the bounty on Jayapakash. You have been living the last year or so as a bounty hunter and have tracked him to Messantia, but you are not sure that you can take both him and his friend, Conan. You are aware of no bounty for Conan. While you were following them, you heard of this venture they were joining and decided to go along, both to follow Jayapakash and in hopes of booty.

Xystus—You have trained your kestral to obey five commands; blind (a special attack at the target's eyes), kill (keep attacking until the target is dead), fetch (grasp the target and return), silence (make no noise and don't move), and locate (an aerial method of pointing out the location of a visible-by-air potential enemy ahead of you when traveling.) You also have an Apple of Derketa hidden on your person (see the Conan™ Game's Lore section.) This poison can be applied to your kestral's talons, making it extremely dangerous, or you can use it in the more conventional methods. It has the equivalent of four man-sized killing doses.

Antony—You are not all you seem to be. You are acting secretly for the Argossean government. They believe the talks of an island

expedition are a smoke screen for the true intent of joining the Black Corsairs. As the officials of Argos would like to sneak an informant into those piratical ranks, they find this to be a perfect opportunity. You have been promised future exclusion from all taxes for both you and your father (a great reward), if you can provide them with information. You have not told anyone else about your true position. You are not a loyal Argosesean and your father has only a few years left to live, but you believe information of any real value could also be bartered in exchange for gold lunas.

ADVENTURE THEME—STORY: After you read the players their individual character descriptions, the non-player character crew and stow-away descriptions, the ship description, and met privately with each player, read them the following.

You have been out to sea for eight weeks on what has been an uneventful voyage. The *Flying Fish* has performed well. The weather has been eerily quiet. You have not seen any other ships but one with an ebony sail, a Black Corsair. You steered away from the dark and evil ship, however. During the weeks of sailing together you have learned something about one another.

At this time, ask the players to tell each other something or everything about their characters. They can give their descriptions from the character appendix, they can tell everything they know about themselves or what they suspect of each other, or they can fabricate any story they desire. The crew, because it is answerable to the captain, Antony, will tell the truth about their talents and abilities, but lessen the severity or omit any weaknesses they have.

During your voyage you have seen land only once—the Isle of the Black Ones which you passed weeks ago. Your supplies need replenishing, but you know not where to go, for you are off the map of the known seas. Still Mennifir seems confident. She believes you will find land soon. The sun has been under dark, ominous clouds for the last few days, but no rain has fallen to replenish your water barrels. This morning you awoke to a thick fog enveloping you that crept in during the night. The wind has died down and you have taken to your oars to try to move into a windier location.

This continues for a few days and now Mennifir appears to be concerned. Without the sun and stars to reckon by, she and Antony have no way of knowing your location. During the second night of being fog-bound, strange sounds drift over the sea. They are eerie sounds of a large horn or animal howl from far off. During the third day, a raft comes floating out of the mist and you quickly grapple it alongside.

It is a crudely built thing of vines and logs. Its condition indicates that it cannot have been in the water for more than a few days. Upon it is an old man. His chest-length beard and tattered clothes suggest that he was shipwrecked nearby. He has an animal skin of water, some large leaves wrapped around berries and edible roots, and a rusty dagger on the raft. Tucked in his waistband is a bone that he clutches, even though unconscious. He lies in that state for hours, then, after much hot broth and some liquor has been forced down his throat, he tries to talk.

The old man is a cartographer that has been shipwrecked for decades on Atothar. He only recently has decided to try to make it back to civilization. He thought he would go insane from hiding on the island from its evil inhabitants. His son, Sar'Wik, has





gone insane, too. But the ordeal has proven too much for his age and the few days he has drifted in the fog which surrounds the island has worsened his health considerably. He answers only with the following phrases, so if a character asks a suitable question, he answers with the proper phrase. But if the characters ask any other questions, he either babbles incomprehensibly or says something nonsensical. He may repeat phrases when answering. After twenty questions he loses all strength and dies.

"Wik, my name is Wik."

"I was shipwrecked when I was eighteen." (He looks to be in his sixties now.)

"Map, you must save the map."

"Great evil exists! Horrible things."

"She guards the treasure...eaten hundreds who came for it."

"My son still lives...he, he cannot..."

"Atothar!"

"Your only hope is the Cleansing Sign."

"Hidey hole (giggle,giggle), they can't find me in my hidey-hole."

"Why is it so cold?"

The last thing he will say is, "Sar'Wik, I am sorry...gurgle, gurgle...."

The instant he dies read the players the following.

As the old man's last breath rattles in his throat, his hand convulses around the bone he had tucked in his belt, then goes limp. At almost the same instant, the ship begins to drift clear of the fog and, there before you, lies a jungle island. The crew murmurs of evil magic and seems ill at ease.

If the players check the bone, they find it is a hollowed human leg bone with a rolled up map inside (show the players the map of Atothar). About two hours to the south of them is the Colver River entrance.

If the characters decide to go ashore immediately and replenish their supplies, it should take no longer than three hours. Roll the dice and refer to the Jungle or Shore Encounter Tables, depending where the characters are after two hours, to see if anything is attracted to their presence.

If they decide to penetrate the island's jungle instead of going up the Colver River, or if they decide to camp out on the beach, they have an encounter within two hours (roll on appropriate table ignoring the "no encounter" listings), and then every hour after that until they leave the area and return to the ship. Once they enter the mouth of the Colver, go to the next section, The King's Canal.

ENCOUNTER TABLES

The following tables are for use throughout the adventure whenever the expedition stays or travels in the jungle or river/sea shore for more than an hour. Roll percentile dice every time period laid down in the text (they differ by area). Then choose or roll randomly the number of creatures encountered (the range is given after the encounter title). Any encounters should be logical, that is, a Dark Swimmer would be lurking in the water when a crew member went to wash out his clothes or went for a walk in the surf.

TABLE 1: JUNGLE

Die Roll	Type	(Number of creatures)
01-40	No Encounter	
41-50	Lions*	(1-2)
51-55	Ghouls**	(1-5)
56-60	Yothga**	(1)
61-65	Wolves of Sar'Wik	(1-5)
66-70	Hounds of the Sage	(1-10)
71-73	The Antecrawler	(1-2)
74-76	Giant Venomous Spider	(1)
77-80	Ebony Rats	(6-10)
81-90	Plodders	(1-5)
91-95	Undersnake	(1)
96-00	Misc. Animal or Reptile	(1)

TABLE 2: SHORE

Die Roll	Type	(Number of creatures)
01-50	No Encounter	
51-55	Lion*	(1)
56-60	Ghouls**	(1-5)
61-65	Spiders**	(1-2)
66-70	Black Scorpion**	(1)
71-80	Wharf Rats	(6-10)
81-85	Ebony Rats	(1-2)
86-90	Nightwings	(1-2)
91-95	Undersnake	(1)
96-00	Dark Swimmers	(1-5)

* = Creature found in the *Tower of the Elephant* adventure in the Conan Game.

** = Creature found in the Creatures section of the Conan Game. Misc. Animals or Reptiles = Judge's discretion if they do damage and how much.

TABLE 3: MID-WATER

Die Roll	Type	(Number of creatures)
01-25	No Encounter	
26-45	Wharf Rats	(1d5 + 2)
46-55	Ebony Rats	(1-2)
56-60	Plodders	(1-5)
61-65	Giant Venomous Spider	(1)
66-80	Nightwings	(1-5)
81-00	Dark Swimmers	(1d5 + 1)

KING'S CANAL: Look at the map of Atothar Isle now, if you have not studied it before. Make sure the party does not look at it unless they find a copy of it. The letters A through E appear on the map on the eastern half of the island. The letter A represents the



point where the expedition first sights land. Point B is the Colver Pillars that stand at the mouth of the King's Canal. The ruins of C used to be defenses built into the banks to prevent any pirate attacks that may have broken through point B, these were called Rex Hold. Point D is the ruins of a lighthouse on the south shore of the lake where there are dangerous waters. And Point E is the City of The King.

Mennifer believes the expedition should travel up the Colver to the inland lake. If other characters disagree, they must sail around the isle until they heed Mennifer's advice. Once they start up the Colver it will take them an entire day to reach the City of the King if they do not investigate the ruins along the way.

Do not discourage investigations, but keep track of the approximate time they spend on shore or in the jungle. The normal trip takes 12 hours, so determine when the party started up river and how long it spends on delays to figure out exactly when they will arrive at the city. The reason for this is to determine if they must spend the night in the King's Canal. During the day, check for an encounter once every four hours the ship is on the river (Table 3: Mid-Water). During the night check once every two hours for an encounter. Dawn is at 5:00 a.m. and darkness settles in around 9:00 p.m.

All the creatures can either swim, fly, or extend a web over the river, thus reaching the ship and crew. The Dark Swimmers jump to strike with their man-catchers but are at a -15 when attacking this way. The Nightwings fly over rivers and close to the shores of the lake, but do not fly far onto the lake. Pladders build crude rafts. The other land creatures swim with the aid of flotsam. The players should set the watches. Write down who is on each watch and how long the watch lasts.

This encounter procedure should be used every time the ship is left manned on the water or at shore, even if the some of the party is in the jungle or ruins.

The Colver Pillars: As the expedition draws close to the mouth of the Colver River, read the players the following.

A cry from the seaman watching at the bow has drawn your attention. He is calling excitedly in Argossean and pointing enthusiastically. Antony laughs aloud and tells you that the watch has sighted a fast current that seems to be flowing inland. As he brings the ship about in the direction of the flow, the crew lowers the oars and begins to backrow, slowing down any tug the mighty inland river may have on you. The land drifts closer and the opening of a river can be clearly seen.

Mennifer, who has drawn a tube from her trunk and put it up to her eye, now stands with her mouth open. Slowly she passes it around. It magically brings much closer whatever you are viewing. There, on either side of the river, are the remains of two massive pillars, ancient and weathered. Finally Mennifer says, "This is the entrance..."

As the ship pulls closer the characters can make out ancient runes on the pillars. Mennifer can read these somewhat, if she thinks to ask if she knows them from her Nemedian Chronicler lore. They say "The King's Canal" on one pillar and "The Colver River" on the other. It appears as if there were two large buildings next to each pillar at one time, but they are completely covered in vines now and have crumbled. If the players want to beach on either

side and investigate, roll the dice and consult Table 1: Jungle (ignore the "no encounter" numbers) to determine the creature the party encounters.

It is apparent that at one time a mammoth chain spanned the two buildings and could be lowered into the river to allow passage or be hauled up to prevent unwanted vessels. Any investigation inside the buildings will show the rusted remains of the machinery, including sections where ballista used to be. After the creature has been defeated, the adventurers can explore at will. They notice that the name "ATOTHAR" is inscribed in the stone above each building's entryway. In the southernmost building is a bastard sword in remarkably good shape. It has a Cleansing Sign forged on its blade (see Magic Items). In the northernmost building are a dozen arrowheads hidden under a loose plank. If the characters search thoroughly they will find them. These heads are metal and have the Cleansing Sign forged on them. A fletcher or woodcarver could easily fit them on new shafts. Nothing else is to be found in either building.

Rex Hold: There are two large buildings along the river at point C, and another long, low building on the northern shore. The foundation of a stone fortress peeks out from beneath the thick growth of vegetation. These buildings are in worse shape than those at the river's entrance.

Two Gray Climbers hide on the southern building, ready to throw rocks at anyone trying to dock by their building (throw-15, treat the rocks as a club.) Inside this building is the remains of the hold's captain, including his great axe with the Cleansing Sign, and a bracerot that is identical to the one worn by Mennifer (see Bracerot of Sir San in the Magic Item section).

The large northern building is full of lichen and a horrible, smelly black fungus. It is completely harmless, though slightly poisonous if eaten.

The low northern building has three sleeping Prowler in the Ruins inside. Any loud or unwarranted noise wakes them. This is their den and they attack until dead to defend it. Inside is a trunk they cannot open. The map of the island lies inside the trunk along with a dirk with the Cleansing Sign and an onyx worked into it, and a finely-made basinet.

The Lake Colver Lighthouse: At the far south end of the lake is a small lighthouse. It was located here so that merchant ships who were putting in would see the jagged rocks that crop out occasionally on this end of the lake. In the old days this was a settlement of foreigners who were hoping to build another great city on this end of the lake. Nothing remains now, except this four-story lighthouse. It has a long dock that reaches out into the lake, for the shore is too rocky. Anyone walking this dock must roll once every game minute against their Prowess to determine if they fall through the rotten wood, up to a maximum of four rolls.

There are five Dark Swimmers below the water line who are hiding, but will certainly take the "blessing" of a meal dropping in. The only things of value in the lighthouse are another copy of the island map, identical to the one in Rex Hold, and a large amount of oil, which, although rancid is still quite flammable.



CITY OF THE KING — BACKGROUND

THE CITY OF THE KING MAP KEY

Look at the various sectional maps of the city and study the key on the players map.

Canal or Inland Lake: Lake Colver, the "Inland Sea," is at the bottom of the map. By the end of the docks, it is quite deep. The canal that runs eastward through the center of the ruins was once called the City Canal and was used for transportation and sanitation purposes. Today it is stagnant and overgrown with weeds. It is usually inhabited by Dark Swimmers (60% chance of 1-5 Dark Swimmers being in the City Canal when and where a party member enters it).

Wooden Door: This is a normal wooden door, easily kicked in by anyone with a Strength of 5 or more. Anyone else must make a roll against Strength on the Resolution Table. Most of these doors have simple wooden slide bolts inside.

Door Locked: This wooden door is reinforced by heavier wooden beams or metal strips and has a metal keylock. It can only be broken into by two or more characters using something as a ram (loose posts are easy to locate in the ruins).

Archway in Wall: This is a simple stone archway built in defense or retainer walls to allow passage through them. They were used as checkpoints throughout the city. The archways had iron gates attached to them but they have all been torn down.

Stone Surrounding Wall: These are thick, durable stone walls that are still standing. They were constructed of quarried stone and were used for defense or security purposes. The outer walls are thirty feet high as is the thick wall that runs north-south through the city. Plaza court walls surrounding a group of buildings or an estate are ten feet high.

Brick Plaza or Patio: This is an area where the ground is covered with bricks, instead of hard-packed dirt or gravel. So talented were the Atotharian brickworking artisans, that many of these plazas still exist intact, although somewhat weed-strewn.

Overgrown Garden: This is a private orchard or garden that has gone wild, but still has edible fruit and vegetables in it.

Stone Bridge: These are great arching bridges over the canal that are made of quarried stone. At one time there were iron gates at either end of each bridge but they have all been torn down.

Tower or Turret: This indicates that there is a stone tower or turret on the grounds or attached to the structure.

Cobbled Streets: The cobblestone streets of Atothar were quite advanced in their day. Smoothed stones were laid in a cement-type mixture over a quarried stone base laid on a gravel bed. The result is a durable, but bumpy, roadway that did not suffer the same weather effects as dirt roads. Dirt roads were used throughout the rest of the city, but are lost to weeds and rubble now.

Crumbled Outer Wall: These are sections of the outer walls where tremors, erosion, or fire took their toll. The wall is half collapsed

but still must be climbed over. A wall that is crumbled on both sides has completely collapsed and is nothing but rubble.

