

Robert E. Howard's

# CONAN



MÖDIPHÜS™  
ENTERTAINMENT

SHINING KINGDOMS:  
DOWRY OF THE PEACOCK SEAL

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# CONAN

## SHINING KINGDOMS: THE DOWRY OF THE PEACOCK SEAL

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## ADVENTURE

# DOWRY OF THE PEACOCK SEAL

*She lay in his arms looking up at him, and she felt a tug at her spirit, a lawless, reckless urge that matched his own and was by it called into being. But a thousand generations of sovereignty rode heavy upon her.*

— “The People of the Black Circle”

**O**n the Northwestern coast of the Vilayet sea, the city of Telshim is host to a wedding that promises peace and prosperity. Only two generations ago was the free city of Telshim annexed and added to the Turanian Empire. The specter of rebellion still lurks in the shadows. A match made between the royal heir and a leading merchant house is hoped to quell the resentment of conquest and usher in a new era of cooperation between empire and city.

The bride, however, has other plans. Not content to be married off as a prize, she and her lover—the younger

prince — have made a deal with the sorcerer Jai Durga. In exchange for an ancient relic, the Peacock Seal, Jai Durga has promised to alter their appearance and help them escape the city to a new life



## CHAPTER ONE

### TELSHIM, PEARL OF THE VILAYET

The city was originally founded to harvest the natural salt pans located just north of its location. The protected harbor was ideal to ship slaves in and salt out. Since the early days the city was dominated by pirate barons looking to set up merchant houses and style themselves the new aristocracy.

In time, the city prospered by the immense wealth brought in by the salt trade and pirate barons of yesterday become the merchant lords of today. A secondary business in slave trading also grew from the ravenous demands of the salt mining operations and added to the wealth and size of the city. Land routes were established heading west and sea routes east and south. As a free city all were welcome and a few pirates still make it their home port.

Exactly which family first started pearl farming in the sheltered harbors is unknown, but it's thought that slaves from either Khitai or Vendhya introduced it as an alternative source of wealth for their masters so they avoided the dangerous toil of mining for salt. As such, the docks have become a valuable commodity in their own right and have been expanded several times in the history of the city. It's for this reason that Telshim became known as the Pearl of the Vilayet.

Telshim is divided into roughly even quarters around the sheltered harbor. The Old Quarter, mostly burned down after the conquest and left in ruins, is home to most of the poor. The New Quarter, dominated by the Blood Fort (so named for the deep red clay of its construction), is the home of the current Pasha and his retinue. The Merchants' Quarter is full of warehouses, taverns, brothels, and shopkeepers. Last is the Religious Quarter; it contains shrines to many gods (old and new) as the port city sees business from many parts of the world. Public administrative buildings and upper-class businesses can also be found in the Religious Quarter.

The city is circled by high dusty walls and has four main gates leading out to the trade routes. The wall and gates are guarded at all times. The harbor also has chains and a portcullis to close off the inner harbor to prevent entry or exit. Telshim is a hard nut to crack for a land army and has never been defeated without naval support.

### THE IRON COMPANY

This information is provided to give the adventurers a bit of history on their employer. It can be used to continue further adventures or provide flavor for a mercenary company in another setting. If this is the first adventure for the players, them joining the Iron Company can serve as an introduction to each other.

The story of the Iron Company begins in Rhamdam, a city state of Hykania. After a palace coup, a minor branch of the family usurped the throne and massacred the ruling family. One child was smuggled out by a loyal retainer, General Alborz. Fleeing into distant lands and having only one employable skill, the General formed the Iron Company.

Prince Jahan grew up in the mercenary company and by his fourteenth summer had already earned the position of commander. Jahan keeps his face hidden at all times with a face wrap and turban in the style of desert riders. On special occasions he has been known to wear a bronze mask of a hawk. Rumors say Jahan is a wizard who wears the mask and turban to hide the third eye on his forehead, which can see into the future. This, some believe, is the explanation for the brilliant victories the Iron Company has won since Jahan assumed command.

The truth of the matter is that Jahan is covering up a familial trait, scarring on his cheeks, which is a mark for the male side of his family. He cannot afford to be discovered until he is ready to take the fight back to his ancestral lands. Additionally, being known as a prescient commander is not bad for the reputation of his mercenary company.

The current troop count is about 200 for the Iron Company. All contracts, major events, and the coming and leaving of members are recorded in the Book of Deeds by the company scribe. It is suggested one of the party members be assigned the role of scribe. Extra pay or experience points can be awarded for this extra work. The Book of Deeds is not meant to be a meticulous ledger, but a shorthand chronicle of the adventurers in the Iron Company.

The adventurers have been members of the Iron Company for some time and are in good standing. At least one member of the adventurers' party is expected to hold the rank of Sergeant.

## PEOPLE OF NOTE

Yarius, Pasha of Telshim is making plans for the wedding of his heir, Prince Gergis. The bride, Esfir, is from a local prominent merchant family, House Bahar. The match is hoped to bring future stability and prosperity to the city. Prince Gergis is largely indifferent to the match as long as it does not interfere with his vices (opium and dancing girls).

The younger prince, Araxis, has just returned from a long patrol of the steppes. It is his duty to guard the outer reaches of the empire against foreign incursions and bandits alike to keep the trade routes open. The spice must flow.

