

Robert E. Howard's



EYE OF THE VULTURE

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ADVENTURE

EYE OF THE VULTURE

“Vendhya is vast. Vendhya is old. Vendhya is subtle. She holds secrets and treasures that were that were ancient when your castles and petty empires were not so much as a dream, when your tales had never been spoken, when your people were crawling and squabbling over mud and stone.”

— Ashoka of Ghangto

PLAYERS' INTRODUCTION

The gamemaster should read or summarize the following introduction:

Ghangto is the capital of Sikkim, a province in Vendhya. It is ruled by Prince Ori, who pays tribute to the Devi Yasmina. In the center of the city stands the huge, ominous statue of Jataya, goddess of the local cult. All citizens must revere her or be subject to a heretic's punishment.

The cult's control over the city overwhelms the influence of the weak-willed Ori, who can do little to stop the forced tributes taken by the church from the city's inhabitants. Few of the folk complain, since most are followers of the goddess themselves and worry about the dire consequences if she is not placated with sacrifice.

It is this deeply ingrained fanatical belief that has made you feel especially unwelcome in the town. You are regarded as outsiders and unbelievers, and few wish to associate themselves with you.

GAMEMASTER'S INTRODUCTION

Jataya is not the benevolent goddess her cult suggests, but a malicious and demonic being who once terrorized the world, destroying all in her path with demonic vultures that served her. Eshina was a mighty sorceress who defeated Jataya after many battles, imprisoning her in the form of the statue that resides in the city. To remove her power, Eshina plucked out one of Jataya's ruby eyes and guarded it her whole life, afterward interring it with her in a magically protected tomb. If the ruby were ever to fall into the wrong hands, it could be used to reanimate Jataya, with cataclysmic results.

Centuries later, Mahati, the high priestess of the cult, lusts for power, and conducted an expedition to the tomb of another hero of the cult. There they discovered a scroll written in an unknown tongue. She contacted Perigenes, known throughout the lands as a scholar of ancient languages, to translate it. He deciphered that the tomb belonged to an ancient king of thieves, who knew that an artifact of incredible value lay in the tomb of Eshina, made several



expeditions to it, and eventually devised ways of passing all the deadly magical traps that lay in the way. Perigenes cannot decipher anything beyond that, but suspects it is the thief's notes on how he got past the traps.

Perigenes suspected Mahati had motives beyond mere scholarship. He learnt that before his arrival in Ghangto, Mahati had convinced the rest of the church that she, as high priestess, should be the one to guard the sacred ruby, just as Eshina had done in her lifetime. He surmised that Mahati wanted the thief-king's notes so she could conduct her own expedition and steal the ruby: not to keep and guard, but to use to reanimate and control the statue of Jataya, then use its power to rule all of Vendhya.

Perigenes took it upon himself to stop Mahati's plan by hiring a local thief to steal the scroll. Furious, Mahati ordered the mercenary captain Titus to deliver those responsible. Titus, seeing that they are foreigners, outsiders, and non-believers, immediately accuses the player characters of being the thieves.

