CONAN®

THE ROLEPLAYING GAME

POCKET EDITION

Ghaaroth NS (free product)

CONAN®

THE ROLEPLAYING GAME POCKET EDITION

Contents

CONTENTS	1
CREDITS	2
INTRODUCTION	4
OVERVIEW	8
RACES	24
CLASSES	38
SKILLS	110
FEATS	153
EQUIPMENT	185
COMBAT	222
SORCERY	277
RELIGION	343
CAMPAIGNS	359
THE FACES OF CONAN	379
INDEX	382
LICENSE	392

Conan the Roleplaying Game – Pocket Edition is © 2003 Conan Properties International LLC. CONAN®, CONAN THE BARBARIAN® and related logos, character, names, and distinctive likenesses thereof are trademarks of Conan Properties International LLC unless otherwise noted. All Rights Reserved. Mongoose Publishing Ltd Authorized User. Conan the Roleplaying Game is released under version 1.0 of the Open Game License. Reproduction of non-Open Game Content of this work by any means without the written permission of the pulisher is expressly forbidden. See Page 392 for the text of this license. With the exception of the character creation rules detailing the mechanics of assigning dice roll results to abilities and the advancement of character levels, all game mechanics and statistics (including the game mechanics of all feats, skills, classes, creatures, spells and the combat chapter) are declared open content. First printing 2003. Printed in China.

Ghaaroth NS (free product)

Credits

The Chroniclers of Our Time

AUTHOR
Ian Sturrock

ADDITIONAL TEXT
Harvey Barker & Vincent Darlage

EDITOR
Adrian Bott

COVER ART
Chris Quilliams

LINE DEVELOPMENT
Richard Neale

STUDIO MANAGER
Ian Barstow

PRODUCTION DIRECTOR
Alexander Fennell

INTERIOR ART
Scott Clark & Storn C. Cook

PROOFREADING
Ian Finch, Bridette Kirwen, Mark Lewin, Mark Quennell & Sarah Quinnell

Ghaaroth NS (free product)

PLAYTESTERS

Morgan Nash, Chiara Mac Call, Hayden Nash, Adam Taylor, Ian Over, Simon English, Rafael Dei Svaldi, Guilherme Dei Svaldi, Gustavo Emmel, Leonel Caldela, André Mendes Rotta, Harvey Barker, Wesley R. Gassaway, Betty Gassaway, Danny Gordon, Raven Gordon, Michael Dunmire, Vincent Darlage, Bob Probst, Chris Bradley, Craig Pekar, Jason Durall, Mark 'Neo' Howe, Mark Billanie, Mark Sizer, Michael J Young, Alan Moore, Jamie Godfrey, Daniel Scothorne, Daniel Haslam, Christy Ward, Jason Ward, Jason Hohler, Kevin French, William Dvorak, Jack Cox, Brent Strickland, Melissa Strickland, Adam Crossingham, Alex Aplin, Paul Evans, David Little, Nick Lowson, Dougal McLachan, Mark Steedman, Sam Vail, Alan Marson, Robert Hall, Trevor Kerslake, André Chabot, Antonio Eleuteri, Emilia Eleuteri, Francesco Cascone, Claudio Mormile, Angelo Mormile, Paul O'Neal, Patrick O'Neal, Chuy Hernandez, Butch Mercado, D'Angelo Ramos, Jay Hafner, Eric D. Schurger, Geissler G. Golding, Brian Fulford, Richard D. Cserep, Jason Waltrip, James Williams, Scott Bradley, Allen Myers and Ted Chang.

SPECIAL THANKS

Theodore Bergquist & Fredrik Malmberg at Conan Properties.

Yoki Erdtman, Ulf Bengtsson, Bob Knott, Kevin Curow, Jason Adcock, Dave Nelson, Todd Fry & Bob Roberts for their continuing help.

SUPPORT

Continuing support for *Conan the Roleplaying Game* can be found at www.conan.com, www.mongoosepublishing.com and in the pages of Signs and Portents magazine.

Ghaaroth NS (free product)

Introduction

Welcome to the Hyborian Age

THE HYBORIAN AGE is the scant few hundred years in which the kingdoms descended from the old Hyborian tribes have become civilised and powerful, dominating the lands all about them both economically and militarily. This is a mythical time, thousands of years before recorded history, when even the continents had a different shape from their modern contours.

Aquilonia, a richly fertile land, dominates the Hyborian kingdoms themselves. It includes within its capacious borders some of the doughtiest soldiers in the world, including the fierce pikemen of Gunderland, the stalwart archers of the Bossonian Marches and the superb knights of Poitain. These, along with the strong plate armour manufactured by Aquilonia's highly skilled armourers, have ensured that this nation is virtually unassailable from without and have allowed Aquilonia to get the best of the raiding in its sporadic wars with its traditional enemy, Nemedia.

Despite this, Aquilonia can sometimes be a victim of its own success. It is landlocked and has no direction into which its surplus population may expand, without going to full-scale war with Nemedia. Various attempts to settle in Cimmeria and the Pictish Wilderness have been repulsed by the barbarians of those lands. Aquilonia's ordinary farmers and craftsmen look longingly upon the vast forested estates claimed by its nobles for their hunting. A strong leader who offered to cut down the forests and let the people settle there might one day gain the popular support to wrest control from Aquilonia's ancient monarchy. Indeed, this is exactly how Conan eventually becomes King here.

Aquilonia's Hyborian neighbours are its old rival Nemedia, almost as powerful and perhaps a more ancient civilisation; Brythunia and Corinthia with their city-states; Argos, the great maritime trading nation; and Ophir and Koth, two kingdoms somewhat weakened morally by the influence of the pleasure-oriented culture of the east. Like Aquilonia, most of these countries revere Mitra, an enlightened, civilised god, though Koth and perhaps Ophir have allowed the Shemite pantheon to displace Mitra in their reverence.

The lands to the north and west of Aquilonia are beyond civilisation. The Pictish Wilderness extends up much of the continent's western coast and only the heavily fortified strip of land known as the Bossonian Marches prevents the Picts from surging into Aquilonia on constant raids. South of the Wilderness is Zingara, the lifelong rival of Argos for maritime trade and influence, a land of expert swordsmen,

Ghaaroth NS (free product)

THE TRUE NATURE OF THE HYBORIAN AGE

Emphatically not. Most of the Conan stories, even those that focus predominantly on battling armies or conflicts between individual warriors, feature at least one evil sorcerer – often whole societies, priesthoods or covens of them.

Magical items abound too, though not the beneficial swords of power and useful wands of typical fantasy games. Almost any sorcerous object is unique, and comes with its own price and risks. Likewise, strange creatures are relatively frequent in the lands beyond civilisation – whether created by foul magic, left over from an earlier age or somehow degenerated from savage humans over the centuries. Though an ordinary citizen of Aquilonia may never encounter a sorcerer, weird ghoul or alchemical preparation in his life, the adventurer will have to become used to such things being commonplace.

However, Conan, as originally visualised by Robert E. Howard, is not 'high fantasy' either, but sword-and-sorcery. It has much the same relationship to the works of Tolkien as the hard-boiled crime fiction of Raymond Chandler to the more distinctive detective tales of Agatha Christie. This is visceral, dark, weird fantasy.

There are no elves, gnomes and dwarves to befriend, and if you do meet a monster, it will be a figure of terror, not a convenient way to garner a few experience points. Furthermore, your character will not begin the game with some great destiny to fulfil, as the descendant of a legendary kingdom or the inheritor of some great artefact – whatever destiny you have is what you can wrest from life with your own calloused hands or hewn from it with your great sword.

It should also be noted that despite the apparently common presence of the supernatural, it is always mysterious and terrifying. The supernatural element is deftly woven into the main plot, but it is often scheming human foes whose plots provide Conan with his most dangerous adventures. The weird non-human creatures encountered must often be fled from, rather than simply battled. On several occasions Conan elects to abandon any chance at the staggering wealth on offer rather than be destroyed by its dreadful guardians and the wise adventurer should consider doing the same.

chivalry and frequent civil war. Just off its coast are the Baracha Isles. These are pirate strongholds largely settled by Argossean sailors, who regularly plunder Zingaran ports and do battle with Zingara's own buccaneers.

North of the Aquilonian province of Gunderland is Cimmeria. This misty, barbaric hill country is the original home of Conan himself. Beyond Cimmeria are the two nations of the Nordheimir: Asgard and Vanaheim; grim, icy lands populated by warriors who are grimmer still. Also to the north is Hyperborea, whose culture mingles that of Nordheim and the Hyborians. The sparsely populated Border Kingdoms form a bulwark

Ghaaroth NS (free product)

between Cimmeria and the Hyborian countries of Brythunia and Nemedia.

South of the Hyborian kingdoms is the vast expanse of Shem, with a pastoral meadowland of city-states to the west and desert populated by nomad tribes to the east. Shem has almost no maritime trade but Shemite merchants send caravans far to the north, east and south, across trackless desert, through jungle and to almost every nation of the world. South of Shem is the ancient sorcerous theocracy of Stygia. Beyond that lies the unexplored, savage continent of Kush.

East of the Shemite desert is similarly unknown territory for most Hyborians. It is said the kingdoms of Turan, Khitai and Vendhya control the lands beyond the desert and steppe and caravans do sometimes come out of these mysterious lands with exotic goods and strange artefacts for trade.

Also to the east of the Hyborian kingdoms but far better known to them is the ancient civilisation of Zamora. Bordering on Brythunia, Corinthia and Koth to the west and the trackless steppes between Shem and Turan to the east, Zamora is famed for its complex religion of spider-worship, its unequalled thieves and its superb Bhalkhana warhorses.

Adventuring within the Hyborian kingdoms is well suited to more martial characters who are happy enough to join a mercenary company and fight where they are ordered. For those thieves content to rob the occasional merchant caravan or rich household, the Hyborian lands can also provide a good living, if perhaps a short one when they are caught.

Beyond the civilised Hyborian lands lies adventure: lost cities still populated with mysterious civilisations, ancient tombs filled with sorcerous artefacts, unexplored jungles, weird kingdoms whose customs and even language are utterly unlike anything known in Aquilonia. For those who are not afraid of the unknown and are prepared to risk everything on a wild venture, untold wealth awaits – riches from before the dawn of time, hidden pirate treasure-caches, the war chests of defeated kingdoms.

The folk of these lands are often strange to Hyborian eyes. The nomads of Shem are fierce and primal, travelling from Turan to Zamora with only their mounts, a few herd animals, white robes to ward off the harsh sun, lances and bows for hunting and war. Then there are the Kshatriya warrior nobles of Vendhya, whose heavily stratified society has endured and prospered for centuries. The upstart Shahs and warriors of Turan, so recently no more than Hyrkanian horsemen, now control much of the east and its wealth. The cat-footed men of Khitai, sorcerers and priests, chime brass bells in their lost jungles. The savage warriors of Kush and beyond, clad only in feathered headdresses, are as ready to bash in an enemy's skull as to breathe.

no more than Hyrkanian horsemen, now control much of the east and its wealth. The cat-footed men of Khitai, sorcerers and priests, chime brass bells in their lost jungles. The savage warriors of Kush and beyond, clad only

Ghaaroth NS (free product)

in feathered headdresses, are as ready to bash in an enemy's skull as to breathe.

Here, too, can be found monsters – the legendary man-apes, the dragons of Kush, the primeval forest beasts of the Pictish Wilderness, the enormous serpents of Stygia and many a strange, unique creature, created or summoned by sorcery in past aeons. All these foes are terrifying to behold but it is said that most can be slain by a man with a stout heart, strong arm and sharp blade. The demons of the Outer Dark, called up by sorcery or trapped on Earth by bad luck, can be quite another matter.

The open seas provide another set of challenges. Pirates abound on every stretch of water, in the Western Sea, up and down the Black Coast and far to the east in the Vilayet Sea. So successful are these raiders that most are as confident about attacking a fortified port town as they are when simply taking merchant ships. Whether hired to guard against pirate attacks, engaged in a spot of buccaneering themselves, or exploring the seas for mysterious islands and new continents, adventurers can get into a lot of trouble – and gain a lot of coin – sailing these blood-drenched waters.

On a more spiritual note, most nations have a religion of some kind. Few have any proof that their religions provide anything more than comfort for the soul but this does not stop them believing. The only folk who know of such matters with certainty are the sorcerers, who are for the most part assured of damnation.

Many of the movers and shakers of society, particularly in the sorcerous land of Stygia, are either sorcerers themselves or regularly employ sorcerers to get what they want. Occasionally a genuinely pious priest will learn a little sorcery, the better to fox the wizards of his enemies but even for these good-hearted folk there is a risk of corruption, for sorcery is power. Those scholars driven to the study of magic purely by a quest for knowledge are often the first to abandon their lofty ideals when they get a taste for the pure power of wizardry.

The sorcerers speak of other realms beyond the Earth of the Hyborian Age. The Outer Dark is home to demons; hell itself is home to more diabolic creatures and to lost souls. Beyond the Outer Dark are more planets, often cold and accursed, the source of many a weird monster travelling through the void under its own power or blown as spores by cosmic forces.

Ghaaroth NS (free product)

Overview
The Foundation of All Things

WELCOME TO THE Hyborian Age, a time of mighty-thewed barbarians, evil sorcerers, corrupt priests, tyrannical kings and unnatural monsters. This is the first and most famous of all sword-and-sorcery worlds, the time of Conan the Cimmerian, a thief, a reaver, a slayer, yet destined one day to rule the most powerful nation of the age. The stories of Conan, as chronicled by the writer Robert E. Howard, form the basis and inspiration for the game you now hold in your hands: *Conan the Roleplaying Game*.

The Hyborian Age is named for the Hyborian kingdoms, the pre-eminent powers of the age, which are the most culturally and technologically advanced lands on Earth, their kings' thrones maintained through longbows, plate armour, and feudalism. These kingdoms more commonly make war against one another than against the real threats all around them, such as the wild Picts, raiding northmen, avaricious Hyrkanian nomads and the dread sorceries of Stygia to the south. Beyond Stygia and the plains of Shem lies the continent of Kush, black and unknown, a land of jungles and deserts. Far to the east are more kingdoms, perhaps almost as advanced as the Hyborian lands but little more than legend, with Vendhya and Khitai being the most prominent.

CONAN THE ROLEPLAYING GAME

Conan the Roleplaying Game allows players to take the on the roles of characters from this rich and vivid world, whether they are Hyborians or any of the other myriad races who people the tales of Conan. As Howard's hero did, they can learn the skills of the thief, the mercenary soldier, the desert nomad and other roles on their way to greatness.

CHARACTERS

By playing *Conan the Roleplaying Game*, you can create a character who lives both in the mythical land of the Hyborian Age and in the imagination of yourself and your friends. One player will take the

If you have never played a roleplaying game before…

Then welcome to *Conan the Roleplaying Game* and the shortest explanation of roleplaying ever written. One participant, the 'Games Master', describes the scene, and the Players decide how their characters will react. *'You step into the torchlit cavern and spot a ferocious man-ape,'* says the Games Master, '*which turns towards you and bares its fangs. What do you do?*' Run? Hide? Charge the beast, hefting your broadsword with a ferocious battle cry? The Games Master, using the rules as a guideline, decides what results your actions have. Repeat all that over the course of a few hours, mixing in hideous ghouls, cryptic texts, sacrificial cults, corrupt sorcerers, nubile maidens, madness, horror, death and the greatest fantasy hero of all time and you have a session of *Conan the Roleplaying Game*.

Ghaaroth NS (free product)

role of the Games Master, controlling the people and creatures who dwell within the land, whilst the other players will be valiant heroes, outright rogues, or corrupt demon-worshippers according to their tastes! The Games Master sets the Hyborian Age before the other players, allowing them to explore everywhere from the unknown islands west of Zingara to the semi-legendary kingdoms beyond the deserts and steppes of eastern Shem, from the frozen lands of the Æsir and Vanir to the lush jungles of Kush.

The Conan Rulebook

This book will provide you with everything you need to create and play characters in the time of Conan, as well as giving the Games Master enough information to accurately portray the Hyborian Age. The following chapters can be found within this book:

Introduction – An insight into the Hyborian Age.

Overview – A basic synopsis of character creation and the Conan game system.

Races – A detailed guide to the people of the Hyborian Age.

Classes – All the information you need to create characters for use in the game, from mighty barbarians and dashing nobles to the vile sorcerers, wise scholars and cunning thieves.

Skills – A full list and detailing of the skills used in *Conan the Roleplaying Game.*

Feats – Special talents that may be acquired over time, permitting a player to truly customise his character.

Equipment – Conan wields a variety of weapons, often bizarre, during his travels. These, along with armour to protect against them and other goods that might be of use or value to adventurers, are covered here.

Combat – Full rules for engaging in combat are covered in this chapter, whether you are a Cimmerian barbarian, Hyperborean mercenary or pirate of the Red Brotherhood.

Sorcery – The magic of Conan's world. It is an ancient and dangerously subtle power that can include everything from simple curses to alchemy, mesmerism and even demonology. This chapter provides full tools for playing sorcerous characters, including the Rules of Sorcery, numerous Sorcery Styles and spells and a variety of magical, herbal and alchemical items.

Religion – This covers the various gods and goddesses of the Hyborian kingdoms and beyond, as well as the obligations and benefits that come from worshipping them.

Campaigns – Conan is a sword-and-sorcery setting like no other and Games Masters will benefit from the information given in this chapter, which will allow them to run truly unique campaigns in keeping with the style of the original stories.

New to Conan?

You are in for a real treat! Coming straight from the superb stories and novels of Robert E. Howard, the barbarian hero Conan lives in the Hyborian Age, a time when a strong sword arm and a sharp blade can prevail against any threat, however diabolic. No other sword-and-sorcery setting draws on such powerfully written source material, still as fresh today as when it was written, over seventy years ago.

If you have never encountered Conan before, you are encouraged to start by

Ghaaroth NS (free product)

reading the Introduction: Welcome to the Hyborian Age, starting on pg. 4, before commencing with the main rules. This will give you a good introduction to the blend of roguish exploits, heroic deeds, fell sorcery, exotic culture and epic fantasy that make up the setting of Conan. From there, return to this chapter and start creating some characters to begin play with.

In many ways, Hyborian borderers, nobles and soldiers are the easiest characters with which to begin playing this game, as they have a definite place in Hyborian culture and society, as well as a strong motivation to do great deeds in order to increase their reputations. In addition, they almost always have something to do, whether this is honing their combat skills, patrolling for barbarian raiders, spearheading an attack on a neighbouring land, or defending their kingdom from invasion. However, it is possible to play any class or race right from the start and barbarians, nomads, pirates and thieves can certainly be added to the mix without too much difficulty.

Scholars are a little trickier to play to begin with. They offer more choices during character creation and potentially more power than some of the other characters, if at a terrible price. For this reason they are perhaps best left till both players and Games Masters are familiar with the Hyborian Age. *Conan the Roleplaying Game* does not require a 'balanced' party as some other games might. If you want to play with a party composed entirely of Bossonian soldiers, this could work perfectly well.

The basic rule to remember is that any check made in d20 games – whether it is a Perform check to see how well your dancing went down at the feast or a ranged attack roll made to shoot a Hyrkanian bow – is made by rolling one twenty-sided die and adding the appropriate modifier found on your character sheet. For Perform checks, you simply add your Perform skill bonus. For ranged attack rolls, you add your Dexterity modifier and so on. The total of this roll is made against a target number, usually called a Difficulty Class (DC). If the total of the roll equals or exceeds this number, then your character has succeeded in the action being attempted.

That, in a nutshell, is what the system of *Conan the Roleplaying Game* is all about.

Veteran Players

For those of you familiar with OGL-based games, we have made some small changes to the core rules found within them in order to better reflect the unusual styles of magic in the Hyborian Age and the deadly nature of combat. In addition, there is no

Conan of Cimmeria – A Thief, A Reaver, A Slayer, One Day A King

Conan strides through the pages of Howard's stories, a man of instinct and action rather than philosophy, always ready to avenge any perceived slight with a sharp sword or sledgehammer-like fist. He regularly gains riches, followers, military rank, royal favour and magical treasures, losing them again just as quickly. Over the years, though, he grows in cunning, leadership qualities and reputation, until he is one day ready to take on the greatest prize of all – seizing power as King of Aquilonia.

More on Conan can be found in Howard's original stories (see www.conan.com for a bibliography), extracts from which run throughout this book to illustrate a variety of points about the game and the world.

Ghaaroth NS (free product)

alignment, though characters can choose to have a Code of Honour if they so wish.

New points to look out for in the Classes chapter are as follows:

- Multiclassing is handled somewhat differently, being actively encouraged by *Conan the Roleplaying Game* rules to reflect the kind of well-rounded adventurers portrayed by the stories.

- Each race still has a Favoured Class but there are specific benefits in the form of bonus feats for characters who gain levels in their Favoured Class, rather than penalties for those who gain levels in non-favoured classes.

- Characters of each race begin the game with two ranks in each of three or four skills, which relate to the culture and environment of that race. This is in addition to the usual skills gained at 1st level.

- There are two new statistics, namely Base Dodge Bonus and Base Parry Bonus. These reflect the different defensive options available to characters, since armour in *Conan the Roleplaying Game* reduces damage rather than making it harder for you to be hit.

- Another new statistic is Magic Attack Bonus. This increases with level advances much like the Base Attack Bonus, though Magic Attack Bonus is usually a lot lower. Magic Attack Bonus is used to make a magic attack roll when casting spells that target other creatures. In most cases, your magic attack roll will set the Difficulty Class for the target's saving throw. Though it is usual for scholars to be the only spellcasting character class, all the classes have a Magic Attack Bonus to allow scholars to multiclass without too great a penalty.

What You Need to Play

To begin playing *Conan the Roleplaying Game*, all you need is the following;

- One or more friends, with whom to begin play and explore the Hyborian Age.
- A character sheet photocopied from this book or downloaded from our web site.
- A pencil, eraser and spare paper.
- A full set of dice, including four-sided dice (d4), six-sided dice (d6), eight-sided dice (d8), ten-sided dice (d10), twelve-sided dice (d12) and twenty-sided dice (d20).

The Rules

The first and most important rule of *Conan the Roleplaying Game* is that if you do not like it, change it. Games Masters and players should work together to create involving, exciting and, above all, fun stories. As such, you do not have to memorise every rule in this book in order to enjoy playing *Conan the Roleplaying Game.*

Dice

Dice rolls are described with expressions such as '3d4+3,' which means 'roll three four-sided dice and add three', which results in a number between 6 and 15. The first number tells you how many dice to roll, adding the results together. The number immediately after the 'd' tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

d%: Percentile dice work a little differently. You generate a number between one and

Ghaaroth NS (free product)

100 by rolling two different ten-sided dice. One, which you designate before you roll, is the 'tens' digit. The other is the 'ones' digit. Two zeros represent 100.

WHAT YOU CAN DO

In *Conan the Roleplaying Game*, you can be a mighty-thewed barbarian, stalking the frozen North for vengeance, a lithe desert nomad, determined to forge the tribes into a mighty alliance, or a beautiful yet fell sorceress seeking the knowledge of the ancients.

THE PLAYERS' ROLE

In *Conan the Roleplaying Game*, players portray characters within the world of Hyboria. They are the heroes, the central focus of the story and game. Through their actions their characters can rise to greatness or fall to ruin.

THE GAMES MASTER'S ROLE

In *Conan the Roleplaying Game*, Games Masters are the storytellers. They portray the world of Hyboria both for and with their players, ruling on the actions of the characters and presenting obstacles and challenges for them, against which they may test their mettle.

CHARACTER CREATION SUMMARY

Review the chapters on Races, Classes, Skills, Feats and Equipment, then follow the steps below to create a character.

- Determine your concept. You should come up with your idea for your character in consultation with the other players and the Games Master.
- Roll ability scores.
- Choose class and race.
- Assign and adjust ability scores.
- Determine class and race features.
- Pick skills and record them, including benefits from class, race and ability scores.
- Select starting feats.
- Select your equipment, either individually or from one of the equipment packages.
- Finalise your character, including personalising the attributes to fully detail your Hyborian hero.

ABILITY SCORES

In *Conan the Roleplaying Game*, abilities determine the physical and mental characteristics of your character. Any of the methods below may be used to generate characters. Players and Games Masters should agree beforehand on which method is to be used for all characters.

Standard Generation Method: To generate a set of ability scores for a character, roll 4d6 and discard the die with the lowest face value. This will create a score between 3 (all four dice rolling ones) and 18 (three of the four dice coming up as sixes). Being able to remove the lowest number inclines the average value of each score and tends to create characters with higher than average abilities. Repeat this procedure five times. Once you have generated six values in this way, either assign them in the order rolled to the six corresponding ability scores or place them in any order desired until all six numbers have been used.

Heroic Character Generation: This variant creates heroes with high scores

Ghaaroth NS (free product)

to simulate their position as exceptions to both the laws of nature and common humanity. While there is still some room for low scores in this method, each character created with it will generally have at least one very high ability and potentially more. Ability scores start at a value of 8 and get a bonus equal to 1d10, rolled separately for each statistic. After generation, the values can be moved between the different categories. This method is very flexible but it can result in more powerful characters than any other generation variant, because characters cannot start with any ability penalties greater than -1.

Ability Modifiers

Each ability, after changes made because of race, has a modifier ranging from –5 to +5. The Ability Modifiers table shows the modifier for each score.

The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that are not die rolls. A positive modifier is called a bonus and a negative modifier is called a penalty.

Ability Modifiers

Score	Modifier
1	–5
2–3	–4
4–5	–3
6–7	–2
8–9	–1
10–11	0
12–13	+1
14–15	+2
16–17	+3
18–19	+4
20–21	+5
22–23	+6
24–25	+7
etc. . .	

The Abilities

Each ability partially describes your character and affects some of his actions.

Strength (Str)

Strength measures your character's muscle and physical power. This ability is especially important for barbarians and soldiers because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry.

You apply your character's Strength modifier to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon, including a sling. *Exceptions:* Off-hand attacks receive only one-half the character's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.
- Climb, Jump, and Swim checks. These are the skills that have Strength as their key ability.
- Strength checks, for breaking down doors and the like.
- Parry Defence, to fend off blows.

Dexterity (Dex)

Dexterity measures hand-eye co-ordination, agility, reflexes, and balance. This ability is the most important one for thieves and pirates but it is also high on the list for characters who typically wear light or medium armour and who fight using the Finesse style.

Ghaaroth NS (free product)

You apply your character's Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with bows, crossbows, javelins, throwing axes and other ranged weapons.
- Attack rolls when using finesse combat, in which you aim to bypass armour by striking through chinks and gaps.
- Initiative checks, to see who acts first.
- Reflex saving throws, for avoiding traps and other attacks that you can escape by moving quickly.
- Balance, Escape Artist, Hide, Move Silently, Open Lock, Ride, Sleight of Hand, Tumble, and Use Rope checks. These are the skills that have Dexterity as their key ability.
- If you have a Dexterity bonus, you apply it to Dodge Defence, to avoid incoming attacks.
- If you have a Dexterity penalty, you apply it to Defence at all times.

CONSTITUTION (CON)

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes.

You apply your character's Constitution modifier to:

- Each roll of a Hit Die, though a penalty can never drop a result below one. That is, a character always gains at least one hit point each time he advances in level.
- Fortitude saving throws, for resisting poison, massive damage and similar threats.
- Concentration checks. Concentration is a skill, important to sorcerers, that has Constitution as its key ability.
- If a character's Constitution score changes enough to alter his Constitution modifier, the character's hit points also increase or decrease accordingly.

INTELLIGENCE (INT)

Intelligence determines how well your character learns and reasons. This ability is important for any character who wants to have a wide assortment of skills.

You apply your character's Intelligence modifier to:

- The number of languages your character knows at the start of the game.
- The number of skill points gained each level. A character always gains at least 1 skill point per level, even if his Intelligence modifier is zero or a negative.
- Appraise, Craft, Decipher Script, Disable Device, Forgery, Knowledge and Search checks. These are the skills that have Intelligence as their key ability.

An animal has an Intelligence score of one or two. A creature of humanlike intelligence has a score of at least three.

WISDOM (WIS)

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyse information, Wisdom represents being in tune with and aware of one's surroundings. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score.

You apply your character's Wisdom modifier to:

Ghaaroth NS (free product)

- Will saving throws, for negating the effect of hypnotism and other mind-affecting sorceries.
- Heal, Listen, Profession, Sense Motive, Spot, and Survival checks. These are the skills that have Wisdom as their key ability.

Charisma (CHA)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Every creature has a Charisma score.

You apply your character's Charisma modifier to:

- Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate and Perform checks. These are the skills that have Charisma as their key ability.
- Checks that represent attempts to influence others.

When an ability score changes, all attributes associated with that score change accordingly. A character does not retroactively get additional skill points for previous levels if he increases his Intelligence.

Changing Ability Scores

In the original Howard stories, Conan changes perceptibly over the years. Even as a middle-aged king he has lost nothing of his youthful strength, speed and vitality and has gained enormously in tactical ability, education, leadership qualities and common sense. He is often capable of what would seem to be superhuman actions to the weak folk of a later age, such as raising a vast block of stone above his head. Time and again he demonstrates himself to be the fastest and strongest hero of his times. Player characters in *Conan the Roleplaying Game* can become similarly powerful, if they survive as long as he did.

As there is relatively little permanent magic available to benefit characters in the Hyborian Age and as characters should mature in most respects as they become more experienced, characters in *Conan the Roleplaying Game* may increase their ability scores as follows:

- At 4th level and every four levels thereafter (8th, 12th, 16th and 20th levels) each character gains a permanent +1 increase to any one of his ability scores, as selected by the Player.

- At 6th level and every four levels thereafter (10th, 14th and 18th levels) each character gains a permanent +1 increase to *all* his ability scores.

Carrying Capacity

Encumbrance rules are based largely on a character's Strength score and determine how much his armour and equipment slow him down. Encumbrance comes in two parts, namely encumbrance by armour and encumbrance by total weight. The former is not truly affected by Strength as it deals largely with the limits of mobility imposed by the armour itself. The latter is entirely based on Strength, as the stronger a character is, the greater the load he can handle without succumbing to the slowing effects of heavy and unwieldy burdens.

Ghaaroth NS (free product)

Carrying Capacity

Strength Score	Light Load	Medium Load	Heavy Load
1	3 lb. or less	4–6 lb.	7–10 lb.
2	6 lb. or less	7–13 lb.	14–20 lb.
3	10 lb. or less	11–20 lb.	21–30 lb.
4	13 lb. or less	14–26 lb.	27–40 lb.
5	16 lb. or less	17–33 lb.	34–50 lb.
6	20 lb. or less	21–40 lb.	41–60 lb.
7	23 lb. or less	24–46 lb.	47–70 lb.
8	26 lb. or less	27–53 lb.	54–80 lb.
9	30 lb. or less	31–60 lb.	61–90 lb.
10	33 lb. or less	34–66 lb.	67–100 lb.
11	38 lb. or less	39–76 lb.	77–115 lb.
12	43 lb. or less	44–86 lb.	87–130 lb.
13	50 lb. or less	51–100 lb.	101–150 lb.
14	58 lb. or less	59–116 lb.	117–175 lb.
15	66 lb. or less	67–133 lb.	134–200 lb.
16	76 lb. or less	77–153 lb.	154–230 lb.
17	86 lb. or less	87–173 lb.	174–260 lb.
18	100 lb. or less	101–200 lb.	201–300 lb.
19	116 lb. or less	117–233 lb.	234–350 lb.
20	133 lb. or less	134–266 lb.	267–400 lb.
21	153 lb. or less	154–306 lb.	307–460 lb.
22	173 lb. or less	174–346 lb.	347–520 lb.
23	200 lb. or less	201–400 lb.	401–600 lb.
24	233 lb. or less	234–466 lb.	467–700 lb.
25	266 lb. or less	267–533 lb.	534–800 lb.
26	306 lb. or less	307–613 lb.	614–920 lb.
27	346 lb. or less	347–693 lb.	694–1,040 lb.
28	400 lb. or less	401–800 lb.	801–1,200 lb.
29	466 lb. or less	467–933 lb.	934–1,400 lb.
+10	x4	x4	x4

Encumbrance by Armour

A character's body armour defines his maximum Dexterity bonus to his Dodge Defence, armour check penalty, speed and running speed. Unless your character is weak or carrying a lot of gear, you do not need to know any more than this. The extra gear your character carries will not usually slow him down any more than the armour already does. If, however, your character is weak or carrying a lot of gear, then you will need to calculate encumbrance by weight. Doing so is most important when your character is trying to carry some heavy object.

Ghaaroth NS (free product)

WEIGHT

If you want to determine whether your character's gear is heavy enough to slow him down more than the armour already does, then total the weight of all the character's items, including armour, weapons and gear. Compare this total to the character's Strength on the Carrying Capacity table. Depending on how the weight compares to the character's carrying capacity, he may be carrying a light, medium or heavy load. Like armour, a character's load affects his maximum Dexterity bonus to Dodge Defence, carries a check penalty (which works like an armour check penalty), reduces the character's speed and affects how fast the character can run, as shown on the Carrying Loads table. A heavy load counts as heavy armour for the purpose of abilities or skills that are restricted by armour. Carrying a light load does not encumber a character.

If a character is wearing armour, use the worse figure (from armour or from load) for each category. Do not stack the penalties, as a character can only suffer from one set of encumbrance penalties at a given time.

LIFTING AND DRAGGING

A character can lift as much as his maximum load over his head. A character can lift as much as double his maximum load off the ground, but he can only stagger around with it. While overloaded in this way, the character can neither dodge nor parry and can move only 5 feet per round as a full-round action. A character can generally push or drag along the ground as much as five times his maximum load. Favourable conditions can double these numbers, while bad circumstances can reduce them to one-half or less.

BIGGER AND SMALLER CREATURES

The figures on the Carrying Capacity table are for Medium-size bipedal creatures. A larger bipedal creature can carry more weight depending on its size category, as follows: Large x2, Huge x4, Gargantuan x8, Colossal x16. A smaller creature can carry less weight depending on its size category, as follows: Small x3/4, Tiny x1/2, Diminutive x1/4, Fine x1/8.

Quadrupeds can carry heavier loads than characters can. Instead of the multipliers given above, multiply the value corresponding to the creature's Strength score on the Carrying Capacity table by the appropriate modifier, as follows: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium x1.5, Large x3, Huge x6, Gargantuan x12, Colossal x24.

TREMENDOUS STRENGTH

For Strength scores not shown on the Carrying Capacity table, find the Strength score between 20 and 29 that has the same number in the 'ones' digit as the creature's Strength score does. Next, multiply the numbers therein by 4 for every ten points by which the creature's Strength is above the score for that row.

Carrying Loads

Load	Max Dex	Check Penalty	Speed (30 ft.)	Speed (20 ft.)	Run
Medium	+3	–3	20 ft.	15 ft.	x4
Heavy	+1	–6	20 ft.	15 ft.	x3

Ghaaroth NS (free product)

ARMOUR AND ENCUMBRANCE FOR OTHER BASE SPEEDS

The table below provides reduced speed figures for all base speeds from 20 feet to 100 feet, in 10-foot increments.

Encumbrance for Other Base Speeds

Base Speed	Reduced Speed
20 ft.	15 ft.
30 ft.	20 ft.
40 ft.	30 ft.
50 ft.	35 ft.
60 ft.	40 ft.
70 ft.	50 ft.
80 ft.	55 ft.
90 ft.	60 ft.
100 ft.	70 ft.

MOVEMENT

There are three movement scales, as follows.

- Tactical, for combat, measured in feet (or squares) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for travelling from place to place, measured in miles per hour or miles per day.

Modes of Movement: While moving at the different movement scales, creatures generally walk, hustle or run. Each type of movement affects the speed of the character and the types of action that can be performed at the same time. The Combat chapter will explain simultaneous actions in greater detail.

Walk: A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered person.

Hustle: A hustle is a jog at about 6 miles per hour for an unencumbered human. A character moving his speed twice in a single round, or moving that speed in the same round that he performs a standard action or another move action is hustling when he moves.

Run (x3): Moving three times speed is a running pace for a character in heavy armour. It represents about 9 miles per hour for a human in full plate or heavy combat armour.

Run (x4): Moving four times speed is a running pace for a character in light or no armour. It represents about 12 miles per hour for an unencumbered human, or 8 miles per hour for a human in chainmail or similar armour.

TACTICAL MOVEMENT

Use tactical movement for combat. Characters generally do not walk during combat. Instead, they hustle or run. A character who moves his speed and takes some action is hustling for about half the round and doing something else for the other half.

Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement. When movement is hampered, each square moved into usually counts as two squares, effectively reducing the distance that a character can cover in a move. If more than one condition applies, multiply together all additional costs that apply. This is a specific exception to the normal rule for doubling.

In some situations, your movement may be so hampered that you do not have sufficient speed even to move 5 feet, or 1 square on the tactical map. In such a case, you may use a full-round action to move 5 feet (1

Ghaaroth NS (free product)

Movement and Distance

	Speed			
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)*				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Walk	1.5 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—
Run	—	—	—	—

* Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet.

square) in any direction, even diagonally. Although this looks like a 5-foot step, it is not and it thus provokes attacks of opportunity normally. You cannot take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you.

You cannot run or charge through any square that would hamper your movement.

Hampered Movement

Condition	Additional Movement Cost
Difficult terrain	x2
Obstacle*	x2
Poor visibility	x2
Impassable	—

* May require a skill check

BASIC MOVEMENT

Characters exploring an area use basic movement, measured in feet per minute.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in miles per hour.

Run: A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for a minute or two before having to rest for a minute.

Ghaaroth NS (free product)

OVERLAND MOVEMENT

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours of sailing.

WALK

A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear him out, for which see Forced March below.

HUSTLE

A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage. Each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued.

A fatigued character cannot run or charge and takes a penalty of –2 to Strength and Dexterity. Eliminating the nonlethal damage also eliminates the fatigue.

RUN

A character cannot run for an extended period of time. Attempting to run and rest in cycles, which is the preferred method for long distance overland travel when time is not an important factor or in short supply, effectively works out to a hustle.

TERRAIN

The terrain through which a character travels affects how much distance he can cover in an hour or a day; see Terrain and Overland Movement. A highway is a straight, major, paved road. A road is typically a dirt or gravel track. A trail is like a road, except that it allows only single-file travel and does not benefit a party travelling with vehicles. Trackless terrain is a wild area with no paths.

Terrain And Overland Movement

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

FORCED MARCH

A character walks for 8 hours in a single day of normal walking. The rest of the daylight time is spent making and breaking camp, resting and eating. A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It is quite possible for a character to march into unconsciousness by pushing himself too hard on a forced march.

Ghaaroth NS (free product)

Mounted Movement

A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage. The creature can also be ridden in a forced march but its Constitution checks automatically fail. In addition to this, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

The Rules of Exploration

Vision and Lighting Conditions

Several creatures have darkvision and can see in the dark. Characters without this quality need light to see by. See the table below for the radius that a light source illuminates and how long it lasts. In an area of bright light, all characters can see clearly. A creature cannot hide in an area of bright light unless it is invisible or has cover.

In an area of shadowy illumination, a character can see dimly. Creatures within this area have concealment relative to that character. A creature in an area of shadowy illumination can make a Hide check to conceal itself. In areas of total darkness, creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat since all opponents have total concealment, can neither dodge nor parry, takes a –2 penalty to Defence, moves at half speed and takes a –4 penalty on Search checks and most Strength and Dexterity-based skill checks.

Creatures with low-light vision, such as the Wazuli and other characters with the Eyes of the Cat feat, can effectively double the given radius of bright light and shadowy illumination whilst they are using this equipment to light their way.

Breaking Objects

When attempting to break an object, you have two choices: smash it with a weapon or break it with sheer strength. Breaking objects can also be accomplished through the application of energy other than kinetic, but the basic rules for doing so are largely unchanged. Exceptions to this principle are noted below when appropriate.

Smashing an Object

Smashing a weapon or shield with a slashing or bludgeoning weapon is accomplished by the sunder special attack, for which see the Combat chapter. Smashing an object is a lot like sundering a weapon or shield, except that your attack roll is made against the object's Base Defence. Generally, you can smash an object only with a bludgeoning or slashing weapon.

Light Sources And Illumination

Object	Bright	Shadowy	Duration
Candle	n/a[1]	5 ft.	1 hour
Lantern, oil	30 ft.	60 ft.	6 hr./pint
Torch	20 ft.	40 ft.	1 hr.

[1]A candle does not provide bright illumination, only shadowy illumination.

Ghaaroth NS (free product)

Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Paper or cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Leather or hide	2	5/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron or steel	10	30/inch of thickness

Base Defence For Objects

Objects are easier to hit than creatures because they usually do not move, but many are tough enough to shrug off some damage from each blow. An object's Base Defence is equal to 10 + its size modifier + its Dexterity modifier. An inanimate object has not only a Dexterity of 0 (–5 penalty to Defence) but also an additional –2 penalty to its Defence. Furthermore, if you take a full-round action to line up a shot, you get an automatic hit with a melee weapon and a +5 bonus on attack rolls with a ranged weapon.

Hardness

Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points. Refer to the following tables: the Weapons and Shields tables in the Combat chapter, Substance Hardness and Hit Points and Object Hardness and Hit Points.

Size and Base Defence Of Objects

Size	Base Defence Modifier
Colossal	–8
Gargantuan	–4
Huge	–2
Large	–1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Hit Points

An object's hit point total depends on what it is made of and how big it is. When an object's hit points reach 0, it is ruined. Very large objects, such as wagons or chariots, may have separate hit point totals for different sections or locations.

- *Energy Attacks:* Acid attacks deal damage to most objects just as they do to creatures; roll damage and apply it normally after a successful hit. Fire attacks deal half damage to most objects; divide the damage dealt by 2 before applying the hardness.

- *Ranged Weapon Damage:* Objects take half damage from ranged weapons unless the weapon is a siege engine or something similar. Divide the damage dealt by 2 before applying the object's hardness.
  - *Ineffective Weapons:* Certain weapons just cannot effectively deal damage to certain objects.

  - *Immunities*: Objects are immune to nonlethal damage and to critical hits.

  - *Vulnerability to Certain Attacks:* Certain attacks are especially successful against some objects. In such cases, attacks deal double their

Ghaaroth NS (free product)

Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28

normal damage and may ignore the object's hardness.

- *Damaged Objects:* A damaged object remains fully functional until the item's hit points are reduced to 0, at which point it is destroyed. Damaged (but not destroyed) objects can be repaired with the Craft skill.

DCs To Break Or Burst Items

Strength Check to:	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down iron door	28

Breaking Items

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the sunder special attack) to see whether he succeeds. The DC depends more on the construction of the item than on the material. If an item has lost half or more of its hit points, the DC to break it drops by 2.

Larger and smaller creatures get size bonuses and size penalties on Strength checks to break open doors as follows: Fine –16, Diminutive –12, Tiny –8, Small –4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

Ghaaroth NS (free product)

Races
People of the Hyborian Age

THE HYBORIAN AGE is one awash with colourful and unique cultures and civilisations, both alien and yet strangely familiar. Across the face of Hyboria its people have learned to adapt to their different homelands; from the hardy men of Nordheim's glacial wastes to the desert-dwelling peoples of Hyrkania and the ebon-skinned tribes hidden amid the verdant jungles of the Black Kingdoms, each have overcome the challenges its geography and environment present to become masters of their own lands.

Character Races

During the Hyborian Age, a great variety of humans people the land. They have a still greater variety of cultures. Though *Conan the Roleplaying Game* does not include any non-human races as player characters, it does present several variant human races. These are not intended to directly emulate or stereotype any real-world peoples or nations but only to offer an appropriate way to simulate the various cultures and peoples described by Robert E. Howard in the Conan stories.

Many of the human races of Hyboria are often categorised by particular stereotypes. As such, many have a favoured class (see below) and some advantages and qualities that make them distinct from other cultures and races.

This chapter provides only a brief overview of the races. As they are all essentially human, little description is needed and much can be inferred from the various special abilities and attributes of the different races.

The Dominance of the Hyborian Kingdoms

As might be expected from a game set in 'The Hyborian Age', the dominant people throughout the western lands are the Hyborians. In most *Conan the Roleplaying Game* campaigns, the majority of the player characters will either be Hyborians or one of the peoples living closest to the Hyborian kingdoms; that is, the Cimmerians, Shemites, Zamorians and Zingarans. However, the rules certainly do not preclude characters from other realms and the occasional Hyrkanian archer, Stygian sorcerer or corsair of the Southern Islands can enhance any campaign, even those set deep in the civilised Hyborian kingdoms of Aquilonia and Nemedia. Adventurers in the Hyborian age do travel around a good deal. Conan himself, though a Cimmerian by birth, visits more or less every country in the world during the course of his adventures. Some Games Masters may prefer to start their *Conan the Roleplaying Game* campaigns far from the Hyborian lands, in distant Vendhya or beyond the great Southern Desert of the Black Kingdoms and this can be a rewarding new take on the Conan mythos.

Thus, the Games Master may choose to restrict certain character races from play,

Ghaaroth NS (free product)

depending on his plans for the campaign. For example, if he has a detailed campaign set in and around the Himelian mountains, based around inter-tribal raids and the barbaric politics of the region, he may require all the characters to be Himelian tribesmen; or he may only need one character to be a Himelian, so as to have at least some local connection, with the rest being exiles or wanderers from other lands. In most cases, it should be possible to allow a more or less free choice of race at the character generation stage, due to the aforementioned tendency of adventurers to wander. The Conan stories often cases, it should be possible to allow a more or less free choice of race at the character generation stage, due to the aforementioned tendency of adventurers to wander. The Conan stories often feature mercenary or bandit groups comprising a rag-tag band of freelancers from all over the world. Certain organisations are almost invariably such a mix, including pirates, Kozaks and Free Companies.

Racial Descriptions

Each race has a paragraph or two of introductory description, then some notes on culture, religion and typical character names. The entry for religion should be read in conjunction with the entry for religion under the character class chosen by the player, before selecting a god or goddess (if any) from those presented in the Religion in the Hyborian Age chapter. The names section first gives names drawn directly from the Conan stories, then suggestions for similar names. The culture section describes the culture of each race briefly, including the real-world cultures on which Howard based them (if any) as a guide to further research.

Background Skills

Each major race or variant race gains either three or four Background Skills, as defined in this section. For each Background Skill in a racial Background Skill listing, a character from that race gains 2 ranks of the appropriate skill, whether or not it would usually be a class skill for him.

For example, as a Southern Islander, Abaku gains the following Background Skills: Profession (sailor), Survival and Perform (dance). He is a 1st level thief. Although Profession and Perform (dance) are thief class skills, Survival is not. Despite this, Abaku has two ranks in each of Profession (sailor), Survival and Perform (dance), before he chooses his starting skills for his class and Intelligence bonus.

Note that some races have bonuses to certain skills as well as having them as background skills. For example, a Pelishtim Shemite has a +2 circumstance bonus to Knowledge (arcana) skill checks and also has Knowledge (arcana) as a background skill, so a starting character from this race would have 2 ranks in Knowledge (arcana) *as well as* enjoying a +2 circumstance bonus to uses of the skill.

Favoured Classes

In *Conan the Roleplaying Game*, each race has one or more favoured classes. Rather than allowing for easier multi-classing for characters of that race and class, favoured classes grant bonus feats. A character who gains levels in the favoured class for his race gains one bonus feat at 1st level in that class, one at 5th level and one at 10th level. Note that it is always the character's class level that is considered for purposes of favoured class bonus feats, not his total character level.

Ghaaroth NS (free product)

For example, Garm is a Pictish barbarian. At 1st level he gains a bonus feat for belonging to his race's favoured class. Some time later, he has also learnt the ways of a shaman and is a 3rd level barbarian/2nd level scholar (Pictish shaman). Though he is now a 5th level character, he does not yet gain another favoured class bonus feat, nor will he do so until he achieves 5th level in the barbarian class.

For races with two favoured classes, add the character's level in the two favoured classes together to determine the favoured class level.

For example, Ankh-af-na-Khonsu is a Stygian noble. At 1st level he gains a bonus feat for being of his race's favoured class. Some time later he has also taken initiation into the priesthood of Set and learnt sorcery, so that he is now a 3rd level noble/2nd level scholar (priest of Set). Note that scholar is another favoured class for Stygians. He adds the two class levels together to determine his favoured class level, which is 5th level. This allows him to gain another bonus feat.

Prohibited Classes

Certain races never produce members of a particular class, at least at low levels. Any class listed as a prohibited class for a particular race may never be selected as the initial, 1st level class for a character of that race. At the Games Master's discretion, the character may later be permitted to gain levels in a prohibited class, so long as he has sufficient opportunity.

For example, Cimmerians never produce characters of the Noble, Scholar, Pirate or Nomad classes. Cimmerian chieftains are simply high-level barbarians and as a land-locked nation with no steppes or deserts, Cimmeria does not have the terrain to allow for either piracy or nomadic life. Likewise, there can be no scholars because there is no formalised system of teaching; the country does not even have the shamans and primitive priests that might be expected in other barbaric nations, because Cimmerian gods are not worshipped. However, a Cimmerian who travels to other lands and has an opportunity to learn the skills of the appropriate profession may one day gain levels in these prohibited classes, just as Conan began as a barbarian and thief but later sailed with pirates, rode with nomads and even became a noble of Aquilonia.

Languages

Each race has one or two Automatic Languages and several Bonus Languages, listed at the end of the race entry. Every character learns the Automatic Language or Languages for his race and may select a number of racial bonus languages, which he also knows, equal to his Intelligence modifier plus 3, to a minimum of 1. A character who learns all the racial bonus languages and still has some bonus languages left to learn has a free choice from any language in the game.

Furthermore, every character learns one new language at 1st level and every other level thereafter (3rd, 5th, 7th and so on). This is known as a level bonus language and represents the necessity for all adventuring characters to rapidly learn the local language wherever they go. There is no 'common tongue' in the Hyborian Age, so all travellers typically know a large number of languages.

The Games Master usually selects this level bonus language for all the characters. In this case it will be the language spoken in the area in which the scenario being played is to take place.

Finally, it is always possible for a character to learn a new language through roleplay and effort. Typically, around two months

Ghaaroth NS (free product)

Major and Minor Races of the Hyborian Age

Major Races	Associated Variant Races
Cimmerian	–
Himelian Tribesman	Wazuli
Hyborian	Argossean/Barachan, Bossonian, Gunderman, Hyperborean, Tauran
Hyrkanian or Turanian	–
Khitan	–
Kushite or Northern Black Kingdom Tribesman	Chaga, Ghanata
Nordheimer	–
Pict	–
Shemite	Pelishtim, Meadow Shemite
Southern Islander or Southern Black Kingdom Tribesman	Darfari
Stygian	–
Vendhyan	–
Zamorian	–
Zingaran	–

are needed to learn a new language from scratch but simply immersing yourself in a culture that speaks the language exclusively can accomplish this in a shorter time.

BONUS FEATS

Some races allow you to select bonus feats. When selecting these, ignore any prerequisite that requires a minimum of +1 in any given area. For example, the Dodge feat ordinarily requires a minimum Dex of 13 and a Dodge bonus of +1. When selected as a racial bonus feat, it requires only a minimum Dex of 13. Similarly, the Hexer feat requires the Curses sorcery style and a magic attack bonus of +1; when selected as a racial bonus feat, it requires only the Curses sorcery style.

VARIANT RACES

Several of the major races include variations for specific regions. For example, the Shemites are generally renowned for their mastery of the desert. However, the Meadow Shemites actually live a pastoral life in their great Meadow Cities and so use the Meadow Shemite variant. Note that variant races are not usually given such detailed descriptions as their major races, since in most cases their culture, religion and names will be similar or identical to those of the major race.

Important Note: Variant races use all of the base race bonuses and penalties *in addition* to their own, except when specified otherwise in the descriptions. However, when variant races specify favoured or restricted classes that differ from those of the major race, these variant race classes supersede those given for the major race.

CIMMERIAN

Cimmerians are descended from the ancient Atlanteans, with dark hair and blue or grey eyes. Their skin is on the dark side of fair and tans easily if ever they leave the gloomy

Ghaaroth NS (free product)

mountains of their home. They are tall, physically powerful and very fierce, being regarded as one of the most barbaric races in the world by most Hyborians. Unlike most of Hyborian women, the Cimmerian women fight alongside their menfolk, even in full-blown war. Cimmerians tend to be direct to the point of bluntness.

Culture: Cimmerian culture is survivalist and barbaric. They are a race of fierce moody hill-men, dwelling as they do in a harsh, drear and cloudy land. The Cimmerians despise weakness and the softness of the Hyborian civilisation. They are feuding and war-like.

Names: These are best based on old Irish or Scottish Celtic names, such as Conan. We do have some examples of names Howard intended to use for Cimmerians in stories he never wrote. These are presumably male: Eithriall, Eanbotha, Rotheachta, Giallchadh, Cruaidh, Eamhua, Cumal. Suggestions: (male) Amergin, Agh, Aodh, Brian, Cael, Cailt, Cathal, Conor, Cuchullin, Cul, Comala, Daol, Dima, Doon, Duncan, Fingal, Finn, Fionn, Hydallan, Moghcorb, Morne, Murdoch, Oscur, Ossian, Rayne, Sláine and Usnach. The following are female: Credhe, Deirdre, Dersagrena, Maev, Melilcoma and Ros-Crana.

Religion: Crom, 'Lord of the Mound', is the chief god of the gloomy Cimmerians. Others include Lir, the god of knowledge, Mannanan, the god of poetry and travel, Morrigan, the goddess of war, Badb, the goddess of fire and fury, Macha and Nemain 'The Venomous'. The Cimmerians do not truly worship these gods, believing that the gods despise weaklings who call on them for help. Creating the Cimmerian race was gift enough. As a result, they are often sceptical of more demonstrative forms of worship.

Racial Features: All of the following are Cimmerian racial features.

- +2 Strength, -2 Intelligence. Cimmerians are a naturally tall and strong race, made stronger still, so they believe, by the gifts of Crom. Though many have a keen natural cunning, few Cimmerians are capable of a great deal of book learning, nor indeed do they have much opportunity for such education.

- +1 racial bonus to all Will saving throws. This is another gift of Crom, that of courage even in the face of great adversity.

- +2 racial bonus to all Climb checks. Cimmerians are renowned as the finest climbers in the world. Most will have climbed at least one peak that non-Cimmerians would regard as impassable before even leaving their homeland.

- +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks made in temperate or cold hills and mountains. Cimmerians are masters of their environment in every respect.

- -2 racial penalty to all Diplomacy checks and verbal-based Bluff checks. Cimmerians are famously blunt and direct in their speech, a habit that has been known to get them into trouble on any number of occasions. Note that their penalty does not apply to Bluff checks based on body language, as they are often excellent at feinting in combat and other non-verbal uses of Bluff. The natural cunning of their savage race has caused many a civilised opponent to fall to their tricks in combat.

Ghaaroth NS (free product)

- Cimmerians may not have any other religion than Crom and the remainder of the Cimmerian pantheon and may never gain any benefit from worshipping that or another pantheon. Crom has no priests and offers no assistance to his worshippers, other than gifting them with mighty thews and courage at birth. He despises weaklings and expects his Cimmerians to stand alone against the world, without need for either gods or demons. If a Cimmerian ever does worship a non-Cimmerian god, he loses the gifts of Crom, that is, his +2 bonus to Strength and +1 racial bonus to Will saving throws. Whether Crom or indeed any of the other gods are real is a philosophical point and beyond the scope of these rules; the point is that the Cimmerian, at least, believes Crom to be real.

Background Skills: Climb, Move Silently and Survival.

Favoured Class: Barbarian.

Prohibited Classes: Noble, Nomad, Pirate, Scholar.

Automatic Languages: Cimmerian.

Bonus Languages: Nordheimer, Pictish, Aquilonian, Hyperborean.

Himelian Tribesman

Between Vendhya and Hyrkania, far beyond the ken of most western folk, a vast and harsh mountain range rises, inhabited by a number of small tribes. These tribes consist of tall, hairy hill-men, very strong and fierce. They are disdainful of civilised standards of politeness and good behaviour, though many adhere to a barbaric code of honour. The tribes include the Afghulis, Irakzai, Galzai, Dagozai, Zhaibari and Khurakzai, among others.