Burned Out Rubble: These areas were wooden or wattle structures that burned out over the decades. Great fires swept most of the city and what is pictured on the map is the core that remains. The vast expanse to the north, east, and west, where most of the common living quarters, older marketplaces, and stables were, has been completely gutted and now is overgrown rubble.

Overgrown Area: Nature has gone wild in these areas. Large trees and waist-high grass grows everywhere, making them look more like fields.

LETTERED AREAS

A. This is an outer defensive east wall with two square towers at each end and a great archway beneath for the river to run through. There are four Plodders living here. The only thing of any value is an arm armor lying in the north tower.

B,C,E, & F. Stone bridges crossing the canal. Walking across single file is no problem, but anyone walking near the edge, crowding together, engaging in combat, or moving around excessively runs a 50% chance of hitting a crumbled area and falling through into the canal. If this happens 10 times on one bridge, the entire bridge will collapse.

D. Identical to A., except it is inhabited by hundreds of normal, small rats. Anyone entering this building is warned right away by the smell. If they persist in trying to search the place, they are swamped by the rats and receive 4 points of damage per round, unless they are fully armored. Allow for creative ways of removing the rats (working with the Hounds, etc.) Because of the rats' presence, this structure is relatively unsearched. Inside is a broadsword, a spear, and three dirks, all forged with the Cleansing Sign, 2 brigandines, 2 armets, a mail suit, and a coif, all covered in rat droppings.

G. Identical to A., except it has two turrets instead of towers, is uninhabited, and empty.

AA, BB, & DD. These were wooden residential districts that burned down long ago. The rubble and overgrowth is so bad it causes movement to drop to one-quarter its normal rate. For each entire day the players spend searching the rubble, they find two weapons forged with the Cleansing Sign and one piece of armor. They also have a 30% chance of finding between 5 and 15 gold lunas (the maximum they can ever find in one specific area is 6 weapons, 4 pieces of armor, and 40 gold lunas). For every four hours they spend in the rubble, roll the dice and consult Table 4: Ruins to determine what they encounter.

CC. This is a huge sandy beach area that lies before the city's entrance. Treat it as a shore for purposes of camping and encounters. On the beach are three massive piers made of granite. The Flying Fish can be docked at any pier the players wish. There is a building at the end of each dock.

CC.1 This building is deserted, except for some rotting fish nets and buoys.



CC.2 This building has the door ripped off its hinges and is piled high with bones. It is the depository for the bones collected by Sar'Wik.

CC.3 This building has piles of rope, all completely worthless, and one coiled Undersnake.

CC.4 This encounter takes place just to the west of the city wall (read 2.3 first and describe the building to the party). A young man is lying on the sand, apparently sunning himself. He will be quite friendly and cheerful. He has no weapons. This is Sar'Wik who is attempting a ruse (see New Monster section for Sar'Wik's description). He will ask if you have seen his father along the canal. The description he gives matches that of the old man you found floating on the raft. He actually was Sar'Wik's father.

When Sar'Wik is told of his father's death he is grief-stricken. He tells you that it is safe to camp here on the beach, but not safe to stay on the ship because it attracts the Dark Swimmers. All the answers about Dark Swimmers he answers truthfully as they are one of the only evil creatures who do not obey him.

Once Martina and Mennifir are on shore he exhibits great curiosity about them, never having seen a woman before. As soon as he can get Martina to come with him to "look at something I found in the city," the party is attacked by six Prowlers who have been buried in the sand awaiting their master's signal. He blows a conch horn and the Prowlers spring up. Immediately, Sar'Wik springs open a trap door he has built in the sand (at the same location where he is sun-bathing), pushes Martina through, jumps in himself, and locks the door. There is a Prowler right next to the trap door who prevents anyone from hindering Sar'Wik's escape.

The trap door and tunnel are made of quarried stone and have taken Sar'Wik years to build, even with the help of his evil followers. The party will not be able to pry the trap door open, once shut. When Sar'Wik has escaped, the Prowlers will jump into the lake and submerge. They will swim along the lake shore and eventually come back into the city through the city canal, a trip that will take them a day.

there are Hounds anywhere near the expedition, he will keep at a safe distance.

ATMOSPHERE: Remember that the atmosphere is a cross between a deserted town, an evil temple, and moldy ruins. Almost all of the buildings smell inside, if they've been closed up. There are old animal droppings everywhere and new ones here and there. No birds can be heard chirping or squirrels chattering. It is deathly quiet except for an occasional slithering, plodding, or flapping sound, howling or baying from the wolves or the hounds, and the sound of buildings crumbling under the weight of their age, or the weight of a creature's tread. Everywhere you look, weeds, vines, and tall grass have taken over. The vegetation and the rubble make it very easy for a creature or a character to hide. Since debris is everywhere and often cannot be seen, normal movement rate is halved for any bipedal character or creature.

AREA 1

Area 1 contains an estate and a professional business district.

1.1 Estate Mansion. (3 stories, 4 rooms per floor, no open windows, 2 skeletons on 1st floor, chests, trunks everywhere)

Three Plodders have made their den on the third floor. Within their den is a mirror with a quartz handle worth 6 SL.

1.2 Estate Tower. (3 stories, 1 room per floor, 2 shuttered windows per floor, chests on 2nd floor)

This used to be an observatory for the owner of the mansion, who was an astronomer. Antony can recognize the books (worth 15 SL) on the third floor as being ancient works on astronomy and navigation. The third floor is full of bats, however, and their shuffling can be heard even on the first floor. If a character attacks or disturbs them, they all fly about and will not be able to leave by the small hole in the roof, which is their normal access, thus causing 1 point of damage per round to anyone in the room. If the windows are opened, though, they all fly harmlessly outside.

1.3 Physician's Office. (2 shuttered windows, 1 skeleton, cupboards and chests)

There are four Prowlers in here who have seen the party coming and hope to ambush them. This building was looted long ago.

1.4 Scribe's Offices. (4 rooms, one open window in each room)

This was the working space for four professional scribes. Each room has a desk, stool, and paraphernalia, most of which is no longer any good. There are four good quill pens and some sealed ink that can still be used. On one of the desks is the remnant of a scroll. Through a freak of nature the sunlight has baked the ink onto the desk while rotting away the paper.

TABLE 4: RUINS

Die Roll	Type	(Number of creatures)
01-20	No Encounters	
21-25	Ghouls*	(1-5)
26-35	Wolves of Sar'Wik	(1-5)
36-47	Hounds of the Sage	(1d5 + 3)
48-50	Antecrawler	(1)
51-53	Giant Venomous Spider	(1)
54-63	Ebony Rats	(1-2)
64-69	Prowlers in the Ruins	(1)
70-74	Nightwings	(1-2)
75-80	Gray Climbers	(1-2)
81-93	Plodders	(1-5)
94-98	Undersnake	(1)
99-00	Sar'Wik**	

* = Ghouls are found in the Creature section of the Conan Game.

** = Sar'Wik has a 30% chance of being in his lupine form. If

Omnibelgior the King has died this last night. The queen, Materatrix, is now in full and uncontested control of the empire. Alas, Fredric, we have spent ourselves destroying the evil of the empire, only to have it burrow into our very heart. If only the Sages had not been corrupted...



1.5 Physician's Office.

This was a physician's office, but has also been cleaned out except for a skeleton covered in rags and decayed material. If anyone bothers to rummage through it, they find two packets of powder. Characters with Medical talents may make a roll against Knowledge to determine the powder's properties. One powder is red. When mixed with wine and drunk, it instantly nullifies any poison damage the character may have sustained within the last 12 hours. The other powder is white. When mixed with a little water, it becomes a healing paste. This paste can be smeared on any cuts or abrasions and heal back 5 points of damage. There is enough of the powder to make three treatments.

1.6 Guard House.

In an affluent area such as this, a private constabulary was sometimes employed. This was their office/guardhouse. A chair and desk remain. Inside is the lair of a Giant Venomous Spider. The remains of one hound and two wolves are also inside. The spider is not hungry enough to venture outside, but attacks any who invade its lair. Inside, under the carcasses, is a cast iron key from the old days. This key has a 20% chance of working on any reinforced wooden door lock.

1.7 Astrologer's Office. (2 shuttered windows, roofless)

The ancient symbol of the astrologer can still be seen on the door. Everything was cleared out long ago and Sar'Wik, as a diversion, built a trap within. Anyone stepping into the room sees a pile of smashed wooden furniture. If the chair blocking access to the room is moved, it releases a floor spring which slaps a board with spikes at whoever is standing in the doorway. The damage is 7 points unless the character makes a successful Acrobatics roll on the Resolution Table to dodge the trap. A successful dodge means the character receives only 3 points of damage.

AREA 2

Area 2 is the warehouse district just inside the lakeside city gates.

2.1 Granary. (3 stories, roofless, door locked)

The stench of rotted grain permeates this building even though it was emptied long ago. The Nightwings have claimed this area and nest here. If the characters can unlock the door and gain entrance, they see that the entire building has no inner floors or rooms, only massive beams and buttresses from which Nightwings perch. There are always five of them in here, two asleep. The sleeping ones lose a round of reaction, but wake at the slightest commotion.

If the players search the area after they have defeated the Nightwings they discover a trapdoor in the northeast corner of the building. Under the trapdoor is a small stone room about six feet square. It appears to be a treasure vault. Inside are two human skeletons. One has a dirk with the Cleansing Sign and a breastplate. The other, possibly a woman by the remains of her clothing and sandals, has an amber comb and a jet comb. Both combs are worth 4 SL.

2.2 Merchant's Warehouse. (2 stories, door open and off hinges)

This is a warehouse that was used by merchants to store goods before they were shipped. There is rotten wooden scaffolding everywhere. Though the door is reinforced, it was broken down

by Materhatrix about a year ago. Anyone approaching the doorway can hear something scrambling about inside. It is a wild pig. There are crates everywhere, most of them open. The closed crates hold worthless items. Behind one of the crates are three ebony rats. They would prefer not to battle more than four people. If they are confronted, they try to bite.

2.3 Lakeside City Entrance. (3 stories, 2 rooms per floor, 7 skeletons on 1st floor, door locked)

This fort/entranceway has a double portcullis that has been lowered and is now rusted tight, so there is no way in here. On the outside, facing the lake, there is an inscription on each side of the door. It is written in numerous languages, one is ancient Argos-sean that the sailors can understand. It reads:

Beyond here be no dragons,
No unclean and no were,
No evil creatures crawling
Or lie in darkness there.

Vampires, snake-gods, changelings,
All have thither gone.
All herein destroyed,
If decayed or demon-spawn.

Rest, then, weary traveler,
In the home of a goodly Lord.
For Omnibelgior rules here,
By golden crown and sword.

Be assured, oh wary pilgrim,
That here be no such thing,
As a creature with evil intent
Within the City of the King.

2.4 General Warehouse.

This two-story warehouse is empty, except for seven crates. In the southwest corner of the building is a trap door leading to a six-foot cubical room. This room has a stone-lined tunnel which connects to the trapdoor in the sand used by Sar'Wik (CC.4). If the adventurers search the crates they find a hole in the northwest corner wall, hidden by one of the crates. It opens into the warehouse to the west of 2.4. Any successful use of a Tracking talent will show that one set of bare, human footprints has recently left the trapdoor in the southwest of 2.4, headed straight through the hole in the northwest corner, and exited out of that warehouse's unlocked northeast door. Outside the trail disappears.

2.5 Royal Warehouse. (2 stories, 3 rooms per floor, door locked)

Over the extremely reinforced, locked double-doors (front and back) is an unusual insignia. It is the Cleansing Sign set within a shield, topped by a crown. It appears to be a nobleman's symbol or heraldic emblem. Unless a key is successfully used on the metal locks or at least 10 characters find a metal ram and smash at the doors or a wall for an hour, there is no way to gain entrance. The characters can find a metal ram in the overgrowth outside the southern turret of wall G. Inside there are crates full of rotten silks.

Upstairs there is a set of royal armor that has been wrapped in oily clothes and sealed in a crate. It consists of both RA & LA arm armor (worth 2 GL each), an armet (worth 6 GL), a breastplate

(worth 10 GL), a tasset (worth 3 GL), RL & LL leg armor (worth 2 GL each), a great shield (worth 8 GL, see armor and shields for protection on page 22) and a matching bastard sword, dirk, and scabbards (worth 3 GL).

The entire suit and weapons are made of blackened steel with silver trim. The royal emblem is dominant on the breastplate and shield. The emblem will so frighten "unclean" creatures that they will never attack an individual wearing this suit unless there are at least three creatures who can attack him at once. The entire suit, unused, if sold as a set is worth 50 GL. Though ornamental and designed for show, the suit will perform as a normal suit of armor if worn.

There are also three arbalests in perfect shape, wrapped in oil-cloth and crated. Another crate here contains 3 arrow cases with 20 arrows each that are used with the arbalests.

2.6 Corner Tower. (3 stories, 2 rooms per floor, arrow slits, door open and off hinges)

This structure is part of the defensive outer wall system, thus the arrow-slits/windows. Anyone who approaches the slightly ajar door will hear a warning growl from within. This is the den of the Hounds of the Sage. Anyone wearing the magical Bracelet of Sir-San begins to pick up emotions from those animals. Inside are three female Hounds (as described in the New Monster section) who are guarding a total of 14 pups. their yipping giving their presence away.

Before the characters do anything, you may point out to them that four of the huge males are watching them from the alleyway between the westernmost warehouse and the western outer wall. They don't appear to be belligerent, just watchful and ready. There is nothing of value in the tower.

AREA 3

Area 3 east of the B bridge road is what is left of the inn district. Area 3 west of the B bridge road is a walled-off market place.

3.1 The Purple Horse Inn. (2 stories, 4 rooms on 1st floor, 10 rooms on 2nd, 6 shuttered windows on 2nd floor, 4 skeletons on 2nd floor)

A faded sign in the shape of a horse, a few flakes of purple paint still clinging, announces the inn's name. On the first floor in one of the windowless rooms used for storage, is an Antecrawler. In the third bedroom on the second floor is another. The fourth skeleton on the second floor has a rotted leather bag under his bed. In the bag are some sealed messages that were never delivered. Only one is still legible in a language similar to Nemedian. It reads:

Darling Jann,

A quick message to tell you I've been detained and won't be able to make the next ship, though this message should be delivered in time to catch the vessel. The conditions in the city are unbelievably bad. Commerce has almost ground to a halt and merchants are taking huge losses and leaving for the continent. It has been almost 100 years since Omnibelgior's reign ended, but the people whisper that his wife, accused of poisoning him and who ascended to the throne after his death, still rules today. The monarch is never seen and is not even referred to by name, only by references such as "her majesty." The true

power seems to be in the hands of a cult simply called the Sages. The people seem to fear them as much as their monarch. Wild animals even roam the streets at night and wolves reportedly dragged off a small girl last evening. I will complete my business next week or cancel it. Either way, expect me home before the next full moon.

Love, Ethas.

3.2 Harness Shop. (2 shuttered windows)

This old harness shop has no leather or tools, but a few crates marked for passage to an unknown land are unopened. There is an Undersnake beneath the dirt floor and moving the crates awakens it. Of the four crates only the largest holds anything useful. Inside are six sets of strange armor, studded leather and mail work, designed to fit a large quadraped. These are ancient combat harnesses for the Hounds of the Sage as described in the New Monster section. Anyone with Animal Handling talent or using a Bracelet of Sir-San can persuade a Hound to allow itself to be outfitted with this armor.

