

NAFERTARI (ALSO KNOWN AS ZABIBI)

Medium Human Female Stygian Noble 14/Thief 2

Hit Dice: 10d8+20+12 (77 hp)

Initiative: +15 (+5 Dex, +10 Reflex save)

Speed: 40 ft.

DV (Dodge): 21 (+6 level, +2 Dex)

DV (Parry): 20 (+8 level, +2 Str)

DR: 0

Attack: Dagger +17 melee finesse; or thrown dagger +17 ranged

Full Attack: Dagger +17/+12/+7 melee finesse; or thrown dagger +17 ranged

Damage: Dagger 1d4+2 melee finesse; or thrown dagger 1d4+1 ranged

Special Attacks: Social Ability: Entertainer, Sneak Attack +1d6

Special Qualities: Social Ability: Comeliness, Social Ability: Savoir-Faire, Title (satrap's mistress), Rank Hath Its Privileges, Wealth, Do You Know Who I Am?, Lead by Example +6

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +7, Ref +15, Will +11

Abilities: Str 15, Dex 20, Con 14, Int 13, Wis 12, Cha 24

Skills: Appraise +11, Balance +13, Bluff +14*, Diplomacy +15*, Disguise +9*, Escape Artist +9, Gather Information +12*, Handle Animal +14, Intimidate +13*, Jump +11, Knowledge (arcane) +11, Knowledge (nobility) +3, Open Lock +10, Perform (dance) +31*, Perform (ritual) +15, Ride +9, Search +6, Sense Motive +3, Sleight-of-Hand +8, Tumble +15

Feats: Exotic Weapon Proficiency: Stygian bow, Leadership, Skill Focus (Perform – dance), Skill Focus (Gather Information), Weapon Focus (dagger), Lightning Reflexes, Acrobatic, Agile, Dodge, Run, Fleet-Footed

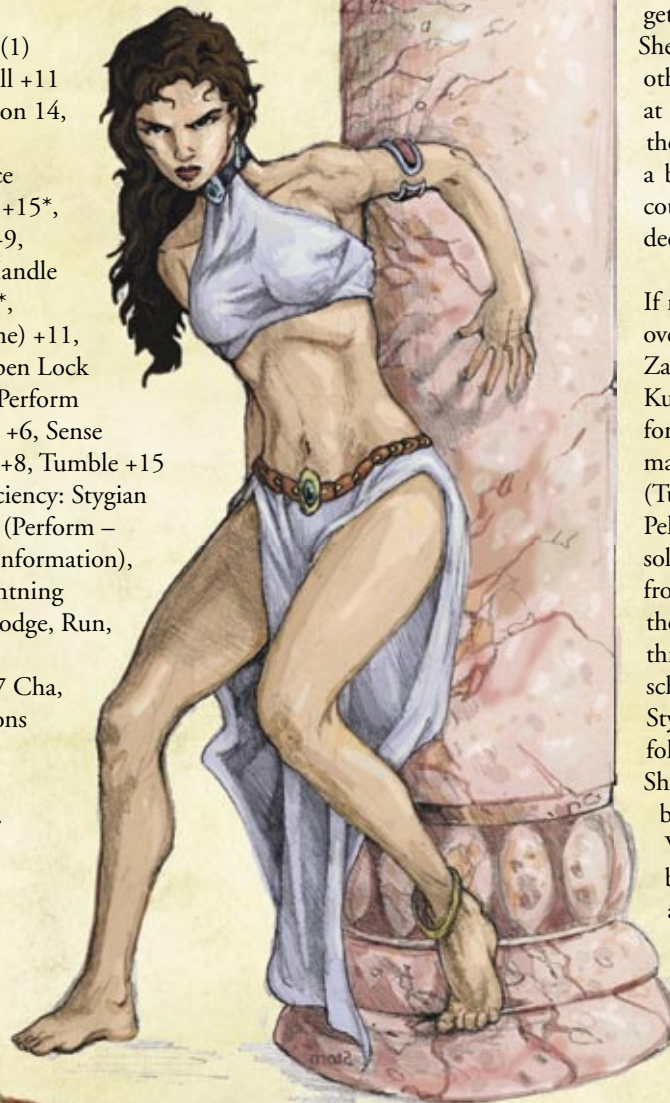
Leadership: 29 (16 level, +7 Cha, +4 noble, +2 base of operations – palace at Zamboula)

Possessions: Noble-quality dancing girl outfit, dagger.