Culture: Himelian culture resembles the tribal lifestyle of Afghanistan and northern India and is survivalist and barbaric in nature. The Vendhyans seem to refer to the lands facing their kingdom as Ghulistan; possibly there is an ancestor tribe called the Ghulis of which these modern tribes are branches. Some Himelian tribesmen are a curious race of intelligent, though stunted, aborigines, conquered by the Hyrkanians on their westward drift. These would correspond more to a Tibetan style culture.

Names: These are essentially a mix of Arabic, Mongol and Hunnish. Modern Afghani names provide a good, exotic-sounding base for naming Himelian characters. Examples (male): Yar Afzal, Yateli. Suggestions: Ahmad, Asad, Dost, Faiz, Mohan, Shujah and Zemar for male characters, Anahita, Faryaal, Ghezal, Maryam and Samirah for female characters.

Religion: The savage Himelian tribesmen worship primitive totemistic deities and demons, such as Hanuman, the Ape God, in appeasement of the carnivorous apes of the area. Some may also worship Asura.

Racial Features: All of the following are Himelian racial features.

- +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks made in any hills and mountains. The Himelian tribes know every inch of their native hills and rarely descend from them except to raid the richer lands below.
- +1 racial bonus to all Hide and Move Silently checks. Though the tribes are occasionally led to open battle by a particularly charismatic chieftain, they prefer to attack their enemies by stealthy raids and midnight assassinations.
- +2 racial bonus to starting hit points. The Himelians are possibly the most

Ghaaroth NS (free product)

dangerous mountain range in the world, since every tribe seems to be at war with every other tribe, as well as the Vendhyans and Turanians.

- -2 racial penalty to save against hypnotism of any kind. This is for cultural reasons. The folk of the East have a long tradition of tales and superstitions regarding the power of hypnotism, which tends to reinforce the power of the hypnotist.

Background Skills: Climb, Hide and Move Silently.

Favoured Class: Barbarian.

Prohibited Classes: Noble, Pirate.

Automatic Languages: Afghuli.

Bonus Languages: Vendhyan, Hyrkanian, Iranistani.

WAZULI

The Wazuli are typically the first hill tribe a traveller journeying north out of Vendhya in the night will encounter, for they are largely nocturnal and prefer to do their raiding during the hours of darkness. Like other Himelian tribesmen, they are a hardy and usually honourable folk, with strong traditions of loyalty and hospitality.

Wazuli culture, names and religion are similar to those of other Himelian tribesmen.

Racial Features: The Wazuli should be treated as standard Himelian tribesmen except as follows.

- Free Feat: Eyes of the Cat. The Wazuli have probably the best night vision of any human peoples. They are the only military force to have ever ambushed Conan himself successfully, thanks to their superior knowledge of the terrain and unsurpassed low-light vision. They need not meet the usual prerequisites for the feat.
- +2 circumstance bonus to all Hide, Spot and Search checks made during conditions of darkness or dim light; that is, when they would need to use their Eyes of the Cat feat.
- -1 morale penalty to all attack rolls and skill checks made during the hours of daylight. The Wazuli are so close to being nocturnal that they function only poorly during the daytime.

Favoured Class: Barbarian.

Prohibited Classes: Noble, Pirate.

Automatic Languages: Afghuli.

Bonus Languages: Vendhyan, Hyrkanian, Iranistani.

HYBORIAN

The Hyborian peoples are all descended from the barbaric worshippers of the god Bori who swept out of the north three millennia ago, destroying the ancient empire of Acheron and conquering all in their path. The Hyborian lands are Nemedia, Ophir, Aquilonia, Hyperborea, Argos, Corinthia, the Border Kingdoms, the Baracha Islands, Brythunia, the Bossonian Marches, Koth, Khauran and Khoraja. Note that in Khauran, the ruling caste should be treated as Hyborians but the commoners are a separate sub-race suitable for Non-Player Characters only.

As a general rule, Hyborians identify themselves not as Hyborians per se but according to the nation from which they come. Thus, Players are encouraged to call themselves Nemedians, Ophireans and so on, rather than simply 'Hyborians.' The Bori-worshipping barbarians of thousands of years ago have long since become highly civilised and sophisticated folk with strong nations of their own, who would be

Ghaaroth NS (free product)

scarcely recognisable to those who knew the Hyborians of old.

The original Hyborians were tawny-haired and grey-eyed, though by the time of Conan, intermarriage has diversified their appearance considerably.

Culture: For the most part, culture in the Hyborian kingdoms is similar to that of the real-world medieval European countries, though some aspects, particularly in Nemedia, are more reminiscent of ancient Roman culture. The nations are all run on the feudal system. This has often led to decadence as the nobility spend their time hunting and idling, unconcerned for the welfare of their subjects. As the nations have developed, the unity of the Hyborians has dissipated so that each kingdom has its own features, as follows:

Aquilonia: Together with its rival, Nemedia, Aquilonia is the most advanced, wealthy and powerful of the Hyborian kingdoms and its people are correspondingly proud. It most closely resembles Medieval France. The people of southern Aquilonia have mixed with the brown Zingarans until black hair and brown eyes are the dominant type in Poitain, the southernmost province. This is an area of rich farmland.

Brythunia: We know little of Brythunia, save that its women folk seem to be highly prized by slavers. There is evidence of a pastoral culture. The eastern Brythunians have intermarried with the dark-skinned Zamorians.

Corinthia: The many city-states of Corinthia bring to mind the city-states of Italy and the corresponding inter-state rivalries and espionage. It seems to be one of the more culturally advanced areas, with a developed nobility and priesthood.

Khauran: Kothic adventurers carved Khauran out of the lands of Shem and its culture reflects that position. Fiercely independent, while maintaining many Kothic traditions and links, it fears that Koth will absorb the valuable kingdom. Its tiny fields and orchards yield three crops a year.

Koth: Koth is one of the oldest Hyborian kingdoms, a vast meadowland north of Shem. It is famed for its metalworkers, partly due to the natural resources of its volcanic region of Khrosha. Kothic culture has suffered from the subtle admixture of Shemite and Stygian strains. The simple ways of the Hyborians have become modified by the sensual, luxurious, yet despotic habits of the East. Koth uses slaves. Its capital is Khorshemish, known as the Queen of the South.

Nemedia: Nemedia is easily the second great kingdom of the Hyborians and maybe in the past even surpassed Aquilonia, its neighbour and rival. While the people live in relative poverty, its wealthy citizens have the leisure to collect artefacts in museums. Built on the ruins of ancient Valusia and once a part of the sorcerous kingdom of Acheron, Nemedia has many hidden ruins that might contain fearful horrors.

Ophir: Ophir is a tapering wedge between the border of Aquilonia and the vast southern kingdom of Koth. It was probably part of Koth and then claimed independence back in the days of Acheron. The meadowlands of Ophir produce fine armies of gilt-mailed knights and warriors, suggesting a land of great mineral wealth, with probably the same strata as are found in Koth. Once dominated by Acheron, Ophir seems to have taken the worst elements of Zamorian thievery and Shemite double-cross. It seems sometimes to be allied with Koth and sometimes with Aquilonia.

Names: The tribal nature of the early Hyborians means that there is no one overall naming style, although the civilised nations tend toward Latin style names.

Ghaaroth NS (free product)

Aquilonia: Aquilonian names tend to have a Latin air to them. Examples: (male) Amalric, Arpello, Athemides, Attelius, Balthus, Brant, Brocas, Drago, Dion, Dirk, Emilius, Epheus, Epeus, Epemitreus, Galannus, Galter, Gault, Gorm, Gromel, Hagar Hadrathus, Hakon, Jon, Karlus, Namedides, Nestor, Numedides, Otho, Pallantides, Prospero, Publius, Rinaldo, Scavonus, Servius, Soractus, Strom, Thasperas, Thespius, Tiberias, Tiberio, Trocero, Valannus, Valerian, Valerus, Valerius, Vilerus, Volmana; (female) Valeria, Zelata.

Brythunia: Brythunian names are Italian and Teutonic in tone. Examples: (male) Aratus; (female) Hildico, Natala.

Corinthia: Corinthian names tend to have a Latin, Byzantine or Italian air to them. Examples: (male) Athicus, Ivanos, Joka, Kalanthes, Murilo, Nabonidus, Petreus; (female) Muriela.

Khauran: Khauran names resemble those of Koth. Examples: (male) Ashkhaur, Valerius, Zang, Krallides; (female) Salome, Taramis.

Khoraja: Khorajan names owe a lot to Koth, as some crossover of names suggests, though the hillmen have a more Shemite sound to their names, such as Shupras. Examples: (male) Khossus, Taurus, Thespides; (female) Vateesa, Yasmela.

Koth: Kothic names are Middle Eastern, Byzantine, Etruscan and Biblical in tone. Examples: (male) Akkutho, Almulric, Altaro, Arbanus, Constantius, Galacus, Khossus, Pelias, Sergius, Strabonus, Tsotha-Lanti, Zorathus; (female) Lissa.

Nemedia: Nemedians tend to have Greek/Italian names, though some are more Germanic. King Numa gave his name to the city of Numalia. Examples: (male) Alcemides, Altaro, Amalric, Arideus, Arus, Astreas, Aztias, Bragoras, Brocas, Demetrio, Dionus, Enaro, Kalanthes, Kallian, Nimed, Numa, Orastes, Petanius, Posthumo, Promero, Publico, Tarascus, Taurus; (female) Diana, Octavia, Zenobia.

Ophir: Ophir's culture is halfway between that of Shem and the Hyborian culture and the names reflect this; most are Latin but some Middle Eastern style names are included. Examples: (male) Amalrus, Chelkus, Fronto, Theteles; (female) Livia, Olivia, Tina.

Religion: The worship of Mitra is overwhelmingly predominant in the Hyborian nations.

Aquilonia: Initially worshippers of the Hyborian ancestor god Bori, the Aquilonians at some point adopted Mitra-worship as something close to a state religion. The worship of other gods seems to been suppressed, at least until the reign of King Conan. One such 'secret' cult is the eastern religion of Asura, although most Aquilonians regard the cult as demon worshippers and Asura on a par with Set. It is probable that Ibis is also worshipped in secret.

Brythunia: Mitra-worship, perhaps mixed with pockets of reverence for Bori and even the Zamoran gods, seems most likely.

Corinthia: It seems likely that Corinthians worship Mitra, as with the other Hyborian gods, though Shemite gods such as Anu are also tolerated.

Khauran: Khaurans are essentially Kothic in their religious practices, being Ishtar-worshippers.

Koth: Koth has long since abandoned the worship of Mitra, forgetting the universal Hyborian god and driving out the last of his worshippers some 900 years before the time of Conan. The Shemite gods such as Ishtar are worshipped with awe and fear, as are all the gods of Koth, a sign of Koth's intertwined history with Shem. Ishtar was subtly changed in the transfer to Koth, with animal sacrifice taking over from human sacrifice.

Nemedia: Nemedia worships Mitra as chief divinity, although other cults, including the Cult of Ibis, are mentioned. In fact, Nemedia is a more religiously tolerant country than Aquilonia until Conan's reign. There are even atheist philosophers in Nemedia, known as the sceptics, who

Ghaaroth NS (free product)

believe that there are neither gods nor any kind of life after death.
Ophir: Ophir worships the Shemite gods such as Ishtar as well as Mitra.

Racial Features: All of the following are Hyborian racial features.

- Adaptability. A Hyborian may choose two skills that for him are always treated as class skills, whatever his character class. Furthermore, he gains a +2 competence bonus to all checks with those two skills. Hyborians are one of the most adaptable races, capable of turning their hands to almost any profession. This is largely a matter of cultural and economic sophistication; the highly developed and wealthy Hyborian nations provide their citizens with excellent opportunities for learning all manner of skills.
- Weapon Familiarity: Hyborians can wield greatswords as though they were martial weapons, rather than exotic weapons.
- +1 racial bonus to Fate Points (see pg. 93). As the leading culture in the time of Conan, the Hyborians are not only adaptable but lucky too.

Background Skills: Any four skills, as chosen by the Player.

Favoured Class: All classes. A Hyborian gains a favoured class bonus feat at 1st level, 5th level and 10th level, whatever his class or combination of classes. His levels in all his character classes are added together to determine his favoured class level, even if he is a multiclass character.

Automatic Languages: The language of whichever Hyborian kingdom the character lives in. This will be Bossonian, Nemedian, Aquilonian, Brythunian, Ophirean, Corinthian, Hyperborean, Kothic, or Argossean.

Bonus Languages: Stygian, Nemedian, Aquilonian, Bossonian, Brythunian, Ophirean, Corinthian, Hyperborean, Zingaran, Zamorian, Pictish, Kothic, Argossean, Shemitish.

Argossean or Barachan

The Argosseans were originally a Hyborian people, though they have intermarried with many other races, particularly the Zingarans and to a lesser extent the Shemites. Most are short and stocky. They make superb sailors, traders and pirates. Renegade Argossean sailors have colonised the Baracha Islands, turning them into one of the greatest havens for piracy in all the seas.

Culture: Argos is a country of two contrasting cultures. All the seaports are cosmopolitan, with the capital, Messantia, being the most open-minded of all, while the inland provinces are filled with farmers, craftsmen and labourers, friendly enough but wary of strangers. Argos is a noted trading nation of sharp-eyed silk-clad merchants, not all of which remain strictly within the law – smuggling and piracy are often tolerated. The law is said to be lax, although occasionally an example is made of foreigners. It is regarded as a proud and avaricious kingdom. The racial admixture with the Zingarans has been more extensive than with the Shemites in the Argossean Hyborians. Argos and Zingara have an ancient feud that works itself out in their attempts to become the dominant sea nation. Zingaran pirates raid the coast of Argos, just as the Argosseans and Barachans raid Zingara. Argos has allied itself with Shem on occasion.

Names: Argossean names are Italian or Greek in tone, though as it is a major trading country a mix of names is possible. Examples: (male) Demetrio, Ortho, Publio, Servio, Tito, Tranicos. Suggestions:

Ghaaroth NS (free product)

(female) Alcina, Danae, Demitrea, Larissa, Polyxene.

Religion: Like most Hyborian kingdoms, Argos's main god is Mitra. However, its nature as a cosmopolitan trading nation means that pockets of worship of the Shemite and Kothic gods are also tolerated.

Racial Features: All of the following are Argossean racial features.

- +2 racial bonus to all Gather Information, Profession (sailor), Balance and Use Rope checks. The arts of ferreting out information about trading opportunities and taking by piracy whatever opportunities they cannot take by trade have been in the Argossean blood in almost equal measure for generations now.

Background Skills: Gather Information, Profession (sailor), Balance and Use Rope.

Favoured Class: Pirate.

Prohibited Classes: Nomad.

BOSSONIAN

The yeomen of the Bossonian Marches are renowned the world over for their archery skills and stalwart, well-nigh unconquerable defence. They are of medium height and complexion, with brown or grey eyes and are descended from an aboriginal race, conquered by a tribe of Hyborians early in the first ages of the Hyborian drift. Many have a strong if rough sense of justice; the civilised code of honour is common among the Bossonian soldiery. The Bossonians are generally quite closely allied with Aquilonia but often see service as mercenaries throughout the world.

Culture: The Bossonians live mainly by agriculture, in large walled villages and are part of the Aquilonian kingdom. They are hardy, stubborn, defensive fighters. Centuries of warfare against northern and western barbarians have caused them to evolve a type of defence that is almost impregnable against direct attack. The Bossonian Marches form a bulwark between Aquilonia and the woods of the Pictish Wilderness in the west, Cimmeria to the north and the Border Kingdom in the east, curving crescent-like around to Zingara in the Southwest.

Names: Several Bossonians are specifically named, although it is safe to assume that Aquilonian names in general would also be common. For example (male) Gromel.

Religion: As with the Aquilonians, the Bossonians were once worshippers of Bori but in more recent years have taken up Mitra-worship.

Racial Features: All of the following are Bossonian racial features.

- +1 racial bonus to all attack rolls with the Bossonian longbow. The Bossonians practise daily with their powerful bows from an early age. They hone that practice with regular experience, holding off hordes of Picts and battling in the armies of the neighbouring kingdom of Aquilonia.
- +2 racial bonus to Defence when fighting defensively or using the total defence action. The Bossonian fortitude in defence is almost legendary.
- No racial bonus to Fate Points (see pg. 93). Unlike other Hyborians, Bossonians get no particular bonus to Fate Points.
- Exotic Weapon Proficiency: Bossonian Longbow. All Bossonians learn to wield Bossonian longbows, since all must be ready to defend their homes against the Picts at any time. However, they do not gain weapon familiarity with the greatsword, unlike most Hyborian races, as they traditionally field archers rather than knights.

Ghaaroth NS (free product)

Background Skills: Craft (bowyer), any two other skills chosen by the player.

Favoured Class: Soldier.

Prohibited Classes: Barbarian, Noble, Nomad, Pirate.

Automatic Languages: Bossonian.

Bonus Languages: Nemedian, Aquilonian, Bossonian, Zingaran, Pictish, Argossean.

GUNDERMAN

Universally tawny-haired and grey-eyed, the Gundermen are very nearly pureblooded descendants of the original Hyborian tribes. This makes them a little less cosmopolitan than most of the other Hyborian nations but also makes them excellent warriors. Though Gunderland is technically a province of Aquilonia, it was an independent kingdom for so long that the Gundermen do not truly consider themselves Aquilonians and likely never will. However, they march willingly to Aquilonia's wars and are regarded as the finest heavy infantry in the known world.

Culture: Gunderland is east of the Bossonian Marches, on the wild borders of Aquilonia, facing Cimmeria. It seems likely that like the Bossonians, they live mainly by agriculture, in walled compounds. Only in the province of Gunderland, where the people keep no slaves, is the pure Hyborian stock found unblemished, being tawny-haired and grey-eyed.

Names: The names of Gunderland are similar to those of Aquilonia. Example (male): Nestor.

Religion: Occasional Gundermen still worship the old Hyborian god-hero Bori, though most have converted to Mitra-worship along with the rest of Aquilonia.

Racial Features: All of the following are racial features of the Gundermen.

- +1 racial bonus to attack and damage rolls with the pike. Gunderland's regiments of pikemen are one of the major factors in Aquilonia's military strength.
- Martial Weapon Proficiency: Pike. Even the less combat-oriented Gundermen will have had at least some training with the pike.
- No racial bonus to Fate Points (see pg. 93). Unlike other Hyborians, Gundermen get no particular bonus to Fate Points.
- +1 morale bonus to all Will saving throws. Gundermen are possibly the most reliable, unshakable soldiers in the world.

Background Skills: Craft (weaponsmith) and any two other skills chosen by the Player.

Favoured Class: Soldier.

Prohibited Classes: Nomad, Pirate.

HYPERBOREAN

Many Hyperboreans are still tawny-haired and grey-eyed like the original Hyperborean tribe, though the influence of Nordheimer blood has been strong for hundreds of years, ever since Hyperborea was invaded by conquerors of Æsir stock. Since then, some have married or captured Hyrkanians, Æsir and Zamoran women, so Hyperboreans can have a variety of skin, eye and hair colourings. All tend to be gaunt, big-boned, violent and slow of speech. Hyperborea is probably the least civilised of the Hyborian kingdoms, with the nearby barbarians of Asgard and Cimmeria raiding sufficiently often that the Hyperboreans have had to retain a certain savagery themselves.

Culture: Superstition dominates the Hyperborean way of life, leading countries

Ghaaroth NS (free product)

such as Aquilonia to consider the stubborn, somewhat savage race to be backward. The majority of Hyperboreans live a serf-like existence in stone-walled villages, where they eke out a minimalistic way of life from the poor soil and the misbegotten cattle and reindeer that make up their herds.

Names: Hyperborean names are similar to those of Nordheim.

Religion: Most Hyperboreans still worship the old Hyborian god-hero Bori.

Racial Features: All of the following are Hyperborean racial features.

- +2 Constitution, -2 Charisma. Hyperboreans have a great deal of endurance in their long yet rangy limbs. They are, however, somewhat lacking in the strength of character required to excel as leaders.
- -1 racial penalty to all Diplomacy, Gather Information and verbal-oriented Perform or Bluff checks. The slow, often plodding speech of the Hyperborean does not lend itself well to fancy orations, singing, or con tricks. Note that the penalty to Bluff checks does not apply to purely non-verbal uses of Bluff, such as feinting in combat. Likewise, the penalty to Perform checks applies only to such uses as song, chant, poetry and acting, rather than musical instruments or juggling, for example.
- No racial bonus to Fate Points (see pg. 93). Unlike other Hyborians, Hyperboreans get no particular bonus to Fate Points.
- +2 racial bonus to all Intimidate checks. Hyberboreans are renowned for their strength and aggressive nature, which goes a long way towards overcoming their lack of charm when it comes to intimidating others.

Background Skills: Craft (stone), Intimidate, any one other skill chosen by the Player.

Favoured Class: Soldier.

Prohibited Classes: Pirate.

TAURAN

The Tauran region of Aquilonia is made up of a mixture of agricultural lands and wilderness, with no large settlements. Its people are regarded as somewhat backwards in comparison to the sophisticated and cosmopolitan Hyborians who live in the more densely populated and industrialised areas, though they do make excellent woodsmen.

Tauran culture, religion and names should be treated as for Aquilonia.

Racial Features: All of the following are racial features of the Taurans.

- +1 racial bonus to all Survival checks. Taurans are the best trackers and rangers in Aquilonia.
- +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in temperate forest or temperate plains environments. Tauran woodcraft is the best of any of the civilised folk, though it cannot match that of a barbarian from a similar environment.
- No Weapon Familiarity. Unlike other Hyborians, the Taurans do not gain weapon familiarity with the greatsword. They are more used to smaller, lighter weapons that do not interfere with rapid movement through the woods.

Background Skills: Profession (farmer), Move Silently, Survival and one other skill chosen by the Player.

Favoured Class: Borderer.

Prohibited Classes: Barbarian, Nomad, Pirate.

Ghaaroth NS (free product)

Hyrkanian or Turanian

The Hyrkanians are dark and generally tall and slender, though a squat slant-eyed type exists, resulting from mixture with a curious race of intelligent, though stunted, aborigines who were conquered by them on their westward drift, among the mountains east of Vilayet. The Hyrkanians are descendants of the ancient Lemurians, once enslaved by the ancestors of the Stygians in ages past. The most prominent Hyrkanian tribe is that of the Turanians, who have carved out a kingdom for themselves that will one day sweep aside many of the Western nations. All Hyrkanians are noted for their superb archery skills.

Culture: The Hyrkanians are by nature nomadic horsemen with a culture resembling that of the Huns and Mongols. However, the largest of their tribes have settled and founded the Turanian Empire, which more closely resembles the Medieval Moorish Empire. In some respects the Turanians are superior to the West, chiefly those of organisation, politics and bureaucracy but at the same time they can still be considered brutal when compared to the most enlightened of Hyborian kingdoms, many of which regard the Turanians as little better than their nomadic brethren. This belief is as widespread as it is mistaken. They make cruel masters; it is no wonder that outlaw bands of Kozaks dwell at the margins of their society. Under their kings Yildiz and his son Yezdigerd, the Turanian empire is expanding and will reach Zamora and eastern Shem during Conan's lifetime.

Names: The Hyrkanians will evolve into the tribes later known as Tatars, Huns, Mongols and Turks and their names reflect this. One man's horse is called 'Irem'. Rulers often have titles such as Agha, Shah and Khan incorporated into their names. Examples: (male) Alafdhal, Amurath, Angharzeb, Aram Baksh, Atalis, Ghaznavi, Isparana, Jehungir, Jelal Khan, Jehungir Agha, Jungir Khan, Kerim Shah, Khosrun Khan, Than, Yar Afzal, Yezdigerd, Yildiz. Suggestions: (female) Conchaka, Khultulun, Mandughai, Orqina.

Religion: Two deities are known of in Turan. These are Tarim, who seems almost to be the patron god of the Turanians and Erlik, 'Lord of the Black Throne', a god of Death. There are almost certainly other gods, possibly including Ishtar. In Zamboula, Hanuman, the Ape God, is worshipped, a deified form of the carvivorous grey apes that live around the Vilayet Sea. As the 'Empire of the White Wolf,' Turan might also worship some wolf totem as well.

Racial Features: All of the following are racial features of the Hyrkanians.

- +1 racial bonus to attack rolls with all bows; that is, any weapon with 'bow' or 'longbow' in the name. Hyrkanians are renowned as the greatest archers in the East.

- +1 circumstance bonus to attack rolls with any bow if the target is at least six range increments away, rising to +2 if the target is at least nine range increments away. (Hyrkanians are especially accurate at great range.) If the Hyrkanian also has the Far Shot feat, the minimum conditions required for gaining these +1 or +2 circumstance bonuses are reduced to four range increments and six range increments respectively. Hyrkanians are particularly superb at accurately shooting arrows out to extreme ranges.

- No prerequisite for the Far Shot feat. A Hyrkanian can select the Far Shot feat as one of his feats without meeting the usual prerequisite. Otherwise, this feat must still be acquired normally, as one

Ghaaroth NS (free product)

of the character's feats or bonus feats. It is not given as a special bonus feat to all Hyrkanians.

- +2 circumstance bonus to all Diplomacy, Gather Information and Intimidate checks made anywhere east of Zamora, west of Khitai and north of Vendhya, so long as the Hyrkanian has a visible (though not necessarily drawn) martial weapon of any kind. Hyrkanian dominance of vast swathes of territory on all sides of the Vilayet Sea has left ordinary travellers and aboriginal natives alike in near terror of any armed Hyrkanian.

- -2 racial penalty to save against hypnotism of any kind. This is for cultural reasons. The folk of the East have a long tradition of tales and superstitions of the power of hypnotism, which tends to reinforce the power of the hypnotist.

- Weapon Familiarity: Hyrkanians can wield tulwars and Hyrkanian bows as though they were martial weapons, rather than exotic weapons.

Background Skills: Craft (bowyer), Ride, Survival.

Favoured Class: Nomad.

Prohibited Classes: None.

Automatic Languages: Hyrkanian.

Bonus Languages: Brythunian, Zamorian, Kothic, Corinthian, Hyperborean, Vendhyan, Iranistani, Khitan, Yuetshi, Shemitish, Stygian.

KHITAN

The Khitans are yellow-skinned and dark-haired, with what to Westerners is a quite unfathomable, almost alien look. The game statistics given here reflect the Khitans who are most commonly encountered and spoken of in the Hyborian kingdoms, as these almost always seem to be sorcerers. It might be presumed that the majority of ordinary Khitans never leave their home jungles. So few Hyborians ever travel anything like as far away as Khitai that any such speculation is unlikely ever to be proven one way or the other.

Culture: Khitai in the far east is little known to the Hyborians. Khitan caravans trade jade, cloth-of-gold and silk with Turan and lotus blossoms to Stygia. These caravans and a few exiled Khitans are the only contact with the West. The culture is essentially Chinese-like, with a powerful god-emperor ruling from Paikang, a mighty city whose minarets rise amid the vine-festooned jungles of bamboo. The Khitans often appear mysterious and secretive to Hyborian eyes. They are also renowned as wizards, with some boasting that the Eastern wizards are greater than the Western ones.

Names: Chinese style names will probably fit best. Suggestions: (male) Huan, Kun, Li, Rong, Wei, Wu, Zhemin; (female) Chan, Chang, Fang, Feng, Jia, Lei, Shan, Zhi.

Religion: Some Khitans worshipped the elephant god Yag-kosha for a while but have a wide range of jungle animal gods as well. Yun also receives worship from haven-headed priests in the lost jungles of Khitai, perhaps through the ritual ringing of golden chimes; certainly some especial ceremony requires such bells. There is an obscure hint that the Zamorian spider-cult might have originated in Khitai.

Racial Features: All of the following are racial features of the Khitans.

- +1 racial bonus to all Knowledge checks. Khitans are highly knowledgeable, particularly with regard to esoteric lore of all kinds. Their sorcerous temples are also schools of knowledge both common and obscure.

Ghaaroth NS (free product)

- +2 racial bonus to all Move Silently checks. The Khitans are notably cat-footed.

- Bonus feat: At 1st level, a Khitan may choose one feat from the following: Dodge, Improved Unarmed Strike, Weapon Focus (staff), Summoner, Ritual Sacrifice or Hexer.

- -2 racial penalty to save against hypnotism of any kind. This is for cultural reasons. The folk of the East have a long tradition of tales and superstitions of the power of hypnotism, which tends to reinforce the power of the hypnotist.

Background Skills: Knowledge (arcana), Knowledge (any), Move Silently.

Favoured Class: Scholar.

Prohibited Classes: Barbarian, Nomad.

Automatic Languages: Khitan.

Bonus Languages: Hyrkanian, Vendhyan, Afghuli, Shemitish, Demonic, Old Stygian, Stygian, Acheronian.

Kushite or Northern Black Kingdom Tribesman

The Kushites are a slightly shorter than average, dark brown-skinned race with curly black hair. These are the Gallahs, who are the lower class and make up the majority of the population of Kush. Several other countries of the Black Kingdoms share similar racial and cultural characteristics to the Kushites, including the Keshani, Puntans and Zembabweans. To the folk of the Hyborian kingdoms, relatively ignorant of lands beyond civilisation, any black man is likely to be presumed a 'Kushite' and any land south of Stygia is considered to be 'Kush.'

Culture: The northern Black Kingdoms of Kush, Keshan, Punt and Zembabwei approximate to the North African states of Mali, Ethiopia and so on. There are also sub-tribes among these nations. Culturally, the Darfari are regarded as a southern nation, while the Ghanata and Tibu tribes of the desert south of Darfar and Kush are certainly northern in culture.

Aphaki: The former ruling class of Tombalku, the Aphaki are the descendents of a tribe from the Osasis of Aphaka in the Kharanum Desert in southeastern Shem, who moved southwest and interbred with the black people after moving south. The power of the Aphaki in Tombalku is dwindling.

Ghanata: The harsh southern desert south of Kush has bred a hardy nomadic people in the Ghanata.

Keshan: Lying in the eastern hinterland of Kush, where the broad grassland merges with the forests that roll up from the south, Keshan is ruled by a mixed race. This dusky nobility claims descent from an ancient group of Shemites and rules a population of blacks. These rulers were said to have founded Alkmeenon, which now houses the legendary treasure, the Teeth of Gwahlur. The current capital is Keshia. The Hyborians regard Keshan itself as a legend. Keshan is the hereditary enemy of Punt.

Kush: Western Kush is open savannah, where the black tribes graze their cattle. To the south and east lie thick steamy jungles filled with the ruins of bygone civilisations. Beyond the jungle is desert; to the north lies more desert. The Gallahs are the original black inhabitants of Kush, ruled over by the slightly more civilised Chagas, who are descendents of Stygian settlers. The capital is a Chaga city, Shumballa, also known as El Shebbeh. About the

Ghaaroth NS (free product)

core of Shumballa, a larger shanty-town of labourers and craftsmen has grown. This is known as Punt. Kush is home to a thin but hardy breed of horse. Kush contains the Mandingo coastal tribe; the Baghirmi; the Dangola and Bornu tribes of the grasslands; and the Tibu, a desert tribe intermixed with Stygian blood.

Punt: Some Gallahs of Kush moved into the small kingdom of Punt and settled, naming the whole land after the outer city of Kush. There is thick jungle south of Punt. Punt is also rich in gold, so much so that 'they wash gold out of the rivers in wicker baskets'.

Zembabwei: Little is known of this land, south of Punt. It is called a 'hybrid empire' suggesting close ties with another culture, perhaps Iranistan. It has traders (probably including slavers) and fortresses. It has more than one king and hosts armies of black spearmen. The land seems to have links with Shem and with Iranistan, forming a link in the slave trade that feeds the Turanian Empire with black slaves via Zamboula.

Names: Names from Kush and the northern Black Kingdoms tend to be North African in nature, particularly Abyssinian.

Keshan: Examples: (male) Gorulga, Gwarunga; (female) Yelaya. Suggestions: (male) Naeem, Tabari; (female) Latifa, Tapanga.

Kush: Examples: (male) Afari, Agerra, Ajaga, Amboola, Shubba, Shukeli; (female) Tananda.

Punt: There are no examples by Howard of specifically Puntish names. Ethiopian names have been used here. Suggestions: (male) Bogale, Brehanu, Workne; (female) Kebedech, Lakech, Melke.

Zembabwei: Zembabwean names are also something of a mystery, with no examples given in the stories. It is assumed here that they are similar to modern Zimbabwean names. Suggestions: (male) Kaseko, Mthakathi, Ngone, Tuli, Zenzo; (female) Amadika, Nyasha, Sekai.

Religion: There are many local gods and devils worshipped among the black kingdoms, such as Ollum-onga and Thog. In addition, the following more-or-less national gods are known.

Keshan: Keshan has a number of bestial gods, although Gwahlur, the King of Darkness, is the only one known to the Hyborians.

Kush: The Shemite Derketo has been adopted by Kush, as a result of contact with the north, though she is worshipped as Derketa, Queen of the Dead. The ruling class of Kush worship Set, while the common masses worship Jullah in opposition to Set.

Punt: The Ivory Goddess, possibly a variant of Ishtar, is worshipped in Punt.

Zembabwei: Dagon and Derketo (interestingly under her Shemite name) are worshipped in Zembabwei.

Racial Features: All of the following are racial features of the Kushites.

- +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in all hot environments. The Kushites are at home in desert, plains and jungle alike.

- +1 racial bonus to damage rolls with spears of all types, when used as melee weapons. Long years of practice with the spear combine with a certain innate savagery to make the Kushites some of the most dangerous spearmen around.

- Simple Weapon Proficiency. All Kushites are proficient with all simple weapons, whatever their background. Theirs is an unforgiving culture, where any who do not learn to defend themselves from an early age will simply not survive as anything other than slaves.

- Illiterate. Kushites begin play without the ability to read and write, unless

Ghaaroth NS (free product)

they choose to spend 2 skill points to gain it.

Background Skills: Hide, Move Silently, Survival.

Favoured Class: Barbarian.

Prohibited Classes: Noble.

Automatic Languages: Kushite, or Keshani, Puntan or Zembabwean as appropriate to background.

Bonus Languages: Stygian, Shemitish, Darfari, Puntan, Zembabwean, Old Stygian, Keshani, Iranistani, Black Coast.

CHAGA

The ruling caste of the Kushites, known as the Chagas, are of partially Stygian descent and so are far taller than the ordinary Kushites. They have a quite different cultural background to the Gallahs and so do not gain any of the standard Kushite characteristics. They gain different characteristics as described below. The Chagas and Gallahs exist in a constant state of tension that could at any time break out into open conflict, with the Gallahs always at least a little wary of their Chaga rulers.

Culture: Chaga culture is uniquely its own. It is perhaps closer to Stygian than to Gallah culture, since the Chagas tend to be quite isolationist with respect to their subject people, the Gallahs. However, over the centuries since the Chagas left Stygia, they have developed their own culture distinct from that of their erstwhile homeland. The Chagas share the Stygian love of hunting but have taken it almost to the point of obsession. While their politics are also almost as convoluted and treacherous as those of Stygia, the Chagas are not a theocracy, which can allow for still more factionalism and betrayal.

Names: Most Chagas seem to have names of Stygian origin, though a few names may have been altered over the years to a more Kushite style. Examples: (male) Tuthmes; (female) Tananda.

Religion: It seems likely that most Chagas are Set-worshippers, though their religious beliefs probably include a hefty dose of a more Kushite style of superstition and witchcraft.

Racial Features: All of the following are racial features of the Chagas.

- +1 racial bonus to all Perform (ritual) and Craft (alchemy) checks. Though the Chagas have nothing like the arcane lore of their Stygian ancestors, those who do learn a little magic often prove highly talented.
- +1 racial bonus to all Sense Motive checks. The Chagas are quite distrustful of the ordinary Kushites who make up the majority of their subjects.
- +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in all hot environments. Though the Chagas are not such adept hunters as the Gallahs, they still learn to survive and live effectively in the jungles and deserts of Kush.
- Bonus feat. A Chaga may select one of the following bonus feats at 1st level, in addition to any bonus feat from a favoured class: Exotic Weapon Proficiency (Stygian bow), Summoner, Ritual Sacrifice or Hexer. He must meet the appropriate prerequisites as usual.

Background Skills: Perform (ritual), Craft (alchemy), Sense Motive.

Favoured Class: Noble.

Prohibited Class: None.

Ghaaroth NS (free product)

GHANATA

The Ghanatas are closely related to the folk of the northern Black Kingdoms, though in fact they live in the Southern Desert. They are illiterate, as are true Kushites but otherwise are quite different from most Kushites or other folk of the northern Black Kingdoms.

Culture: The Ghanatas are loosely organised into tribes and smaller groupings, with even less structure to their society than that of the original Kushites. Unlike many other tribes from harsh environments, the Ghanatas are not especially welcoming to strangers and are more likely to brutalise or attack wanderers from other lands than offer them hospitality.

Names: Ghanata names seem to be Nigerian in origin. Examples: (male) Gobir, Saidu, Tilutan. Suggestions: (male) Babatunde, Nna; (female) Amaka, Yewande.

Religion: Jhil, 'The Merciless', is the god of the Ghanatas of the great southern desert.

Racial Features: All of the following are racial features of the Ghanatas.

- +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in all hot desert environments. The Ghanatas rarely leave their native deserts. These bonuses replace the usual Kushite bonuses in hot climates.
- +1 racial bonus to damage rolls with scimitars or Ghanata knives. Spears are unsuited to the wild rush of Ghanata desert warfare, so the Ghanatas have learned to wield alternative weapons that are more lethal in close combat. They do not gain the usual Kushite bonuses to spear use.
- Martial Weapon Proficiencies: scimitar, Ghanata knife. All Ghanatas are proficient with all scimitars and Ghanata knives, even their scholars.
- +1 racial bonus to all Ride checks. The Ghanatas are expert riders of horses and camels alike.

Background Skills: Ride, Move Silently, Spot and Survival.

Favoured Class: Nomad.

Prohibited Classes: Noble, Pirate.

Automatic Languages: Ghanatan.

Bonus Languages: Darfari, Keshani, Puntan, Zembabwean, Iranistani, Tibu, Tombalku.

NORDHEIMER

The Nordheimir (singular: Nordheimer) are two closely related races, the yellow-haired Æsir and red-haired Vanir. All are blue-eyed and pale-skinned, with tall and powerful physiques. The Nordheimir in general are welcoming to peaceful strangers, though they constantly raid foreign lands and can be vicious when abroad on one of their forays. Though the Nordheimir women do not usually fight alongside the men in war, they are charged with the responsibility of managing and defending their longhouses while the warriors are away. Many a female Nordheimer has won renown by beating off a horde of raiders with a broadsword or battle-axe to protect her home and children.

Culture: Descendants of the pre-Cataclysmic nation of Thule (possibly with some Atlantean blood), the Nordheimir have a Nordic culture of tribes ruled by a king who lives in a great hall about which the tribal village is built. Farmers and hunters, the Nordheimir are quick to feud among themselves and their neighbours. The Æsir are friendly with the Cimmerians

Ghaaroth NS (free product)

but hate the Vanir and the Hyperboreans. The Vanir hate the Æsir, the Cimmerians and the Hyperboreans.

Names: Nordheimir names tend to be Scandinavian and Germanic. It is likely that many of the Norse gods share names with the Nordheimir. Examples: (male) Bragi, Gorm, Haimdul, Hialmar, Horsa, Niord, Wulfhere. Suggestions: (male) Balder, Forseti, Frey, Grimnir, Heimdall, Hermod, Hodur, Honir, Lodur, Loki, Magni, Modi, Odhinn, Odur, Thorr, Tyr, Uller, Vali, Ve, Vili; (female) Erda, Eyra, Freya, Frigga, Fulla, Gefion, Gersemi, Hlin, Hnoss, Iduna, Lofn, Nanna, Nerthus, Nott, Ran, Saga, Sif, Sigyn.

Religion: Nordheimir worship Ymir, the Frost Giant, as their chief god. Atali, the Frost-Giant's daughter, 'who lures men from stricken fields into the wastelands to be slain by her brothers, who lay men's red hearts smoking on Ymir's board' might also have worshippers, although Ymir and his family are probably worshipped for appeasement rather than from love. There are probably also local tribal gods, perhaps the ancestral heroes of the tribes who have become deified. The Norheimir believe in Valhalla, where they will go if they die bravely in battle. The races of Æsir and Vanir will themselves be remembered as gods after the fall of the Hyborian Age.

Racial Features: All of the following are racial features of the Nordheimir.

- +2 Constitution, -2 Dexterity. The typical Nordheimir fighting style revolves around wearing heavy armour and hoping to outlast one's opponent, striking heavier blows than him and trusting to natural fortitude and strength to defeat him, rather than dodging his attacks.

- +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks made in any cold land. The Nordheimir are not such expert outdoorsmen as the Cimmerians, concerning themselves with valour more than with woodcraft.

- +1 racial bonus to damage rolls with any sword; that is, any weapon that includes the word 'sword' in its name. The Nordheimir favour swords as a weapon of war and though their technique is perhaps unsophisticated, they have a great deal of practice at delivering hard blows.

- Martial Weapon Proficiency: Broadsword. The broadsword is found in every home in Nordheim, with children practising with wooden swords from an early age.

- Weapon Familiarity: Nordheimir can wield war swords as though they were martial weapons rather than exotic weapons.

Background Skills: Craft (any), Profession (farmer or sailor), Survival.

Favoured Class: Barbarian.

Prohibited Classes: Noble, Nomad.

Automatic Languages: Nordheimir.

Bonus Languages: Cimmerian, Aquilonian, Pictish, Hyperborean.

PICT

The Picts are a short but broad, swarthy-skinned folk who use talking drums to communicate over long distances. They paint various designs on their faces and breasts to indicate to which tribe they belong and whether they are merely out hunting or on the warpath. Picts are among the most unremitting savages in the world, being highly superstitious, given to barbarous forms of human sacrifice and torture of

Ghaaroth NS (free product)

strangers and enemy Pictish tribes alike. Fortunately for the Hyborian kingdoms, the different Pictish tribes rarely co-operate but the Bossonians who border their lands dread the times when a particularly powerful shaman or strong chieftain does manage to unite several tribes.

Culture: The Picts have a Stone Age culture, one of the most primitive of the area. Dwelling in tribes in the game-rich forests of western Hyboria, the Picts are noted as warriors and shamans, highly feared for their savagery. They are also exceptional trackers and hunters, however. The more unpleasant features of Pictish life include such practices as human sacrifice, blood-feud and the burning alive of captives. The fierce blood-feud they have with the Cimmerians pre-dates the Great Cataclysm. They are also feared by the Aquilonians but occasionally trade with the Zingarans.

Names: Pictish names take two forms: they are either Iroquois style names or descriptive names like 'Hawk'. Tribal names are also based on the tribal animal totems, for example the Wolf Clan. Examples: (male) Gorm, Sagayetha, Teyanoga, Zogar Sag. Suggestions: (male) Akando, Akonni; (female) Cara, Oheo, Orenda.

Religion: Pictish gods include the gorilla-god Gullah, 'The Hairy One Who Lives In The Moon,' and Jhebbal Sag, along with other pre-Cataclysmic gods and spirits such as the 'Children of Jhil' and the 'Four Brothers of the Night' who sleep beyond the Mountains of the Dead. We are told that Picts fear snakes, which might be a race memory of the Serpent-People of Valusia. Nonetheless, serpents do appear in their animalistic rites. The Picts believe that the souls of the dead haunt the black Mountains of the Dead in the uplands of the Dark Land.

Racial Features: All of the following are racial features of the Picts.

- +2 Dexterity, -2 Intelligence. Picts are extraordinarily stealthy and quick of movement, though they are generally poor at book learning.
- +1 racial bonus to all Tumble and Jump checks. Picts are highly agile.
- +1 circumstance bonus to attack and damage rolls made when attacking a creature of the Animal type. The Picts are one of the few races who manage to live entirely by hunting, without any need to farm or herd animals. Note that if using a ranged weapon, the Pict only gains the damage bonus if the prey is within one range increment of the weapon.
- +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks made in temperate or warm forest. The Picts make some of the best woodsmen in the world.
- Illiterate. Picts begin play without the ability to read and write, unless they choose to spend 2 skill points to gain it.

Background Skills: Jump, Hide and Tumble.

Favoured Class: Barbarian.

Prohibited Classes: Noble, Nomad, Pirate.

Automatic Languages: Pictish, Talking Drum.

Bonus Languages: Aquilonian, Cimmerian, Nordheimer, Zingaran.

SHEMITE

Shemitish archers are probably the best in the world, blue-bearded expert bowmen wearing light mail shirts and cylindrical helmets, born with their deadly bows in

Ghaaroth NS (free product)

their hands. They are good horsemen but can also fight as infantry if need be. Most Shemites roam the uncharted deserts in the eastern half of Shem and beyond as far as the kingdom of Turan, though the typical Hyborian is far more likely to meet a more settled Shemite from one of the many pastoral settlements to the west of that land. These latter people are the variant race, Meadow Shemite.

Culture: The desert-dwelling Shemites are predominantly nomads, with the individual tribes often ranging over truly vast areas. Perhaps the widest-travelled tribe is the Zuagir, who can be found from Zamboula to Zamora and the eastern edge of the Hyborian kingdoms. Tribal quarrels are common, though the tribes share a common hatred for their more civilised cousins the Meadow Shemites. Shem is looked on without much favour by the Hyborian nations, perhaps because of its years as a satellite of Stygia, though it seems unlikely that the Stygians ever made many inroads into the vast eastern deserts where the nomadic Shemite tribes live.

Names: Shemite names are Middle Eastern or Biblical in form. Examples: (male) Bît-Yakin, Gebal, Gilzan, Khumbanigash, Zargheba; (female) Bêlit. Suggestions: (male) Abaddon, Arvad, Baruch, Eban, Gabai, Hyam, Lamech, Noam, Yadon; (female) Alumit, Daya, Idra, Jamila, Talitha, Yael.

Religion: Ishtar, Anu and Bel seem to be the main gods of the Shemites, though it seems possible that some members of the larger Meadow Shemite pantheon (see pg. 354) might also be worshipped among the desert-dwellers. One Shemite belief, also common to all the variant races, is that evil men are imprisoned in the bodies of apes, as a just punishment for their fell crimes.

Racial Features: All of the following are racial features of the Shemites.

- +2 racial bonus to Appraise, Spot and Bluff checks. Shemites are renowned as the greatest liars in the world. They love objects of beauty and great value, particularly gems and jewellery. They are noted for their keen sight, which is naturally good and is further honed by long travels in the desert.

- +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any desert environment. Note that the Spot bonuses stack with the appropriate racial bonuses mentioned above. Shemites have an unparalleled mastery of their desert homes.

- +1 racial bonus to attack rolls with any bow; that is, any weapon whose name includes the words 'bow' or 'longbow'. Shemite archery skills are as renowned as those of the Bossonian bowmen and Shemite mercenaries are in demand throughout the Hyborian kingdoms and beyond.

- +1 circumstance bonus to damage rolls with any bow against targets within one range increment, which is usually 100 feet. Though Shemite archers are most famed for the distance over which they can shoot their arrows, they are also deadly accurate at close ranges, sending arrows unerringly into their enemies' vitals.

- +1 circumstance bonus to damage rolls when performing a *coup de grace*. As merciless, stone-cold killers, the Shemites strike harder and more surely than more civilised folk when attempting to finish off a fallen foe, with not a trace of the compunction even hardened soldiers of the West are likely to feel.

- Weapon Familiarity: Shemites can wield Shemite bows as though they were martial weapons, rather than exotic weapons.

Ghaaroth NS (free product)

- -1 racial penalty to all saving throws. Shemites are a fatalistic race and firmly believe that if today is their day to die, they will die, however much they may duck and weave and endure and otherwise cling to life.

Background Skills: Spot, Ride and Survival.

Favoured Class: Nomad.

Prohibited Classes: Borderer, Pirate.

Automatic Languages: Shemitish.

Bonus Languages: Stygian, Ophirean, Kothic, Argossean, Hyrkanian.

Meadow Shemite

Most adventuring Shemites from the western meadow cities are mercenary soldiers rather than desert nomads. They are feared throughout the civilised world for their archery skills and fierceness in battle. Meadow Shemites usually consider themselves members of a particular tribe based around a city or region, rather than simply 'Meadow Shemites.' Meadow Shemite tribes include the Anakim and Akkharim. Meadow Shemites have a long-standing rivalry with eastern Shemites, who are the standard Shemites defined above.

Culture: The meadowlands of Shem have given rise to a group of independent city-states, with strong trading links. The Meadow Shemites are generally of medium height, though sometimes when mixed with Stygian blood, gigantic, broadly and strongly built, with hook noses, dark eyes and blue-black hair. Its people make fine merchants and warriors.

Names: Meadow Shemite names are identical to those of other Shemites.

Religion: Western Shem is a land of many gods, as each of the city-states of the grasslands has its own patron deity. Bel, God of Thieves, is patron of Shumir, while Ashtoreth, Adonis and Derketo are patron gods of other unidentified city-states. Most cities have temples to the Earth-Mother, who is known variously as Ishtar, Derketo and Ashtoreth, the latter probably being the most purely Shemite version; and to the sky-god, Anu, symbolised as a bull. These patron gods are worshipped in the form of copper idols. Many Shemite gods have been taken up by other nations, such as Dagon and Derketo but only Ishtar has found worshippers among the Hyborians. Pockets of Set worship might survive from the days of the Stygian domination of Shem.

Other than as follows, Meadow Shemites are treated as standard Shemites (see above).

- +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any plains environment. Note that the Spot bonuses stack with the appropriate racial bonuses mentioned above. Meadow Shemites know the plains far better than they know the desert. They do not receive special circumstance bonuses in the desert, as do their eastern counterparts.

- +2 racial bonus to all Diplomacy checks. With a slightly more sophisticated culture than their desert-dwelling kin, Meadow Shemites have learned to apply their expertise with lying to politics as well as simple interpersonal relationships.

Background Skills: Diplomacy, Handle Animal and Ride.

Favoured Class: Soldier.

Prohibited Classes: Pirate.

Ghaaroth NS (free product)

PELISHTIM

The ancient Pelishtia region of western Shem is home to the Pelishtim, a race of noted warriors and sorcerers. They can be found throughout the world, for their wise men often wander far in search of knowledge and their mercenaries will take service anywhere between Zingara and Turan. It is whispered that the Pelishtim sorcerers have the secret of eternal youth. Certainly, wizards of that land are accounted some of the most learned outside of Stygia and Khitai.

Culture: Pelishtim seems to breed adventurers and wanderers more than do the other Meadow Shemite regions. Pelishtia is also steeped in sorcery. Otherwise their culture is very similar to that of western Shem in general.

Names: Pelishtim names are identical to those of other Shemites.

Religion: Pteor is the patron god of Pelishtia, though Adonis, Ashtoreth, Derketo and Ishtar are revered above even Pteor and Bel is worshipped by thieves. Life after death generally is an accepted fact among the Pelishtim, who also consider that a sufficiently strong will can allow the dead to come back as ghosts to fulfil unfinished business.

Other than as follows, Pelishtim are treated as standard Shemites (see above).

- +1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks in any plains environment. Note that the Spot bonuses stack with the appropriate racial bonuses mentioned above. Meadow Shemites know the plains far better than they know the desert. They do not receive special circumstance bonuses in the desert, as do their eastern counterparts.
- +2 racial bonus to all Knowledge (arcana) checks. The Pelishtim are noted for their arcane secrets.

Background Skills: Handle Animal, Knowledge (arcana) and Knowledge (any).

Favoured Class: Soldier or scholar.

Prohibited Classes: Pirate.

SOUTHERN ISLANDER OR SOUTHERN BLACK KINGDOM TRIBESMAN

Southern Islanders are very dark of skin, tall and rangily muscled. Their warriors wear white plumes in their hair but rarely bother with armour. The black corsairs of the Southern Islands are among the most feared pirates of the world, raiding up and down the Black Coast as far north as Stygia and even beyond. Many of the Black Kingdoms, including Darfar and the southern Black Kingdoms, are also home to people of a very similar cultural and racial type to the Southern Islands.

Culture: The Southern Blacks are tribal in nature, resembling the great African tribes like the Zulus and Bantu. They often go naked but may be adorned with rings of ivory or precious metal in their noses, ears or lips. The black kingdoms of Amazon and the Atlaians are likely to be southern kingdoms. Other tribes include the Suba of the Black Coast, the Bakalah, who are just southeast of Kush and the Bamulas and Jihiji, both neighbours of the Bakalah. Darfar, although quite northerly in location, is culturally closer to the southern tribes, south of the River Zarkheba. The spearman armed with an ox-hide shield is the level

Ghaaroth NS (free product)

of 'soldier' among the Black Kingdoms. Ritualistic displays of aggression are often used to intimidate an opponent rather than having an all out war, since most tribes are too small to survive if they sustain heavy casualties. However, wars do sometimes occur and tend to be bloodthirsty when they do.

Names: The southern Black Kingdoms tend to have names that are African, particularly Zulu, in origin. Examples: (male) Aja, Ajonga, Amra, Askia, Bajujh, N'Gora, N'Yaga, Sakumbe, Yasunga. Suggestions: (male) Nkosi, Sabelo, Sipho; (female) Khanyisa, Lukanyo, Nande, Serigne, Thula.

Religion: There are mighty local gods and devils worshipped among the black kingdoms, such as Ollum-onga and Thog. The presence of creatures from the Outer Dark in many ancient lost cities and places like the Vale of Lost Women suggests that these may be commonly worshipped as local divinities too. The Suba people worship Ajujo, the Dark One.

Racial Features: All of the following are racial features of the Southern Islanders.

- +2 to Strength, -2 to Charisma. Southern Islanders are almost as physically powerful as the Cimmerians of the north, though they rarely make effective leaders and are often led by chiefs from other regions.
- +1 racial bonus to all attack rolls with any kind of spear or javelin. Southern Islanders are expert spearmen and rarely bother with any other weapon, save the occasional heavy war-club for close-in work.
- Simple Weapon Proficiencies: Hunting spear, club. Even the most peaceable Southern Islanders recognise the value of a spear or length of hardwood as a valid and traditional mode of political or personal debate.
- +2 racial bonus to all Perform (dance) checks. Southern Islanders seem to have a dance for every occasion, even war.
- +1 dodge bonus to Dodge Defence when unarmoured. The Southern Islanders do not usually wear armour and so have had to become expert at avoiding blows.
- -2 racial penalty on all Will saving throws against Terror. Southern Islanders are highly superstitious and prone to freeze in horror at the sight of supernatural creatures of any type.
- Illiterate. Southern Islanders begin play without the ability to read and write, unless they choose to spend 2 skill points to gain it.

Background Skills: Perform (dance), Profession (sailor) and Survival.

Favoured Class: Barbarian or Pirate.

Prohibited Classes: Noble, Nomad.

Automatic Languages: Southern Islander, Bakalah, Bamulah, Suba, or Wadai.

Bonus Languages: Black Coast, Southern Islander, Bakalah, Bamulah, Suba, Wadai, Kushite, Stygian, Shemitish, Argossean, Zingaran, Tombalku, Tibu.

DARFARI

Though Darfar must certainly be regarded as one of the northern Black Kingdoms, its inhabitants are far closer both physically and culturally to the Southern Islanders and southern Black Kingdoms. The Darfaris prefer bludgeons as weaponry but are otherwise extremely similar to the

Ghaaroth NS (free product)

Southern Islanders. They are distinctive for their extremely kinky hair.

Culture: The Darfaris file their teeth. Whether this is as ornament or to aid in their cannibalism is unknown. They are savage bandits and murderers for the most part, with their entire society driven by an obsession with their evil religion.

Names: It seems likely that Howard based the name Darfari on Darfur, currently a part of Sudan, so non-Arabic Darfurian and Nubian names are probably the best source for Darfari names. Suggestions: (male) Adzete, Dahab, Nubu, Nunu, Oteku, Solon; (female) Ate, Dede, Tele, Tete, Terte.