3.3 Woodcarver's Shop. (1 shuttered window)

This small shop still holds its work bench and three of its woodcarving tools, though they need sharpening. There are four Wharf Rats behind the work bench. If the characters search the shop, under a moldy mat they find a small trapdoor to a lower room of the same size. Someone has lived down here for a long time. A bed has been brought down, as were provisions and supplies. At one side of the room is a flat table and some cartographer's tools. Next to the table is a pile of grit that Conan or Alwyn will recognize as ground bone marrow, as if someone recently hollowed out a bone. There are two maps under the bed, one is identical to the player's map, the other is a map of the island. These should be enough clues for the party to figure out that this is the "hidey-hole" of Wik, the old man on the raft.

3.4 Candlemakers. (2 stories, 1 room per floor, 2 shuttered windows per floor)

In the courtyard of this small tower are numerous wooden slats, some still bound together by leather straps. If anyone tries to figure out what these are for, they should roll on the Resolution Table against their Knowledge. A successful result means the character recognizes these items as candlemaking racks. Inside the tower, on the first floor, everything is covered in a slimy, phosphorescent, yellow ooze. There is something moving underneath the ooze. It is a large beetle trying to find his way out.

The trick of this locale is to see how the players react to the ooze. The ooze is harmless, but highly flammable. One small flame causes the entire place to ignite in a matter of minutes.

If carefully handled, the ooze can be peeled back and rolled off like a tarpaulin. On the floor is a multitude of candle wax drippings and two coins. The coins are ancient and were minted during the reign of Omnibelgior. One shows Omnibelgior's visage with the name and Cleansing Sign below. It can be used to identify him if he appears. The other coin has a visage of a Hound of the Sage dressed in full battle attire, with the Cleansing Sign above it. If a fire starts, the heat is so great it melts the coins.

3.5 Fletcher's Shop. (2 shuttered windows)

This shop was entered only once, then left alone. A skeleton of a



child lies curled up in a corner. There are 100 shafts and 200 feathers in containers under a rotted blanket in the corner. Apparently the fletcher took all the arrowheads with him when he left. This building is very old and unstable. If any force is put on the walls it will collapse.

3.6 Bowmaker.

This tiny shop is yet another of Sar'Wik's traps. When the door is opened, the characters can see three rotted old bows on the far wall, and one normal short bow on the counter to the left. This building actually had a storage cellar the same size below it. Sar'Wik ripped out the old floor boards and supports, set new ones in, and planted spikes in the cellar. Anyone who walks into the room immediately breaks through the unsupported planks and falls onto the spikes, receiving 10 points of damage.

3.7 Potter's Shop. (3 shuttered windows, roofless, door open)

There is debris everywhere. The collapsed roof, pottery wheels, tables, and smashed pots fill this room. Hidden from the doorway's view are two Wolves ready to attack any who enter.

AREA 4

Area 4 consists of a walled-in food market area (for the well-to-do) and several taverns clustered around the south arch-gateway of defense wall D.

4.1 Bakery. (3 rooms, 4 shuttered windows per room)

This store used to bake and sell all manner of fancy breads, buns, and desserts. The ovens are still intact and the grain barrels are in good shape, though the flour and grains are wormy and bad. This bakery was one of the last places kept up by humans on the island until they were finally driven into extinction. They hid what few valuables they had in the barrels. A coral necklace worth 2 GL lies hidden in the corn barrel. One of the three flour barrels has a leather sack with four small pearls inside worth 8 GL each, and an Undersnake that has burrowed up through the rotten bottom. A barrel of moldy buns has a diamond (worth 325 GL) baked into one of them.

4.2 Fruit Merchant. (door locked)

This shop has pictures of fruits carved in the door, not an unusual practice for a rich merchant. The inside is pretty-well gutted. Two Plodders rest inside. They have the iron key to this door and know how to use it. They stand on either side of the door when it is opened, clubs in hand.

4.3 Butcher Shop. (2 rooms, door to 2nd room locked)

If the players open this door, they see a room about half the length of the building. At the far end of the room is another reinforced wooden door that is locked. The entire room is filled with a black, bumpy ooze that has been growing in here for centuries. It is poisonous, 10/10/10 hours, but otherwise harmless. It can be beneficial to the players because it absolutely will not burn. If smeared on a character, the person so covered could run through fire and not be burned, though the smoke inhalation would eventually kill him.

Behind the second door is the butchering room. There is a complete set of butcher's knives, cleavers, and whetstones here. Also in the room are two skeletons. One skeleton is an unknown quadruped that was being butchered and the other, the butcher.

On top of the shop are five Gray Climbers who have been following the expedition. They carry sacks of large stones. If all of the party have entered the building, they attack after someone exits. If the characters stay outside for any length of time, the Gray Climbers attack, hoping to scare most off and collect for a meal any who have fallen.

4.4 Spice Shop. (2 rooms, door open)

Innumerable shelves line this shop and a rainbow of dust and spices share the floor with hundreds of shattered pots and jars. One Ebony Rat is perched on a shelf above the door. He pounces on the first creature who enters.

If the characters search this shop, they find three intact jars. One is a rare spice that they have never tasted (worth 10 GL). Another is pepper; most effective when something is sniffing out your trail. The third has altered drastically over the decades. Anyone who sniffs it drops unconscious for a few minutes. If it is thrown as a bomb, anyone within a 10-foot radius of its shatter point is knocked out for an hour (Dark Swimmers, Spiders, and Materhatrix excluded).

4.5 A pack of six male Hounds of the Sage are located in this court. They do not attack unless the characters attack.

4.6 Gold Sword Tavern.

The tavern's name is carved on the door. This long, low tavern has all of its original furniture intact, but is in disarray. Inside is a Giant Venomous Spider of a slightly different type. Its bite is 15, its damage endurance is 25, and its poison endurance is 5. The webbing is yellowish and looks like gold; it is not sticky and might be worth something to a merchant (your discretion).

When a character looks through the door, he sees skeletons everywhere, as if they've died while having a drink. Actually the spider dropped them there and fed on them. On the far side of the room one of the skeletons looks like it is wearing a fine, golden robe that is actually webbing. The spider is lurking beneath the table and cannot be seen through the web. It pounces when a character comes within 10 feet of the web.

4.7 Unknown Tavern. (12 open windows)

This tavern has been looted and searched over and over again. There is a Wharf Rat nosing about inside. If the characters search the bar area, they notice quite a gap between two of the floorboards. If they rip up the floorboards, they find five coins as described in 3.4, plus one that was minted during Materhatrix's early reign. It shows her visage, but not her name, only "her most gracious liegelaydy." The coin is most notable for the absence of the Cleansing Sign.

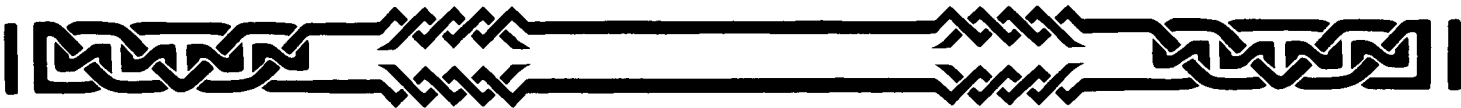
A successful Perception roll on the Resolution Table allows a character to notice that the visage is similar to that of Sar'Wik's.

AREA 5

Area 5 contains a walled-off smith guild plaza, a walled-off constabulary area, and a field.

5.1 Blacksmith's Residence. (3 shuttered windows, door locked)

Etched on the stone archways of the surrounding walls, the Cleansing Sign is still visible. Even though the Cleansing Sign has no real magic when displayed like this, evil beings are afraid that something may exist in those buildings to harm them. Conse-



quently, few creatures have entered this plaza over the centuries.

The blacksmith who ran this smithy was very well-to-do. It is obvious by the way the characters find the house, that the smithy knew death was coming. All of his tools are neatly laid out in a ring around his bed. His large skeleton is on the bed, arms crossed, hammer and stamp lying on his chest where he held them when he died.

If the characters examine the stamp, they discover it is the stamp of the Cleansing Sign used on all of the Atotharian weapons. The magic of this stamp still exists, if the smithy's forge and tools are used with it. Up to ten weapons can be stamped by anyone having a blacksmith's talent. They have the same effect on evil creatures as do the ancient Cleansing Sign weapons. The stamp then shatters and the world never again sees a new Cleansing Sign weapon.

5.2 Forge. (6 shuttered windows, 2 locked doors)

This forge is still operational, though new hide is needed to refashion the bellows, its leather having rotted away. The sailmaker can fashion a bellows with a blacksmith's instructions.

A tarantula has taken up residence in here (Dam End-1, Move-5, Poison-6/5/6 hrs). Anyone who enters this building has a 35% chance of being attacked. If it attacks, it bites and poisons the character, then tries to escape and hide. If successful at this, it is 24 hours before another encounter check must be made with this spider.

5.3 Constabulary. (door locked)

The small building is the office of the south river branch of the constabulary. Inside is a skeleton with a ring of keys. Trying these keys on the various iron locks throughout the city raises an adventurer's chance of unlocking a locked door to 65% (not cumulative with any other keys found.)

The large building is the lockup and has barred windows which are shuttered from the inside. Unknown to the players, there is a man-sized hole in the roof and the building contains three Gray Climbers. Also in the building are seven skeletons shackled together inside a large cage.

5.4 Wainwright/Wheelwright's Barn. (2 stories, door open)

Sar'Wik has set another trap in here. There are wagon bodies, yokes, tongues, crude axle springs, and wheels everywhere. If a character walks into the center of the barn, he is catapulted up against the ceiling (5 points of damage) then falls the 20 feet back down again (3 points of damage). This trap is so well covered that there is a 50% chance that the first person walking into the barn will set it off. Check for each character entering the barn until it is set off or they leave. If there is more than one person in the barn, there is a 15% cumulative chance per person that the victim of the trap will fall on someone.

Sar'Wik did not bother to clean up his last victim. He just set the trap again and left. This body is obviously that of a sailor and is about a year old. It has a katar and bag of 15 BL.

5.5 A pack of five Wolves of Sar'Wik are crouched in this field, waiting to ambush the party. Make a secret roll for anyone with an Observation talent to determine if they see the ambushing wolves. Hounds can smell them and, if accompanying the party, attack the wolves immediately.

5.6 Unknown to the wolves, there is a pair of Prowlers hiding by

the south entrance to bridge F. If the party is attacked by the wolves and tries to flee over this bridge, the Prowlers cut them off. If the party defeats the wolves, the Prowlers wait to see the condition of the survivors. They attack only if four or less are left undamaged. If the Hounds are with the party, the Prowlers slip into the canal and wait for another chance at someone crossing the bridge.

AREA 6

Area 6 covers both the north and south sides of the canal between the bridge road at F and wall G. It contains places of business and a small, walled-in estate.

6.1 Leather Goods Shop. (2 shuttered windows)

At one time a prosperous outlet for leather goods and clothing, this building now holds piles of rotted leather scraps and two skeletons. These bodies have both died here about a year ago. One is dressed as a sailor. His dirk is stuck in the floor where he fell. His cause of death can only be surmised as there are no obvious broken bones or severed limbs. The other corpse is dressed better. It has a rapier and jack, and was killed by a metal ball striking his head right between the eyes. The ball is still there. It was shot from an arbalest or a sling.

6.2 Tannery. (2 stories, eight shuttered windows)

There is still the faint smell of a tannery here. Inside are mounds of rotted hides and a few quadraped skeletons strewn about. These are centuries old. Within the year, four more bodies were added to the collection. Two were sailors equipped with cutlasses. There is a small bag under one with 10 BL. The other sailor has a gold ring in his ear worth 4 SL. They both had their chests caved in by some terrific blow from a blunt weapon.

The other two corpses were obviously large fighting men. Both wore helms and jacks and used bastard swords and dirks. One has a pouch with two garnets inside (worth 1 SL each). He was killed by a broken neck. The other died of indiscernable causes.

Up in the loft, behind piles of crumbling hides, are three Nightwings with their lances. They are watching the party and will attack when they feel it is to their advantage, there is enough room for them to maneuver in here and they can easily exit by the large open second floor door that is located on the south wall of the loft.

6.3 Cobbler's Shop.

As can plainly be seen by the shoe forms and some remaining tools, this was the shop of a cobbler, a shoe mender. In the darkness slithers a rattlesnake (DAM END-1, MOVE/STRIKE-10, BITE-1 10/8/2 hrs). The characters may not see him, but it rattles if threatened at least one round before he strikes. All the footwear has been looted, as has most of the metal tools, tacks, and nails. In the middle of the floor are two corpses that are a year old. One is a sailor armed with cutlass and dirk. He was killed by a metal ball to the right temple.

The other corpse was an older man, as can be seen by his gray hair. He appears to be southern, by what remains of his features, and does not seem to have any weapons but a small dagger. On his left hand is a ring that Mennifir or Xystus recognizes as being worn by priests of Set. He is covered by a voluminous cloak. If the characters search the cloak, they find a vial of Golden Elixir (see Magic Items in the Conan Game), two empty vials, and a journal. The



journal is written in a mixture of languages, possibly to prevent any one person from reading it. Because of the many languages, and spidery handwriting in the journal, not all the passages can be deciphered. The ones that can be follow in chronological order.

3rd Month, 4th Day. Island spotted after finally leaving fog. May be Tothra.

3rd Month, 5th Day. Have found inland river. Maybe takes us to capital city of empire.

3rd Month, 8th Day. Finally spotted remains of city. Captain still complains about five men lost to golden baboons in canal. Maybe my spell was more effective than thought, no sign of them for two days.

3rd Month, 10th Day. Fiends burned ship last night while we were ashore. Awoke to find it smoldering in lake. That's two lost on ship plus two lost yesterday. Must find her before we're destroyed. Know she's here, "persuaded" name Materhatrix out of captured fiend.

3rd Month, 12th Day. Accursed wolves and leader, the whelp, ambushed us by field this morning. Fight ended in tannery and we drove them off, but it cost four more. Want to cross over to mansions, she must be there, but captain says "rest, leave nothing at our back." May starve before we locate her.

3rd Month, 15th Day. Sailor & me, all that's left. Demons, half-man, half-crocodile, fell on us before dawn. As we two escaped, sounds of other's screams told us of their fate. In cobbler's shop where I wove strong spells to protect us. I'm weak, little food.

3rd Month, 18th Day. Big visitor last night, vibrations so great was afraid to open door and cast spell. Felt like giant passing by. Could it be Her in Her original form? Too weak to hold Her while making contact. Fear all is lost. Should have listened to old man on beach. Wonder how he survives.

6.4 Cloth Shop. (5 open windows, door off hinges)

Heaps of decaying cloth are everywhere. On top of a few bolts are four bodies, dead for about a year. One is a sailor and was armed with a club. Another is probably the captain. What remains of his clothing indicates they were fine. He has a cutlass and dirk, a bag of 15 GL, and five rings on his fingers worth 10 GL total. The other two bodies wear jacks, helms, and arm armor, which is too dented to use. They have spears and sabers. All have been picked clean to the bone. A fifth body lies in here, too. It is the remains of a Prowler. It appears as if the captain's cutlass hit its mark on the Prowler.

The characters should notice that this party, killed a year ago, has not been looted. That means that any looters or creatures who wanted jewels and weapons have not roamed here for at least a year. An NPC mentions it now, if the players have not.