Nafertari is descended from ancient Stygian nobility, though her ancestors also include Shemites and Turanians. Her influence in the city of Zamboula is unparalleled. She is a part of one of the Stygian noble houses that once governed the city and which still have a good deal of political power, and she has also taken advantage of the city's new Turanian rulers by becoming mistress of the satrap, Jungir Khan. It is widely believed in Zamboula that Nafertari is the true ruler, and that Jungir Khan is no more than her pawn. Given her captivating beauty, this seems entirely plausible.

Nafertari is an aristocrat first and foremost, but her lust for power is almost equalled by her desire for objects of beauty and magic, and it is to this end that she learned the certain skills of a thief. She thinks nothing of robbing her fellow nobles, particularly if they have magical items of great power. Her main game though is politics, at which she is very good – but she thinks she is even better than she is, and relies overmuch on her beauty to get her through most situations. She is so good at hoodwinking others, and so used to being obeyed at once even if said others realise they are being hoodwinked, that a bold and perceptive adventurer could certainly turn the tables and deceive her in return.

If need be, Nafertari could call up over a thousand loyal followers in Zamboula, a mixture of Stygians, Kushites, Turanians and Shemites for the most part. These include many members of her palace guard (Turanian soldier 2), a few of the Pelishtim city watch (Pelishtim soldier 1), younger warrior-nobles from the old Stygian families of the city (Stygian noble 1), her three court magicians (Stygian scholar 5, Stygian scholar 5, and Stygian scholar 6), and ordinary folk of the city (Kushite or Shemite commoner, nomad, or barbarian 1). Her cohort is a Wadai tribesman who is skilled both with matters of healing and war (barbarian 14).



BARON AMALRIC OF TOR

Medium Human Male Nemedian Noble 16

Hit Dice: 10d8+(2x2) (53 hp)

Initiative: +8 (+3 Dex, +5 Ref)

Speed: 25 ft.

DV (Dodge vs. Ranged): 22 (+2 Dex, +6 Level, + 4 large shield)

DV (Dodge vs. Melee): 18 (+2 Dex, +6 Level)

DV (Parry vs. Melee): 23 (+1 Str, +8 Level, +4 large shield)

DR: 12 (plate armour and visored helm) (DR 11 if visor is up)

Base Attack Bonus/Grapple: +12/+13

Attack: Heavy Lance +16 melee (1d10+1/x3/ 4 AP)

Full Attack: Heavy Lance +16/+11 melee (1d10+1/x3/ 4 AP)

Special Qualities: Title, rank hath its privileges, wealth, special regional feature +3, *ally* (x2), *smear others*, lead by example +6, enhanced leadership, do you know who I am?, rally, adaptability (+2 circumstance bonus to diplomacy and bluff), weapon familiarity (greatsword)

Space/Reach: 5 ft./5 ft.