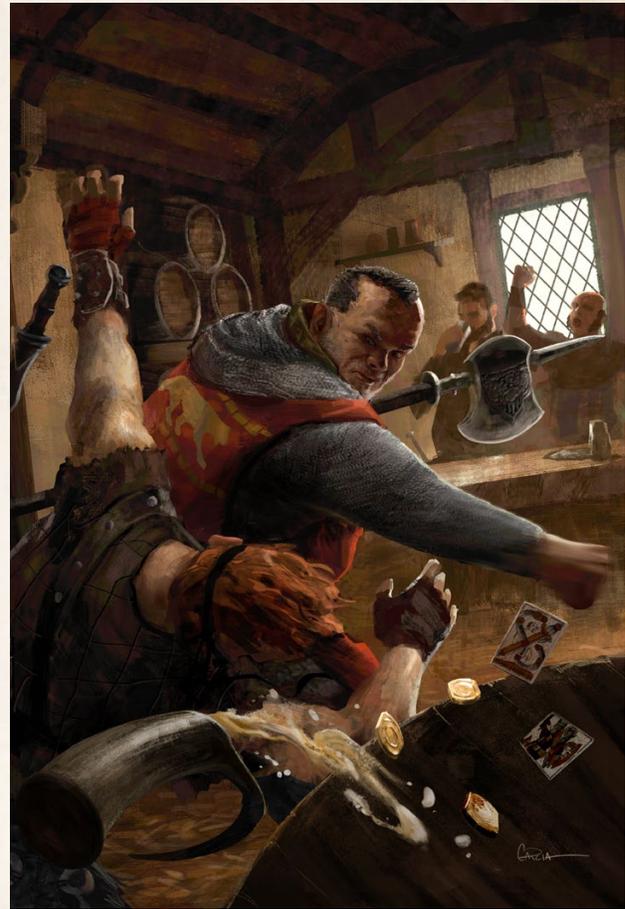
BEGINNING THE ADVENTURE

This adventure works best if you start play in the dungeons (see *Imprisoned!*, p.4). A one-shot game can begin there *in media res*. For ongoing campaigns, you might insert your adventurers after a period of carousing, with the player characters awakening from a blackout drunk.

Use "The Strong Arm of the Law" to introduce adventurers to this predicament if you want the capture to be part of the on-screen narrative.

Whether play begins in the tavern, the streets, or the dungeons, allow the player characters to introduce themselves, and learn or to recall what they might know about Ghangto, Sikkim, Vendhya, and the goddess Jataya. Allow each a Lore, Counsel, or Persuade Test (as appropriate), and dole out one of the following per two successes rolled.

- The High Priestess, Mahati, is a vicious zealot, and has made life in Vendhya difficult for all nonbelievers.
- Jataya is a benevolent goddess, associated with death, rebirth, and the spring planting.
- The huge statue at the center of town is of Jataya, whose prophet Eshina is buried atop a huge mountain some distance away.
- Jataya sends the vultures that devour the bodies of the dead, so their souls may pass on.
- Some say something of value was recently stolen from Mahati and the cult.



THE STRONG ARM OF THE LAW

A large group of armed soldiers, led by an imposing, hawk-faced Aquilonian, enter. They approach your table, weapons drawn. The Aquilonian speaks: "You're coming with us. Don't try and resist, it won't end well for you."

Titus, the soldiers' leader, is a renowned mercenary captain. player characters with a history of mercenary work may recognize him, or even served with or under him. If this is the case, he will give only a brief acknowledgement of them before continuing.

He and the soldiers are here to arrest the player characters, for reasons he will not speak on. A consummate professional, Titus has brought men enough to outnumber the player characters five to one.

If a player character who has met him tries to negotiate with him, Titus will respond indicating that he always hated that PC in particular, such as "You were always questioning

my command,” or if they are more roguish, “Don’t think I didn’t notice the jeweled necklace you stole from me just as we parted ways.”

There are no circumstances where Titus can be persuaded not to arrest the adventurers. At best, he will bring them in without unnecessary violence. If the adventurers choose to fight, use the Guard (Minion) statistics from **Conan** p. 317, but arm them with leather saps (Reach 1, 5👁️, Non-lethal, Piercing 2, Stun).

Whether they come willingly, or are beaten to submission, once the player characters are at Titus’ mercy, he takes them to a dungeon in the temple of Jataya at the edge of town.

Humiliatingly, you are marched out of the inn and through the streets. The people of the city stare on with vague interest, as if a group of outsiders being mistreated is not out of the ordinary here. The one bump on the journey is when Titus is stopped by a pair of nervous city guards, who are immediately brushed off when he tells them he is working for the cult. Truly, the cult is the real ruler of the city.

