

# ZENOBIIA HEROES

Four tough Adventurers for the ZENOBIIA RPG



ZOZER

# ZENOBIA HEROES

**Zenobia Heroes is a supplement for the Zenobia Fantasy Roleplaying Game published by Zozer Games: [www.pauelliottbooks.com/zenobia-rpg.html](http://www.pauelliottbooks.com/zenobia-rpg.html)**

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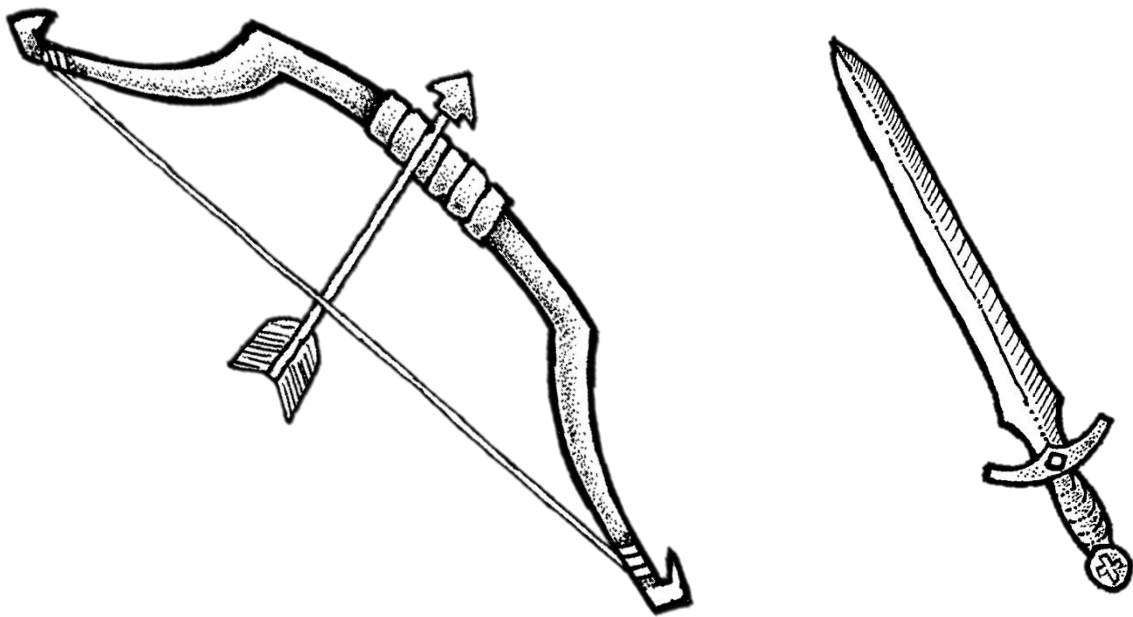
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## **Interior Art**

Bartek Blaszczec (portraits)

Horse Art: free.clipartof.com and depositphotos.com

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# The “Vultures”

Theomar established the ‘Vultures’, a group of mercenaries offering their services to the competing Persian satraps. He met Samirah in the kingdom of Armenia where the group was founded. Three other warriors had joined them. After fighting in Atropatene and Hyrcania, the Vultures sought their fortunes in the ruins of ancient Babylon (20 km north of Borsippa). They hired a Chaldean magician, Ishtar, to help them, but the expedition proved a disaster and three warriors were killed in an ambush by goatmen; the survivors fled westwards across the desert to Antioch. There, Theomar, Ishtar and Samirah met up with Demetrius who joined the mercenary brotherhood. The Vultures currently work as security for a merchant based in Antioch, accompanying his caravans moving north and south between Osrhoene and Antioch. They are waiting to make a big score and are always listening out for rumours of easy money or long-lost treasures ...