For the wedding there is an influx of visitors, guests, and opportunists. The Pasha has hired on the Iron Company to help keep the peace over the fortnight of expected festivities. Commander of the Iron Company, Jahan the Hidden, is an old friend of Pasha Yarius and has agreed to the contract.

*“From the walls of the citadel one could look down on the broad white streets of the city, on minaretted mosques, shops, temples, mansions, and markets.”*

— The Scarlet Citadel

## THE WEDDING PROCESSION

The adventure begins with the party escorting the bridal procession through the city. The procession consists of the bride carried in a closed palanquin, with the parents of the bride and other close family members riding in larger, open palanquins. Several mounted house guards are in the lead, followed by a dozen more on foot. Next in line is an ox cart pulled by two magnificent beasts. The dowry cart is elaborately decorated and holds several secured chests, bolts of cloth, and other expensive household items. More house guards trail the cart, followed by musicians, tumblers, and a gaggle of local children enjoying the drama. The performers are dressed in costumes and masks. Some more townsfolk follow at a polite distance and many more look on from nearby buildings as the procession passes. The adventures can position themselves in loose formation anywhere behind the house guards following the dowry cart.

See The City of Telshim map for a breakdown of the city's quarters and the route that the bridal procession will follow (Indicated by the dotted line).

# CHAPTER TWO

## SCENE ONE

The current assignment for the adventurers is to escort the bridal procession from House Bahar (marked A on the city map) to the Blood Fort (marked B) where the wedding will take place. The party sets off uneventfully at a leisurely pace. Refer to the wedding procession description to set the opening scene.

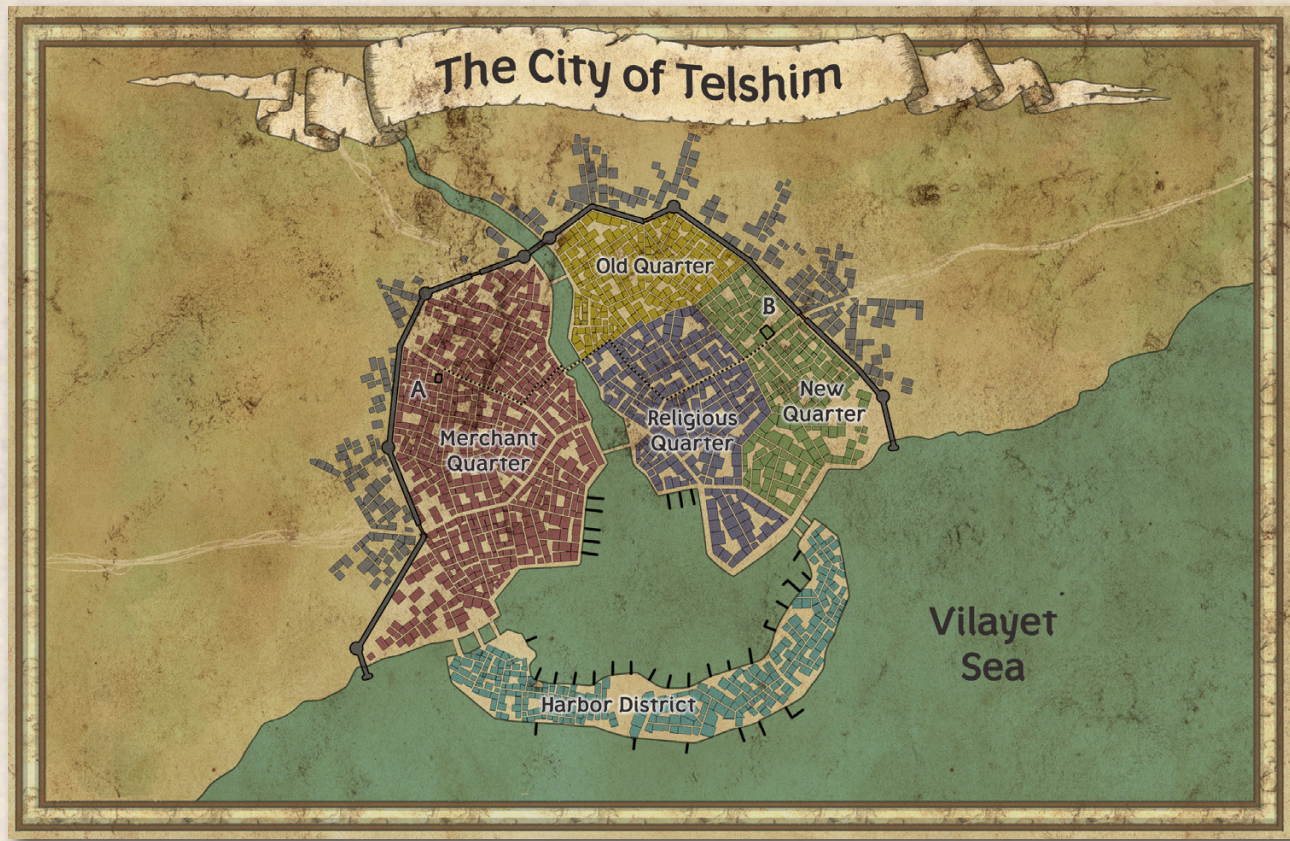
At a narrowing pass through the border of the Religious Quarter and Old Quarter, the procession is ambushed! From above, large, weighted nets are thrown over the guards in the lead, pinning them down. Smaller nets are also tossed on the guards in the rear. Avoiding the thrown nets is a Challenging (D2) Acrobatics Test. If any of the players called for an Observation Test during the procession, they spot movement seconds ahead of time, reducing the difficulty of this Test to Average (D1) regardless of the result of the Observation Test. Burning pitch rains on the dowry cart, causing the oxen pulling it to panic and run off randomly. Smoke bombs of various colors are tossed to add to the confusion. All the people in the procession and nearby panic.