TITUS, MERCENARY CAPTAIN (NEMESIS)

An eagle-eyed, sharp-nosed Aquilonian veteran, Titus has only two loyalties: the lives of his men, and the coin they earn. He is brutal, cunning, and cares little for anything that impacts neither of the above.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
9	8	10	9
Agility	Brawn	Coordination	
19	19	9	

FIELDS OF EXPERTISE

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

STRESS & SOAK

- **Stress:** Vigor 12, Resolve 12
- **Soak:** Armor 4 (Mail), Courage 3

ATTACKS

- **Shortsword (M):** Reach 1, 4👁️, Parrying
- **Shortbow (M):** Range C, 3👁️, 2H, Volley
- **Steely Glare (T):** Range C, 3👁️ mental, Stun

SPECIAL ABILITIES

- **Seasoned Survivor:** Titus has survived more battles than most men lie about having done. When facing an opponent, he rolls as many dice to Parry as his enemy has rolled to attack him.
- **Tough, But Fair:** The fear and loyalty Titus inspires in his troops is so strong that all allies within Medium range of him gain 2 Soak from mental attacks, in addition to whatever they have in other circumstances.

DOOM SPENDS

- **Leadership:** Titus may spend 1 Doom to grant two bonus d20s to a single Mob or Squad within Close range. Usual dice maximums apply. These bonus dice may be used on any single skill test attempted by the group before the end of its next turn.



IMPRISONED!

You find yourselves in a tiny, dimly lit subterranean cell. Outside the cell is a Vendhyan guard, clad in partial robes under his armour, bearing the symbol of Jataya. He faces away from you and seems disinclined to speak.

Left to stew by Titus, the player characters may wish to banter among themselves, assess the situation, or negotiate with the guard for their release. The exit from the cell is a heavy, locked, iron-bound door, with a tiny, barred window for communication. The guard is loyal to the temple and will not betray it.

Eventually, Titus returns alone. He asks through the barred window, “Where’s the scroll?” The player characters will have no idea what he is talking about. He will explain that an important scroll was stolen from the temple and the priests are certain it was them who stole it. If the player characters anger him, he will stab at one of them through the bars. This will not inflict any damage, but the adventurer in question will likely remember the cut later.

Muttering that he will be back to get the truth out of them, one way or another, Titus leaves. The player characters are once again left alone.

THE MAN WITH THE RING

You have all but abandoned hope of escape for the time being, when you hear ominous footsteps coming towards the cell. You cannot see the walker, but the guard is clearly distressed by him and leaves your area of vision to confront him. Moments later, you see the seemingly lifeless guard collapse back into view. He did not even let out a cry. He is replaced by a tall Nemedian in the robes of a scholar. "Greetings, my friends. I assume you are interested in escaping?"



This is Perigenes. He is a Nemedian scholar who was brought in by the priesthood to decipher the very scroll that the player characters have been accused of stealing. He will ask the player characters for help in exchange for their freedom. Perigenes hopes the adventurers will accompany him to the tomb and secure the ruby, which he will then take and flee Vendhya, ensuring it will not fall into Mahati's hands. He believes the ruby's home will be replete with other treasure, which he will give the player characters as their fair payment.

Perigenes explains that the help he requires of them will be difficult and dangerous, but also potentially profitable, and in any event very much more enjoyable than rotting in a cell. He will not answer any further questions at this time, citing the imminent return of the guards if pressed.

When they pledge to help, he will seal a vial and ominously tell them "Words have power. We are all held to our bargain," before releasing them from the cell.

When they pass the body of the guard, he will assure them that he is only paralyzed, and show them a pointed ring on his finger, explaining it is poisoned with the juice of the purple lotus. Perigenes leads the player characters through a warren of low, dimly lit passages and ultimately out into a narrow alley near the edge of Ghangto.

PERIGENES, RENOWNED SCHOLAR (TOUGHENED)

Perigenes has studied in the greatest libraries and darkest storerooms of the world, picking up a level of knowledge and familiarity with languages most could never dream of. He is principled but selfish, a man of the world. His courage in the face of Mahati is due purely to his own concern for what a living and present Jataya would mean for his chances of survival should it happen.