## Theomar the Goth

**Background:** Theomar had been a leatherworker in his tribe on the banks of the River Ra, north of the Pontus Euxinus. He fought, like all the tribe, when times were hard – but he was no warrior. Plague had decimated his tribe and it seemed a ghost of what it had been in days gone by. That changed with the arrival of Rakhshan, the shaman. This tribal wizard needed volunteers to slay a savage griffin and required one more member for his band of warriors. Theomar did not look back but followed Rakhshan southwards on several dangerous quests, learning to fight, steal, survive – all on the job. At the Pontus Euxinus he joined a mercenary band of Goths who were about to fight for the pay of a Persian warlord further south. And Rakhshan? He betrayed his loyal followers and they were left to the mercy of tomb skeletons, trapped and abandoned, as the shaman made off with the magic ring he coveted.

**Personality:** Theomar is gruff, dark and untrusting. Once idealistic and full of wonder on his first journeys, the betrayal of Rakhshan, whom he idolized, ruined his view of trust, truth and honour. Now he intends to put his new-found skills to good use – for his own benefit! He has assembled the Vultures to increase their chance of finding work, and treats them as he had been in the early days of his quest experience. He is knowledgeable about treasure and selling items on. He remembers his tribe’s war cry, and uses it in battle.

**Appearance:** Theomar is a tall and broad-shouldered and of 36 years, a northerner with blonde hair, tied harshly back into a pony-tail. An eye-patch covers his lost left eye. Ask him how he lost the eye and you get a different story each time. He wears a dark green tunic, leather trousers and a fur-lined cloak.

**Patron:** As a patron, Theomar may hire the player characters to investigate a wizard or con-man, suspecting it may be Rakhshan – he knows that Rakhshan will recognise him. He would like the ring for himself, he would like the shaman to suffer – but does not want to kill him. In his heart, he naively thinks that things could return to how they were.



## Samirah the Archer

**Background:** Samirah was born into a poor farming family in Media, central Persia. One of many children, she worked the fields, tended sheep and learned to weave, bake bread and spin wool. When the tax collectors came around one year, they conscripted her brother Daraba into the satrap's guard of archers: the *gangabai*. But Daraba eventually fled with tax revenues into the deserts, and so the tax collectors returned – enslaving the villagers and press-ganging his sister, Samirah, to take Daraba's place. There she learned to fight, to shoot and to obey. But she hated her role as an enforcer of the Persian tax collectors; eventually she paid them off with her savings and became a mercenary archer. Samirah has vowed to someday free her family and the rest of the village, although this would mean bringing in her own brother – now a disreputable con-man, thief and rogue of the worst sort.



**Personality:** Samirah is a proud Persian, with faith in her kingdom – her guardian angel is Ashavahista, the angel of truth. She has become bold and outspoken and is eager to plan, and to offer her ideas. She will not countenance deception, lying or theft of an honestly owned item.

**Appearance:** Samirah is only 25, willowy with long brown hair. Her eyes are deep brown. She wears a thigh-length Persian tunic in brown and red, riding trousers and high boots.

**Patron:** As a patron, Samirah might want the player characters to set up a sting to capture her brother Daraba, perhaps going along with some wild deal of his.

## Ishtar the Exorcist

**Background:** This young girl comes from a wealthy family of Chaldean aristocrats that rule the ancient city of Uruk. She has been driven by the love of her husband and the pursuit of arcane knowledge. Ishtar brought disgrace on her family by marrying a merchant prince from Uruk. Unfortunately and mysteriously, her beloved was harassed and eventually possessed by a Chaldean demon named Namzu of the Bleeding Tongue. Ishtar suspected her own family had paid a necromancer to call the demon. With the help of a priest of Marduk, the girl tried desperately and futilely to save her young husband. After his death, she refused to return to the palace in which she was born, and joined the cult of Marduk as an exorcist – devoted to fighting spirits and demons. She has vowed to track down and then destroy the demon Namzu who consumed her beloved's soul.



**Personality:** Ishtar has a tough, iron will. She is quiet and speaks only when her new-found wisdom and life-experience will make a difference. She maintains a solitary and melancholic presence.