From nearby buildings, a swarm of men with wrap-covered faces rush out and assault the wedding party. The servants drop the palanquins in panic and flee or cower, while the tumblers leap into the dowry cart and try to escape with it. Bahadur can be seen standing guard with naked sword in hand. He yells for the guards to rally to his position and protect the family.

The adventurers are likely to stand and fight, free allies caught in the nets, rally to Bahadur, or pursue the dowry cart. In all four cases, they face two Thieves (see Chapter Three) per player character, who will fight until any of their number receive a Wound. At that point, they will flee along with the rest of their allies.

It is a Challenging (D2) Athletics Test for any character to escape from the nets. The attacking Thieves ignore anybody thus trapped, as they are more interested in making a distracting and colorful display than killing or injuring anybody.

Once the Thieves retreat, if the player characters chose to pursue the dowry cart, they find it in a nearby alley, abandoned, with the doors locked and goods intact, but for the small black box which contained the Peacock Seal, which is missing. If they make any different choice, other members



of the Iron Company find it stripped bare, even the wheels and oxen missing.

Despite the fury and panic, there are very few injuries once the Thieves flee. The bride is still safe inside her palanquin and no one in the family was hurt. The party can accompany Bahadur back to House Bahar, or stay and help with the investigation with the city guard, or report back to Jahan stationed at the Blood Fort. They can also split up and do any of the above.

Under duress any captured prisoners will reveal they work for a man named Feroze. They were promised a share of the dowry loot and they know nothing else. Under torture or reward to be let go, one of them will agree to lead them to Feroze's hideout.

Searching any of the buildings the attackers came out of will yield that the owners were taken prisoner and their buildings were used against their will. They will find the owners tied up in the buildings. The owners do not have any useful information.

If the bride is questioned or followed back to House Bahar, she will be reluctant to speak or remove her veil in the company of strangers, and she is well hidden by the extensive wedding dressing and jewelry. Eventually it will become apparent that the bride is not Esfir at all, but her handmaiden Roxana. She will refuse to talk other

than to say she is a loyal servant to her mistress and is just following her orders.

## SCENE TWO

The Pasha has asked Jahan to take charge of the investigation as he does not trust the city guard, who may have been bought off. Jahan in turn instructs the adventurers to lead the investigation. They are given a writ signed by the authority of the Pasha to question/search the city and elicit cooperation in the investigation from the locals.

Following the lead back to House Bahar, the party can question Bahadur Bahar and learn that he had no knowledge that Esfir had been missing. Bahar is enraged about what this attack means to his status in the city, but largely unconcerned about the welfare of anybody else.

Questioning the handmaidens of Esfir (Roxana & Gulzar) will yield no information until the safety of Esfir is brought up and on that line of reasoning they can be convinced to give up some information. If they do not cooperate, at some point an angry Bahar will threaten to cut off the head of one of them for betraying the house and the other one will break down and spill all the information. They reveal they had been sworn to secrecy by Esfir, who is going to elope with

her longtime lover Araxis. They hand over a letter that they were to give to Bahar after a week had passed. The contents of the letter state: “Sorry Papa, but I can’t marry that vile man and have made my own choice. Please don’t worry. I can take care of myself and will make my own place in the world as you did — love Esfir.”

The most obvious clue to follow up on is the reference to Esfir’s lover, Prince Araxis. Queries about Araxis in the Blood Fort will be directed to Captain Gazsi.

Gazsi will insist he knows nothing. If pressed with the writ of the Pasha and an Average (D1) Test of an appropriate skill, he will reluctantly allow the quarters of the Steppe Company to be searched (including his quarters and Araxis’s). Nothing of note will be found. If pressed in private, in his quarters or Araxis’s outside of the view of the rest of the company, Gazsi will confess that he knew the Prince was planning on leaving. As such, he had scouts on watch along the road to report back when the Prince was gone. The Prince and Esfir were never seen leaving the city.

Gazsi is concerned that something must have gone wrong and now feels the Prince might be in danger. Gazsi’s final task was to leave a letter written by the Prince in his quarters. In exchange for leaving his name and role out of the investigation, he will hand over the letter and some extra information. If the adventurers agree to this deal, the information revealed is that Araxis had made a deal with a local thief (Feroze) to smuggle them out of the city. The letter can be found in a bundle of other papers piled in shelves among years of reports.

The letter reads: “Sorry to abandon my duty Father, and ruin your plans for a dynasty, but after years of service I feel I have done enough for the Empire and deserve some of my own happiness. As the second son I know I am entitled to nothing and only want Esfir. We will be long gone by the time you read this. Please don’t waste resources trying to find us, you will fail. I wish you and Gergis well — Araxis.”

