



# TWENTY-FIVE PERSONALITIES OF THE KINGDOM OF BABYLON

a supplement for

# BABYLON



## ON WHICH FAME AND JUBILATION ARE BESTOWED



*Twenty-Five Personalities of the Kingdom of Babylon* is © 2017 G. P. Davis and Šukāmu Press. All rights reserved. Reference to other copyrighted material in no way constitutes a challenge to the rights of respective copyright holders of that material.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content: all dialogue, incidents, depictions, plots, storylines, locations, descriptions of characters and places, artwork, and trade dress. Elements that have previously been designated as Open Game Content are not included in this declaration.

**Open Content:** Except for material designated above as Product Identity, all the game mechanics of this product are open content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without express written permission.

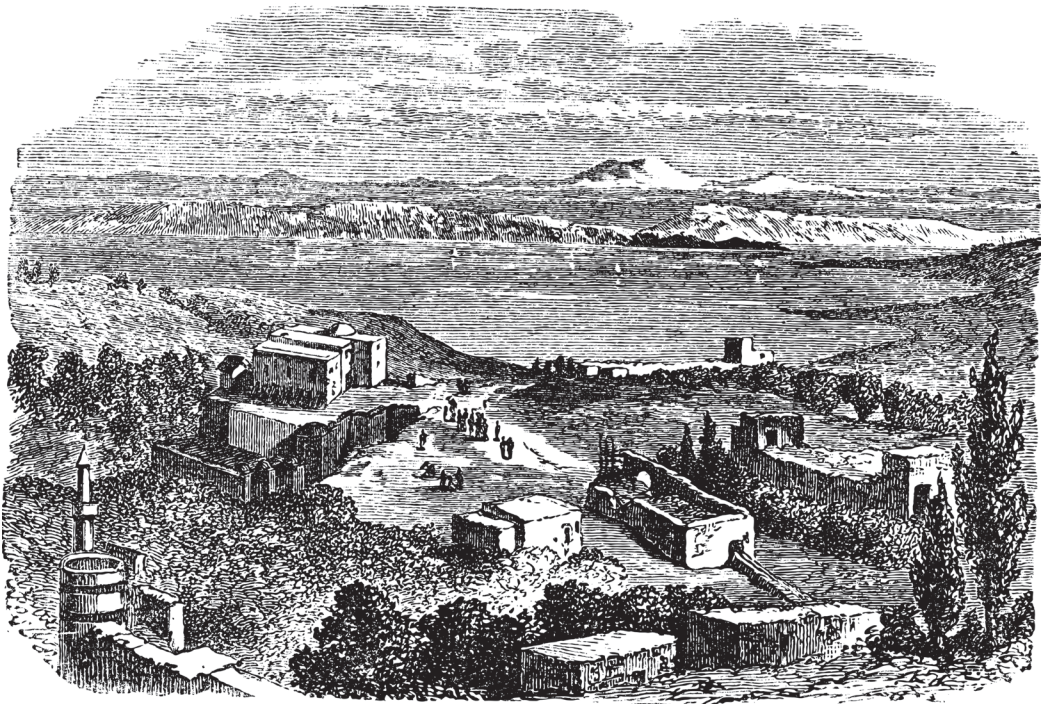
*Babylon, On Which Fame and Jubilation Are Bestowed* and *Twenty-Five Personalities of the Kingdom of Babylon* are published by Šukāmu Press under the Open Game License version 1.0a copyright 2000 Wizards of the Coast, Inc. See page 26 for the full text of this license.

SP1004

學堂 經 師 命 子 無 口 子 孫

## Table of Contents

<b>0.0 Introduction</b>	4	10.e. Tuššum, “Calumny”	13
<b>1.0: Personae Descriptions</b>	4	11. Lama-II, Bandit Leader	14
<b>2.0: The Personae</b>	5	12. Lawi-la-Addu, Moneylender	14
1. Amat-Marduk, Nadītum of Marduk	5	13. Lu-Enlilla, Exorcist-Priest	15
2. Ana-Ayya-uznī, Acrobatic Burglar	5	14. Maḥnub-II, Prince, Barge Captain	16
3. Attu-Ayya, Barge Manager	6	15. Nanna-girgal, Bloodthirsty Fortune-teller	16
4. Baḥli-bašti, Expert Leatherworker	6	16. Rip’a-malik, Nosy Judge	17
5. Gilu-Ḥepa, Hittite Bodyguard	7	17. Ruttum, Criminal Alewife	18
6. Ḥabdu-eraḥ, Yamutbalum Hero	8	18. Šidqa-Addu, Arrogant Temple-Singer	19
7. Ilī-putram, Competent Bailiff	9	19. Taḥzi-Admu, Spying Gardner	19
8. Kabi-Dagan, Wild Man of the Steppe	9	20. Tispaq-nāšir, Polyglot Slave	20
9. Kibsi-Addu, Barber of Babylon	10	21. Ṭaba, Assassin of Sīn-bēl-aplim	20
10. The Lady of the Wastes, Sorceress	10	22. Uraš-muballiṭ, Captured Priest of Uraš	21
10.a. Gāšišum, “Grinder”	11	23. Ur-Enki, “Enkidu”, Porter-Slave	22
10.b. Kāmistum, “Squatter”	12	24. Ur-Utu, Itinerant Fanatic	22
10.c. Mugtallittum, “The Frightener”	12	25. Uštap-kiriš, Slave Trader	23
10.d. Šākikum, “Harrower”	13	<b>Appendix: New Material from</b>	
		<i>Tribes and Armies</i>	24
		<b>Open Gaming License</b>	26



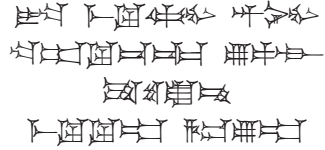
## 0.0 Introduction

The purpose of this work is to provide gamemasters with ready-made nonplayer characters in an effort to add flavor to games set in the world of *Babylon On Which Fame and Jubilation Are Bestowed*. At the time of release, there are no published adventure modules or game scenarios available for this setting. While these may one day see release, for now the personalities presented here can be used as adventure seeds, or as random encounters.

As stated in the Core Rulebook, Šukāmu Press understands that gamemasters may want to use *BFJB* with another rule system. The material here should convert to those systems easily. While the entries include skills and sorcery lists, I have not included equipment, except where it may affect armor class. The reason for this is that many of the personae included here will be encountered in their homes or places of business; places where they might, for instance, have many household items at hand, but few of the adventuring items traditionally included in NPC descriptions. In some ways, this stems from my desire to create gaming material that focuses on the setting and its people first, and treats with traditional adventure material second.

Finally, some of the skills and feats presented above make reference to material that will be included in *Tribes and Armies*, which

is due to be released soon. An appendix is affixed to detail these skills and feats where applicable.



## 1.0 Personae Descriptions

Here is the format for the personae descriptions.

### [NAME, Role]

*Location:* The district, city, or region where the individual is normally encountered.

*Ethnicity:* The ethnic background of the individual.

*Social class:* The social class of the character. As explained in *BFJB* § 3.5, while the individual's culture may not use the Babylonian terminology, the distinctions are similar enough to be treated as analogous for our purposes.

*Occupation:* One or two words categorizing the character's day-to-day vocation.

*Background:* A description of the character's backstory and current situation within the kingdom.

*Level:* The character's level in the rules system of *BFJB*.

*[Statistics Block]:* The next few lines include the individual's ability scores, as well as their ability-score adjusted saving throws, initiative bonus, unarmored armor class ("UAC") and hit points.

*Skills:* A list of the individu-

al's skills. The number of ranks a character has in the skill is expressed by the first number in parenthesis following the skill. This score is unmodified by the character's ability score bonus, which is given after the slash.

*Sorcery Points and Sorcery Paths Known:* For individuals with sorcerous knowledge, two final lines are appended. These detail the maximum number of sorcery points ("SP") available to the character (including their ability score bonus), and the Sorcery Paths the character has learned. Ranks in these Sorcerous Paths are expressed in parenthesis following the Path.