**Appearance:** A frail-looking girl of only 22 years, Ishtar has light-brown hair and hazel eyes. Tattoos along her forearms and legs indicate her devotion to Marduk and the charms and spells she has learned over the years. Her gown of purple is split front and back,

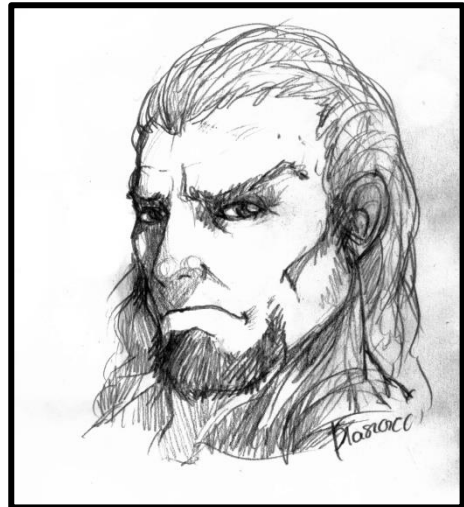
## ZENOBIA HEROES

allowing her to run, climb and ride on horseback. Her cedar wood staff is topped by a silver crescent moon solar disc.

**Patron:** Ishtar will prove quite a heartless and brutal patron, her only interest is in vengeance and she will sacrifice the player characters to achieve it. She may have some clue as to the whereabouts of Namzu in our material world, but be physically prevented from getting to him. The player characters might smuggle her into a city or palace, perhaps even back into her own family's ancestral home where Namzu might have taken up residence within her own father's body. Namzu will direct the resources of Uruk at his disposal to prevent Ishtar's return to the city and her mission to free her father.

### Demetrius the Gladiator

**Background:** Demetrius was born into a family of travelling actors, an off-beat bunch that travelled from city to city, theatre to theatre, earning a living staging comedies, dramas and musical performances for the citizens of the Empire's eastern provinces. He learnt the plays of Euripides, Plautus, Sophocles and Aristophanes by heart. One day, however, whilst the troupe were in Pergamum a famous retired Imperial lawyer, by the name of Aspasius, was assassinated with his own (now stolen) dagger. Unfortunately, that dagger turned up the next day as a prop being used by the troupe on stage at Pergamum's theatre. The whole troupe were arrested, tried and enslaved. Demetrius was sold to a gladiatorial school in Ephesus. He was expected to die quickly, in an entertaining fashion – but he survived, and his successes continued to grow, his burning desire for justice kept him standing despite wounds and knocks in the arena. He found he could act in the arena, playing to the crowd just as he had done with the troupe, and the crowds loved it. Eventually he had amassed enough victories, and enough prize money, to be awarded the *rudis* – the wooden sword of freedom, by the governor of Pergamum. Now he earns his living as a mercenary, rootless, despondent and bitter. His troupe of family and friends are scattered to the four winds and he has no hope of finding them again, even if he discovered the identity of Aspasius' murderer – it would do him no good now.



**Personality:** Demetrius has a grim sense of humour, he seems brash and funny, outgoing and devil-may-care, truth is, he has no purpose ... staying alive in the arena gave him the motivation. Now he has replaced it with money – and greed.

**Appearance:** Demetrius is an Ionian, his Greek heritage is displayed in his long hair and short beard – a very un-Imperial appearance! He wears only a short black kilt with his leather cuirass, and has a blue cloak for chilly climates.

**Patron:** Demetrius makes an unlikely patron.

# ZENOBIAN

Name ~ Theomar

Origins & Past Experience ~

Gothic warrior



MIGHT	4
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FATE	2
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CRAFT	2
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LEARNING	2
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HITS	17
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Languages ~

Basic Gothic

Basic Aramaic

Magic Items ~

Silver Denarii ~

200

Weapons & Kit    Load :MIGHT+8 [12]

Battleaxe (2H) +3

Dagger +1

Mail Cuirass AV 2

Helm AV 1

Pack, Flint & Steel, Pouch,

Waterskin, 3 Torches, Cloak,

Leatherwork Tools, Inlaid

Wooden Box            Total Load 12

Skills & Powers ~

Warcry

Evaluate

Armour Values            [ 3 dice]