Magical Attack Bonus: +4

Saves: Fort +5, Ref +8, Will +12

Abilities: Str 13, Dex 16, Con 11, Int 19, Wis 15, Cha 20

Skills: Appraise +19, Bluff +28, Diplomacy +28, Gather Information +20, Intimidate +26, Knowledge (local) +12, Knowledge (religion) +10, Knowledge (nobility) +15, Ride +21, Sense Motive +23, Spot +8

Feats: Leadership, Mounted Combat, Persuasive, Negotiator, Power Attack, Spirited Charge, Ride-by Attack, Quick Draw, Trample, Steely Gaze

Climate/Terrain: Hyborian kingdoms

Reputation: Villain 85 (+9 to Bluff, Gather Information, and Intimidate if person has heard of him)

Treasure: Standard

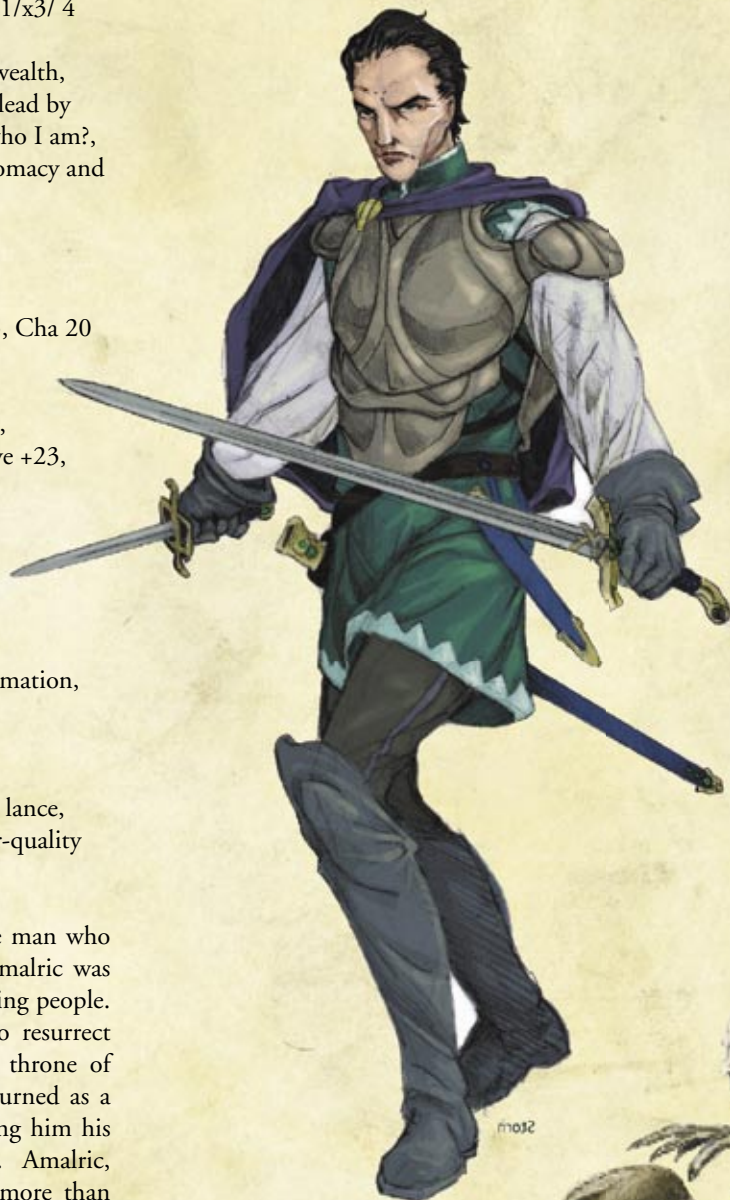
Advancement: By character class.

Possessions: Plate armour, visored helmet, heavy lance, greatsword, poniard, Hyborian warhorse, superior-quality arming doublet and hose.

A Nemedian, Amalric, Baron of Tor, was a large man who supported Valerius as the king of Aquilonia. Amalric was known for his skills at plotting, planning, and using people. He organised Orastes, Tarascus, and Valerius to resurrect Xaltotun in a bid to remove Conan from the throne of Aquilonia. Amalric saved Orastes from being burned as a magician and thus enlisted the mage's help, giving him his first powerful ally. Xaltotun was his second ally. Amalric, intending Tarascas and Valerius to be nothing more than puppets, plotted to become an emperor over the Hyborian Kingdoms.