ATTRIBUTES

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

FIELDS OF EXPERTISE

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

STRESS & SOAK

- **Stress:** Vigor 8, Resolve 10
- **Soak:** Armor 1 (Clothing), Courage 3

ATTACKS

- **Dagger (M):** Reach 1, 3  1H, Hidden 1, Thrown, Unforgiving 1
- **Ancient Stunning Palm (M):** Range C, 4  1H, Improvised, Stun

SPECIAL ABILITIES

- **Master Linguist:** Perigenes may make an Average (D1) Lore Test when he encounters any written language he could possibly know. If successful, he is assumed to be reasonably conversant in its basics.
- **Sorcerer:** Perigenes knows the spells *Atavistic Voyage* and *Enslave*.



THE LONG ROAD TO CHITTAR

After this escape, the next step is an overland trek to Chittar, a tribal village across the border in Afghulistan, which sits just under the mountain they must scale to reach the tomb. Perigenes explains this will be a good location to prepare their expedition, and possibly gather allies. He leads the adventurers to some cached food and water some hours out of town, then through the rocky high desert toward their destination. They will not be able to recover their weapons, armor, or other equipment.

Unbeknownst to Perigenes or the player characters, Mahati mounts an expedition to Chittar as well. She starts later, and her larger force travels more slowly, but the dust of their travel is visible to anybody who rolls a 1 on an Observation Test during this journey.

Have player characters take turns making Tests to represent how they contribute to a safe, secret journey through the mountain passes. Survival, Athletics, Stealth, and Observation are likely options here, though one might just as easily use Lore to keep spirits up while camped for the night.





If they accumulate Doom over the course of these rolls, select one or more of the following consequences:

- **4 Doom:** Clumsy footing triggers a rockslide. Two random player characters receive one Wound from the calamity.
- **2 Doom:** Thirst from low water supplies inflicts 1 Fatigue on everybody.
- **X Doom:** The expedition becomes lost. Slow progress means Mahati's expedition is 1 day closer per 2 points of Doom spent.
- **4 Doom:** Attacked. A group of bandits attacks from ambush! There are twice as many bandits as player characters. Use the Bandit (Minion) statistics from *Conan* p. 312.

Once the players have rolled a total of ten successes, they have come within sight of Chittar.

IN THE VULTURE'S SHADOW

After days of hard travel over mountains, you come towards the village of Chittar. It is a rather meager sight compared to Ghangto. Little more than a few dozen huts made of roughly cut stone bricks, and almost as many stables as there are places for humans. A distance away from the village, but clearly positioned to block your entry, is a group of the tribe's warriors. They have their long knives drawn but show no further aggressive intent.

If the player characters approach the warriors peacefully, and engage in diplomacy, they may find themselves escorted to the chief of the village. They may retain their weapons – sheathed – but are watched closely for any sign of treachery. The chief is Brekhna, an ageing, battle-scarred warrior whose raiding days are long over, but who has maintained rule over the tribe by never showing a moment's weakness.

She will be initially wary of the player characters. She may be convinced to work with them by various means at the gamemaster's discretion; the easiest is probably for them to sound her out about Titus, then declare him their enemy. Titus has already visited the village, wanting supplies for his soldiers. When the tribe said they had none to spare, he stole a stable's worth of horses and bade his men eat them. The tribe hold their horses as sacred, needing them to carry out raids to stay alive. Any assistance the player characters can offer in exacting revenge on Titus will be gratefully received.

Brekhna's every decision is questioned by Tuvula, a young, burly warrior with long, shaggy black hair, who clearly sees himself as the next chief.

If the player characters are allowed to stay in the village, they may wish to rest here and gather more supplies for the trek up the mountain. Perigenes advises that engaging to tip the balance in the power struggle between Brekhna and Tuvula will help in the long run, as Brekhna will prove to be a useful ally with the whole tribe loyal to her. He also suggests that whichever player character is most experienced with ancient languages should translate the rest of the scroll.