Religion: Most Darfaris belong to a highly unpleasant cannibal cult. The god revered by them is uncertain; there is some suggestion that it might be the desert god, Yog, the Lord of the Empty Abodes, which would fit with the idea that Darfar is similar to modern Darfur in being predominantly plateaus and deserts.

Other than as follows, the Darfari are treated as Southern Islanders.

- +1 racial bonus to all attack rolls with any kind of bludgeoning melee weapon. The Darfaris love nothing better than to beat their enemies to death or unconsciousness, feeling that this retains the flavour of the meat far better than slicing them open and letting their blood spill upon the earth. This bonus replaces the usual Southern Islander bonus to attack rolls with spears and javelins.

- Bite attack. A Darfari who is grappling an opponent and performs the Damage Your Opponent action gains a +1 damage bonus and deals lethal piercing damage, instead of the nonlethal bludgeoning damage that would be usual for this action.

- +1 racial bonus to all Perform (drums) checks. This replaces the usual Southern Islander bonus to Perform (dance).

Favoured Class: Barbarian.

Prohibited Classes: Pirate, Noble.

Automatic Languages: Darfari.

Bonus Languages: Kushite, Stygian, Keshani, Shemitish, Puntan.

STYGIAN

The modern ruling-caste Stygians are tall, broad and black-haired, with dusky skin and handsome, straight features. Members of the ruling caste of the Stygians are hereditary warriors, though the Stygian deserts and cities are almost as famous for producing powerful sorcerers. Most have fairly dark skin, though a few of the most ancient noble families have skin the colour of pale ivory.

Ordinary Stygians are a downtrodden mix of many different races, most of them descended from slaves. These should generally be treated as Kushites, Shemites, Southern Islanders, or even Hyborians, depending on their origins.

Culture: The Stygian society is essentially a theocracy. Heretics and criminals alike are punished with horrid tortures such as skinning alive. According to legend, before the Lemurians arrived in the land of Stygia, it was inhabited by a race of giant-kings. The Lemurians bred with the giant-kings and, learning much of their ancient sorcery, became the Stygians. A Stygian priest says that some mummies have lain in their tomb of 'ten thousand years' but this could be boasting, to suggest Stygia is older than it is – or he may be referring to the tombs of the giant-kings.

Ghaaroth NS (free product)

Names: Much of the Stygian culture survived to their Egyptian descendants, including forms of names. These are often compounded of several meaningful syllables, such as: Nafer, Nut, Thoth, Merkri, Ak, Mek, Amon, Mes, Ra, Mun, Ankh, Cris, Ri and Phon. The famous Egyptian name Tutankhamon is made up of Tut-Ankh-Amon – so there could be a Stygian called Set-Ankh-Mek or Setankmek. Note that if you research additional names, it is important that these are derived from ancient Egyptian rather than modern Egyptian sources. Examples: (male) Ctesphon, Kutamun, Thoth-amon, Thothmekri, Thugra Khotan, Thutmekri, Thutothmes, Tothmekri, Totrasmek, Tuthamon, Tuthmes; (female) Thalis, Akivasha. Suggestions: (male) Bakt, Imhotep, Kamoses, Menes; (female) Ankhesenamun, Enehy, Hebeny, Imiu, Isetnophret, Kiya, Miw-Sher, Netikerty, Sadeh, Yunet.

Religion: By far the most widely worshipped Stygian god is Set, the Old Serpent. However, other dark 'hideous half-bestial' and 'apish' gods are worshipped as well, perhaps including Hanuman. There is a cult centre to Derketo in Luxor. There is a suggestion that Set's enemy Ibis was once worshipped in Stygia or Acheron but was driven out. Like the later Egyptians, the Stygians believe in bodily resurrection and that the soul, or Ka, could be separated from the body, passing into the afterlife on death.

- +2 racial bonus to all Knowledge (arcane), Perform (ritual) and Craft (alchemy) checks. The Stygian ruling caste is steeped in arcane lore from a very early age.
- +1 racial bonus to attack rolls when wielding a Stygian bow. Stygian nobles are born to the hunt and to war, regularly using the heavy bow of their country to bring down desert lions and prey of a similar size.
- -2 racial penalty to all saving throws against Corruption. Most Stygian sorcerers rather welcome corruption if there is a chance it will bring them a little more arcane power.
- Exotic Weapon Proficiency: Stygian bow. All true Stygians have had a chance to learn the techniques of the powerful Stygian bow.

Background Skills: Handle Animal, Knowledge (arcane) and Perform (ritual).

Favoured Class: Scholar or noble.

Prohibited Classes: None.

Automatic Languages: Stygian.

Bonus Languages: Shemitish, Kushite, Keshani, Zembabwean, Puntan, Darfari, Khitan, Hyrkanian, Acheronian, Demonic, Old Stygian.

VENDHYAN

The Vendhyans have probably the most advanced societies outside of the West and Khitai, with a highly sophisticated government and religion. They tend to have a light brown to mid-brown skin tone and straight black hair, with large dark eyes. Vendhyan adventurers are almost always from the Kshatriya caste, the ancient warrior aristocracy of Vendhya.

Culture: The rulers of the golden kingdoms south of the Himelian Mountains are considered little short of divine and operate a caste system. Vendhya's culture resembles that of the mythical India described in the *Vedas*.

Names: Vendhyan names tend to be Indian in origin. Examples: (male) Bunda, Chand, Chunder, Gitara, Khemsa, Khurum, Shan; (female) Yasmina. Suggestions: (male) Darshan, Iswara, Kintan, Purdy, Ravi; (female) Ambika, Bakula, Chandi, Dhanna, Hema, Indira, Malini, Rajni.

Ghaaroth NS (free product)

Religion: Vendhyans tend to revere the mystical religion of Asura and believe in a heaven, a hell and the judgment of souls. Vendhya also has a well-developed practice of astrology, suggesting a strong belief in fate. Ascetic hermits dwell in caves on the borders of Vendhya, meditating on the mysteries of the world.

- +2 racial bonus to all Diplomacy, Sense Motive and Knowledge (nobility) checks and +1 racial bonus to all Bluff, Gather Information and Knowledge (history) checks. The Vendhyans are an ancient, cultured and well-educated race. Particularly at the higher levels, their society is highly sophisticated, so that careful choice of words is often a more important survival factor even than skill at arms. Though they seem to be at war with their neighbours on a regular basis, they will make every effort to find a diplomatic solution where possible.

- Martial Weapon Proficiency: Light lance. Furthermore, Vendhyans gain a +1 circumstance bonus to attack and damage rolls made when performing a mounted charge with a light lance. The Vendhyan lancers form the core of their military and every citizen of the Kshatriya warrior caste is an expert lancer.

- +1 racial bonus to all Will saving throws, except against hypnotism. Vendhyans have a structured and disciplined society, which tends to breed strong-willed citizens. Though Vendhyan storytelling is not quite so steeped in the myth of the all-powerful mesmerist as are many other Eastern cultures, Vendhyan resolve still breaks down more often against hypnotism than against any other cause.

- Weapon Familiarity: Vendhyans can wield tulwars as though they were martial weapons, rather than exotic weapons.

Background Skills: Diplomacy, Sense Motive and Knowledge (nobility).

Favoured Class: Soldier or noble.

Prohibited Classes: Barbarian, nomad.

Automatic Languages: Vendhyan.

Bonus Languages: Khitan, Hyrkanian, Afghuli, Iranistani, Kosalan.

ZAMORIAN

Most Zamorians are black-haired and fairly dark of complexion. They are descended from the Zhemri, a mysterious race said to be one of the first human peoples. The Zamorians themselves are regarded as an ancient and evil race.

Zamorians make the best thieves in the world and are notable for keeping faith with their employers if thieving to order. This is not the same as a true Code of Honour (see pg. 100) but is simply a measure taken to ensure repeat business.

Culture: According to Yag-kosha in *The Tower of the Elephant*, the Zamorians were survivors of an ancient pre-Cataclysmic civilisation (probably Zarfhaana) and were one of the first civilisations to develop after the Great Cataclysm. Its 3,000 year-old civilisation has long since sunk into decadence and Zamorians have a reputation as criminals. Cities such as the 'City of Thieves' and 'Shadizar the Wicked' only serve to enhance this notoriety. In theory Zamora is a despotic state, though in fact strong priests or other courtiers have been known to hold the king in thrall.

Names: Zamora is another melting pot of humankind, being on the crossroads of all land-based trade. Names from all

Ghaaroth NS (free product)

over the world are probably appropriate. Of the two examples we have, one seems Spanish, the other Ukrainian; Ukrainian names are probably a better fit, given Zamora's geographical location. Examples: (male) Shevatas, Yara. Suggestions: (male) Bohdan, Buryan, Danyo, Petruso, Vanko, Yare; (female) Anichka, Ionna, Luba, Olena, Orynko, Oxana.

Religion: Zamora has a large and varied pantheon of many deities, which interrelate in a complex manner quite impenetrable to outsiders. It is most famous for the Spider Cult centred on the city Yezud, where dancing girls cavort before a black stone spider that is their god. The Hyborians regard this god as abominable and its temples are forbidden outside of Zamora. In addition, Bel, God of Thieves, is unsurprisingly popular, being one of the few non-Zamorian gods whose worship is permitted in Zamora.

- +2 to Dexterity, -2 to Strength. Zamorians are wiry and lithe but lack the sheer muscle-power of some of the larger races.
- +2 racial bonus to all Open Lock, Disable Device and Sleight-of-Hand checks and +1 racial bonus to all Craft checks. Zamorians have the quickest and nimblest fingers in all the civilised lands.
- +2 circumstance bonus to all Gather Information checks that relate to theft, assassination and the locations or powers of legendary or magical objects. Zamorians seem to know where to find the deadliest poisons and most ancient artefacts, as well as the richest treasures.
- +1 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot checks in urban and underground conditions. Though they are no great woodsmen, Zamorians are adept at operating stealthily and efficiently in cities, tombs and similar locations and their senses are constantly on the alert in such conditions.

Background Skills: Open Lock, Disable Device and Sleight-of-Hand.

Favoured Class: Thief.

Prohibited Classes: Barbarian, pirate.

Automatic Languages: Zamorian.

Bonus Languages: Shemite, Hyrkanian, Kothic, Brythunian, Corinthian.

ZINGARAN

Most Zingarans are black-haired and dark of complexion. They are descended from a mixture of the Pictish and Hyborian people, along with the pre-Pictish inhabitants of Zingara, who are thought to be closely related to the Shemites. They are lean and dangerous-looking in appearance and have fiery tempers. The warriors of eastern Zingara sport black moustaches.

Culture: The Zingaran culture resembles that of Spain in the late medieval period. The nobility of Zingara are noted for their skill with swords and their chivalry. However, the reputation of the commoners, mainly the abundant sailors, is less impressive. Black serfs toil in the plantations of southern Zingara, under the whips of the slave-masters.

Names: Zingaran names tend to have a Spanish, or Gypsy, air to them. Names often end in 'o' for men and 'a' for women. Zapayo Da Kova is an interesting example of a full name, roughly translated it means 'Zapayo of Kova,' with Kova probably being the family estate. Examples: Beloso, Galbro, Gebbrelo, Gebellez, Valbroso, Valenso, Zapayo, Zaporavo, Zarono, Zingelito; (female) Belesa, Sancha.

Ghaaroth NS (free product)

Suggestions: (male) Castel, Devante, Iago, Inigo; (female) Adoncia, Bonita, Catalina, Cochiti, Jachinta, Madra, Neva, Perla.

Religion: Zingaran gods are older than many other Hyborian gods but very little is known about the precise details of their worship. Many of the younger Zingarans have probably begun to worship Mitra, the main Hyborian god.

- +2 Charisma, -2 Constitution. Zingarans are swaggering, flashy and have one of the most complex political structures outside of Vendhya. However, they are not as tough as most of the Hyborian races, as Conan readily demonstrates by killing an experienced Zingaran freebooter with a single punch to the jaw.

- +1 racial bonus to all Sense Motive checks but a -1 racial penalty to all Diplomacy checks. The Zingarans are naturally wary of others' motives, assuming the worst about their own countrymen and foreigners alike. This suspicious nature can be useful at times but tends to cause negotiation to break down into mutual paranoia and hatred, making the Zingarans poor diplomats.

- +1 racial bonus to all Profession (sailor), Balance and Use Rope checks. The Zingarans do a fair amount of trading on the sea but even more raiding, with the Zingaran buccaneers being almost as feared as the pirates of the Baracha Islands.

- +1 racial bonus to all attack rolls made with the broadsword and arming sword. The Zingarans are some of the most expert swordsmen of the known world, with a highly developed and scientific approach to the study of swordsmanship.

- Martial Weapon Proficiency: Arming sword. Zingaran swordsmanship is taught in both formal fencing-schools and the back streets of every city, which are no less strict; though many Zingarans learn only the civilian arming sword, rather than the more military-oriented broadsword.

- Sneak Attack. All Zingarans begin play with a +1d6 sneak attack. This is treated exactly like the thief class feature of the same name (see pg. 270). It stacks with the sneak attack class feature from the thief class or from any other class that grants it, if available. Zingarans are regarded as untrustworthy, not because they are thieves like the Zamorians but because they will stab a man in the back as soon as look at him.

- Weapon Familiarity: Zingarans can wield greatswords as though they were martial weapons, rather than exotic weapons.

Background Skills: Profession (sailor), Balance and Use Rope.

Favoured Class: Soldier or Pirate.

Prohibited Classes: Barbarian, Nomad.

Automatic Languages: Zingaran.

Bonus Languages: Argossean, Pictish, Aquilonian, Shemitish, Ophirean.

Ghaaroth NS (free product)

Classes

Heroes of the Hyborian Age

THE HYBORIAN AGE is a time of mighty heroes and churlish vagabonds, evil sorcerers and savage warriors, corrupt priests and master thieves. It is a time unlike any other and those who experience this time live the fullest lives imaginable, constantly striving against powerful foes and unnatural horrors, seeking out unimaginable wealth and ancient artefacts.

Within this chapter are presented the classes of *Conan the Roleplaying Game* for use by players in creating their characters.

Character Classes

Heroes of the Hyborian age live lives of danger, excitement and adventure. Each chooses his path through life and the means by which he will seize fame, wealth or power.

Your character class is your vocation; it determines your strengths, your training and more. Along with race it determines, in game terms, who you are.

Hit Die

This is the die type used by characters of the class to determine the number of hit points gained per level.

A Player rolls one die of the given type each time his character gains a new level up to level 10. The character's Constitution modifier is applied to the roll. Add the result to the character's hit point total. Even if the result is 0 or lower, the character always gains at least 1 hit point. A 1st level character gets the maximum hit points rather than rolling, although the Constitution modifier is still applied.

However, from 11th level onwards, characters gain a fixed number of hit points per level, instead of rolling. This number is +1 for gaining a level in a class that would usually give 1d6 hit points, +2 for a class with 1d8 hit points and +3 for a class with 1d10 hit points. Constitution bonuses are not added to these fixed hit points.

For example, Amulric is a 1st level noble with Constitution 16. Nobles usually have 1d8 hit points but at 1st level Amulric gains the maximum of 8 hit points, +3 for his Constitution bonus for a total of 11.

By the time he is 10th level, assuming his Constitution has increased to 18 by this point, he will have 8 (1st level maximum) + 9d8 (hit dice for levels 2 to 10) + 40 (Con bonus +4, times 10) = 88 hit points.

Each level thereafter, however, he gains only +2 hit points, so at 11th level he has only 90 hit points.

At 20th level, assuming another couple of Constitution increases, taking Constitution to 20, he will have 8 (1st level maximum) + 9d8 (hit dice for levels 2 to 9) + 50 (Con bonus +5, times 10) + 20 (fixed hit points +2, times ten) = 118 hit points.

Class Skills

This section of a class description provides a list of class skills and also gives the number of skill points the character starts with at 1st level, as well as the number of skill points gained each level thereafter. A character's

Ghaaroth NS (free product)

Intelligence modifier is applied to determine the total skill points gained each level. A character always gains at least 1 point per level, even if he has an Intelligence penalty.

A 1st level character starts with 4 times the number of skill points he receives upon attaining each level beyond 1st. The maximum number of ranks a character can have in a class skill is equal to the character's level +3.

Class Table

This table details how a character improves as he attains higher levels in the class. It includes the following information.

- Level: The character's level in the class.
- Base Attack Bonus: The character's base attack bonus and number of attacks.
- Fort Save: The base save bonus for Fortitude saving throws. The character's Constitution modifier also applies.
- Ref Save: The base save bonus for Reflex saving throws. The character's Dexterity modifier also applies.
- Will Save: The base save bonus for Will saving throws. The character's Wisdom modifier also applies.
- Class Features: Level-dependent class features, each explained in the section that follows.

Class and Level Bonuses

An attack roll or a saving throw is a combination of three numbers, each representing a different factor: a random element, which is the number you roll on the d20, a number representing the character's innate abilities, which is the ability modifier, plus a bonus representing the character's experience and training. This third factor depends on the character's class and level. Each class table summarises the figures for this third factor.

Base Attack Bonus

Check the table for your character's class. On an attack roll, apply the number from the Base Attack Bonus column to the d20 die roll. Use the bonus that corresponds to the character's level. Numbers after a slash indicate additional attacks at reduced bonuses: '+12/+7/+2' means that a character of this level makes three attacks per round, with a base attack bonus of +12 for the first attack, +7 for the second and +2 for the third. Ability modifiers apply to all these attacks.

When a character's base attack bonus reaches +6, he is entitled to make an extra attack at a +1 base attack bonus. However, if the character's attack bonus only reaches +6 or higher because of modifiers, then he does not get this extra attack.

For example, a 4th level soldier has a base attack bonus of +4. When using a crossbow or other ranged weapon, he adds his Dexterity modifier. Even if this increases his attack bonus to +6 or higher, he does not gain an additional attack. For these purposes, only the base attack bonus counts. If a character has more than one class, add the base attack bonuses for each class together to determine the character's base attack bonus. See the Multiclass Characters section for an example.

Base Dodge Bonus

This number represents the amount added to your Dodge Defence. See the Combat chapter.

Ghaaroth NS (free product)

BASE PARRY BONUS

This number represents the amount added to your Parry Defence. See the Combat chapter.

BASE SAVING THROW BONUSES

Check the table for your character's class. It lists the base saving throw bonuses for the three types of saving throws: Fortitude, Reflex and Will. Use the bonuses that correspond to the character's level. If a character has more than one class, add the base saving throw bonuses for each class to determine the character's base saving throw bonuses. See the Multiclass Characters section for an example.

LEVEL-DEPENDENT BENEFITS

In addition to attack bonuses and saving throw bonuses, all characters gain other benefits from advancing in level. The following summarises these additional benefits.

XP: This column shows the experience point total needed to achieve a given character level. As a character accumulates experience points through game play or by Games Master allowance, his level increases to match the one given on this chart. Unless specific campaign rules dictate otherwise, a new level is gained as soon as a character's experience point total equals or exceeds that level's threshold.

Class Skill Max Ranks: The maximum number of ranks a character can have in a class skill is equal to his character level +3. A class skill is a skill associated with a particular class. Class skills are listed in each class description in this chapter.

Cross-Class Skill Max Ranks: For cross-class skills, which are skills that are *not* associated with a character's class, the maximum number of ranks is one-half the maximum for a class skill. Maximising a cross-class skill costs the same amount of points as buying the maximum rank in a class skill. For example, at 1st level, a character can pay 4 points for 4 ranks in a class skill, or spend the same 4 points for 2 ranks in a cross-class skill. The half ranks (.5) indicated on the table do not improve skill checks; they simply represent partial purchase of the next skill rank and indicate that the character is training to improve that skill.

Feats: This column indicates the levels at which a character gains feats; one at 1st level, one more at 3rd level and one more at every 3rd level thereafter. See the Feats chapter for feat descriptions.

Ability Increases: This column indicates the levels at which a character gains ability score increases. At 4th level and every four levels thereafter (8th, 12th, 16th and 20th levels) a character gains a permanent +1 increase to any one of his ability scores. The Player chooses which ability score to improve. At 6th level and every four levels thereafter (10th, 14th and 18th levels) each character gains a permanent +1 increase to *all* his ability scores. The ability improvement is permanent. For multiclass characters, feats and ability score increases are gained according to character level, not class level. Thus, a 3rd level Scholar/1st level Soldier is a 4th level character and eligible for his first ability score boost.

For example, a Noble with a starting Charisma of 16 intending to improve his position at court might improve to Charisma 17 at 4th level. At 8th level, the same character might improve Charisma again from 18 to 19, it having increased to 18 at 6th level. This will

Ghaaroth NS (free product)

Experience and Level Dependent Benefits

Character Level	XP	Class Skill Max Ranks	Cross-Class Skill Max Ranks without Int points	Feats	Single Ability Increases	All Ability Increases
1st	0	4	2	1st	–	–
2nd	1,000	5	2.5	–	–	–
3rd	3,000	6	3	2nd	–	–
4th	6,000	7	3.5	–	1st	–
5th	10,000	8	4	–	–	–
6th	15,000	9	4.5	3rd	–	1st
7th	21,000	10	5	–	–	–
8th	28,000	11	5.5	–	2nd	–
9th	36,000	12	6	4th	–	–
10th	45,000	13	6.5	–	–	2nd
11th	55,000	14	7	–	–	–
12th	66,000	15	7.5	5th	3rd	–
13th	78,000	16	8	–	–	–
14th	91,000	17	8.5	–	–	3rd
15th	105,000	18	9	6th	–	–
16th	120,000	19	9.5	–	4th	–
17th	136,000	20	10	–	–	–
18th	153,000	21	10.5	7th	–	4th
19th	171,000	22	11	–	–	–
20th	190,000	23	11.5	–	5th	–

occur even if the Noble has spent time as a scholar between 4th and 8th level and is a 6th level Noble/2nd level Scholar.

Class Features

This entry details special characteristics of the class, including bonus feats and unique talents that are gained as a character attains higher levels in the class.

Multiclassing

Any character can multiclass without penalty in *Conan the Roleplaying Game*, so long as he is in a suitable environment in which to learn the necessary skills and talents of the class, in the Games Master's opinion. For some classes this may be quite tricky; a character who did not start out as a barbarian or nomad, for example, will need to live extensively with an appropriate barbarian tribe or nomad clan before he may reasonably take a level in that class. On the other hand, any character who joins a mercenary band or army could probably be permitted to multiclass into the soldier class if he wishes.

However, characters are encouraged to stick to one class for at least ten levels so as to gain the maximum number of feats under the Favoured Classes rules (see pg. 25). This allows some players to create strongly archetypal characters and others to learn a little something from a large number of different character classes, just as Conan himself did.

Note that beyond 11th character level, hit points for multiclass characters work in much the same way as for single-classed characters. The character gains either +1, +2 or +3 as a fixed bonus to hit points for each class level gained between 11th and 20th, with the fixed bonus depending on the Hit Die type of the class in which a level has been gained.

Ghaaroth NS (free product)

For example, Conan is a 1st level barbarian with a Constitution of 18. He has 10 + 4 = 14 hit points at 1st level.

By 10th level, he has taken two more levels of barbarian, as well as two levels of pirate, two of thief and three of soldier and his Constitution is now 20. His total hit points at this time are 10 + 2d10 + 2d8 + 2d8 + 3d10 + 50 = 105.

From this point onwards, he will only get fixed bonus points, rather than Hit Dice and Constitution bonuses, when he advances a level. Thus at 11th level, he decides to take another level of barbarian and gains +3 hit points for a total of 108. At 12th level he takes another level of pirate, +2 hit points, for 110. At 13th level he takes a level of nomad, +3 hit points, for 113.

BARBARIAN

Adventures: The Hyborian Age is a time of great opportunity for barbarians. The civilised nations that have developed across most of the Western world from the old Hyborian tribes are largely decadent and there are plenty of chances for a canny barbarian to steal from them – or even conquer them. Beyond the borders of the Hyborian lands lie many forgotten cities and ancient tombs; once more, the barbarian is ideally suited to exploring or plundering such lands.

Characteristics: Barbarians have a fast and highly versatile combat style. In all-round, no-holds-barred fighting, few can hope to defeat them, though a soldier from a more civilised nation may have the edge in a formal duel or mass battle. Barbarians also have excellent reflexes, as well as the ability to turn fear into anger, slicing through supernatural foes in a red fury where other characters would flee in terror.

Religion: Barbarians usually follow the religion of their native land, whether this is the straightforward worship of Crom and his kin popular in Cimmeria, the grim faith of the Nordheimir, the savage and sacrifice-hungry gods of the Picts, or the witch-doctor's juju and mysterious deities of the Black Kingdoms.

Background: Barbarians may come from almost any non-civilised land, though nomads are more usual in the deserts and steppes. Likewise, they may follow almost any profession except for some of the more esoteric civilised trades. A Cimmerian might be the son of a blacksmith or warrior chief, a Pict could be a young hunter or shaman's apprentice, while an Afghuli hillman has almost certainly spent much of his life raiding Vendhya and other civilised lands.

GAME RULE INFORMATION

Abilities: Strength, Dexterity and Constitution are all crucial for the barbarian. He must be capable of hitting hard and fast, dodging most enemy blows and simply taking blows that do get past his guard. Furthermore, he should cultivate his Charisma if he plans to be a great leader of men; Wisdom to ensure his senses are as keen as possible; and Intelligence so that he gains plenty of skills.

Hit Die: d10.

CLASS SKILLS

The barbarian's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (herbalism) (Int), Craft (any mundane) (Int), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis) and Swim (Str).

Skill Points at 1st Level: (4+ Int modifier) x 4.

Ghaaroth NS (free product)

Skill Points at Each Additional Level: 4+ Int modifier.

Class Features

All of the following are class features of the barbarian.

Weapon and Armour Proficiency: A barbarian is proficient with all simple and martial weapons, two-weapon combat (Barbarians effectively gain the Two-Weapon Fighting feat for free), light and medium armour and shields. Note that armour check penalties for wearing medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight-of-Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Fearless: The barbarian gains a +2 resistance bonus to all Will saving throws against any fear type of effect, including Terror.

Track: At 1st level the barbarian gains the Track feat for free. This is an extraordinary ability. If he already has the Track feat, he instead gains the Skill Focus (Survival) feat.

Bite Sword: The barbarian often finds it useful to carry his sword in his teeth, when suddenly plunged into icy water, clutching at a crumbling cliff-face, or leaping a palisade. There would be no time to replace the blade in its scabbard but he can hold it in his strong jaw in an instant. Up to once per round, as a free action, a barbarian of 2nd level or higher can place any light weapon or any one-handed slashing weapon in his mouth and carry it securely there for up to 3 + Strength modifier rounds, or 3 + Strength modifier minutes if it is a light weapon, before taking it back into his hand as a free action once more. While carrying his weapon in his mouth in this manner, the barbarian can act normally, though he may not attack with the weapon in his mouth. This is an extraordinary ability.

Versatility: Barbarians have little time for the niceties of civilised swordplay but their unorthodox fighting style allows them to pick up and wield almost any weapon with ease, or turn an everyday object such as a heavy bench or treasure chest into a deadly improvised weapon. All barbarians suffer only a -2 penalty when using a weapon with which they are not proficient, including exotic weapons, improvised weapons and melee weapons that cannot usually be thrown. This is an extraordinary ability.

From 7th level onwards, the barbarian suffers no penalty at all when using weapons with which he is not proficient, whether they are exotic weapons, improvised weapons, or melee weapons which cannot usually be thrown. In effect, he is proficient with all weapons.

At 14th level, the barbarian doubles the threat range when wielding any melee weapon, including simple, martial, exotic and improvised weapons, as well as unarmed attacks and grapples. At 20th level this threat range is tripled.

Crimson Mist: Any time a barbarian of 2nd level or higher succeeds in a Will saving throw against terror, he flies into a furious anger instead of becoming terrified. This is treated in all respects as the Fighting-Madness feat (see pg. 163), including the restriction that it may only occur once per day. A character who has the Fighting-Madness feat and is also a barbarian of 2nd level or higher however may voluntarily go into a Fighting-Madness once per day due to his feat, as well as entering a crimson mist once per day if he succeeds in a Will saving throw against terror. This is an extraordinary ability.

From 11th level onwards, the barbarian's crimson mist is more powerful, with the

Ghaaroth NS (free product)

The Barbarian

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save
1	+1	+0	+0	+0	+2	+2	+0
2	+2	+1	+0	+0	+3	+3	+0
3	+3	+2	+1	+0	+3	+3	+1
4	+4	+3	+1	+1	+4	+4	+1
5	+5	+3	+1	+1	+4	+4	+1
6	+6/+1	+4	+2	+1	+5	+5	+2
7	+7/+2	+5	+2	+1	+5	+5	+2
8	+8/+3	+6	+3	+2	+6	+6	+2
9	+9/+4	+6	+3	+2	+6	+6	+3
10	+10/+5	+7	+3	+2	+7	+7	+3
11	+11/+6/+1	+8	+4	+2	+7	+7	+3
12	+12/+7/+2	+9	+4	+3	+8	+8	+4
13	+13/+8/+3	+9	+4	+3	+8	+8	+4
14	+14/+9/+4	+10	+5	+3	+9	+9	+4
15	+15/+10/+5	+11	+5	+3	+9	+9	+5
16	+16/+11/+6/+1	+12	+6	+4	+10	+10	+5
17	+17/+12/+7/+2	+12	+6	+4	+10	+10	+5
18	+18/+13//+8/+3	+13	+6	+4	+11	+11	+6
19	+19/+14/+9/+4	+14	+7	+4	+11	+11	+6
20	+20/+15/+10/+5	+15	+7	+5	+12	+12	+6

bonus to Strength increasing to +6, the bonus to hit points increasing to +1.5 per class level (rounded down) and the bonus to Will saving throws increasing to +3. Note that if the barbarian also has the Fighting-Madness feat, this improved crimson mist ability has no effect on his Fighting-Madness.

Trap Sense: At 3rd level, the barbarian gains a +1 bonus to Reflex saving throws made to avoid traps and a +1 dodge bonus to Dodge Defence against attacks by traps. Every three levels thereafter, these bonuses increase by +1. Trap Sense bonuses gained from different classes stack. This is an extraordinary ability.

Endurance: At 3rd level, the barbarian gains Endurance as a bonus feat. If he already has Endurance, he instead gains Diehard.

Uncanny Dodge: From 4th level and above, the barbarian can still use Dodge Defence or Parry Defence when caught flat-footed or when struck by an invisible attacker. If the barbarian already has Uncanny Dodge from some other source, such as from being a 4th level pirate already, he instead gains Improved Uncanny Dodge (see below). This is an extraordinary ability.

Mobility: From 5th level onwards, the barbarian gets a +4 dodge bonus to Dodge Defence against attacks of opportunity caused when he moves out of or within a threatened area. If the barbarian already has Mobility from some other source, such as from being a 5th level nomad already, he instead gains Improved Mobility (see below). Note that Mobility does not apply if the barbarian is mounted. This is an extraordinary ability.

Improved Uncanny Dodge: At 8th level, the barbarian can no longer be flanked, except that a thief or pirate at least four levels higher than him can still flank him.

Diehard: At 6th level the barbarian gains Diehard as a bonus feat. If he already has Diehard, he instead gains Toughness.

Ghaaroth NS (free product)

Special
Track, Fearless, Versatility (-2 penalty)
Bite Sword, Crimson Mist
Trap Sense +1, Endurance
Uncanny Dodge
Mobility
Trap Sense +2, Diehard
Versatility (no penalty)
Improved Uncanny Dodge
Trap Sense +3
Improved Mobility, Damage Reduction 1/-
Greater Crimson Mist
Trap Sense +4
Damage Reduction 2/-
Versatility (double threat range)
Greater Mobility, Trap Sense +5
Damage Reduction 3/-
Unconquerable
Trap Sense +6, Wheel of Death
Damage Reduction 4/-
Versatility (triple threat range)

Improved Mobility: From 10th level onwards the barbarian never provokes attacks of opportunity, whatever he does, so long as he moves at least 10 feet during that combat round. If the barbarian somehow already has Improved Mobility, such as for already having had Mobility from another source before reaching 5th level and so gaining Improved Mobility at 5th level instead of Mobility, he instead gains Greater Mobility (see below). Note that Improved Mobility does not apply if the barbarian is mounted. This is an extraordinary ability.

Damage Reduction: Starting at 10th level, the barbarian gains the extraordinary ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage the barbarian takes each time the barbarian is dealt damage. At 13th level, this damage reduction rises to 2. At 16th, it rises to 3. At 19th, it rises to 4. Damage reduction can reduce damage to 0 but not below 0.

Greater Mobility: From 15th level onwards the barbarian may move up to his speed as part of a full attack action, rather than merely taking a five-foot step. He may move and attack in any order, so he might for example move five feet, attack once, move fifteen feet, attack twice more and then move again for the remaining twenty feet of his movement. Note that Greater Mobility does not apply if the barbarian is mounted or is wearing heavy armour. This is an extraordinary ability.

Unconquerable: A barbarian of 17th level or higher who is reduced to below 0 hit points (but still alive) no longer takes a point of damage for performing a standard action, as he usually would according to the Diehard feat. Furthermore, he is not Left for Dead (see pg. 247) until reduced to a number of negative hit points equal to his class level and may continue to perform either a move action or a standard action each round until that point. This is an extraordinary ability.

Wheel of Death: From 18th level, the barbarian gains a bonus attack at his highest attack bonus on any round in which he has no allies within five feet and at least three opponents within five feet. This is an extraordinary ability.

BORDERER

Adventures: Borderers are used in particular by civilised nations attempting to push back their boundaries into wilderness. At present Aquilonia, with its regular pushes into the Pictish Wilderness, is the primary sponsor of Borderers. Borderers in those new settlements can expect a life of danger and trouble, constantly pushing back Pictish raids and counter-raiding Pictish villages in turn. Other civilised regions may also sometimes contain appropriate conditions for borderers to find work. Some may spend most of their time as gamekeepers in the great forests of the nobility, protecting

Ghaaroth NS (free product)

The Borderer

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save
1	+1	+0	+0	+0	+2	+2	+0
2	+2	+1	+1	+0	+3	+3	+0
3	+3	+1	+1	+0	+3	+3	+1
4	+4	+2	+2	+1	+4	+4	+1
5	+5	+2	+2	+1	+4	+4	+1
6	+6/+1	+3	+3	+1	+5	+5	+2
7	+7/+2	+3	+3	+1	+5	+5	+2
8	+8/+3	+4	+4	+2	+6	+6	+2
9	+9/+4	+4	+4	+2	+6	+6	+3
10	+10/+5	+5	+5	+2	+7	+7	+3
11	+11/+6/+1	+5	+5	+2	+7	+7	+3
12	+12/+7/+2	+6	+6	+3	+8	+8	+4
13	+13/+8/+3	+6	+6	+3	+8	+8	+4
14	+14/+9/+4	+7	+7	+3	+9	+9	+4
15	+15/+10/+5	+7	+7	+3	+9	+9	+5
16	+16/+11/+6/+1	+8	+8	+4	+10	+10	+5
17	+17/+12/+7/+2	+8	+8	+4	+10	+10	+5
18	+18/+13//+8/+3	+9	+9	+4	+11	+11	+6
19	+19/+14/+9/+4	+9	+9	+4	+11	+11	+6
20	+20/+15/+10/+5	+10	+10	+5	+12	+12	+6

their lords' game animals from poachers. Others may live in border regions, acting as a bulwark against their land's enemies, while others still find employment with armies or mercenary bands as scouts and outriders.

Characteristics: Borderers are especially at home in any woodland, including jungle and gain a number of bonuses while in such terrain. The more experienced borderers also learn to take advantage of other terrain conditions. They learn suitable combat skills for hit-and-run skirmishers, either archery or the use of paired weapons. Finally they are expert trackers and have almost unstoppable endurance, fighting on against overwhelming odds even at the cost of their own lives.

Religion: Most borderers revere the main deity or deities of their race – usually Mitra among the Hyborian peoples. Some learn a few of the secrets of their enemies' gods too, though this may alienate them from their own people. The cults of the Pictish gods in particular have a good deal of hidden lore that can be useful to any woodsman.

Background: Most borderers are originally from regions that are relatively peaceful but which nonetheless have a good deal of wilderness as well as scattered farms and villages. Growing up in these relative backwaters, such as Tauran and the other western provinces of Aquilonia, borderers learn the woodcraft and hardiness necessary to excel at what they do.

GAME RULE INFORMATION

Abilities: The abilities needed by a borderer are very much dependent on the precise role he is to play. If he is to be predominantly a skirmishing borderer, he will need to be very capable in combat, so Dexterity is probably the most crucial ability, particularly if he specialises in archery, with Strength and Constitution next. A more skill-oriented borderer will need a high Intelligence to gain

Ghaaroth NS (free product)

Special
Track, Favoured Terrain +1
Combat Style
Endurance
Favoured Terrain +2
Improved Combat Style
Diehard
Second Favoured Terrain +1, Guide
Favoured Terrain +3
Swift Tracker
Bonus Feat
Combat Style Mastery
Second Favoured Terrain +2, Favoured Terrain +4
Third Favoured Terrain +1, Guide (fast movement)
Bonus Feat
Heroic Sacrifice
Favoured Terrain +5
Second Favoured Terrain +3
Bonus Feat, Swift Tracker (full speed)
Third Favoured Terrain +2, Fourth Favoured Terrain +1
Favoured Terrain +6, Guide (mounts)

plenty of skill points, as well as reasonable Wisdom, Dexterity and Charisma for the skills based on those abilities.

Hit Die: d10.

Class Skills

The borderer's class skills (and the key ability for each skill) are Climb (Str), Craft (herbalism) (Int), Craft (any mundane) (Int), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (geography), Knowledge (local), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Survival (Wis) and Use Rope (Dex).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the borderer.

Weapon and Armour Proficiency: A borderer is proficient with all simple and martial weapons, two-weapon combat (Borderers effectively gain the Two-Weapon Fighting feat for free), light armour and shields. Note that armour check penalties for wearing medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight-of-Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Track: At 1st level the borderer gains the Track feat for free. This is an extraordinary ability. If he already has the Track feat, he instead gains the Skill Focus (Survival) feat.

Favoured Terrain: At 1st level, the borderer gains a favoured terrain type from among the following: Plains, Swamp, Hills, Forest or Mountains. At 7th level, 13th level and 19th level he may choose an additional favoured terrain. All the benefits derived from favoured terrain are extraordinary abilities.

Any time a borderer is in one of his favoured terrains and wearing no heavier than light armour, he gains certain benefits as follows:

- +1 circumstance bonus to all Hide, Listen, Move Silently, Search, Spot and Survival checks.

Ghaaroth NS (free product)

- +1 dodge bonus to Dodge Defence. The borderer is adept at using the natural features of the terrain to his advantage in combat.

At 4th level and every four levels thereafter, the borderer's favoured terrain bonus for his first favoured terrain increases by +1. His second favoured terrain bonus increases by +1 at 12th and 17th levels and his third favoured terrain bonus increases by +1 at 19th level.

The borderer gains additional benefits as his favoured terrain bonuses increase. If he has a favoured terrain bonus of at least +2 for the terrain he is in, he gains a +10 feet circumstance bonus to his movement. If he has a favoured terrain bonus of at least +3 for the terrain he is in, he may use the Hide skill even if the terrain does not usually grant cover or concealment. If he has a favoured terrain bonus of at least +4 for the terrain he is in, his movement bonus within that terrain increases to +20 feet, replacing and not stacking with the +10 feet bonus gained at +2. If he has a favoured terrain bonus of at least +5 for the terrain he is in, he can use the Hide skill even while being observed.

Combat Style: At 2nd level, the borderer may select a combat style from among the following: archery or two-weapon combat. This is an extraordinary ability.

If he selects archery, he is treated as having the Rapid Shot feat, even if he does not meet the prerequisites for that feat.

If he selects two-weapon combat, he is treated as having the Two Weapon Defence feat.

In either case, the borderer only gains the benefits of the feat when wearing no heavier than light armour.

Endurance: At 3rd level, the borderer gains Endurance as a bonus feat. If he already has Endurance, he instead gains Diehard.

Improved Combat Style: At 5th level, the borderer improves his knowledge of the combat style he previously selected at 2nd level. This is an extraordinary ability.

If he selected archery, he is treated as having the Shot on the Run feat, even if he does not meet the prerequisites for that feat.

If he selected two-weapon combat, he is treated as having the Improved Two-Weapon Combat feat, even if he does not meet the prerequisites for that feat.

In either case, the borderer only gains the benefits of the feat when wearing at most light armour.

Diehard: At 6th level, the borderer gains Diehard as a bonus feat. If he already has Diehard, he instead gains Toughness.

Guide: At 7th level, the borderer learns to guide others expertly through any of the terrains he has mastered. Whenever he is leading or guiding a other characters numbering up to one per two borderer levels through a terrain for which he has the favoured terrain class feature at +1 or higher, they all gain +1 circumstance bonuses to Move Silently, Survival and Search checks. By assisting them in finding appropriate hiding places, he can also grant them +1 circumstance bonuses to Hide checks, though he must spend one move action to assist with this attempt to hide. This is an extraordinary ability.

At 13th level, any characters being guided as above also gain +10 feet circumstance bonuses to their movement, so long as the borderer has favoured terrain +2 or higher for the appropriate terrain.

Ghaaroth NS (free product)

At 20th level, the bonuses extend to any mounts being ridden by the characters the borderer is guiding.

Swift Tracker: A borderer of at least 9th level may move at his normal speed without penalty while tracking. He may move at up to twice normal speed while following tracks and take only a -10 penalty, rather than the usual -20. This is an extraordinary ability.

From 19th level, the borderer may track while moving at up to his run speed without penalty. His tracking abilities are legendary.

Bonus Feat: At 10th level and every four levels thereafter, the borderer may select a bonus feat, taken from the following list: Toughness, Great Fortitude, Lightning Reflexes, Dodge, Improved Initiative, Self-Sufficient, Stealthy, Quick Draw, Alertness and Run.

Combat Style Mastery: At 11th level, the borderer masters the combat style he previously selected at 2nd level. This is an extraordinary ability.

If he selected archery, he is treated as having the Improved Precise Shot feat, even if he does not meet the prerequisites for that feat.

If he selected two-weapon combat, he is treated as having the Reflexive Parry feat, even if he does not meet the prerequisites for that feat.

In either case, the borderer only gains the benefits of the feat when wearing no heavier than light armour.

Heroic Sacrifice: At 15th level the borderer gains the ability to sacrifice his life for the benefit of his friends, allies or dependents, allowing him to prevail even against overwhelming odds at the cost of his own life. When he is reduced to -10 hit points, he may either elect to continue fighting, or collapse as though Left for Dead (see pg. 247).

If he chooses to continue fighting, his death is certain. Even after he is reduced to -10 hit points, he may continue to take either a standard action or a move action each round, still barely clinging to life, until the end of a combat round during which he was not adjacent to any opponents. At that point he dies. He will not die from hit point damage or massive damage until that point, however much additional damage is inflicted upon him, though he could still potentially die from other means including poison or sorcery.

Once he reaches -10 hit points he may not be healed or otherwise restored to life by any means. He will definitely die at the end of the encounter, whatever measures may be taken to save him. This is an extraordinary ability.

NOBLE

Adventures: Most nobles lead or hire groups of adventurers. Few will accept anything less than the position of party leader and front man. They are, however, eminently well suited for this role and unless the group contains an especially charismatic sorcerer, the noble will usually lead it. Hyborian nobles are born into rank and privilege in the most civilised countries, yet they are political animals and the schemes of themselves and others will often lead them into adventure. Some nobles take up the life of an adventurer simply because they have little or nothing better to do. They are not usually sufficiently skilled to earn a living doing a regular trade or craft and their training and relatively wealthy background can make them both well-equipped and ready to face a life of adventure. Others quest for specific reasons, such as to revenge themselves on an old family enemy or retrieve a lost hereditary artefact. Some

Ghaaroth NS (free product)

nobles are exiles from their rightful estates, left to wander the world and avoid pursuing assassins' daggers. Some are usurpers, positioning themselves to have the money and influence to make a strike at power.

Characteristics: Nobles are the most courtly of characters and are often accompanied by a retinue. They frequently favour brains over brawn and will use others to achieve goals. They dislike being disobeyed. The nobles of each nation have slightly different characteristics, reflecting the particular expectations that each nation has for its leaders. In addition, every noble may select a number of different social abilities during his career, which further ensure that each noble is different from each other noble. Noble characters then can represent everything from pampered courtiers to battle-hardened border lords, with characteristics to match. What they do have in common is their powerful leadership qualities and the ability to command a certain degree of respect.

Religion: Nobles almost invariably follow the state religion or other main religion from their land of origin, at least in public. A few may have private religious practices that are far less mainstream. Indeed, many a noble from a supposedly civilised land has turned to demon-worship when matters did not go entirely his way. Most nobles are not particularly pious, as priests are often their political rivals.

Background: Nobles can be *bona fide* titled aristocrats, or less commonly other upper-class characters such as poets or courtiers. All begin their careers with the potential to be highly influential both locally and in their home country as a whole, though most will not achieve that potential for some time. Typically, a noble is the younger son of a landed aristocrat, rather than the heir.

Game Rule Information

Abilities: As born leaders, nobles usually rely on Charisma above all other attributes. For those nobles wishing to concentrate on political intrigues, high Wisdom and Intelligence scores will also be vital, whereas for more martial nobles Dexterity, Strength and Constitution can all be very useful indeed.

Hit Die: d8.

Class Skills

The noble's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Perform (Cha), Ride (Dex), Sense Motive (Wis), Spot (Wis) and Survival (Wis).

Skill Points at 1st Level: (4+ Int modifier) x 4.

Skill Points at Each Additional Level: 4+ Int modifier.

Class Features

All of the following are class features of the noble.

Weapon and Armour Proficiency: A noble is proficient with all simple and martial weapons, with light, medium and heavy armour and with shields. Note that armour check penalties for wearing medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight-of-Hand and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armour and equipment carried.

Ghaaroth NS (free product)

Noble Regional Features

Region	Special Regional Feature
Hyboria	+1 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear.
Hyrkania	+1 bonus to attack rolls with Hyrkanian longbow, scimitar and tulwar. +1 bonus to all Intimidate and Ride checks.
Khitai	+1 bonus to all magic attack rolls. +1 bonus to all Knowledge checks.
Kush	+1 bonus to attack rolls with war spear and hunting bow. +1 bonus to all Perform (ritual) and Craft (alchemy) checks.
Shem	+1 bonus to attack rolls with Shemite longbow and scimitar. +1 bonus to all Bluff and Sense Motive checks. +1 bonus to all Fortitude saving throws.
Stygia	+1 bonus to attack rolls with Stygian longbow. +1 bonus to all magic attack rolls. +1 bonus to all Handle Animal and Knowledge (arcana) checks.
Vendhya	+1 bonus to attack rolls with light lance and scimitar. +1 bonus to all Diplomacy, Knowledge (nobility), Gather Information and Sense Motive checks.
Zamora	+1 bonus to attack rolls with dagger, short sword and poniard. +1 bonus to all Reflex saving throws.
Zingara	+1 bonus to attack rolls with broadsword and arming sword. +1 bonus to Parry Defence.

Title: The noble bears a title of nobility within his native country. He comes from noble birth and family and can expect to ascend to his father's title if he is in the direct line of succession. If not in the direct line, he can still better his title by deeds of note, martial or diplomatic and still retains his title and status. Sample titles suitable for a character include:

Knight
Baronet
Lord (Direct heir or child of a landed noble)

It is not recommended for a beginning player character to be a landed noble, such as a Patrician, Baron, Count, or Duke. A landed noble has little time for adventuring, being more concerned with his position in court and his lands. A relative, however, has far more freedom and mobility and makes an excellent adventurer, albeit one who is likely to look down on less than salubrious inns and taverns. This is an extraordinary ability.

Rank Hath Its Privileges: The character is a noble within his native land. As such he possesses all benefits and privileges entitled to one of noble birth and title. Depending on his country, such benefits might include: the right to bear arms, the right to have armed and liveried retainers, the right of hospitality in another noble's domain, the right to attend the King's court and the right of trial by his peers. Along with these benefits, however, comes the responsibility to uphold them. The character is expected to uphold the nobility of the land and support the King (or Queen, Khan, Prince, Duke as may be appropriate). As such he is expected to behave in a manner befitting his station, to remain free of the suspicion

Ghaaroth NS (free product)

The Noble

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save
1	+0	+0	+0	+0	+0	+0	+2
2	+1	+0	+1	+0	+0	+0	+3
3	+2	+1	+1	+0	+1	+1	+3
4	+3	+1	+2	+1	+1	+1	+4
5	+3	+1	+2	+1	+1	+1	+4
6	+4	+2	+3	+1	+2	+2	+5
7	+5	+2	+3	+1	+2	+2	+5
8	+6/+1	+3	+4	+2	+2	+2	+6
9	+6/+1	+3	+4	+2	+3	+3	+6
10	+7/+2	+3	+5	+2	+3	+3	+7
11	+8/+3	+4	+5	+2	+3	+3	+7
12	+9/+4	+4	+6	+3	+4	+4	+8
13	+9/+4	+4	+6	+3	+4	+4	+8
14	+10/+5	+5	+7	+3	+4	+4	+9
15	+11/+6/+1	+5	+7	+3	+5	+5	+9
16	+12/+7/+2	+6	+8	+4	+5	+5	+10
17	+12/+7/+2	+6	+8	+4	+5	+5	+10
18	+13/+8/+3	+6	+9	+4	+6	+6	+11
19	+14/+9/+4	+7	+9	+4	+6	+6	+11
20	+15/+10/+5	+7	+10	+5	+6	+6	+12

of treason and to appear, in all ways, to be a peer of the realm. Should the character fail to uphold his status then at the best he will become a social outcast, at the worst he will be executed for treason. This is an extraordinary ability.

Wealth: The noble starts with amazing wealth for a first level character. In addition to his normal starting money and equipment, the noble receives 200 sp + 200 sp for every point of Charisma modifier he possesses, if positive. Some or all of this initial bonus money can be added to the noble's starting equipment budget if desired. This money is a stipend from the noble's family and is provided to ensure the noble does not drag the family's name into the mud by appearing unkempt. Each year, the noble receives another allowance of the same amount. If he publicly squanders this money, however, he will receive no more. This is an extraordinary ability.

Special Regional Feature: At 2nd level, the noble gains a special regional feature, representing additional training or other bonuses he gains by virtue of his regional origin. As nobles are expected to be exemplars of their nation and race, this is usually tied in to the racial bonuses the character may have, or to the weapons preferred by the nobility in that region. See the Noble Regional Features table for full information. All special regional features are extraordinary abilities.

At 7th level and every five levels thereafter, all the bonuses associated with the special regional feature increase by +1.

Social Ability: The noble receives a social ability from the list below at levels 4, 9, 14 and 19. All gained abilities must be supported by roleplay and cannot be chosen without the approval of the Games Master. At the Games Master's discretion, a noble may declare that he is spending his time off hunting instead of socialising, in which case he may choose a bonus feat from the following list instead of a social ability:

Ghaaroth NS (free product)

Special
Title, Rank Hath Its Privileges, Wealth
Special Regional Feature +1
Social Ability
Lead By Example +2
Enhanced Leadership
Special Regional Feature +2
Social Ability
Lead By Example +4
Do You Know Who I Am?
Special Regional Feature +3
Social Ability
Lead By Example +6
Rally
Special Regional Feature +4
Social Ability
Absolute Power, Lead By Example +8

Alertness or Skill Focus (Handle Animal, Ride, or Survival).

Ally: You have a close relationship with an influential individual, who will go out of his way to aid you. Your ally holds some position of power, whether a noble title, position of influence within a temple or guild, or some other rank that gives him influence over others. To gain the ally's aid you must address him personally, or get word to him of your need for assistance. Bear in mind that if you are adventuring in a distant land, this may be time-consuming or even impossible. The Games Master makes an Ally check based on 1d20 + your Charisma modifier + any applicable circumstance modifiers. Circumstance modifiers might include whether you have recently assisted your ally (+2), whether you have risked your life for your ally (+4) or whether you have personally saved your ally's life (+6 or higher). This is an extraordinary ability.

The DC for the check depends upon the type of assistance requested. If it is a simple request, such as for an invitation to a social function, the loan of a small amount of money or the like, the DC is 10. Asking your ally to introduce you to someone of equal status to him might have a DC of 15. A request for physical assistance, such as asking for soldiers who are loyal to your ally to come to your aid, might be DC 25 or higher.

You may request aid from your ally once per month. However, for each request in successive months, the DC rises by two.

The ally social feature may be selected more than once. Its benefits do not stack. Each new ally social feature represents a different ally.

Comeliness: You take a pride in your appearance and are naturally well dressed and groomed. You receive a +2 circumstance bonus to all Charisma-based skill checks in situations where your appearance might play a part. This is an extraordinary ability.

Entertainer: You are highly regarded at court as much for your skills as a poet, singer or other entertainer as for your noble blood. You gain a +2 competence bonus to all Perform checks. Furthermore, you may use a performance of one of your works, such as a poem or play, to make a political point. Creating and performing such a work takes one week and requires a Perform check. By doing so, you may achieve one of the following effects:

- Attempt to alter the attitude of one or more people, using your Perform check result as though it were a Diplomacy check result.
- Ruin another's Reputation. The DC for this is (10 + ¼ of target's Reputation). If successful, the target immediately loses 10% of his Reputation (round up).

Ghaaroth NS (free product)

Etiquette: You may attempt to smooth over bad feelings from a social *faux pas* or vulgar breach of etiquette, committed either by you, or your companions, or someone you take pity upon. You cannot undo the mistake but you can erase the social stigma from whoever committed the error. This is an extraordinary ability.

For example, if Lord Stefano accidentally insulted Baroness Demarque by mistaking her for the serving wench, you can step in to keep tempers from rising or tarnished pride causing an over-hasty response by delivering a discourse on the merits of rational thought and forgiveness over hot-headed action. If someone is intentionally trying to cause a social incident, make opposed Diplomacy checks with all relevant modifiers. Characters with the Etiquette ability gain a +2 bonus to this check.

You can use your Etiquette ability a number of times per day equal to 1 + your Charisma modifier (minimum 1).

Family Ties: You have strong ties to your blood kin, such that they would delay important tasks to come to your aid. Of course, this cuts both ways; if someone kills your brother, you will have to hunt him down to the furthest reaches of the realm and beyond. To gain your family's aid, you must address a member personally or get a message to him. As with the Ally social ability this may prove difficult or impossible if you are adventuring thousands of miles away from your home country. The Games Master makes a Family Ties check based on 1d20 + your Charisma modifier + any applicable circumstance modifiers. If you have recently done a favour for your family, you might get a +2 circumstance bonus to the check. If you have recently risked your life for them, you might get a +4 or +6 bonus to the check, at the Games Master's discretion.

The DC for the check is based on the type of aid asked for. Asking to stay at a relative's house whilst you and your companions recover from an adventure might be a 10 or 15, depending on how well you know them. Requesting a cousin to meet you with armed retainers for a midnight raid on a bandit camp might be a 15 or 20, depending on whether the bandits affected your cousin personally. Asking them to help you kidnap a baron and hold him for ransom would be a 35 to 40 and might get you and them, disowned and attainted if you fail.

Your family might not have the high status or power that the Ally feat provides but they are more loyal and persistent. This is an extraordinary ability.

Refuge: You have some hidden place where you will be welcomed and can feel safe. Your refuge might be the home of another noble, within a travelling merchant caravan or just a cave outfitted for your comfort. Whatever the case, it is almost always open to you, unless of course someone else gets there first. This is an extraordinary ability.

Reputation: You gain a +2 bonus to your Reputation score (see pg. 104).

Savoir-Faire: You have a certain flair, dashing style, élan, or bravura that marks you as someone special. Everything you do is done with style, whether it be entering a room and turning heads, carving your initials into a tapestry with your rapier, or even savouring a meal at a banquet to impress your host.