Amalric was beyond being merely wealthy. He had enough wealth to replenish the royal treasury of Nemedia after Tarascus took over. Amalric was the real ruler of Nemedia during Tarascus' reign. Amalric himself crowned Valerius the king of Aquilonia after Conan was deposed. Amalric wanted to see Aquilonia crushed, destroyed of its last shred of independence, and then he wished to seize it for himself, rebuild it after his own fashion with his vast wealth, and use its men and natural resources to wrest the crown of Nemedia from Tarascus.

Amalric was killed by the lance of Pallantides during the battle that restored Conan to power. He often fought on horseback in full harness with a lance.



OLGERD VLADISLAV

Medium Human Male Hyrkanian Nomad 13

Hit Dice: 10d10 + 30 + 9 (99 Hit Points)

Initiative: +16 (dex)

Speed: 30 ft

DV (Dodge vs. Ranged): 25 (+4 Dex, +9 Level, +2 Favoured Terrain)

DV (Dodge vs. Melee): 25 (+4 Dex, +9 Level, +2 Favoured Terrain)

DV (Parry vs. Melee): 24 (+3 Str, +9 Level, +2 Favoured Terrain)

DR: 5 (Mail Shirt)

Base Attack Bonus/Grapple: +13/+16

Attack: Cherkees Knife (scimitar) +16 melee (1d8+3/18-20 x2/ AP 5) or Hyrkanian Bow (+3) +19 (1d10+3/19-20 x2/ AP 6)

Full Attack: Cherkees Knife (scimitar) +16/+11/+6 melee (1d8+3/18-20 x2/ AP 5) or Hyrkanian Bow (+3) +19/+14/+9 (1d10+3/19-20 x2/ AP 6)

Face/Reach: 5 ft/5ft

Special Attacks: Nomad Charge +2

Special Qualities: Track, Favoured Terrain (Plains) +4, Born to the Saddle, Second Favoured Terrain (Desert) +1

Saves: Fort +11, Ref +12, Will +5 (only +3 vs. Hypnotism)

Abilities: Str 16, Dex 18, Con 17, Int 14, Wis 12, Cha 14

Skills: Bluff +10, Climb +6, Craft (Bowyer) +4, Handle Animal +12, Hide +9, Listen +10, Move Silently +8, Ride +21, Search +8, Spot +9, Survival +15

Feats: Mounted Combat, Point Blank Shot, Precise Shot, Ride-by Attack, Weapon Focus (Hyrkanian Bow), Rapid Shot, Trample, Improved Initiative, Mounted Archery, Endurance, Mobility, Diehard Spirited Charge, Improved Mobility, Far Shot

Climate/Terrain: Steppe

Reputation: 82 (Cruel; +9 bonus to Intimidate and Bluff checks, not reflected in skills above)

Corruption: 0

Allegiance: None

Code of Honour: None

Advancement: By character class

Possessions: Mailed shirt, spired helmet, heavy lance, cherkees knife (scimitar), Hyrkanian bow, Turanian desert warhorse.

Olgerd Vladislav is a former hetman of the Zaporoskan *kozaki* turned chief of a Zuagir tribe. He is a hard man, and toughness is the only quality he respects in a man. He misjudges Conan, however, and Conan removes him from his position. Olgerd lives, however, and may return later to harass Conan in a search for vengeance.

He dresses well for a *kozak* and sometimes even wears a silk turban wrapped around a spired helmet (increase his DR appropriately if he is wearing his helmet).

Note: L. Sprague de Camp rewrote Howard's *Three-Bladed Doom* into *The Flame Knife* and placed this character in that story. Known as The Tiger in that apocryphal story, he was the power behind the throne of Yanaidar and was killed by Conan. As the story was not intended to be a Conan yarn by Howard, Games Masters may wish to consider the story as spurious, allowing an older Olgerd to be in power somewhere, perhaps plotting to bring Conan down from his Aquilonian throne. Even if the story is considered canonical in your campaign, Olgerd could still be of use. Perhaps he did not die as previously thought. Perhaps he haunts Drujistan as a ghost. Perhaps some Iranistani sorcerer has resurrected Olgerd.