Each day, each adventurer may make up to two Tests to make progress on gathering supplies, political maneuvering, treating or healing from Wounds, translating the scroll, or any other project possible in such a small village.

MAHATI ON THE HUNT

When Mahati reaches Chittar, she will move up the path minutes after hearing about Perigenes's presence. See *The Stand Off*, p.11. If she arrives prior to the player characters' departure, the size of the troop contingent she brings with her should motivate the adventurers to move onward.

For each success gathering supplies, the player character gains 1 Gold worth of equipment in the form of mounts, weapons, armor, or other basic gear. Establishing or supporting either Brehkna or Tuvula as the chieftain of Chittar requires one each of a Daunting (D3) Counsel, Persuade, and Lore Test. Note the number of Successes rolled to translate the scroll. The poetical notes within make little sense, here, but will grant valuable insights as the adventure continues.

On the third night after their arrival (or sooner, if the gamemaster chose to spend Doom), the campfires of Mahati's expedition are visible on the high ridges of a nearby pass. Two dawns later, her troops arrive in Chittar. Perigenes insists they not be in the village for Mahati to find.

The narrow trek up the mountain is no great ordeal for the player characters. They reach the walls of Eshina's temple tomb a half-day after setting out.

TO THE VULTURE'S ROOST

Across a narrow path, Eshina's tomb guards the wealth gained through a life of power and wickedness. It is built of stone worn shiny from eons, but not yet crumbling. The traps within have thus far kept all despoilers from reaching the inner sanctum.

GARDEN WALL

The path ahead is blocked by an easily scalable low wall that shows much evidence of its age but is not even beginning to crumble after all this time. Over the wall creep tightly clinging vines, blossoming with pitch-black flowers. Ahead of the wall, on spiked iron poles, hang rotting human skulls.

If the player characters gained a minimum of three Successes in translating the scroll, they recognize the flowers as a rare and toxic opiate. Otherwise, this information comes only with a Daunting (D3) Healing or Dire (D4) Lore Test. The best course of action on recognizing this will be to retreat and ensure they are all as rested as they can be before continuing.

If the player characters suffer the effects of the lotus: treat as Stygian Black in gas form (*Conan*, p. 166). Any who fall into the deep sleep of the lotus run the risk of being devoured by the vultures of the mountain (see *Grey Garden*, p.9), who mistake them for carrion. They will circle the adventurers from a distance until driven off by ranged weapons, unless they are all asleep from the lotus. In that case, a number equal to the number of player characters will land and begin to feast. The pain will wake up any victims after the first damage is inflicted.



BARRED ENTRY

Through the garden is a portcullis the player characters can lift with little difficulty. It leads into a chamber with a flagstone floor. A second portcullis bars entry to a dark passage in the opposite wall. If the player characters gained at least 5 Successes in translating the scroll, they know the floor is covered with pressure plates.

Spotting the pressure plates is an Epic (D5) Observation or Thievery Test without the scroll's assistance, and an Average (D1) Test otherwise. An Average (D1) Acrobatics or Thievery test allows any player character aware of the plates to cross without setting them off.

Once a pressure plate is set off, bells chime. A split second later, a storm of poisoned darts shoot out of the walls from all sides. Any character in the room who fails a Challenging (D2) Acrobatics Test suffers 3  and is Staggered if Damaged by the attack. That same turn, low doors open in the walls to release a number of giant, carnivorous tortoises equal to the number of player characters, plus two. The tortoises are vicious, aggressive, and hungry, attacking immediately and fighting to the death.

During this battle, triggering another round of poisoned darts is the default Consequence for the first roll of 20 during any given Turn. When this happens, the bell rings and the tortoises withdraw into their shells, becoming immune to the dart attack. They do, however, sacrifice their minor action on their next Turn as a result.