## 2.0 The Personae

### Amat-Marduk

#### *Nadītum of Marduk*

*Location:* Babylon, Eridu District

*Ethnicity:* Akkadian/Amorite

*Social class:* *Awīltum*

*Occupation:* *Nadītum* scribe

*Background:* Unlike *nadiātum* of Šamaš, *nadiātum* of Marduk do not normally live in a cloister. Amat-Marduk, however, does live within the precinct of Esagil, for she manages the tablet library there. While it is unusual for a woman to hold this position, Amat-Marduk is the second daughter of a previous *šangûm*, and her extraordinary memory was noticed in her youth.

Now in her late thirties, Amat-Marduk is an indispensable resource for those who wish to consult

the temple archive. She knows the placement of every tablet in the library, and can recall a fair portion of their contents on the spot.

Level 7

STR	11	DEX	13	CON	10
INT	17	WIS	14	CHA	11
FOR	4	REF	5	WIL	6
IN	+1	UAC	11	HP	37

*Skills (Rank/Stat Bonus):* Know. Local, Babylon (5/+3); Know. Religion (9/+3); Lit. Akkadian; Lit. Sumerian; Perceive (9/+2); Perform, Marduk Rituals (6/0); Prof. *Nadītum* (10/+2); Prof. Scribe (7/+2); Sorcery (10/+3); Speak. Akkadian; Speak. Amorite; Speak. Sumerian.

*SP:* 13

*Sorcery Paths Known:* Ea (2); Ellil (2); Marduk (6); Nabu (7); Nuska (2); Sîn (3).

### Ana-Ayya-uznī

#### Acrobatic Burglar

*Location:* Babylon

*Ethnicity:* Akkadian

*Social class:* *Muškēnum*

*Occupation:* Entertainer/Thief

*Background:* By day, 19-year-old Ana-Ayya-uznī is a *mubabbilum*, a professional acrobat who performs for the king and other well-to-do *awīlû*. At night, however, she works as a for-hire cat burglar, a role that infrequently brings her into contact with the alewife Ruttum.

While she has no qualms about stealing, Ana-Ayya-uznī refuses any job that would require violence against other persons, even

slaves. She will avoid physical conflict at all costs, preferring instead to use her acrobatic abilities to extricate herself from a combat situation.

Level 8

STR 10 DEX 18 CON 9  
INT 15 WIS 12 CHA 14  
FOR 4 REF 8 WIL 5  
IN +4 UAC 14 HP 33

*Skills (Ranks/Stat Bonus):* Athletics (9/0); Escape Artist (6/+4); Gymnastics (10/+4); Perform (9/+2); Prof. Entertainer (8/+1); Prof. Thief (9/+1); Sleight of Hand (8/+4); Sneaking (9/+4); Speak. Akkadian.

### **Attu-Ayya**

#### **Friend and Barge Manager for Maḥnub-II**

*Location:* Maḥnub-II's barge or household.

*Ethnicity:* Amorite/Ḥurrian

*Social class:* Muškēnum

*Occupation:* Fisherwoman, cook, and barge supervisor

*Background:* Now in her early 20s, Attu-Ayya began traveling with the fugitive prince, Maḥnub-II, at the age of 10. While this arrangement was not originally voluntary on the prince's part, Maḥnub-II credits Attu-Ayya's resourcefulness with helping him avoid more than one of his brother's agents over the years.

During their time together, Attu-Ayya has pretended to be Maḥnub-II's slave, mistress, or wife. In fact, her relationship to Maḥnub-II is more like that of a close friend or little sister; he has never shown

romantic interest in her. Attu-Ayya, moreover, is the only one of Maḥnub-II's current associates who know his true identity. Not even his lover, Šešbatuk, understands his origins.

Attu-Ayya has become familiar with the use of a knife over the years, and has personally extricated herself from more than one fight. In Maḥnub-II's household she deals with most of the administrative matters related to lading, as well as cooking and cleaning. She is an accomplished fisherwoman, and as such, hunger has never been one of the prince's concerns.

Level 7

STR 12 DEX 15 CON 16 INT 14  
WIS 13 CHA 10  
FOR 7 REF 6 WIL 5  
IN +2 UAC 12 HP 58

*Skills (Ranks/Stat Bonus):* Appraise (7/+2); Athletics (8/+1); Escape Artist (6/+2); Fight. Blades (7/+1); Fight. UA (5/+1); Know. Geography (6/+2); Perceive (9/+1); Prof. Fisherman (9/+1); Prof. Sailor (4/+1); Speak. Akkadian; Speak. Amorite; Speak. Ḥurrian.

### **Baḥli-bašti**

#### **Expert Leatherworker**

*Location:* Her home & shop in Babylon, Šuanna District.

*Ethnicity:* Amorite/Akkadian

*Social class:* Muškēnum

*Occupation:* Leatherworker

*Background:* Baḥli-bašti is the latest in a long line of craftpersons,

her ancestors having settled in Babylon under the reign of Sumu-la-El. A 24-year old single mother, the father of her only child was killed in a skirmish with Ešnunna forces outside of Rapiqum five years ago. Since then, Baḥli-bašti has had to work hard to provide for herself, her daughter, and her mother. As of late, this task has become easier, as her reputation for quality work has spread across the city. In addition to her family, Baḥli-bašti now is aided by two slaves and three apprentices of varying degrees of competence.

In her workshop, a customer can find a wide selection of leather goods for sale, including masterwork items. Baḥli-bašti can also repair damaged leather items (including magical ones). She will even take custom orders for an appropriate price.

#### Level 5

STR 11	DEX 12	CON 11
INT 13	WIS 14	CHA 10
FOR 3	REF 4	WIL 5
IN +1	UAC 11	HP 24

*Skills (Rank/Stat Bonus):* Appraise (8/+1); Bluff (3/0); Craft Leather Goods (8/+1); Intimidate (4/0); Perceive (8/+2); Prof. Artisan (8/+2); Speak. Akkadian; Speak. Amorite.

### Gilu-Ḥepa

#### Hittite Bodyguard

*Location:* Gilu-Ḥepa lives in one of the outer rooms of Rip'a-malik's house. She accompanies him wherever he goes.

*Ethnicity:* Hittite

*Social class:* Awīltum (formerly, among the Hittites); Muškēnum or Amtum (in Babylon)

*Occupation:* Bodyguard to Rip'a-malik.

*Background:* Born into a family of priests in the faraway Hittite city of Zippalanda, Gilu-Ḥepa had a troubled childhood. Always bigger than other girls and boys her age, she had little interest in the cultic observances of her devout family, preferring instead to go hunting, or engage in street fights with other children.

At the age of twelve, her father sold her to a tin-merchant from Sippar. She thus grew up on the road, as the merchant's caravan passed through the Levant into Egypt, and from there, back north and around the Arabian Desert into Mesopotamia. Soon after joining the caravan, Gilu-Ḥepa began to participate in its defense. At age fourteen, the merchant's bodyguards started teaching her how to handle a sword; soon after, she cut her hair and began to dress like a man.

Six years ago, a group of Urukite deserters ambushed the merchant's caravan outside of Dilbat. In the ensuing melee, everyone in the caravan, with the exception of Gilu-Ḥepa, were slain. Alone, Gilu-Ḥepa made her way to Babylon, where she eventually encountered Rip'a-malik, and began to serve as his bodyguard.

Now in her mid-twenties,



Gilu-Ḫepa stands 6'1". She shaves her fair-colored hair regularly, dresses in masculine clothing, and answers to male pronouns. Gilu-Ḫepa has a nasty scar that runs from her brow-line to her jaw, which she received in her confrontation with the Urukite deserters.

**Author's note:** The treatment of non-conforming persons in 18<sup>th</sup> Century BCE is up for debate, and nothing in *BFJB* with respect to this subject should be taken with any kind of historical authority, unless explicitly stated. Instead, Gilu-Ḫepa is offered here to encourage 21<sup>st</sup> Century GMs to incorporate gender non-conforming characters into their campaigns.