6.5 Sar'Wik is crouching on this single story building. He has been waiting for the party to cross the bridge to attempt to kill a party member with his sling and metal shot. He automatically gets surprise on the first sling, quickly slings again, then jumps off the building. The characters recognize him but by the time they get there, he has vanished. As he jumps, he changes to wolf form and races away.

Any Hounds with the party pick up his scent, but he is far too

clever for them. If the party wants the Hounds to track him, they get hopelessly lost. Lead them astray for a half hour, then inform them that the trail looks like one they have already crossed. This encounter is placed over each bridge, with different numbers. It is used only the first time the players cross a bridge.

6.6 Estate of a Wine Merchant. (2 stories, 3 rooms per floor, 6 open windows per floor, 3-story tower, 1 floor underground)

This estate once belonged to a wealthy wine merchant. The main house has been extensively ransacked. The tower, dark and damp, has not been entered, but there is a one-foot-diameter hole next to the river, where the foundation has eroded under the surrounding wall and tower.

A 21-foot constrictor now makes his home in the tower's wine cellar (see Atotharian Wildlife). It is nestled up in the rafters and quite difficult to see, but drops itself on the first character to go into the tower basement. It does no coil damage the first round, but will bite. By the second round, two of its coils are wrapped around its victim. It adds two more coils every round of combat to its primary target or another who attacks it, until it reaches maximum coilage or is dead.

There are twenty wine bottles in this cellar. Eight have gone bad, eight are consummable, but the other four will bring 2 GL each.

AREA 7

Area 7 contains guild halls.

7.1 Carpenter's Guild Hall. (2 stories, 6 shuttered windows)

This one huge room was the birthplace for innumerable pieces of furniture created by the Atotharian carpenters. Today only the round table where the carpenters met exists. All else has been taken long ago for firewood. Around the table eight skeletons in chairs slump over the table. They hold hands as if they were in the middle of some ritual when disaster befell them.

If the characters search the skeletons, they find a viper in the coat pocket of the fifth person (DAM END-1, BITE-1, 13/15/hr). They also find a note in the eighth man's pocket. It is from his wife. It reads, "Jor, I've taken the kids and your sister to the bakery for safety. The valuables are with me, too. Come to us after the meeting."

7.2 See section 6.5.

7.3 Stonemason's Guild Hall. (two rooms, 4 shuttered windows)

This modest building was the hall of the stonemasons of Atothar. It presently is the home for five Plodders. They emptied the place out long ago, set up housekeeping, and have no fondness for intruders.

7.4 A pack of eight Hounds roam this rear, bricked area. They attack only if the party attacks.

7.5 Teamster's Hall. (2 stories, 1 room on 1st floor, 4 rooms on second floor, doors locked)

This building is sealed downstairs, but the upstairs windows are open. Sar'Wik has loosened the lower sill of each window and set them with a trap. When anyone puts any pressure straight down on them, they release a spring loaded great axe. It is important to remember that no pressure from the side, like a ladder or grapple



hook, will set them off, only direct downward pressure.

Anyone lifting himself up or hoisting himself in by his hands has a very good chance of having them severely wounded. Treat as a Specific Wound to the hand. Only a roll in the Red area saves. If the character rolls Orange or Yellow, his hand is unusable for a week. Otherwise the hand is severed. If one hand is severed, the other can be severely wounded, but cannot also be severed.

The first floor contains various wagons that the teamsters used, including a two-wheeled dog-cart to which two Hounds could be hitched. It can be used as a one-man vehicle or to haul two trunks.

7.6 Scrivners' and Limmers' Guild Hall. (2 stories, 4 rooms per floor, roofless)

This place was looted in the past, has had a fire, and finally, the roof collapsed. If the characters search this wreckage they find a metal tube with a parchment on a skeleton on the second floor. Anyone can easily read the parchment.

The end of the City is at hand. I, Sut'Sur, being one of the last of my Guild, have decided to stay and record it. Brother Syt'Val has my previous sixty missives and should be almost to the southern colonies by now. Brother Shu'Pel has decided to remain with me and sketch what he can of the last days of this once-great empire.

The year is 496 after Omnibelgior and this is the 15th day after the shortest day of the year. The queen, wrapped in total insanity now, has demanded that all of the children left in the city be taken to the temple for sacrifice to herself. The citizens are fleeing by whatever means they can. Some of the peasants have even set fire to their homes, hoping to cover their scent so her hated wolves won't be able to identify them. The fires have swept over half of the city by this afternoon. Without a rain, the city will be completely engulfed by tonight. Even her dreaded Sages are turning on her.

While most flee, I understand that some have worked up an incantation to destroy her. This may account for the low-hanging purple mist that has covered our streets since morning. As I am on the upper floor, I hope to escape its effects, whatever they may be. The city is unusually quiet, and I wonder...

AREA 8

Area 8 contains specialty services and shops.

8.1 See section 6.5.

8.2 Apothecary Shop. (3 rooms)

Because of the strange odors that still come from this shop, no one has tried to enter since it was locked up on "the night of the purple mist." If the party enters, the vapors cause headaches and eventually make them black out. If they wrap a cloth over their nose and mouth as a filter, they are able to explore unhindered.

The vapors abate after an hour if the door and windows remain open. The cause of the smell is the potpourri of chemicals and acids that have intermixed, either by being spilled in the panic resulting before the shop was closed, or by eating through their containers and affecting other containers. All forms of bizarre odors and hardened chemical reactions cover the room.

Dozens of crocks are still on the shelves. Each has a different

chemical compound inside. Anyone with Medical talent can identify three of these compounds as medicinal.

The first is a healing compound that heals all of a character's wounds in 12 hours, no matter how they were inflicted, if he does nothing but rest (5 doses).

The second compound is a universal poison antidote that takes effect immediately, neutralizing any poison already in the body and healing any damage (5 doses).

The third compound is the highly lethal curare. When used in minute doses, curare is a muscle relaxant that is used as a paralyzer for surgery. When used in larger doses, it is incredibly poisonous, 15/10/5 minutes. If used as poison there are three doses. Anyone tasting curare collapses after a couple of minutes and is paralyzed for hours.

8.3 Animals & Pets. (2 rooms, door locked)

As the players enter this compound, they note the many cages and pens that have fallen into ruin. Some look like they might have been quite fine in their day, but all are open and rusty or broken. Inside the pet shop itself, the remains of the shopkeeper and most of his pets in their cages can be seen. If the party thoroughly searches the shop, they find the third Bracelet of Sir'San behind a counter (see Magic Item section).

Outside, five Nightwings who detected the party in the courtyard, either attack whoever is on guard in the courtyard, or perch on the five spires that are part of the compound's walls and wait for the party to come out.

8.4 Embalmer. (2 rooms)

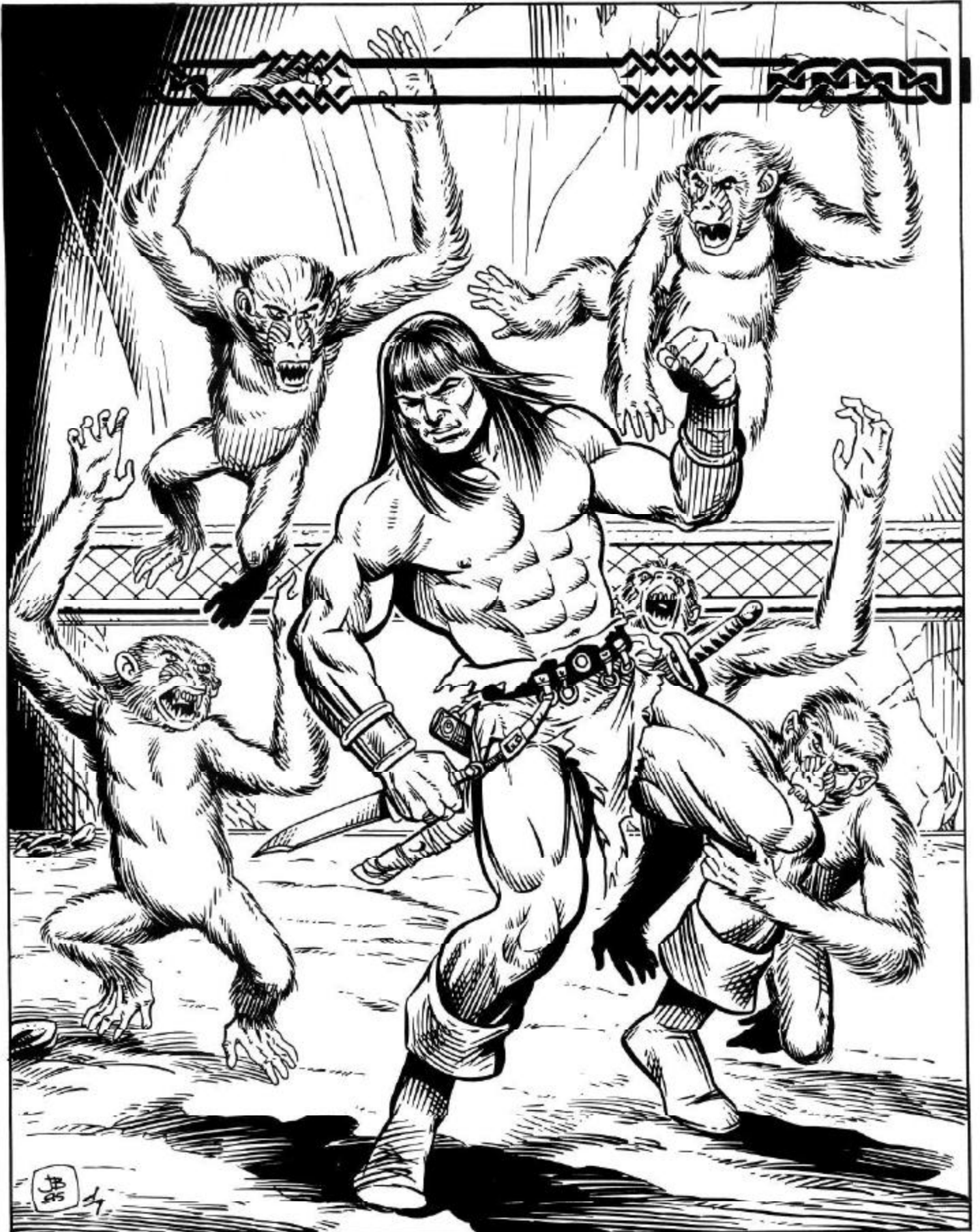
The first room in this building looks like a lounge. The seat cushions of chairs and couches are ripped open and everything is overturned.

The second room looks like a morgue. Three corpses are stretched out on tables, a fourth is lying on the floor. There is a cabinet containing many large jars, at least one of the adventurers recognizes the smell of embalming fluid that lingers in the cabinet. The cabinet was obviously searched, as were the corpses. A few more large jars sit in the corner. They have a coil of tubing and a box of large needles by them. Each jar is half full of ancient, hardened blood. If the jars are smashed, and the blood chipped into small pieces, the party finds a ruby worth 100 GL in the second jar, where the embalmer hid it on "the night of the purple mist."

8.5 Sar'Wik has set another one of his delightful traps right outside a shop marked "Jewelers." This patch of ground is above an old well that went dry during Omnibelgior's reign. When Sar'Wik discovered this, he unbricked the well's opening, then covered it again with a false "ground" over reeds. He maintains it well and only an Observation roll on the Resolution Table resulting in Red, will spot it as a trap. If a character falls into it he can make a roll for catching himself if he has Acrobatics talent. Otherwise, it is a 40-foot drop. There is nothing of value in the Jewelers shop.

8.6 A pack of seven Wolves of Sar'Wik are resting in this field. If 8.7 is occurring, they wait to ambush anyone running over the bridge after their master. If 8.7 is not occurring, they attack whatever wanders by. If a character has climbed wall D, he spots the wolves lying in wait.

8.7 See section 6.5.





AREA 9

Area 9 contains still more specialty services and shops, plus a mill and counting house.

9.1 Toolmaker's Shop. (door locked, 5 cupboards)

This building has been ravaged by time and looters. Most of the tools are gone, but a metal ladder lies under the collapsed roof. Originally ordered by one of the military's generals as an experiment to determine if metal scaling ladders would prove practical in a siege, it is a one of a kind item in the modern Hyborian world. It is so heavy that it requires five people to carry it. It takes two hours to dig it out from under the wreckage. The ladder is three stories high.

9.2 Import Merchant.

This tiny building at one time housed the shop of one of the richest men in the city. It is an import business specializing in foreign rugs. There is still a pile of moldy, decaying rugs that dominates the room. Cozily nestled inside the rugs is an Antecrawler. If the rugs are not touched, he does not come out, but if they are disturbed, he slithers out and attacks. The only way to spot his lair is at floor level.

9.3 This building is still relatively intact. The name, "E. Fez'Wig—Money Lender," can faintly be seen on the wall next to the door. This building is almost completely underwashed by the canal. If more than two people go to the back half of the room, the entire structure crumbles apart. Anyone inside, but not toward the rear of the building, must make a roll on the Resolution table for their Prowess or receive 5 points of damage from falling masonry.

Anyone in the rear of the building slides into the canal with the structure. On the next turn the structure settles momentarily and they may attempt escape. They must roll the dice and consult the Resolution Table for their Prowess. If the result is Red, they scramble from the building and canal to safety this turn. If the result is Orange or Yellow, they exit the building but cannot reach shore until next turn. If the result is Green, they have a firm handhold on a rock in the canal, but haven't exited the building—it is two more turns until they can climb ashore. If the result is White, they are still in the structure and cannot easily climb out this turn. They must roll again next turn to see if they can escape.

The next turn, three Dark Swimmers arrive, two with spears, one with a man-catcher. They attack anyone who did not achieve a Red result in the prior turn. The turn following that, two more Dark Swimmers arrive, one with a spear and another with a man-catcher. They help the others attack anyone still in the water. The following turn, the building section that slipped into the canal loses its hold and slides in completely, going under in an instant. Anyone who has not been able to leave prior to this sinking goes under with the building. Refer to the Drowning section of the Conan Game and treat this as a Strong Current and consider what the character is wearing.

If the Dark Swimmers are still battling with someone close to shore, they ignore the slipped structure, going to it once the shore-battle is over. If, however, they have no one to battle when the structure slides, they attack anyone floundering. Once in the middle of the canal with the submerged structure, the only way the characters on shore can fight the Dark Swimmers is either to strip anything heavy off themselves and jump in (time-consuming and

dangerous at best) or, if they have a range weapon, attack Dark Swimmers from the shore. Ranged weapons do normal damage to the water-bound monsters.

9.4 Musical Instruments.

This shop held some of the most beautiful and expensive musical instruments in Atothar during its time. Vandals completely destroyed them, however. Their wreckage is strewn about the shop. There is also a stack of wax plates in a cabinet.

Because musicians were always composing and recomposing, parchment was not an effective means of recording an unfinished piece. Therefore they used shallow pans of wood which were filled with a wax that, when covered with a cloth, did not harden for a very long time. They recorded their musical scores in this wax. To change their music, they smoothed out that section of wax and reworked the new notes. The stack of compositions has hardened over the years and can be removed from their pans. As long as they are not crushed or heated, they are durable. The stack of 14 are worth 60 GL.