You can intentionally attempt to impress others with your style in any task. You may make any required checks normally but if your result is five or more levels higher than the required DC to succeed at the task, you have performed the deed with stunning flair. The Games Master is free to dictate any rules effects from this but possible outcomes are: You gain an initiative bonus on successive actions or a bonus to your

Ghaaroth NS (free product)

Charisma-based skills to further impress those who witnessed your deed.

It is very hard to embarrass you, for you can turn even a fall into an elegant dance. Anytime you fail badly at something, you can make a Bluff skill check as a free action to mitigate the failure and make it look intentional. The DC depends on the nature of what you have done wrong but it is usually 15 or 20. The higher your result, the better your reaction to failure appears.

As a free action, you may make a Diplomacy check to oppose anyone trying to embarrass you, even if you are unaware of what is going on. The Games Master can make the roll for you.

Smear Others: You can attempt to ruin another's good name or instil hostility toward him in certain people. It usually takes at least one night of socialising with the targeted audience, similar to a Gather Information check, in order to change their minds concerning the object of your smear campaign. Characters normally make Charisma checks to alter someone's attitude for the better. You can alter it for the worse with your own Charisma check. Whenever the object of your smear campaign arrives, people's initial attitudes toward him are whatever you influenced them toward. The audience does not need to personally know the person; reputation and name is enough.

Note: Add +5 to the DC if people in the crowd know the individual personally.

Smear Another

Initial Attitude	New Attitude			
	Hostile	**Unfriendly**	**Indifferent**	**Friendly**
Unfriendly	15	-	-	-
Indifferent	20	15	-	-
Friendly	25	20	15	-
Helpful	30	25	20	15

Lead By Example: At 5th level the noble may lead by example. When carrying out the aid another action, the noble performs particularly well. If the noble's attack roll is successful, the noble's ally receives a +4 bonus to his attack roll, or a +4 bonus to his defence (noble's choice). At 10th level, this bonus increases to +6 to attack or defence, at 15th level to +8 and at 20th level to +10.

Enhanced Leadership: The noble receives the Leadership feat for free. However, given his natural status as a leader of men and peer of the realm, the noble gains a +1 bonus to his Leadership score for every full three class levels he has attained; that is, +2 at 6th to 8th level, +3 at 9th to 11th level, +4 at 12th to 14th level, +5 at 15th to 17th level and +6 at 18th level or higher. This is an extraordinary ability.

Although in most cases the noble's followers and cohort will be something like hereditary retainers, loyal subjects, or a division of his nation's army placed under his command, this need not always be the case. For example, Bêlit, known as Queen of the Black Coast, was a Pelishtim noblewoman who rose to become leader of a fleet of Southern Island pirates through a combination of force of personality, noble bearing and sheer charisma that would have put a goddess to shame.

If the noble already has the Leadership feat by the time he reaches 6th level (through multiclassing), he instead gains Skill Focus (Diplomacy) as a bonus feat. He still gains the bonuses to his leadership for Enhanced Leadership and may indeed gain said bonuses earlier – if he already has the

Ghaaroth NS (free product)

Leadership feat as a 3rd level noble, he will gain a +1 bonus to his Leadership score for Enhanced Leadership, since the bonus is +1 for every three class levels. For single-classed characters these bonuses do not begin to be counted until 6th level, as characters cannot take Leadership before 6th class level.

Rally: As a full round action, the noble can rally his allies. Allies within a 30-foot radius gain a +2 morale bonus to all attack rolls and saving throws. Furthermore, if they are already affected by Terror, they may make new saving throws at the original DC to attempt to shake off the terror. This is a spell-like ability and lasts for one round per class level. If the noble is attacked while using this ability, he must make a Concentration check (DC + damage received) or the rally is ineffective.

Do You Know Who I Am?: The noble receives this ability at 11th level. As a full-round action, the noble character may loudly declare his name, titles and heritage to all who listen. Following this declaration any who wish to attack the noble, whether physically or verbally, must make a Will saving throw at DC 10 + noble class level + noble's charisma modifier. Should they fail this Will saving throw, then they are unable to assault the noble. Those affected must be able to see and hear the noble for this extraordinary ability to take effect. Furthermore, those affected must have some reason to be afraid of the power of the noble. Bandits, humanoid ruffians and the like should all have some fear for the rule of law within the noble's native land and rightfully be concerned about the consequences of assaulting him. However, confirmed traitors to the throne, agents of a foreign power, or wandering barbarians might well have little to fear, or at least little more to fear about adding the death of the noble to their list of crimes. The Games Master decides on whether a listener is or is not immune to this power through a lack of fear. In most cases, player characters should be unaffected, although the Games Master should feel free to at least remind them of the likely consequences if they do attack the noble.

Absolute Power: The noble is now in such a position of power as to be all but inviolate. The noble receives the benefits of the 11th level ability Do You Know Who I Am? without having to spend the full-round action to declare his name and heritage. This is an extraordinary ability.

Multiclassing and Nobles

Although there is no particular restriction on characters starting the game as nobles other than the usual prohibited class restrictions for certain character races, it is not possible for a non-noble to gain a level in the noble class once play has begun, except by special dispensation of the Games Master. This can happen if the character somehow becomes ennobled by game play, such as by seizing power (as Conan did) or by being knighted for valiant service to a local lord.

Ex-Nobles

Ex-nobles retain all class features and special abilities and may use them without penalty, except as follows. At the Games Master's discretion, a noble who is publicly exiled from the land from which his titles stem may lose some or all benefits of the class. Likewise, if he must flee the land in disgrace to avoid a worse fate, he may lose some or all of the noble class benefits. These matters should always be resolved on a case-for-case basis; for example, a noble with a code of honour (see pg. 100) who is exiled by a dishonourable king may find that the majority of his retainers (as represented by his Leadership score) voluntarily go with him into exile, while his family and ally may be more willing than ever to help him if it is perceived that his cause is just, though the nature of their help may need to be a good

Ghaaroth NS (free product)

deal more subtle. Indeed, if he uses his influence to mobilise support against the king, perhaps even starting a revolution, he may find himself with still more benefits from the noble class than he started off with – especially if he deposes the old regime and installs himself on the throne!

NOMAD

Adventures: Whether feuding with a rival, raiding a neighbouring tribe, or taking service as a mercenary in one of the Hyborian Age's incessant wars, the nomad rarely has a quiet life! Even surviving in his harsh desert or steppe environment can be an adventure in itself. By their nature, nomads are travellers; and travellers tend to get involved in various risky ventures as well as whatever local trouble there is going. Furthermore, there are many secrets out in the deep desert that can impinge on nomads' lives, whether as the objects of quests or the sources of danger.

Characteristics: Nomads are powerful combatants, excelling particularly in hit-and-run raids, guerrilla tactics and archery. Their travels also give them quite an edge over other characters when it comes to mounted combat and movement, as well as survival and ambush in the deserts and steppes.

Religion: Most nomads will revere the gods of their region, usually the more eastern deities. These are typically goddesses of love and pleasure, offering an easy afterlife of honey and houris that sharply contrasts with the nomad's tough existence in life.

Background: There are two types of nomad; those who are born to it and those, like Conan, who spend years learning the customs and rise through nomad society. Almost all nomads come from the vast desert of Eastern Shem, the Southern Desert beyond Kush, or the steppes and plains in and around Hyrkania and Turan. Born into families, clans, tribes or hordes, they are steeped in nomad traditions, culture and superstitions all their lives. However, it is also possible to become a nomad later in life. The nomad group known as the Kozaks is formed entirely from Hyborians and others from the western kingdoms, brought together as slaves by the Turanians and then escaping to band together and wreak vengeance on their former captors. Likewise, the eastern Shemite nomad tribes such as the Zuagirs often choose a foreigner to lead them and an adventurer who has proved himself tough, capable and honourable may well be permitted to join a nomad group.

GAME RULE INFORMATION

Abilities: Constitution is paramount for the nomad, because his usual environment is one of the harshest on the planet. Dexterity comes a close second, as his combat style is usually based on archery and fast, furious melee fighting, though Strength is also useful. Many of the nomad's class skills are based on Wisdom, so the nomad who wishes to emphasise survival and scouting skills should concentrate on this.

Hit Die: d10.

CLASS SKILLS

The nomad's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (herbalism) (Int), Craft (any mundane) (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis) and Survival (Wis).

Skill Points at 1st Level: (4+ Int modifier) x 4.

Skill Points at Each Additional Level: 4+ Int modifier.

Ghaaroth NS (free product)

The Nomad

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save
1	+1	+0	+0	+0	+2	+2	+0
2	+2	+1	+1	+0	+3	+3	+0
3	+3	+1	+1	+0	+3	+3	+1
4	+4	+2	+2	+1	+4	+4	+1
5	+5	+2	+2	+1	+4	+4	+1
6	+6/+1	+3	+3	+1	+5	+5	+2
7	+7/+2	+3	+3	+1	+5	+5	+2
8	+8/+3	+4	+4	+2	+6	+6	+2
9	+9/+4	+4	+4	+2	+6	+6	+3
10	+10/+5	+5	+5	+2	+7	+7	+3
11	+11/+6/+1	+5	+5	+2	+7	+7	+3
12	+12/+7/+2	+6	+6	+3	+8	+8	+4
13	+13/+8/+3	+6	+6	+3	+8	+8	+4
14	+14/+9/+4	+7	+7	+3	+9	+9	+4
15	+15/+10/+5	+7	+7	+3	+9	+9	+5
16	+16/+11/+6/+1	+8	+8	+4	+10	+10	+5
17	+17/+12/+7/+2	+8	+8	+4	+10	+10	+5
18	+18/+13//+8/+3	+9	+9	+4	+11	+11	+6
19	+19/+14/+9/+4	+9	+9	+4	+11	+11	+6
20	+20/+15/+10/+5	+10	+10	+5	+12	+12	+6

Class Features

All of the following are class features of the nomad.

Weapon and Armour Proficiency: A nomad is proficient with all simple and martial weapons, two-weapon combat (Nomads effectively gain the Two-Weapon Fighting feat for free), light and medium armour and shields. Note that armour check penalties for wearing medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight-of-Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Track: At 1st level the nomad gains the Track feat for free. This is an extraordinary ability. If he already has the Track feat, he instead gains the Skill Focus (Survival) feat.

Favoured Terrain: At 1st level the nomad selects a favoured terrain from the following: Plains or Desert. At 9th level, he gains whichever of those two terrains he did not already choose, as a second favoured terrain. All the benefits derived from favoured terrain are extraordinary abilities.

Any time a nomad is in one of his favoured terrains and wearing at most light armour, he gains certain benefits as follows:

- +1 circumstance bonus to all Hide, Listen, Move Silently, Search, Spot and Survival checks.
- +1 dodge bonus to Dodge Defence. The nomad is adept at using the natural features of the terrain to his advantage in combat.

At 4th level and every four levels thereafter, the nomad's first favoured terrain bonus increases by +1. His second favoured terrain bonus increases by +1 at 14th and 19th level.

Ghaaroth NS (free product)

Special
Track, Favoured Terrain +1, Born to the Saddle
Bonus Feat
Endurance
Nomad Charge +1, Favoured Terrain +2
Mobility
Diehard
Bonus Feat
Favoured Terrain +3
Second Favoured Terrain +1
Improved Mobility
Nomad Charge +2
Bonus Feat, Favoured Terrain +4
Born to the Saddle
Second Favoured Terrain +2
Greater Mobility
Favoured Terrain +5
Bonus Feat
Nomad Charge +3
Second Favoured Terrain +3
Favoured Terrain +6, Mounted Mobility

The nomad gains additional benefits as his favoured terrain bonuses increase. If he has a favoured terrain bonus of at least +2 for the terrain he is in, he gains a +10 feet circumstance bonus to his movement. If he has a favoured terrain bonus of at least +3 for the terrain he is in, he may use the Hide skill even if the terrain does not usually grant cover or concealment. If he has a favoured terrain bonus of at least +4 for the terrain he is in, his movement bonus within that terrain increases to +20 feet, replacing and not stacking with the +10 feet bonus gained at +2. If he has a favoured terrain bonus of at least +5 for the terrain he is in, he can use the Hide skill even while being observed.

Born to the Saddle: Nomads devote an enormous amount of time to riding, studying, caring for and going to war with horses and camels. They are able to select the finest steeds, beasts with just the right blend of fierceness, speed and strength to be a perfect mount for battle. If a nomad makes a successful Handle Animal or Ride check (DC 15), he can discern the precise number of Hit Dice and hit points of any camel, horse or pony. This extraordinary ability takes 1d6 rounds to perform and the nomad must be within 5 feet of the creature to be assessed.

From 7th level, the nomad can also can also determine the creature's precise ability scores (Strength, Dexterity and so forth) if he succeeds at the Handle Animal or Ride check.

At 13th level, the nomad can determine all the above information as a free action, up to three + Wis modifier times (minimum one) per round, for any riding animal which he can see.

Bonus Feat: At 2nd level and every five levels thereafter, the nomad gains a bonus feat selected from the following list: Leadership, Horde, Mounted Combat, Mounted Archery, Ride-By Attack, Spirited Charge, Weapon Focus (scimitar, tulwar, light lance, or any bow), Point Blank Shot, Far Shot, Rapid Shot, Shot on the Run, Improved Precise Shot, Great Fortitude, Lightning Reflexes, Toughness, Self-Sufficient, Stealthy. He must meet the prerequisites as usual.

Endurance: At 3rd level, the nomad gains Endurance as a bonus feat. If he already has Endurance, he instead gains Diehard.

Nomad Charge: A nomad of 4th level or higher gains a +1 circumstance bonus to attack and damage rolls for any charge attack he makes. The bonus applies whether he makes the charge on foot or upon a mount of some kind.

This bonus increases to +2 at 11th level and to +3 at 18th level. This is an extraordinary ability.

Ghaaroth NS (free product)

Mobility: From 5th level onwards the nomad gets a +4 dodge bonus to Dodge Defence against attacks of opportunity caused when he moves out of or within a threatened area. If the nomad already has Mobility from some other source, such as from being a 5th level barbarian already, he instead gains Improved Mobility (see below). Note that Mobility does not apply if the nomad is mounted. This is an extraordinary ability.

Diehard: At 6th level, the nomad gains Diehard as a bonus feat. If he already has Diehard, he instead gains Toughness.

Improved Mobility: From 10th level onwards the nomad never provokes attacks of opportunity, whatever he does, so long as he moves at least 10 feet during that combat round. If the nomad somehow already has Improved Mobility, such as for already having had Mobility from another source before reaching 5th level and so gaining Improved Mobility at 5th level instead of Mobility, then he instead gains Greater Mobility (see below). Note that Improved Mobility does not apply if the nomad is mounted. This is an extraordinary ability.

Greater Mobility: From 15th level onwards the nomad may move up to his speed as part of a full attack action, rather than merely taking a five-foot step. He may move and attack in any order, so he might for example move five feet, attack once, move five feet, attack twice more and then move again for the remaining 20 feet of his movement. If the nomad somehow already has Greater Mobility, such as for already having had Improved Mobility from another source before reaching 10th level and so gaining Greater Mobility at 15th level instead of Mobility, then he instead gains Mounted Mobility (see below). Note that Greater Mobility does not apply if the nomad is mounted or is wearing heavy armour. This is an extraordinary ability.

Mounted Mobility: When he reaches 20th level, the nomad may use the Mobility, Improved Mobility and Greater Mobility class features even when he is mounted and extends all the benefits of those class features equally to his mount. This is an extraordinary ability.

PIRATE

Adventures: Whether they are freebooters raiding coast towns from the Baracha Isles, Zingaran buccaneers attacking Argossean shipping, black corsairs plundering the southern seas or the ragged pirates of the Vilayet Sea preying on Hyrkanian vessels, pirates abound in the Hyborian Age. Even when they cannot get good freebooting work, many pirates turn to honest sailing aboard a merchantman, or half-honest work as a smuggler. A pirate's life is a wild and free one, untamed by the corrupt laws of the civilised lands, recognising no authority save that of their own elected captains.

Characteristics: The pirate is one of the fastest, most agile combatants around, combining a powerful sneak attack ability with excellent mobility and defensive dodges. His initial attacks are so frenzied as to often lay low or terrify his foes before they even have a chance to strike back. He is even more dangerous on board ship, using the peculiar features of shipboard existence to his advantage.

Religion: Some pirates are conventionally religious but many take to the worship of the devils of their own lands, feeling that as outcasts they should have outcast gods. Others, especially those that sail with the corsairs of the Black Coast, may revere the strange and dark deities of that barbaric land.

Background: Many pirates started off as sailors. The Baracha isles are full of former Argossean merchant crew, while most of the Zingaran buccaneers were once legitimate sailors too. However, pirate ships are not too fussy as to what their recruits used to do

Ghaaroth NS (free product)

and many a soldier or barbarian has found his way into a pirate crew. Most pirates value a man's courage and fighting ability more than they care for his seamanship, for sailors are easy enough to find. Both the pirates of the Baracha isles and those of the Vilayet sea call themselves the Red Brotherhood, perhaps pointing to a shared culture between the two groups, since so many of the Vilayet pirates are originally from the Hyborian nations.

Game Rule Information

Abilities: A pirate usually relies on Dexterity for his fast-moving combat style and many of his skills, though Strength and Constitution are also useful, as for any character who expects to get into combat. Charisma is also handy to enhance his Ferocious Attack class feature and for several of his skills.

Hit Die: d8.

Class Skills

The pirate's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (any mundane) (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex).

Skill Points at 1st Level: (4+ Int modifier) x 4.

Skill Points at Each Additional Level: 4+ Int modifier.

Class Features

All of the following are class features of the pirate.

Weapon and Armour Proficiency: A pirate is proficient with all simple and martial weapons, two-weapon combat (Pirates effectively gain the Two-Weapon Fighting feat for free) and light armour. Note that armour check penalties for wearing medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight-of-Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Seamanship: A 1st level pirate gains a +1 circumstance bonus to all Climb, Profession (sailor), Use Rope and Balance checks, as well as to Defence, so long as he is aboard a ship or boat at sea. This is an extraordinary ability.

These bonuses increase by +1 every five levels thereafter.

Ferocious Attack: The pirate's ferocity tends to overwhelm almost any opponent rapidly. On the first round of any combat, he may declare a ferocious attack. He gains a +2 bonus to his Initiative check and all melee attack and damage rolls that round. However, he is unable to defend himself very effectively during the ferocious attack and has a -2 penalty to his Defence during the first round of combat. Furthermore, he may not make any sneak attacks on the round in which he declares a ferocious attack. This is an extraordinary ability.

At 7th level the bonuses to Initiative, attack and damage rolls increase to +4 and the penalty to -4. Furthermore, the pirate gains an additional attack on the first round of combat, at his highest attack bonus.

Ghaaroth NS (free product)

The Pirate

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save
1	+0	+0	+0	+0	+2	+2	+0
2	+1	+1	+1	+0	+3	+3	+0
3	+2	+2	+1	+0	+3	+3	+1
4	+3	+3	+2	+1	+4	+4	+1
5	+3	+3	+2	+1	+4	+4	+1
6	+4	+4	+3	+1	+5	+5	+2
7	+5	+5	+3	+1	+5	+5	+2
8	+6/+1	+6	+4	+2	+6	+6	+2
9	+6/+1	+6	+4	+2	+6	+6	+3
10	+7/+2	+7	+5	+2	+7	+7	+3
11	+8/+3	+8	+5	+2	+7	+7	+3
12	+9/+4	+9	+6	+3	+8	+8	+4
13	+9/+4	+9	+6	+3	+8	+8	+4
14	+10/+5	+10	+7	+3	+9	+9	+4
15	+11/+6/+1	+11	+7	+3	+9	+9	+5
16	+12/+7/+2	+12	+8	+4	+10	+10	+5
17	+12/+7/+2	+12	+8	+4	+10	+10	+5
18	+13/+8/+3	+13	+9	+4	+11	+11	+6
19	+14/+9/+4	+14	+9	+4	+11	+11	+6
20	+15/+10/+5	+15	+10	+5	+12	+12	+6

At 13th level the bonuses increase to +6 and the penalty to -6. Furthermore, any opponent struck and damaged by the pirate during the first round of combat must make a Will saving throw (DC = 10 + ½ pirate's class level + pirate's Charisma bonus) or be stunned for 1d4 rounds due to fear of the pirate. Note that if the pirate is also able to somehow perform a successful coup de grace on the first round of combat using his To Sail a Road of Blood and Slaughter class feature, any Will saving throws called for by the Ferocious Attack class feature have their DC increased by +2.

At 19th level the bonuses increase to +8 and the penalty to -8. In addition, if the pirate strikes any opponent during the first round of combat, any of that opponent's allies who observe the ferocious attack must make Will saving throws (DC = 10 + ½ pirate's class level + pirate's Charisma bonus) or suffer a penalty of -2 to attack rolls for 1d4 rounds.

Pirate Code: A 2nd level pirate may select one pirate code from the following: Barachan Smoke and Rockets, Black Coast Drums, Vilayet Sea Flags, or Zingaran Trumpets. Effectively, the knowledge of this code acts like an additional language, allowing for communication with other pirates who also know it at distances of up to several thousand feet, depending on weather, visibility conditions and your resources to produce the code. See the Campaigns chapter for full information about pirate signalling methods. This is an extraordinary ability.

To Sail a Road of Blood and Slaughter: A pirate of 2nd level or higher may perform a *coup de grace* as a free action up to once per round. This *coup de grace* never provokes an attack of opportunity, as the pirate is so used to despatching helpless opponents that he can do so before an opponent can react. Furthermore, he gains a +4 circumstance bonus to any Intimidate checks he may make for one round immediately following the performance of the *coup de grace*, if it

Ghaaroth NS (free product)

Special
Seamanship +1, Ferocious Attack
Pirate Code, To Sail a Road of Blood and Slaughter
Sneak Attack +1d6, Sneak Subdual
Uncanny Dodge
Mobility
Sneak Attack +2d6, Seamanship +2
Bite Sword, Ferocious Attack (additional attack)
Improved Uncanny Dodge, Poison Resistance +1
Sneak Attack +3d6
Improved Mobility, Navigation
Seamanship +3
Sneak Attack +4d6
Ferocious Attack (stun, blood & slaughter)
Poison Resistance +2
Sneak Attack +5d6, Greater Mobility
Seamanship +4
Sneak Attack +6d6
Ferocious Attack (fear)
Poison Resistance +3 (and half effect)

was successful. This is an extraordinary ability.

Sneak Attack: From 3rd level onwards, at any time when the pirate's target can neither dodge nor parry or when the pirate flanks the target, the pirate's attack deals extra damage. The extra damage is +1d6 at 3rd level and an additional 1d6 every three levels thereafter. Should the pirate score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can only count as sneak attacks if the target is within 30 feet. The pirate cannot strike with deadly accuracy from beyond that range.

With a sap or an unarmed strike, the pirate can make a sneak attack that deals subdual damage instead of normal damage. The pirate cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, even with the usual -4 penalty, except in the case of the Sneak Subdual class feature, for which see below.

A pirate can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The pirate must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The pirate cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Sneak Subdual: At 3rd level, the pirate gains the Sneak Subdual feat for free. This is an extraordinary ability.

Uncanny Dodge: From 4th level and above, the pirate can still dodge or parry if caught flat-footed or struck by an invisible attacker. If the pirate already has Uncanny Dodge from some other source, such as from being a 4th level barbarian already, then he gains Improved Uncanny Dodge instead (see below). This is an extraordinary ability.

Mobility: From 5th level onwards, the pirate gets a +4 dodge bonus to Dodge Defence against attacks of opportunity caused when he moves out of or within a threatened area. If the pirate already has Mobility from some other source, such as from being a 5th level nomad already, then he gains Improved Mobility instead (see below). Note that mobility does not apply if the pirate is mounted. This is an extraordinary ability.

Bite Sword: The pirate often finds it useful to carry his cutlass in his teeth, when boarding an enemy ship or clambering up the walls of a coastal fortress on a night raid. There would be no time to replace the blade in its scabbard but he has learned how to hold it in his jaws. Up to once

Ghaaroth NS (free product)

per round, as a free action, a pirate of 7th level or higher can place any light weapon or any one-handed slashing weapon in his mouth and carry it securely there for up to 3 + Strength modifier rounds (3 + Strength modifier minutes if it is a light weapon), before taking it back into his hand as a free action once more. While carrying his weapon in his mouth in this manner, the pirate can act normally, though he may not attack with the weapon in his mouth. This is an extraordinary ability.

Poison Resistance: At 8th level, the pirate gains a +1 resistance bonus on all Fortitude saving throws against poisons, drugs and alcohol. His dissolute lifestyle has allowed him to build up an incredible tolerance to almost any poison or drug known to man. This is an extraordinary ability.

At 14th level this resistance bonus increases to +2 and at 20th level to +3. Furthermore, at 20th level he only suffers half effect (rounded down) from any poison or drug, even if he fails his saving throw against it and no effect whatsoever if he succeeds at his saving throw. This also applies to penalties caused by the poison. For example, a hallucinogenic poison that would usually cause the victim to suffer a -4 penalty to all attack rolls will only cause the pirate to suffer a -2 penalty, even if he fails his saving throw.

Improved Uncanny Dodge: At 8th level, the pirate can no longer be flanked, except that a thief or pirate at least four levels higher than him can still flank him.

Improved Mobility: From 10th level onwards the pirate never provokes attacks of opportunity, no matter what he does, so long as he moves at least 10 feet during that combat round. If the pirate somehow already has Improved Mobility, such as for already having had Mobility from another source before reaching 5th level and so gaining Improved Mobility at 5th level instead of Mobility, then he gains Greater Mobility instead (see below). Note that Improved Mobility does not apply if the pirate is mounted. This is an extraordinary ability.

Navigation: At 10th level the pirate gains Navigation as a bonus feat. He need not meet the prerequisites for the feat. If he already has Navigation, he gains Skill Focus with Profession (sailor).

Greater Mobility: From 15th level onwards the pirate may move up to his speed as part of a full attack action, rather than merely taking a five-foot step. He may move and attack in any order; so he might for example move five feet, attack once, move fifteen feet, attack twice more and then move again for the remaining ten feet of his movement. Note that Greater Mobility does not apply if the pirate is mounted or is wearing heavy armour. This is an extraordinary ability.

SCHOLAR

Adventures: Scholars in the Hyborian Age must often quest for knowledge, for there are few formal academies or other teaching processes from which to learn and perhaps draw an income. For many scholars, digging around in dusty tombs or leading expeditions deep into the jungles of Khitai is not just a way of life, it is a way to make a living, since both ancient artefacts and rare knowledge can be valuable. Those who attach themselves to one or another religion as priests or shamans commonly find themselves expected to work not just at translating old manuscripts or preaching to the faithful but to undergo hazardous pilgrimages to carry out strange rituals in faraway shrines, to get involved in the power-politics of the royal court and to war against rival religions either actively or by intrigue. Wandering independents are almost by definition adventurers, while those who have given their mind, body and soul in thrall to some superior, whether earthly or demonic, are at their coven or

Ghaaroth NS (free product)

master's beck and call whenever he needs an obscure material component finding or a sorcery-sapping compound delivered to a rival's accommodation in secret.

Characteristics: The scholar is defined not merely by his broad knowledge but more importantly by his access to sorcery, if he desires it. Truly mastering sorcery requires precisely the kind of focused, intense study that only scholars can achieve. As the scholar becomes more experienced, he learns a greater variety of spells, including some of potentially devastating power.

Religion: Many scholars are irreligious, bowing down to neither men nor gods in their supreme arrogance. Even priests are not always religious, having joined the clergy of their religion not out of genuine piety but because of the perceived easy life of a priest and the opportunities for bribery and blackmail, or as a cover for their secret practices of the most evil sorcery. However, some priests are genuinely devout and may gain a great deal of encouragement and inner strength from their religion. For those scholars who come from a primitive background, such as the shamans of the Pictish Wilderness and the witch-men of Kush, their superstitious religion is inextricably intertwined with their sorcerous knowledge. Then there are those who actively align themselves with the demons and dark gods; whether their devotion is truly religious, or merely an indication of their corrupt ambitions, is a moot point.

Background: Scholars can come from any number of backgrounds but all share a thirst for knowledge and often for power. Most are reliant on a teacher of some kind for their sorcerous knowledge, such as a higher-ranking priest, coven leader, master sorcerer, or even some demonic entity. A few brave or foolhardy souls elect instead to learn their magic by their own efforts entirely. Many scholars are more mundane, never learning sorcery at all. This type, however, rarely adventures.

Game Rule Information

Abilities: The scholar who concentrates on pure knowledge and skills will probably prioritise a high Intelligence. A more sorcerous scholar will certainly need Charisma, in order to magically attack his enemies, deal with demons and summon servitors; and Wisdom, for sheer magical power. Some of the Eastern scholars, who learn the mystical combat arts, will also benefit from a high Wisdom as well as Dexterity.

Hit Die: d6.

Class Skills

The scholar's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (alchemy) (Int), Craft (herbalism) (Int), Craft (any mundane) (Int), Decipher Script (Int), Forgery (Int), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int) and Sense Motive (Wis).

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Class Features

All of the following are class features of the scholar.

Weapon and Armour Proficiency: A scholar is proficient with all simple weapons. Note that armour check penalties for wearing medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight-of-Hand and Tumble. Also, Swim checks

Ghaaroth NS (free product)

The Scholar

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save
1	+0	+0	+0	+0	+0	+0	+2
2	+1	+0	+0	+1	+0	+0	+3
3	+2	+1	+1	+1	+1	+1	+3
4	+3	+1	+1	+2	+1	+1	+4
5	+3	+1	+1	+2	+1	+1	+4
6	+4	+2	+2	+3	+2	+2	+5
7	+5	+2	+2	+3	+2	+2	+5
8	+6/+1	+3	+3	+4	+2	+2	+6
9	+6/+1	+3	+3	+4	+3	+3	+6
10	+7/+2	+3	+3	+5	+3	+3	+7
11	+8/+3	+4	+4	+5	+3	+3	+7
12	+9/+4	+4	+4	+6	+4	+4	+8
13	+9/+4	+4	+4	+6	+4	+4	+8
14	+10/+5	+5	+5	+7	+4	+4	+9
15	+11/+6/+1	+5	+5	+7	+5	+5	+9
16	+12/+7/+2	+6	+6	+8	+5	+5	+10
17	+12/+7/+2	+6	+6	+8	+5	+5	+10
18	+13/+8/+3	+6	+6	+9	+6	+6	+11
19	+14/+9/+4	+7	+7	+9	+6	+6	+11
20	+15/+10/+5	+7	+7	+10	+6	+6	+12

suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Scholar: All scholars have a special restriction when spending skill points. They must spend at least 12 skill points on Knowledge skills at 1st level and at least 3 skill points on Knowledge skills at each subsequent level.

Background: Every scholar must choose a background for himself at 1st level. This is an extraordinary ability. The background indicates the manner in which he came by his knowledge.

A scholar may only ever begin the game with one background but at the Games Master's discretion he may gain an additional background or backgrounds during play. For example, an independent may call up a demon and make a pact with it, then some time later be accepted as an acolyte by a sorcerous society. Likewise, a lay priest or acolyte may elect to conduct a little independent research, just as though he were an independent himself but in most cases his religion or coven will at best frown upon such impertinence and at worst will put him to death if they catch him.

The choice of background should be made in conjunction with the Games Master, who will inform the player of which options are available in his campaign.

Acolyte: Acolytes are members of a coven or sorcerous society, or are occasionally apprenticed to a lone sorcerer. They are usually in thrall to their coven leaders, though they can gain a great deal of power this way. The drawback is that they rarely understand said power without their masters' direct assistance.

An acolyte must always select a specific group to join, or a master to whom he may apprentice himself. An acolyte may only ever learn new sorcery styles or advanced spells (see below) known to his masters. Depending on his superiors and on the nature of the society, he may have a free

Ghaaroth NS (free product)

Special
New Sorcery Style, Scholar, Background, Base Power Points, Knowledge Is Power
+1 Power Point, New Sorcery Style
Advanced Spell, Bonus Spell
Advanced Spell, New Sorcery Style
Advanced Spell, Iron Will
Advanced Spell, +1 Power Point, Increased Maximum Power Points (triple)
Advanced Spell, Bonus Spell
Advanced Spell, New Sorcery Style
Advanced Spell
Advanced Spell, +1 Power Point
Advanced Spell, Bonus Spell
Advanced Spell, New Sorcery Style
Advanced Spell, Increased Maximum Power Points (quadruple)
Advanced Spell, +1 Power Point
Advanced Spell, Bonus Spell
Advanced Spell, New Sorcery Style
Advanced Spell
Advanced Spell, +1 Power Point
Advanced Spell, Bonus Spell
Advanced Spell, New Sorcery Style, Increased Maximum Power Points (quintuple)

choice between the various styles and spells they know, or his progress may be highly regimented so that his sorcery styles and spells are always assigned for him rather than chosen by him. Most sorcerous societies require a student to follow a strict curriculum of specific spells for the first ten levels but allow him to learn whatever he wills after that, so long as they can teach it to him or he can discover it for himself.

Sorcerers from civilised lands often take on apprentices. This is an accepted method of learning found from Stygia to Khitai, even if one cannot find a larger sorcerous society to join. Some of the more primitive regions such as Kush also have village sorcerers, along with the more shamanic or witch-doctor style priests; these sorcerers, also known as Witchmen or Witch-Finders, are employed on a freelance basis to cast spells for clients and often take on apprentices to whom they can pass on their skills.

Independent: Independents are the most versatile variety of scholar, since they have no particular ties to any authority. However, they also have no one to teach them or to guide them through their sorcerous paths and so must work a good deal harder to gain access to any true secrets. Though at best their advancement can be highly flexible, at worst it is simply haphazard, with the independent scholar simply picking up a little knowledge here and there as he goes. Every time an independent gains the New Sorcery Style or Advanced Spell class features, he must make a Knowledge (arcana) check. The DC is 15 for New Sorcery Styles or 20 for Advanced Spells. Success indicates that he may choose the style he will learn. If he fails, the Games Master will select a style for him at random from among those he does not currently know but for which he meets the prerequisites. If his check result was less than 10, he does not gain a sorcery style at all but must select a bonus feat or skill points instead, as appropriate. See the New Sorcery Style and Advanced Spell class features.

Ghaaroth NS (free product)

Pact: A scholar who makes a pact with a demonic entity or other dark force to learn sorcery is in a very similar state to that of an acolyte to a sorcerers' ring or coven, since he is often effectively in thrall to the source of his knowledge. He has a lot more choice as to what he learns; however, the master has no human compunctions to prevent him from forcing the poor scholar to perform the direst of acts. Furthermore, he will begin the game at least somewhat corrupt, for no truly decent sorcerer makes pacts with demons.

A scholar with a pact begins the game with a Corruption of 1 (see pg. 287 for more information on Corruption). At 1st level, he must choose the New Sorcery Style: Summoning and the spell *demonic pact*. On gaining New Sorcery Styles or Advanced Spells, he may choose either to do his own researches, in which case he must make a Knowledge (arcana) check as though he were an independent, or else risk further Corruption by calling up the entity with whom he has the pact once more. If he does the latter, he may freely choose which style or spell he learns, so long as it is one the entity knows but he must also make a Corruption check for dealing with the demon once more.

A scholar with a pact also starts the game with one additional bonus language available, as well as those offered him by his race. This is Demonic. He must expend a language slot as usual to learn to speak it.

The Games Master is always free to rule that player character scholars may not begin the game with a pact. This is particularly appropriate in short-term or one-off campaigns, where the natural disadvantage of the pact scholar (namely the Corruption he gains, which will someday almost certainly doom him, one way or another) may have little impact on play. This background is better balanced for long-term campaigns, offering immediate power at the cost of one's soul, or worse.

Lay Priest: Scholars who choose the lay priest background are attached to a temple for purposes of study but with little or no religious authority. If they wish, they can work their way up to the position of fully ordained priest (see the Feats chapter), which brings with it a number of benefits and responsibilities.

Priests, whether they are lay priests or fully ordained, do not usually have access to sorcery at all; if they do, it is most commonly some form or other of counter-sorcery with which to combat evil cults. The precise nature of each priest and which magical abilities (if any) are available to him will vary depending on both the deity he worships and his own honesty – or lack of it. More information on the cults of the various gods can be found in the Religion in the Hyborian Age chapter.

Priests are treated as acolytes in that they must gain sorcery styles known to their religion. They do not usually need to learn their styles in a specific order but in most cases their religion will offer only a very limited selection of styles in the first place. Most higher-level priests have either conducted independent studies themselves in secret, or have even more secretly made a pact with a demon or joined a sorcerous society.

The shamans found in barbaric regions such as the Pictish Wilderness can usually be treated as lay priests, though each tribe or village usually has only two or three shamans at any one time. A shaman might have the Priest feat (see p. 124) but will not have had any official ordination and may have an apprentice or two.

New Sorcery Style: At 1st level, 2nd level, 4th level and every four levels thereafter, the scholar gains a new sorcery style from the table in the Sorcery chapter on pg. 296, along with the basic spell associated with it. The sorcery styles are more fully explained in the Sorcery chapter.

Ghaaroth NS (free product)

At any time at which he is eligible to gain a new sorcery style, the scholar may instead gain a bonus feat from the following list: Skill Focus (any), Diligent, Iron Will, Investigator, Negotiator, Priest, or any Sorcery feat. If the sorcerer knows the *calm of the adept* spell from the Oriental Magic sorcery style, he may also select from Brawl, Defensive Martial Arts, Improved Critical (staff or unarmed strike), Stunning Attack, or Weapon Focus (staff or unarmed strike). In all cases, the scholar must meet the usual prerequisites for the feat.

Note that the scholar may or may not be permitted to choose his new sorcery style himself, depending on his Background class feature.

Base Power Points: A 1st level scholar learns to access his own personal magical energy. This is referred to as Base Power Points, or Base PP.

A beginning scholar has Base PP equal to 4 + Wisdom Modifier, to a minimum of one point.

Power points are used when casting spells and creating magical objects. They can be regained by rest or the use of various lotus concoctions (see Drugs, Poisons and Herbal Preparations, pg. 332), or temporarily increased by various means, most commonly by sacrificing one or more humans. For most characters, their power points can rise to a maximum of double their Base Power Points. See the Sorcery chapter for more on power points and their use. This is a supernatural ability.

If for some reason a character already has Base Power Points when he becomes a scholar, usually through the Dabbler feat, he does not gain 'new' Base Power Points as above. Instead, he receives a one-time bonus of +2 to his already acquired Base Power Points.

Knowledge Is Power: A scholar may make a special scholarly knowledge check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. This check will not reveal the powers of a magic item but may give a hint as to its general function. The scholar may never take 10 or take 20 on this check; this sort of knowledge is essentially random. The Games Master should determine the Difficulty Class of the check by referring to the table below.

+1 Power Point: At 2nd level and every four levels thereafter, the scholar's Base Power Points increase by +1. This is a supernatural ability.

Advanced Spell: At 3rd level and every level thereafter, the scholar improves his knowledge of any one of the sorcery styles he already knows by gaining any one of the advanced spells listed under the style. More information about advanced spells can be found in the Sorcery chapter. Alternatively, at any time at which he is eligible to gain an advanced spell, the scholar can instead gain a +2 bonus to the skill points that he gains for the level. As with the New Sorcery Style class feature, the scholar may or may

DC	Type of Knowledge
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who do not understand the significance of the knowledge.

Ghaaroth NS (free product)

not be permitted to choose his advanced spell himself, depending on his Background class feature.

Note that when a sorcerer gains Advanced Spell and New Sorcery Style simultaneously upon gaining a new level, he may choose to gain the Advanced Spell in the New Sorcery Style.

Scholar Bonus Spells

Scholar Level	Intelligence Bonus +1	+2	+3	+4	+5 or higher
3rd	Bonus Spell	Bonus Spell	Bonus Spell	Bonus Spell	Bonus Spell
7th	-	Bonus Spell	Bonus Spell	Bonus Spell	Bonus Spell
11th	-	-	Bonus Spell	Bonus Spell	Bonus Spell
15th	-	-	-	Bonus Spell	Bonus Spell
19th	-	-	-	-	Bonus Spell

Bonus Spell: From 3rd level the scholar becomes eligible for a small number of bonus advanced spells, depending on his Intelligence. His maximum possible number of bonus spells is equal to his Intelligence bonus, if any. However, he can gain only one bonus spell at 3rd level and an additional bonus spell every four levels thereafter, whatever his Intelligence. This is summarised on the Scholar Bonus Spells table.

Iron Will: At 5th level, the scholar gains Iron Will as a bonus feat. If he already has Iron Will, he may instead select any Sorcery feat for which he meets the prerequisites as a bonus feat.

Increased Maximum Power Points: As scholars become more experienced and knowledgeable, they become able to store far more magical power in their bodies, so long as it is available to them by means of sacrifice or some artefact or other. At 6th level, a scholar's maximum Power Points rise to triple his Base Power Points, rather than double as is usual for most characters. At 13th level it rises again to quadruple his Base Power Points and at 20th level to quintuple his Base Power Points.

For example, Thothmekri is a 1st level scholar with Wisdom 14. His Base PP is 6 (4, +2 Wis) and his Maximum PP is 12 (double his Base PP). By the time he is 6th level, his Base PP is 8 (4, +2 Wis, +2 scholar class feature) and his Maximum PP is 24 (three times his Base PP).

SOLDIER

Adventures: In the grim, war-torn kingdoms of the Hyborian Age, there is always work for a soldier. When there is no proper military work in the region, his skills can be put to just as good a use as a brigand, guard, or hired thug; or else he can simply join a similar band of footloose mercenaries and travel to a nearby land where there is a war going on.

Characteristics: Soldiers gain far more feats than any other character class and have the freedom to select them from an enormous variety of combat-oriented feats. In addition, they gain certain benefits when fighting alongside others in a formation – this is particularly useful in mass combat but can also come in handy in an adventuring party that contains three or more characters all with at least three levels in the soldier class.

Religion: Soldiers are frequently superstitious but rarely practise a particular

Ghaaroth NS (free product)

religion devoutly. Most would rather rely on their own strong arms and the support of their comrades than put too much faith in the gods, who may not even exist and certainly show no inclination to intervene in the world even if they do. Despite this, few soldiers will refuse the aid of a priest if offered. Their lifestyles are so risky and uncertain that they will take any support they can get, even potentially spurious spiritual assistance. After all, if you bow to receive a blessing, you have lost nothing if it does not work; and if it does work, it might just save your life.

Background: Most soldiers joined either an army or a mercenary company at a very young age, sometimes in childhood as a page, squire, or servant to a more experienced soldier. These know no other lives than soldiering and often seem very hard and grim for their age. Some soldiers may not have had such a formal military background but simply come from particularly war-torn regions, whether borderlands like the Bossonian marches or lands with a strong raiding culture such as Cimmeria, Asgard and Vanaheim.

Game Rule Information

Abilities: Strength and Dexterity are vital for the soldier. Though most stress Strength above all else, Dexterity is vital for archers and skirmishers and even the most stalwart pikeman may find it useful on occasion. All require Constitution, whatever their role, if they are to survive the long marches and bitter wars that are every soldier's lot. Those who have ambitions to rise to a commanding position would do well to have a reasonably high Charisma too.

Hit Die: d10.

Class Skills

The soldier's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (geography), Knowledge (local), Perform (Cha), Profession (Wis), Ride (Dex) and Search (Int).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the soldier.

Weapon and Armour Proficiency: A soldier is proficient with all simple and martial weapons, two-weapon combat (Soldiers effectively gain the Two-Weapon Fighting feat for free), light, medium and heavy armour and shields. Note that armour check penalties for wearing medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight-of-Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Bonus Feats: At 1st level, the soldier gets a bonus feat in addition to the feat that any 1st level character gets and any bonus feats granted by his race. The soldier gains an additional bonus feat at 2nd level and every two levels thereafter (4th, 6th, 8th, etc.). The feats that may be selected as soldier bonus feats are indicated as such in the Feats table in the Feats chapter. A soldier must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Ghaaroth NS (free product)

The Soldier

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save
1	+1	+0	+0	+0	+2	+0	+0
2	+2	+1	+1	+0	+3	+0	+0
3	+3	+1	+2	+0	+3	+1	+1
4	+4	+2	+3	+1	+4	+1	+1
5	+5	+2	+3	+1	+4	+1	+1
6	+6/+1	+3	+4	+1	+5	+2	+2
7	+7/+2	+3	+5	+1	+5	+2	+2
8	+8/+3	+4	+6	+2	+6	+2	+2
9	+9/+4	+4	+6	+2	+6	+3	+3
10	+10/+5	+5	+7	+2	+7	+3	+3
11	+11/+6/+1	+5	+8	+2	+7	+3	+3
12	+12/+7/+2	+6	+9	+3	+8	+4	+4
13	+13/+8/+3	+6	+9	+3	+8	+4	+4
14	+14/+9/+4	+7	+10	+3	+9	+4	+4
15	+15/+10/+5	+7	+11	+3	+9	+5	+5
16	+16/+11/+6/+1	+8	+12	+4	+10	+5	+5
17	+17/+12/+7/+2	+8	+12	+4	+10	+5	+5
18	+18/+13//+8/+3	+9	+13	+4	+11	+6	+6
19	+19/+14/+9/+4	+9	+14	+4	+11	+6	+6
20	+20/+15/+10/+5	+10	+15	+5	+12	+6	+6

Formation Combat: At 3rd level the soldier learns to fight as part of a formation, rather than as an individual. He may select one of the following formations:

Heavy Cavalry: Whenever the soldier is mounted and has two mounted and allied soldiers who have also selected Heavy Cavalry within 20 feet of him, he gains a +1 circumstance bonus to his Armour Piercing rating with any melee weapon. All three must be mounted and in medium or heavy armour.

Heavy Infantry: Whenever the soldier has two allied soldiers who have also selected Heavy Infantry adjacent to him, he gains a +1 circumstance bonus to his damage rolls with any melee weapon. All three must be on foot and in medium or heavy armour.

Light Cavalry: Whenever the soldier has two and allied soldiers who have also selected Light Cavalry within 20 feet of him, he gains a +1 circumstance bonus to all melee attack rolls. All three must be mounted and in light or no armour.

Skirmisher: Whenever the soldier has two allied soldiers who have also selected Skirmisher within 10 feet of him, he gains a +1 circumstance bonus to Defence. All three must be on foot and in light or no armour.

The soldier may select a new formation every at 7th, 11th and 15th levels. Formation combat is an extraordinary ability.

Formation Mastery: A 19th level the soldier's circumstance bonus for fighting in formation increases to +2. This is an extraordinary ability.

Ghaaroth NS (free product)

Special
Bonus Feat
Bonus Feat
Formation Combat
Bonus Feat
Bonus Feat
Formation Combat
Bonus Feat
Bonus Feat
Formation Combat
Bonus Feat
Bonus Feat
Formation Combat
Bonus Feat
Bonus Feat
Formation Mastery
Bonus Feat

THIEF

Adventures: Whether cracking open a long-forgotten tomb in Stygia, raiding a Khitan caravan, or stealing sacred jewels from a Zembabwean jungle temple, the thief lives a risky but hopefully profitable life wherever he goes. Thieves are common in Hyboria, often low born adventurers who use their wits to rob others. Zamora is almost a state of thieves. Shem, Koth and Zingara also have their fair share of thieves. A thief who has acquired a reputation, or even one foolhardy enough to go where others will not, is likely to be hired to break into sorcerers' homes or tombs. They might be asked to gather rare artefacts, such as poison from the snakes of the swamps of Zingara, or lotus blooms from a far eastern land. Some are hired to capture particularly valuable slaves. Teams of thieves might work on the more difficult tasks but there are no formalized 'Thieves' Guilds' even in notoriously lawless regions such as the Maul in Zamora. Nobles will often hire such people for spies and assassins as well as thievery. When work does not come in thieves will seek out legendary treasures for their own profit. As a member of an adventuring team, his role can be that of scout, negotiator, assassin, or anything else for which his particular choice of skills suits him.

Characteristics: The thief is expert at stabbing his enemies in the back and with a well-planned sneak attack he can be far more devastating than the most stalwart greatsword-wielding mercenary. His greatest strength, though, is in the breadth and depth of skills to which he has access, allowing him to specialise or generalise as he chooses in any of a variety of different fields of expertise.

Religion: The best-known thieves' god is Bel, originally a Shemitish deity but now worshipped almost everywhere Shemites are found, from the Hyborian kingdoms to Stygia, Zamora and Turan. Other thieves have been quick to adopt Bel as patron, with his priests' promises of an easy life of plunder and excess. However, there are other gods who favour thieves, including several in the extensive and complex Zamorian pantheon. Thieves from the East and South, such as Vendhya and Kush, tend to worship their own gods. Many thieves, though, prefer to avoid religion entirely, perhaps fearing that if they give too much credence to the gods they will never be able to break into tombs or rob temple coffers again.

Background: Many thieves come from the sprawling western cities, whether in the Hyborian kingdoms or the notorious slums and back streets of Zamora. However, not all thieves are from urban regions and the nomadic tribes of Shem, Hyrkania and other lands can also produce effective rogues, as can the barbaric lands of Cimmeria and Nordheim. Often a wanderer into the Hyborian kingdoms will find employment as a thief before moving on to other things, since anyone with a quick mind and nimble fingers can turn his hands to thievery.

Ghaaroth NS (free product)

The Thief

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save
1	+0	+0	+0	+0	+0	+2	+0
2	+1	+1	+1	+0	+0	+3	+0
3	+2	+1	+1	+0	+1	+3	+1
4	+3	+2	+2	+1	+1	+4	+1
5	+3	+2	+2	+1	+1	+4	+1
6	+4	+3	+3	+1	+2	+5	+2
7	+5	+3	+3	+1	+2	+5	+2
8	+6/+1	+4	+4	+2	+2	+6	+2
9	+6/+1	+4	+4	+2	+3	+6	+3
10	+7/+2	+5	+5	+2	+3	+7	+3
11	+8/+3	+5	+5	+2	+3	+7	+3
12	+9/+4	+6	+6	+3	+4	+8	+4
13	+9/+4	+6	+6	+3	+4	+8	+4
14	+10/+5	+7	+7	+3	+4	+9	+4
15	+11/+6/+1	+7	+7	+3	+5	+9	+5
16	+12/+7/+2	+8	+8	+4	+5	+10	+5
17	+12/+7/+2	+8	+8	+4	+5	+10	+5
18	+13/+8/+3	+9	+9	+4	+6	+11	+6
19	+14/+9/+4	+9	+9	+4	+6	+11	+6
20	+15/+10/+5	+10	+10	+5	+6	+12	+6

GAME RULE INFORMATION

Abilities: For most thieves, Dexterity is paramount. It lets them strike first, before their opponents can properly defend against a sneak attack. It also drives most of their skills. Intelligence should also be a priority, for an intelligent thief will be able to get a better range of the skills that are so crucial to this class. The thief who wishes to make his mark as a conman or fixer rather than a straight robber or burglar would do well to have a high Charisma, so as to better dupe his marks or make his deals.

Hit Die: d8.

CLASS SKILLS

The thief's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (herbalism) (Int), Craft (any mundane) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex) and Use Rope (Dex).

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Ghaaroth NS (free product)

Special
Sneak Attack Style, Sneak Attack +1d6/+1d8, Trap Disarming
Eyes of the Cat
Sneak Attack +2d6/+2d8, Trap Sense +1
Sneak Attack Style, Light-Footed
Sneak Attack +3d6/+3d8
Trap Sense +2, Special Ability
Sneak Attack +4d6/+4d8
Sneak Attack Style, Poison Use
Sneak Attack +5d6/+5d8, Trap Sense +3
Special Ability
Sneak Attack +6d6/+6d8
Sneak Attack Style, Trap Sense +4
Sneak Attack +7d6/+7d8
Special Ability
Sneak Attack +8d6/+8d8, Trap Sense +5
Sneak Attack Style
Sneak Attack +9d6/+9d8
Trap Sense +6, Special Ability
Sneak Attack +10d6/+10d8
Sneak Attack Style

Class Features

All of the following are class features of the thief.

Weapon and Armour Proficiency: A thief is proficient with all simple weapons, all light and one-handed martial weapons and light armour. Note that armour check penalties for wearing medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight-of-Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Sneak Attack Style: At 1st level, the thief chooses a sneak attack style. This can be any one weapon with which he is proficient, including unarmed strikes and missile weapons. Whenever he makes a sneak attack (see below) using his chosen weapon, he inflicts greater damage and gains a +1 circumstance bonus on his attack roll. At 4th level and every four levels thereafter, the thief gains an additional sneak attack style. This is an extraordinary ability. Note that if the thief has Sneak Attack as a class feature from another class, the sneak attack style increased damage only applies to the damage from the Sneak Attack class feature acquired by taking thief levels. For example, a 4th level thief/5th level pirate whose sneak attack style is poniard deals 1d6+2d8+1d6 damage when he sneak attacks with a poniard; 1d6 for the poinard's base damage, 2d8 for the sneak attack damage from the thief levels (poniard style) and 1d6 for the sneak attack damage from the pirate levels.

Sneak Attack: Any time at which the thief's target is unable to dodge or parry, or when the thief flanks the target, the thief's attack deals extra damage. The extra damage is +1d6/+1d8 at 1st level and an additional 1d6/+1d8 every two levels thereafter. The number before the slash indicates the extra damage dealt by most weaponry; the number after the slash indicates the extra damage dealt by any weapon that is one of the thief's sneak attack styles. (You use *either* the first figure *or* the second, according to whether the thief is using a weapon that is one of his styles or not. You do not add the d6 and the d8 damage.) Should the thief score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can only count as sneak attacks if the target is within 30 feet. The

Ghaaroth NS (free product)

thief cannot strike with deadly accuracy from beyond that range.

With a sap or an unarmed strike, the thief can make a sneak attack that deals subdual damage instead of normal damage. The thief cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, even with the usual -4 penalty to attack rolls.

A thief can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The thief must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The thief cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trap Disarming: Thieves (and only thieves) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

A thief who beats the DC of a trap by 10 or more with his Disable Device check can, if he chooses, bypass it rather than disarming it. He may lead his allies past it at their normal speed without risk.

Eyes of the Cat: At 2nd level, the thief gains the Eyes of the Cat feat as a bonus feat. He need not meet the usual perquisites for the feat. If he already has Eyes of the Cat, he gains Alertness instead. This is an extraordinary ability.

Trap Sense: At 3rd level, the thief gains a +1 bonus to Reflex saving throws made to avoid traps and a +1 dodge bonus to Dodge Defence against attacks by traps. Every three levels thereafter, these bonuses increase by +1. Trap Sense bonuses gained from different classes stack. This is an extraordinary ability.

Light-Footed: At 4th level, the thief gains the Light-Footed feat as a bonus feat. He need not meet the usual prerequisites for the feat. If he already has Light-Footed, he gains Fleet-Footed instead. This is an extraordinary ability.

Special Ability: At 6th level and every four levels thereafter, the thief may select a special ability from the following list. All special abilities are extraordinary abilities.

- *Crippling Strike:* When the thief damages an opponent with a sneak attack, the target also takes 2 points of Strength damage.
- *Evasion:* If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the thief takes no damage with a successful saving throw. Evasion can only be used if the thief is wearing light armour or no armour.
- *Jack-of-all-trades:* The thief gains a +2 innate bonus on all Craft and Profession skill checks.
- *Opportunist:* Once per round, the thief can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the thief's attack of opportunity for that round. Even a thief with the Combat Reflexes feat may not use the opportunist ability more than once per round.
- *Skill Mastery:* The thief selects a number of skills equal to 3 + Intelligence modifier. When making a skill check with one of these skills, the thief may take 10 even if stress and distractions would normally prevent him from doing so. The thief may gain this special ability multiple times, selecting additional skills to which to apply it each time.
- *Sorcerous Protection:* Experienced thieves often arrange for minor magical protection, or learn to create their own defences, so as to more safely plunder

Ghaaroth NS (free product)

cursed tombs or Stygian caravans. The thief gains a +2 resistance bonus to all saving throws against spells and spell-like effects, whether the required roll is a Will, Reflex or Fortitude saving throw.

- *Feat:* The thief may select a bonus feat in place of a special ability, so long as he meets the usual prerequisites for the feat selected.