Level 10

STR 18    DEX 13    CON 17  
INT 12    WIS 13    CHA 8  
FOR 8      REF 6      WIL 6  
IN +1      UAC 11      HP 78

**Skills (Rank/Stat Bonus):** Athletics (9/+4); Fight. Axes (9/+4); Fight. Blades (13/+4); Fight. UA (12/+4); Intimidate (10/-1); Know. Geog. (8/+1); Speak. Akkadian; Speak. Amorite; Speak. Egypt; Speak. Hittite; Speak. Ḫurrian; Survival (9/+1).

## Ḫabdu-erah

### Hero of the Yamutbalum

**Location:** He follows his herd up and down the western bank of the Purattum.

**Ethnicity:** Amorite

**Social class:** *Awilum*

**Occupation:** Pastoralist

**Background:** A member of the Yamutbalum tribe, Ḫabdu-erah grew up as a nomadic tribesman to lead a pastoral life. Five years ago, as Qarni-Lim made preparations to wrest the city of Šubat-Enlil out from Išme-Dagan's shrinking hegemony, the king of Andariq issued a summons to his fellow Yamutbalum tribesmen. Ḫabdu-erah responded, and so distinguished himself in the battle for the city that Qarni-Lim's vassal Turum-natki offered him a palace office. Unfortunately for Ḫabdu-erah, Turum-natki died abruptly several months after assuming his position. The vassal king's son Zuzu succeeded him, and jealous of Ḫabdu-erah's popularity in the city and among the clans,



he ordered Ḥabdu-erāḥ seized and summarily executed.

In doing so, however, the vassal king underestimated the popularity of Ḥabdu-erāḥ, who promptly raised a rebellion and placed Zuzu's brother Haya-abum on the throne. But Haya-abum would not reign long before he was murdered by agents of the king in Elam.

At this point, a war-weary Ḥabdu-erāḥ returned to his family's cattle herds. Even though he no longer participates in the tribal politics of the Yamutbalum, Ḥabdu-erāḥ's experiences in Andariq have made him uneasy about his popularity among the tribe. As a result, he has moved his herds well north of their traditional grazing areas in southern Mesopotamia, and into the kingdom of Ḥammu-rapi.

#### Level 11

STR	19	DEX	14	CON	16
INT	10	WIS	13	CHA	16
FOR	9	REF	8	WIL	7
IN	+2	UAC	12	HP	91

*Skills (Rank/Stat Bonus):* Athletics (7/+4); Fight. Blades (14/+4); Fight. Lasso (11/+4); Handle Animal (12/+3); Perceive (6/+1); Prof. Pastoralist (11/+1); Speak. Akkadian; Speak. Amorite; Survival (8/+1).

### Ilī-putram

#### Competent Bailiff

*Location:* Large fields in Babylon  
*Ethnicity:* Akkadian/Amorite  
*Social class:* Muškēnum

*Occupation:* Iššiakkum/Farmer

*Background:* Born into a family of tenant farmers, Ilī-putram's natural organizational skills and assiduous attention to detail caused the managing *awīlū* to single him out at an early age. At 25 years old, he rarely dirties his hands nowadays, and instead manages several large fields for Apil-ilīšu, Ḥammu-rapi's oldest and closest friend. In exchange, the *iššiakkum* (OB. "farm bailiff, land agent") earns much more money than a normal *muškēnum*, more, in fact, than he knows what to do with.

Ilī-putram is a simple, prosy individual, and not one much given to imaginative speculation. He is, however, a hard and honest worker, and a competent administrator.

#### Level 5

STR	13	DEX	10	CON	14
INT	10	WIS	13	CHA	14
FOR	5	REF	3	WIL	4
IN	+0	UAC	10	HP	36

*Skills (Rank/Stat Bonus):* Handle Animal (7/+2); Know. Nature (5/0); Perceive (8/+1); Prof. Day-laborer (6/+1); Prof. Farmer (8/+1).

### Kabi-Dagan

#### Wild Man of the Steppe

*Location:* North of Sippar, in the arid border region between Babylon and Ešnunna's spheres of influence.

*Ethnicity:* Amorite

*Social class:* Muškēnum

*Occupation:* Scavenger

*Background:* Kabi-Dagan does not

remember his parents, nor any lasting connection with another human. For most of his existence, this short, wiry Amorite has lived alone in the Babylonian wilderness. Something of a legend in the cities of Sippar, Rapiqum and Tutub, he generally avoids contact with humans, although he may attempt to steal food and other materials from passing caravans, or help lonely, stranded travelers.

Kabi-Dagan can understand Amorite, but does not speak any words other than his name. Civilized men will find his habits strange; he does not revere the Mesopotamian gods per se, but engages in a kind of primitive nature worship marked by strange gestures and dances, and the creation of small mounds of dirt. Kabi-Dagan's hygiene abysmal; he is always naked, dirty and unkempt.

#### Level 11

STR	10	DEX	17	CON	19
INT	6	WIS	16	CHA	6
FOR	10	REF	9	WILL	8
IN	+3	UAC	13	HP	102

*Skills (Rank/Stat Bonus):* Athletics (8/0); Fight. UA (10/0); Gymnastics (6/+3); Perceive (10/+3); Speak. Amorite; Survival (14/+3).

### Kibsi-Addu

#### Barber of Babylon

*Location:* In front of his home-shop, in the Kumar District of Babylon.

*Ethnicity:* Amorite

*Social class:* *Muškēnum*

*Occupation:* Barber

*Background:* Kibsi-Addu has been a barber in the Kumar District since the reign of Ḫammu-rapi's father. In 1799 BCE, he joined Sîn-muballit's army and fought against an invasion force aligned to the king of Ur. Kibsi-Addu was also present among the forces that sacked the city of Isin in the summer of 1795 BCE. It was in the army where he learned his trade, and his acquaintance with hygiene and minor surgery. A loquacious fellow, he regales patrons with exaggerated stories of his youthful adventures; of the men he fought, the women he loved, and the treasure he stole. Local rumor has it that some of these spoils may remain in his possession, but if they do, it is one of the only things about which the man does not brag.

#### Level 10

STR	15	DEX	13	CON	17
INT	11	WIS	10	CHA	16
FOR	8	REF	6	WILL	5
IN	+1	UAC	11	HP	83

*Skills (Rank/Stat Bonus):* Athletics (7/+2); Bluff (13/+3); Fight Blades (8/+2); Fight Pole-arms (4/+2); Fight. UA (7/+2); Perceive (6/0); Prof. Barber (12/0); Prof. Solider (8/0); Speak. Akkadian; Speak. Amorite.

### The Lady of the Wastes

#### Sorceress

*Location:* Her tower in the desert west of Dilbat

*Ethnicity:* Akkadian/Amorite

*Social Class:* *Awiltum*

*Occupation:* Sorceress

*Background:* Born to human parents in Dilbat over fifty years ago, the Lady's given name, Ayya-šemeat, is already lost to history. Called instead by various epithets, the reputation of the Lady of the Wastes has become syncretized with that of the demon Lamaštum in popular imagination, for good reason. With her retinue of demon retainers, Ayya-šemeat lives in an ancient mud-brick tower on the edge of the Arabian Desert.

While she stands aloof from the affairs of Mesopotamia, a generation of kings have sent embassies to her, though few have returned to tell the tale. The Lady spends her time researching esoteric and alien things. Her tower is a storehouse of magical tablets, relics of the past, and possibly a magical artifact or two.

Level 20

STR	9	DEX	10	CON	12
INT	23	WIS	15	CHA	12
FOR	11	REF	10	WIL	12
IN	10	UAC	10	HP	116

*Skills (Rank/Stat Bonus):* Diplomacy (16/+1); Intimidate (11/+1); Lit. Akkadian; Lit. Elamite; Lit. Egyptian; Lit. Sumerian; Know. History (15/+6); Know. Religion (10/+6); Perceive (13/+2); Prof. Astrologer (11/+2); Speak. Akkadian; Speak. Amorite; Speak. Elamite; Speak. Egyptian; Speak. Hittite; Speak. Hurrian; Speak. Sumerian; Sorcery (23/+6).

*SP:* 29



*Sorcery Paths Known:* All to Max. Levels.