9.5 Mill. (3 stories, 1 room per floor)

This building is infested with Golden Baboons (see Atotharian Wildlife) who come from the woods in section 13 during the day and camp out in the mill. There are 12 Golden Baboons in here, four per floor, but they converge if attacked. If attacked, the baboons raise an unbelievable racket that alerts the rats in 9.6 to the presence of intruders. The rats investigate immediately.

9.6 Eight Wharf Rats are in the tall grass next to the river. This particular band is hungry and cannot find easy prey. If the party enters their field or the plaza to the immediate north, they smell them and attack the party. If the Golden Baboons in 9.5 send up a howl, the rats investigate. They know that the baboons are too numerous and vicious for them, but attack stragglers if they get a chance. Otherwise they follow the party until it camps and try to attack during the night. If Hounds are accompanying the party, the rats still attack stragglers, but do not follow the party.

AREA 10

Area 10 contains large buildings and three estates.

10.1 Herbalist. (roofless, door locked)


The open nature of the building allows the incredible growth of certain, exotic plants that the herbalist had in his shop. The characters can spot a large golden urn toward the rear of the building. It is worth 15 GL. The large gold-plated urn contains a 10-foot constrictor. It takes three turns for anyone to travel from the door or top of a wall to the urn. Once there, the constrictor attacks.

Some of the herbs are still in clay jars and are effective. Assign four random types of herbs to these containers (see the Herbalism talent in the Conan Game).

10.2 A Wild Boar (see Atotharian Wildlife) has wandered into the alleyways and is frightened. He will attack the first people or Hounds he sees. There is room for him to charge, receiving his bonus.

10.3 Physician. (door locked)

This building has been trapped by Sar'Wik. He has cemented



the door closed from the inside. If one with Lockpicking talent studies the lock he will see that it is clogged. There is no way to open the door. The shuttered window has been loosened for easy opening. If an adventurer opens the shutter it triggers five arbalists aimed at the window. Sar'Wik left behind an old fool's costume in here.

10.4 A pack of five wolves in this vicinity are making their way back home from foraging in the burned out area. They are not lying in wait and have no advantages to surprise or initiative.

10.5-10.9 **The estate of the Sages of Ser'Sen.** This entire area is covered with a purple dying agent. This was the site of the creation of the purple mist.

10.5 A delapidated ox cart is in the outer courtyard. Ox skeletons are still harnessed to the cart. Two human skeletons, in what appears to be the remnants of purple robes, sit on the carts. Each character who examines the area should roll on the Resolution table using their Insight. If the result is Red or Orange, they suddenly realize that the purple mist may have originated here by an accident, such as dropping a chest full of secret powders and chemicals. If the characters have not discovered any writings of the purple mist yet, then the result of the roll would be a guess that some strange chemical reaction occurred here as a result of an accident.

10.6 Barracks.

All 12 of the purple robed corpses in here seem to have been going about normal tasks when stricken.

10.7 Stables.

Four horse, two ox, and two human skeletons occupy these stables. Evidence here indicates that all were caught unaware of impending disaster.

10.8 Mansion Entrance.

Two skeletons have been moved about here, possibly looted. Five Gray Climbers on top of the building will hail its crumbling pieces down on the party.

10.9 Sage Mansion. (2 stories, 8 rooms per floor)

The first floor has that same purple sheen to it as the outside, but the second floor does not. This mansion was emptied out before the purple mist struck. The Sages were abandoning the mad Materhatrix at this time. While the interior is beautiful, there is nothing to loot in here.

10.10 Overgrown Mansion Garden.

Any Gray Climber not yet dead can attack here. In the undergrowth are the remains of two guards who tried to escape the mist. Their armor and weapons, though filthy, are useable. These include two bills, two falchions, two target shields, one ring armor shirt, one scale armor shirt, two splinted arm guards—RA, two splinted arm guards—LA, and two barbutes. They also have 16 silver coins of indeterminable origins worth 29 GL.

10.11 A pack of eight Hounds are resting here after tracking and losing the wolves in 10.4. If the characters attack, the Hounds retaliate.

10.12 Four Ghouls seem to be standing in place, possibly guarding a hidden grave. This is where Omnibelgior's loyal ministers hid the golden crown/helm, his symbol of state. They did not want Materhatrix to find it. The four ghouls are those ministers. The helm is worth more to the Memechan Chroniclers than anything else but the tome in tower 12.6. Arrange for some type of exceptional non-monetary reward for those characters bringing it to them, such as information on the location of a vast treasure, an introduction to important personages.

AREA 11

Area 11 is the temple and religious merchants district.

11.1 Temple to Mitra.

The sign of the deity is on the door. This is another of Sar'Wik's trapped buildings. Opening the door results in a pendulum with spikes swinging down from the ceiling and hitting anyone standing in the doorway (7 points of damage). Alwyn, because he's a follower of Mitra, and Mannifir, because of her Lore, should make a Knowledge roll on the Resolution table. An Orange or Red result means they suddenly remember, before the door is open, that the symbol for Mitra was different when this city existed.

The building is empty. It was put here as a place for the trap.

11.2 Temple of Bragi.

Wik created this temple years ago to the northern god of wolves. He hoped it would protect him from Materhatrix and her children. Possibly it worked, for he was never harmed by them. Inside are some incense, candles, and about 40 GL worth of agates in a gold bowl worth 1 GL, 2 SL, all laid before a hand-carved statue he made of Bragi.

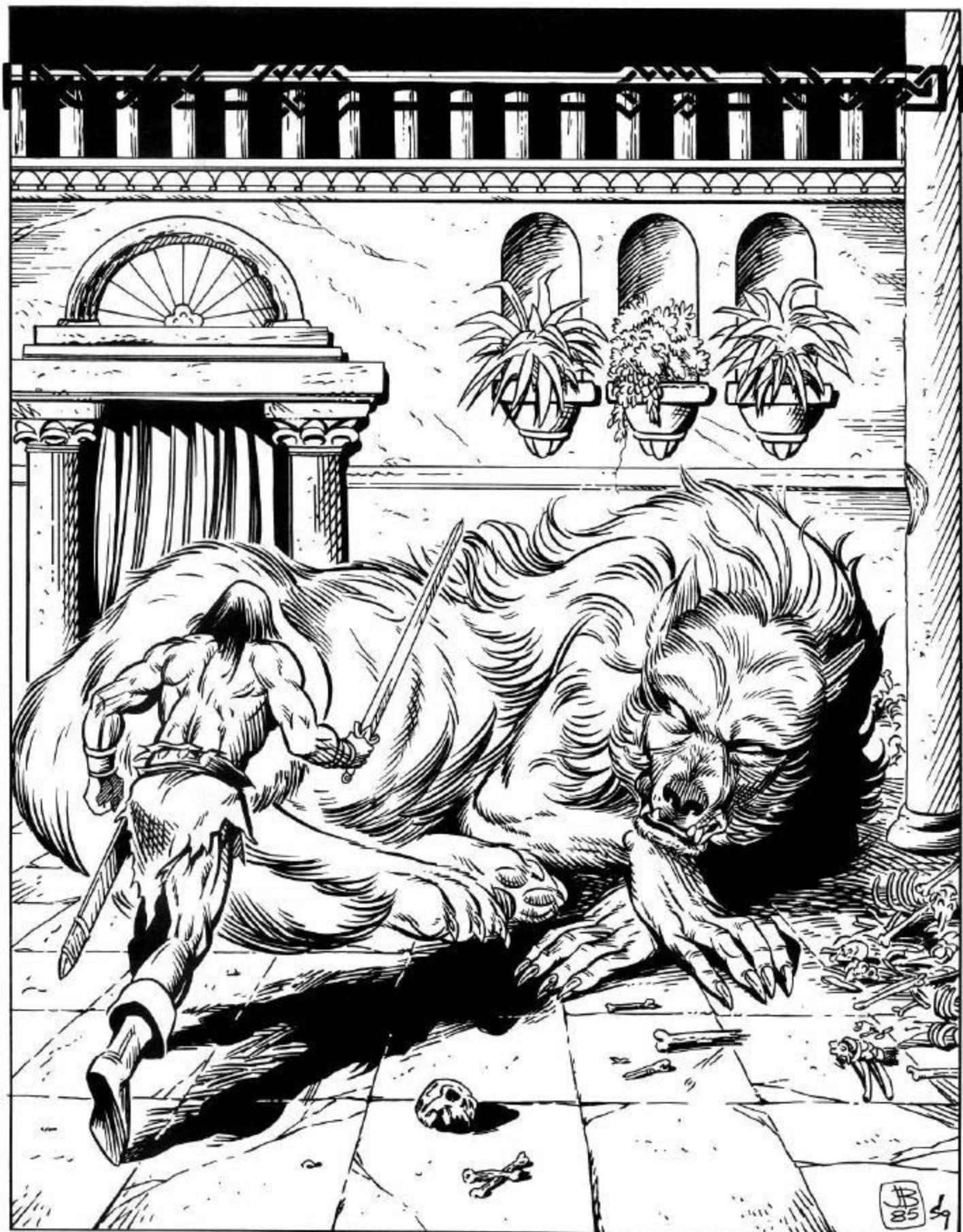
11.3 Temple of Arket.

Arket was the daughter of Materhatrix and a forgotten lover. She lived for hundreds of years and was evil in her own fashion. She was worshipped before Omnibelgior's time. He tolerated her temples because they were not threatening. Over the centuries she evolved into Derketo, the southern goddess. Most of this is in Ruins and Lore in the Conan Game.

11.4 Temple of Badb.

This temple has been desecrated over and over by the followers of Materhatrix, but it always seems to clean itself, which now frightens the unbelievers away. In the middle of the temple burns a fire. It cannot be extinguished even though it appears to have no source of fuel.

Badb was the ancient god who first threw Materhatrix down from her evil, but exalted place as Queen of the Night. In his banishing her, she became mortal, but fought to rid his memory from the face of the earth. This is his last temple, and its power is too great for her to destroy. Anyone stepping into the fire from which voices seem to come, is not hurt but learns about Badb, whose voice speaks to them, and Materhatrix. They learn how she became Omnibelgior's bride by guile and magic, how she poisoned him and he still resides in his sword awaiting her death, how Sar'Wik came to be and what he is, and what Materhatrix is now.





Badb then asks if the characters wish to worship him. Alwyn must make a percentile roll to convert from Mitra (he has only a 30% chance). Everyone else can if they wish, but make absolutely sure they understand this is not something to take lightly. After he has asked all present, those who converted have his symbol (a strange rune) burned on their forearms. They also have their DAMAGE ENDURANCE raised by 5 points and receive a 10 point talent of LORE and a 10 point talent of ARCHAIC LANGUAGES added to their pools. They know that their duty is to destroy Materhatrix. She prefers to attack someone without the sign of Badb; the sign still frightens her.

11.5 Lair of the Wolves of Sar'Wik. (2 stories, 1 room)

This building is the entranceway to the courtyard surrounding the Temple of Materhatrix. The inside walls are covered with the writings of the corrupt Sages of Ser'Sen, but in a language no one here can comprehend.

The building has a horrible odor; Sar'Wik's wolves make their lair here. There are only 10 wolves here (if fighting at the door, no more than two wolves can attack at a time). The other wolves are in the city. If the characters pass this building and try to enter over a wall, the wolves hear it and attack them in the courtyard. There is no way to avoid a confrontation with these wolves if the party wants to get into the temple. Sar'Wik hears any battle out here, and has time to prepare.

11.6 Temple of Materhatrix. (4 stories, 1 room)

Sar'Wik is in here, guarded by two more wolves. The inside of the temple is huge. A massive altar sits at the far end in front of a mural. This mammoth mural depicts Materhatrix devouring the world. There are innumerable braziers and candlestick holders (worth 80 GL) that have been polished and cared for. The temple does not appear to have aged at all.

Under the altar, Martina is lying unconscious. Sar'Wik is trying to woo her, but every time she wakes up and sees the temple, she passes out. He attacks with his sling at a distance, then with his hammer if the party closes. If he goes down to 1 point of damage or below, he immediately changes to an unclean wolf (see Wolves of Sar'Wik) which restores his DAMAGE ENDURANCE to those of the wolf. When he is killed in this form, though, he is dead.

Just before Sar'Wik dies he telepathically links to his mother, waking her and her ferocious hunger. She knows he is in the temple and arrives in three turns. She cannot quickly force her way into the well-built temple. She remains outside, until the characters come out. After two days, she must eat, which will take her all day, but she then returns to the temple to try to find the characters.

AREA 12

Area 12 is the palace and part of the surrounding estate.

12.1 2 Wild boars are on this part of the grounds and will attack the party. They are not able to get their charge bonus because of the trees.

12.2 Sar'Wik dug a 10-foot pit here. Anyone crossing this covered area has a 40% chance of falling into the pit. Four Undersnakes lie beneath the floor of the pit.

12.3 The Palace Ground Gates. (3 stories)

The outside gates are guarded by six Ghouls who cannot "see" well into the trees. The gate house contains a Giant Venemous Spider. It also has three longbows and three dozen arrows that Sar'Wik took from a raiding party a year ago and stored in here. The bows and arrows are stacked in a corner beneath the spider who is in the shadows of the ceiling.

12.4 The Palace Entrance. These huge doors are the largest in the city. They open into the great hall which occupies most of the first floor. The unlocked doors are guarded by four large Plodders with mauls (DAM-20, STR-30).

Sar'Wik ordered them on this duty, possibly in anticipation of his mother's need for food. Plodders are not intelligent creatures; two are sleeping on the steps while the other two are talking. If the party attacks across the open courtyard, all four Plodders become alert and defend the gate. Their fear of fire is not as great as their fear of Sar'Wik and his mother, so it has little effect on them.

12.5 The Palace. (6 stories)

This building was obviously a beautiful palace at one time. Neglect and age have taken their toll and it is now crumbling in places. There are dozens of rooms, but all stripped by Materhatrix long ago (see 12.7), so there is nothing in the palace (excluding the tower) except Materhatrix.

The great entrance doors have normal doors built into them that open directly into the main hall. The stench inside the building is overpowering; Materhatrix uses it as her den and as a place to consume her meals. The first thing the characters will see upon entering is a huge creature (describe Materhatrix from the New Monster Section) lying in the middle of a great hall full of hundreds of skeletons. All manner of creatures can be accounted for on her refuse piles, humans, common animals, fish, and monsters. Some of the piles of bones tossed in the corners go to the ceiling.

Materhatrix is asleep but awakens at the slightest sound. Any character who enters the room must roll against his Prowess on the Resolution table. An Orange or Red result indicates silent movement. The characters must do this each turn they move in the palace until she wakes up. Once she awakens, her overriding hunger causes her to attack on the next turn. If the characters run upstairs to escape her, she cannot follow. She will, however, be able to dig the outer walls away from the outside because of their weakened condition. This will take 30 minutes.

12.6 The Tower. (5 stories, 1 room per floor)

This tower was the home of the "magician" of the court, usually a wise man with some spell capability. There was no court magician during the reign of Materhatrix—her Sages filled that capacity. So the tower was used for storage and locked up. Materhatrix' presence in the palace has prevented it from being explored. There is an abundance of worthless or rotten material in here, but some useful items exist as well: three military forks, a set of throwing knives worth 9 SI., two fighting axes, three bucklers, and a tome entitled *The History of Atothar, from its Origin to Omnibelgior* written in a language unknown but not undecipherable by the Nemedian Chroniclers.