Poison Use: At 8th level the thief gains the Poison Use feat as a bonus feat. He need not meet the usual prerequisites for the feat.

Rounding Out Your Character

As part of the character generation process, the following stages enable you to find out a little more about your character beyond his class, race, feats and skills.

Fate Points

Fate Points are a narrative device enabling the players to bring creative input to bear in the game, beyond merely describing their own actions and throwing the dice. With Fate Points, you, the player, can alter the game world in some way so as to benefit your character. Fate points are intended to offer you the chance to add to the story of your character, adapting the events around him or the circumstances that befall him so as to improve the game and give it more Conanesque feel.

At the start of your career, you have 3 Fate Points, or FPs.

These Fate Points are extremely precious, since they can save your life. You can achieve this by opting to be 'left for dead' rather than killed outright.

They have three other uses as well; but saving your life is definitely the most crucial one, so it is recommended that you always keep one or two FPs reserved for that purpose alone. Of course, the angle might be perfect for a Mighty Blow (see below) instead, even if that leaves you desperately short of FPs but that is a decision for you to take. Magical resurrection is so scarce as to be almost unattainable in *Conan the Roleplaying Game*, though a character who has a major task left unfulfilled or a loved one to protect from imminent peril has a chance to make a brief return as a ghost. Despite this, it is usually best to simply not die.

Using Fate Points

There are four standard uses for Fate Points: Left For Dead, Mighty Blow, Repentance and Destiny. Your Games Master may allow other uses, so check with him before play.

Left For Dead: In *Conan the Roleplaying Game*, characters become unconscious when reduced to -1 hit points and die when reduced to -10 hit points. See the Combat chapter. However, when a character's hit points reach -10 by any means, he may spend 1 FP to avoid being killed outright. He is instead 'left for dead.'

A character who is left for dead appears dead to a casual examination, though he still has a chance of recovering, particularly if attended quickly by a character with the Heal skill (see pg. 136). If he is healed of at least 1 point of damage within one hour of being left for dead, either with the Heal skill or by some sorcerous or other means, he is considered to be stable and at -9 hit points.

Ghaaroth NS (free product)

can be any one weapon with which he is proficient, including unarmed strikes and missile weapons. Whenever he makes a sneak attack (see below) using his chosen weapon, he inflicts greater damage and gains a +1 circumstance bonus on his attack roll. At 4th level and every four levels thereafter, the thief gains an additional sneak attack style. This is an extraordinary ability. Note that if the thief has Sneak Attack as a class feature from another class, the sneak attack style increased damage only applies to the damage from the Sneak Attack class feature acquired by taking thief levels. For example, a 4th level thief/5th level pirate whose sneak attack style is poniard deals 1d6+2d8+1d6 damage when he sneak attacks with a poniard; 1d6 for the poinard's base damage, 2d8 for the sneak attack damage from the thief levels (poniard style) and 1d6 for the sneak attack damage from the pirate levels.

Sneak Attack: Any time at which the thief's target is unable to dodge or parry, or when the thief flanks the target, the thief's attack deals extra damage. The extra damage is +1d6/+1d8 at 1st level and an additional 1d6/+1d8 every two levels thereafter. The number before the slash indicates the extra damage dealt by most weaponry; the number after the slash indicates the extra damage dealt by any weapon that is one of the thief's sneak attack styles. (You use *either* the first figure *or* the second, according to whether the thief is using a weapon that is one of his styles or not. You do not add the d6 and the d8 damage.) Should the thief score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can only count as sneak attacks if the target is within 30 feet. The thief cannot strike with deadly accuracy from beyond that range.

With a sap or an unarmed strike, the thief can make a sneak attack that deals subdual damage instead of normal damage. The thief cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, even with the usual -4 penalty to attack rolls.

A thief can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The thief must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The thief cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trap Disarming: Thieves (and only thieves) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

A thief who beats the DC of a trap by 10 or more with his Disable Device check can, if he chooses, bypass it rather than disarming it. He may lead his allies past it at their normal speed without risk.

Eyes of the Cat: At 2nd level, the thief gains the Eyes of the Cat feat as a bonus feat. He need not meet the usual perquisites for the feat. If he already has Eyes of the Cat, he gains Alertness instead. This is an extraordinary ability.

Trap Sense: At 3rd level, the thief gains a +1 bonus to Reflex saving throws made to avoid traps and a +1 dodge bonus to Dodge Defence against attacks by traps. Every three levels thereafter, these bonuses increase by +1. Trap Sense bonuses gained from different classes stack. This is an extraordinary ability.

Light-Footed: At 4th level, the thief gains the Light-Footed feat as a bonus feat. He need not meet the usual prerequisites for the feat. If he already has Light-Footed, he gains Fleet-Footed instead. This is an extraordinary ability.

Special Ability: At 6th level and every four levels thereafter, the thief may select a

Ghaaroth NS (free product)

special ability from the following list. All special abilities are extraordinary abilities.

- *Crippling Strike:* When the thief damages an opponent with a sneak attack, the target also takes 2 points of Strength damage.
- *Evasion:* If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the thief takes no damage with a successful saving throw. Evasion can only be used if the thief is wearing light armour or no armour.
- *Jack-of-all-trades:* The thief gains a +2 innate bonus on all Craft and Profession skill checks.
- *Opportunist:* Once per round, the thief can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the thief's attack of opportunity for that round. Even a thief with the Combat Reflexes feat may not use the opportunist ability more than once per round.
- *Skill Mastery:* The thief selects a number of skills equal to 3 + Intelligence modifier. When making a skill check with one of these skills, the thief may take 10 even if stress and distractions would normally prevent him from doing so. The thief may gain this special ability multiple times, selecting additional skills to which to apply it each time.
- *Sorcerous Protection:* Experienced thieves often arrange for minor magical protection, or learn to create their own defences, so as to more safely plunder cursed tombs or Stygian caravans. The thief gains a +2 resistance bonus to all saving throws against spells and spell-like effects, whether the required roll is a Will, Reflex or Fortitude saving throw.
- *Feat:* The thief may select a bonus feat in place of a special ability, so long as he meets the usual prerequisites for the feat selected.

Poison Use: At 8th level the thief gains the Poison Use feat as a bonus feat. He need not meet the usual prerequisites for the feat.

Rounding Out Your Character

As part of the character generation process, the following stages enable you to find out a little more about your character beyond his class, race, feats and skills.

Fate Points

Fate Points are a narrative device enabling the players to bring creative input to bear in the game, beyond merely describing their own actions and throwing the dice. With Fate Points, you, the player, can alter the game world in some way so as to benefit your character. Fate points are intended to offer you the chance to add to the story of your character, adapting the events around him or the circumstances that befall him so as to improve the game and give it more Conanesque feel.

At the start of your career, you have 3 Fate Points, or FPs.

These Fate Points are extremely precious, since they can save your life. You can achieve this by opting to be 'left for dead' rather than killed outright.

They have three other uses as well; but saving your life is definitely the most crucial one, so it is recommended that you always keep one or two FPs reserved for that purpose alone. Of course, the angle might

Ghaaroth NS (free product)

be perfect for a Mighty Blow (see below) instead, even if that leaves you desperately short of FPs but that is a decision for you to take. Magical resurrection is so scarce as to be almost unattainable in *Conan the Roleplaying Game*, though a character who has a major task left unfulfilled or a loved one to protect from imminent peril has a chance to make a brief return as a ghost. Despite this, it is usually best to simply not die.

USING FATE POINTS

There are four standard uses for Fate Points: Left For Dead, Mighty Blow, Repentance and Destiny. Your Games Master may allow other uses, so check with him before play.

Left For Dead: In *Conan the Roleplaying Game*, characters become unconscious when reduced to -1 hit points and die when reduced to -10 hit points. See the Combat chapter. However, when a character's hit points reach -10 by any means, he may spend 1 FP to avoid being killed outright. He is instead 'left for dead.'

A character who is left for dead appears dead to a casual examination, though he still has a chance of recovering, particularly if attended quickly by a character with the Heal skill (see pg. 136). If he is healed of at least 1 point of damage within one hour of being left for dead, either with the Heal skill or by some sorcerous or other means, he is considered to be stable and at -9 hit points.

If he is not healed, he must make a Fortitude saving throw (DC 20) after one hour. If successful, he stabilises himself and is at -9 hit points. If he fails, he is finally and irrevocably dead, whether or not he has any FPs left.

Mighty Blow: Rather than rolling the damage dice on any successful hit or damaging magical attack of some kind, you can elect to declare a Mighty Blow, at the cost of 1 FP. A Mighty Blow always deals the maximum possible damage. This includes any bonus damage, such as that rolled for sneak attacks. A primitive or standard quality melee weapon always shatters irreparably when used to deliver a Mighty Blow. Even an Akbitanan weapon used to deliver a Mighty Blow has a straight 50% chance of snapping in two, though if it does, it will usually be possible to use the broken blade as an improvised weapon. It will not be completely destroyed.

Repentance: You spend one or more Fate Points to leave behind your old, evil life and make an effort to start afresh. Each FP spent in this way removes one point of Corruption.

Destiny: You can at any time spend one or more Fate Points, with the agreement of the Games Master, to alter the world in some minor way. Essentially, this allows you the player to have some input into the story, over and above the actions of your character. This change must be one that is plausible, minor and not overwhelmingly beneficial to the player characters. It may well assist them to accomplish their goals but they must still accomplish those goals by their own strength and wits, not simply by spending Fate Points!

For example, a character captured by the law and imprisoned might spend a Fate Point to have a chance at escape, such as a comrade or slave-girl smuggling him in a dagger, or a guard becoming drunk on duty, or the discovery of a loose chunk of granite with which to smash open his ankle-chain. He may not, however, have his escape handed to him on a plate, such as by a sorcerer magically putting all the guards to sleep and bursting his door open.

Ghaaroth NS (free product)

Another option for this use of a Fate Point is to alter your own character in some minor way, by revealing a new facet of his past. This might include knowing a language that he did not know before, which proves useful in his current situation, or having a contact in the area from his previous dealings in the region.

One good use of Destiny is when the players are at a dead end in an adventure. Perhaps they have missed some crucial clue, or failed to puzzle out where to go next. A single Fate Point in this case is usually enough for the Games Master to offer some kind of in-game hint. Preferably, this will not be so blatant as to have a friendly non-player character tell them the answer outright but, instead, something more along the lines of the background information often given out in Conan stories. For example, a lotus-dream could reveal a vision of the past history of the creatures and places crucial to the plot; or an ancient scroll could be uncovered that, with a Decipher Script check and a bit of logic, could provide a hint as to where to look next.

The Games Master will be more likely to accept proposed uses of Destiny which could plausibly relate to a character's own future destiny, as reflected by his goals. For example, in the story *Black Colossus*, Conan is offered the position of commander of a nation's armies and given a fine suit of plate armour as an indication of his position. All about him observe a regal quality to him, which they had not seen before. This is a deliberate foreshadowing of his destiny to one day be King of Aquilonia. Had Conan's player always made it clear that his ambition was to one day be King, the Games Master might allow him to be made commander for just one Fate Point, since it would allow that very foreshadowing.

Gaining More Fate Points

When you spend a Fate Point, it is gone forever. It does not recover with time, nor do you automatically gain new FPs as you advance in level.

Each time your character accomplishes a major goal, either personally or as part of an adventuring party, he gains from 1 to 2 FPs, always at the discretion of the Games Master. Usually this will occur only at the successful conclusion of an adventure. An entirely unsuccessful adventure will tend to mean that you do not gain any FPs as a result.

Starting Equipment and Money

Each character begins the game with a very small budget with which to buy equipment. This is usually just sufficient to buy a weapon or two and cheap, light armour for those who need it. Starting equipment budget is dependent on character class. character class. The budget can be spent on any of the goods for sale in the Equipment chapter. A scholar character may choose to spend some of his budget or all of it on items from the Sorcery chapter, if he can afford them.

Note that this budget is not the same as starting money. If the budget is not used, the character does *not* get to keep the money. The budget represents items he has managed to acquire and keep for himself over the years prior to the game beginning, not actual money.

Any player can choose to have a starting equipment package for his character instead of a starting equipment budget. These are similar in value to the appropriate budgets.

Ghaaroth NS (free product)

Starting Equipment by Character Class

Class	Starting Budget	Starting Equipment Package*
Barbarian	100 + 10d6 sp	Broadsword, dagger, loincloth, belt pouch, sandals, belt.
Borderer	150 + 10d6 sp	Arming sword, axe, hunting bow (+0), 20 arrows, dagger, quilted jerkin, cloak, doublet and hose, work boots, shirt and braes, hood, costrel, herbalist's kit, belt pouch, kit bag, belt.
Noble	500 + 10d6 sp	Arming sword, dagger, steel cap, mail shirt, buckler, doublet and hose, riding boots, shirt and braes, belt pouch, belt.
Nomad	150 + 10d6 sp	Riding horse, riding saddle, scimitar, hunting bow, 20 arrows, dagger, belt, saddlebags, robes, sandals.
Pirate	100 + 10d6 sp	Arming sword, silk breeks, poniard, buckler, leather jerkin, sling and 10 bullets.
Scholar	100 + 10d6 sp	Dagger, doublet and hose, work boots, shirt and braes, cloak, hood, costrel, spell component pouch, belt pouch, belt, quill, ink, parchment, herbalist's kit, 1 dose yellow lotus resin.
Soldier	200 + 10d6 sp	Broadsword, poniard, any shield, steel cap, quilted jerkin, cloak, doublet and hose, work boots, shirt and braes, hood, costrel, belt pouch, kit bag, belt.
Thief	100 + 10d6 sp	Arming sword, thieves' tools, cloak, doublet and hose, work boots, shirt and braes, hood, costrel, belt pouch, kit bag, belt.

*This may be chosen *instead of* a starting budget.

Ghaaroth NS (free product)

Bow (any +0) and 20 arrows, arming sword or cutlass, poniard, loincloth, belt pouch, sandals, belt.	Bow (any, up to +2) and 20 arrows, battleaxe or war spear or war club, leather jerkin, steel cap, loincloth, belt pouch, sandals or feathered head-dress, belt.
Short sword, battleaxe, hunting bow (+0), 20 arrows, dagger, quilted jerkin, steel cap, cloak, doublet and hose, work boots, shirt and braes, hood, costrel, herbalist's kit, belt pouch, kit bag, belt.	Bow (any, up to +2) and 40 arrows, short sword, battleaxe, leather jerkin, dagger, cloak, doublet and hose, work boots, shirt and braes, hood, costrel, herbalist's kit, belt pouch, kit bag, belt.
Arming sword, dagger, buckler, noble's outfit (all of noble quality, i.e. cost is 50 times normal: coat, hat, doublet and hose, riding boots, shirt and braes, belt pouch, knight's belt).	Short sword, light lance, steel cap, brigandine coat, large shield, riding horse, riding saddle, poniard, warhammer, bow (any +0), 20 arrows, doublet and hose, riding boots, shirt and braes, cloak, hood, costrel, belt pouch, knight's belt.
Riding camel, riding saddle, scimitar, bow (any, up to +1), 40 arrows, dagger, belt, saddlebags, robes, sandals.	Riding horse, riding saddle, light lance, short sword, bow (any, up to +1), 40 arrows, dagger, belt, saddlebags, robes, sandals.
Bow (any, up to +5) and 20 arrows, war spear or war club, loincloth, belt pouch, belt, feathered head-dress.	Cutlass, silk breeks, dagger, looted fancy coat and riding boots (coat and boots of good merchant quality, i.e. cost is 10 times normal), belt, belt pouch.
Stiletto, robes, belt, belt pouch, spell component pouch, shoes, priestly trappings (small idol or holy symbol, jewellery of rank, prayer beads etc. to a value of 75 sp), incense worth 50 sp, ink, quill, parchment.	Dagger, doublet and hose, work boots, shirt and braes, cloak, hood, costrel, spell component pouch, belt pouch, belt, incense worth 100 sp, herbalist's kit, quill, ink, 10 sheets parchment, crafter's tools (any).
Bill, arming sword, crossbow, 10 bolts, poniard, any shield, steel cap, quilted jerkin, cloak, doublet and hose, work boots, shirt and braes, hood, costrel, belt pouch, kit bag, belt.	War sword, poniard, bow (any +0), 20 arrows, any shield, steel cap, leather jerkin, cloak, doublet and hose, work boots, shirt and braes, hood, costrel, belt pouch, kit bag, belt.
Masterwork thieves' tools, poniard, cloak, doublet and hose, work boots, shirt and braes, hood, costrel, belt pouch, kit bag, belt.	Short sword, dagger, sling, 10 bullets, thieves' tools, quilted jack, cloak, doublet and hose, work boots, shirt and braes, hood, costrel, belt pouch, kit bag, belt.

Ghaaroth NS (free product)

STARTING MONEY

In addition to his starting equipment, each character has 2d6-2 silver coins at the start of the game. At the Games Master's discretion, this may be reduced to zero, if he wishes to start a campaign in which the characters begin desperately short of money, rather than just very short!

CODES OF HONOUR

There is no alignment in Conan. Its place is taken by two concepts, codes of honour and allegiance.

Generally speaking, deciding what is moral and what immoral is up to the individual. However, certain dark, corrupting forces can turn humans into cowed slaves or gibbering madmen. Holding to a code of honour, however primitive, is one way in which heroes can avoid such a fate.

The two most common codes of honour are given below. At the Games Master's discretion, variant codes of honour may be permitted but it is strongly recommended that they should be based on those given here. For example, the Games Master may agree a variant barbaric code of honour better suited to the Vanir with a player who wishes to play such a character, given that the standard barbaric code of honour is based more on Cimmerian morality.

However, there should be no 'thief code of honour' or 'pirate code of honour.' As portrayed in the Conan stories, most such characters are inherently without honour, though they may occasionally feign honour for their own purposes. Any who do have a code of honour have retained a civilised or barbaric code from their earlier lives but they are in the minority and most lose even that honour sooner or later. Conan is a rarity, a barbarian so strong-willed he has upheld his honour even when among the most treacherous and amoral company of rogues or corsairs.

BENEFITS OF A CODE OF HONOUR

Any character can begin the game with a code of honour at no cost. Any character with a code of honour gains a +3 morale bonus on all Will saving throws, rising to +6 if the Will saving throw is against Corruption (see pg. 287). Furthermore, he gains a +2 bonus to Reputation (see pg. 104).

However, living by any code of honour will require certain restrictions on what the character can and cannot do and breaking a code of honour usually means the loss of its benefits forever.

BARBARIC CODE OF HONOUR

This is Conan's style of morality, such as it is.

The barbaric code of honour is common only in lands with harsh climates, such as Cimmeria, Vanaheim and Asgard in the north, Ghulistan in the east and is also found among some of the Shemites and Kozaks who live in the great deserts that stretch over many of the southern and eastern lands. Here even strangers are given hospitality and fallen foes are extended mercy if they ask for it, since it is recognised that humanity must to some extent work together against the bitter cold or suffocating heat. Barbarian tribes who have a relatively easy time of it, such as the Picts in their lush forests, do not usually have a need for a code of honour, for their environment is not sufficiently deadly as to be their most dangerous enemy. It could

Ghaaroth NS (free product)

be argued that the presence of a code of honour is what separates a barbarian from a mere savage.

Restrictions of the Barbaric Code of Honour

A character with a barbaric code of honour will:

- Respect alliances with other honourable characters.
- Ignore an alliance with a dishonourable character, even pre-emptively, if it suits him.
- Abide loyally by a contract of employment, even with a dishonourable employer, so long as the character is well-treated and shown loyalty in return.
- Slay a dishonourable foe, even if that foe is helpless.
- Slay an honourable foe who is not helpless.
- Protect those weaker than himself, at least from physical dangers, if such protection is requested. This includes ordinary folk such as peasants captured for interrogation, who will be set free once it is safe to do so and rewarded if they were of assistance, as well as children and most women. A woman who has demonstrated herself to be more capable in war than the average man need not be protected, though the typical male with a barbaric code of honour will probably attempt to protect her anyway.
- Offer his allegiance only to an honourable leader who is clearly stronger and better suited for power than himself, or to a greater cause of some kind; once allegiance is granted, the character must be utterly loyal, so long as his leader remains honourable and loyal to him in return. Note that a character with a barbaric code of honour need not necessarily retain an allegiance that was always intended to be temporary, such as a mercenary contract, after the conditions are fulfilled.
- Plunder and rob anyone other than honourable allies.
- Lie, cheat and con anyone other than honourable allies.
- Have no in-principle objection to slavery, being willing to keep or free slaves as it suits his purposes.
- Grudgingly respect genuine piety but despise venal priests and the typical trappings of civilised 'religion'.
- Like or dislike others based on their honour and their actions, not on their religion or race.
- Be hospitable and generous to those in need, even to strangers. It is said that no man starves in Cimmeria, unless there is a famine and all starve, because every family will give of their own food to anyone without.
- Respect the hospitality shown him.
- Avenge any seriously intended insult with immediate and lethal force, if at all possible. Note that barbarians new to civilisation are likely to avenge even a jesting insult in the same way, not having yet learnt the subtleties of civilised behaviour, which can allow a man to insult another without the imminent danger of having his skull split.
- Avenge any physical harm done him, at the earliest opportunity, in a manner fitting his sense of balance and justice.

A character with a barbaric code of honour will not:

- Slay a wild animal, or any other creature, for sport alone. He may slay in self-defence, or for revenge, or to get food or other resources, or slay a sworn enemy.

Ghaaroth NS (free product)

- Slay an honourable foe who offers a ransom or throws himself on the character's mercy.
- Slay or steal from one who has shown him hospitality in his own house, even if they turn out to be an enemy, unless the other breaks hospitality first.
- Harm anyone currently under his protection or receiving his hospitality, even if they turn out to be an enemy, unless the other breaks faith first.
- Assist the authorities with any information about his friends or allies, even if refusing to do so puts him at risk.
- Desert his henchmen or retainers, even if they appear to desert him. If he ever achieves the position of chieftain or a similar authority, he feels he must set an example to his followers. Even if they doubt him, he must prove himself to them, particularly if they need him.

CIVILISED CODE OF HONOUR

This is the code of honour practiced by most knights and nobles from the civilised lands. Some civilised warriors, soldiers and mercenaries also practice this code of honour.

A character with a civilised code of honour will:

- Respect alliances with other honourable civilised characters. May also respect alliances with honourable barbaric characters but this is not required.
- Respect an alliance with a dishonourable civilised character up until that character breaks it.
- Offer his allegiance to any leader who might be regarded as a legitimate authority, or to a greater cause of some kind; once granted, the character must be utterly loyal, so long as his leader or cause remains honourable and loyal to him in return. Note that a character with a civilised code of honour need not necessarily retain an allegiance that was always intended to be temporary, such as a mercenary contract, after the conditions are fulfilled.
- If seriously insulted, demand a formal duel at the next suitable opportunity. Honour may also be satisfied with sincere and profuse apologies, at the discretion of the insulted party.
- Obey the laws of his homeland and co-operate with lawful authorities in other lands wherever possible, unless at war with those lands. This applies even if such behaviour would be to the detriment of his friends or allies.
- Protect those weaker than himself, if such protection is formally requested and if the person requesting protection is highborn.
- Have no in-principle objection to slavery, being willing to keep or free slaves as it suits his purposes.
- Respect religious authorities.
- If religious, make war upon the enemies of his religion without showing mercy or offering quarter.

A character with a civilised code of honour will not:

- Break the law of the land, unless he has formally thrown in his lot with an organised and (in his opinion) legitimate force of rebels.
- Slay an honourable foe who offers a ransom or throws himself on the character's mercy, unless ordered to do so by a legitimate authority. Even in the latter case, if the character believes that such an order indicates that the authority is no longer legitimate, he may at the Games Master's discretion be able to avoid killing the foe, so long as he immediately attempts to remove the illegitimate authority from power; this may involve something along the lines of the rebellion mentioned above.
- Slay a dishonourable foe of noble birth who offers a ransom or throws himself

Ghaaroth NS (free product)

on the character's mercy, unless ordered to do so by a legitimate authority.

- Knowingly work for a dishonourable employer.
- Attack peasants or ordinary civilians and tradesmen, unless those folk have openly rebelled against a lawful authority.

Losing a Code of Honour

Any character who voluntarily breaks his code of honour immediately loses its benefits.

He may regain it if he seeks out a priest who can provide atonement, so long as he worships the same gods as that priest and the priest has a code of honour of his own. The priest will set the character a task, which must be fulfilled before full atonement can take place.

An irreligious character or one who cannot find a suitable priest may attempt to right the wrong himself somehow. The Games Master will always be the judge of how much needs to be done in this case before the code of honour can be regained but generally it should be at least as much of a challenge as a task set by a priest.

Allegiance

A character may have up to three allegiances, listed in order from most important to least important. These allegiances are indications of what the character values in life and may encompass people, Organisations, or ideals. A character may have no allegiances, being either a free spirit or a lone wolf, or may change allegiances as he goes through life. Also, just because the character fits into a certain category of people does not mean the character has to have that category as an allegiance.

If the character acts in a way that is detrimental to his allegiance, the Games Master may choose to strip the character of that allegiance and all its benefits and assign an allegiance more suitable to those actions.

Pledging Allegiance

A character's allegiance can take the form of loyalty to a person, to an Organisation, to a belief system, or to a nation.

In general, a character can discard an allegiance at any time but may only gain a new allegiance after attaining a new level. However, a character who also has a code of honour (see above) may gain a new allegiance at any time, subject to the Games Master's veto. This reflects the inherent trustworthiness of a character with a code of honour. Characters with codes of honour may also find it difficult to discard their allegiances without losing their honour, though, so should select allegiances with care.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

Allegiances include but are not limited to, the following examples:

Person or Group: This includes a leader or superior, a family, a group of linked individuals such as a band of adventurers, or a discrete unit within a larger Organisation, such as members of the character's watch on a ship, or individuals for whose safety the character is responsible.

Organisation: This may be a secret society, a caravan train, a pirate ship or brotherhood, a local temple, a city, a guild,

Ghaaroth NS (free product)

a mercenary company, an employer, or an otherwise established authority. Examples: the Argossean trading ship *Sea-Witch*; the temple to Ibis in the village of Hanumar.

Nation: This may or may not be the nation in which the hero currently resides. It may be where the individual was born, or where the hero resides after emigrating to a new home.

Religion: This is always a particular faith or religion, though it need not necessarily be limited to one god. For example, a Pictish shaman is more likely to have allegiance to all the multitudinous deities and obscure spirits of his pantheon, rather than just one particular entity. Conversely, most sorcerers make pacts with specific demons or dark gods.

Allegiances and Influence

An allegiance can create an empathic bond with others of the same allegiance. With the Games Master's permission, the character gains a +2 circumstance bonus on Charisma-based skill checks when dealing with someone of the same allegiance, so long as the character concerned has had some interaction with the other character, allowing the connections to be discovered and thus bring the bonus into play.

Reputation

During a typical campaign of *Conan the Roleplaying Game*, characters will amass fewer tangible rewards for their efforts (such as gold, land and magical items) than characters in most fantasy settings. They are more likely to be fleeing the country after an adventure than being given a land grant, unless perhaps at high levels they seize control of an entire nation as Conan himself did. Gold, if they ever gain it, will slip through their fingers in the taverns, gaming-houses and bordellos of the nearest city within a matter of a few weeks. Magical items are few and far between; if not a sorcerer, you would be well advised to steer clear of them, for most come with a price few would be prepared to pay.

Adventurers in the Hyborean Age must rely on their own skills over and above expensive equipment or magical weaponry. Their experience and combat prowess are paramount, though their reputation can also be of enormous benefit. A character's reputation, though, is always with him, even when he is a penniless wanderer or captured prisoner. For example, in the Conan novel *The Hour of the Dragon*, Conan is able to use his reputation as a chief of the black corsairs to cause a slave revolt, allowing him to defeat an entire shipload of Argossean sailors.

The following rules provide a mechanic to reflect the effects of reputation in day-to-day situations. These rules should never be regarded as a substitute for roleplaying but can make minor encounters run much more smoothly.

Reputation works a little like the Charisma ability score. It helps characters influence situations through the use of skills such as Bluff, Intimidate and Gather Information, as well as helping them recruit mercenaries and followers effectively. Also provided are rules that allow the nature of a character's reputation to affect the way it may be used. For example, a lowly Zamboulan street thug known for his bloodthirsty behaviour is likely to find a very different response when negotiating with another thief than with a virtuous priest of Mitra. In addition, this section permits characters to cultivate a different Reputation in several different cities or nations. For example, King Conan is loved in Aquilonia for deposing the old, repressive dynasty and ruling wisely and justly, yet among the black corsairs he is Amra, the lion, the most bloodthirsty and successful pirate leader they have ever had.

Ghaaroth NS (free product)

Average Reputation Scores

Example	Reputation Score
A young, inexperienced thief	1
A newly recruited guardsman	2
A bookish but well-though-of scholar	3
A priest who has worked among the people of the area	4-5
A person known to be a thief or thug	6-7
An old soldier in local lord's retinue	8-9
A scarred and battle-tested mercenary	10-15
A sorcerer-for-hire	16-25
A person who averted a major disaster	26-35
A gifted assassin	36-55
A priest renowned for his successful and active opposition to the worshippers of Set	56-75
A nomad chieftain at the head of a powerful horde that has plundered several settlements	76-90
An evil wizard who has returned from the dead to topple kingdoms and slay the living	90+

While Reputation works much like an ability score, it rises and falls frequently, often after each scenario a character completes.

The Reputation score measures how well known a character is among the general population of a region or town. A high Reputation means that many people have heard impressive things about the character, such as his exploits in escaping the law or the theft of a heavily guarded and incredibly expensive artefact. A low Reputation shows that either few people have heard of the character's exploits or have heard terrible things about him, such as his propensity to murder innocents at whim or his defeat at the hands of a lone peasant. However, Reputation is not always an honest assessment of a character's skills or exploits. As word travels of his accomplishments, some bending of the truth takes place as rumour builds upon rumour. Despite this, unless someone deliberately spreads misleading lies, a character's Reputation is largely based on his actual actions.

A character applies Reputation to:

- Attempts to influence others with skills such as Bluff, Intimidate and Gather Information.
- Attempts to see whether a person knows who the character is.

GENERATING REPUTATION

A character's base Reputation score equals his character level plus his Charisma modifier, though it can never drop below 1. Thus, each time a character gains a level, his Reputation usually goes up by one, though a low level character with a negative Charisma modifier may have to work hard before his Reputation can increase above 1.

Actions a character undertakes also modify his Reputation. Defeating enemies, overthrowing tyrants, slaying evil sorcerers and completing other difficult or heroic tasks all help boost a character's Reputation. On the other hand, a character who temporarily retires from adventuring or who departs to

Ghaaroth NS (free product)

Reputation Modifiers

Action	Modifier
Have a Code of Honour	+2
Break your Code of Honour	-2
Defeat an enemy whose level or Hit Dice is 1-3 higher than character's own*	+1
Defeat an enemy whose level or Hit Dice is 4-6 higher than character's own*	+2
Defeat an enemy whose level or Hit Dice is 7 or higher than character's own*	+3
Being defeated by an enemy whose level or Hit Dice is 1-3 higher than character's own	-1
Being defeated by an enemy whose level or Hit Dice is the same or 1 less than character's own	-2
Being defeated by an enemy whose level or Hit Dice is 2 or more less than character's own	-3
Defeat an enemy whose Reputation is 15 – 19	+1
Defeat an enemy whose Reputation is 20 – 50	+2
Defeat an enemy whose Reputation is above 50	+4
Committing a crime that earns the character 5,000-9,999 sp	+1
Committing a crime that earns the character 10,000-24,999 sp	+2
Committing a crime that earns the character 25,000-49,999 sp	+3
Committing a crime that earns the character 50,000-99,999 sp	+4
Committing a crime that earns the character 100,000-999,999 sp	+5
Committing a crime that earns the character 1,000,000+ sp	+10
Imprisoned	-1 per year of sentence
Escape from imprisonment	+2 per year of sentence
Spend three consecutive months without any change in Reputation**	-1
Return from a journey to a distant city or region	+1
Widely believed to be dead	-1
Return from apparent death	+2***
Become leader of a small mercenary band or other military unit of 25 to 249 troops	+2
Become leader of a large mercenary band or other military unit of 250 to 2,499 troops	+4
Become leader of an army of 2,500 or more troops	+6
Become ruler of a city	+8-10
Become ruler of a nation	+12-15
Win a great battle or complete a major scenario	+5
Gain a character level	+1

*An enemy supplies this bonus only if it is a dangerous threat in an area or is well known amongst the people of the area. A character also gains these bonuses for defeating foes whilst being witnessed by large groups of people. Furthermore, the defeat should be single-handed.

** This penalty applies for each three-month time period spent inactive. See below for rules on how Reputation falls over time.

***This bonus applies only once. A character who keeps on apparently dying and returning will find that these exploits are no longer worthy of tales and gossip.

Ghaaroth NS (free product)

a distant city or world for many years loses Reputation. Truly legendary characters' stories may continue to live on as popular songs and myths but the exploits of most fade with time.

The following table summarises the actions that can change a character's Reputation. It does not cover every possible action in a campaign but should give Games Masters and players a good starting point when judging how to rate a character's most important actions.

Using Reputation

A character's Reputation can be a tremendous asset among mercenaries, nomads and thieves. When a person is encountered for the first time, make a Reputation check to determine if he has heard of the character's exploits. To make a Reputation check, roll 1d20 and add the character's Reputation score. If this matches or equals the check's DC, the person has heard of the character. The standard DC for a Reputation check is 25.

If a person has heard of the character, he may use his Reputation score to provide a bonus when using the following skills: Bluff, Intimidate, Perform and Gather Information. The bonus gained from Reputation is based on its overall score and is shown on the table below. Generally, any skill used in social situations may use Reputation as a bonus, so long as those who the character is trying to impress recognise him.

Reputation by Location

Reputation is attached not only to a character but also to a place. An outlaw famous in one town for defeating a hated inquisitor may be completely unknown in another, where word of the inquisitor never reached. When making a Reputation check, the DC is determined by where the character currently is. His Reputation may not travel with him if he goes further afield. If a character travels to an area where he has not been before, consult the table below to determine any modifiers to his Reputation.

Reputation Effects

Reputation Score	Bonus to Skill Checks	Penalty to Disguise Checks*
1-4	+0	-
5-10	+1	-
11-17	+2	-1
18-25	+3	-1
26-34	+4	-2
35-44	+5	-2
45-55	+6	-3
56-67	+7	-3
67-80	+8	-4
81-94	+9	-4
95+	+10	-5

*At the Games Master's discretion, the penalty to Disguise Checks in the table above is applied whenever the character disguises himself in a location where he is well known. It may be reduced if he is popularly believed to be dead or far away.

Ghaaroth NS (free product)

Reputation and Travel

Distance Travelled	Temporary Reputation Check DC	Reputation Modifier
Nearby Town	30	-10
Elsewhere in the same country	35	-20
Another country	40	-30
Another world	50	-40

Distance Travelled: This is the physical distance from the nearest area where the character has built up a Reputation.

Temporary Reputation Check DC: The DC of Reputation checks for the first month a character spends in a new area. Over time, news of his arrival and knowledge of his actions spreads enough to return to the standard DC of 25.

Reputation Modifier: Determine a character's Reputation for a new area by applying this modifier to his Reputation score in the original area.

The Nature of Reputation

Not everyone has the same kind of reputation. A notorious and successful assassin meets with quite different reactions from a popular priest who is willing to help anyone, believer or not. The Games Master may assign one of the following Reputation types to each character. Players are allowed to select the nature of their own characters' Reputation, though the Games Master has the option to force them to change this nature if the player does not live up to it.

Each nature dictates how a character may use his Reputation score. A Reputation's nature determines which skill checks it may be used as bonus to. In all cases, people must recognise a character in order for his Reputation score to apply in a situation, as detailed above.

Brave: The character is known for his unflinching and steadfast demeanour in the face of danger. He has faced down many powerful enemies and defeated them not only with skill at arms but also indomitable spirit. The character may apply his Reputation bonus to Bluff and Intimidate checks when dealing with others.

Coward: When danger calls, the character runs in the opposite direction. He is known for his flighty nature and tendency to shirk from challenges. Few respect him and his Reputation makes it difficult for him to deal with others. If he is recognised, his Reputation bonus automatically counts as a penalty to any Intimidate checks when dealing with others. However, he may use it as a bonus to Bluff and Gather Information checks as others tend to underestimate him and he can take advantage of that when lying or trying to extract information from them.

Cruel: The character inflicts pain upon others for little reason and is known for his sadistic and capricious nature. Those who recognise the character will attempt to avoid him, for his name commonly arouses fear and loathing in others. He may apply his Reputation bonus to Bluff and Intimidate checks when dealing with others. He may only apply his Reputation bonus to Intimidate checks when dealing with authority figures.

Honest: The character is thought to keep his word at all times. He is known not only as a hero of the people but also as a person who adheres to a strict code of honour. Whether this is truly the case is irrelevant, so long as he maintains his public persona.

Ghaaroth NS (free product)

The character may apply his Reputation bonus to Bluff, Sense Motive and Gather Information checks. People trust him and are easily swayed by his words or eager to help him out.

Talented: The character is known as an expert in his field. He may, for example, be a gifted scholar or powerful warrior. His exploits are well known but his talent and ability mark him as a legend in the making. The character may apply his Reputation modifier to Bluff and Profession checks when dealing with others. As an acknowledged expert, his advice and work are both highly valued.

Trickster: When the character moves through a room, everyone pauses to check their purses. He is known as a shifty and sneaky scoundrel. When the character's Reputation precedes him, apply it as a penalty to Bluff checks when dealing with others, as people expect him to lie about everything anyway. On the other hand, his exploits make others somewhat nervous, allowing him to use his Reputation as a bonus to Intimidate and Gather Information checks.

Villain: The character inspires fear and dread in others because of the ruthless goals he pursues. His methods may not be brutal but he is known as someone best not crossed. The character may apply his Reputation bonus to all Bluff, Intimidate and Gather Information checks when dealing with others.

Aliases

Some thieves and outlaws use false names, either out of personal preference or sheer necessity. An alias is a persona invented to cover a true identity. It must include a name and disguise that separates it from a character's real nature.

An alias acquires its own Reputation, generated separately from a character's true identity. When travelling under an alias, any bonuses earned to Reputation apply only to the alias's Reputation score. If a character gains a level because of actions taken while under his alias, or if he earned the majority of the experience points needed for a level whilst using it, his alias earns the Reputation bonus. Thus, while a character's true personality is barely known by anyone, his alias could be the leading villain (or hero) in the city.

If a character's alias is ever revealed, the higher of his own and his alias's Reputation becomes his true Reputation score. In addition, he gains half of his lower score as a one-time bonus to his new Reputation, reflecting the uproar and interest surrounding the revelation of his identity. However, the character only modifies his Reputation score in this way if the general populace learns of his alias. If only a few close friends or a very limited number of people are in on the secret, his alias is secure.

Aliases work best as a roleplaying tool. The heroic outlaw who dons a disguise and struggles against a corrupt and autocratic priest, or a common thief desperately trying to keep his activities hidden from the local lords or police are two examples of how they may be used. They add depth to a character's background and supply some interesting roleplaying opportunities. If a player feels an alias is appropriate to his character, he should consult with the Games Master about adopting one.

Ghaaroth NS (free product)

Skills
The Difference between Life & Death

All characters in *Conan the Roleplaying Game*,are self-sufficient, highly capable of turning their hands to just about anything. Though almost all specialise in particular areas of expertise, many also pick up certain skills along the way which might be useful for their roles as adventurers, such as sneaking about, clambering up cliff-faces, spotting an assassin in the night and puzzling out the meanings of ancient rolls of parchment. A barbarian might not be quite so knowledgeable about religion as a priest of the same level would; nonetheless, he will probably have picked up bits and pieces of information here and there, if he is the typical cosmopolitan, observant adventurer depicted in the Conan stories.

For this reason, although all characters must spend the skills they derive from their character classes on class skills or else gain only half a rank per skill point spent on a cross-class skill (as detailed below), any bonus skill points gained through a high Intelligence are more flexible. The bonus skill points from a high Intelligence may be spent on *any* skill without penalty. In effect, all skills are treated as class skills for the various skill points gained through having a high Intelligence. This applies both at 1st level and at subsequent levels.

For example, the table below shows Conan's starting skills as a barbarian. He starts with 16 class skill points and 12 bonus skill points. As he is a Cimmerian he gets 2 ranks on Climb, Move Silently and Survival as racial bonuses. He then spends 2 extra class skill points on each one to get them to rank 4. He then spends his remaining class skill points on Hide, Intimidate and Spot. His bonus skill points (obtained from 4xInt bonus) are then spent on 2 class skills and two cross-class skills. As these are from his bonus points, he was able to buy 1 rank for 1 point rather than buying them from his class skill points, where he would pay 1 point for ½ a rank.

For his second level, after spending most of his skill points, he decides that balance would be a useful skill to have. As this is a cross-class skill, he spends his bonus skill points on it and buys it at rank 2.

Purchasing Skills

If you buy a class skill, your character gets 1 rank (equal to a +1 bonus on checks with that skill) for each skill point. If you buy other classes' skills (cross-class skills) with the skill points you gain from your class, as opposed to your bonus skill points from a high Intelligence, then you get ½ rank per skill point. Character class descriptions indicate which skills can be purchased as class skills and how many skill points are gained when a character takes a level in that class.

Your maximum rank in a class skill is your character level +3. Your maximum rank in a cross-class skill is one-half of this number. Do not round up or down.

Using Skills: To make a skill check, roll: 1d20 + skill modifier. The skill modifier is equal to skill rank + ability modifier + miscellaneous modifiers. This roll works

Ghaaroth NS (free product)

Skills	Class Skill?	Race	Class	Bonus	Skills at 1st level	Class	Bonus	Skills at 2nd level
Climb	Y	2	2	-	4	1	-	5
Move Silently	Y	2	2	-	4	1	-	5
Survival	Y	2	2	-	4	1	-	5
Hide	Y	-	4	-	4	1	-	5
Listen	Y	-	4	-	4	-	1	5
Intimidate	Y	-	2	-	4	-	-	4
Spot	Y	-	-	4	4	-	1	5
Jump	Y	-	-	4	4	-	-	4
Gather Information	N	-	-	2	2	-	-	2
Heal	N	-	-	2	2	-	-	2
Balance	N	-	-	-	-	-	2	2

just like an attack roll or a saving throw; the higher the roll, the better. Either a character is trying to match or exceed a certain Difficulty Class (DC), or he is trying to beat another character's check result.

Skill Ranks: A character's number of ranks in a skill is based on how many skill points he has invested in it. Many skills can be used even if the character has no ranks in them; doing this is called making an untrained skill check.

Ability Modifier: The ability modifier used in a skill check is the modifier for the skill's key ability, that is, the ability associated with the skill's use. The key ability of each skill is noted in its description.

Miscellaneous Modifiers: Miscellaneous modifiers include racial bonuses, armour check penalties and bonuses provided by feats, among others.

Using a Skill

When a character uses a skill, the Player makes a skill check to see how well he performs. The higher the result of the skill check, the better. Based on the circumstances, the result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number a Player needs to roll.

Circumstances can affect this check. A character that is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he would fail.

Skill Checks

A skill check takes into account a character's training, represented by his skill rank, his natural talent, represented by the ability modifier and an element of luck, represented by the die roll. It may also take into account his race's knack for doing certain things (a racial bonus) or what armour he is wearing (armour check penalty), or a certain feat he possesses, among other things.

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the ability modifier for that skill's key ability, plus any other miscellaneous modifiers that may apply, including racial bonuses and armour check penalties. The higher the result, the better the character performed. A natural roll of 20 on the d20 is not an automatic

Ghaaroth NS (free product)

Difficulty Class Examples

Difficulty (DC)	Example (Skill Used)
Very Easy (0)	Notice something large in plain sight (Spot)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching guard (Listen)
Tough (15)	Rig a wagon wheel to fall off (Disable Device)
Challenging (20)	Swim in stormy water (Swim)
Formidable (25)	Open an average lock (Open Lock)
Heroic (30)	Leap across a 30-foot chasm (Jump)
Nearly Impossible (40)	Track a squad of nomads across hard ground after 24 hours of rainfall (Survival)

success and a natural roll of 1 is not an automatic failure, unlike some combat rolls.

Difficulty Class

Some checks are made against a Difficulty Class or DC. The DC is a number, set using the skill rules as a guideline, which you must equal or beat with the result on your skill check in order to succeed.

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Trying Again

In general, a character can try a skill check again if he fails and can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

Examples of Opposed Checks

Task	Skill (Key Ability)	Opposing Skill (Key Ability)
Con someone	Bluff (Cha)	Sense Motive (Wis)
Pretend to be someone else	Disguise (Cha)	Spot (Wis)
Create a false map	Forgery (Int)	Forgery (Int)
Hide from someone	Hide (Dex)	Spot (Wis)
Make a bully back down	Intimidate (Cha)	Special[1]
Sneak up on someone	Move Silently (Dex)	Listen (Wis)
Steal a coin pouch	Sleight of Hand (Dex)	Spot (Wis)
Tie a prisoner securely	Use Rope (Dex)	Escape Artist (Dex)

[1] An Intimidate check is opposed by the target's level check, not by a skill check. See the Intimidate skill description for more information.

Ghaaroth NS (free product)

Favourable and Unfavourable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check. The chance of success can be altered in four ways to take into account exceptional circumstances.

- Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts), or possessing unusually accurate information.

- Give the skill user a –2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.

- Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that does not have to be done up to a basic standard.

- Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC achieve the same result. Each creates a better chance of success. However, they represent different circumstances and sometimes that difference is important.

Time and Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement.

Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favourable conditions and eliminate the luck factor.

Taking 10

When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats, such as combat, make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure; you know or expect that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll, a 10. Taking 10 is especially useful in situations where a particularly high roll would not help.

Ghaaroth NS (free product)

Taking 20

When you have plenty of time, which generally means 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action, you are faced with no threats or distractions and the skill being attempted carries no penalties for failure, then you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. So, instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20.

Taking 20 means you are trying repeatedly until you get it right. It assumes that you fail many times before succeeding. Taking 20 takes twenty times as long as making a single check would take. Since taking 20 assumes that the character will fail many times before succeeding, if you did attempt to take 20 on a skill that carries penalties for failure, your character would automatically incur those penalties before he could complete the task. Common 'take 20' skills include Escape Artist, Open Lock and Search.

Ability Checks and Caster Level Checks

The normal take 10 and take 20 rules apply for ability checks. Neither rule applies to caster level checks.

Combining Skill Checks

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap. This can be done in several different ways; each combination is adjudicated using its own set of rules.

Individual Events

Often, several characters attempt some action and each succeeds or fails independently. The result of one character's Climb check does not influence the results of other characters' Climb checks.

Aid Another

You can help another character achieve success on his skill check by making the same kind of skill check in a co-operative effort. If you roll a 10 or higher on your check, then the character you are helping gets a +2 bonus to his check, as per the rule for favourable conditions. You cannot take 10 on a skill check to aid another. In many cases, a character's help will not be beneficial, or only a limited number of characters can help at once. In cases where the skill restricts who can achieve certain results, you cannot aid another to grant a bonus to a task that your character could not achieve alone.

Untrained Skills

Generally, if your character attempts to use a skill he does not possess, you make a skill check as normal. The skill modifier does not have a skill rank added in because the character has no ranks in the skill. Any other applicable modifiers, such as the modifier for the skill's key ability, are applied to the check.

Any character may attempt any task, even if he has no formal training (skill ranks) in the appropriate skill. Heroes are highly adaptable, after all. However, he may never achieve more than the most basic success with an untrained skill, however naturally able he might be, if that skill has 'trained only' in its description.

Ghaaroth NS (free product)

To use a 'trained only' skill untrained, the character simply rolls 1d20 and adds his key ability modifier along with any other applicable modifiers. Any die roll result of 10 or above is treated as a result of 10. You cannot take 10 on such a check.

For example, the Vendhyan noble Aisha is trying to read an inscription on a crumbling wall, above a narrow ledge. Her first task is to make her way to the end of the ledge to reach the inscription, a task which calls for a Balance check. Aisha has no ranks in the Balance skill. Balance is not a 'trained only' skill, so she simply rolls 1d20 and adds her Dexterity modifier of +2. The d20 roll is 16, which with +2 for her Dex modifier gives a check result of 18. She easily negotiates the ledge. Reading the inscription is another matter. It makes reference to several formulas involving the binding of demon lords, calling for a Knowledge (arcana) check. Aisha has no ranks in Knowledge (arcana), which is a 'trained only' skill. Her Intelligence is 17, for a +3 modifier. She rolls 18 on the d20 but because she is using Knowledge (arcana) untrained, this is reduced to 10, for an overall result of 13. The Games Master rules that she understands the basic gist of the inscription but does not glean its full meaning.

Skill Synergy

It is possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 bonus on skill checks with each of its synergistic skills, as noted in the skill description. In some cases, this bonus applies only to specific uses of the skill in question and not to all checks. Some skills provide benefits on other checks made by a character, such as those checks required to use certain class features.

Ability Checks

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier. Essentially, you are making an untrained skill check, since using a skill in which a character does not have any skill ranks is effectively an unmodified ability check.

In some cases, an action is a straight test of one's ability with no luck involved. Just as characters would not make a height check to see who is taller, they would also not make Strength checks to see who is stronger. The Games Master is responsible for determining what situations call for ability checks, which ones have skill checks as a more appropriate method of adjudication and when rolls are not required at all.

Skill Descriptions

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here. Here is the format for skill descriptions.

Skill Name

The skill name line includes the following information, in addition to the name of the skill:

- **Key Ability:** The abbreviation of the ability whose modifier applies to the skill check. *Exception:* Speak Language has 'None' as its key ability because the use of this skill does not require a check.
- **Trained Only:** If this notation is included in the skill name line, you can attempt it untrained but you can never score a result higher than 10; see above. If any special notes apply to trained or untrained use, they are covered in the Untrained section, for which see below.
- **Armour Check Penalty:** If this notation is included in the skill name

Ghaaroth NS (free product)

Skills by Class

Skill	Barbarian	Borderer	Commoner	Noble	Key Ability
Appraise	cc	cc	cc	C	Int
Balance	cc	cc	cc	cc	Dex*
Bluff	C	cc	cc	C	Cha
Climb	C	C	C	cc	Str*
Concentration	cc	cc	cc	cc	Con
Craft (alchemy)	cc	cc	cc	cc	Int
Craft (herbalism)	C	C	cc	cc	Int
Craft (any mundane)	C	C	C	cc	Int
Decipher Script	cc	cc	cc	cc	Int
Diplomacy	cc	cc	cc	C	Cha
Disable Device	cc	cc	cc	cc	Int
Disguise	cc	cc	cc	cc	Cha
Escape Artist	cc	cc	cc	cc	Dex*
Forgery	cc	cc	cc	cc	Int
Gather Information	cc	C	cc	C	Cha
Handle Animal	C	C	C	C	Cha
Heal	cc	cc	cc	cc	Wis
Hide	C	C	cc	C	Dex*
Intimidate	C	cc	cc	C	Cha
Jump	C	C	C	cc	Str*
Knowledge (arcana)	cc	cc	cc	cc	Int
Knowledge (geography)	cc	C	cc	cc	Int
Knowledge (history)	cc	cc	cc	C	Int
Knowledge (local)	cc	C	cc	C	Int
Knowledge (nobility)	cc	cc	cc	C	Int
Knowledge (religion)	cc	cc	cc	C	Int
Listen	C	C	C	cc	Wis
Move Silently	C	C	cc	cc	Dex*
Open Lock	cc	cc	cc	cc	Dex
Perform	C	cc	cc	C	Cha
Profession	C	C	C	cc	Wis
Ride	C	C	C	C	Dex
Search	cc	C	cc	cc	Int
Sense Motive	cc	cc	cc	C	Wis
Sleight of Hand	cc	cc	cc	cc	Dex*
Spot	C	C	cc	C	Wis
Survival	C	C	cc	C	Wis
Swim	C	C	C	cc	Str
Tumble	cc	cc	cc	cc	Dex*
Use Rope	cc	C	C	cc	Dex

* Use of this skill is affected by the Armour Check Penalty of any armour worn.
C Class skill. cc Cross-class skill.

Ghaaroth NS (free product)

Skills by Class

Skill	Nomad	Pirate	Soldier	Scholar	Thief	Key Ability
Appraise	cc	C	cc	C	C	Int
Balance	cc	C	cc	cc	C	Dex*
Bluff	C	C	cc	C	C	Cha
Climb	C	C	C	cc	C	Str*
Concentration	cc	cc	cc	C	cc	Con
Craft (alchemy)	cc	cc	cc	C	cc	Int
Craft (herbalism)	C	cc	cc	C	C	Int
Craft (any mundane)	C	C	C	C	C	Int
Decipher Script	cc	cc	cc	C	C	Int
Diplomacy	cc	cc	cc	cc	C	Cha
Disable Device	cc	cc	cc	cc	C	Int
Disguise	cc	C	cc	cc	C	Cha
Escape Artist	cc	C	cc	cc	C	Dex*
Forgery	cc	cc	cc	C	C	Int
Gather Information	C	C	cc	C	C	Cha
Handle Animal	C	cc	cc	cc	cc	Cha
Heal	C	cc	cc	C	cc	Wis
Hide	C	cc	cc	cc	C	Dex*
Intimidate	cc	C	C	C	C	Cha
Jump	cc	C	C	cc	C	Str*
Knowledge (arcana)	cc	cc	cc	C	C	Int
Knowledge (geography)	cc	C	C	C	cc	Int
Knowledge (history)	cc	cc	cc	C	cc	Int
Knowledge (local)	C	cc	C	C	C	Int
Knowledge (nobility)	cc	cc	cc	C	C	Int
Knowledge (religion)	cc	cc	cc	C	cc	Int
Listen	C	cc	cc	C	C	Wis
Move Silently	C	C	cc	C	C	Dex*
Open Lock	cc	cc	cc	cc	C	Dex
Perform	cc	C	C	C	C	Cha
Profession	cc	C	C	C	C	Wis
Ride	C	cc	C	cc	cc	Dex
Search	C	C	C	C	C	Int
Sense Motive	cc	cc	cc	C	C	Wis
Sleight of Hand	cc	cc	cc	cc	C	Dex*
Spot	C	C	cc	cc	C	Wis
Survival	C	C	cc	cc	cc	Wis
Swim	cc	C	cc	cc	cc	Str
Tumble	cc	C	cc	cc	C	Dex*
Use Rope	cc	C	cc	cc	C	Dex

* Use of this skill is affected by the Armour Check Penalty of any armour worn.
C Class skill. cc Cross-class skill.

Ghaaroth NS (free product)

line, then an armour check penalty applies (when appropriate) to checks using this skill. If this entry is absent, then an armour check penalty does not apply.

The skill name line is followed by a general description of what a use of the skill represents. After the description are a few other types of information:

- **Check:** What a character ('you' in the skill description) can do with a successful skill check and the check's DC.
- **Action:** The type of action that a use of the skill requires, or the amount of time required for a check.
- **Try Again:** Any conditions that apply to repeat attempts to use the skill successfully. If the skill does not allow you to attempt the same task more than once, or if failure carries an inherent penalty (such as in the case of the Climb skill) then you cannot take 20. If this paragraph is omitted, then the skill can be retried without any inherent penalty other than the additional time required.
- **Special:** Any extra considerations that apply to the skill, such as special effects deriving from its use or bonuses that certain characters receive because of class, feat choices or race.
- **Synergy:** Some skills grant a bonus to the use of one or more other skills because of a synergistic effect. This entry, when present, indicates what bonuses this skill may grant or receive because of such synergies.
- **Restriction:** The full utility of certain skills is restricted to characters of certain classes or characters who possess certain feats. This entry indicates whether any such restrictions exist for the skill.

APPRAISE (INT)

Check: You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%) of its actual value.

Appraising a rare or exotic item requires a successful check against DC 15, 20, or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

A magnifying glass gives you a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant's scale gives you a +2 circumstance bonus on Appraise checks involving any items that are valued by weight, including anything made of precious metals. These bonuses stack.