If the adventurers start out trying to strong-arm Gazsi or at any point switch to being antagonistic, he will resist and have the backup of the Steppe Company. Additional city guard or Iron Company force will need to be summoned in order to arrest Gazsi. After a tense standoff, Gazsi will surrender to prevent bloodshed. He will deny everything and

*“Triple the guards at each. Let no one enter or leave the city without strictest investigation. Set men scouring the streets and searching the quarters.”*

— *The Hour of The Dragon*

accuse the adventurers of being incompetent and arresting a loyal subject for simply being second in command of the missing Araxis. The Pasha is not willing to imprison Gazsi without proof, so this trail ends.

Following up either from Gazsi’s information or interrogating any captured robbers from the wedding procession, the name Feroze will be the next thing to follow up in the investigation.

The adventurers will need to find Feroze’s location, a rundown two-story building in the Old Quarter. Other than a drunken Feroze, no one else is in the building. The chest from the dowry cart lies open on one of the tables. Also, if any other loot was stolen from the dowry, the less valuable remains will be found here.

Feroze happily greets the adventures and says he is ready to be taken away and sold into slavery. He says further it is a shame an old man like him will fetch very little and laughs at his own joke.

Further questioning or threatening Feroze will reveal that he was hired by an unknown party to steal the chest that contained the Peacock Seal. The deal was that he was to meet the unknown party afterwards and split the profits from the sale of the object. Afterwards, using his contacts, Feroze was to bribe them past the wall. That all fell apart soon as Feroze got the chest open and knew from a life of experience that seal inside was a fake.

Feroze will happily demonstrate his expertise by pointing out material defects in the seal and attempts at artificially aging the fake seal. He will comment that it’s a very good fake, but not good enough to fool his appraisal skills [anyone with Observation or Appraisal skill can verify that it’s a fake without a Test]. Feroze will comment that he likely has been set up to take the fall and the real seal has been stolen



by someone else. All his men fled with what loot they had grabbed, knowing they were set up by the unknown party and unwilling to gamble any further. Feroze stayed as this was to be his last big score before retiring, and now that's its gone sour, he has nothing more to live for. May as well drink and wait for the end. Feroze will continue to drink and indulge the adventurers on whatever subject they wish.

If the line of questioning continues to try and determine the identity of the unknown party, Feroze does not know, but is willing to disclose that he has a very good guess on who the buyer is. If they cut him a deal to be released with a small amount of coin, he will take them immediately to the docks, otherwise he is more than happy to experience the hospitality of the Pasha's dungeons rather than violate honor among thieves without sufficient compensation.

Jai Durga's Wraith Tigers have been spying on Feroze for some time. By the time the adventurers are ready to leave with Feroze it should be dusk. Depending on how long they have taken before they get to Feroze, it may very well be night. If there is a sorcerer in the party, he can use his skills to become aware that they are being watched by an otherworldly source.

Once the party begins the journey towards the docks, the Wraith Tigers will stalk them and attack. In a narrow alley where they can cut Feroze off from the player characters, one Wraith Tiger (see Chapter Three) for every two player characters leap from the rooftops. One attacks Feroze, while the others attempt to keep the thief lord separated from the protecting adventurers. Once Feroze is dead, they escape into the night. They will attack with the goal of killing Feroze. If any of the party has split off, one of the Tigers will follow them and attack opportunistically.

If Feroze survives, continue on to Scene Three. If he dies, the adventurers need another avenue to get the information about Jai Durga's ship. One possibility is that they can talk to the harbor master in the morning, who will narrow down a list of ships they should investigate. Other possibilities include tracking Jai Durga via sorcerous means, to trace rumors in dockside bars, track the tigers as they return to their master, or to rally Feroze's surviving thieves' loyalty to help investigate. Another option is to use sorcery to find the ship, such as call back the spirit of Feroze, or track the tigers as they flee back to their master.



## SCENE THREE

Feroze will lead the adventurers down to the wharf and point out a decrepit ship belonging to Jai Durga. The ship has two guards (see *Conan corebook*, page 317) standing watch at the plank and one in the bow and stern of the ship.

Using the writ from the Pasha they can demand entry to search the ship, but will find only the odds and ends of Durga's collection on display. The collection is mainly small creatures from many exotic locations in either small golden cages for the live ones, or stuffed and mounted for the dead ones. Additionally, there are ornate shelves with numerous books in many languages and a few sparse furnishings. Of note is the lack of food and fresh water supplies for a boat of this size.

The ship has about a dozen zombies used as rowers on the bottom level accessible by trapdoor. They look like malnourished slaves and if questioned will not respond.



There is a hidden compartment on the ship where the newly created thralls Araxis and Esfir are kept. Found within the same compartment is also the collection of other soul jars. A skill check of carpentry or seamanship will reveal to the party that there are hidden spaces on the ship.

If found out, Durga will offer the adventurers a bribe of 5 Gold to leave him be, otherwise he will fight them with his zombie minions and magic.

The adventurers should scout out the ship and come back with help or they will have a very hard time. Aboard the ship are Jai Durga, a dozen Zombie Thralls, four Warrior Thrall Guards, and any Tiger Wraiths that survived the ambush in the alley. Find statistics for all of these adversaries in Chapter Three.

After Jai Durga is defeated, the adventurers can free the thralls by smashing the glass vessels. Araxis and Esfir will be fine, but the rest of the thralls will die.

The adventurers can also secure the trapdoor leading to the bottom level to prevent the rowers from assisting in the fight.