If the player characters have sufficiently translated the scroll, they know the tortoises can be distracted with simple trail rations. Armed with that knowledge, they may attempt an Average (D1) Animal Handling Test to do. A distracted tortoise does not move or attack for one Turn, plus one additional Turn for each point of Momentum gained on the Test.

The portcullis on the far side is as easy to lift as that of the entry.



GIANT TORTOISE (TOUGHENED)

Though they stand just three feet tall, these ancient predators have a diameter equal to that of a large man. They are omnivorous, but favor meat, preferably fresh.

ATTRIBUTES			
Awareness	Intelligence	Personality	Willpower
8	4	5	9
Agility	Brawn	Coordination	
6	12	3	

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

STRESS & SOAK	
■ Stress: Vigor 14, Resolve 11	
■ Soak: Armor 4 (Shell), Courage —	

ATTACKS	
■ Bite(M): Reach 1, 4 Piercing, Vicious	

SPECIAL ABILITIES

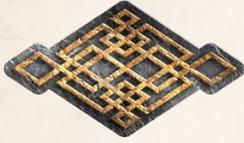
- **Sluggish Gait:** A giant tortoise cannot take the Sprint Action.
- **Thick Shell:** Any weapon that hits a giant tortoise, but fails to inflict damage, has the Fragile condition for its next attack.

GREY GARDEN

Beyond the second portcullis is a long, low carved passageway leading to a broad courtyard surrounding a raised mausoleum of gleaming alabaster. Spotlessly clean gravel pathways form graceful arcs through low tangles of vines covered with green leaves, long thorns, and gray flowers. Roosting in crags surrounding this grotto dozens of fat vultures watch the adventurers with cruel, intelligent eyes.

The flowers are grey lotus, again with rare airborne pollen. a Challenging (D2) Healing or Daunting (D3) Lore Test identifies the threat. If the PCs enter without brewing a potion to protect them from the effects of grey lotus powder, they will suffer the usual effects (*Conan*, p. 166). Once the PCs recover, they would be well advised not to spend time mending their wounds before running to the next room, as they may be overcome by the lotus again.

Should any of the player characters fall prone or unconscious, two Vultures of Jataya fly down from those roosting above and begin to feast on the hapless victim.



VULTURE OF JATAYA (MINION)

These fat, black carrion birds stand four feet high and watch live beings with an intelligent hunger rare for others of their ilk. They eat the dead, but rarely hesitate to hasten that passage if a meal looks ready enough.

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

FIELDS OF EXPERTISE

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

STRESS & SOAK

- **Stress:** Vigor 8, Resolve 6
- **Soak:** Armor —, Courage —

ATTACKS

- **Beak Bite (M):** Reach 1, 4
- **Flurry of Eldritch Wings (T):** Range C, 3 mental Area, Stun

SPECIAL ABILITIES

- **Eaters of the Dead:** A Vulture of Jataya retreats if it receives a single wound, flying out of reach and returning only after all living things have left the area.
- **Flight**



THE STAND-OFF

At long last you reach the top of the mountain, where the small cube of stone housing Eshina's remains awaits. Removing the stone slab on top reveals her skeleton, and clutched in its grip is the ruby.

No sooner have you prized it out, than you hear a commanding, female voice behind you: 'Drop the stone at once, heretical dog! That belongs only to the priesthood!' You turn to see Mahati, Titus, and a group of mercenaries, weapons drawn. Titus steps forward, his sword drawn but lowered, 'There's no need for any more death. Just hand over the ruby and go.'

Before anyone can answer, your attention is again drawn away by the sound of climbing. Up the other side of the mountain. A hand reaches up over the side, which then pulls up a shaggy, black haired head.

How many foes are arrayed before the player characters depends on what happened thus far. Begin with Titus, Mahati, and three mercenaries per player character, plus Tuvula and one tribal warrior per player character. Modify those numbers as follows:

- **The player characters destroyed the black lotus:** add one mercenary per player character.
- **The player characters bypassed the tortoise trap:** subtract two mercenaries per player character. Titus begins the battle with 1 Wound.
- **The player characters killed all the tortoises:** add one mercenary per player character.
- **Mahati arrived the day the player characters left Chittar:** add one mercenary per player character.
- **The player characters actively campaigned for or against Tuvula:** add one tribal warrior per player character.
- **The player characters successfully campaigned for or against Tuvula:** add two tribal warriors per player character.