Action: Appraising an item takes ten consecutive full-round actions; a total of one minute.

Try Again: No. You cannot try again on the same object, regardless of success.

Special: A Shemite gets a +2 racial bonus on Appraise checks that are related to gems or jewellery because Shemites are familiar with valuable items of all kinds

A character with the Diligent feat gets a +2 bonus on Appraise checks.

Synergy: If you have 5 ranks in any Craft skill, you gain a +2 bonus on Appraise checks related to items made with that Craft skill.

Untrained: For common items, failure on an untrained check means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

Ghaaroth NS (free product)

Balance (Dex; Armour Check Penalty)

Check: You can walk on a precarious surface. A successful check lets you move at half your speed along the surface for 1 round. A failure by 4 or less means you cannot move for 1 round. A failure by 5 or more means you fall. The difficulty varies with the surface, as follows:

Narrow Surface Modifiers

Surface	DC Modifier[1]
Lightly obstructed	+2
Severely obstructed	+5
Lightly slippery	+2
Severely slippery	+5
Sloped or angled	+2

[1] Add the appropriate modifier to the Balance DC of a narrow surface. These modifiers stack.

Being Attacked while Balancing: While balancing, you cannot move to avoid a blow, so you cannot dodge. You can, however, use your Parry Defence to defend yourself, though you cannot add your Strength bonus without putting yourself at risk. (If you parry an attack and use your Strength bonus, you must make another Balance check against the same DC to remain standing.) Against ranged attacks, you have no effective defence and can therefore be sneak attacked.

If you have 5 or more ranks in Balance, you can dodge or parry while balancing and can use your Strength bonus to Parry Defence without risk. If you take damage while balancing, you must make another Balance check against the same DC to remain standing.

Accelerated Movement: You can try to walk across a precarious surface more quickly than normal. If you accept a –5 penalty, you can move your full speed as a move action. Moving twice your speed in a round requires two Balance checks, one for each move action used. You may also accept this penalty in order to charge across a precarious surface; charging requires one Balance check for each multiple of your speed or fraction thereof that you charge.

Action: None. A Balance check does not require an action; it is made as part of another action or as a reaction to a situation.

Special: If you have the Agile feat, you get a +2 bonus on Balance checks.

Synergy: If you have 5 or more ranks in Tumble, you get a +2 bonus on Balance checks.

Width/Condition	Balance DC[1]
Uneven flagstone	10[2]
7–12 inches wide	10
Hewn stone floor	10[2]
Sloped or angled floor	10[2]
2–6 inches wide	15
Less than 2 inches wide	20

[1] Add modifiers from Narrow Surface Modifiers, below, as appropriate.

[2] Only if running or charging. Failure by 4 or less means the character cannot run or charge but may otherwise act normally.

Ghaaroth NS (free product)

BLUFF (CHA)

Check: A Bluff check is opposed by the target's Sense Motive check. See the accompanying table for examples of different kinds of bluffs and the modifier to the target's Sense Motive check for each one.

Favourable and unfavourable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: the bluff may be inherently hard to believe, or the action that the target is asked to take may go against its self-interest, nature, personality, orders, or the like. If the difference is important, you can distinguish between a bluff that fails because the target does not believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus on its Sense Motive check because the bluff demands something risky and the Sense Motive check succeeds by 10 or less, then the target did not so much see through the bluff as prove reluctant to go along with it. A target that succeeds by 11 or more has seen through the bluff.

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want it to believe. Bluff, however, is not a *domination* spell.

A bluff requires interaction between you and the target. Creatures that are unaware of you cannot be bluffed.

Feinting in Combat: You can also use Bluff to mislead an opponent in melee combat, so that it cannot dodge your next attack effectively. To feint, make a Bluff check opposed by your target's Sense Motive check. In this case, the target may add its base attack bonus to the roll along with any other applicable modifiers.

If your Bluff check result exceeds this special Sense Motive check result, then your target is unable to dodge or parry the next melee attack you make against it. This attack must be made on or before your next turn.

Feinting in this way against a non-humanoid is difficult because it is harder to read a strange creature's body language; you take a -4 penalty on your Bluff check. Against a creature of animal Intelligence (1 or 2) the task is even harder; you take a -8 penalty. Against a nonintelligent creature, it is impossible.

Feinting in combat does not provoke an attack of opportunity.

Creating a Diversion to Hide: You can use the Bluff skill to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you. This usage does not provoke an attack of opportunity.

Bluff Examples

Example Circumstances	Sense Motive Modifier
The target wants to believe you.	–5
The bluff is believable and does not affect the target much.	+0
The bluff is a little hard to believe or puts the target at some risk.	+5
The bluff is hard to believe or puts the target at significant risk.	+10
The bluff is way out there, almost too incredible to consider.	+20

Ghaaroth NS (free product)

Delivering a Secret Message: You can use Bluff to get a message across to another character without others understanding it. The DC is 15 for simple messages or 20 for complex messages, especially those that rely on getting across new information. Failure by 4 or less means you cannot get the message across. Failure by 5 or more means that you have accidentally implied false information, or the receiver has inferred the same. Anyone listening to the exchange can make a Sense Motive check opposed by the Bluff check you made to transmit in order to intercept your message; see Sense Motive.

Action: Varies. A Bluff check made as part of general interaction always takes at least 1 round and is at least a full-round action, though it can take much longer if you try something elaborate. A Bluff check made to feint in combat or create a diversion to hide is a standard action. A Bluff check made to deliver a secret message does not take an action; it is part of normal communication.

Try Again: Varies. Generally, a failed Bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances, though you may retry freely on Bluff checks made to feint in combat. Retries are also allowed when you are trying to send a message but you may attempt such a retry only once per round. Each retry carries the same chance of miscommunication.

Special: If you have the Persuasive feat, you get a +2 bonus on Bluff checks.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Diplomacy, Intimidate and Sleight of Hand checks, as well as on Disguise checks made when you know you are being observed and you try to act in character.

Climb (Str; Armour Check Penalty)

Check: With a successful Climb check, you can advance up, down, or across a slope, a wall, or some other steep incline, or even a ceiling with handholds, at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more.

A Climb check that fails by 4 or less means that you make no progress and one that fails by 5 or more means that you fall from whatever height you have already attained.

A climber's kit gives you a +2 circumstance bonus on Climb checks.

The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC.

You need both hands free to climb, though you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand. While climbing, you cannot move to avoid a blow, so you cannot dodge. You can parry as normal while holding on (assuming you are wielding a one handed weapon) but you cannot make any climb checks to ascend until you stop parrying. You also cannot use a shield while climbing.

Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

Ghaaroth NS (free product)

Climbing Checks

Climb DC	Example Surface or Activity
0	A slope too steep to walk up, or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	An overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed.

Accelerated Climbing: You try to climb more quickly than normal. By accepting a –5 penalty, you can move half your speed instead of one-quarter your speed.

Making Your Own Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a hand axe or similar implement can cut handholds in an ice wall.

Catching Yourself When Falling: It is practically impossible to catch yourself on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. It is much easier to catch yourself on a slope (DC = slope's DC + 10).

Catching a Falling Character While Climbing: If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he is within your reach. Doing so requires a successful melee touch attack against the falling character, though he can voluntarily refuse to dodge if desired, so that you can catch him more easily. If you hit, you must immediately attempt a Climb check (DC = wall's DC + 10). Success indicates that you catch the falling character but his total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. If you fail your Climb check by 4 or less, you fail to stop the character's fall but do not lose your

Climb DC Modifier[1]	Example Surface or Activity
–10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls (reduces DC by 10).
–5	Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).
+5	Surface is slippery (increases DC by 5).

[1] These modifiers are cumulative; use any that apply.

Ghaaroth NS (free product)

grip on the wall. If you fail by 5 or more, you fail to stop the character's fall and begin falling as well.

Action: Climbing is part of movement, so it is generally part of a move action and may be combined with other types of movement in a move action. Each move action that includes any climbing requires a separate Climb check. Catching yourself or another falling character does not take an action.

Special: You can use a rope to haul a character upward (or lower a character) through sheer strength. You can lift double your maximum load in this manner.

A Cimmerian has a +2 racial bonus on Climb checks because Cimmerians are agile and surefooted.

Zamorans gain a +1 racial bonus on Climb checks when in urban or underground surroundings.

If you have the Athletic feat, you get a +2 bonus on Climb checks.

A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC higher than 0. It always can choose to take 10, however, even if rushed or threatened while climbing. If a creature with a climb speed chooses an accelerated climb (see above) then it moves at double its climb speed (or at its land speed, whichever is slower) and makes a single Climb check at a –5 penalty. Such a creature can still dodge while climbing and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Synergy: If you have 5 or more ranks in Use Rope, you get a +2 bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

Concentration (Con)

Check: You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather and so on) while engaged in some action that requires your full attention. Such actions include casting a spell, concentrating on an active spell, directing a spell, using a spell-like ability, or using a skill that would provoke an attack of opportunity. In general, if an action would not normally provoke an attack of opportunity, you need not make a Concentration check to avoid being distracted.

If the Concentration check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends as if you had ceased concentrating on it. If you were directing a spell, the direction fails but the spell remains active. If you were using a spell-like ability, that use of the ability is lost. A skill use also fails. In some cases a failed skill check may have other ramifications as well.

The table below summarizes various types of distractions that cause you to make a Concentration check. If the distraction occurs while you are trying to cast a spell, you must add the PP cost of the spell you are trying to cast to the appropriate Concentration DC. If more than one type of distraction is present, make a check for each one; any failed Concentration check indicates that the task is not completed.

Action: None. Making a Concentration check does not take an action; it is either a free action, when attempted reactively, or part of another action, when attempted actively.

Ghaaroth NS (free product)

Try Again: Yes, though a success does not cancel the effect of a previous failure, such as the loss of a spell you were casting or the disruption of a spell on which you were concentrating.

Special: You can use Concentration to cast a spell, use a spell-like ability, or use a skill defensively, so as to avoid attacks of opportunity altogether. This does not apply to other actions that might provoke attacks of opportunity.

The DC of the check is 15 plus the spell's PP cost, if casting a spell or using a spell-like ability defensively. If the Concentration check succeeds, you may attempt the action normally without provoking any attacks of opportunity. A successful Concentration check still does not allow you to take 10 on another check if you are in a stressful situation; you must make the check normally. If the Concentration check fails, the related action also automatically fails (with any appropriate ramifications) and the action is wasted, just as if your

Concentration Checks

Concentration DC[1]	Distraction
10 + damage dealt	Damaged during the action.[2]
10 + half of continuous	Taking continuous damage during the action.[3]
Distracting spell's save DC	Distracted by non-damaging spell.[4]
10	Vigorous motion, such as on a moving mount, taking a bouncy wagon ride, in a small boat in rough water or below decks in a storm-tossed ship.
15	Violent motion, such as on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship.
20	Extraordinarily violent motion, such as an earthquake.
15	Entangled.
20	Grappling or pinned. You can cast only spells without somatic components for which you have any required material component in hand.
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust, or debris.
Distracting spell's save DC	Weather caused by a spell.

[1] If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the PP cost of the spell to the indicated DC.
[2] Such as during the casting of a spell with a casting time of 1 round or more, or the execution of an activity that takes more than a single full-round action, such as Disable Device. Also, damage stemming from an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of 1 action) or the action being taken (for activities requiring no more than a full-round action).
[3] Such as from a puncture wound caused by a sabre-tooth.
[4] If the spell allows no saving throw, use the save DC it would have if it did allow a save.

Ghaaroth NS (free product)

concentration had been disrupted by a distraction.

CRAFT (INT)

Like Knowledge, Perform and Profession, Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks, each purchased as a separate skill.

A Craft skill is specifically focused on creating something. If nothing is created by the endeavour, it probably falls under the heading of a Profession skill.

Check: When you are just attempting to earn a living by your craft, you make a Craft check every week and earn a number of silver pieces equal to your check result. Untrained labourers and assistants earn an average of ½ sp per day.

The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, your check results and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

When you are attempting to Craft a specific item, you roll a Craft check each week multiplied by the DC required to create the item. You need a total of five times its value in silver pieces to complete it, except if you are carrying out herbalism, for which see below.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a –2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus on the check.

To determine how much time and money it takes to make an item, follow these steps.

1. Find the item's price.
2. Find the DC from the table below.
3. Pay one-third of the item's price for the cost of raw materials.
4. Make an appropriate Craft check representing one week's work. If the check succeeds, multiply your check result by the DC. If the result × the DC equals five times the price of the item in sp, then you have completed the item. If the result × the DC equals ten times or the price of the item in silver pieces, then you have completed the task in one-half the time. Other multiples of five times the DC reduce the time in the same manner.

If the result × the DC does not equal five times the price, then it represents the progress you have made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches five times the price of the item in silver pieces.

If you fail a check by 4 or less, you make no progress this week.

If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

When you use the Craft skill to make a particular sort of item, the DC for checks involving the creation of that item are typically as given on the above table.

Creating Masterwork Items: You can make a masterwork item, which is a tool that conveys a bonus on its use through its exceptional craftsmanship, not through being magical. To create a masterwork item, you create the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price (100 sp) and a Craft DC of 20. Once both the standard component and the masterwork component are completed, the masterwork item is finished. *Note:* The cost you pay for

Ghaaroth NS (free product)

the masterwork component is one-third of the given amount, just as it is for the cost in raw materials. In *Conan the Roleplaying Game*, there are no masterwork weapons, shields, or suits of armour, though with the right feats (Akbitanan Smith, Superior Armourer) a character can potentially make something even better than a masterwork sword or suit of armour.

Repairing Items: Generally, you can repair an item by making checks against the same DC that it took to make the item in the first place. The cost of repairing an item is one-fifth of the item's price.

When you use the Craft skill to make a particular sort of item, the DC for checks involving the creation of that item are typically as given on the following table.

Action: Does not apply. Craft checks are made by the day or week; see above.

Try Again: Yes but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Special: You may voluntarily add +10 to the indicated DC to craft an item. This allows you to create the item more quickly, since you will be multiplying this higher

Relevant Craft Checks

Item	Craft Skill	Craft DC
Stygian Tomb-Dust, Flame-Powder	Alchemy	15
Acheronian Demon-Fire, Kothic Demon-Fire	Alchemy	20
Golden Wine of Xuthal, Lotus Smoke (any)	Alchemy	25
Armour or shield	Armourer	10 + DR
Hunting bow	Bowyer	12
Any other bow	Bowyer*	15
Any bow with high strength rating	Bowyer*	15 + (2 × rating)
Crossbow or Arbalest	Bowyer	15
Yellow Lotus Resin	Herbalism	15
Black Lotus Juice, Grey Lotus Blossom, Black Lotus Wine, Black Lotus Powder	Herbalism	20
Black Lotus Blossom, Green Lotus Blossom, Purple Lotus Juice, Golden Lotus Juice	Herbalism	25
Simple melee or thrown weapon	Weaponsmith	12
Martial melee or thrown weapon	Weaponsmith	15
Exotic melee or thrown weapon	Weaponsmith	18
Mechanical trap	Trapmaking	15 or higher
Superior weapon or armour**	Varies	+5
Very simple item (wooden spoon)	Varies	5
Typical item (iron pot)	Varies	10
High-quality item (bell)	Varies	15
Complex or superior item (lock)	Varies	20

* If you are making a named racial bow such as a Bossonian longbow and you are not a member of the race in question, you take a -4 racial penalty to your Craft (bowyer) skill.

** You must have the appropriate feat – either Superior Armourer or Akbitanan Smith – to make superior armour or weapons.

Ghaaroth NS (free product)

DC by your Craft check result to determine progress. You must decide whether to increase the DC before you make each weekly or daily check.

Craft (herbalism) and Craft (alchemy): Two Craft skills, Craft (alchemy) and Craft (herbalism), are slightly different from the other Craft skills. Though creating items is identical with these two Craft skills, they are not open to all characters, since in the Hyborian kingdoms they are widely regarded as the preserve of sorcerers and witches. For this reason they have separate entries on the Skills by Class table. Craft (alchemy) involves making explicitly magical preparations, while Craft (herbalism) includes purely herbal potions as well as other natural products such as serpent venom.

A character with five or more ranks in Craft (alchemy) gains a +2 synergy bonus to all Craft (herbalism) checks. Likewise, a character with five or more ranks in Craft (herbalism) gains a +2 synergy bonus to all Craft (alchemy) checks. Furthermore, a character with five or more ranks of Knowledge (nature) gains a +2 synergy bonus to all Craft (herbalism) checks and vice versa.

Craft (herbalism) is also different in that the raw materials for it are not usually available to buy but must be gathered by the herbalist in person. This means, in effect, that there is no cost for raw materials but that the character with the Craft (herbalism) skill must spend a day or more foraging for raw materials before he begins the actual manufacture of the herbal preparation. This foraging must take place in an environment and area in which the requisite plants actually grow, of course. Thus, it is often necessary to spend a certain amount of time travelling to the right site for foraging first. Once there, there may well be various problems, at the discretion of the Games Master, including hostile natives, predatory animals, weird monsters, ghosts, demons and other difficulties.

Each day spent foraging, assuming you are in the right place, you make a Craft (herbalism) check. The DC is dependent on the plant you are looking for and the location in which you are foraging. You may not take 10 on this check, as it is essentially random whether the plant you are looking for is available at all in the area you are searching. If you succeed, you have found and gathered sufficient quantities of the plant to make one dose of the appropriate drug; if you roll more than the DC, you have found enough for one additional dose for each +1 that you rolled over and above the amount required. You gain a +1 circumstance bonus to this check for each day beyond the first that you spend looking for the plants, as you eliminate areas in which they cannot be found and become more likely to discover specific places where large quantities grow, so that you can return the following day to gather more.

If you are in a location in which several different useful plants grow, you can gather several different plants during the same day. You make a separate Craft (herbalism) check for each type of plant, though you

Plant or Animal	DC to gather (by location)
Apples of Derketa	20 (jungles of northern Black Kingdoms)
Black Lotus	25 (jungles of northern Black Kingdoms), or 20 (banks of Zarkheba River)
Golden Lotus	30 (jungles of Khitai)
Green Lotus	20 (jungles of Khitai)
Grey Lotus	25 (Swamps of the Dead beyond Khitai)
Purple Lotus	25 (ghost-haunted swamps of southern Stygia)
Yellow Lotus	15 (jungles of northern Black Kingdoms)

Ghaaroth NS (free product)

suffer a -2 circumstance penalty to each check for each type of plant beyond the first for which you are searching.

In most cases, fresh herbs gathered like this must be turned into the final preparation within 2d6 weeks of being picked, or they deteriorate and become completely worthless. You can spend a day with a Craft (herbalism) check (DC 15) to dry out your finds so as to preserve them for up to a year, if you do not have time to prepare them right away. You will need to make a further Craft check to transform the herbs into the final preparation. This final Craft check is made exactly like any other Craft check, with the check result being compared to the DC and the total cost of the herbal preparation. The only difference is that there is no raw materials cost, since the raw materials have been gathered. Furthermore, you need only roll a total equal to the silver piece value of the products, rather than five times the silver piece value. The high price paid for herbal products is more a reflection of the dangers and difficulties involved in gathering them than the time and skill involved in brewing them up.

Note that it is possible to prepare a large batch at once, which is often useful if you have large quantities of the plant and need to begin Crafting it into a preparation right away before it rots. However, if you do this, you will not have any finished products until you have made the whole batch. In effect, you are simmering the whole lot together in one cauldron and cannot draw off any for use until it is all prepared.

For versatile plants such as the black lotus, which can be used for a variety of different preparations, you will gain enough of the plant to make one dose of each of the various preparations for each dose of the plant you gather.

For example, Ankh-af-na-Khonsu is searching for the dreaded black lotus on the banks of the Zarkheba River. His Craft (herbalism) skill is +19 and he rolls a 13 for a total of 32 on the first day, finding 13 doses of lotus: one for meeting the DC, +12 for rolling twelve above the DC. He braves the man-apes, poisonous foliage, were-beasts and demons of that notorious jungle for a second day, since he has come so far and this time rolls a 4, +1 for the second day, for a total of 24. He thus finds five more plants today: one for meeting the DC, +4 for getting four above the DC. With a total of eighteen black lotus plants in his basket, he heads north for the relative civilisation of Kush.

He decides to pause here and make up his various preparations, not wanting to wait around for his plants to rot. He is going to make black lotus wine, black lotus juice, black lotus blossoms and black lotus powder, so as to get maximum use out of his finds. First of all, he spends a day drying his finds with another Herbalism check (DC 15), which he passes by Taking 10.

He makes up a batch of eighteen doses of each preparation and simmers away. The total time it will take him to make these is dependent on his Craft (herbalism) skill checks but in effect he needs to make a total of 42,300 sp worth of preparations: 18 x 300 sp = 5,400 sp for the black lotus powder, 18 x 50 sp = 900 sp for the black lotus wine, 18 x 1,250 sp = 22,500 sp for the black lotus blossoms and 18 x 750 sp = 13,500 sp for the black lotus juice.

He is going to simply Take 10 with each roll so as to save time and reduce the margin of error. He starts with the powder. He will roll 10 + 19 = 29 each week, allowing him to make 29 x 20 = 580 sp worth of progress each week. It will take him a total of 10 weeks to make 18 doses of black lotus powder. Next he makes the blossoms, making 29 x 25 = 725 sp worth of progress each week. It takes him another 32 weeks to make the full 22,500 worth of blossoms. Next he makes the wine, which is also DC 20, so again he makes 580 sp worth of progress per week; two weeks later he has 18 doses of the wine. Finally he makes the juice, again a DC 20 job, which takes him 24

Ghaaroth NS (free product)

weeks more. In total, he has spent over a year and a quarter on making herbal preparations, plus gathering and travelling time. On the upside, he has enough black lotus powder to last him for several bouts of intense sorcery, enough wine to sell to fund his journey back to Stygia in style, enough blossoms to have eighteen wild lotus-dreams and enough juice to poison all his superiors in the Black Ring sorcerous society, if he can just find someone to deliver the doses…

Synergy: If you have 5 ranks in a Craft skill, you get a +2 bonus on Appraise checks related to items made with that Craft skill.

Decipher Script (Int; Trained Only)

Check: You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts and 30 or higher for intricate, exotic, or very old writing. If the check succeeds, you understand the general content of a piece of writing about one page long, or the equivalent. If the check fails, make a DC 5 Wisdom check to see if you avoid drawing a false conclusion about the text. Success means that you do not draw a false conclusion; failure means that you do.

Both the Decipher Script check and (if necessary) the Wisdom check are made secretly, so that you cannot tell whether the conclusion you draw is true or false.

Action: Deciphering the equivalent of a single page of script takes ten consecutive full-round actions, which is a total of one minute.

Try Again: No.

Special: A character with the Diligent feat gets a +2 bonus on Decipher Script checks.

Synergy: A character with 5 or more ranks in Decipher Script gets a +2 bonus on Knowledge (arcana) checks.

Diplomacy (Cha)

Check: You can change the attitudes of others (Non-Player Characters) with a successful Diplomacy check; see the Influencing Attitudes sidebar, below, for basic DCs. In negotiations, participants roll opposed Diplomacy checks and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

Action: Changing others' attitudes with Diplomacy generally takes at least ten consecutive full-round actions, which is a total of one minute. In some situations, this time requirement may greatly increase. A rushed Diplomacy check can be made as a full-round action but you take a –10 penalty on the check.

Try Again: Optional but not recommended because retries usually do not work. Even if the initial Diplomacy check succeeds, the other character can be persuaded only so far and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position and a retry is futile.

Special: A Meadow Shemite has a +2 racial bonus on Diplomacy checks.

If you have the Negotiator feat, you get a +2 bonus on Diplomacy checks.

Synergy: If you have 5 or more ranks in Bluff, Knowledge (nobility and royalty), or Sense Motive, you get a +2 bonus on Diplomacy checks.

Ghaaroth NS (free product)

Diplomacy Checks

Initial Attitude	New Attitude (DC to achieve)				
	Hostile	**Unfriendly**	**Indifferent**	**Friendly**	**Helpful**
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20
Helpful	—	—	—	Less than 1	1

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Does not much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Influencing Non-Player Character Attitudes

Use the table above to determine the effectiveness of Diplomacy checks (or Charisma checks) made to influence the attitude of a Non-Player Character.

Disable Device (Int; Trained Only)

Check: The Disable Device check is made secretly, so that you do not necessarily know whether you have succeeded.

The DC depends on how tricky the device is. Disabling (or rigging, or jamming) a fairly simple device has a DC of 10; more intricate and complex devices have higher DCs.

If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you spring it. If you are attempting some sort of sabotage, you think the device is disabled but it still works normally.

You also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later, usually after 1d4 rounds or minutes of use.

Action: The amount of time needed to make a Disable Device check depends on the task, as noted above. Disabling a simple device takes 1 round and is a full-round action. An intricate or complex device requires 1d4 or 2d4 rounds.

Try Again: Varies. You can retry if you have missed the check by 4 or less, though you must be aware that you have failed in order to try again.

Special: If you have the Nimble Fingers feat, you get a +2 bonus on Disable Device checks.

Other Ways to Defeat a Trap

It is possible to ruin many traps without making a Disable Device check.

- **Ranged Attack Traps:** Once a trap's location is known, the obvious way to ruin it is to smash the mechanism, assuming the mechanism can be accessed. Failing that, it is possible to plug up the holes from which the projectiles emerge. Doing this

Ghaaroth NS (free product)

Disable Device Checks

Device	Time	Disable Device DC[1]	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device

[1]If you attempt to leave behind no trace of your tampering, add 5 to the DC.

prevents the trap from firing unless its ammunition deals enough damage to break through the plugs.

- **Melee Attack Traps:** You can thwart these devices by smashing the mechanism or blocking the weapons, as noted above. Alternatively, if a character studies the trap as it triggers, he might be able to time his dodges just right to avoid damage. A character who is doing nothing but studying a trap when it first goes off gains a +4 dodge bonus to Dodge Defence against its attacks if it is triggered again within the next minute.
- **Pits:** Disabling a pit trap generally ruins only the trapdoor, making it an uncovered pit. Filling in the pit or building a makeshift bridge across it is an application of manual labour, not the Disable Device skill. Characters could neutralize any spikes at the bottom of a pit by attacking them, since they break just as daggers do.

Disguise (Cha)

Check: Your Disguise check result determines how good the disguise is. It is opposed by others' Spot check results. If you do not draw any attention to yourself, others do not get to make Spot checks. If you come to the attention of people who are suspicious, such as a guard who is watching commoners walking through a city gate, it can be assumed that such observers are taking 10 on their Spot checks.

You get only one Disguise check per use of the skill, even if several people are making Spot checks against it. The Disguise check is made secretly, so that you cannot be sure how good the result is.

The effectiveness of your disguise depends in part on how much you are attempting to change your appearance.

If you are impersonating a particular individual, then those who know what that person looks like get a bonus on their Spot checks according to the table below.

Diguise Effectiveness Modifiers

Disguise	Disguise Check Modifier
Minor details only	+5
Disguised as different gender[1]	–2
Disguised as different race[1]	–2
Disguised as different age category[1]	–2[2]

[1]These modifiers are cumulative; use any that apply.

[2]Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old and venerable.

Ghaaroth NS (free product)

Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

Disguise Check Modifiers

Familiarity	Viewer's Spot Check Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a Spot check to see through your disguise immediately upon meeting you and each hour thereafter. If you casually meet many different creatures, each for a short time, check once per day or hour, using an average Spot modifier for the group.

Action: Creating a disguise requires 1d3×10 minutes of work.

Try Again: Yes. You may try to reapply a failed disguise but once others know that a disguise was attempted, they will be more suspicious.

If you have the Deceptive feat, you get a +2 bonus on Disguise checks.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Disguise checks when you know that you are being observed and you try to act in character.

Escape Artist (Dex; Armour Check Penalty)

Check: The table below gives the DCs to escape various forms of restraints.

Ropes: Your Escape Artist check is opposed by the binder's Use Rope check. Since it is easier to tie someone up than to escape from being tied up, the binder gets a +10 bonus on his or her check.

Manacles and Masterwork Manacles: The DC for manacles is set by their construction.

Tight Space: The DC noted on the table is for getting through a space where your head fits but your shoulders do not. If the space is long you may need to make multiple checks. You cannot get through a space that your head does not fit through.

Grappler: You can make an Escape Artist check opposed by your enemy's grapple check to get out of a grapple or out of a pinned condition, so that you are only grappling.

Escape Artist Checks

Restraint	Escape Artist DC
Ropes	Binder's Use Rope check at +10
Net	20
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler	Grappler's grapple check result

Action: Making an Escape Artist check to escape from rope bindings, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping from a net is a full-round action. Escaping from a grapple or pin is a standard action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

Try Again: Varies. You can make another check after a failed check if you are squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks,

Ghaaroth NS (free product)

or even take 20, as long as you are not being actively opposed.

Special: If you have the Agile feat, you get a +2 bonus on Escape Artist checks.

Synergy: If you have 5 or more ranks in Escape Artist, you get a +2 bonus on Use Rope checks to bind someone.
If you have 5 or more ranks in Use Rope, you get a +2 bonus on Escape Artist checks when escaping from rope bonds.

Forgery (Int)

Check: Forgery requires writing materials appropriate to the document being forged, enough light or sufficient visual acuity to see the details of what you are writing, wax for seals if appropriate and some time. To forge a document on which the handwriting is not specific to a person, such as military orders, a government decree, a business ledger, or the like, you need only to have seen a similar document before and you gain a +8 bonus on your check. To forge a signature, you need an autograph of that person to copy and you gain a +4 bonus on the check. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

The Forgery check is made secretly, so that you are not sure how good your forgery is. As with Disguise, you do not even need to make a check until someone examines the work. Your Forgery check is opposed by the Forgery check of the person who examines the document to check its authenticity. The examiner gains modifiers on his check if any of the conditions on the table below apply.

A document that contradicts procedure, orders, or previous knowledge, or that requires sacrifice on the part of the person checking the document, can increase that character's suspicion and thus create favourable circumstances for the checker's opposing Forgery check.

Action: Forging a very short and simple document takes about 1 minute. A longer or more complex document takes 1d4 minutes per page.

Try Again: Usually, no. A retry is never possible after a particular reader detects a particular forgery. The document created by the forger might still fool someone else, however. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favour of the forger, then the reader cannot try using his own skill again, even if he is suspicious about the document.

Special: If you have the Deceitful feat, you get a +2 bonus on Forgery checks.

Forgery Check Modifiers

Condition	Reader's Forgery Check Modifier
Type of document unknown to reader	–2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	–2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	–2

Ghaaroth NS (free product)

Restriction: Forgery is language-dependent; thus, to forge documents and detect forgeries, you must be able to read and write the language in question. A character cannot learn the Forgery skill unless he has learned to read and write.

GATHER INFORMATION (CHA)

Check: An evening's time, a few silver pieces for buying drinks and making friends and a DC 10 Gather Information check will gain you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information.

If you want to find out about a specific rumour or a specific item, or obtain a map, or do something else along those lines, then the DC for the check is 15 to 25, or even higher.

Action: A typical Gather Information check takes 1d4+1 hours.

Try Again: Yes but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

Special: If you have the Investigator feat, you get a +2 bonus on Gather Information checks.

Synergy: If you have 5 or more ranks in Knowledge (local), you get a +2 bonus on Gather Information checks.

HANDLE ANIMAL (CHA; TRAINED ONLY)

Check: The DC depends on what you are trying to do.

Handle Animal Checks

Task	Handle Animal DC
Handle an animal	10
'Push' an animal	25
Teach an animal a trick	15 or 20[1]
Train an animal for a general purpose	15 or 20[1]
Rear a wild animal	15 + HD of animal

[1]See the specific trick or purpose below.

Handle an Animal: This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

'*Push' an Animal:* To push an animal means to get it to perform a task or trick that it does not know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

Teach an Animal a Trick: You can teach an animal a specific trick with one week of work and a successful Handle Animal

Ghaaroth NS (free product)

check against the indicated DC. An animal with an Intelligence score of 1 can learn a maximum of three tricks, while an animal with an Intelligence score of 2 can learn a maximum of six tricks. Possible tricks and their associated DCs include but are not necessarily limited to, the following:

Attack (DC 20): The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures, including such unnatural creatures as demons, counts as two tricks.
Come (DC 15): The animal comes to you, even if it normally would not do so.
Defend (DC 20): The animal defends you or is ready to defend you if no threat is currently present, even without any command being given. Alternatively, you can command the animal to defend a specific other character.
Down (DC 15): The animal breaks off from combat or otherwise backs down. An animal that does not know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.
Fetch (DC 15): The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.
Guard (DC 20): The animal stays in place and prevents others from approaching.
Heel (DC 15): The animal follows you closely, even to places where it normally wouldn't go.
Perform (DC 15): The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring, barking and so on.
Seek (DC 15): The animal moves into an area and looks around for anything that is obviously alive or animate.
Stay (DC 15): The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.
Track (DC 20): The animal tracks the scent presented to it. This requires the animal to have the scent ability.
Work (DC 15): The animal pulls or pushes a medium or heavy load.

Train an Animal for a Purpose: Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme, such as guarding or heavy labour. The animal must meet all the normal prerequisites for all tricks included in the training package. If the package includes more than three tricks, the animal must have an Intelligence score of 2.

Training an Animal for a Purpose Checks

General Purpose	DC
Combat riding	20
Fighting	20
Guarding	20
Heavy labour	15
Hunting	20
Performance	15
Riding	15

An animal can be trained for only one general purpose, though if the creature is capable of learning additional tricks above and beyond those included in its general purpose, it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks does but no less time.

Combat Riding (DC 20): An animal trained to bear a rider into combat knows the tricks *attack, come, defend, down, guard* and *heel.* Training an animal for combat riding takes six weeks. You may also 'upgrade' an animal trained for riding to one trained for combat riding by spending three weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's

Ghaaroth NS (free product)

previous purpose and any tricks it once knew. Warhorses are already trained to bear riders into combat and do not require any additional training for this purpose.

Fighting (DC 20): An animal trained to engage in combat knows the tricks *attack, down* and *stay*. Training an animal for fighting takes three weeks.

Guarding (DC 20): An animal trained to guard knows the tricks *attack, defend, down* and *guard*. Training an animal for guarding takes four weeks.

Heavy Labour (DC 15): An animal trained for heavy labour knows the tricks *come* and *work*. Training an animal for heavy labour takes two weeks.

Hunting (DC 20): An animal trained for hunting knows the tricks *attack, down, fetch, heel, seek* and *track*. Training an animal for hunting takes six weeks.

Performance (DC 15): An animal trained for performance knows the tricks *come, fetch, heel, perform* and *stay*. Training an animal for performance takes five weeks.

Riding (DC 15): An animal trained to bear a rider knows the tricks *come, heel* and *stay*. Training an animal for riding takes three weeks.

Rearing a Wild Animal: To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once. A successfully domesticated animal can be taught tricks at the same time that it is being raised, or it can be taught as a domesticated animal later.

Action: Varies. Handling an animal is a move action, while pushing an animal is a full-round action. For tasks with specific time frames noted above, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Handle Animal check. If the check fails, your attempt to teach, rear, or train the animal fails and you need not complete the teaching, rearing, or training time. If the check succeeds, you must invest the remainder of the time to complete the teaching, rearing, or training. If the time is interrupted or the task is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.

Try Again: Yes, except for rearing an animal.

Special: You can use this skill on a creature with an Intelligence score of 1 or 2 that is not an animal but the DC of any such check increases by 5. Such creatures have the same limit on tricks known as animals do.

If you have the Animal Affinity feat, you get a +2 bonus on Handle Animal checks.

Synergy: If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Ride checks.

Untrained: If you have no ranks in Handle Animal, you can use a Charisma check to handle and push domestic animals but you cannot teach, rear, or train animals.

HEAL (WIS)

In *Conan the Roleplaying Game*, magical healing is extremely scarce; so most characters are tougher, hardier and derive more benefit from simple doctoring than their counterparts in other fantasy games.

Check: The DC and effect depend on the task the character attempts.

Ghaaroth NS (free product)

Heal Check DCs

Task	DC
First aid	15
Long-term care	15
Short-term care	15
Treat poison	Poison's DC
Treat disease	Disease's DC

First Aid: First aid means saving a dying character. If a character has negative hit points and is losing hit points (at 1 per round, 1 per hour, or 1 per day), then the healing character can make him stable. The injured character regains no hit points but he does stop losing them. The check is a standard action.

Long-term Care: Providing long-term care means treating a wounded person for a day or more. If successful, the character lets the patient recover hit points or ability score points (lost to temporary damage) at twice the normal rate. See the Healing rules, pg. 164. The character can tend up to six patients at a time. The character needs a few items and supplies (bandages, salves and so on) that are easy to come by in settled lands.

Giving long-term care counts as light activity for the healer. The character cannot give long-term care to himself.

A healer's kit gives a +2 circumstance bonus to Heal checks.

Short-term Care: Providing short-term care means spending ten minutes cleaning and sewing up wounds, applying herbal poultices and so on. After each combat in which a creature was wounded, up to one character may give them short-term care. If the Heal check is successful, the patient regains (1 per character level) + Con modifier in hit points (minimum 1).

Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison, or suffer some other effect. Every time the poisoned character makes a saving throw against the poison, the character makes a Heal check. The poisoned character uses the character's result in place of his saving throw if the character's Heal result is higher.

Treat Disease: To treat a disease means to tend a diseased character. Every time the diseased character makes a saving throw against disease effects, the character makes a Heal check. The diseased character uses the character's result in place of his saving throw if the character's Heal result is higher.

Synergy: If the character has 5 or more ranks in Craft (herbalism) then he gets a +2 synergy bonus on Heal checks.

Hide (Dex; Armour Check Penalty)

Check: Your Hide check is opposed by the Spot check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. When moving at a speed greater than one-half but less than your normal speed, you take a –5 penalty. It is practically impossible (–20 penalty) to hide while attacking, running or charging.

A creature larger or smaller than Medium takes a size bonus or penalty on Hide checks depending on its size category, as follows: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.

You need cover or concealment in order to attempt a Hide check. Total cover or total concealment usually (but not always; see Special, below) obviates the need for a Hide check, since nothing can see you anyway.

Ghaaroth NS (free product)

If people are observing you, even casually, you cannot hide. You can run around a corner or behind cover so that you are out of sight and then hide but the others then know at least where you went.

If your observers are momentarily distracted (such as by a Bluff check; see below), though, you can attempt to hide. While the others turn their attention from you, you can attempt a Hide check if you can get to a hiding place of some kind. As a general guideline, the hiding place has to be within 1 foot per rank you have in Hide. This check, however, is made at a –10 penalty because you have to move fast.

Sniping: If you have already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again. You take a –20 penalty on your Hide check to conceal yourself after the shot.

Creating a Diversion to Hide: You can use Bluff to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you.

Action: Usually none. Normally, you make a Hide check as part of movement, so it does not take a separate action. However, hiding immediately after a ranged attack (see Sniping, above) is a move action.

Special: If you are invisible, you gain a +40 bonus on Hide checks if you are immobile, or a +20 bonus on Hide checks if you are moving.

If you have the Stealthy feat, you get a +2 bonus on Hide checks.

INTIMIDATE (CHA)

Check: You can change another's behaviour with a successful check. Your Intimidate check is opposed by the target's modified level check. This is resolved as 1d20 + character level or Hit Dice + target's Wisdom bonus (if any) + target's modifiers on saving throws against fear. If you beat your target's check result, you may treat the target as friendly but only for the purpose of actions taken while it remains intimidated. That is, the target retains its normal attitude but will chat, advise, offer limited help, or advocate on your behalf while intimidated. See the Diplomacy skill, above, for additional details. The effect lasts as long as the target remains in your presence and for 1d6×10 minutes afterward. After this time, the target's default attitude toward you shifts to unfriendly; or, if normally unfriendly, to hostile.

If you fail the check by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts.

Demoralise Opponent: You can also use Intimidate to weaken an opponent's resolve in combat. To do so, make an Intimidate check opposed by the target's modified level check (see above). If you win, the target becomes shaken for 1 round. A shaken character takes a –2 penalty on attack rolls, ability checks and saving throws. You can intimidate only an opponent that you threaten in melee combat and that can see you.

Action: Varies. Changing another's behaviour requires 1 minute of interaction. Intimidating an opponent in combat is a standard action.

Try Again: Optional but not recommended because retries usually do not work. Even if the initial check succeeds, the other character can be intimidated only so far and a retry does not help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator and a retry is futile.

Ghaaroth NS (free product)

Special: You gain a +4 bonus on your Intimidate check for every size category that you are larger than your target. Conversely, you take a –4 penalty on your Intimidate check for every size category that you are smaller than your target.

A character immune to fear cannot be intimidated, nor can non-intelligent creatures.

If you have the Persuasive feat, you get a +2 bonus on Intimidate checks.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Intimidate checks.

Jump (Str; Armour Check Penalty)

Check: The DC and the distance you can cover vary according to the type of jump you are attempting (see below).
Your Jump check is modified by your speed. If your speed is 30 feet then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a –6 penalty for every 10 feet of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +4 bonus for every 10 feet beyond 30 feet.

All Jump DCs given here assume that you get a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, the DC for the jump is doubled.

Distance moved by jumping is counted against your normal maximum movement in a round.

If you have ranks in Jump and you succeed on a Jump check, you land on your feet, when appropriate. If you attempt a Jump check untrained, you land prone unless you beat the DC by 5 or more.

Long Jump: A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The DC for the jump is equal to the distance jumped in feet.

If your check succeeds, you land on your feet at the far end. If you fail the check by less than 5, you do not clear the distance but you can make a DC 15 Reflex saving throw to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a DC 15 Climb check.

Jump Check DCs (Long Jump)

Long Jump Distance	Jump DC[1]
5 feet	5
10 feet	10
15 feet	15
20 feet	20
25 feet	25
30 feet	30

[1]Requires a 20-foot running start. Without a running start, double the DC.

High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The DC is equal to 4 times the distance to be cleared.

If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a move action and a DC 15 Climb check. If you fail the Jump check, you do not reach the height and you land on your feet in the same spot from which you jumped. As with a

Ghaaroth NS (free product)

long jump, the DC is doubled if you do not get a running start of at least 20 feet.

Jump Check DCs (High Jump)

High Jump Distance[1]	Jump DC[2]
1 foot	4
2 feet	8
3 feet	12
4 feet	16
5 feet	20
6 feet	24
7 feet	28
8 feet	32

[1] Not including vertical reach; see below.

[2] Requires a 20-foot running start. Without a running start, double the DC.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (the height the creature can reach without jumping) for an average creature of a given size is shown on the table below. As a Medium-size creature, a typical human can reach 8 feet without jumping.

Quadrupedal creatures do not have the same vertical reach as a bipedal creature. Treat them as being one size category smaller.

Vertical Reach by Creature Size

Creature Size	Vertical Reach
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	1/2 ft.

Hop Up: You can jump up onto an object as tall as your waist, such as a table or small boulder, with a DC 10 Jump check. Doing so counts as 10 feet of movement; so if your speed is 30 feet, you could move 20 feet and then hop up onto a table. You do not need to get a running start to hop up, so the DC is not doubled if you do not get a running start.

Jumping Down: If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not have to get a running start to jump down, so the DC is not doubled if you do not get a running start.

If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did.

Action: None. A Jump check is included in your movement, so it is part of a move action. If you run out of movement mid-jump, your next action (either on this turn or, if necessary, on your next turn) must be a move action to complete the jump.

Special: Effects that increase your movement also increase your jumping distance, since your check is modified by your speed.

If you have the Run feat, you get a +4 bonus on Jump checks for any jumps made after a running start.

A Pict has a +2 racial bonus on Jump checks because Picts are agile and athletic.

If you have the Acrobatic feat, you get a +2 bonus on Jump checks.

Synergy: If you have 5 or more ranks in Tumble, you get a +2 bonus on Jump checks. If you have 5 or more ranks in Jump, you get a +2 bonus on Tumble checks.

Ghaaroth NS (free product)

Knowledge (Int; Trained Only)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Below are listed typical fields of study.

- Arcana (ancient mysteries, magic traditions and societies, arcane symbols, cryptic phrases, summoning, binding, demons)
- Architecture and engineering (buildings, aqueducts, bridges, fortifications)
- Dungeoneering (caverns, spelunking)
- Geography (lands, terrain, climate, people)
- History (leaders, wars, migrations, founding of cities and nations)
- Local (legends, personalities, inhabitants, laws, customs, traditions)
- Nature (animals, plants, seasons and cycles, weather, vermin, were-beasts)
- Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities)
- Religion (gods and goddesses, mythic history, ecclesiastic tradition)

Check: Answering a question within your field of study has a DC of 10 for really easy questions, 15 for basic questions and a range from 20 to 30 for really tough questions.

In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's Hit Dice. A successful check allows you to remember a bit of useful information about that monster.

For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

Action: Usually none. In most cases, making a Knowledge check does not take an action; you simply know the answer or you do not.

Try Again: No. The check represents what you know. Thinking about a topic a second time does not let you know something that you never learned in the first place.

Synergy: If you have 5 or more ranks in Knowledge (architecture and engineering), you get a +2 bonus on Search checks made to find secret doors or hidden compartments.
If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.
If you have 5 or more ranks in Knowledge (local), you get a +2 bonus on Gather Information checks.
If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks made in aboveground natural environments: aquatic, desert, forest, hill, marsh, mountains or plains.
If you have 5 or more ranks in Knowledge (nobility and royalty), you get a +2 bonus on Diplomacy checks.
If you have 5 or more ranks in Knowledge (dungeoneering), you get a +2 bonus on Survival checks made while underground.
If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.

Listen (Wis)

Check: Your Listen check is either made against a DC that reflects how quiet the noise is that you might hear, or it is opposed by your target's Move Silently check.

In the case of people trying to be quiet, the DCs given on the table could be replaced by Move Silently checks, in which case the indicated DC would be their average check result.

Ghaaroth NS (free product)

Action: Varies. Every time you have a chance to hear something in a reactive manner, such as when someone makes a noise or you move into a new area, you can make a Listen check without using an action. Trying to hear something you failed to hear previously is a move action.

Try Again: Yes. You can try to hear something that you failed to hear previously with no penalty.

Listen Check DCs

Listen DC	Sound
–10	A battle
0	People talking[1]
5	A person in medium armour walking at a slow pace (10 ft./round) trying not to make any noise
10	An unarmoured person walking at a slow pace (15 ft./round) trying not to make any noise
15	A 1st level thief using Move Silently to sneak past the listener
15	People whispering[1]
19	A cat stalking
30	An owl gliding in for a kill

[1]If you beat the DC by 10 or more, you can make out what is being said, assuming that you understand the language.

Listen Check Modifiers

Listen DC Modifier	Condition
+5	Through a door
+15	Through a stone wall
+1	Per 10 feet of distance
+5	Listener distracted

Special: When several characters are listening to the same thing, a single 1d20 roll can be used for all the individuals' Listen checks.

If you have the Alertness feat, you get a +2 bonus on Listen checks.

A sleeping character may make Listen checks at a –10 penalty. A successful check awakens the sleeper.

Move Silently (Dex; Armour Check Penalty)

Check: Your Move Silently check is opposed by the Listen check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. When moving at a speed greater than one-half but less than your full speed, you take a –5 penalty. It is practically impossible (–20 penalty) to move silently while running or charging.

Noisy surfaces, such as bogs or undergrowth, are difficult to move across silently. When you try to sneak across such a surface, you take a penalty on your Move Silently check as indicated below.

Move Silently Check Modifiers

Surface	Check Modifier
Noisy (scree, shallow or deep bog, undergrowth, dense rubble)	–2
Very noisy (dense undergrowth, deep snow)	–5

Ghaaroth NS (free product)

Action: None. A Move Silently check is included in your movement or other activity, so it is part of another action.

Special: If you have the Stealthy feat, you get a +2 bonus on Move Silently checks.

Open Lock (Dex; Trained Only)

Attempting an Open Lock check without a set of thieves' tools imposes a –2 circumstance penalty on the check, even if a simple tool is employed. If you use masterwork thieves' tools, you gain a +2 circumstance bonus on the check.

Check: The DC for opening a lock varies from 20 to 40, depending on the quality of the lock, as given on the table below.

Open Lock DCs

Lock	DC
Very simple lock	20
Average lock	25
Good lock	30
Amazing lock	40

Action: Opening a lock is a full-round action.

Special: If you have the Nimble Fingers feat, you get a +2 bonus on Open Lock checks.

Perform (Cha)

Like Craft, Knowledge and Profession, Perform is actually a number of separate skills.

You could have several Perform skills, each with its own ranks, each purchased as a separate skill.

Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- Act (comedy, drama, mime)
- Comedy (buffoonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, shawm, trumpet)
- Sing (ballad, chant, melody)
- Ritual (civic ceremony, religion, sorcerous)

Check: You can impress audiences with your talent and skill.

A masterwork musical instrument gives you a +2 circumstance bonus on Perform checks that involve its use.

Perform (ritual): This skill cannot be used to impress an audience, unlike the other Perform skills. Its use is restricted to ceremonial rites and sorcerous gatherings. In *Conan the Roleplaying Game*, it is most commonly used in power rituals to increase the might of a sorcerer. See the Sorcery chapter for details.

Action: Varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance.
Try Again: Yes. Retries are allowed but they do not negate previous failures. An audience that has been unimpressed in the past is likely to be prejudiced against future performances. Increase the DC by 2 for each previous failure.

Special: In addition to using the Perform skill, you can entertain people with sleight of hand, tumbling, tightrope walking, gladiatorial combat and feats of bravery.

Ghaaroth NS (free product)

Perform Check DCs

Perform DC	Performance
10	Routine performance. Trying to earn money by playing in public is essentially begging. You can earn 1d4 silver quarters per day.
15	Enjoyable performance. In a prosperous city, you can earn 2d6 silver quarters per day.
20	Great performance. In a prosperous city, you can earn 1d8 silver pieces per day. In time, you may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, you can earn 3d6 silver pieces per day. In time, you may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, you can earn 6d6 silver pieces per day. In time, you may draw attention from distant potential patrons, or even from demons of other worlds.

PROFESSION (WIS; TRAINED ONLY)

Like Craft, Knowledge and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge.

Check: You can practice your trade and make a decent living, earning about half your Profession check result in silver pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers and how to handle common problems.

Action: Not applicable. A single check generally represents a week of work.

Try Again: Varies. An attempt to use a Profession skill to earn an income cannot be retried. You are stuck with whatever weekly wage your check result brought you. Another check may be made after a week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

Untrained: Untrained labourers and assistants (that is, characters without any ranks in Profession) earn an average of half a silver piece per day.

RIDE (DEX)

If you attempt to ride a creature that is ill suited as a mount, you take a –5 penalty on your Ride checks.

Check: Typical riding actions do not require checks. You can saddle, mount, ride and dismount from a mount without a problem.

The following tasks do require checks.

Guide with Knees: You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your Ride check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount.

Ghaaroth NS (free product)

Stay in Saddle: You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage. This usage does not take an action.

Fight with Warhorse: If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action.

Cover: You can react instantly to drop down and hang alongside your mount, using it as cover. You cannot attack or cast spells while using your mount as cover. If you fail your Ride check, you do not get the cover benefit. This usage does not take an action.

Soft Fall: You can react instantly to try to take no damage when you fall off a mount, such as when it is killed or when it falls. If you fail your Ride check, you take 1d6 points of falling damage. This usage does not take an action.

Leap: You can get your mount to leap obstacles as part of its movement. Use your Ride modifier or the mount's Jump modifier, whichever is lower, to see how far the creature can jump. If you fail your Ride check, you fall off the mount when it leaps and take the appropriate falling damage, which is at least 1d6 points. This usage does not take an action but is part of the mount's movement.

Spur Mount: You can spur your mount to greater speed with a move action. A successful Ride check increases the mount's speed by 10 feet for 1 round but deals 1 point of damage to the creature. You can use this ability every round but each consecutive round of additional speed deals twice as much damage to the mount as the previous round: 2 points, 4 points, 8 points and so on.

Control Mount in Battle: As a move action, you can attempt to control a light horse, workhorse, or other mount not trained for combat riding while in battle. If you fail the Ride check, you can do nothing else in that round. You do not need to roll for warhorses.

Fast Mount or Dismount: You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the Ride check, mounting or dismounting is a move action. You cannot use fast mount or dismount on a mount more than one size category larger than yourself.

Action: Varies. Mounting or dismounting normally is a move action. Other checks are a move action, a free action, or no action at all, as noted above.

Special: If you are riding bareback, you take a –5 penalty on Ride checks.

If your mount has a military saddle you get a +2 circumstance bonus on Ride checks related to staying in the saddle.

The Ride skill is a prerequisite for the feats Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge and Trample.

Ride Check DCs

Task	Ride DC
Guide with knees	5
Stay in saddle	5
Fight with warhorse	10
Cover	15
Soft fall	15
Leap	15
Spur mount	15
Control mount in battle	20
Fast mount or dismount	20[1]

[1]Armour check penalty applies.

Ghaaroth NS (free product)

If you have the Animal Affinity feat, you get a +2 bonus on Ride checks.

Synergy: If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Ride checks.

SEARCH (INT)

Check: You generally must be within 10 feet of the object or surface to be searched. The table below gives DCs for typical tasks involving the Search skill.

Action: It takes a full-round action to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side.

Special: At first level, a borderer gains a +1 circumstance bonus to Search checks when within his favoured terrain.

If you have the Investigator feat, you get a +2 bonus on Search checks.

Synergy: If you have 5 or more ranks in Search, you get a +2 bonus on Survival checks to find or follow tracks.
If you have 5 or more ranks in Knowledge (architecture and engineering), you get a +2 bonus on Search checks to find secret doors or hidden compartments.

Restriction: While anyone can use Search to find a trap whose DC is 20 or lower, only a thief can find traps with higher DCs.

Search Check DCs

Task	Search DC
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult nonmagical trap (thief only)	21 or higher
Notice a well-hidden secret door	30
Find a footprint	Varies[1]

[1]A successful Search check can find a footprint or similar sign of a creature's passage but it will not let you find or follow a trail. See the Track feat for the appropriate DC.

SENSE MOTIVE (WIS)

Check: A successful check lets you avoid being bluffed; see the Bluff skill above. You can also use this skill to determine when 'something is up' (that is, something odd is going on) or to assess someone's trustworthiness.

Sense Motive Check DCs

Task	Sense Motive DC
Hunch	20
Sense hypnotism	20
Discern secret message	Varies

Hunch: This use of the skill involves making a gut assessment of the social situation. You can get the feeling from another's behaviour that something is wrong, such as when you are talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

Sense Hypnotism: You can tell that someone's behaviour is being influenced by a hypnotism effect (see Sorcery) even if that person is not aware of it.

Discern Secret Message: You may use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill. In this case, your Sense Motive check is

Ghaaroth NS (free product)

opposed by the Bluff check of the character transmitting the message. For each piece of information relating to the message that you are missing, you take a –2 penalty on your Sense Motive check. If you succeed by 4 or less, you know that something hidden is being communicated but you cannot learn anything specific about its content. If you beat the DC by 5 or more, you intercept and understand the message. If you fail by 4 or less, you do not detect any hidden communication. If you fail by 5 or more, you infer some false information.

Action: Trying to gain information with Sense Motive generally takes at least 1 minute and you could spend a whole evening trying to get a sense of the people around you.

Try Again: No, though you may make a Sense Motive check for each Bluff check made against you.

Special: If you have the Negotiator feat, you get a +2 bonus on Sense Motive checks.

Synergy: If you have 5 or more ranks in Sense Motive, you get a +2 bonus on Diplomacy checks.

Sleight of Hand (Dex; Trained Only; Armour Check Penalty)

Check: A DC 10 Sleight of Hand check lets you palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where the item went. When you use this skill under close observation, your skill check is opposed by the observer's Spot check. The observer's success does not prevent you from performing the action, just from doing it unnoticed.

You can hide a small object (including a light weapon or an easily concealed ranged weapon, such as a dart or sling) on your body. Your Sleight of Hand check is opposed by the Spot check of anyone observing you or the Search check of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the Search check, since it is generally easier to find such an object than to hide it.