The reason Araxis and Esfir came to Durga was that in exchange for the Peacock Seal he would alter their appearance and sail them out of the city. Instead, he betrayed them and turned them into his undying servants.

Pinning the theft on Feroze and recovery of the fake seal would have let Jai Durga free to sail off at his leisure.

Evidence can be found in the secret hold of materials and attempts at making the Peacock Seal [several ruined ones sit on the table]. Those with knowledge of alchemy can confirm magic was used in creating the fake. Also, the real Peacock Seal can be found on the same worktable.

## AFTERMATH

If the adventurers successfully rescue Araxis and Esfir, they can decide to let the couple elope or remind them of their duty to family. It will require Daunting (D3) Persuasion Test to convince them to return of their own will. Otherwise, they can be escorted back by the adventurers. Under any kind of physical threat or coercion, Araxis and Esfir will go quietly.

If the party decides to let them go, they can assist them in escaping the city by either smuggling them out using Feroze or let them hide them on Jai Durga's ship until the blockade is lifted and let them sail out. The Peacock Seal can be returned to Bahar for a reward, but an explanation will need to be provided for the missing Esfir and Araxis.

They can escort the star-crossed lovers back to the Blood Fort or House Bahar, where they will be rewarded by the Pasha and/or Bahadur. A new date will be set for the wedding. Araxis will be shipped off to a distant border of the empire. Jahan will also reward the party independently for solving the case and strengthening his relationship with the Pasha.

Additionally, any loot found on Jai Durga's ship will go to the party. The ship itself will be awarded to the Iron Company. Of particular interest to any sorcerous characters will be the materials and books. Other characters can also be rewarded with magical trinkets and weapons from Jai Durga's collection (See *Conan corebook*, page 163 for sample items).



# CHAPTER THREE

## CAST OF CHARACTERS


### PASHA YARIUS (Ruler of Telshim)

Wants to marry off his heir to a local family to establish a stable dynasty, hoping that giving the Prince new responsibilities will finally make a man of him. Otherwise hopes he lives long enough to raise a grandson who will prove a much more responsible and fitting heir.

ATTRIBUTES			
Awareness	Intelligence	Personality	Willpower
9	10	10	9
Agility		Brawn	Coordination
8		9	8

FIELDS OF EXPERTISE			
Combat	1	Movement	1
Fortitude	1	Senses	2
Knowledge	2	Social	3

STRESS & SOAK	
■ <b>Stress:</b> Vigor 10, Resolve 10	
■ <b>Soak:</b> Armor 1 (Clothing) Courage 3	

ATTACKS	
■ <b>Dagger (M):</b> Reach 1, 4  , 1h, Hidden, Parrying, Thrown, Unforgiving 1	

SPECIAL ABILITIES	
■ <b>Ruler of Telshim:</b> As ruler, Yarius has command of the palace guards, the city guards, and the wealth to influence just about everyone in his domain.	

### PRINCE GERGIS (HEIR)

Heir to the current ruler, he is far more interested in dancing girls and opium than governing and thus considered to be a soft mark to the ambitions of the more aggressive merchant houses. He is a bit of a coward and will acquiesce to the will of his father.

ATTRIBUTES			
Awareness	Intelligence	Personality	Willpower
6	7	6	8
Agility		Brawn	Coordination
7		7	7

FIELDS OF EXPERTISE			
Combat	—	Movement	1
Fortitude	—	Senses	1
Knowledge	—	Social	1

STRESS & SOAK	
■ <b>Stress:</b> Vigor 7, Resolve 3	
■ <b>Soak:</b> Armor 1 (Clothing) Courage —	

ATTACKS	
■ <b>Unarmed/Improvised Strike (M):</b> Reach 1, 4  Improvised, Stun, Thrown	

SPECIAL ABILITIES	
■ <b>Heir to Telshim:</b> Can command the palace guards, city guard, and has wealth enough to influence most people. However, Gergis interests are mostly satisfying his vices.	

### PRINCE ARAXIS

Second son of Yarius and Commander of the Steppe Patrol, he prefers the open plain to the city but is currently home for his brother's wedding after months of patrolling caravan routes and protecting the domains of the Empire. It was in one of these encounters fending off bandits for the caravan of House Bahar that he met Esfir. Over the years he grew to love Esfir, but currently is deeply conflicted over his duty versus his love.




ATTRIBUTES			
Awareness	Intelligence	Personality	Willpower
9	9	8	9
Agility		Brawn	Coordination
11		11	10

FIELDS OF EXPERTISE			
Combat	3	Movement	2
Fortitude	2	Senses	2
Knowledge	2	Social	2

**STRESS & SOAK**

- **Stress:** Vigor 12, Resolve 10
- **Soak:** Armor 3 (Heavy Armor & Helm) Courage 3

**ATTACKS**

- **Saber (M):** Reach 2, 5 , 1h, Cavalry 1, Parrying
- **Lance (M):** Reach 3, 6 , Unbalanced, Cavalry 2, Fragile
- **Hyrkanian Horse Bow (R):** Range C, 5 , 2h, Volley

**SPECIAL ABILITIES**

- **Commander of the Steppe Patrol:** Can call in reinforcements of Calvary soldiers. Has about hundred men under his command.
- **Melee Talents:** No Mercy, Deft Blade, Adaptable Combatant
- **Observation Talents:** Sharp Senses, Scout, Battlefield Perception, Crippling Blow
- **Ranged Weapons:** Accurate, Quick Release

## BAHADUR BAHAR

(Father of the Bride)

Father of the bride and leader of House Bahar, the most dominant merchant house in Telshim. In his youth Bahadur was an active adventurer and later in life proved to be a capable leader and trader. He is in his late sixties and leaves the running of the business to his daughter. He indulges her in all things, but desperately wants his grandson to rule the city. He has worked for Jai Durga in the past procuring items for his collection.