Make sure the players know they have accomplished what they have been seeking (if Mennifir let them in on the true mission). There is also a scroll with an accounting of vast treasures being sent to "the vaults," but no mention of where these are located. The top room is open to the sky and home to six Nightwings. Once dis-



turbed, they are alert to the party's presence, including their exit from the palace. No matter how long it takes, they will wait for the players to leave.

12.7 Campaign Background for future reference.

In an attempt to finance secret experiments, Materhatrix stole from the royal treasury. She did this decades after the death of Omnibelgior. The purpose of these experiments was to cure her of her peculiar lycanthropy while not effecting her immortality. These experiments were conducted by a new cult of priests deep within the tunnels that honeycomb Atothar. The entrance to these tunnels is through a trapdoor at the base of the tower 12.6. Use this information as a starting point for a campaign.

AREA 13

Area 13 contains three estates.

13.1 Estate Courtyard.

There are three Wharf Rats nosing about the rubble of the courtyard. There are making so much noise that they do not hear the party approaching. The party will have complete surprise on the rats and chase them away the next turn.

13.2 Mansion. (2 stories)

This mansion belonged to the last general of the Atotharian army. It has been stripped by looters, except the third room on the second floor. Nine Ebony Rats have made their home in this room since the reign of Materhatrix. Since they are not normal rats, their abode is not as filthy or smelly. The characters begin to smell them only when right outside the door, which is partially open. The rats are aware of anyone's presence in the house and are prepared to attack if a character touches their door or looks inside. Since these rats have stayed mostly inside, feeding on their smaller, normal cousins, they are extremely dusty. In the gloom no character can tell what type of rat they are until after the second turn of combat.

The Ebony Rats have gnawed on everything, so much of the den is destroyed. Only an ornate bastard sword that does not have the Cleansing Sign on it (worth triple its normal value), and an iron trunk are intact. The trunk was the general's war locker and is still locked. There is nothing in the trunk but a large book—a diary of all of his campaigns dating back to the last battle in which Omnibelgior fought. Treat this as the crown/helm found in section 10.12 for purposes of reward.

13.3 See section 9.5 first.

This densely-wooded area is the home of the Golden Baboons who spend their days at the mill. There are always at least five baboons here to make sure intruders do not invade their territory. Their screaming will alert the baboons at the mill. If the party enters here after dusk, all the Golden Baboons are back and in the trees.

13.4 Servants Quarters. (2 rooms)

Sar'Wik has set a trap here that is similar to the one in 10.3. The door is closed, but unlocked. If anyone opens the door, it releases a ballista that fires a metal spear-sized arrow through the doorway. The ballista is like a huge arbalest. It is a siege machine that Sar'Wik found on the grounds of 13.1 and restored to working

order. This weapon does 10 points of damage when it hits and automatically inflicts a Specific Wound. If the players can find a wagon, they can load the ballista and move it. To operate it is a simple task requiring two turns to load. There are five extra metal spears/arrows.

13.5 Overgrown Estate Gardens.

The gardens are still beautiful despite the choking weeds and vines. Many of the flowers now fill this area. The flagstone path to the mansion can barely be seen, as can a bench and birdbath in the middle of the garden. When the pirates (section 6) arrived last year, they had already raided a merchant vessel carrying rare and exotic animals. A few of those animals escaped when the ship went down, including the Golden Serpents that now make their home under this bench. Anyone searching the area will encounter them (see the Creature section of the Conan Game).

13.6 Mansion. (3 stories, 4 rooms per floor)

This mansion belonged to the chief minister of Materhatrix during her last years as queen of Atothar. It has been looted and vandalized many times until only rubbish is left. Of the only true worth to the party is the information on the ceiling fresco found in a parlor on the second floor.

This fresco shows a beautiful woman (Materhatrix) wearing a crown, towering over a city. She is guarded by two wolves, one on either side. Immediately below her, in positions of servitude to her, but dominant over all below them, are ministers in yellow attire and sages wearing purple robes. Some of the symbols the sages hold or are using Mennifir will recognize as ancient symbols of power and evil. Below these are a few generals and rich merchants who seem to be dictating their desires to the next rank, the soldiers, other merchants, guild members, and artisans. Making up the base of this pear-shaped painting is a great mass of people—farmers, sailors, and laborers. The visage of Materhatrix is extremely stern and her wolves are frightening.

13.7 Estate. This is the only large gathering of Prowlers left in the city. There are eight of them here in this estate. Distribute the Prowlers as desired. All the doors are unlocked, though closed, and all the windows have been opened. The gardens are overgrown and similar to 13.5. The mansion has 3 stories and 5 rooms per floor. The southeast building is a servants quarters that has three rooms. The northeast building is a two-room stable. The only thing of worth in the whole estate is a lost ring in the second room on the third floor of the mansion. It is a large signet ring of Omnibelgior's royal crest with the uilonian words *Evil Shall Perish* encircling it. The words are barely translatable.

AREA 14

Area 14 contains four estates and an ancient temple.

14.1 Ancient Temple.

All that is left of this temple is a stone base and a few columns, the rest has long been destroyed. The characters notice four Gray Climbers, one on top of each column. They note that the Climbers are just statues if they examine them more closely. If a character climbs up to look at the Climbers, he can determine that they are Gray Climbers who have been turned to stone. The only creature



known to turn creatures to stone is the mythical basilisk. There is no basilisk here, but do not let the party know.

A decade ago a mighty wizard came to the city to investigate this temple. Through his arcane knowledge he knew its exact location, so he simply traveled through section DD, hopped over the wall, and was soon at the temple. His magic was so great that most things he encountered ran from him. He turned the four Gray Climbers to stone when they attacked him.

14.2 Mansion.

This unusual mansion is one story high and very ornate. It has obviously seen better days, but is in the best shape of any of the estate mansions. In the third room is a Gray Ape (see the Creature section of the Conan Game). It was brought to this island in the same manner as the Golden Serpents found in section 13.5. He has donned the mantle and coif of the mansion's previous bishop. He has also armed himself with a maul.

This creature is extremely strong when angered and, with his maul, can knock down doors and whole sections of walls. He becomes quite interested at the sight of any female human and tries to claim her for his own.

This was the mansion of an old admiral who built small wooden ships designed after the most common sailing vessels of his time. Though most have been destroyed by looters, their pieces can be fit together by Chroniclers for an idea of how the sailing vessels looked and operated in those ancient times. The various sailing guilds will be so pleased at the retrieval of this lost information, that they will extend to the individual who brought back the models free passage by ship for life.

14.3 Three wolves prowl through this area after having detected

the scent of a wild boar. They attack the party if given the chance.

14.4 This is the Wild Boar whose scent the wolves in 14.3 detected. He attacks anything that bothers him, but cannot charge because of the dense woods.

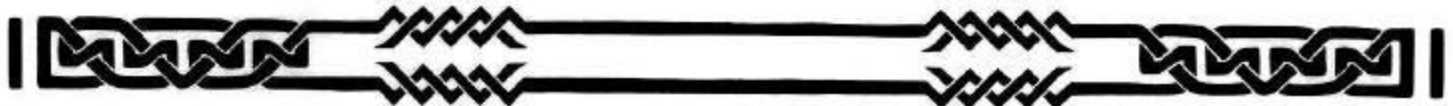
14.5 Sar'Wik has set a trap in this building. It is a smokehouse with no windows and a flat roof. On the roof he has rigged a weak catapult device. The trap is immediately apparent to any who climb on top of the building, but it cannot be seen from the ground. This device is triggered by opening the door and unloads a huge amount of rocks outside the door. Anyone stepping into the building as the door is opened is safe. Anyone outside the door, but within 15 feet of it, must roll the dice against Agility three times and refer to the Resolution table to dodge falling rocks which do 3 points damage each.

14.6 There are three Undersnakes right outside this mansion's door that leads into the garden. They immediately attack when one person steps outside, blocking the exit for the rest of the party in the doorway.

14.7 Mansion. (3 stories, 8 rooms per floor)

This mansion, like the other two unmarked mansions in this area, has severely deteriorated. They have all been looted and vandalized so that little of their original majesty or worth is left. This mansion, though, has a nest of three Antecrawlers on the third floor. They have killed many over their lifetimes and their den, room 4 on the third floor, is littered with the remains. If the characters search the pile of skeletons, they find an onyx ring worth 1 GL and an opal ring worth 16 GL.





EQUIPMENT LIST

Armor Item	Prot	Move Penalty	Cost	Area Covered
BARBUTTE RING OR SCALE SHIRT	2	1	1 SL	H
SHIELDS	2	1	6 SL	C, G
BUCKLER	2	0	8 SL	*
TARGET	3	1	2 GL	**
SPLINT ARM GUARDS	2	1	4 SL	RA, LA
STUDDED SKIRT	1	1	3 SL	G, RL, LL
THREE-QUARTER SUIT	4	5	12 GL	H, C, G, RA, LA, RL, LL

Weapons Item	Wpn Bonus	Int Bonus	Range	Cost
BILL	+1	+2/-2***		9 SL
FIGHTING AXE	+1	-1		3 SL
FORK OR TRIDENT	+1(+2)#	+2/-3*** #		8 SL
KNIFE, THROWING	0	+1	5/10/15	4 BL
MAUL	+2	-3		2 SL

* A buckler type of shield stops damage in the same manner as armor. If a character uses the buckler on his left arm, he can use it to protect his gut, chest, left arm, and head, but not his legs or right arm. A shield can only block one attack per combat turn. When used to block an attack, the shield's protection is combined with the protection of the armor covering the Aiming Point.

** A target type of shield is larger than a buckler. It is what we usually think as a shield. It operates in the same manner as a buck-

ler, but its protection also extends down to cover the leg of the side in which the shield is worn.

*** Use first number on first round of combat only.

This type of polearm is exceptionally effective against mounted attackers. The second number is used if the attacker is mounted. There is a 10% chance, if striking, that the weapon will unseat the mounted attacker.

ATOTHARIAN WILDLIFE

GOLDEN BABOONS (3'-4' high)

GEN PROWESS 4
STRENGTH 20
CLIMB 10
MOVEMENT 10

GEN FIGHT 1
BITE 10
CLAW 5

GEN ENDURANCE 1
DAMAGE 10
POISON 5

SNAKE, CONSTRUCTOR (Has 1 coil per 3 feet of body)

GEN PROWESS V(variable)
STRENGTH 5 PER COIL

GEN FIGHT Var
COIL DAMAGE 5 PER COIL
BITE 5

GEN ENDURANCE Var
DAMAGE 5 PER COIL

WILD BOARS (double damage if room to charge)

GEN PROWESS 2
STRENGTH 15
MOVEMENT 5

GEN FIGHT 2
TUSKS 20

GEN ENDURANCE 2
DAMAGE 15
POISON 5



PRE-GENERATED CHARACTERS

The following personalities are for players who do not have their own characters to adventure in The City of the King. The first six characters are the main player characters and are slightly experienced. Each speaks, reads, and writes the language of his or her native country. The eight sailors are NPCs that may assist the player characters. In addition to any weapon and/or items listed separately under each personality, each character has the following supplies:

- *a dirk
- *1 week of food
- *1 water skin (1 week of water)
- *clothing and a cloak
- *10 Gold Luna
- *100' of rope
- *quilted leather armor

CONAN THE CIMMERIAN

PRO 3	FIGHT 2	END 3	KNOW 0	PER 1	IN 1
AN REF-7	BRAWL-7	DAM-15	BLACK-3	OBS-10	AN SEN-5
ACRO-5	SWORD-10	MAG-5		TRACK-5	DAN SEN-5
CLIMB-8	WREST-5	STA-10			PER MAG-5
MOVE-5					
STRENGTH-10					

Individual Equipment: Chainmail shirt, metal helmet

Weaknesses: FEAR OF MAGIC, GAMBLING, DRINKING, WOMEN

The young Conan has been traveling for a few years. With little money and wanted by the constabulary of Argos for theft, he fled to Messantia. While trying to find passage on a ship out of Argos and to the freedom of the Western Sea, he was approached by an unlikely assortment of would-be adventurers.

Recognizing his abilities with a weapon and hearing of his prowess as a thief, they decided he would be a valuable asset to the their expedition. While he normally disliked amateur mercenaries, the female, Mennifir, interested him, as did the Kushite, Xystus, who had spoken to him about training a warhorse. He joined the expedition as one who would reap the biggest rewards from any ship they looted or any towns they ransacked.

ALWYN THE GUNDERMAN

PRO 1	FIGHT 2	END 2	KNO 0	PER 1	IN 1
STR-5	GREAT	DAM-18	BLACK-2	TRACK-5	DAN SEN-5
AN REF-5	AXE-15	WILL-5	SURV (Forest)-5	OBS-5	AN SEN-5
SWIM-5	L BOW-5				

Individual Equipment: Extra bowstrings, two dozen arrows in a quiver, and material for starting a campfire.

Weaknesses: TACITURN, FEAR OF HEIGHTS

Alwyn is a lean, rangy, nordic-looking Gunderman (Aquilonia) standing just under 6 feet tall. He left the Gunder a number of

years ago and has seen some combat in his travels. He is most comfortable in the woods, especially lowland forests. An altercation with some local wealthy popinjays has made him anxious to leave Messantia. When he heard of a voyage being arranged, he immediately offered his own earnings to be one of the crew. He is strong and quiet and tends to ignore Mennifer's snide comments about Aquilonians. He worships Mitra, though not zealously.



JAYAPAKASH OF ARENJUN

PRO	FIGHT	END	KNO	PER	IN
0	1	1	2	1	1
AN REF-2	RAPIER-10	DAM-13	ARC LANG-10	OBS-5	AN SEN-5
ACR-5		POS-2	LOCK-10	PICK-5	DAN SEN-5

Individual Equipment: Lockpicking tools, prybar, a vial of snake poison 10/8/2 hours, small grappling hook.

Weaknesses: GLUTTONY, PHOBIA (SPIDERS)

Like most Zamorians, Jayapakash is overweight and has a light brown complexion. He also looks sinister, which suits this ex-resident of the "City of Thieves." He has made his living by small thefts and accompanied Conan to Argos when they fled Zamora

together after a ruined business deal. He jumped at a chance to pool his meager earnings with the others for a chance at riches, and introduced them to Conan.

Jayapakash always worshipped whatever god was convenient or fashionable at the time, but had a terrible experience with a priest of Yezud, the Spider-God, after unsuccessfully trying to pick his pocket. So great has his fear of spiders grown, that he left Zamora and their "thrice-damned crawling cult" for good.

ANTONY THE ARGOSSEAN

PRO	FIGHT	END	KNO	PER	IN
1	2	1	1	0	1
SWIM-5	SABER-10	DAM-15	NAV-18	MED-6	WEA SEN-5
MOVE-5	DIRK-5		SAIL-10		DIR SEN-5
	ZING FHT-5				

Individual Equipment: Navigation Equipment, charting materials.

Weaknesses: COLOR BLIND, CLAUSTROPHOBIA (SMALL PLACES)

Antony is one of many sailors of Argos forced into piracy or

migration because of the burdensome taxes levied by the king of Argos. The chance to pilot his own ship and become a freebooter was too opportune to pass up, and he spent every last luna he had (and some his father had, too) to gain membership in the expedition. While he has not seen much fighting during his life, he is eager to adventure. Most of the crew are loyal younger friends who are also fleeing debt.