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Exotic Weapons

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment	Hardness	Hit Points	Weight	Type
One-Handed Melee Weapons									
Whip*†®	10 sp	1d3	x2	-	-	2	3	2 lb	Slashing

* See the weapon description for special rules. † Finesse weapon. ® Reach weapon.

Whip: A whip deals nonlethal damage. It deals no damage to any creature with an armour related damage reduction or a natural armour bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you do not threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon. You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped. When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails). You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it is not a light weapon for you.

THALIS THE STYGIAN

Medium Human Female Stygian (Acheronian) Noble 5

Hit Dice: 5d8 (23 hit points)

Initiative: +3 (+2 Dex, +1 Ref)

Speed: 30 ft

DV (All): 14

DR: -

Base Attack Bonus/Grapple: +3/+4

Attack: Whip +5 ranged (1d3/x2) or dagger +4 melee (1d4+1/19-20/x2 / 2 AP)

Full Attack: Whip +5 ranged (1d3/x2) or dagger +4 melee (1d4+1/19-20/x2 / 2 AP)

Space/Reach: 5 ft/5 ft

Special Qualities: Title, Rank Hath Its Privileges, Wealth, Special Regional Feature +1, Comeliness, Lead by Example, Exotic Weapon Proficiency (Stygian Longbow) Magic Attack Bonus: +2 (+3 if using curses, should she learn magic)

Saves: Fort: +3, Ref: +3, Will: +5 (-2 racial penalty to all saving throws against Corruption)

Attributes: Str 12, Dex 14, Con 11, Int 13, Wis 12, Cha 18

Skills: Bluff +12, Craft (alchemy) +5, Diplomacy +12 (+11 against non-noble Stygians), Handle Animal +6 (+8 when driving a chariot), Knowledge (arcane) +5, Knowledge (religion) +7, Perform (ritual) +16, Perform (dance) +6, Sense Motive +9

Feats: Exotic Weapon Proficiency (Whip), Weapon Finesse, Skill Focus (Perform: ritual), Great Fortitude

Climate/Terrain: Xuthal

Organisation: Solitary

Reputation: 4 (talented)

Corruption: 5 (detached)

Advancement: By character class



Possessions: Whip, dagger and noble-quality kirtle.

Descended from the Giant-Kings that founded Stygia, Thalys is of the ruling caste of that dark nation, ivory-skinned, tall, lithe and dark-haired. As part of that insular group, she shares Acheronian and Stygian traits. She is the daughter of a king in Luxur and when she was fourteen she had been led through the temples of Derketo, initiated into her sexual mysteries. She was abducted by a rebel prince when she was a young girl of about fifteen. With an army of Kushite bowmen, the Stygian and his kidnapped girl travelled south until they all died. She was placed on a camel and the camel wandered until it came to the city of Xuthal, where she was revived with their golden wine. She is pretty much a sexual plaything for the men of Xuthal now, just about the only

reason they will forgo their lotus sleep for a space. She knows more about erotic pleasures than even the priestesses of Derketo now and is an expert in Derketo's sensual rituals. She has a lithe strength few would suspect in her. She has no modesty when it comes to her curses if angered.

Wearing distinctive perfume, Thalys is tall, lithe, and clad in a narrow girdle crusted with jewels. A slim, jewelled dagger juts from the girdle. A burnished mass of night-black hair sets off the whiteness of her ivory body. Her dark eyes, shaded by long dusky lashes, are deep with sensuous mystery.

She captured Natala to become Thog's bride, but instead was possibly mated to the *thing* Thog herself. If that was indeed her fate, her child would be fully grown by now. Her experiences with Thog have made her quite corrupt.