### **The Lady's Demons** **Gāšišum, "Grinder"**

*Description:* Gāšišum is so-named because in his natural form, he has a long, narrow snout like a crocodile, filled with large, flat teeth. Otherwise, he looks like a hairless, scaly-skinned ape, with a prehensile tail. "Grinder" serves as the majordomo of the Lady's household. Though exceedingly lazy, he is a careful, demanding administrator. He bullies the smaller demons, and keeps the more volatile of his fellows in line. Gāšišum has served the Lady

almost since she left Dilbat, and she gives him a great deal of latitude. When not at work, he can be found lounging in the sun, or scouring the nearby desert for prey. True to his nature, “Grinder” is a cruel creature, and occasionally enjoys devouring some of the smaller demons, especially those he can eat alive.

Huge Demon, CR 16

STR 31 DEX 22 CON 32  
 INT 18 WIS 18 CHA 21  
 FOR 19 REF 14 WIL 12  
 IN +6 AC 31 HP 261  
 DR 10 SR 21

Otherwise, “Grinder” has all the statistics appropriate to a CR 16 *utukkum*.

In combat, he prefers to weaken opponents before exerting himself physically. He will not attack if there are lesser demons to fight for him. Against groups of adversaries, enjoys using *confusion* or *insanity* to throw them off guard. Against single opponents, he will turn invisible, and lie in wait until he can make a surprise attack with his jaws.

**Kāmistum, “Squatter”**

*Description:* “Squatter” is a female demon who serves as the Lady’s handmaid. While her upper torso is that of a human woman, her arms have an extra joint. Her face is a cross between that of a locust and a human woman, and her legs are amphibian and articulated like those of a frog.

Kāmistum is a garrulous creature, and will talk to herself if no one else is around. By day she spends most of her time cleaning the Lady’s chambers and making clothes. “Squatter” is a fantastic seamstress, as the Lady’s costumes attest.

Medium Demon, CR 8

STR 14 DEX 22 CON 20  
 INT 15 WIS 15 CHA 15  
 FOR 9 REF 10 WIL 6  
 IN +6 AC 26 HP 83 DR 5

“Squatter” has 8 Ranks in the Sorcery skill, and in addition to her spell-like abilities, has 10 Sorcery Points and knows the Path of Nergal to 8 Level. Otherwise, she has all the statistics appropriate to a CR 8 *utukkum*.

“Squatter” will attempt to flee if challenged. If she cannot escape, she will attempt to use her spells and spell-like abilities to defend herself, before engaging in melee combat.

**Mugtallittum “The Frightener”**

*Description:* “Frightener” serves as the Lady’s captain-of-the-guard. She appears as a lean, female demon with pink, peeling flesh and large orange eyes. Day and night, she patrols the perimeter of the Lady’s tower. She is never without *Ēpiš-nērtim*, an ornate, cruelly bladed axe given to her by the Lady.

Medium Demon, CR 8

STR 20 DEX 20 CON 20  
 INT 12 WIS 14 CHA 15

FOR 9      REF 9      WIL 6  
 IN +5    AC 25    HP 83    DR 5

Mugtallittum has 11 ranks in Fight. Axes, Fight. Blades, and Fight. Unarmed. Otherwise, she has all the statistics appropriate to a CR 8 *utukkum*.

While most of the Lady's other *utukkū* fill domestic roles own her estate, "Frightener" is a combatant by nature. She will attempt to kill any strangers on sight.

### Šākikum, "Harrower"

*Description:* "Harrower" serves as the master of the Lady's kitchens. His true form is that of an obese demon with rough, green-gray skin and vulture feet. His face is that of a man, with beaver teeth and the ears of a donkey. Šākikum is a master of the esoteric, alien dishes the Lady prefers. He grows some of his less inimical ingredients in the Lady's fantastic garden, and barter with other demons for the rest.

Small Demon, CR 2

STR 11    DEX 18    CON 15  
 INT 14    WIS 13    CHA 8  
 FOR 3      REF 5      WIL 2  
 IN +4    AC 19    HP 13    DR 5

"Harrower" has 5 ranks in each of Craft. Cooking, Fight. Blades, Prof. Cook, and Sorcery. He knows the Paths of Dagan and Zababa to 2nd Level. Otherwise, he has all the statistics appropriate to a CR 2 *utukkum*.

In combat, Šākikum will attack with whatever bladed

implements he has at hand. Despite his low-level, "Harrower" is one of the Lady's braver and more violent retainers.

### Tuššum, "Calumny"

*Description:* One of the Lady's favorite demons, "Calumny" serves as the Lady's amanuensis. When her eyes grow tired, or in situations where it is otherwise inconvenient, the Lady commands him to read tablets and scrolls to her. In his natural form, Tuššum has a body like a tailless house cat, with long fingers and an opposable thumb on each of its four paws. His face is hairless, its leathery, livid purple skin stretched so tightly that it gives appearance of a skull.

Small Demon, CR 4

STR 10    DEX 18    CON 13  
 INT 18    WIS 13    CHA 11  
 FOR 3      REF 6      WIL 3  
 IN +4    AC 21    HP 25    DR 5

"Calumny" is fluent in Akkadian, Amorite, Egyptian, Elamite, Gutian, Hittite, Hurrian, Meluhhan, and Sumerian. He can read and write Akkadian, Egyptian, hieratic and hieroglyphic Egyptian, both the ancient and contemporary scripts of Elamite, Hittite, Hurrian, the Harappan script, and Sumerian. He has maximum ranks in the Sorcery skill, 8 Sorcery Points, and knows the Path of Nabu through 4th Level. Otherwise, he has all the statistics appropriate to a CR 4 *utukkum*.

Tuššum will not be found

outside the presence of the Lady, and will not engage in combat so long as she lives.

---

**Lama-II**  
**Bandit Leader**

*Location:* Prowls the area of the Purattum around Dilbat.

*Ethnicity:* Amorite

*Social class:* Tribal *muškēnum*

*Occupation:* Bandit

*Background:* Born a member of the Amnānum clan of the Yamina tribal confederation, Lama-II slipped away with twenty oxen at the age of thirteen and sold them in the town of Dilbat. He promptly squandered his new wealth, and hounded by agents of the tribe, went out into the desert where he joined several successive groups of bandits.

Now 21 years old, Lama-II leads his own group of criminals who prey upon the merchants and village populations in the vicinity of Dilbat. Robbery, murder and theft are the only means of survival for these men, and no crime is too abhorrent.

Unfortunately for the bandits, as their infamy grows, so too do the chances that kingdom officials will make a concerted push to end their activities. Last spring, Lama-II assaulted a group of pilgrims carrying an ancient idol of the goddess Uraš. While he ransomed the surviving pilgrims, or sold them into slavery, the statue now adorns his

lair southeast of Dilbat. The priests of Eibbi-Anum and city officials would handsomely compensate anyone who restored the image to them.

Level 7

STR	15	DEX	18	CON	15
INT	11	WIS	13	CHA	13
FOR	6	REF	8	WIL	5
IN	+4	UAC	14	HP	51

*Skills (Rank/Stat Bonus):* Appraise (2/0); Bluff (5/+1); Fight. Blades (10/+2); Fight. Lasso (5/+2); Handle Animal (6/+1); Intimidate (6/+1); Perceive (3/+1); Prof. Pastoralist (5/+1); Speak. Akkadian; Speak. Amorite; Survival (4/+1).

**Lawi-la-Addu**  
**Speculating Moneylender**

*Location:* Sušanna District in Babylon, near the Market Gate

*Ethnicity:* Amorite

*Social class:* *Awīlum*

*Occupation:* Moneylender

*Background:* Lawi-la-Addu was born into wealth. Now thirty-five years old, this well-fed moneylender enjoys his profession, for he is, by nature, a gambler. On several occasions, his schemes have almost ruined him, but each time he finds some new source of funds to keep him going. Though he makes an effort to be a lawful, upstanding citizen, the nature of Lawi-la-Addu's business attracts all sorts. In the past, he has worked with the alewife Ruttum, and it is possible that the clever woman might have some form of blackmail (financial or



otherwise) that she can bring to bear upon him, should she require his services again.