XYSTUS OF KUSH

PRO	FIGHT	END	KNO	PER	IN
1	2	1	1	2	0
ACR-5	BASTARD	DAM-12	ARC LANG-5	AN HAN-15	AN SEN-5
CLI-5	SWORD-20	WILL-2	TRAP-5	MIN-7	
SWIM-5					

Individual Equipment: Snuff (which will make any animal smelling it sneeze uncontrollably), a trunk full of clothes, and a hunting kestral.

Weaknesses: FOPPISH, GAMBLER

Xystus is a member of the royal family of Kush, although a somewhat distant member. He prefers to not let anyone forget that

fact. He has spent most of his life training his animals and practicing his swordplay. He has dark chocolate skin, is quite handsome, and is from Zabhela. His boredom, an affectation he constantly maintains, led him up the coast to Messantia. There he ran upon Mennifir and, quite taken with her, agreed to help finance the expedition, on the agreement that he would come along. He often refers to himself as the "patron of this little escapade." While both-
 ersome, his manner is not so grating as to be a major weakness yet.



MENNIFIR OF TOR

PRO 1	FIGHT 1	END 2	KNO 2	PER 1	IN 1
MOV-10	DIRK-10	MAGIC-10 DAM-12	ARC LANG-10 LORE-10	MED-5 INFO-5	MAG SEN-5

Individual Equipment: A small private trunk of possessions

Weaknesses: NOCTURNAL, OBSESSION-1, PHOBIA (snakes)

Mennifir is the pale, blonde, Nemedian beauty who organized this venture. She is actually a member of an order of scholars who maintain the Nemedian Chronicles. Within the Book of Skelos they have found clues to a lost empire of Atothar and have sent her to try to locate it. She has spoken very little of this to her partners, only saying that she worked in the famous Library of Tor and stumbled across old accounts from the Book of Skelos (see Cults and Magical Items in the Conan Game) that hinted at the location

of the infamous far western sea island that supposedly had crypts of gold guarded by monsters. She destroyed the information and traveled to Messantia, where she has been trying to find backers and adventurers for this expedition. Of the isle's exact location she will not say, nor will she speak anymore of it until they are far out to sea. The only emotion she has displayed is displeasure over having to take an Aquilonian on the voyage.

What she hasn't told her companions is that her order also believes this to be the source of great evil in the world; "unclean" creatures such as lycanthropes and the Stygian demons. She may tell the others this after they have landed. Her mission is to try to secure all the scrolls and lore she can about this ancient culture.

MARTINA — ADDITIONAL NON-CREW CHARACTER

PRO 0	FIGHT 0	END 1	KNO 3	PER 1	IN 0
		DAM-5 WILL-5	ARGOS- SEAN-10 ARG READ/ WRITE-10 NEEDLE CRAFTS-10	MED-5 MIN-10	

Weaknesses: MEN, TONE DEAF (Ignore the conflict between the Minstrel talent and this weakness. She's tone deaf.)

Martina is a stowaway aboard the Flying Fish. Wishing to escape her over-protective uncle, she hid behind the extra sail until the second day, when hunger forced her to reveal herself. The party had no choice but to take her with them, but is making her pay her

way by helping the cook. Otherwise the girl (she is 17) is quite useless. She is pretty and a flirt, which causes friction between the men. Worst of all, she wants to be a minstrel. This is particularly unpleasurable because the girl is tone deaf and doesn't seem to know it. In the words of Xystus, "That voice could break a Kushite's ear—a thing I thought not possible until this voyage!"



THE CREW

All of the crew have been mates of Antony's. They respect his judgment and will stand by him in any conflict with the other members of the managing crew, even the huge barbarian. They all have visions of treasure and they will land and fight if they are told

that treasure is on land. Carefully note the individual weaknesses each may have. This will color their attitudes and actions once things start to get tough. In addition to the equipment listed, the crew carries camping gear, three grapples, and extra provisions.

CREW STATISTICS

PRO 1	FIGHT 1	END 1	KNO 0	PER 0	IN 0
CLI-3	ZING FHT-10	DAM-13	SAIL-6	MED-2	WEA SEN-2
SWIM-5	DIRK-2		NAV-2		
MOVE-3	SABRE-5		Listed below		

Weaknesses: Fear of dropping off the edge of the world

INDIVIDUAL SEAMEN

All are from Messantia and are trained sailors.

# NAME	INDIVIDUALS	WEAKNESSES
1. BHIMRAO	COOK-5, BLACK-5 (KNO-1) Individual Equipment: Tongs, hammer, cookware	PHO-LIGHTNING
2. ZACHRISI	CAR-5, SAILMAKING-5 (KNO-1) Individual Equipment: Carpentry tools, thick needles & twine	FEAR-MAGIC
3. ODO	GREAT AXE-10 (FIGHT-2, KNO-0) Individual Equipment: Secreted containers of rum	WEAK-DRINK
4. IDO	GREAT AXE-10 (FIGHT-2, KNO-0) Individual Equipment: Great Axe, extra axe handles NOTE: Odo and Ido are twin brothers.	WEAK-WOMEN
5. VALENY	+ 3-DIRK, + 2-MED (KNO-0) Individual Equipment: Extra sabre, extra 50' rope, 20 gold lunas	NONE
6. FREDO	+ 3-DAM, BUTCHER-5 Individual Equipment: Honing bar, cleavers, knives	MISERLY
7. BLASCO	+ 2-CLI, CARP-5 Individual Equipment: Set of chisels, mallet, carving knives	NONE
8. GUIDO	+ 7-SABRE, + 3-DIRK (FIGHT-2, KNO-0) Individual Equipment: 3 additional dirks, 1 additional sabre	RASH

The new talents listed above (Cook, Sailmaking, Butcher, Woodworking) are self-explanatory and would be necessary aboard an expedition vessel.



THE FLYING FISH—The Expedition's Vessel

The Flying Fish is a simple, one-deck sailing ship. Canvas tent-like structures can be put up on deck during inclement weather to shield those off-duty crewmen. The vessel can hold quite a bit of treasure if it is in chests or can be lashed down. This type of vessel is designed to ride easily through high, stormy waves and is very difficult to capsize. The seamen can climb the rigging to get a better view of the horizon, but there is no crow's nest.

CULTS AND MAGICAL ITEMS

THE SAGES OF SER'SEN

This lore is not known to anyone at the beginning of the adventure. This ancient cult originated on Atothar as a research branch of the government. Its members were dedicated to the destruction of evil or unclean creatures everywhere: vampires and lycanthropes especially. Ser'Sen, its founder, was considered a holy man and dedicated crusader against the "unholy" of the world. At one time this cult spread over all the pre-Hyborian world.

Eventually the cult was infiltrated by the very monsters it had sought to eradicate. Over the decades the purpose of the now corrupt sages was redirected toward the discovery of the secret of immortality for their evil queen, Materhatrix. Ghastly experiments were conducted that produced new horrors, many the fore-runners of the Hyborian world's monsters. Most of these early creatures were kept in secret labyrinths within the isle of Atothar itself. Finally the king, Omnibelgior, in a desperate attempt to halt the spread of terror, threw all of its resources into ridding the evil that swept most of the cult out of the civilized world. But this great effort seriously depleted the manpower and finances of Atothar.

Eventually Omnibelgior unwittingly married Materhatrix, who had been rejuvenated by her minions. She betrayed him and trapped him in the Soul of the King (the sword). The great Atotharian civilization fell, though the monsters it had spawned receded in numbers. Materhatrix refused to leave Atothar, even as it crumbled around her. She grew increasingly mad until even the sages turned against her. Since then, the Sages of Ser'Sen have completely disappeared from mankind's memory and few actually still practice the old ways.

THE CLEANSING SIGN



This symbol is a medium-strength magic rune. When drawn or

chised on a doorway or wall, no unclean creature may pass it, but it must be visibly drawn. Scratching this symbol into a weapon will have no effect on an unclean creature. However, there are ancient weapons on Atothar that were magically forged and have the symbol stamped on the hilt or blade. These magic weapons do double damage to all evil creatures.

BRACELETS OF SIR'SAN

These metal bracelets were created under the direction of the ancient Master of the Hounds at a time when unclean wolves were numerous on Atothar. They allow the wearer an empathic link with any Hound of the Sage (see the Creature section). When worn, the wearer can feel the Hound's basic emotions and will allow the Hound to feel his, thus establishing a trusting rapport between the Hounds and non-evil men. There are only three bracelets still in existence. Their powers appear in the writings of magic and ancient lore.

THE SOUL OF THE KING



This shining, golden bastard sword contains the soul of the last true king of Atothar, Omnibelgior. It is of obvious worth and is encrusted with numerous jewels. The Judge should introduce it into the game where he or she desires. One of the strongest magics of the sword is the ability to "feel" the emanations of non-evil people and draw them to it. Therefore, at some time during the party's exploration into the city, they should find the sword. It should be in the party's possession by the time they cross the east-west road that is the northern border of sections 6, 7, 8, & 9. Whoever picks it up feels a chill run through his or her bones, but nothing more, unless there is an unclean creature close by. Anyone holding the sword when an unclean creature is present, vanishes and is replaced by Omnibelgior, who immediately battles the creature.

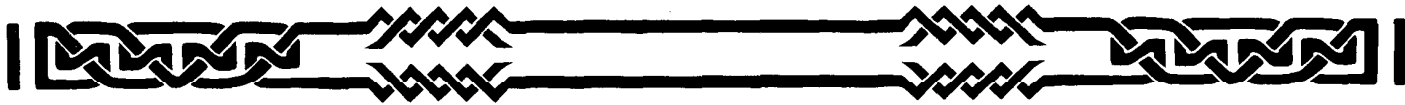
Once the evil is defeated, Omnibelgior disappears back into the sword and the original holder reappears. If Omnibelgior is defeated, the entrapped character immediately returns, but the king is not dead for his soul still lives on this plane. Instead he reappears under the same circumstances many hours later. He continues to do so until Materhatrix is destroyed, thus stopping the lineage of evil unwittingly started by Atothar. Once she has been destroyed, the sword remains but its magic and Omnibelgior's soul will be gone. The Judge may add any Knowledge talents to Omnibelgior that he or she feels the last true Atothorian King should have.

OMNIBELGIOR

PRO 4	FIGHT 6	END 6	KNO 4	PER 3	IN 3
STR-20	BASTARD	DAM-20	ATOTH-25	OBS-25	DAN SEN-20
MOV-20	SWORD-25	MAG-20	LORE-10	TRACK-10	AN SEN-15
	DIRK-15	STA-15	ARC LANG-5		
	GREAT	WILL-5			
	AXE-20				

Omnibelgior appears as a tall, handsome warrior with flowing red hair and beard. He wears three-quarter armor with a four-pointed gold crown worked into the helm, and is armed with a dirk at his

belt. A great axe is slung across his back and he holds the Soul of the King sword.



RUNES AND LORE

ATOTHAR

Far out in the western seas lies an island, usually surrounded by fog, whose name is now forgotten to men. It once was called Atothar and was the capital island of a western sea empire. It may have been the origin of the legends of Tothra (see Runes and Lore in the Conan Game). At one time the kingdom covered most of the western sea and the western continent's shores. It was a good kingdom, dedicated to the eradication of evil everywhere and lasted for over 1,000 years. In the end, though, as so many empires that had gone before, it sank into dust. Even its name has been forgotten through the ages. The fall of the Atotharian Empire began with the secret subversive infiltration by intelligent evil creatures into its government, financial deterioration as the result of an extended war, and the decline of the monarchy.

The island is now overgrown and mostly deserted. In the last decade the wildlife has been decimated by the unclean creatures on the island, most of whom are now gone. The major remaining structures on the island are located on the shores of a vast inland lake in a place called The City of the King.

THE CITY OF THE KING

These ruins are all that remain of the once-glorious capital city of the Atotharian Empire. While it may not seem large by Hyborian standards, it was one of the major hubs of civilization in its time. Most of the obvious riches were stripped from the city by merchants fleeing at the end of the Atotharian glory days. What was left was pillaged by pirates who braved its shores in the centuries following. However, the treasury was never found. The remains of the city are an interesting mix of overgrown and covered hovels, ruins and shells of prosperous marketplaces, and almost intact palatial mansions.

THE LORE OF MATERHATRIX

This lore is known to Mennifir. The Judge should read her the following if she asks if she has ever heard the name Materhatrix.

Materhatrix, an ancient name meaning "mother of hatred," can be found in Hyborian Lore as one of the Old Ones, though most progressive scholars believe she is not and never was. The lore surrounding her portrays her as an immortal woman whose astonishing beauty covers a terrifying ugliness of evil. It is said that all the evil creatures sprang from her womb and were sent out to terrorize the world. This was the world's punishment for refusing to recognize her as its monarch.

Materhatrix is also said to be able to take the form of a giant carnivore at will, whereupon she is insatiably hungry and will devour anything near her, good or evil. Some cults have epitomized her as the ultimate evil who will someday lose control of herself completely and devour the world. Other cults say that she is the "terror queen" whose time will come to an end when the "forgotten king of old" returns to slay her. In those legends, she entrapped her one-time husband, the king, in an inanimate object (legends do not specify what it was) so that she may rule his kingdom. But to do so she had to keep his soul alive while his body actually died. Apparently some scholars believe that the soul actually could return in a corporeal state, if found. The king's name is never given but various titles attributed to him are: the King of the West, Master of the Hounds, the Last True King, and He Who Ruled the Waves. It is said that the only thing Materhatrix fears in the world is this King's freedom, as it will bring about her destruction.

NEW MONSTERS, CREATURES, AND PERSONALITIES

The creatures listed in this section are found on Atothar. Those creatures that are "unclean," (evil), are marked with an asterisk(*). These monsters suffer double the normal damage from an ancient weapon with the Cleansing Sign forged upon it (round fractions down).

HOUNDS OF THE SAGE

PRO	FIGHT	END
3	2(3)	2
STR-10	BITE-20	DAM-15
MOV-10	SPECIAL	MAG-5
AN REF-10	CLAW-10	

Bite: +2 Damage vs. evil creatures.

Special Claw: +2 Damage

Special Armor: 2 points of protection to whole body but the underbelly and muzzle.

The Hounds of the Sage are an ancient breed first brought about by the Sages who were true to the original calling, but saw their cult being destroyed. The hounds can smell an unclean creature and track it, even if it is magically disguised. The hound's hatred for unclean creatures is immense. This is why their bite causes +2 Damage when attacking evil creatures.

They can be controlled by the Bracelets of Sir'San, but, if not attacked or chased away, will freely accompany or assist any human who is hunting down evil creatures. The hounds stand five feet at the shoulder, have huge gaping jaws, and are light brown with blue eyes. If they are fitted with the combat gear that was specially designed for them centuries ago and can still be found in the City of the King, they receive their special claw attack and armor bonus. The Hounds of the Sage are quite numerous in the city and Atotharian countryside.