Mail Cuirass AV 2

Helm AV 1

Experience Points    [   ]

# ZENOBIAN

Name ~ Samirah

Origins & Past Experience ~

Persian Archer



MIGHT	3
FATE	5
CRAFT	1
LEARNING	1
HITS	12

Languages ~  
Basic Aramaic

Magic Items ~

Silver Denarii ~  
230

Weapons & Kit Load :MIGHT+8 [14]

Bow

Quiver & 12 Arrows

Helm AV1

Leather Cuirass AV1

Shortsword +2

Dagger +1

Pack, Flint & Steel, Waterskin,

Pouch, Golden Hairpin, Cloak

Total Load 8

Skills & Powers ~

Killing Shot

Carry Burden

Guardian Angel/

Ashavahishta +1

Armour Values [2 dice]

Leather Cuirass AV 1

Helm AV 1

Experience Points [ ]

# ZENOBIAN

Name ~ Ishtar

Origins & Past Experience ~

Chaldean Magician



MIGHT	1
FATE	3
CRAFT	2
LEARNING	6
HITS	18

Languages ~

Fluent Aramaic; Basic  
Imperial, Saraceni &  
Egyptian

Magic Items ~

Staff  
Scarab Servant Idol

Silver Denarii ~

300

Weapons & Kit Load :MIGHT+8 [9 ]

Magical Staff

Shoulder Bag

Cloak, Flint & Steel, Waterskin,

Pouch, Knife +0

Ball of Golden Thread

Sticks of Chalk

Scroll of Seven Sages

Scroll of Gates

Total Load 4

Armour Values [ dice]

Skills & Powers ~

Seek Audience

Power: Charm

Power: Healing Touch

Power: Oracle

Power: Hold Off the  
Dead

+2 Spirit Combat or  
Resist Terror

Experience Points [ ]



# ZENOBIAN

Name ~ Demetrius

Origins & Past Experience ~

Ionian Gladiator



MIGHT	5
FATE	4
CRAFT	3
LEARNING	3
HITS	18

Languages ~  
Fluent Ionic  
Basic Aramaic

Magic Items ~

Silver Denarii ~

200

Weapons & Kit Load: *MIGHT* + 8 [14]

Leather Cuirass AV1

Shortsword +2

Spear +3

Shield +1

Leather Cuirass AV 1

Helm AV 1

Manicae AV 1

Pack, Flint & Steel, 3 Torches,

Waterskin Total Load 14

Skills & Powers ~

Killing Blow

Find Direction

Armour Values [ 3 dice]

Leather Cuirass AV 1

Helm AV 1

Manicae AV1

Experience Points [ ]

# The Horses

Each member of the Vultures rides a horse, and although we could just assume each horse is a generic version of its species as described on page 133 of ZENOBIA, instead we are going to treat them as Non-Player Characters, with personalities and attributes.



## Sofia (Theomar's Horse)

MIGHT 2    HITS 8    1 Attack    Not Intelligent    No Armour  
Sofia is the matriarch and likes a bold, decisive rider. She is the leader of the four horses. She is stable and placid and unruffled. She gains a +1 to avoid being frightened by loud noises, snakes, etc.

## Helena (Samirah's Horse)

MIGHT 2    HITS 7    1 Attack    Not Intelligent    No Armour  
Helena is rather unsure and will follow Sofia if in any doubt. She likes to be led by other horses. She was once a Roman cavalry horse, and has a scar along her right flank.

## Juno (Ishtar's Horse)

MIGHT 2    HITS 9    1 Attack    Not Intelligent    No Armour  
Juno is sold and generally unruffled. But she is very greedy, which can get her into trouble if she spies juicy grasses or leaves. A young horse without much experience.

## Belit (Demetrius' Horse)

MIGHT 3    HITS 8    1 Attack    Not Intelligent    No Armour  
An aggressive horse, tricky to control for anyone that she is unfamiliar with. She may throw a new rider. Belit usually reacts to a new or surprising situation (snakes, fire, loud noises, etc.) with either flight or fight – lashing out with her front hooves.