Level 5

STR	11	DEX	10	CON	15
INT	15	WIS	10	CHA	14
FOR	5	REF	3	WIL	3
IN	+0	UAC	10	HP	36

*Skills (Rank/Stat Bonus):* Appraise (8/+2); Bluff (8/+2); Know. Geography (5/+2); Know. Local, Babylon (6/+2); Lit. Akkadian; Perceive (7/0); Prof. Moneylender (8/0); Speak. Akkadian; Speak. Amorite; Speak. Hurrian.

### Lu-Enlilla

#### Exorcist-Priest Extraordinaire

*Location:* The Tuba District of Babylon

*Ethnicity:* Akkadian

*Social class:* *Awilum*

*Occupation:* Exorcist-Priest

*Background:* A brash young practitioner of the exorcist's art, Lu-Enlilla is gaining a reputation as a clever physician in Babylon, much to the chagrin of the older, established exorcists-priests of the city. As charming as he is arrogant, Lu-Enlilla is a popular fixture at gatherings of well-off *awilû*, and several of men of the city have already entertained the idea of marrying their daughters to him.

Lu-Enlilla can treat many ailments, both magical and mundane, but prospective patients should beware — the man's services are much in demand, and his prices are set to reflect this fact.

Level 9



STR 10 DEX 11 CON 14  
INT 16 WIS 9 CHA 17  
FOR 7 REF 5 WIL 4  
IN +0 UAC 10 HP 65

*Skills (Rank/Stat Bonus):* Diplomacy (6/+3); Heal (10/-1); Know. Religion (8/+3); Lit. Akkadian; Lit. Sumerian; Perceive (12/-1) Prof. Doctor (7/-1); Prof. Exorcist-Priest (12/-1); Sorcery (12/+3); Speak. Akkadian; Speak. Amorite; Speak. Sumerian.

*SP:* 15

*Sorcery Paths Known:* Anum (5); Ninhursag (9); Šin (2).

### **Maḥnub-II**

#### **Disgraced Prince, Barge Captain**

*Location:* The course of the Puratum and its navigable canals.

*Ethnicity:* Amorite

*Social class:* Awīlum

*Occupation:* Barge captain

*Background:* 39-years-old, Maḥnub-II at first does not appear any different from other barge captains. Only through talking with him do players notice the man's western accent, and his resigned, melancholy outlook on life. In fact, Maḥnub-II was born Ḥammi-šaduq, third son of king Sumu-Epuh of Yamḥad. When his father was killed in 1780 BCE in a skirmish against the Assyrian King Šamši-Adad, Sumu-Epuh's first son, the current king Yarim-Lim I, attempted to have him killed.

Ḥammi-šaduq escaped however, and fled east. After a series of adventures, he acquired the great

barge on which he now lives. One of the largest currently plying the rivers of Mesopotamia, the prince ekes out a respectable living under the assumed name "Maḥnub-II." Unfortunately for him, Yarim-Lim will not call off his agents until he confirms his brother's death.

In 1767 BCE, the great king of Yamḥad is arguably the most powerful monarch in the Middle East, and many local kings and regional officials would gladly turn Maḥnub-II over to his brother to curry favor with the king.

Level 8

STR 15 DEX 14 CON 11  
INT 11 WIS 12 CHA 16  
FOR 4 REF 6 WIL 5  
IN +2 UAC 12 HP 42

*Skills (Rank/Stat Bonus):* Athletics (8/+2), Disguise (7/+3); Escape Artist (5/+2); Fight. Blades (11/+2); Know. Nobility (4/0); Perceive (7/+1); Prof. Sailor (8/+1); Speak. Akkadian; Speak. Amorite; Speak. Ḥurrian.

### **Nanna-girgal**

#### **Bloodthirsty Fortune-teller**

*Location:* The Šuanna District of Babylon, near the Market Gate.

*Ethnicity:* Akkadian

*Social class:* Awīlum

*Occupation:* Street haruspex

*Background:* A grimy, unkept man in his early thirties, Nanna-girgal formerly took extispicies as a *bārûm* of Šamaš at Edikukalamma. Given to strange habits and violent

outbursts all his life, Nanna-girgal was beaten and almost slain by the temple guards when the temple administrator fired him eleven years ago.

He now ekes out a meager living as a fortune-teller from a small stall near the Market Gate. A cruel man, Nanna-girgal has always enjoyed the blood and butchery of extispicy. Physically too weak to secure most human victims for his own private rituals, he has not been above taking in the occasional unfortunate drunk or ill beggar.

Level 4

STR 5    DEX 9    CON 11  
INT 15    WIS 17    CHA 10  
FOR 2        REF 1        WIL 5  
IN -1        UAC 9        HP 20

*Skills (Rank/Stat Bonus):* Fighting Blades (3/-3); Know. Religion (4/+2); Lit. Akkadian; Perceive (7/+3); Perform, Fortune-telling (4/+0); Speak. Akkadian; Speak. Amorite; Sorcery (7/+2).

SP: 9

*Sorcery Paths Known:* Istar (2); Šamaš (4)

### Rip'a-malik Nosy Judge

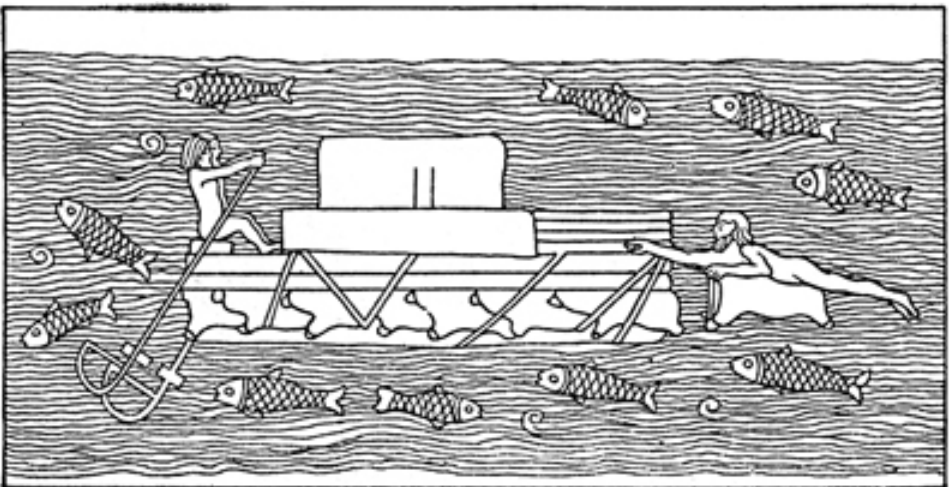
*Location:* Rip'a-malik lives in a modest house in the Ka-dingirra District of Babylon. His duties take him across the city.

*Ethnicity:* Amorite

*Social class:* Awilum

*Occupation:* Judge

*Background:* In his late thirties in 1767 BCE, Rip'a-malik has served as a judge in the city of Babylon for well-nigh a decade. Among the city's populace, his reputation for fairness is rivaled only by the merciless severity of his judgments. A careful, calculating man, Rip'a-malik faces regular criticism for investigating local controversies on his own, and not relying solely on the testimony, tablets and oaths presented by the parties before him. He believes that the laws of the city (both Hammu-rapi's and the precedents of



the kings and judges before him) are divinely inspired; to do otherwise than follow them precisely would be to commit sacrilege.

Level 10

STR	8	DEX	7	CON	10
INT	17	WIS	19	CHA	15
FOR	5	REF	3	WIL	9
IN	-2	UAC	8	HP	33

*Skills (Rank/Stat Bonus):* Appraise (11/+3); Diplomacy (10/+2); Intimidate (11/+2); Fight. Blades (3/-1); Fight. UA (2/-1); Know. History (7/+3); Know. Local, Babylon (10+3); Know. Religion (6/+3); Lit. Akkadian; Perceive (13/+4); Prof. Judge (13/+4); Speak. Akkadian; Speak. Amorite; Sorcery (4/+3).

*SP: 7*

*Sorcery Paths Known:* Šamaš (2); Sîn (2).

### **Ruttum Criminal Alewife**

*Location:* Ruttum owns several homes and buildings in the city of Babylon. She is most frequently encountered at her tavern in Kumar District.