**ATTRIBUTES**

Awareness	Intelligence	Personality	Willpower
11	12	10	12
Agility	Brawn	Coordination	
11	13	11	

**FIELDS OF EXPERTISE**

<b>Combat</b>	4	<b>Movement</b>	1
<b>Fortitude</b>	3	<b>Senses</b>	3
<b>Knowledge</b>	3	<b>Social</b>	3

**STRESS & SOAK**

- **Stress:** Vigor 15, Resolve 12
- **Soak:** Armor 1/3(Clothing/Chain Hauberk) Courage 3

**ATTACKS**

- **Tulwar (M):** Reach 2, 9d, Unbalanced, Cavalry 1, Parrying

**SPECIAL ABILITIES**

- **Merchant Lord:** As leader of a prominent merchant house has command of two dozen house guard. Also controls considerable wealth to influence more.
- **Arm Bracers of the Warrior:** Bahadur was gifted a set of bracers by a sorcerer he saved. One of them grants the wearer +3 on Brawn and the other +3 on Vigor. If both are worn they also grant Courage 3 Soak (non-stacking).
- **Melee Talents:** No Mercy, Grappler, Murder in the Eyes
- **Resistance Talents:** Hardy, Just a Scratch, Impervious, Iron-Skinned

## ESFIR

(Bride to Be)

Prince Gergis' bride to be, but in love with Araxis. She is the only child of House Bahar, considered a miracle baby as all her siblings died very young or were stillbirths. Her mother also died giving birth. Neither his second nor third wife has produced any living children for Bahadur. Being the only child Esfir is very spoiled and generally gets her way. She grew up riding with her father on the trade routes and is a capable and smart woman. In all things her father has been her champion, but they quarrel over her arranged marriage. Esfir wants to remain a free woman and continue running the house business, but her father has grander ambitions.

**ATTRIBUTES**

Awareness	Intelligence	Personality	Willpower
11	11	11	11
Agility	Brawn	Coordination	
12	11	11	

**FIELDS OF EXPERTISE**

<b>Combat</b>	2	<b>Movement</b>	2
<b>Fortitude</b>	2	<b>Senses</b>	2
<b>Knowledge</b>	2	<b>Social</b>	2

**STRESS & SOAK**

- **Stress:** Vigor 12, Resolve 12
- **Soak:** Armor 1/3 (Clothing/ Armor) Courage 3

**ATTACKS**

- **Scimitar (M):** Reach 2, 5 , 1h, Cavalry 1, Parrying

**SPECIAL ABILITIES**

- **Melee Talents:** No Mercy, Deft Blade, Blood on Steel, Killing Strike
- **Parry Talents:** Deflection, Riposte



**ROXANA & GULZAR  
(Hand Maidens)**

Roxana & Gulzar are Esfir's trusted hand maidens. They are loyal to Esfir first and then to house Bahar.

**ATTRIBUTES**

Awareness	Intelligence	Personality	Willpower
7	7	8	7
Agility	Brawn	Coordination	
8	7	7	


**FIELDS OF EXPERTISE**

Combat	—	Movement	1
Fortitude	—	Senses	1
Knowledge	—	Social	1

**STRESS & SOAK**

- **Stress:** Vigor 7, Resolve 6
- **Soak:** Armor 1 (Clothing) Courage —

**ATTACKS**

- **Unarmed/Improvised Strike (M):** Reach 1, 4   
Improvised, Stun, Thrown

**JIA DURGA THE  
COLLECTOR (NEMESIS)**

A dark skinned wizard from Vendhya, Jai Durga travels the realms collecting things precious and magical. He owns a ship crewed by Thralls and filled with treasures: books, and exotic things in small golden cages. Recently he has come in possession of a text that describes an imperial seal from an old empire used to bind blood contracts. Jai Durga has had past dealings with House Bahar and suspected their house seal was possessed of some power, but not that it was the Peacock Seal of Legend. He has tried to negotiate to buy it, but House Bahar refused to sell it, as they believe it is responsible for their good fortune and ascendancy as a merchant house. He has used the impending wedding to give him opportunity to steal it.

**ATTRIBUTES**

Awareness	Intelligence	Personality	Willpower
12	12	11	12
Agility	Brawn	Coordination	
9	9	10	


**FIELDS OF EXPERTISE**

Combat	1	Movement	2
Fortitude	2	Senses	2
Knowledge	—	Social	1

**STRESS & SOAK**

- **Stress:** Vigor 12, Resolve 14
- **Soak:** Armor 1 (Clothing) Courage 5

**ATTACKS**

- **Unarmed/Improvised Strike (M):** Reach 1, 4   
Improvised, Stun, Thrown


## FEROZE

Local head of the thieves' guild, Feroze is an old man who wants to retire with one last big score. He enjoys his drink and lives a carefree life, happy to go where the four winds toss him. Feroze has extensive knowledge of the city and contacts in both low and high places.