WOLVES OF SAR'WIK *

PRO 3	FIGHT 2	END 3
STR-15	BITE-20	DAM-20
MOV-10		MAG-10
AN REF-10		

Bite: +1 Damage

These unclean wolves were created centuries ago, before the breeding of the Hounds of the Sage. They are night black and anyone with Night Blindness has a severe handicap when trying to see them. Their numbers have dwindled over the years until only 20 to 30 remain. Sar'Wik is now their master and can change into a wolf, but does so only occasionally. While not prowling the island or ruins for food, they attend him.

ANTECRAWLER, THE *

PRO 2	FIGHT 2	END 4
STR-15	BITE-20	DAM-25
MOV-5		MAG-5
		POS-10



The Antecrawler is the ancestor of the Crawler, which appears in the Creature section of the Conan Game. This giant lizard-snake is slightly weaker than its kin. It lurks in darkness and ruins, and emits a slithering noise when it moves. If faced with stiff odds, it usually retreats and slithers into the nearest hole.

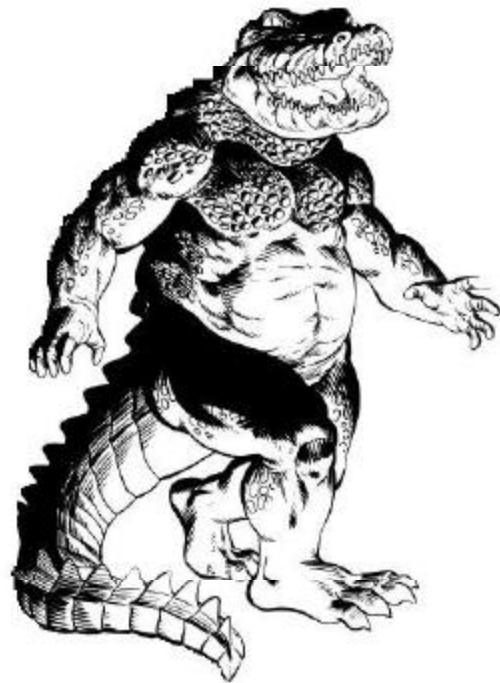
WHARF RATS

PRO 1	FIGHT 1	END 0
STR-1	BITE-5	DAM-2
MOV-5	CLAW-5	
CLI-4		

These are normal wharf rats that can be found all over the island and on wharfs. They are medium gray and about the size of a raccoon. If wharf rats meet ferocious fighting, either with humans or creatures, they will flee.

PROWLER IN THE RUINS, THE *

PRO 3	FIGHT 3	END 3
STR-10	BITE-15	DAM-15
MOV-10	TAIL-20	MAG-15
AN REF-10		



Armor: 1 point of protection over whole body

The Prowler in the Ruins resembles an evil cross between a hunch-backed human and a crocodile. Walking on two legs, dragging a spiked-tail behind him, his bent-over form shambles through the rubble at night. The Prowler's skin is plated, like a crocodile, his face resembles a crocodile's, with the long snout and sharp teeth, and his tail can whip around to deliver a terrific blow.



GRAY CLIMBER*

PRO	FIGHT	END	IN
4	2	2	1
STR-7	WREST-20	DAM-10	DAN SEN-10
MOV-7	CLAWS-7	MAG-10	
CLI-26			



Weakness: Nightblind

Gray Climbers are unusual evil creatures. They do not go out at night because of their night blindness. They are incredible climbers and can often be seen, at a distance, scaling the taller ruins. When they attack, they almost always jump from above, land on their victims, wrestle them to the ground, and defeat them with their claws. They are intelligent, smaller humanoids with long arms, short legs, and taloned hands perfectly structured for climbing.

EBONY RATS*

PRO	FIGHT	END
2	2	2
STR-10	BITE-15	DAM-10
MOV-5	CLAW-5	MAG-5
CLI-5		POS-5

These unclean rats are slightly larger than the wharf rats and jet black. They are so similar to wharf rats that it is impossible to tell them apart until they start fighting. Ebony rats never run from a battle and have the intelligence to lay an ambush for their food, instead of scavenging.

GIANT VENEMOUS SPIDER

PRO	FIGHT	END
2	1	3
STR-6	BITE-10	DAM-5
MOV-20		POS-30

Poison: 6/5/6 hrs

This spider is of the same species as that found in the Tower of the Elephant scenario included in the Conan Game. It is not an unclean creature, just a mindless, oversized arachnid. Its first attempt is to leap on the back of its victim, then bite to inject its poison. If it fails three attempts to catch and bite its victim, it tries to snare it in its sticky web. The spider fights until killed. If the adventurers kill the spider without totally destroying it, there is a 50% chance they are able to retrieve the poison sacks and use the poison on their weapons or arrows.

NIGHTWINGS*

PRO	FIGHT	END
2	3	0
STR-4	LIGHT	DAM-5
MOVE	LANCE-15	
FLY-25	MACE-10	
LAND-2	CLAW-5	

Weaknesses: Hydrophobia

Nightwings are ebony humanoids with huge bat wings. They fly at great speeds and, armed with their lances, are a formidable attack force. Their fear of water has prevented them from migrating over the seas. This, combined with a devastating disease that has recently broken out among them, has reduced their numbers until there are very few left in the city and throughout the island wilderness.

UNDERSNAKE*

PRO	FIGHT	END
2	2	2
STR-10	BITE-5	DAM-20
MOV-10	COIL-15	

Coil: +1 Damage

About one foot beneath the surface of Atothar lies the dreaded undersnake, a deep brown, bumpy snake that feels the vibrations and heat sources just above the surface. Its favorite form of attack is to encircle the victim underground, like a snare noose, then quickly shake through the ground and wrap around the victim's legs, effectively preventing it from escape. Only a character with Observation talents can spot the snake moving below the topsoil. A character with Animal Sense may be able to feel the undersnake tense to strike just before it surfaces. An adventurer can avoid being attacked by undersnakes while he sleeps by sleeping in a hammock or on the upper floors of an intact building.



PLODDERS*

PRO	FIGHT	END
3	1	2
STR-28	CLUB-8	DAM-13
MOV-2	STONE DAGGER-2	STA-7

Weakness: Fear of Fire

Plodders are brutish, naked, caveman-like creatures who are covered with matted hair and dirt. They are found all over the island and though they love to destroy things, they do not personally serve Materhatrix. They fight ferociously if their den is invaded. They have low intelligence, and an unusual, plodding gait, which accounts for their name.

DARK SWIMMER*

PRO	FIGHT	END
1(3)	3	2
STR-5	SPEAR-15	DAM-8
MOV-5	MAN- (UNDER- WATER-20)	POS-12
	CATCHER-15	

Weakness: Fear of Magic

Dark Swimmers are the watery terrors of Atothar. They are deep green aquatic creatures that resemble legendary mermen. Their main weapons are spears, which all carry, but at least one in a group of three also has a man-catcher. In the sea, they always have man-catchers because the blood from a spear wound may draw sharks. If the man-catcher catches a victim, Dark Swimmers drag the victim under water and attempt to drown him. Once the victim is dead, they let it become water-logged and soft, then eat it. Dark Swimmers are also found in the city's canal and venturing anywhere near shore is a dangerous.

SAR'WIK, SON OF MATERHATRIX*

PRO	FIGHT	END	KNOW	PER	IN
2	3	3	2	3	2
STR-10	WAR	DAM-15	ATOTH-5	OBS-15	AN SEN-15
MOV-10	HAMMER-20	MAG-10	STREET-10	TRACK-15	DAN SEN-10
CLI-5	SLING-17	POS-5	SURV-10		

Weaknesses: PHOBIA-HOUNDS OF THE SAGE, RASH, INSANITY

Talent: STREETWISE
Talent Pool: Perception

The character knows the streets of his city well. Treat as a Survival Skill for the city.

Sar'Wik is the last of his kind in Atothar; a lycanthropic human. Unlike the legends of werewolves, he can change shape into wolf form instantly and at will (see Wolves of Sar'Wik in the Creature section), but prefers to stay human. He is the son of the human form of Materhatrix and the old cartographer Wik, whom the Flying Fish may have rescued from the sea. Sar'Wik rules the wolf pack and loves to prowl the ruins, in either form, hunting for food and setting traps.

He appears to be about 20 years old but is actually near 60, a side effect of his mother's blood. He no longer sees his mother because of her hunger. His phobia concerning the hounds arises from an experience when he was younger. He was nearly killed by a pack and now never goes near them in any form unless he is accompanied by at least six wolves. His rashness has not led him into too much trouble because during his adult life there has not been much of a threat on the island. The unclean creatures all know him to be a relative of Materhatrix, and they give him a wide berth, except the Dark Swimmers who recognize no one as master.

His insanity is hereditary and getting worse as he ages. There is a latent telepathic talent that even Sar'Wik does not know of that only activates when he is dying. Then he "calls" his mother and she awakens and comes to him. For now though, he is content to rule his territory when his mother is asleep. But he feels it is time to mate and hopes to find a female soon.



MATERHATRIX-CARNIVORE FORM*

PRO 5	FIGHT 4	END 7	KNO N/A	PER 4	IN 7
STR-30	BITE-30	DAM**-40		OBS-20	DAN SEN-30
MOV-10	CLAW-10	MAG-15		TRA-20	AN SEN-30
AN REF-15		POS-10			DIR SEN-10
		STA-10			

** Damage can only be inflicted by a weapon with the cleansing sign forged into it or by poison.

Weaknesses: INSANITY, RAVENOUS HUNGER, NARCOLEPSY

READ LORE SECTION FIRST. Materhatrix has only her carnivore statistics given here because she has not reverted back to human form for nearly four decades and no longer remembers how. The serum that gave her immortality also has driven her insane and infected her with a bizarre form of lycanthropy. She is over 1,200 years old and was once Omnibelgior's queen. She ruled all of Atuthar for a short time and is now quite mad. This insanity drives her into long periods of sleep (a form of narcolepsy) for months on end, after which she awakens with an appetite so strong that she will eat anything she can reach.

Materhatrix is now a fifteen-foot-tall (at the shoulder) wolveren creature. Although she walks on all fours like a wolf, and has

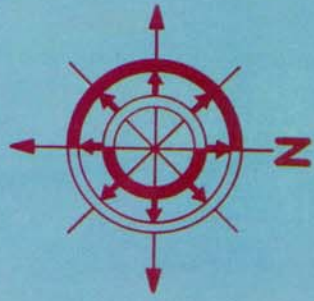
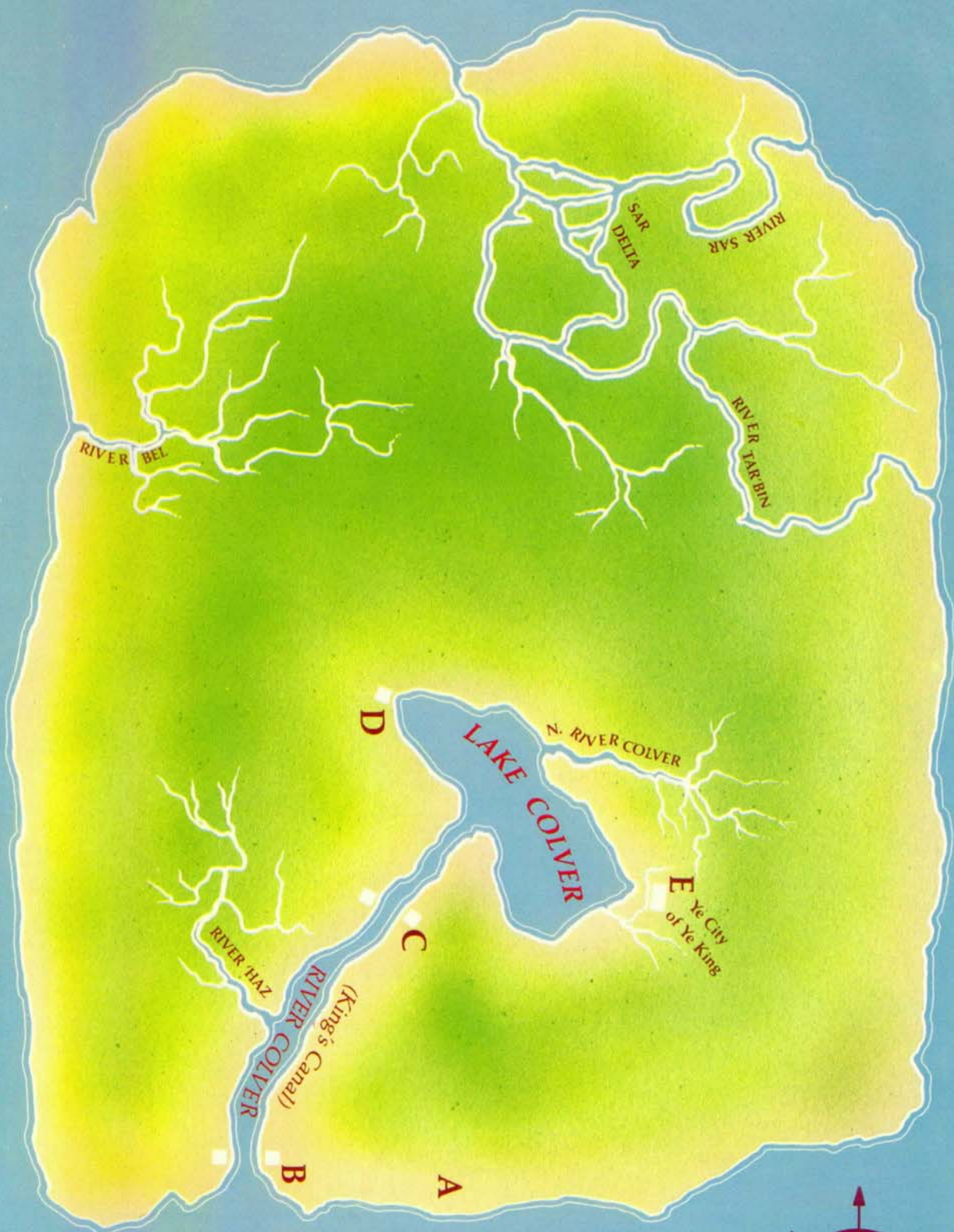
some wolveren facial characteristics, she has retained her breasts, some of her human facial features, and has no tail. The strangest aspect of her appearance, though, is her body covering. She is covered with long, light brown hair, a holdover from her human form. She was a beautiful creature when she was younger, but now, because of decades of madness and neglect, her hair is filthy and matted.

All of the Wolves of Sar'Wik are her children, as is Sar'Wik himself, but none dare come near her any longer for fear of being consumed if she awakens. She has even been known to swim out to sea in search of ships to capsize to devour the crew. Most of the devastation done to the island's population, both human, animal, and monster, is because of her appetite.

If and when Materhatrix is slain, she reverts back to her beautiful self, turning into an amazingly old woman, and then crumbling to dust.



Atothar



CONAN®

Official Game Adventure

CONAN® The BUCCANEER

by Kim Eastland

Developed by Anne C. Gray

Many Argosseans have been forced out to sea by burdensome taxes and penalties imposed by the king and his court. Most flee to Messantia where a person can lose himself in the streets. Some sign on to merchant vessels. And some become freebooters and buccaneers who sail the western seas.

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His name is *Conan*.

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Printed in U.S.A.

TSR, Inc.
POB 756
Lake Geneva,
WI 53147

TSR UK Ltd.
The Mill, Rathmore Road
Cambridge CB1 4AD
United Kingdom

0-88038-201-5
ISBN 394-54836-1TSR0600



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