*Ethnicity:* Amorite/Akkadian

*Social class:* Awīltum

*Occupation:* Alewife, fence, smuggler

*Background:* (Reproduced from *BFJB* p. 296) Ḫammu-rapi's 109th law exists for a reason, and that reason is Ruttum. Born during the reign of Apil-Sîn, gossips of a generation gone-by spoke of a romantic liaison between Ruttum and Ḫammu-rapi's

father, Sîn-muballit. However spurious the dating of such a tryst, the disparate social positions of both parties make such talk likely slander promulgated this awīltum's enemies.

Regardless of her initial motives, Ruttum and her establishments have long had a reputation as supporters of dissension and illegality. While Ḫammu-rapi's regime borders on the autocratic (a reputation that makes him the envy of neighboring kings, despite the his own attempts to appear more magnanimous) Ruttum's tavern and her associated holdings remain a haven for Babylon's smugglers and scoundrels, as well as others who engage in illicit, extra-legal occupations.

In 1767 BCE, Ruttum is 52 years old. Gray-haired, she is short and slightly overweight. She is active at all times of day and apparently sleeps very little. With her customers she is talkative and sardonic, if not offensively nosy regarding their activities. She speaks Akkadian and Amorite, but cannot read or write.

In addition to the tavern in Babylon's Kumar district, Ruttum owns another smaller tavern in Newtown, a number of residences in the Kumar, Kullab, and Newtown districts, and a large warehouse in Eridu. In all likelihood the alewife also owns several other properties under assumed names and through proxies.

Throughout the year, she makes several large donations to Edikukalamma, the temple of Šamaš.

Level 11

STR 7 DEX 15 CON 10  
INT 15 WIS 14 CHA 17  
FOR 6 REF 8 WIL 8  
IN +2 UAC 12 HP 52

*Skills (Rank/Stat Bonus):* Appraise (11/+2), Bluff (14/+3), Craft (7/+2), Escape Artist (7/+2), Fight. Blades (6/-2); Know. Local, Babylon (7/+2); Perceive (10/+2); Prof. Alewife (10/+2); Prof. Thief (9/+2); Sleight of Hand (11/+2); Speak. Akkadian; Speak. Amorite.

### Šidqa-Addu

#### Arrogant Temple-Singer

*Location:* Temple of Annunītum in Sippar-Amnānum

*Ethnicity:* Amorite

*Social Class:* Former *wardum*

*Occupation:* Temple Singer

*Background:* Deliberately castrated at the age of seven, Šidqa-Addu managed to convince the *kalamāḥum* to spare his eyes. Now a spectacularly beautiful 18-year old, the quality and cost of his clothing rivals that of princes. Šidqa-Addu fancies himself an expert on fine food and drink, and will gladly exploit his gifts for the right price.

Even though his voice won him his freedom two years ago, Šidqa-Addu continues to sing hymns in the temple of the goddess of Eulmaš. Through he finds Annunītum's

bellicose disposition banal, the young singer is fascinated with Ištar's more sensuous interpretations. He can read Akkadian and Sumerian, and has pilfered from the archives of two successive *kalamāḥū* several mystical works that treat with the goddess.

Level 6

STR 7 DEX 12 CON 9  
INT 13 WIS 13 CHA 18  
FOR 2 REF 4 WIL 4  
IN +1 UAC 11 HP 25

*Skills (Ranks/Stat Bonus):* Appraise (2/+1); Bluff (2/+4); Diplomacy (3/+4); Know. Religion (3/+1); Lit. Akkadian; Lit. Sumerian; Perform, Singing (9/+4); Prof. Entertainer (9/+1); Speak. Akkadian; Speak. Sumerian; Sorcery (9/+1).

*SP:* 10

*Sorcery Paths Known:* Ištar (6).

### Taḥzi-Admu

#### Spying Gardner

*Location:* Taḥzi-Admu lives in the Ka-dingirra neighborhood of Babylon, but can be found in any of Ḥammu-rapi's gardens or orchards.

*Ethnicity:* Amorite, though her maternal grandfather was an Elamite.

*Social class:* *Awīltum*

*Occupation:* Gardner for Ḥammu-rapi, agent of the Ešnunna king Ibal-pi-El.

*Background:* Taḥzi-Admu was born in the city of Ešnunna in 1793 BCE. Through her father, a disgraced priest of Dagan, she was recruited by Tišpak-šulūl, the vizier

of then-Ešnunnan King Daduša. In 1778 BCE, Tišpak-šulūl dispatched her to Babylon to live with a native Ešnunnan agent as his “niece.” Since that time she has been successful in finding work at the palace.

Her real talent, far beyond any related to espionage, involves the care and tending of plants. Taḥzi-Admu is a favorite employee of Ḥammu-rapi’s chief gardner, who trusts her implicitly.

#### Level 5

STR 13 DEX 14 CON 10  
INT 16 WIS 11 CHA 13  
FOR 3 REF 5 WIL 3  
IN +2 UAC 12 HP 26

*Skills (Ranks/Stat Bonus):* Bluff (4/+1); Escape Artist (3/+1); Fight. Blades (3/+1); Gymnastics (3/+2); Know. Nature (6/+3); Prof. Gardner (8/0); Sneaking (8/+2); Speak. Akkadian; Speak. Amorite; Speak. Elamite; Sorcery (5/+3).

*SP:* 8

*Sorcery Paths Known:* Dagan (5); Ea (1); Eriškigal (3).

### Tišpak-nāšir

#### Polyglot Slave

*Location:* Anywhere Uštap-kiriš is buying or selling slaves.

*Ethnicity:* Akkadian

*Social class:* Wardum

*Occupation:* Slave, Interpreter

*Background:* Tišpak-nāšir never knew the names of his parents, and for as long as he can remember, he has been a slave. Comparatively fortunate in his early years to have

been owned by an Ešnunnan diplomat, Tišpak-nāšir showed an early facility for learning languages, and so was taught to read and write. Three years ago he was traveling with his aged master when the man was seized by a band of mercenaries. While his owner was ransomed, Tišpak-nāšir was sold to Uštap-kiriš, a traveling slave merchant.

Tišpak-nāšir is a clever man, and though he would like to escape from the slave market, he will not do so without a well-formed plan. For now he bides his time, and hopes for the day when he is no longer at the mercy of Uštap-kiriš’s guards.

#### Level 4

STR 8 DEX 14 CON 10  
INT 17 WIS 15 CHA 11  
FOR 2 REF 4 WIL 4  
IN +2 UAC 12 HP 21

*Skills (Ranks/Stat Bonus):* Know. Geography (7/+3); Know. History (5/+3); Know. Nobility (4/+3); Know. Religion (3/+3); Lit. Akkadian; Lit. Sumerian; Perceive (7/+2); Prof. Scribe (7/+2); Speak. Akkadian; Speak. Amorite; Speak. Dilmunite; Speak. Elamite, Speak. Gutian; Speak. Hittite; Speak. Ḥurrian; Speak. Sumerian.

### Ṭaba

#### Assassin of Sîn-bēl-aplim

*Location:* Anywhere Sîn-bēl-aplim sends her.

*Ethnicity:* Amorite

*Social class:* Muškēnum

*Occupation:* Assassin

*Background:* By all appearances, Ṭaba is an average, well-fed woman in her early twenties. She dresses well and owns several slaves who maintain an estate and modest field plot in a respectable neighborhood of western Kullab. She is, however, a working class woman who grew up as the adopted daughter of a family of muškēnum assassins employed by Ḫammu-rapi's spymaster Sîn-bēl-aplim.

Ṭaba's adopted parents trained her in the use of weapons, as well in the use of minor sorceries. She is an accomplished assassin, and a valued employee of the king's government. This allows her to live comfortably, but she regrets that she must do so anonymously. Indeed, if Ṭaba has one flaw, it is that she desperately wants to share her secret life with others, if only to be told how skilled and clever she is.