Now begins a stand-off of words and blades. If the player characters fight everybody, they are in for a bad time of it, but they can attempt to sway either Titus or Tuvula before blood begins to flow.

Titus has led his mercenaries for Mahati thus far, but would prefer to lose no further men. An Average (D1) Insight Test notices that he is not as resolute as usual and might be

swayed. A Daunting (D3) Persuade Test convinces him to withdraw, with the Difficulty reduced by 1 for every 5 Gold in payment promised. After each failed Test attempting to do so, increase the Difficulty by 1. If he is convinced to withdraw, a second Daunting (D3) Persuade test will convince him to join the fight on the side of the player characters.

In either case, half of Titus's mercenaries are locals, and loyal to Mahati. They will fight, no matter what happens. The other half will act as Titus orders.

Tuvula is here to fight, and win glory to press his case in Chittar. Which side he fights on is up to the player characters. Convincing him to fight on their side takes a Persuade Test. If they player characters successfully installed Tuvula as the new chieftain. If the player characters supported her but did not install her as the new chieftain, it is an Average (D1) Test. If they supported Brekhna, but did not succeed in solidifying her rule, the Test is Daunting (D3). If they successfully established Brekhna as the chieftain, it takes a Dire (D4) Test to enlist Tuvula. If they supported neither Brekhna nor Tuvula, the Test is Challenging (D2).

After two Turns of negotiation, Mahati orders her warriors to attack. During the combat, use the statistics for Guard (Minion) on *Conan* p. 317 for Titus's mercenaries, and those for Savages on *Conan* p. 320 for Tuvula and his tribal warriors. If any combatant falls, dead or otherwise, two Vultures of Jataya fly down from above, adding more chaos to the fray.

Perigenes will try to take the ruby from whoever has it, trying diplomacy or threats first, and an *Enslave* spell if need be. Once he has the ruby he will hide and slip away. He will then be caught by Mahati, who will use some perfumed sand blinding powder (*Conan* p. 164) to take it from him, and start rushing back through the dungeon to try and get to safety.

If the player characters pursue her, this leads to a chase back through the dungeon with Mahati ahead of the player characters and both the remaining mercenaries and remaining tribesmen behind, possibly setting off any remaining traps in the rush. The gamemaster should assume Mahati avoids all the traps, as she remembers them from her study and her trip into the temple.

MAHATI, HIGH PRIESTESS OF JATAYA (NEMESIS)

With an ambition beyond that her cult has seen in centuries, Mahati is poised to take her own power and that of her god to new and dizzying heights. She uses whatever methods, secrets, authority, betrayal, treasure, and human lives she must in her mad pursuit of raising Jataya from its slumber. She speaks only in piercing shrieks, and spittle-throwing tirades, and summarily executes any who would question her word or oppose her will.



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

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

STRESS & SOAK	
■ Stress: Vigor 8, Resolve 10	
■ Soak: Armor 1 (Clothing), Courage 3	

ATTACKS	
■ Ritual Dagger (M): Reach 1, 3  Hidden 1, Thrown, Unforgiving 1	
■ Mad Glare (T): Range C, 4  mental, Stun	

SPECIAL ABILITIES	
■ Blinding Powder: Mahati carries two doses of perfumed sand (<i>Conan</i> p. 164).	
■ Fanatical: Mahati may re-roll a single d20 on any Fortitude test.	
■ Sorcerer: Mahati knows the spells <i>Dismember</i> , <i>Enslave</i> , and <i>Shape Change</i> .	