A dagger is easier to hide than most light weapons and grants you a +2 bonus on your Sleight of Hand check to conceal it. An extraordinarily small object, such as a coin, shuriken, or ring, grants you a +4 bonus on your Sleight of Hand check to conceal it. Heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check.

Drawing a hidden weapon is a standard action and does not provoke an attack of opportunity.

If you try to take something from another creature, you must make a DC 20 Sleight of Hand check to obtain it. The opponent makes a Spot check to detect the attempt, opposed by the same Sleight of Hand check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item.

You can also use Sleight of Hand to entertain an audience as though you were

Sleight of Hand Check DCs

Sleight of Hand DC	Task
10	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person

Ghaaroth NS (free product)

using the Perform skill. In such a case, your 'act' encompasses elements of legerdemain, juggling and the like.

Action: Any Sleight of Hand check is normally a standard action. However, you may perform a Sleight of Hand check as a free action by taking a –20 penalty on the check.

Try Again: Yes but after an initial failure, a second Sleight of Hand attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

Special: If you have the Deft Hands feat, you get a +2 bonus on Sleight of Hand checks.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Sleight of Hand checks.

Untrained: An untrained Sleight of Hand check is simply a Dexterity check. Without actual training, you cannot succeed on any Sleight of Hand check with a DC higher than 10, except for hiding an object on your body.

Spot (Wis)

Check: The Spot skill is used primarily to detect characters or creatures who are hiding. Typically, your Spot check is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature is not intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

A Spot check result higher than 20 generally lets you become aware of an invisible creature near you, though you cannot actually see it.

Spot is also used to detect someone in disguise (see the Disguise skill) and to read lips when you cannot hear or understand what someone is saying.

Spot checks may be called for to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups and an additional penalty may apply if the character making the Spot check is distracted and is thus not concentrating on being observant.

Read Lips: To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see him speak and understand the speaker's language. This use of the skill is language-dependent. The base DC is 15 but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read.

If your Spot check succeeds, you can understand the general content of a minute's worth of speaking but you usually still miss certain details. If the check fails by 4 or less, you cannot read the speaker's lips. If the check fails by 5 or more, you draw some incorrect conclusion about the speech. The check is rolled secretly in this case, so that you do not know whether you succeeded or missed by 5.

Action: Varies. Every time you have a chance to spot something in a reactive manner you can make a Spot check without using an action. Trying to spot something you failed to see previously is a move action. To read lips, you must concentrate for a full minute before making a Spot check and you cannot perform any other action (other than moving at up to half speed) during this minute.

Spot Check Modifiers

Condition	Penalty
Per 10 feet of distance	–1
Spotter distracted	–5

Ghaaroth NS (free product)

Try Again: Yes. You can try to spot something that you failed to see previously at no penalty. You can attempt to read lips once per minute.

Special: A fascinated creature takes a –4 penalty on Spot checks made as reactions.

If you have the Alertness feat, you get a +2 bonus on Spot checks.

Survival (Wis)

Check: You can keep yourself and others safe and fed in the wild. The table below gives the DCs for various tasks that require Survival checks.

Survival does not allow you to follow difficult tracks unless you have the Track feat. See the Restriction section below.

Action: Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action and it may take even longer.

Try Again: Varies. For getting along in the wild or for gaining the Fortitude saving throw bonus noted in the table above, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Restriction: While anyone can use Survival to find tracks (regardless of the DC), or to follow tracks when the DC for the task is 10 or lower, only a character with the Track feat can use Survival to follow tracks when the task has a higher DC.

Special: If you have 5 or more ranks in Survival, you can automatically determine where true north lies in relation to yourself.

If you have the Self-Sufficient feat, you get a +2 bonus on Survival checks.

Survival Check DCs

Survival DC	Task
10	Get along in the wild. Move up to one-half your overland speed while hunting and foraging, thus removing the need for food or water supplies for yourself. You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Gain a +2 bonus on all Fortitude saving throws against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every point by which your Survival check result exceeds 15.
15	Keep from getting lost or avoid natural hazards, such as quicksand.
15	Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.
Varies	Follow tracks (see the Track feat).

Ghaaroth NS (free product)

Synergy: If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.

If you have 5 or more ranks in Knowledge (dungeoneering), you get a +2 bonus on Survival checks made while underground. If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks in aboveground natural environments: aquatic, desert, forest, hill, marsh, mountains and plains.

If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

If you have 5 or more ranks in Search, you get a +2 bonus on Survival checks to find or follow tracks.

SWIM (STR; ARMOUR PENALTY)

Check: Make a Swim check once per round while you are in the water. Success means you may swim at up to one-half your speed as a full-round action or at one-quarter your speed as a move action. If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater.

If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to your Constitution score but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action, such as making an attack, the remainder of the duration for which you can hold your breath is reduced by 1 round. Effectively, a character in combat can hold his breath only half as long as normal. After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown.

The DC for the Swim check depends on the water, as given on the table below.

Each hour that you swim, you must make a DC 20 Swim check or take 1d6 points of nonlethal damage from fatigue.

Action: A successful Swim check allows you to swim one-quarter of your speed as a move action or one-half your speed as a full-round action.

Special: Swim checks are subject to double the normal armour check penalty and encumbrance penalty.

If you have the Athletic feat, you get a +2 bonus on Swim checks.

If you have the Endurance feat, you get a +4 bonus on Swim checks made to avoid taking nonlethal damage from fatigue.

A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. The creature always can choose to take 10 on a Swim check, even if distracted or endangered when swimming. Such a creature can use the run action while swimming, provided that it swims in a straight line.

TUMBLE (DEX; TRAINED ONLY; ARMOUR CHECK PENALTY)

You cannot use this skill if your speed has been reduced by armour, excess equipment, or loot.

Ghaaroth NS (free product)

Tumble Check DCs

Tumble DC	Task
15	Treat a fall as if it were 10 feet shorter than it really is when determining damage.
15	Tumble at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past, in the order in which you pass them (player's choice of order in case of a tie). Each additional enemy after the first adds +2 to the Tumble DC.
25	Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC.

Check: You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience, as though using the Perform skill. The DCs for various tasks involving the Tumble skill are given on the table below.

Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to tumble through. The DC for any Tumble check made to tumble into such a square is modified as indicated below.

Accelerated Tumbling: You try to tumble past or through enemies more quickly than normal. By accepting a –10 penalty on your Tumble checks, you can move at your full speed instead of one-half your speed.

Action: Not applicable. Tumbling is part of movement, so a Tumble check is part of a move action.

Try Again: Usually, no. An audience, once it has judged a tumbler as an uninteresting performer, is not receptive to repeat performances. You can try to reduce damage from a fall as an instant reaction only once per fall.

Special: If you have 5 or more ranks in Tumble, you gain an additional +1 dodge bonus to Dodge Defence when fighting

Tumble Check Modifiers

Surface Is . . .	DC Modifier
Lightly obstructed (scree, light rubble, shallow bog*, undergrowth)	+2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2

*Tumbling is impossible in a deep bog.

Ghaaroth NS (free product)

defensively, as well as the usual +2 bonus to Defence.

If you have 5 or more ranks in Tumble, you gain an additional +2 dodge bonus to Dodge Defence when executing the total defence standard action as well as the usual +4 bonus to Defence.
If you have the Acrobatic feat, you get a +2 bonus on Tumble checks.

Synergy: If you have 5 or more ranks in Tumble, you get a +2 bonus on Balance and Jump checks.
If you have 5 or more ranks in Jump, you get a +2 bonus on Tumble checks.

USE ROPE (DEX)

Check: Most tasks with a rope are relatively simple. The DCs for various tasks utilizing this skill are summarized on the table below.

Secure a Grappling Hook: Securing a grappling hook requires a Use Rope check, with a DC of 10, +2 for every 10 feet of distance the grappling hook is thrown, to a maximum DC of 20 at 50 feet. Failure by 4 or less indicates that the hook fails to catch and falls, allowing you to try again. Failure by 5 or more indicates that the grappling hook initially holds but comes loose after 1d4 rounds of supporting weight. This check is made secretly, so that you do not know whether the rope will hold your weight.

Bind a Character: When you bind another character with a rope, any Escape Artist check that the bound character makes is opposed by your Use Rope check. You get a +10 bonus on this check because it is easier to bind someone than to escape from bonds. You do not even make your Use Rope check until someone tries to escape.

Action: Varies. Throwing a grappling hook is a standard action that provokes an attack of opportunity. Tying a knot, tying a special knot, or tying a rope around yourself one-handed is a full-round action that provokes an attack of opportunity. Splicing two ropes together takes 5 minutes. Binding a character takes 1 minute.

Special: A silk rope gives you a +2 circumstance bonus on Use Rope checks.

If you have the Deft Hands feat, you get a +2 bonus on Use Rope checks.

Synergy: If you have 5 or more ranks in Use Rope, you get a +2 bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.
If you have 5 or more ranks in Use Rope, you get a +2 bonus on Escape Artist checks when escaping from rope bonds.
If you have 5 or more ranks in Escape Artist, you get a +2 bonus on checks made to bind someone.

Use Rope Check DCs

Use Rope DC	Task
10	Tie a firm knot
10*	Secure a grappling hook
15	Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
15	Tie a rope around yourself one-handed
15	Splice two ropes together
Varies	Bind a character

* Add 2 to the DC for every 10 feet the hook is thrown; see below.

Ghaaroth NS (free product)

Feats
Tricks of Sword and Sorcery

Feats are an intrinsic part of the creation and advancement of every Player Character and Non-Player Character alike in *Conan the Roleplaying Game*. Feats represent special abilities, or enhancements that further distinguish the character from less adventurous individuals of his race. Feats in *Conan the Roleplaying Game* can offer additional bonuses to a character's skills, combat abilities or magical prowess.

All characters within *Conan the Roleplaying Game* will select at least one feat at 1st level and more as they rise in levels. Feat selection is a crucial part of customising each character and care should be taken to choose feats that complement the character's class features, racial traits and other capabilities.

A full list of all feats is given in the Feats Table, along with the prerequisites needed to acquire each feat.

Feat Descriptions

Apart from a brief summary of the feat's function, the key points of each feat are laid out as follows. Some feat descriptions do not contain every entry.

Feats

Here is the format for feat descriptions.

Feat Name [Type of Feat]

Prerequisite: A minimum ability score, another feat or feats, a minimum Base attack bonus, a minimum number of ranks in one or more skills, or a class level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character ('you' in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description. In general, having a feat twice is the same as having it once.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, then this entry is absent.

Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

Acrobatic (General)

You have great coordination and control of your movement.

Benefit: You get a +2 bonus on all Jump checks and Tumble checks.

Ghaaroth NS (free product)

Feats

General Feats	Prerequisite
Acrobatic	–
Agile	–
Akbitanan Smith	Must be a Shemite, Craft (swordsmith) 12 ranks
Alertness	–
Animal Affinity	–
Archer's Bane#	Dodge, base dodge bonus +6
Armour Proficiency (light)	–
Armour Proficiency (medium)	Armour Proficiency (light)
Armour Proficiency (heavy)	Armour Proficiency (light), Armour Proficiency (medium)
Armoured Stealth	Dex 13, Hide 4 ranks, Move Silently 1 rank, Armour Proficiency (Light), Stealthy
Athletic	–
Blind-Fight#	–
Brawl#	–
Carouser	Constitution 13, character level 5
Cleave#	Power Attack
Combat Expertise#	Int 13
Combat Reflexes#	–
Crushing Grip#	Str 17, Improved Grapple, base attack bonus +8
Dabbler	Int 13, Knowledge (arcana) 6 ranks
Deceitful	–
Defensive Martial Arts#	Must be Khitan, Vendhyan, or Himelian, *or* may be of any race but in that case must have the Calm of the Adept (Basic Oriental Magic) spell (see pg. 319)
Deft Hands	–
Demon Killer	Must have single-handedly defeated a monster of any kind, Iron Will
Diehard#	Endurance
Diligent	–
Dodge#	Dex 13, base dodge bonus +1
Endurance#	–
Exotic Weapon Proficiency*	Base attack bonus +1
Eyes of the Cat	Spot 1 rank
Far Shot#	Point Blank Shot
Fighting-Madness	Must be a Cimmerian, Himelian Tribesman, Wazuli, Kushite, Nordheimr, Pict, Southern Islander, Darfari or Tlazitlan; Con 13, base attack bonus +1
Fleet-Footed**#	–
Flyby Attack	Fly speed
Great Cleave#	Str 13, Power Attack, Cleave
Greater Critical#*	Improved Critical, base attack bonus +16
Great Fortitude	–
Greater Sunder#	Improved Sunder, base attack bonus +6
Greater Weapon Focus*#	Weapon Focus with weapon, Proficient with weapon, soldier level 8

Ghaaroth NS (free product)

Feats

General Feats	Prerequisite
Greater Weapon Specialisation*#	Proficient with weapon, Weapon Specialisation with weapon, Weapon Focus with weapon, Greater Weapon Focus with weapon, soldier level 12
Gunderland Pike-and-Shield Fighting#	Gunderman, base attack bonus +1, Shield Proficiency, Martial Weapon Proficiency (pike)
Horde	Cha 13, Leadership, nomad level 12 *or* barbarian level 12
Improved Bull Rush#	Str 13, Power Attack
Improved Critical*#	Proficient with weapon, base attack bonus +8
Improved Disarm#	Combat Expertise
Improved Feint#	Combat Expertise
Improved Grapple#	Dex 13, Improved Unarmed Strike
Improved Initiative#	–
Improved Overrun#	Str 13, Power Attack
Improved Precise Shot#	Dex 19, Point Blank Shot, Precise Shot, base attack bonus +11
Improved Sunder#	Str 13, Power Attack
Improved Trip#	Combat Expertise
Improved Two-Weapon Combat#	Simple Weapon Proficiency, Two-Weapon Combat Proficiency, base attack bonus +6
Improved Unarmed Strike#	–
Intricate Swordplay#	Weapon Focus (various), Parry, Combat Expertise, Cha 13
Investigator	–
Iron Will	–
Knowledgeable	Int 13
Leadership	Must have at least 6 character levels
Light-Footed	Sneak Attack class feature, Hide 1 rank, Move Silently 1 rank
Lightning Reflexes	–
Martial Weapon Proficiency	–
Menacing Aura#	Intimidate 16 ranks, Cha 15, Steely Gaze
Mobility	Dex 13, Dodge
Monster Slayer#	Power Attack, base attack bonus +3
Mounted Archery#	Ride 1 rank, Mounted Combat
Mounted Combat#	Ride 1 rank
Multiattack	Three or more natural weapons
Navigation	Profession (sailor) 12 ranks, Int 13
Negotiator	–
Nimble Fingers	–
No Honour	Must not have a code of honour, or must have lost code of honour
Parry#	Str 13, base parry bonus +1
Performer	Cha 13
Persuasive	–
Pirate Code Expert	Int 13, pirate level 2

Ghaaroth NS (free product)

General Feats	Prerequisite
Point Blank Shot#	–
Poison Use	Dex 13, base attack bonus +6
Power Attack#	Str 13
Precise Shot#	Point Blank Shot
Priest	Scholar level 4, scholar background: lay priest
Quick Draw#	Base attack bonus +1
Rapid Shot#	Dex 13, Point Blank Shot
Ranged Finesse#	Precise Shot
Reflexive Parry#	Dex 15, Combat Reflexes, Parry, base parry bonus +8
Ride-By Attack#	Ride skill, Mounted Combat
Run#	–
Self-Sufficiency	–
Shield Proficiency	–
Shot On The Run#	Dex 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4
Simple Weapon Proficiency*	–
Skill Focus*	–
Sleep Mastery	Wis 13, Con 13
Sneak Subdual	Ability to sneak attack, base attack bonus +1
Spawn of Dagoth Hill	Must be Kothian or Zamorian, may only be taken at character creation
Spirited Charge#	Ride 1 rank, Mounted Combat
Stealthy	–
Steely Gaze#	Intimidate 8 ranks, Cha 13
Striking Cobra#	Bluff 6 ranks, Dex 15, Cha 13, base attack bonus +6
Stunning Attack #	Dex 13, Str 13, base attack bonus +8
Superior Armourer	Must be an Aquilonian or Kothian or Hyrkanian/ Turanian or Zingaran, Craft (armourer) 12 ranks
Toughness#	–
Track	–
Trample#	Ride 1 rank, Mounted Combat
Two-Weapon Combat Proficiency	–
Two-Weapon Defence#	Parry, Two-Weapon Combat Proficiency
Weapon Focus*#	Proficient with weapon, base attack bonus +1
Weapon Specialisation*#	Weapon Focus, soldier level 4
Web of Death	Base attack bonus +5, Combat Reflexes, Weapon Focus
Whirlwind Attack#	Int 13, Dex 13, Dodge, Mobility, Combat Expertise, base attack bonus +4
Zingaran Surprise#	Must be Zingaran, base attack bonus +8, sneak attack +4d6
Sorcery Feats	Prerequisite
Adept*	Scholar level 12+, must know three spells from same sorcery style
Augment Summoning	Summoner, magic attack bonus +4

Ghaaroth NS (free product)

General Feats	Prerequisite
Focused Magical Link	Hexer, Magic attack bonus +3, Craft (fine art, sculpture, or similar) 1 rank
Hexer	Magic attack bonus +1, Sorcery Style: Curses
Opportunistic Sacrifice	Magic attack bonus +3, base attack bonus +3, Base PP 4, Ritual Sacrifice
Ritual Sacrifice	Magic attack bonus +1, base attack bonus +1
Sorcerer's Boon*	Scholar level 4, must know two or more sorcery styles, Int 13
Summoner	Magic attack bonus +1, Sorcery Style: Summoning
Tortured Sacrifice	Ritual Sacrifice, magic attack bonus +2, base attack bonus +2

* A character may gain this feat multiple times. Its effects do not stack and instead apply to a new weapon or skill.
** A character may gain this feat multiple times and stack its effect.
# A soldier may select this feat as one of his soldier bonus feats.

Agile (General)

Your flexibility is the talk of the town.
Benefit: You get a +2 bonus on all Balance checks and Escape Artist checks.

Adept (Sorcery)

You have honed your mastery of a sorcery style to the utmost precision and speed.
Prerequisites: Scholar level 12+, must know three spells from same sorcery style.
Benefit: Choose a sorcery style in which you know at least three spells. Whenever you cast a spell from that sorcery style, the casting time is halved. An appropriate spell that would usually take one round to cast may be cast as a standard action. An appropriate spell that would usually take a standard action to cast may be cast as a free action but you may still not cast more than one spell per round.
Special: This feat can be gained multiple times. The effects do not stack. Each time you take the feat, it applies to a new sorcery style.

Akbitanan Smith (General)

You have been trained in the fabled smithcraft of Akbitan.
Prerequisites: Must be a Shemite, Craft (swordsmith) 12 ranks.
Benefit: You may create weapons of Akbitanan quality, though this takes significantly longer than usual due to their very high cost. Creating a weapon of Akbitanan quality follows the usual rules for the Craft skill (see pg. 125).
Special: You will require a source of Akbitanan (or similarly high quality) steel, to perform your craft. Furthermore, if you manufacture Akbitanan quality weapons outside Akbitan itself, you are likely to incur the enmity of the smiths of the city.

Alertness (General)

You are rarely caught off guard.
Benefit: You get a +2 bonus on all Listen checks and Spot checks.

Ghaaroth NS (free product)

Animal Affinity (General)

You have a knack for dealing with animals.

Benefit: You get a +2 bonus on all Handle Animal checks and Ride checks.

Archer's Bane (General)

You are expert at dodging arrows and other ranged weapons, particularly those hurled or shot great distances, taking advantage of the missile's flight time to ensure you are not in its path.

Prerequisites: Dodge, base dodge bonus +6.

Benefit: You gain a +1 dodge bonus to Dodge Defence against all ranged weapons for each range increment through which the weapon must be shot or thrown to reach you. This dodge bonus is doubled if you are fighting defensively or executing the total defence standard action.

Armour Proficiency (Heavy) (General)

You know how to wear and move in plate, scale and the other heavy armours.

Prerequisites: Armour Proficiency (light), Armour Proficiency (medium).

Benefit: See Armour Proficiency (light).

Normal: See Armour Proficiency (light).

Armour Proficiency (Light) (General)

You know how to best wear and move in light armour.

Benefit: When you wear a type of armour with which you are proficient, the armour check penalty for that armour applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Normal: A character who is wearing armour with which he is not proficient applies its armour check penalty to attack rolls and to all skill checks that involve moving, including Ride.

Armour Proficiency (Medium) (General)

You know how best to wear brigandine and other medium armour.

Prerequisite: Armour Proficiency (light).

Benefit: See Armour Proficiency (light).

Normal: See Armour Proficiency (light).

Armoured Stealth (General)

Even in armour, your tread makes no more sound than that of a panther. This is accomplished through a mixture of native sneakiness and cunningly padding, oiling and blackening the armour.

Prerequisites: Dex 13, Hide 4 ranks, Move Silently 1 rank, Armour Proficiency (Light), Stealthy.

Ghaaroth NS (free product)

Benefit: Whenever you are wearing light armour that you have personally prepared, you do not apply its armour check penalty (if any) to Move Silently or Hide checks. To prepare light armour for stealth requires one hour and materials worth 5 sp initially, then ten minutes per day in maintenance time.

Athletic (General)

You have a natural talent for athletics.

Benefit: You get a +2 bonus on all Climb checks and Swim checks.

Augment Summoning (Sorcery)

Your summoned creatures are especially strong and tough.

Prerequisite: Summoner, magic attack bonus +4.

Benefit: Each creature you conjure with any spell from the Summoning sorcery style gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Blind-Fight (General)

You know how to fight when unable to see your foes.

Benefit: In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you can still dodge or parry your assailant and he does not get the usual +2 bonus to melee attack rolls for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters of normal, instead of one-half.

Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply and you cannot dodge or parry your attacker. The speed reduction for darkness and poor visibility also applies.

Brawl (General)

You are an expert brawler or martial artist, often knocking out or even killing an opponent with a single punch.

Benefit: You deal 1d6 + Strength modifier points of damage with an unarmed strike. You may elect to inflict either lethal or nonlethal damage with no penalty.

Normal: Without this feat, a character deals only 1d3 points of nonlethal damage with an unarmed strike.

Carouser (General)

You can drink others under the table and are never too drunk to fight.

Prerequisites: Character level 5, Constitution 15.

Benefit: You suffer no penalties for drunkenness, however much alcohol you drink. Furthermore, you gain a +2 circumstance bonus to all Bluff and Gather Information checks related to your drinking companions after at least two hours of heavy drinking. In addition, after a night of wenching, drinking, or other partying, you heal normally as though you had had a full night's rest.

Normal: Drunk characters have at least a -2 penalty to attack rolls and Defence.

Special: Note that this feat does not assist with resisting drugs other than alcohol, including lotus-based preparations of any kind.

Ghaaroth NS (free product)

CLEAVE (GENERAL)

You know how best to take advantage of your greatest blows.

Prerequisites: Str 13+, Power Attack.

Benefit: If you deal a creature enough damage to make it drop, typically by dropping it to below 0 hit points or killing it, you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

COMBAT EXPERTISE (GENERAL)

You are an expert at fighting cautiously so as to minimise the risk of being hit.

Prerequisite: Int 13.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of as much as -5 on your attack and add the same number (up to +5) to your Defence. This number may not exceed your base attack bonus. The changes to attack rolls and Defence last until your next action.

Special: If you use combat expertise while fighting defensively, the bonuses are cumulative.

COMBAT REFLEXES (GENERAL)

You are skilled at taking advantage of your opponent's mistakes.

Benefit: You may make a number of additional attacks of opportunity equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and cannot make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a thief to use the opportunist special ability more than once per round, if he has it

CRUSHING GRIP (GENERAL)

The mighty thews of your hand and arm can crush a man's limb or neck in moments, if you can but get a grip on him.

Prerequisites: Str 17, Improved Grapple, base attack bonus +8.

Benefit: If you manage to grapple an opponent and inflict damage on him, you may choose to inflict some or all of the rolled damage as damage to his Constitution, Dexterity, or Strength, at your choice. He gets a Fortitude saving throw (DC 10 + your Strength bonus + ½ your Base attack bonus) for half damage. Crushing Grip may be continued from round to round, so long as you are grappling your opponent and inflicting damage upon him.

DABBLER (GENERAL)

Though you might not be a formally trained sorcerer, you have learned a little magic here and there, enough to perhaps get you out of a tight spot or two – if it works.

Prerequisites: Int 13, Knowledge (arcana) 6 ranks.

Benefit: Choose a sorcery style from the following: Counterspells, Curses, or Divination. Up to once during any given month, you may make a Knowledge (arcana) check to recall a small amount of sorcerous lore that could prove useful to your current situation. You do not have a

Ghaaroth NS (free product)

true, permanent understanding of the style you access in this way but you are able to remember just enough to have an attempt at using the sorcery in question. The DC of the check is 15 for Basic Spells, or 25 for Advanced Spells. You need not meet any prerequisites for the style, except those that require a certain number of ranks of a particular skill. If you succeed in the check, the Games Master will select an appropriate sorcerous effect from among the advanced and basic spells derived from that style, to which you are granted temporary access – enough to cast once and once only. This will be something useful to the situation, though in most cases it will not be sufficient to completely defeat your opposition on its own.

Special: You expend power points to cast the spell as usual. If you do not already have any Power Points when you select this feat, you immediately acquire a Base PP of 2 + Wisdom modifier.

Deceitful (General)

You live a life of underhand dealings and deceit.

Benefit: You get a +2 bonus on all Disguise checks and Forgery checks.

Defensive Martial Arts (General)

You have been trained to avoid blows and other attacks directed at you in battle.

Prerequisites: Must be Khitan, Vendhyan, or Himelian, *or* may be of any race but in that case must have the *calm of the adept* (Basic Oriental Magic) spell (see pg. 319).

Benefit: You gain an additional +2 bonus to Defence when fighting defensively or using the total defence action. This grants you a total of +4 bonus to Defence when fighting defensively and a total of +6 bonus to Defence when using the total defence action. Furthermore, you gain a +2 bonus to opposed Strength and Dexterity checks any time you make trip, overrun or grapple attacks, or when you try to avoid trips, overruns and grapples made against you.

Normal: A character using the total defence action without this feat gains a +2 bonus to Defence when fighting defensively and a +4 bonus to Defence when using the total defence action.

Deft Hands (General)

Your hands are naturally dextrous.

Benefit: You get a +2 bonus on all Sleight of Hand checks and Use Rope checks.

Demon Killer (General)

You have hardened yourself to the terrors of the supernatural.

Prerequisites: Must have single-handedly defeated a monster of any kind, Iron Will, must not be Southern Islander or Tlazitlan.

Benefit: You are immune to fear affects from creatures of the defeated type and gain a +2 bonus to Will saves versus Terror. Each time that you defeat a new monster, you become immune to the Terror effect of that creature, if any.

Diehard (General)

You can endure wounds that would drop another man.

Prerequisite: Endurance.

Benefit: When reduced to between –1 and –9 hit points, you automatically become stable. You do not have to roll d% to see if you lose 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled,

Ghaaroth NS (free product)

rather than dying. You must make this decision as soon as you are reduced to negative hit points, even if it is not your turn. If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn but not both. You cannot take a full round action. You can take a move action without further injuring yourself, though if you perform any standard action (or any other action deemed as strenuous, including some free actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach –10 hit points, you immediately die.
Normal: A character without this feat that is reduced to between –1 and –9 hit points is unconscious and dying.

Diligent (General)

You are skilled at evaluating objects and writing.
Benefit: You get a +2 bonus on all Appraise checks and Decipher Script checks.

Dodge (General)

You are very nimble on your feet, ducking and weaving in and out of combat to avoid your enemies' attacks.
Prerequisites: Dex 13, base dodge bonus +1.
Benefit: You gain a +1 dodge bonus to your Dodge Defence.

Endurance (General)

You have incredible stamina.
Benefit: You gain a +4 bonus on the following checks and saving throws: swim checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saving throws made to avoid nonlethal damage from hot or cold environments and Fortitude saving throws made to resist damage from suffocation. In addition, you may sleep in light or medium armour without becoming fatigued.
Normal: A character without this feat who sleeps in medium or heavier armour is automatically fatigued the next day.
Special: A borderer automatically gains Endurance as a bonus feat at 3rd level. He need not select it.

Eyes of the Cat (General)

You see more clearly in the dark than many men can in full daylight.
Prerequisites: Spot 1 rank, may only be taken at 1st level.
Benefit: You gain low-light vision. That is, you can see outdoors twice as well as ordinary humans by starlight, moonlight, torchlight or other conditions of poor illumination. You can even distinguish colour and detail under these low-light conditions.

Exotic Weapon Proficiency (General)

Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Prerequisite: Base attack bonus +1.
Benefit: You make attack rolls with the weapon normally.

Ghaaroth NS (free product)

Normal: A character who uses a weapon with which he is not proficient takes a -4 penalty on attack rolls.
Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon.

Far Shot (General)

You are skilled at using ranged weapons at very long ranges.
Prerequisite: Point Blank Shot.
Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5). When you use a thrown weapon, its range increment is doubled.
Special: A Hyrkanian or Turanian need not have the Point Blank Shot feat before selecting this feat.

Fighting-Madness (General)

You can enter a powerful, enraged state.
Prerequisite: Must be a Cimmerian, Himelian Tribesman, Wazuli, Kushite, Nordheimr, Pict, Southern Islander, Darfari or Tlazitlan; Con 13, Base attack bonus +1.
Benefit: Up to once per day, you can enter a fighting-madness. You temporarily gain +4 to Strength, +4 to Constitution and a +2 morale bonus on Will saving throws but suffer a -2 penalty to Defence. While in a fighting-madness, you cannot use skills or abilities that require patience and concentration, including sneak attacks and finesse fighting. You can use any feat you might have except for Combat Expertise, sorcery feats and Skill Focus, if the latter is tied to a skill that requires patience or concentration. A fighting-madness lasts for a number of rounds equal to 3 + your Constitution bonus. You may prematurely end the fighting-madness voluntarily. The bonus hit points go away at the end of the fighting-madness. Entering a fighting-madness is a free action. You may not enter a fighting-madness if you are under the effect of the barbarian class feature Crimson Mist and vice versa.

Fleet-Footed (General)

You are fast on your feet.
Benefit: You gain an enhancement bonus of +10 feet to your speed when wearing light or no armour (and not carrying a heavy load) or an enhancement bonus of +5 feet to your speed when wearing medium or heavy armour.
Special: You can select this feat more than once, up to a maximum of three times. Its benefits stack.

Flyby Attack (General)

This feat allows a creature to hit as it flies past.
Prerequisite: Fly speed.
Benefit: When flying, you can take a move action (including a dive) and another standard action at any point during the move. You cannot take a second move action during a round when you make a flyby attack.
Normal: Without this feat, the creature takes a standard action either before or after its move.

Focused Magical Link (Sorcery)

You are capable of creating a 'voodoo doll' or similar focus, so as to break down a target's resistance to your curses.

Ghaaroth NS (free product)

Focused Magical Link Craft Check

Craft Check Result	Bonus To Magical Attack Rolls
14 or less	No bonus; all materials used are wasted (lost), including any magical links
15-24	+1
25-34	+2
35-44	+3
Etc.	Etc.

Prerequisites: Hexer, magic attack bonus +3, Craft (fine art, sculpture, or similar) 1 rank.

Benefit: You may enhance your magical link (see page 193) by crafting a representation of your victim, such as a doll or painting, then adding additional connections to the victim. You take one full day, with a raw materials cost of 10 silver pieces, after which you may make an appropriate Craft check and reference the table below to determine the result.

Furthermore, for each additional object you incorporate into the representation, up to a maximum of four, the enhancement bonus increases by +1. Each object must be one that by itself could be used as a magical link to the victim; see pg. 293.

Great Cleave (General)

Your blows are the stuff of legends.

Prerequisites: Str 13+, Cleave, Power Attack, base attack bonus +4.

Benefit: This feat works as Cleave, except there is no limit to the number of times you can use it per round.

Greater Critical (General)

Select one weapon that you have already selected with the Improved Critical feat. You have learned to wield that weapon with such skill as to inflict devastating amounts of damage on a regular basis.

Prerequisite: Improved Critical, base attack bonus +16.

Benefit: When using the weapon you selected, your threat range is tripled. This supersedes the doubling provided by the Improved Critical feat.

Special: This feat can be gained multiple times. The effects do not stack. Each time you take the feat, it applies to a new weapon. A character who has seven or more levels of the barbarian class may not select this feat. If a character with this feat ever gains seven or more levels in the barbarian class, he immediately and permanently loses this feat.

Great Fortitude (General)

You are hardier than most other people of your race.

Benefit: You get a +2 bonus on all Fortitude saving throws.

Greater Sunder (General)

As a follow-up to sundering an opponent's weapon, you can make an immediate attack on him.

Prerequisite: Improved Sunder, base attack bonus +6.

Benefit: If you completely destroy an opponent's weapon in melee combat, you

Ghaaroth NS (free product)

immediately get a melee attack against that opponent as if you had not used your attack for the sunder attempt.

Special: A soldier may select Greater Sunder as one of his bonus feats.

Greater Weapon Focus (General)

Choose one type of weapon (if desired, this weapon could be 'unarmed strike' or 'grapple') for which you have already selected Weapon Focus. You are extraordinarily skilled with this weapon.

Prerequisites: Weapon Focus with the selected weapon, soldier level 8.

Benefit: You add +1 to all attack rolls you make using the selected weapon. This bonus stacks with other bonuses to attack rolls, including the bonus granted by the Weapon Focus feat.

Special: This feat can be gained multiple times. The effects do not stack. Each time you take the feat, it applies to a new weapon. A character who has seven or more levels of the barbarian class may not select this feat. If a character with this feat ever gains seven or more levels in the barbarian class, he immediately and permanently loses this feat.

Greater Weapon Specialisation (General)

Choose one type of weapon (if desired, this weapon could be 'unarmed strike' or 'grapple'), for which you have already selected Weapon Specialisation. You are supremely good at inflicting damage with this weapon.

Prerequisites: Weapon Focus with the selected weapon, Weapon Specialisation in selected weapon, Greater Weapon Focus with selected weapon, soldier level 12.

Benefit: You add +2 to all damage dealt by the weapon with which you have specialised. If the weapon is a ranged weapon, the target must be within 30 feet. This bonus stacks with other damage bonuses, including the bonus granted by the Weapon Specialisation feat.

Special: This feat can be gained multiple times. The effects do not stack. Each time you take the feat, it applies to a new weapon. A character who has seven or more levels of the barbarian class may not select this feat. If a character with this feat ever gains seven or more levels in the barbarian class, he immediately and permanently loses this feat.

Gunderland Pike-and-Shield Fighting (General)

You have trained in Gunderland's pike-and-shield techniques, learning to control your shield with just a few movements of your body and arm while both your hands grip the pike.

Prerequisites: Gunderman, base attack bonus +1, Shield Proficiency, Martial Weapon Proficiency (pike).

Benefit: You may wield a large shield and pike simultaneously, without penalty to the use of the pike. The large shield grants a +3 shield bonus to Parry Defence rather than the usual +4, however. In addition, the shield confers its full +4 shield bonus to your Dodge Defence when dodging ranged attacks.

Normal: A large shield can be strapped to the back or shoulder to allow for use of a two-handed weapon but the parry bonus is reduced to +0 while doing so and the shield

Ghaaroth NS (free product)

bonus to Dodge Defence against ranged attacks is reduced to +2.

Special: The Games Master may permit a non-Gunderman to select this feat if he trains and fights in a Gunderland pike regiment.

HEXER (SORCERY)

You are particularly adept at cursing your opponents.

Prerequisites: Magic attack bonus +1, Sorcery Style: Curses.

Benefit: You gain a +2 bonus to your magic attack roll whenever you are casting a spell from the Curses sorcery style.

HORDE (GENERAL)

As well as your own followers, you can call upon a great horde of allied tribes, clans or nomad bands to assist you with your dreams of raiding or conquest – so long as they are assured there will be plenty of plunder for all involved, and so long as your leadership is strong and successful.

Prerequisites: Cha 13, Leadership, nomad level 12 *or* barbarian level 12.

Benefit: You may assemble a horde of barbarians or nomads in addition to the followers granted by your Leadership feat. You must publicise your planned cause by sending out messengers to a number of tribes, at a cost per month of one week of your time and 100 gold lunas in gifts and other expense. While you do so, you will gain a number of additional followers each month equal to the followers gained solely from your Leadership feat. These additional followers have less loyalty to you than do your personal followers but will follow you for as long as your horde is successful in battles and raids. You must feed the horde and provide it with plenty of opportunities for plunder, or it will disperse. Furthermore, there is a straight 20% chance per month that a rival leader of 1d3 levels lower than you will challenge your leadership, usually in an informal duel. If you lose this challenge, the majority of the horde goes off with its new leader, leaving you with only your original followers. If you lose your horde by inactivity or challenge, you may not attempt to call another horde for at least three months.

Special: A character with levels in both the barbarian and nomad classes may combine the two class levels together for purposes of qualifying for this feat, so an 8th level barbarian/4th level nomad would qualify, for example.

IMPROVED BULL RUSH (GENERAL)

You rarely slip when pushing an enemy before you.

Prerequisites: Str 13+, Power Attack.

Benefit: When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.

IMPROVED CRITICAL (GENERAL)

Select one weapon. You have learned to wield that weapon with such skill as to inflict devastating quantities of damage very frequently.

Prerequisites: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: This feat can be gained multiple times. The effects do not stack. Each time you take the feat, it applies to a new weapon. A character who has seven or more levels of the barbarian class may not select

Ghaaroth NS (free product)

this feat. If a character with this feat ever gains seven or more levels in the barbarian class, he immediately and permanently loses this feat.

Improved Disarm (General)

You are skilled at sending your opponent's weapon flying.

Prerequisites: Int 13+, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.

Normal: See the normal disarm rules.

Improved Feint (General)

You make a tricky opponent for anyone.

Prerequisites: Int 13+, Combat Expertise.

Benefit: You can make a Bluff check to feint in combat as a move action.

Normal: Feinting in combat is a standard action.

Improved Grapple (General)

You have a knack for grabbing and keeping hold of your opponents.

Prerequisites: Dex 13+, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Normal: Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

Improved Initiative (General)

You are fast to react to any threat.

Benefit: You get a +4 bonus on initiative checks.

Improved Overrun (General)

You barrel over your opponents with ease.

Prerequisites: Str 13+, Power Attack.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

Improved Precise Shot (General)

You can put your shots exactly where you want them.

Prerequisites: Dex 19+, Point Blank Shot, Precise Shot, base attack bonus +11.

Benefit: Your ranged attacks ignore the bonus to Defence granted to targets by anything less than total cover and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks. In addition, when you shoot or throw ranged weapons at a grappling opponent you

Ghaaroth NS (free product)

automatically strike at the opponent you have chosen.

Normal: See the normal rules on the effects of cover and concealment. Without this feat, a character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

IMPROVED SUNDER (GENERAL)

You are skilled at hitting weapons, shields – anything held in your opponent's hands.

Prerequisites: Str 13+, Power Attack.

Benefit: When you strike at an object held or carried by an opponent (such as a weapon or shield) you do not provoke an attack of opportunity. You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

Normal: Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

IMPROVED TRIP (GENERAL)

You know how to knock your opponents down and hit them while they are there.

Prerequisites: Int 13+, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent. If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you had not used your attack for the trip attempt.

Normal: Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

IMPROVED TWO-WEAPON COMBAT (GENERAL)

You are an expert at fighting with a weapon in each hand.

Prerequisites: Simple Weapon Proficiency, Two-Weapon Combat Proficiency, base attack bonus +6.

Benefit: When you fight with two weapons and take a full attack action, you may make a second attack with the off-hand weapon, albeit at a -5 penalty. For every five points of Base attack bonus you have above +6, you may make one additional attack with your off-hand weapon when taking a full attack action, to a maximum of four attacks at a Base attack bonus of +16. However, for each attack after the first, the attack bonus is reduced by a further -5 penalty. For example, a 20th level soldier with base attacks of +20/+15/+10/+5 who is wielding an arming sword and poniard may make attacks with the arming sword at +20/+15/+10/+5 and with the poniard at +20/+15/+10/+5.

Normal: A character wielding a weapon in each hand may only make one attack per round with the off-hand weapon.

IMPROVED UNARMED STRIKE (GENERAL)

You are skilled at fighting without weapons.

Benefit: You are considered to be armed even when you are unarmed; that is, you do not provoke attacks or opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In

Ghaaroth NS (free product)

addition, your unarmed strikes can deal lethal or nonlethal damage, at your option. You may also parry attacks without penalty when you do not have a weapon, shield or other object in your hands.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack. You suffer a –4 penalty to Parry Defence when parrying unarmed.

Intricate Swordplay (General)

You have been trained in the flashy, Western style of swordplay, perhaps at one of the great fencing schools of Zingara or Aquilonia.

Prerequisites: Weapon Focus (broadsword or arming sword), Parry, Combat Expertise, Cha 13.

Benefit: Whenever you have a broadsword or arming sword in one hand and are wearing no heavier than medium armour, you may add your Charisma bonus as a parry bonus to your Parry Defence.

Special: A character who has seven or more levels of the barbarian class may not select this feat. If a character with this feat ever gains seven or more levels in the barbarian class, he immediately and permanently loses this feat.

Investigator (General)

You look past the obvious to see what is really going on.

Benefit: You get a +2 bonus on all Gather Information checks and Search checks.

Iron Will (General)

You have a formidable sense of self-control.

Benefit: You get a +2 bonus on all Will saving throws.

Knowledgeable (General)

You are a natural scholar.

Prerequisites: Int 13.

Benefit: You gain a +2 bonus to all Knowledge checks.

Leadership (General)

Your powerful leadership qualities have enabled you to draw a band of loyal followers to your side.

Prerequisite: Character level 6th.

Benefits: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist him. See the table below for what sort of cohort and how many followers the character can recruit.

Leadership Modifiers: Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Cha modifier). The noble class feature Enhanced Leadership gives a bonus to Leadership score. A character's reputation (from the point of view of the cohort or follower he is trying to attract) raises or lowers his Leadership score:

Ghaaroth NS (free product)

Leader's Reputation	Modifier
Great renown	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

Other modifiers may apply when the character tries to attract a cohort:

The Leader . . .	Modifier
Has a *demonic pact*	-2
Has a code of honour different from that of the cohort	-1
Has no code of honour, but the cohort does (or vice versa)	-2
Caused the death of a cohort	-2*

* Cumulative per cohort killed.

Followers have different priorities from cohorts. When the character tries to attract a new follower, use any of the following modifiers that apply.

The Leader . . .	Modifier
Has a stronghold, base of operations, temple, or the like	+2
Has the Priest feat	+1
Is a King, Shah, or other supreme rank in a nation	+4*
Moves around a lot	-1
Caused the death of other followers	-1

* A King will doubtless have other armies under his command as well as his own followers per se; however, the only forces he can trust implicitly are those gained directly through the Leadership feat.

Leadership Score: A character's base Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores but the character must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score, as detailed above.

Cohort Level: The character can attract a cohort of up to this level. Regardless of a character's Leadership score, he can only recruit a cohort who is two or more levels lower than himself. The cohort should be equipped with gear appropriate for his level. A character can try to attract a cohort of a particular race, class and code of honour.

Cohorts earn XP as follows:

The cohort does not count as a party member when determining the party's XP.

Divide the cohort's level by the level of the character with the Leadership feat who attracted him.

Multiply this result by the total XP awarded to this character and add that number of experience points to the cohort's total.

If a cohort gains enough XP to bring it to a level one lower than the associated character's level, then the cohort does not gain the new level; its new XP total is 1 less than the amount needed to attain the next level.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level. Followers are similar to cohorts, except they are generally low-level Non-Player Characters. As they

Ghaaroth NS (free product)

Leadership Score	Cohort Level	—Number of Followers by Level — 1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	1st	—	—	—	—	—	—
4	2nd	1	—	—	—	—	—
5	2nd	2	—	—	—	—	—
6	3rd	3	—	—	—	—	—
7	3rd	5	—	—	—	—	—
8	4th	8	—	—	—	—	—
9	4th	12	—	—	—	—	—
10	5th	18	—	—	—	—	—
11	5th	25	—	—	—	—	—
12	6th	32	1	—	—	—	—
13	6th	40	1	—	—	—	—
14	7th	50	2	1	—	—	—
15	7th	60	2	1	—	—	—
16	8th	70	3	1	—	—	—
17	8th	85	3	1	—	—	—
18	9th	100	4	2	1	—	—
19	9th	120	5	2	1	—	—
20	10th	150	6	3	1	—	—
21	10th	200	8	3	1	—	—
22	11th	250	10	4	2	1	—
23	11th	300	12	4	2	1	—
24	12th	350	14	5	2	1	—
25	12th	400	16	5	2	1	—
26	13th	500	20	6	3	1	—
27	13th	600	24	6	3	1	—
28	14th	800	32	8	4	2	1
29	14th	1000	40	10	4	2	1
30	15th	1250	50	13	5	2	1
31	15th	1500	60	15	5	2	1
32	16th	2000	80	20	6	3	1
33	16th	2500	100	25	7	3	1
34	17th	3000	120	30	8	4	2
35 or higher	17th	4000	160	40	10	4	2

are usually five or more levels behind the character they follow, they are not as effective in one-on-one combat as the Player Characters but can be a formidable force for waging large-scale war.

Followers do not earn experience and thus do not gain levels. However, when a character with Leadership attains a new level, the player consults the table above to determine if he has acquired more followers, some of which may be higher level than the existing followers. You do not consult the table to see if your cohort gains levels, however, because cohorts earn experience on their own.

Ghaaroth NS (free product)

Light-Footed (General)

You dislike armour and are significantly more effective without it.

Prerequisites: Ability to sneak attack, Hide 1 rank, Move Silently 1 rank.

Benefit: Whenever you are unarmoured and carrying at most 20 pounds of gear in total, you gain an extra +1 die to your sneak attack damage (either d6 or d8 as appropriate), a +1 dodge bonus to Dodge Defence and a +1 circumstance bonus to all Hide and Move Silently checks.

Lightning Reflexes (General)

You can leap aside from danger at a moment's notice.

Benefit: You get a +2 bonus on all Reflex saving throws.

Martial Weapon Proficiency (General)

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Benefit: You make attack rolls with the selected weapon normally.

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

Special: You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of weapon.

Menacing Aura (General)

You project a constant, imposing aura of menace that gives many of your opponents pause before they even get a chance to attack you.

Prerequisites: Intimidate 16 ranks, Cha 15, Steely Gaze.

Benefit: You may make a demoralise opponent attempt (see the Intimidate skill on pg. 138) as a free action against any opponent who comes within 15 feet of you, whether or not it is your turn to act. You may do this against any number of opponents each round.

Mobility (General)

You are better able to defend yourself when on the move.

Prerequisites: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to your Dodge Defence against attacks of opportunity caused when you move out of or within a threatened area. If you cannot dodge, then this bonus has no effect. Dodge bonuses stack with each other, unlike most types of bonuses.

Monster Slayer (General)

Through long practice and bitter experience, you have learned a number of techniques for killing monsters quickly so as to risk as little damage to yourself as possible.

Prerequisites: Power Attack, base attack bonus +6

Benefit: When making a Power Attack against a foe of Large size or greater, you now add twice as much to your damage

Ghaaroth NS (free product)

roll as you subtract from your attack roll, rather than the same amount as is usual for Power Attack. For example, you can use your Power Attack to gain a +2 to damage for a –1 penalty to your attack roll, or a +6 bonus to damage for a –3 penalty to attack, or even a +10 bonus to damage for a –5 penalty to attack. As ever with Power Attack, the bonuses and penalties have to apply to all your attacks this round. The total damage bonus gained may not exceed your Base attack bonus.

Special: When using this feat with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add three times the number subtracted from your attack rolls. The total damage bonus gained still may not exceed your Base attack bonus.

Mounted Archery (General)

You can use a bow even while guiding your mount with your knees alone.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: The penalty you take when using a ranged weapon while mounted is halved: –2 instead of –4 if your mount is taking a double move and –4 instead of –8 if your mount is running.

Mounted Combat (General)

Your skill at arms on horseback has been honed and trained until it is second nature.

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll. Essentially, the Ride check result becomes the mount's Dodge Defence if it is higher than the mount's regular Dodge Defence.

Multiattack (General)

Some creatures are particularly adept at using multiple natural weapons.

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons suffer only a -2 penalty.

Normal: Without this feat, the creature's secondary natural attacks suffer a -5 penalty.

Navigation (General)

Along with a small number of brave captains around the world, you have learned the secrets of deep-sea navigation.

Prerequisites: Profession (sailor) 12 ranks, Int 13.

Benefit: You automatically know where you are at sea, even in the deep sea out of sight of land. You have a detailed mental map of all the lands you have already visited and how to get there from where you are.

Normal: A character who is out of sight of land and does not have this feat may attempt a Profession (sailor) check (DC 20) once per day to stay approximately on course for his destination. However, if he ever fails a check, he becomes lost and strays off his course; he must make a more difficult check the following day (DC 25 +1 per additional day since a check was last successful) or remain lost and off-course.

Ghaaroth NS (free product)

NEGOTIATOR (GENERAL)

You can haggle with the best of them.

Benefit: You get a +2 bonus on all Diplomacy checks and Sense Motive checks.

NIMBLE FINGERS (GENERAL)

You have a gift for working with locks and other mechanisms.

Benefit: You get a +2 bonus on all Disable Device checks and Open Lock checks.

NO HONOUR (GENERAL)

You have accepted that you have no honour whatsoever and revel in your wickedness and dishonour. This acceptance fortifies you in much the same manner as though you had a code of honour yourself, except in cases where your very soul is at stake. . .

Prerequisites: Must not have a code of honour, or must have lost a code of honour.

Benefit: You gain a +3 morale bonus on all Will saving throws, except those made against Corruption, for which saving throws you gain no particular bonus.

Special: You may never gain or regain a code of honour.

OPPORTUNISTIC SACRIFICE (SORCERY)

You can take advantage of a chance to slay an opponent by sorcery or combat and gain magical energy from so doing, just as though you had ritually sacrificed him in a more formal manner, by simply dedicating his death to your dark gods or your own power.

Prerequisites: Magic attack bonus +3, base attack bonus +3, Base PP 4, Ritual Sacrifice.

Benefit: You gain the benefits of the Ritual Sacrifice feat any time you slay an enemy, whether by magic, melee or ranged attacks.

Normal: You must slay a helpless opponent with a coup de grace to gain the benefits of the Ritual Sacrifice feat.

Special: This feat may not be used together with Tormented Sacrifice on the same victim, except in the case of certain spells as described in the Sorcery chapter. It is simply not possible for most spells or weapons to cause sufficient pain to allow the benefits of Tormented Sacrifice to work when slaying a victim in a quick and businesslike manner, as with Opportunistic Sacrifice.

PARRY (GENERAL)

You are experienced and effective at parrying your enemies' attacks.

Prerequisites: Str 13, base parry bonus +1.

Benefit: You gain a +1 parry bonus to Parry Defence.

PERFORMER (GENERAL)

You are a natural performer.

Prerequisites: Cha 13.

Benefit: You gain a +2 bonus to all Perform checks.

PERSUASIVE (GENERAL)

You are very hard to turn down when you set your mind on something.

Benefit: You get a +2 bonus on all Bluff checks and Intimidate checks.

Ghaaroth NS (free product)

Pirate Code Expert (General)

You have travelled the world on many different pirate vessels, shipping with the Red Brotherhood of the Vilayet Sea, the Corsairs of the Black Coast, the Freebooters of Zingara and the Pirates of the Baracha Islands. On your travels you have learned the codes for all these different groups, enabling you to easily communicate with any pirate ship.

Prerequisites: Int 13, pirate level 2.

Benefit: You know all four of the pirate codes listed under the Pirate Code class feature (see pg. 78). Furthermore, you gain a +1 circumstance bonus to all Charisma-based skill checks and Charisma checks when dealing with any character who has at least two levels in the pirate character class.

Point Blank Shot (General)

At close range, your skill with a ranged weapon is deadly.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Poison Use (General)

You are an experienced poison-user.

Prerequisites: Dex 13, base attack bonus +6, Knowledge (nature) 4 ranks.

Benefit: You never suffer the usual 5% chance of poisoning yourself if you use poison, nor do you risk accidentally poisoning yourself when attacking with a poisoned weapon. Furthermore, you gain a +1 resistance bonus to all Fortitude saves against poison, as your frequent exposure to low doses of a variety of poisons has given your body a certain degree of habituation to poisons of all kinds. Finally, you can take poisons directly from such sources as the glands of a dead Great Serpent, or the juice of an Apple of Derketa (see pg. 334) without needing to make any particular skill checks. Note that this feat does not help with finding such poison sources, only extracting them.

Power Attack (General)

You can pour your strength into your blows to wreak devastation upon your enemies.

Prerequisite: Str 13+.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your Base attack bonus. The penalty on attacks and bonus on damage both apply until your next turn.

Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, you instead add twice the number subtracted from your attack rolls. You cannot add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks) even though the penalty on attack rolls still applies.

Precise Shot (General)

Your friends need not fear your missiles when you shoot past them.

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

Ghaaroth NS (free product)

PRIEST (GENERAL)

You have taken full ordination into the temple of your chosen religion.

Prerequisites: Scholar level 4, scholar background: lay priest.

Benefit: You are an ordained priest. This will bring a number of social and political benefits, as well as some restrictions. Many of these benefits and restrictions are dependent on your religion. See the Religion chapter. These benefits always include the right to command followers of the same religion, allowing priests to gain bonuses to their Leadership scores (see pg. 169). Furthermore, the priest gains a +1 circumstance bonus to Bluff, Diplomacy, Gather Information and Intimidate skills when dealing with other characters who follow the same religious path as he does. In some regions, this can mean entire nations. This bonus is cumulative with the similar bonus from having the same Allegiance as the target, if applicable. Finally, the priest has certain duties at temple that fully occupy him for at least six months of every year; it is his choice as to when. In return for fulfilling these duties, he gains an annual stipend of 10 sp/scholar level, as well as free room and board at the temple whenever he is working there.

QUICK DRAW (GENERAL)

Just because your weapon is sheathed, it does not mean that you are defenceless.

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action instead of as a move action. So long as you are able to parry an attack (when you are not flat-footed, for example) you can draw a weapon in response to being attacked, enabling you to use your full Parry Defence against the attack even if you did not have a weapon drawn before. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks, much like a character with a bow.

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

RANGED FINESSE (GENERAL)

Given sufficient time to aim, your ranged attacks find their way between gaps in your foes' armour.

Prerequisite: Precise Shot.

Benefit: You may take a full-round action to line up an attack with a ranged weapon. You must aim at a specific target. (The act of aiming provokes an attack of opportunity, just as if you had attacked with the weapon.) If, on your next turn, that target is within 30 feet and has not moved more than 30 feet since his last action, you may attempt to finesse past his armour with your ranged attack. You can also ready an attack while aiming, but you must have been aiming at the same target continuously for at least one round in order to attempt to finesse. If you lose sight of your target or attack a different target, your aim is broken. Aiming requires your full concentration and you must make a Concentration skill check if you suffer distraction (see pg. 239). If you are able to make more than one attack in a round, then only your first attack benefits from any aiming and subsequent attacks may not be made as finesse attempts. If you are using a bow, you can continue to aim for a number of rounds equal to 5 + your Strength modifier, after which you take one point of nonlethal damage for every round on which you continue to aim.

Ghaaroth NS (free product)

Normal: Ranged attacks cannot ordinarily be finessed.

Rapid Shot (General)

You can have another arrow in the air before the first has hit its target.

Prerequisites: Dex 13+, Point Blank Shot.

Benefit: You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus but each attack you make in that round (the extra one and the normal ones) takes a –2 penalty. You must use the full attack action to use this feat.

Reflexive Parry (General)

Though you may not have time to dodge a surprise attack, you will at least have a chance to bring up your weapon or shield in a desperate, instinctive parry.