#### Level 7

STR	13	DEX	16	CON	10
INT	16	WIS	9	CHA	14
FOR	4	REF	6	WIL	3
IN	+2	UAC	12	HP	37

*Skills (Rank/Stat Bonus):* Disguise (7/+3); Escape Artist (3/+3); Fight. Blades (10/+1); Fight. Bows (5/+3); Fight. UA (5/+1); Gymnastics (4/+3); Know. Local, Babylon (2/+3); Perceive (10/-1); Prof. Thief (6/-1), Sleight of Hand (3/+3); Speak. Akkadian; Speak. Amorite; Speak. Ḫurrian; Sorcery (6/+3).

*SP:* 9

*Sorcery Paths Known:* Eriškigal (3);

Nuska (3).

### **Uraš-muballiṭ** **Captured Priest of Uraš**

*Location:* Lama-II's lair, southeast of Dilbat.

*Ethnicity:* Akkadian

*Social class:* Awīlum

*Occupation:* Priest of Uraš

*Background:* A mid-level priest of the goddess Uraš, Uraš-muballiṭ was among a group of pilgrims tasked with transporting an ancient statue of the goddess around the fields of Dilbat. Unfortunately for these men, a group of bandits led by the notorious Lama-II attacked them, killing many and capturing the rest, along with the idol.

A year later, only Uraš-muballiṭ remains among the bandits, primarily by his own choice. While Lama-II ransomed his fellows, the priest has consistently convinced the bandit leader to allow him to stay, so devoted is he to his goddess's image.

Uraš-muballiṭ is in his late thirties, but appears older. Living on whatever scraps Lama-II's men choose to give him, he is weak and poorly-nourished.

#### Level 6

STR	8	DEX	11	CON	12
INT	14	WIS	17	CHA	13
FOR	4	REF	3	WIL	6
IN	+1	UAC	11	HP	37

*Skills (Rank/Stat Bonus):* Diplomacy (5/+1); Know. Nature (4/+2); Know. Religion (9/+2); Lit. Akkadian;

Lit. Sumerian; Perceive (4/+3); Prof. Priest (9/+3); Speak. Akkadian; Speak. Amorite; Speak. Sumerian; Sorcery (9/+2)

SP: 11

*Sorcerous Paths Known:* Nuska (2); Uraš [Geštinanna] (6); Zababa (2).

## Ur-Enki, “Enkidu”

### Porter-Slave

*Location:* Anywhere Uštap-kiriš is buying or selling slaves.

*Ethnicity:* Akkadian

*Social class:* Wardum

*Occupation:* Slave

*Background:* Standing 6’6” and built like a hero of old, “Enkidu” towers over the other slaves in the slave market. A clever, if taciturn young wardum, Ur-Enki’s size renders him a valuable commodity, whether a future owner uses him as a bodyguard, or directs him to some manual labor.

Ur-Enki was born in Uruk and remembers the city fondly. Given the opportunity and the resources, it’s likely he would attempt to return there.

#### Level 3

STR	18	DEX	12	CON	17
INT	13	WIS	9	CHA	12
FOR	5	REF	3	WIL	1
IN	+1	UAC	11	HP	24

*Skills (Rank/Stat Bonus):* Athletics (6/+4); Gymnastics (5/+1); Fighting UA (6/+4); Intimidate (5/+1); Prof. Fisherman (2/-1) Speak. Akkadian; Speak. Amorite.

## Ur-Utu

### Itinerant Fanatic

*Location:* Sippar-Yaḥrurum. He spends most of his time in the *re-bītum*, and sleeps in the vicinity of Šerzi-kišarra, a ceremonial dais devoted to Šamaš.

*Ethnicity:* Akkadian

*Social class:* Muškēnum

*Occupation:* Ecstatic worshiper of Šamaš.

*Background:* Ur-Utu is roughly 30-years-old, and a mentally-unstable devotee of the god of justice. He frequents the public spaces of Sippar-Yaḥrurum, where he verbally and physically assaults criminals punished there. At times, he will even harangue innocent passersby, at least until city officials forcibly remove him. Though he has never held any sacerdotal position, Ur-Utu calls himself a sangûm of the sun god, and nurtures a special contempt for the clergy and dependents of Ebabbar.

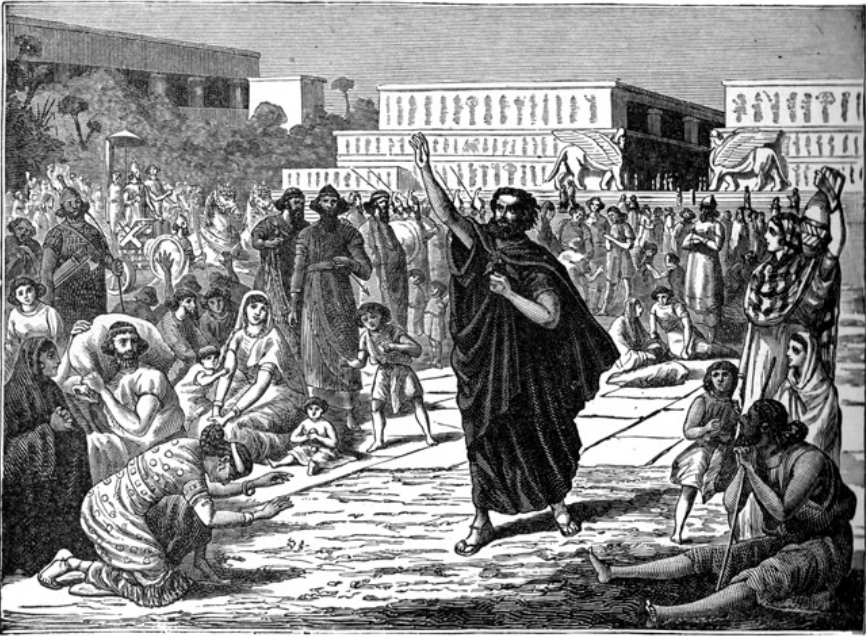
#### Level 5

STR	11	DEX	16	CON	14
INT	6	WIS	12	CHA	8
FOR	5	REF	6	WIL	4
IN	+3	UAC	13	HP	36

*Skills (Rank/Stat Bonus):* Escape Artist (2/+3); Fight. UA (6/0); Prof. Thief (4/+1); Sleight of Hand (4/+3); Speak. Akkadian; Sorcery (5/-2).

SP: 3

*Sorcery Paths Known:* Šamaš 3



**Uštap-kiriš**  
**Slave Trader**

*Location:* Merchant areas of the cities and towns of the kingdom of Babylon.

*Ethnicity:* Hurrian/Amorite

*Social class:* Awilum

*Occupation:* Merchant

*Background:* A twenty-one-year-old Hurrian, Uštap-kiriš became a slave trader three years ago. A petulant, self-interested man, he has a natural gift for business, and has made a small fortune in a very short amount of time. His slaving operation boasts the largest variety of inventory in the kingdom of Babylon, and his deputies advertise in the markets and public places that he can satisfy any request for a slave, regardless of origin, appearance, or skill set.

This degree of success,

however, comes with a price — one paid by his inventory. Uštap-kiriš instructs his employees to deal with issues among the slaves mercilessly. Indeed, because he now has so many at his disposal, he has come to believe that the loss of a few of them every month to injury, disease, or the predations of his staff is merely a cost of doing business.

Level 6

STR	15	DEX	14	CON	16
INT	12	WIS	12	CHA	8
FOR	6	REF	5	WIL	4
IN	+2	UAC	12	HP	49

*Skills (Rank/Stat Bonus):* Appraise (9/+1); Bluff (3/-1); Fight UA (5/+2); Intimidate (5/-1); Know. Geography (4/+1); Perceive (6/+1); Prof. Merchant (9/+1); Speak. Akkadian; Speak. Amorite; Speak. Elamite; Speak. Gutian; Speak. Hittite; Speak. Hurrian.



### 3.0 New Material from *Tribes and Armies*

**New Skill.** *BFJB* takes a liberal approach to skills in character creation. However, players of tribal characters are strongly discouraged from taking “cultured” skills like Disable Device, Literacy, and most varieties of the Craft, Knowledge and Profession skills. Gamemasters, moreover, should consider limiting or reinterpreting the uses of skills like Appraise and Sorcery which would operate differently within a pastoral culture.