ATTRIBUTES			
Awareness	Intelligence	Personality	Willpower
12	10	9	9
Agility		Brawn	Coordination
10		9	9

FIELDS OF EXPERTISE			
Combat	1	Movement	1
Fortitude	1	Senses	1
Knowledge	2	Social	2

STRESS & SOAK	
■ <b>Stress:</b> Vigor 10, Resolve 10	
■ <b>Soak:</b> Armor 1 (Clothing) Courage 1	

ATTACKS	
■ <b>Dagger (M):</b> Reach 1, 4  , 1h, Hidden, Parrying, Thrown, Unforgiving 1	

## JAHAN THE HIDDEN

Commander of the Iron Company. See sidebar (page ##) for his story.

ATTRIBUTES			
Awareness	Intelligence	Personality	Willpower
12	12	10	10
Agility		Brawn	Coordination
10		12	10

FIELDS OF EXPERTISE			
Combat	3	Movement	2
Fortitude	3	Senses	2
Knowledge	3	Social	2

STRESS & SOAK	
■ <b>Stress:</b> Vigor 14, Resolve 15	
■ <b>Soak:</b> Armor 1/3 (Clothing/Armor) Courage 3	

ATTACKS	
■ <b>Sword (M):</b> Reach 2, 7  , 1h, Parrying	

## SPECIAL ABILITIES

- **Warfare Talents:** Strategist, General, Conqueror
- **Observation Talents:** Sharp Senses, Scout, Battlefield Perception, Crippling Blow, Perfect Memory

## GAZSI

Captain of the Steppe Riders, second in command after Araxis, and is his close, trusted friend.

ATTRIBUTES			
Awareness	Intelligence	Personality	Willpower
10	9	8	8
Agility		Brawn	Coordination
11		12	10




FIELDS OF EXPERTISE			
Combat	2	Movement	2
Fortitude	1	Senses	1
Knowledge	1	Social	1



**STRESS & SOAK**

- **Stress:** Vigor 11, Resolve 10
- **Soak:** Armor 3 (Heavy Armor & Helm) Courage 2

**ATTACKS**

- **Saber (M):** Reach 2, 5 , 1h, Cavalry 1, Parrying
- **Lance (M):** Reach 3, 6 , Unbalanced, Cavalry 2, Fragile
- **Hyrkanian Horse Bow (R):** Range C, 5 , 2h, Volley

**SPECIAL ABILITIES**

- **Survival Talents:** Born Wild, Living of the Land, Tracker, Hunter

**CITY GUARD/IRON COMPANY SOLDIERS**

City Guard and Iron Company men come from all over Hyboria with a variety of skills and equipment. For many such men, serving the city is the only thing that keeps them from mercenary work and turning into the rabble they now work to keep in line.

**ATTRIBUTES**

Awareness	Intelligence	Personality	Willpower
8	8	8	8
Agility	Brawn	Coordination	
8	9	8	

**FIELDS OF EXPERTISE**

Combat	Movement	Fortitude	Senses	Knowledge	Social
1	1	1	—	1	—

**STRESS & SOAK**

- **Stress:** Vigor 8, Resolve 5
- **Soak:** Armor 1-4 (Varies by equipment) Courage 1

**ATTACKS**

- **Sword (M):** Reach 2, 7 , 1h, Parrying
- **Spear (M):** Reach 3, 5 , Unbalanced, Piercing 1



**THIEVES (MINION)**

Local members of the Thieves Guild in employ of Feroze.

**ATTRIBUTES**

Awareness	Intelligence	Personality	Willpower
8	7	7	7
Agility	Brawn	Coordination	
9	7	8	

**FIELDS OF EXPERTISE**

Combat	Movement	Fortitude	Senses	Knowledge	Social
1	1	—	1	1	1

**STRESS & SOAK**

- **Stress:** Vigor 5, Resolve 4
- **Soak:** Armor 1 (Clothing) Courage 1

### ATTACKS

- **Club (M):** Reach 2, 3d, 1h, Stun, Knockdown
- **Dagger (M):** Reach 1, 3d, 1h, Hidden, Parrying, Thrown, Unforgiving 1
- **Bow (R):** Range C, 3d, 2h Volley

### SPECIAL ABILITIES

- **Ambush Tactics:** Thieves are seldom inclined to fight fair, relying on sneak attacks and greater numbers. Their familiarity with such tactics grants them one bonus Momentum on all Movement tests to gain surprise at the start of a combat.

## ZOMBIE THRALL OF JIA DURGA (MINION)

Those unfortunate enough to be enslaved by a bauble of dominance become slaves to the will of the user. They obey commands with subhuman level intelligence and move about as if in a deep trance. Used for manual labor and manning the oars, they will fight if commanded.

### ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
6	5	4	8
Agility	Brawn	Coordination	
8	10	7	


### FIELDS OF EXPERTISE

Combat	1	Movement	1
Fortitude	1	Senses	1
Knowledge	—	Social	1

### STRESS & SOAK

- **Stress:** Vigor 5, Resolve 5
- **Soak:** Armor 1 (Clothing) Courage 3

### ATTACKS

- **Unarmed/Improvised Strike (M):** Reach 1, 4  Improvised, Stun, Thrown

## WARRIOR THRALL OF JIA DURGA(NEMESIS)

Much tougher than the normal servant thralls, these are selected men-at-arms used as bodyguards. They retain some of the fighting skills from their former life and react in combat with years of ingrained prowess.

### ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
8	7	5	9
Agility	Brawn	Coordination	
9	12	9	




### FIELDS OF EXPERTISE

Combat	2	Movement	1
Fortitude	2	Senses	1
Knowledge	—	Social	1

### STRESS & SOAK

- **Stress:** Vigor 12, Resolve 10
- **Soak:** Armor 4 (Full Plate Armor) Courage 3

### ATTACKS

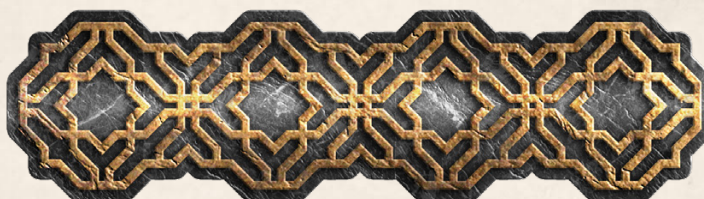
- **Broadsword (M):** Reach 2, 8 , Unbalanced, Parrying
- **Spear (M):** Reach 3, 7 , Unbalanced, Piercing 1
- **Shield (M):** Reach 2, 1H, 5 , Knockdown, Shield 2

### SPECIAL ABILITIES

- **Fast Recovery (Vigor 1)**
- **Relentless Attack:** Can add 1d20 at the cost of 1 vigor for each attack.

## WRAITH TIGER(NEMESIS)

This beast was once a normal tiger found in the jungles of Vendhya. raised as a pet and enhanced by supernatural means it serves as a familiar for Jai Durga. With a Difficult (D3) Concentration skill check Jai Durga can "ride" the mind of the beast, seeing and sensing what it does and giving it simple commands.



The Wraith Tiger is incorporeal and invisible during daylight hours. Only after dusk can it manifest into the physical world to attack its prey. As such it stalks its target during the day and pounces opportunistically once the sun sets. Being mostly incorporeal it can move swiftly even in rough terrain, run across water, scale walls and fit through small tight spaces.

### ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
9	5	7	9
Agility	Brawn	Coordination	
10	12	5	



### FIELDS OF EXPERTISE

Combat	3	Movement	2
Fortitude	12	Senses	1
Knowledge	—	Social	—

### STRESS & SOAK

- **Stress:** Vigor 14, Resolve 10
- **Soak:** Armor 2 (Hide) Courage 3

### ATTACKS

- **Vicious Bite (M):** Reach 1, 5 , Grappling, Unforgiving 2
- **Claws (M):** Reach 2, 6 , Vicious 1
- **Savage Growl (T):** Range M, 4 mental, Vicious 1

### SPECIAL ABILITIES

- **Incorporeal 4**
- **Night Vision**
- **Keen Senses (Scent)**
- **Weakness to fire and magic:** Suffers an extra 4d20 damage from such attacks (including blessed weapons).





## CHAPTER FOUR

### MAGICAL ITEMS

#### PEACOCK SEAL

A worn ancient seal acquired by Bahadur on one of his adventures, depicting a regal figure astride a peacock. The edges and finer detail have been worn away by time and use. It stamps a glyph from a long-forgotten language that is believed to mean “prosperity”. House Bahar has taken it as their sigil.

Even stamped in ink the seal has power to enforce contracts. Those breaking the terms of the contract suffer from minor curses, increasing by 1 the Difficulty of Tests for tasks related to the broken contract once or twice per day. This is both the secret to the success of House Bahar and a curse upon it. The power of the seal has made Bahadur wealthy, but unknowingly on contracts in which he has not kept good faith have cursed him to have still born children.

The real purpose of the Peacock Seal is to be used in a blood contract. Both parties agree to a writ and the seal is stamped with blood from the constituents. Any party breaking the contract is subject to a major curse. This type of item would be of great use for contracts between a Sorcerer and Apprentice.

The Peacock Seal was once the property of Xaltotun of Python. It was used in his dealings with higher powers and as a way to bind his apprentices to him. Any sorcerer familiar

with the lore of Xaltotun and able to pass a Difficult (D3) Lore Test will recognize it from a half-forgotten snippet of history.

#### BAUBLE OF DOMINANCE

Durga has mastered the skill of making Thralls. Using a hand-sized, clear, glass sphere he can capture the essence of a person and make them obey him. For the spell to work, Durga generally needs something from the victim. Strong-willed people can resist for a time, and exceptional people cannot be dominated. However, once the dominance takes place, even death is no escape. Treat as the same as the Enslave spell (see *Conan corebook*, page 177), except once successful there is no duration to the spell until the bauble is broken.

Most people subject to the spell will expire within a few days if not fed or rested but will continue to carry out orders of the sorcerer. The bodies will begin to rot unless cared for. Generally, it is easy to note that there is something unnatural about the people under the influence of this spell, requiring an Average (D1) Observation Test without special investigation and automatically upon any close inspection of the victim.

Durga has a small collection of these spheres on board his ship. Looking closely, the image of the person made into a thrall can be made out trapped in the sphere. Breaking them will release the thrall and end the dominance. Most thralls will drop dead, but if released within two days, the victim is free and will recover fully given rest and food. Esfir and Araxis can be saved thus.