DOOM SPENDS	
■ Terrifying Wings: If any are nearby, Mahati may spend 1 Doom to summon 2 Vultures of Jataya. Unlike regular specimens of these beasts, vultures summoned thusly do not suffer from their Eaters of the Dead special ability. They fight to the death.	

JATAYA UNLEASHED

If the PCs lose track of Mahati she will get to the base of the mountain, where a group of temple guards await with the statue, which they have dragged here on a cart due to Mahati's impatience to get the ritual done. Here she will perform the ritual and resurrect Jataya, who promptly kills her and the temple guards. The PCs will arrive to find Jataya starting to regrow her strength after devouring her first victims, and she will immediately attack them and whatever enemies managed to follow them down the mountain.

Since Jataya has yet to feed off of a great number of people, she is greatly weakened to the point she can be defeated by the PCs. If they do, she will let out an ear-splitting screech before crumbling to dust and black feathers, the ruby forever destroyed. If Titus, Tuvula, or any of their warriors survived they will have little investment in continuing to fight the PCs and can be easily negotiated with to leave the PCs alone.

If the PCs do manage to keep up with Mahati, she joins a second guard contingent consisting of three times as many guards as there are surviving player characters. If the PCs win that fight, the ritual never takes place. Should they be killed, Mahati raises Jataya with the successful ritual, though this turn of events will be of less urgency to the slain adventurers.

Once Mahati and Jataya are neutralized, Perigenes will thank the PCs for their help, as well as producing the bottle he had seemingly trapped their words in earlier and open it, releasing them from their bond to him. He insists on keeping the ruby, and also recommends they do not return to Sikkim, as they may be blamed for the disappearance of the sacred statue. If the adventurers wish, they may return to the temple to loot its wealth, yielding 4 Gold per player character after a day or two of careful looting.

WEAKENED AVATAR OF JATAYA (TOUGHENED)

This statue of Jataya contains a portion of her life essence, brought forth into the living world by Mahati's ritual and the presence of the ruby. It is sluggish and stupid after a long slumber and as-yet incomplete awakening. It attacks in a rage, attempting to destroy whatever is nearest. Should it find itself with only the dead in its sight, it will pause and devour one, gaining power and presence with each victim consumed.

ATTRIBUTES			
Awareness	Intelligence	Personality	Willpower
6	6	6	12 (1)
Agility		Brawn	Coordination
8		14 (1)	6

FIELDS OF EXPERTISE			
Combat	1	Movement	—
Fortitude	5	Senses	1
Knowledge	2	Social	—

STRESS & SOAK	
■ Stress: Vigor 19, Resolve 17	
■ Soak: Armor 4 (Stone Construction), Courage 3	



ATTACKS

- **Crushing Fist (M):** Reach 3, 8 , Knockdown
- **Divine Aura of Death and Rage (T):** Range C, 4  mental, Area, Stun

SPECIAL ABILITIES

- **Devour:** The Avatar of Jataya can devour up to two human corpses as a Standard action. Beginning on its next turn afterward, the Avatar of Jataya receives one of the following benefits:
 - Its effective Brawn for attacking with its Crushing Fist increases by 2
 - Its Awareness, Intelligence, and Personality increase by 1, to a maximum of 14
 - Its Agility and Coordination increase by 1, to a maximum of 12
 - It immediately heals 1 Wound or Trauma
 - It immediately heals all Vigor or Resolve damage
- **Slow to Wake:** The Avatar of Jataya begins with a Brawn of 8 for purposes of attacking with its Crushing Fist.

DOOM SPENDS

- **Feeding Frenzy:** The Avatar of Jataya may spend 2 Doom to use its Devour special ability as a Minor action rather than a Standard action.
- **Terrifying Wings:** If any are nearby, the Avatar of Jataya may spend 1 Doom to summon 2 Vultures of Jataya. Unlike regular specimens of these beasts, vultures summoned thusly do not suffer from their Eaters of the Dead special ability. They fight to the death.

"I have known many gods. He who denies them is as blind as he who trusts them too deeply."

— Queen of the Black Coast