As a result of their upbringing, tribal characters will often have significant expertise in the Handle Animal, Fighting and Survival skills. Additionally, they have access to a new Profession skill: Pastoralist.

Characters with the **Profession · Pastoralist** skill will have intimate knowledge of a wandering life devoted to animal husbandry. They will be comfortable subsisting in the Mesopotamian wilderness, and the dangers peculiar to traveling with their herds thereabout. Like the Profession · Shepherd and · Soldier skills, this can operate as a limited kind of Survival skill, or in concert with it. Pastoralist characters, furthermore, will be able to diagnose and treat injury and sickness among animals of the kinds belonging to their herds. They will have an innate understanding of the relative value of their stock, and will

understand the best ways to dispose of herd animals for financial gain.

**New Equipment.** In addition to the equipment presented in *BFJB*, pastoral characters can add the following: **Lasso.**

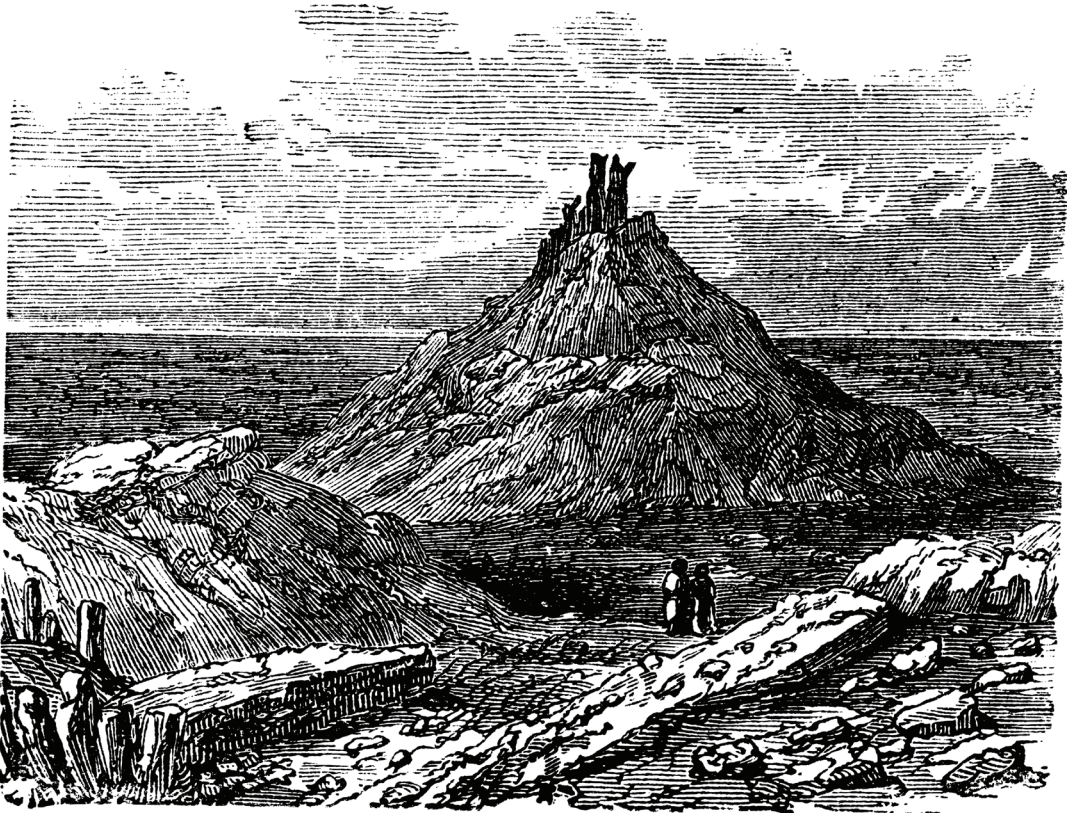
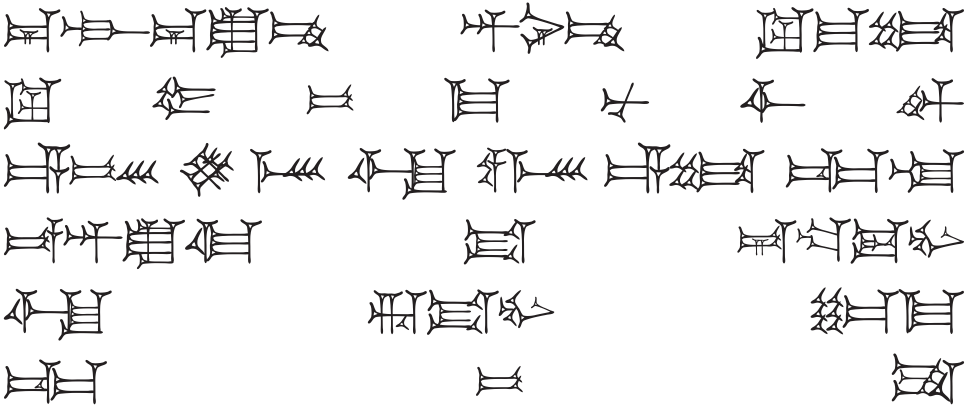
Modern players will associate the lasso with the American West, however many cultures have devised snares of knotted lengths of rope. (See Herodotus’s *Ἱστορίαι* § 7.85). Although you hold onto one end of a lasso, it operates like a thrown weapon, and requires characters to develop ranks in a Fighting skill specific to its use. When a character hits an opponent with a lasso, it does no damage, however it entangles the opponent, not unlike a net (*BFJB* p. 85).

An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity. It can only move at half speed, and cannot charge or run. Moreover, if you succeed on an opposed Strength check, the creature fails to pull away and can only move within the ambit allowed by the trailing rope. Entangled creatures must succeed on a DC 15 Sorcery check to cast a Sorcery; GMs, moreover, may modify this DC by the level of the spell being cast.

As with a net, an entangled creature can escape with a successful DC 20 Escape Artist check (a full-round action). A lassoed creature can also break the knot on a successful DC 25 Strength check (also a

full-round action).

A lasso has 3 hit points and an AC of 12. It costs 0.1 shekels.



## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

Use of Contributor Credits: You may not market or advertise the Open

Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

The Old Babylonian typeface "Santakku" used in this work is available at <http://www.hethport.uni-wuerzburg.de/cuneifont/>. It was created by Sylvie Vanséveren.

*Twenty-Five Personalities of the Kingdom of Babylon and Babylon, On Which Fame and Jubilation Are Bestowed* is copyright G. P. Davis and Sukāmu Press, 2017.

**TWENTY-FIVE PERSONALITIES  
OF THE KINGDOM OF BABYLON**  
nonplayer characters for  
**BABYLON**



**ON WHICH FAME AND JUBILATION ARE BESTOWED**



Need the best-made leather armor in the whole city of Babylon? Go see the leatherworker Baḥli-bašti, but make sure to bring your purse.

Need to research a Sumerian ritual, not performed since the Deluge? If anyone knows where to find more information on it, it'll be Amat-Marduk, a *naditum* familiar with the archives of Esagil.

When a wealthy *awīlum* is found dead near the Market Gate, will players be able to track down the bloodthirsty fortune-teller Nanna-girgal, or will the incredulous judge Rip'a-malik attempt to arrest them first?

How is the moneylender Lawi-la-Addu implicated in the night-time burglaries of the acrobat Ana-Ayya-uznī, and what, if anything, does his latest spate of bad investments have to do with the criminal alewife Ruttum?

*Twenty-Five Personalities of the Kingdom of Babylon* supplies twenty-five pregenerated, non-player characters appropriate to a fantasy roleplaying game set in the world of 18<sup>th</sup> Century BCE Mesopotamia. These individuals are not kings, queens or other powerful, socially remote officials whom players are unlikely to affect through their actions. Instead, they are interesting, unique personalities whose involvement can add a bit of flavor to adventures in Mesopotamia, or around whom gamemasters can create whole scenarios.

As with all material for *Babylon On Which Fame and Jubilation Are Bestowed*, all game mechanics are presented using *BFJB*'s "classless" d20 system. However, this material is easily adapted to any system of your choice, or to other fantastic campaigns set at other times and places in the Ancient Near East.