Prerequisites: Dex 15, Combat Reflexes, Parry, base parry bonus +8.

Benefit: You can still parry if caught flat-footed or struck by an invisible attacker. You do not become able to parry when grappled or helpless, however.

Ride-By Attack (General)

You can slash at an opponent as you spur your mount past.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again, continuing the straight line of the charge. Your total movement for the round cannot exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Ritual Sacrifice (Sorcery)

You have been trained to ritually kill a helpless opponent to gain sorcerous power.

Prerequisites: Magic attack bonus +1, base attack bonus +1, Base PP 4.

Benefit: If you attempt a coup de grace on a helpless character or creature, the victim gets a –2 circumstance penalty on his Fortitude saving throw to avoid dying. In addition, you can gain Power Points from your victim's death. For each full 4 hit points he had (before subtracting any he lost while you inflicted the coup de grace) you gain 1 PP, which may either be added to your own PP total or used immediately in another spell.

Normal: If you kill a creature by coup de grace but do not know this feat, you may still gain some power points by dedicating its death to your gods or to your own personal power. This amounts to one point for each full 8 hit points the creature had.

Run (General)

Your pace is phenomenal.

Benefit: When running, you move five times your normal speed. You may only do this if wearing light or no armour and carrying no more than a light load. You may move four times your speed if wearing medium or heavy armour or carrying a medium or heavy load. If you make a jump after a running start (see the Jump skill description) you gain a +4 bonus on your Jump check. While running, you can still dodge.

Normal: You move four times your speed while running (if wearing light or no armour and carrying no more than a light

Ghaaroth NS (free product)

load) or three times your speed (if wearing medium or heavy armour or carrying a medium or heavy load) and you are not able to dodge.

Self-Sufficient (General)

You can survive in the wild with little fear.

Benefit: You get a +2 bonus on all Heal checks and Survival checks.

Shield Proficiency (General)

You are adept at using a shield to parry blows.

Benefit: You can use a shield and take only the standard penalties.

Normal: When you are using a shield with which you are not proficient, you take the shield's armour check penalty on attack rolls and on all skill checks that involve moving, including Ride checks.

Shot on the Run (General)

Prerequisites: Dex 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4.

Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Special: A soldier may select Shot on the Run as one of his soldier bonus feats.

Simple Weapon Proficiency (General)

You are competent at wielding less demanding weapons.

Benefit: You make attack rolls with simple weapons normally.

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

Skill Focus (General)

You have a particular knack at one task or another.

Benefit: You get a +3 bonus on all checks involving that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Sleep Mastery (General)

You have almost total control of your body's sleep patterns and your waking and sleeping habits.

Prerequisites: Wis 13, Con 13.

Benefit: You need only sleep for six hours a night to awaken fully rested. Up to once per week, you may spend one full night without any sleep, with no penalties, so long as you get at least twelve hours of sleep the following night. In addition, you may make Listen checks as though you were awake if any untoward sounds occur as you sleep; if you succeed at such a Listen check, you may become fully awake as a free action. Finally, you gain a +2 bonus on all saving throws against spells, supernatural

Ghaaroth NS (free product)

effects, drugs and poisons that would cause you to sleep or prevent you from waking.

Sneak Subdual (General)

You can make sneak attacks that subdue your enemies.

Prerequisites: Ability to sneak attack, base attack bonus +1.

Benefit: You can use a weapon that deals normal damage to deal nonlethal damage in a sneak attack, with the usual -4 penalty. Alternatively, when sneak attacking with any bludgeoning weapon, you can elect to deal half normal damage and half nonlethal damage (round down) with no penalty.

Normal: Sneak attacks can only deal nonlethal damage if made with an unarmed strike or sap.

Sorcerer's Boon (Sorcery)

You have spent many years studying sorcery.

Prerequisites: Int 13, scholar level 4, must know at least two sorcery styles

Benefit: You gain one advanced spell of your choice. You must meet any prerequisites of the spell as usual, including knowledge of the sorcery style in question. However, unlike the usual spells you gain as class features, you are not restricted by your background class feature – you may choose any spell for which you meet the prerequisites without needing to learn it from your masters or conduct your own researches.

Special: This feat may be taken more than once – you gain a different spell each time.

Spirited Charge (General)

You can spur your mount into the charge and brace yourself to strike a powerful blow.

Prerequisites: Ride 1 rank, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon, or triple damage with a lance.

Stealthy (General)

You have a knack for moving sneakily.

Benefit: You get a +2 bonus on all Hide checks and Move Silently checks.

Steely Gaze (General)

One glance from you is enough to make lesser opponents quail in terror.

Prerequisites: Intimidate 8 ranks, Cha 13.

Benefit: Up to once per round, you may perform the demoralise opponent action as a free action.

Striking Cobra (General)

You can make surprise attacks even when your opponents are aware of your presence, using your body language to convince them you are no threat, then attacking with the speed and suddenness of a striking cobra.

Prerequisites: Bluff 6 ranks, Dex 15, Cha 13, base attack bonus +6.

Benefit: So long as combat has not yet begun, you may attempt a Bluff check

Ghaaroth NS (free product)

opposed by your opponents' Sense Motive checks. If you succeed, they are surprised and you may make a round of surprise attacks against them, though they may attempt Will saving throws (DC = 10 + ½ your base attack bonus + your Charisma modifier) to avoid being flat-footed during the surprise and subsequent rounds. An opponent who had readied an action will lose that action if he does not beat your Bluff check with his Sense Motive check.

Stunning Attack (General)

Your punches (and similar attacks) are so accurate and powerful that you can stun your enemies.

Prerequisites: Dex 13, Str 13, base attack bonus +8.

Benefit: You may use this feat with any of the following weapons: unarmed strike, buckler, gauntlet, or pommel. Declare that you are using the feat before making an attack roll; a missed attack roll ruins the attempt. It forces a foe damaged by your attack to make a Fortitude saving throw (DC 10 + ½ your level + your Str modifier), in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round, until just before your next action. A stunned character may not act and can neither dodge nor parry. Attackers get a +2 bonus on attack rolls against a stunned opponent. You may attempt a stunning attack once per day for every four levels attained and no more than once per round.

Summoner (Sorcery)

You are particularly adept at summoning demons and elementals.

Prerequisites: Magic attack bonus +1, Sorcery Style: Summoning.

Benefit: You gain a +2 bonus to your magic attack roll whenever you are casting a spell from the Summoning sorcery style.

Superior Armourer (General)

You have been trained in producing Aquilonian style plate armour, Kothic scale, or Hyrkanian mail.

Prerequisites: Must be an Aquilonian, Kothian, Hyrkanian/Turanian or Zingaran, Craft (armourer) 12 ranks.

Benefit: You may create superior quality armour, though this takes significantly longer than usual due to its very high cost. If you are an Aquilonian, you may only create superior visored helms, breastplates and plate armour; if you are a Hyrkanian or Turanian, you may only create superior steel caps, mail hauberks and mail shirts; if you are a Kothian, you may only create superior scale corselets, scale hauberks and great helms; if you are a Zingaran, you may only create superior quality leather jerkins. Creating a suit of superior quality armour follows the usual rules for the Craft skill (see pg. 125).

Toughness (General)

You can shrug off blows that would cripple or kill a normal man.

Benefit: You gain bonus hit points equal to +1 per character level or Hit Die, up to a maximum of +10.

Special: Each time your character level increases, if your new level is 10th or below you gain another +1 bonus hit point.

Ghaaroth NS (free product)

Tortured Sacrifice (Sorcery)

You may draw a huge quantity of magical power from a creature by painstakingly sacrificing it over a period of several hours. This may be by bleeding them to death, whipping them, or otherwise inflicting great torture on them. Different sorcerers may have preferred methods of performing the sacrifice. In every case, though, the point is to maximize the magical power gained from a single ritual sacrifice.

Prerequisites: Ritual Sacrifice, magic attack bonus +2, base attack bonus +2.

Benefit: When you torture a victim to death in a ritualistic manner, if you take at least fifteen minutes to do so you gain 1 PP for every full 3 hp they had to start with. If you are able to spin the process out for an hour or more, you gain 1 PP for every full 2 hp they had at the start of the torture. The victim must be bound or otherwise helpless. If for some reason you need to know how much damage you have inflicted on them at some time part way through the process (for example, if the victim is rescued before you finish them off), assume that you had to inflict a minimum of 1d3 hit points damage per five minutes, but could inflict as much as your standard melee attack damage every round if desired (this latter damage assumes that you either have a particularly tough opponent, or are choosing to kill them quickly because they are about to be rescued), or anything in between. If you kill them before the 15 minutes is up, you only gain 1 PP for every full 4 hp they had, just as with a standard ritual sacrifice. You only gain the PP when the victim dies, not during the torture. It is impossible to gain any power by torturing a victim for a little while, healing him and then torturing him some more.

Track (General)

You can track beast or man across the land.

Benefit: To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow. While tracking, you move at half your normal speed, or at your normal speed with a –5 penalty on the check, or at up to twice your normal speed with a –20 penalty on the check. The DC depends on the surface and the prevailing conditions, as given on the Track Modifiers table.

Very Soft Ground: Any surface, such as fresh snow, thick dust or wet mud, which holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces, such as lawns, fields, woods, and the like, or exceptionally soft or dirty indoor surfaces, such as thick rugs and very dirty or dusty floors. The creature might leave some traces, such as broken branches or tufts of hair but it leaves only occasional or partial footprints.

Hard Ground: Any surface that does not hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces, such as scuffmarks or displaced pebbles.

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Ghaaroth NS (free product)

Track Modifiers

Condition	Survival DC Modifier
Every three creatures in the group being tracked	–1
Size of creature or creatures being tracked:[1]	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:[2]	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

[1] For a group of mixed sizes, apply only the modifier for the largest size category.

[2] Apply only the largest modifier from this category.

Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

Normal: Without this feat, you can use the Survival skill to find tracks but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage using the DCs given above but you cannot use Search to follow tracks, even if someone else has already found them.

Special: A borderer automatically has Track as a bonus feat. He need not select it.

Trample (General)

You can urge your horse to lash out with its hooves as it rides over an opponent.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Two-Weapon Combat Proficiency (General)

You can fight effectively with a weapon in each hand.

Prerequisites: Simple Weapon Proficiency, base attack bonus +1.

Benefit: When you fight with two weapons, you take no penalty to your attack rolls so long as at least one of the weapons is a light weapon, or only a -4 penalty to all attack rolls if both weapons are one-handed.

Normal: A character who is not proficient in two-weapon combat has a -2 penalty to attack rolls if using a light or one-handed weapon in his primary hand and a light

Ghaaroth NS (free product)

weapon in his secondary hand, or -6 if using a one-handed weapon in each hand.

Two-Weapon Defence (General)

When wielding a weapon in each hand, you are an expert at defensive parrying.

Prerequisites: Parry, Two-Weapon Combat Proficiency.

Benefit: When you fight with two weapons, you can give up one attack at your highest attack bonus with one of the weapons to gain a parry bonus to Parry Defence for one full round after you would have made the attack. This parry bonus is +2 if the weapon is light, or +3 if the weapon is one-handed.

Special: Two-Weapon Defence can also apply to shields, if you are using a shield to make shield bash attacks rather than for parrying.

Weapon Focus (General)

Choose one type of weapon. If desired, this weapon could be 'unarmed strike' or 'grapple'. You are highly skilled with this weapon.

Prerequisites: Proficient with weapon, base attack bonus +1.

Benefit: You add +1 to all attack rolls you make using the selected weapon.

Special: This feat can be gained multiple times. The effects do not stack. Each time you take the feat, it applies to a new weapon. A character who has seven or more levels of the barbarian class may not select this feat. If a character with this feat ever gains seven or more levels in the barbarian class, he immediately and permanently loses this feat.

Web of Death (General)

You can spin your blade and endanger any who dare attack you.

Prerequisite: Base attack bonus +5, Combat Reflexes, Weapon Focus.

Benefit: When taking a total defence action, you spin your weapon so skilfully that you can make an attack of opportunity on anyone who attacks you. The normal rules for attacks of opportunity apply. This attack is resolved after your opponent's.

Special: A character that has seven or more levels of the barbarian class may not select this feat. If a character with this feat ever gains seven or more levels in the barbarian class, he immediately and permanently loses this feat.

Weapon Specialisation (General)

Choose one type of weapon. If desired, this weapon could be 'unarmed strike' or 'grapple'. You are especially good at inflicting damage with this weapon.

Prerequisites: Weapon Focus in the selected weapon, soldier level 4.

Benefit: You add +2 to all damage dealt with the weapon you have specialised with. If the weapon is a ranged weapon, the target must be within 30 feet.

Special: This feat can be gained multiple times. The effects do not stack. Each time you take the feat, it applies to a new weapon. A character who has seven or more levels of the barbarian class may not select this feat. If a character with this feat ever gains seven or more levels in the barbarian class, he immediately and permanently loses this feat.

Ghaaroth NS (free product)

WHIRLWIND ATTACK (GENERAL)

You lash out at any available target, dispatching foes all around you with terrifying speed.

Prerequisites: Int 13, Dex 13, Dodge, Mobility, Combat Expertise, base attack bonus +4.

Benefit: When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach. When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

ZINGARAN SURPRISE (GENERAL)

Though the Zingarans are famed for swordplay, they are perhaps still more famed for their willingness to take advantage of any momentary distraction on the part of an ally to give him a blow to the head from behind, rob him and leave him for dead. Even Zingarans who are not primarily thieves or pirates are often expert with the sneak attack.

Prerequisites: Must be Zingaran, base attack bonus +8, sneak attack +4d6.

Benefit: For purposes of determining whether or not you are able to sneak attack an opponent who has the Improved Uncanny Dodge class feature, you may use your character level, rather than your thief or pirate class level. Furthermore, if your opponent is distracted at the time, you may use double your character level, rather than your pirate or thief class level, for this purpose. You could potentially contrive to create a suitable distraction by a Bluff versus Sense Motive check, or you could take advantage of a distraction such as a suddenly revealed treasure or bizarre happenstance.

Normal: Usually you may only sneak attack a character who has Improved Uncanny Dodge if you have more levels as a thief or pirate than that character has levels in the class or classes that granted him Improved Uncanny Dodge.

Ghaaroth NS (free product)

Equipment

Loot, Coin and the Spoils of War

ACQUIRING WEALTH AND objects of value is a central theme in many adventures. However, spending it is a good deal less interesting. Conan does not seem to go shopping for new weapons, armour or other 'sensible' equipment choices when he succeeds in stealing a hoard of treasure. Rather, he spends the lot on high living, as the quote above illustrates.

The only times money should be especially useful to your characters are when their weapons or armour are lost or destroyed and when it could be useful to them to buy influence or power, usually in the form of followers. Certainly there should be no need to have players keep track of every last silver piece in their purses. Either they have enough money to get by, or else it is time to go adventuring again.

Anything truly valuable cannot be bought and sold. Time and again in the stories we are told of an object, venom or lotus preparation that proved crucial for success in a particular adventure – and needed another lengthy and dangerous adventure to acquire in the first place. Golden lunas can be no substitute for a personal trip to the fiend-haunted jungles of Khitai if you are in search of lotus blossoms. . .

HIGH LIVING

It is in the nature of adventurers to spend money like water whenever they have it. Folk who regularly risk their lives in the hope of gaining unimaginable wealth live for today, spending their gains on gambling, good company, expensive food, fine wines and spirits in enormous quantity and even more frivolous pursuits. The Games Master should feel free to enforce the High Living rule whenever characters have a large quantity of cash and no definite plans for spending it:

Every week, all characters will spend a minimum of 50% of their current wealth on high living, if that wealth is currently over 50 silver pieces.

This expenditure includes all ordinary living costs such as food and accommodation. The Games Master should also consider granting circumstance bonuses to Gather Information checks made by adventurers who are spending particularly large amounts of cash.

Nobles' and scholars' expenditure on high living can, at times, be somewhat less wasteful than that of other classes. Once a month a noble or scholar may designate that their high living expenditure for that week is spent on networking parties (for the noble) and unusual scrolls or access to other

Ghaaroth NS (free product)

information (for the scholar). During this more useful week, the noble may receive a +2 circumstance modifier to any Charisma based skill checks to do with socialising, politics, gathering information and the like; the scholar may receive a +2 circumstance bonus to all Knowledge checks during this same week.

It will be seen that even vast fortunes will rapidly be eaten up by the wastrel nature of every adventurer. Some adventurers may have other things they spend their cash on, but everyone has some vice or vices – otherwise why would they bother adventuring? Even a sorcerer is likely to spend a small fortune on ancient scrolls or other obscure research materials, most of which will prove worthless in the long run.

Currency

The most common coin among adventuring types is the piece of silver, usually abbreviated 'sp'.

Large quantities of money are paid as golden lunas (gl). There are 10 pieces of silver to one golden luna. Technically only Aquilonia mints golden lunas; but they are common throughout the Hyborian nations and many other countries issue gold coins of similar size and purity, which are regarded as equal in worth to the golden luna.

Pieces of silver are scored so as to allow them to be easily cut or broken into halves or quarters. This enables purchases valued at less than 1 sp to be made. For items valued at less than ¼ sp, barter or buying in bulk are the only real options.

Selling Loot

In general, a character can sell something for half its listed price.

Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can easily be exchanged almost as if it were cash itself.

Weapons

Weapon Categories

Weapons are grouped into several interlocking sets of categories. These categories pertain to what training is needed to become proficient in a weapon's use (simple, martial or exotic), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed or two-handed), and its size (Small, Medium or Large).

Simple, Martial, and Exotic Weapons: All player classes are proficient with simple weapons; all classes except for the scholar are also proficient with martial weapons. A character who uses a weapon with which he is not proficient takes a –4 penalty on attack rolls.

Melee and Ranged Weapons: Melee weapons are used for making melee attacks, though some of them can be

Ghaaroth NS (free product)

thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

Reach Weapons: Lances, pikes, staves, war spears and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that are not adjacent to him. Most reach weapons double the wielder's natural reach, meaning that a typical Medium wielder of such a weapon can attack a creature 10 feet away but not a creature in an adjacent square. The wielder of a reach weapon can still parry an adjacent foe's attacks with it, even if he cannot attack the foe.

Thrown Weapons: Axes, daggers, clubs, Ghanata knives, hatchets, hunting spears, javelins, knives and poniards are thrown weapons. The wielder applies his Strength modifier to damage dealt by thrown weapons, except for splash weapons. It is possible to throw a weapon that is not designed to be thrown, that is, a melee weapon that does not have a numeric entry in the Range Increment column on the Weapons table; however, a character who does so takes a –4 penalty on the attack roll. Throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet.

Ranged Weapons: Arbalests, bows, crossbows, longbows and slings are projectile weapons. Most projectile weapons require two hands to use; see specific weapon descriptions. A character gets no Strength bonus on damage rolls with a ranged weapon unless it is specially built to grant such. If the bow has a penalty for low Strength, apply it to damage rolls when fired, even by a character with a high Strength.

Ammunition: Ranged weapons use ammunition: arrows (for bows), bolts (for crossbows) or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost.

Light, One-Handed and Two-Handed Melee Weapons: This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a one-handed weapon or a two-handed weapon.

Light: A light weapon is easier to use in one's off hand than a one-handed weapon is and it can be used while grappling. A light weapon is used in one hand. Add the wielder's Strength bonus (if any) to damage rolls for melee attacks with a light weapon if it is used in the primary hand, or one-half the wielder's Strength bonus if it is used in the off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength bonus applies as though the weapon were held in the wielder's primary hand only.

Ghaaroth NS (free product)

An unarmed strike is always considered a light weapon.

One-Handed: A one-handed weapon can be used in either the primary hand or the off hand. Add the wielder's Strength bonus to damage rolls for melee attacks with a one-handed weapon if it is used in the primary hand, or ½ his Strength bonus if it is used in the off hand. If a one-handed weapon is wielded with two hands during melee combat, add 1½ times the character's Strength bonus to damage rolls.

Two-Handed: Two hands are required to use a two-handed melee weapon effectively. Apply 1½ times the character's Strength bonus to damage rolls for melee attacks with such a weapon.

Weapon Size: Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed.

A weapon's size category is not the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder and a two-handed weapon is an object of the same size category as the wielder.

Improvised Weapons: Sometimes objects not crafted to be weapons nonetheless see use in combat. As such objects are not designed for this use, any creature that uses one in combat is considered to be nonproficient with it and takes a -4 penalty on attack rolls made with that object. To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

WEAPON QUALITIES

Here is the format for weapon entries, given as column headings on the Weapons table below.

Cost: This value is the weapon's cost in silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon.

Damage: The Damage columns give the damage dealt by the Medium version of the weapon on a successful hit.

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three, or four times, as indicated by its critical multiplier, using all applicable modifiers on each roll. Add all the results together.

Exception: Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

x*2:* The weapon deals double damage on a critical hit.

Ghaaroth NS (free product)

x*3:* The weapon deals triple damage on a critical hit.

x*4:* The weapon deals quadruple damage on a critical hit.

19–20/x*2:* The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. The weapon has a threat range of 19–20.

18–20/x*2:* The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals double damage on a critical hit. The weapon has a threat range of 18–20.

Armour Piercing: The entry in this column indicates the number added to the wielder's Strength modifier to determine the final armour piercing score of a successful blow and its effects on the opponent's Damage Reduction.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative –2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Weight: This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons and double it for Large weapons.

Hardness: The entry in this column is the amount reduced from any damage caused to the weapon, such as by a sunder attack. Hardness is, essentially, Damage Reduction for objects. However, Armour Piercing never applies against a weapon's hardness.

Hit Points: The amount of hit points the weapon has. If reduced to 0, the weapon can be considered destroyed.

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Special: Some weapons have special features. See the weapon descriptions for details.

WEAPONS

Few adventurers ever manage to retain long-term ownership of weapons or other martial equipment. Combat breakages, thefts and accidents all take their toll on weaponry and often characters will need to rely on daggers and other secondary weapons, loot weapons from fallen foes, or simply pick up found objects and use them to bludgeon their enemies to death.

Ghaaroth NS (free product)

Despite this, many adventurers have weapons they especially prefer and there are certainly advantages and disadvantages to various types of weapon. The Weapons table gives full statistics for all weapons used in *Conan the Roleplaying Game*.

Weapon Descriptions

Arbalest: This is a heavy and powerful steel-framed crossbow, designed for penetrating armour and long-range effectiveness. An arbalest is very slow to load, as it must be braced against the ground and laboriously 'spanned' with a mechanical device called a cranequin before a new bolt can be loaded in place. Reloading takes three full-round actions, so few adventurers bother to reload their arbalests during combat. An arbalest must be wielded with both hands.

Axe: The axe is an effective off-hand weapon or backup weapon, easily carried in a loop on the belt and reasonably effective against armour. It can also be used to hook enemy weapons.

Bardiche: The bardiche is a heavy axe-blade mounted on a thick ash shaft some four to six feet long. Though the blade is also quite large, it is highly curved so as to concentrate the initial impact into a very small area. This combination allows for both excellent armour penetration and the possibility of dealing heavy damage. The long

Simple Weapons

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment
Unarmed Attacks					
Strike, unarmed[F]	-	1d3	x2	0	-
Gauntlet[F]	5 sp*	1d6	x2	1	-
Light Melee Weapons					
Dagger[F]	3 sp	1d4	19-20/x2	1**	10 ft.
Hatchet[F]	2 sp	1d6	x3	1**	10 ft.
Knife[F]	1 sp	1d4	x2	0	10 ft.
Knife, Yuetshi[F]	1 sp	1d6	x2	1	-
Stiletto[F]	2 sp	1d4	x4	1	-
One-Handed Melee Weapons					
Club	-	1d8	x2	1**	10 ft.
Mace, Heavy	3 sp	1d10	x2	4	-
Mace, Light	2 sp	1d8	x2	2	-
Spear, Hunting	2 sp	1d8	x2	1**	10 ft.
Two-Handed Melee Weapons					
Spear, War[F R]	3 sp	1d10	x3	2	-
Staff[F R]	-	2d4	x2	1	-
Ranged Weapons					
Bow, Hunting	3 sp	1d8	x2	1**	50 ft.
Arrows (20)	1 sp	-	-	-	-
Javelin	3 sp	1d8	x2	1**	30 ft.
Sling	1 sp	1d8	x3	1**	40 ft.
Sling Bullets (10)	1 sp	-	-	-	-

Ghaaroth NS (free product)

double-handed war-axes of the Aesir and Vanir can also be treated as bardiches.

Battleaxe: The battleaxe is a powerful weapon, ideal for dealing deadly overhead blows from horseback but also sufficiently well-balanced for fast-moving melee combat. Mounted mercenaries favour it especially, since it is relatively cheap but highly effective against armoured enemies.

Bill: This versatile polearm was originally derived from a hedging tool mounted on a long shaft but is in common use by heavy infantry and city watchmen alike. Nemedian soldiers, police and mercenaries favour its use. A bill has a spearhead, curved axe-head and hook, all forged from a single blade and mounted on a shaft around six feet long. In better quality weapons the shaft will be protected by steel langets extending down most of its length from the head. You can use a ready action to set a bill against a charge, in which case it deals double damage on a successful hit against a charging character. A bill may be used to make trip attempts. A character who is wielding a bill and who is tripped while making a trip attempt may drop the bill to avoid being tripped in return.

Bow, Hunting: These small, simple bows are used around the world, both for hunting and combat. Any bow other than one of the regional longbows can be treated as a hunting bow. Hunting bows require two hands for use. They may be used while mounted. If you have a Strength penalty, apply it to damage when using a hunting bow.

Bow, Hyrkanian: The Hyrkanian bow is a composite bow made from horn, wood and sinew. A Hyrkanian bow requires both hands to shoot and may be used while mounted. Hyrkanian bows all have strength ratings (see sidebar).

Bow, Shemite: The Shemite bow is very similar to the Hyrkanian bow. A Shemite bow requires both hands to shoot and may be used while mounted. Shemite bows all have strength ratings (see sidebar).

Bow, Stygian: The Stygian bow is heavy and powerful, shooting a long, weighty arrow that does a great deal of damage but will not travel so far as most other arrows.

Hardness	Hit Points	Weight	Type
-	-	-	Bludgeoning
10	1	1 lb.	Bludgeoning
10	1	1 lb.	Piercing
5	2	2 lb.	Slashing
8	1	1 lb.	Slashing
8	1	1 lb.	Slashing
8	1	½ lb.	Piercing
5	4	2 lb.	Bludgeoning
7	5	4 lb.	Bludgeoning
7	3	2½ lb.	Bludgeoning
5	4	2 lb.	Piercing
7	4	5 lb.	Piercing
5	5	3 lb.	Bludgeoning
5	2	1 lb.	Piercing
5	1	3 lb.	-
5	3	2 lb.	Piercing
-	-	0 lb.	Bludgeoning
-	-	5 lb.	-

Ghaaroth NS (free product)

A Stygian bow requires both hands to shoot and may not be used while mounted, though the Stygian nobility often use them from chariots. Stygian bows all have strength ratings (see sidebar).

Broadsword: This heavy, slightly tapered sword is intended for battlefield use and is often wielded by knights expecting to face lightly armoured enemies. It is too expensive for most mercenaries but many adventurers favour broadswords for their good balance and reasonable effectiveness against armour. Though the broadsword's handgrip is clearly only long enough for one hand to grip it comfortably, the pommel is large and often disc-shaped, allowing for a warrior to get his second hand behind the blow if need be and use the weapon two-handed. A broadsword being wielded two-handed can be used as a finesse weapon if desired.

Club: The club is perhaps the simplest of man-made weapons. It is most often found in primitive countries but may also be used by peasants and city mobs in more civilised nations.

Club, War: War clubs are used by warriors who cannot afford anything

Martial Weapons

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment
Light Melee Weapons					
Axe[F]	3 sp	1d8	x3	1**	10 ft.
Knife, Ghanata[F]	2 sp	1d8	x2	1**	10 ft.
Pommel*	*	1d4	x2	1	-
Poniard[F]	10 sp	1d6	19-20/x2	1**	5 ft.
Sword, Short[F]	50 sp	1d8	19-20/x2	1	-
One-Handed Melee Weapons					
Battleaxe	5 sp	1d10	x3	4	-
Broadsword*	125 sp	1d10	19-20/x2	3	-
Cutlass	50 sp	1d10	19-20/x2	2	-
Knife, Zhaibar	25 sp	1d12	x2	1	-
Lance, Heavy*	7 sp	1d10	x3	3	-
Lance, Light*	5 sp	1d10	x3	2	-
Scimitar	75 sp	1d8	18-20/x2	2	-
Sword, Arming[F]	100 sp	1d10	19-20/x2	2	-
Warhammer	7 sp	1d6	x3	7	-
Two-Handed Melee Weapons					
Bardiche	8 sp	2d10	x3	5	-
Bill*	7 sp	2d8	x3	6	-
Club, War	3 sp	2d6	x2	4	-
Pike*[R]	5 sp	2d6	x3	2	-
Pollaxe*	8 sp	2d6	x3	8	-
Sword, War*[F]	150 sp	1d12	19-20/x2	3	-
Ranged Weapons					
Arbalest	15 sp	2d8	x2	6**	70 ft.
Bolts (10)	3 sp	-	-	-	-
Crossbow	12 sp	2d6	x2	4**	60 ft.
Bolts (10)	2 sp	-	-	-	-

Ghaaroth NS (free product)

better, or who live in areas where better weapons are not generally manufactured.

Crossbow: Crossbows are favoured by countries that do not have many troops capable of wielding any type of longbow, which includes many of the Hyborian nations. It is reasonably quick to fire, as it can be reset by hand, unlike the heavier arbalest. Despite this, the experienced warrior will find a bow of any kind to allow a far more rapid rate of fire. A crossbow requires two hands to fire. It may be reloaded as a full-round action.

Cutlass: Cutlasses are shorter than broadswords but almost as heavy and damaging. For this reason they are much-used by pirates, who need a weapon that is not likely to get entangled in rigging or stuck in the low ceilings below decks. Any one-handed weapon larger than the cutlass that is wielded in such a low-ceilinged environment is used with a -2 circumstance penalty to the attack roll.

Dagger: The dagger is an all-purpose weapon and tool, carried by almost everyone over the age of ten or so in the Hyborian countries. Most daggers have double-edged blades, making them more useful for stabbing than cutting but they are still short and handy enough to have many roles outside of combat.

Gauntlet: Gauntlets come free with all medium and heavy armours but some characters may elect to buy a gauntlet by itself as a weapon.

Greatsword: Possibly the most powerful weapon fielded on the battlefield by most Hyborian nations, the greatsword is a large, no-nonsense killing sword. Adventurers

Hardness	Hit Points	Weight	Type
5	3	2 lb.	Slashing
8	3	2 lb.	Slashing
*	*	*	Bludgeoning
10	2	1 lb.	Piercing
10	3	1½ lb.	Slashing or Piercing
7	5	3 lb.	Slashing
10	5	2½ lb.	Slashing
8	5	2 lb.	Slashing
8	6	3 lb.	Slashing
5	8	7 lb.	Piercing
5	5	4 lb.	Piercing
10	5	2½ lb.	Slashing
10	4	2 lb.	Slashing or Piercing
7	4	4 lb.	Bludgeoning or Piercing
7	10	7 lb.	Slashing
7	10	6 lb.	Slashing or Piercing
5	10	6 lb.	Bludgeoning
5	8	10 lb.	Piercing
7	10	7 lb.	Slashing or Piercing
10	8	4 lb.	Slashing or Piercing
6	5	20 lb.	Piercing
5	1	2 lb.	-
5	4	15 lb.	Piercing
5	1	1 lb.	-

Ghaaroth NS (free product)

of Nemedia are particularly noted for wielding greatswords but most other Hyborian armies have at least a few knights armed with this deadly weapon.

Hatchet: The hatchet is more of a woodsman's tool than a weapon, though it is often pressed into service in combat. Many armies carry a number of hatchets too, simply for cutting firewood, though a lowly man-at-arms or mercenary may certainly carry one onto the battlefield.

Javelin: The javelin is a light throwing spear rarely seen among the Hyborian military but sometimes used by more primitive armies. It is rather better balanced for throwing than the hunting spear but is a little too fragile for effective use in melee combat.

Knife: A short, single-edged cutting tool, the knife can only really be effective as a weapon against unarmoured or defenceless foes.

Knife, Ghanata: The Ghanata knife is commonly used by the tribesmen of the Southern Desert. It is two feet long, heavy, razor-sharp and slightly curved.

Knife, Yuetshi: This is a long, saw-edged knife with a crescent-shaped blade. It is wielded by the Yuetshi fishermen of the southern Vilayet sea.

Knife, Zhaibar: The Zhaibar knife is as long as most swords, though it is shaped very much like a large knife, with a thicker blade than any sword. It is used throughout Ghulistan. The blade is three feet long, triangular, and intended only for slashing rather than

Exotic Weapons

Weapon	Cost	Damage	Critical	Armour Piercing
One-Handed Melee Weapons				
Sabre	125 sp	1d10	18-20/x2	2
Sword, War*	150 sp	1d12	19-20/x2	3
Whip*[F]	2 sp	1d4	x2	0
Two-Handed Melee Weapons				
Greatsword	200 sp	2d10	19-20/x2	4
Tulwar	150 sp	2d8	18-20/x2	3
Ranged Weapons				
Bow, Hyrkanian	25 sp	1d10	19-20/x2	3**
Arrows (20)	3 sp	-	-	-
Bow, Shemite	25 sp	1d10	x3	4**
Arrows (20)	3 sp	-	-	-
Bow, Stygian	30 sp	1d12	19-20/x2	2**
Arrows (20)	4 sp	-	-	-
Longbow, Bossonian	20 sp	1d12	x3	5**
Arrows (20)	3 sp	-	-	-

* See the weapon description for special rules.

** The Armour Piercing score for all ranged weapons is reduced by 1 for each range increment beyond the first.

[F] Finesse weapon.

[R] Reach weapon.

Ghaaroth NS (free product)

thrusting. Most Zhaibar knives are bone-handled.

Lance, Heavy: A heavy lance used from the back of a charging mount does double damage and has a +2 circumstance bonus to Armour Piercing. A heavy lance has reach: you can use it against opponents ten feet away but you may not use it against an adjacent enemy. Heavy lances are intended for use when mounted and are unbalanced for use on foot; if used while dismounted, treat a heavy lance as a war spear with a -2 circumstance penalty to all attack rolls.

Lance, Light: A light lance used from the back of a charging mount does double damage and has a +1 circumstance bonus to Armour Piercing. Light lances are intended for use when mounted but can still be reasonably effective on foot; if used while dismounted, treat a light lance as a hunting spear.

Longbow, Bossonian: The Bossonian longbow has justly made the Bossonian Marches famous for the quality and deadliness of their archers. This massive yew bow does not quite have the range of the Hyrkanian or Shemite bows but the Bossonian archers make up for this with deadly accuracy once the enemy is within range and utter steadfastness when he is not. A Bossonian longbow requires both hands to shoot and may not be used while mounted. If you have a Strength penalty, apply it to damage when using a Bossonian longbow. Bossonian longbows all have strength ratings (see sidebar).

Mace, Heavy or Light: The mace consists of a wooden or metal shaft

Range Increment	Hardness	Hit Points	Weight	Type
-	10	8	4 lb.	Slashing
-	10	8	4 lb.	Slashing
-	2	[2]	1 lb.	Slashing
-	10	10	6 lb.	Slashing or Piercing
-	10	10	6 lb.	Slashing
100 ft.	5	3	2 lb.	Piercing
-	5	1	3 lb.	-
100 ft.	5	3	2 lb.	Piercing
-	5	1	3 lb.	-
60 ft.	5	4	3 lb.	Piercing
-	5	1	4 lb.	-
80 ft.	5	3	2 lb.	Piercing
-	5	1	3 lb.	-

Ghaaroth NS (free product)

topped with a heavy, blunt striking surface, usually flanged or ball-shaped. It is very effective against armour, crushing both the protection and the warrior inside it.

Pike: Pikes are extremely long spears. A pike is a special variety of reach weapon. A character wielding a pike can attack opponents who are 15 feet or 20 feet away, but cannot attack adjacent opponents or opponents who are 10 feet away.

Pollaxe: With an axe-head backed by a warhammer-head, the whole thing surmounted by a spear-point, the pollaxe is a versatile if heavy weapon. The ash shaft is usually around four to five feet long and protected by steel langets. You can use a ready action to set a pollaxe against a charge, in which case it deals double damage on a successful hit against a charging character.

Pommel: A pommel is the heavy steel counterweight on every sword-hilt. The following weapons can all be used to make pommel attacks: dagger, poniard, Ghanata knife, short sword, Zhaibar knife, arming sword, broad sword, scimitar, cutlass, sabre, war sword, greatsword and tulwar. Pommel attacks are useful when you wish to make a bludgeoning attack, or when you need to use a light weapon – for example, when grappling an enemy. A pommel can also be used to make a stun attempt using the Stunning Fist feat if you have it, just as though the pommel were an unarmed strike.

Poniard: This is a heavy, long dagger designed for war and favoured by fighting men as an off-hand or secondary weapon. The blade is usually fifteen inches to nineteen inches long, with the pommel, guard and handle bringing the total size of the weapon to over two feet.

Sabre: The sabre is a common cavalry weapon in the East. It is intended for one-handed use from horseback, or two-handed use on foot. Although it is classified as an exotic weapon, it may be wielded as a martial weapon by a mounted character, or by a character using it in both hands.

Scimitar: The scimitar is the Eastern equivalent of the sword, with a heavy, curved blade that provides extreme cutting power. It is the most common weapon among Hyrkanian and Shemite nomads.

Sling: The most basic projectile weapon, the sling is still highly effective, hurling lead bullets capable of breaking limbs or smashing skulls.

Spear, Hunting: The hunting spear is light enough to be wielded with one hand and is commonly used in pairs, with the first spear being flung and the second used to finish off the wounded animal. Some warriors from primitive countries use a hunting spear and shield in war.

Spear, War: This is a long, heavy spear with a broad, often leaf-shaped head. The war spear is a reach weapon; a character wielding it may attack foes who are 10 feet away but may not attack adjacent enemies.

Staff: The staff is fully eight or nine feet long, a thick piece of oak or ash, usually shod at each end with iron. When wielded with both hands close to the butt it provides a good five to six feet of striking length, held towards the enemy and used for thrusts, sweeps and swings. A staff is a reach weapon but unlike more usual reach weapons it may be used freely to attack both

Ghaaroth NS (free product)

adjacent opponents and those who are 10 feet away.

Stiletto: This is a long, narrow-bladed dagger, favoured at court and much used by noble ladies and assassins.

Strike, Unarmed: When you have lost your broadsword and poniard, or when you just want to prove a point, a fist to the jaw can be a devastatingly effective weapon, so long as your enemy is unarmoured.

Sword, Arming: The arming sword resembles the broadsword but is slightly shorter and lighter and often not quite so well made. Knights and mercenaries whose main weapon is a broadsword, battleaxe, heavy mace or two-handed weapon carry an arming sword as a backup weapon and some archers and crossbowmen also use it. Furthermore, it is the only weapon in its class light enough to be a finesse weapon (see pg. 232). Well made, fancy-looking versions of the arming sword are often worn about town by nobles and other well-to-do types, since it does not attract quite so much attention as the more obviously military broadsword.

Sword, Short: The short sword is somewhere between the arming sword and poniard in length, with a blade some two feet long or a little longer. It is handy, concealable and can be used as a finesse weapon, making it much favoured by thieves and skirmishers.

Sword, War: Also known as a bastard sword or hand-and-a-half sword, the war sword is intended for one-handed use from horseback, or two-handed use on foot. Although it is classified as an exotic weapon, it may be wielded as a martial weapon by a mounted character, or by a character using it in both hands. Note that its game statistics are slightly different depending on whether it is being wielded in one hand or two. Any time a war sword is being wielded in two hands, it may be used as a finesse weapon and to make piercing attacks. The table below summarises the various uses of the war sword.

Movement	Hands Used	Classification	Finesse?
Mounted	One Handed	Martial	No
Mounted	Two Handed	Exotic	Yes
On Foot	One Handed	Exotic	No
On Foot	Two Handed	Martial	Yes

Tulwar: This two-handed, heavy curved sword resembles a massive scimitar. It is wielded for its sheer cutting power and sometimes as symbol of rank among warriors of the East.

Warhammer: Though referred to as a warhammer, this weapon has a head that more closely resembles a meat tenderiser, used for bashing in the joints of an armoured opponent. The spike on the reverse of the head looks a little like a pickaxe blade and can be used to pierce right through heavy armour. The head is mounted on a three-foot long shaft of ash, allowing for good leverage.

Whip: A whip deals nonlethal damage, though if it inflicts 4 or more damage in a single blow, one point of this damage is considered to be lethal damage. It deals no damage to any creature with Damage Reduction of 3 or higher, whether from armour or natural DR. 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

Ghaaroth NS (free product)

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. Whips are finesse weapons. A whip can also be used to torture captives, granting a +2 circumstance bonus to all Profession (torturer) checks. The whip is assumed to be a large bullwhip, capable of inflicting serious pain and some injury; a cheaper cat o' nine tails or similar light whip can be made for 1 sp. This light whip is not a weapon, but can be used to deal 1 point of lethal damage and 1d4 nonlethal damage per minute on an unarmoured, helpless opponent.

Weapon Availability

The standard weapons listed on the Weapons table are available in most regions, including all the Hyborian kingdoms and most of the Eastern nations. However, weapons with a region as part of their name, such as the Bossonian longbow and Ghanata knife, are usually only available in or around that region.

Likewise, exotic weapons are usually scarce outside of the regions in which most people have Weapon Familiarity with them. For example, tulwars are scarce in the Hyborian kingdoms but

Strength Ratings for Bows

All bows have strength ratings, selected at the time the bow is made. A strength rating is given as the Strength modifier the weapon is ideally suited for, and is given in brackets after the bow. For example, a Bossonian longbow made for a character of Strength 8 to 9 would be written as a 'Bossonian longbow (-1)' whereas a Shemite bow made for a character of Strength 16 or 17 would be written as a 'Shemite bow (+3).'

A character whose Strength modifier is less than the strength rating of the bow has a -2 circumstance penalty on his attack rolls with that bow. A bow with a positive strength rating (+1 or higher), when used by a character who has a Strength bonus, allows that character to apply his Strength bonus to the damage dealt by the bow and to the Armour Piercing value of the bow, to a maximum of the strength rating of the bow.

For longbows with strength ratings of +1 or above, the cost to buy the bow is increased by +20 sp for each +1 of the strength rating.

For example, a character of Strength 16 has a Strength bonus of +3. If he were proficient with the Bossonian longbow, the ideal weapon for him to wield would be a Bossonian longbow (+3), at a cost of 80 sp. He would deal 1d10+3 damage with this weapon and it would have an Armour Piercing value of 9*. If he had instead a Bossonian longbow (+2) at a cost of 60 sp, he would only deal 1d10+2 damage (AP 8*). If he picked up a Bossonian longbow (+4), he would still deal only 1d10+3 damage (AP 9*) and suffer a -2 penalty on his attack rolls with it.

Ghaaroth NS (free product)

greatswords are scarce beyond them. It is always up to the Games Master to determine which weapons are available in specific regions.

Weapon Quality

There are almost no specifically 'magical' weapons in the Hyborian age. However, superior and inferior quality weapons are sometimes available.

The standard weapons listed in the Weapons table are assumed to be of average quality. On occasion, it may be necessary to wield weapons of lesser quality; conversely, an adventurer who is fortunate enough to get his hands on a better quality weapon will likely not give it up until it is prised from his dead fingers or lost in the corpse of his enemy.

In *Conan the Roleplaying Game*, the hierarchy of weapon quality is as follows: primitive weapons, standard weapons, Akbitanan weapons. Primitive weapons are the poorest quality and Akbitanan weapons are the best quality available short of the extremely scarce magical weapons.

Primitive Weapons

Primitive weapons are found in any place where it is hard to get good quality materials or where the craftsmen are relatively low skilled or, more commonly, both. This is particularly the case throughout the Pictish Wilderness and in many of the Black Kingdoms. Occasionally, primitive weapons can be found in more advanced nations, especially in frontier or isolated regions where both materials and smiths may be of low quality. Primitive weapons are usually only simple weapons, though occasionally primitive martial weapons are made. None of the exotic weapons can be made as primitive weapons. All primitive weapons are brittle and tend not to be so durable or keep such a good edge as standard weapons. They are usually made from stone, copper, bronze or poor quality iron.

Primitive weapons have only half the Hardness of standard weapons (rounded down), and their Armour Piercing value is reduced by 2, to a minimum of 0.

Furthermore, primitive weapons break if they strike completely ineffectively against a metal-armoured character, that is, if the armour's DR reduces the primitive weapon's damage to 0.

Primitive weapons cost only one-half the cost listed in the Weapons table, rounded down.

For example: A primitive war spear still does d10 damage with a x3 critical. However, its Armour Piercing value is 0 and its hardness is only 3. It costs only 1 sp.

For reference, a table of the most common primitive weapons is provided in the Primitive Weapons Table sidebar.

Ghaaroth NS (free product)

Primitive Weapons

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment
Light Melee Weapons					
Hatchet[F]	1 sp	1d6	x2	0	10 ft.
Knife[F]	½ sp	1d4	x2	0	10 ft.
One-Handed Melee Weapons					
Club	-	1d8	x2	0	10 ft.
Spear, Hunting	1 sp	1d8	x2	0	10 ft.
Two-Handed Melee Weapons					
Spear, War[FR]	1 sp	1d10	x3	0	-
Ranged Weapons					
Bow, Hunting	1 sp	1d8	x2	0	50 ft.
Arrows (20)	½ sp	-	-	-	-
Javelin	1 sp	1d8	x2	0	30 ft.

Akbitanan Weapons

The expertise of the Akbitanan smiths combines with a superb source of high-grade steel mined locally to the city to produce weapons that have near-perfect balance, unsurpassed hardness and a strength and flexibility that renders them almost indestructible. Akbitanan weapons can generally be found for sale only in Akbitan itself – these weapons are so famed that the smiths of that

Akbitanan Weapons

Weapon	Cost	Damage	Critical	Armour Piercing
Simple Weapons				
Light Melee Weapons				
Dagger[F]	50 sp	1d4	19-20/x2	3**
Stiletto[F]	50 sp	1d4	x4	3
Martial Weapons				
Light Melee Weapons				
Poniard[F]	50 sp	1d6	19-20/x2	3**
Sword, Short[F]	250 sp	1d8	19-20/x2	3
One-Handed Melee Weapons				
Broadsword*	625 sp	1d10	19-20/x2	5
Scimitar	375 sp	1d8	18-20/x2	4
Sword, Arming*	500 sp	1d10	19-20/x2	4
Two-Handed Melee Weapons				
Sword, War*[F]	750 sp	1d12	19-20/x2	5
Exotic Weapons				
One-Handed Melee Weapons				
Sabre	625 sp	1d10	18-20/x2	4
Sword, War*	750 sp	1d12	19-20/x2	5
Two-Handed Melee Weapons				
Greatsword	1000 sp	2d10	19-20/x2	6
Tulwar	750 sp	2d8	18-20/x2	5

Ghaaroth NS (free product)

Hardness	Hit Points	Weight	Type
2	2	2 lb.	Slashing
4	1	1 lb.	Slashing
2	4	2 lb.	Bludgeoning
2	4	2 lb.	Piercing
3	4	5 lb.	Piercing
2	2	1 lb.	Piercing
2	1	3 lb.	-
2	3	2 lb.	Piercing

city have more than enough business without actively exporting their wares.

Almost all Akbitanan-manufactured weapons are martial or exotic, with bladed arms such as daggers, swords and scimitars being the Akbitanan smiths' preferred products. It might just be possible to persuade an Akbitanan smith to manufacture another weapon, but they are unlikely to be willing to make a hafted weapon such as a spear or axe. This is because such a weapon must necessarily rely on a wooden shaft for much of its strength; and no smith can guarantee the strength of wood.

Akbitanan weapons grant an enhancement bonus of +1 to attack rolls and +2 to Armour Piercing. Furthermore, they have 1.5 times the usual Hardness and double the usual hit points for the weapon type (round down). An Akbitanan weapon costs

Range Increment	Hardness	Hit Points	Weight	Type
10 ft.	15	2	1 lb.	Piercing
-	12	2	½ lb.	Piercing
5 ft.	15	4	1 lb.	Piercing
-	15	6	1½ lb.	Slashing or Piercing
-	15	10	2½ lb.	Slashing
-	15	10	2½ lb.	Slashing
-	15	8	2 lb.	Slashing or Piercing
-	15	16	4 lb.	Slashing or Piercing
-	15	16	4 lb.	Slashing
-	15	16	4 lb.	Slashing
-	15	20	6 lb.	Slashing or Piercing
-	15	20	6 lb.	Slashing

Ghaaroth NS (free product)

five times the cost of the base weapon (minimum 50 sp).

For example, an Akbitanan war sword gives +1 to all attack rolls, has an Armour Piercing of 5, a Hardness of 15 and 16 hit points. It costs 750 sp.

For reference, a table of the most common Akbitanan weapons is provided in the Akbitanan Weapons Table.

Broken Akbitanan Weapons

Broken weapons count as improvised and so bestow a –4 nonproficiency penalty to attack rolls and a –1 penalty to Parry Defence when used to parry. A weapon must be at least a one-handed melee weapon to be usable when broken. Light weapons are destroyed outright.

Treat a broken one-handed bladed weapon as a poniard and a broken two-handed bladed weapon as a scimitar or arming sword, depending on the size. Broken weapons only ever inflict slashing damage, as they no longer have sharp points. A broken weapon has the same hardness it originally had and the same number of hit points as a poniard or scimitar. All broken weapons (like all improvised weapons) score critical threats only on unmodified rolls of 20.

Armour

Armour Qualities

To wear heavier armour effectively, a character can select the Armour Proficiency feats, but most classes are automatically proficient with the armours that work best for them.

Armour and shields can take damage from some types of attacks.

Here is the format for armour entries, given as column headings on the Armour and Shields table below.

Cost: The cost of the armour for Small or Medium humanoid creatures.

Damage Reduction: Whenever a character is hit in combat, whether from a melee or ranged weapon, the Damage Reduction (DR) score of any armour he is wearing at the time is deducted from the damage rolled by the weapon.

Maximum Dex/Dodge: This number is the maximum Dexterity bonus to Dodge Defence that this type of armour allows. The Dexterity bonus that you add to your Dodge Defence cannot exceed this number while you are wearing the armour. Heavier armours limit mobility, reducing the wearer's ability to dodge blows. This restriction does not affect any other Dexterity-related abilities. Your Parry Defence is unaffected by the armour you are wearing.

Ghaaroth NS (free product)

Even if a character's Dodge Defence is effectively +0 because of armour, the character can still dodge. He is not counted as 'unable to dodge' for the purposes of sneak attacks.

Your character's encumbrance (the amount of gear he carries) may also restrict the maximum Dexterity bonus to Dodge Defence that he can use.

Shields: Shields do not affect a character's maximum Dexterity bonus to Dodge Defence.

Armour Check Penalty: Any armour heavier than a quilted jerkin penalises a character's ability to use some skills. An armour check penalty number is the penalty that applies to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble checks when a character is wearing a certain kind of armour. Double the normal armour check penalty is applied to Swim checks. A character's encumbrance (the amount of gear carried, including armour) may also apply an armour check penalty.

Shields: If a character is wearing armour and using a shield, both armour check penalties apply.

Nonproficient with Armour Worn: A character who wears armour and/or uses a shield with which he is not proficient takes the armour's (and/or shield's) armour check penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks. The penalty for nonproficiency with armour stacks with the penalty for nonproficiency with shields.

Sorcery Failure: Armour interferes with the gestures that a sorcerer must make to cast an arcane spell that has a somatic component. Sorcerers thus face the possibility of sorcery failure if they are wearing armour.

Casting a Spell in Armour: A character who casts a spell while wearing armour must usually make a sorcery failure roll. The number in the Sorcery Failure column on the Armour table is the chance that the spell fails and is ruined. If the spell lacks a somatic component, however, it can be cast with no chance of sorcery failure.

Shields: If a character is wearing armour and using a shield, add the two numbers together to get a single sorcery failure chance.

Sleeping in Armour: A character who sleeps in medium or heavy armour is automatically fatigued the next day. He takes a –2 penalty on Strength and Dexterity and cannot charge or run. Sleeping in light armour does not cause fatigue.

Speed: Medium or heavy armour slows the wearer down. The number on the Armour table is the character's speed while wearing the armour.

Shields: Shields do not affect a character's speed.

Weight: This column gives the weight of the armour sized for a Medium wearer. Armour fitted for Small characters weighs half as much and armour for Large characters weighs twice as much.

Ghaaroth NS (free product)

ARMOUR DESCRIPTIONS

Breastplate: Worn over a lightly quilted doublet (included in the cost), the breastplate gives maximum protection to the torso and still allows for rapid movement.

Brigandine Coat: A brigandine coat or 'coat-of-plates' uses large, overlapping steel plates sandwiched between two layers of heavy cloth or leather and riveted together, giving a heavy but effective protection to the torso.

Great Helm: The armour penalty for a great helm applies to Listen and Spot checks only.

Leather Jerkin: This is a cheap and simply made jacket of cowhide, thick enough to stop a glancing blow but a little encumbering.

Mail Shirt: The mail shirt only protects the torso, with the arms and perhaps hips being protected by quilted cloth or heavy leather.

Mail Hauberk: A mail hauberk covers the torso, arms and upper legs with mail armour and comes with greaves of steel plate to protect the lower legs. Mail hauberks are found throughout

Armour Table

Armour	Cost	Damage Reduction	Maximum Dex Bonus
Light Armour			
Leather Jerkin	10 sp	4	+6
Mail Shirt	400 sp	5	+4
Quilted Jerkin	45 sp	3	+7
Medium Armour			
Brigandine Coat	300 sp	6	+2
Scale Corselet	100 sp	5	+3
Mail Hauberk	800 sp	6	+3
Breastplate	2,000 sp	6	+4
Heavy Armour			
Mail Hauberk and Breastplate	2,800 sp	9	+1
Mail Hauberk and Brigandine Coat	1,100 sp	9	+0
Mail Hauberk and Scale Corselet	900 sp	8	+0
Mail Hauberk and Scale Hauberk	1,000 sp	9	+0
Mail Shirt and Breastplate	2,400 sp	8	+2
Mail Shirt and Brigandine Coat	700 sp	8	+1
Mail Shirt and Scale Corselet	500 sp	7	+1
Mail Shirt and Scale Hauberk	600 sp	8	+0
Plate Armour	6,500 sp	10	+2
Scale Hauberk	200 sp	6	+1
Helmets			
Steel Cap	+40 sp	+1	-
Great Helm	+350 sp	+2	-
Visored Helm	+450 sp	+1/+2	-

Penalty applies to Listen and Spot checks only.

Ghaaroth NS (free product)

the world, though the best are made in Turan.

Plate Armour: The ultimate in protection, plate armour consists of shaped steel plates covering the entire body, from the tips of the toes to the crown of the head. Plate armour is always made to fit the wearer, a process that will take several months and usually require a sizable deposit upfront. There is a straight 20% chance that any given suit will *almost* fit a particular character, in which case it can be worn but with a maximum Dex bonus of +0. A suit that almost fits in this manner can be re-sized to fit the character perfectly, as though it were made-to-measure. This will take 1d4 weeks and cost 500 sp per week.

Quilted Jerkin: Painstakingly hand-sewn from twenty or more layers of linen, the quilted jerkin is light and usually fits well, allowing for almost completely unencumbered movement but not offering so much protection as a good suit of mail or scale armour.

Scale Corselet: This is an armour for the torso only, made from overlapping layers of small oval metal scales held together by woven laces. It is usually worn with some light limb protection such as thick boiled leather plates or even simply multiple layers of quilted linen or wool. Scale corselets are common among mercenary bands and some of the Shemite nomads and Hyrkanian warriors.

Scale Hauberk: A scale hauberk covers the arms, torso and legs almost to the knee with metal scales similar to those used for a scale corselet. The lower legs may be protected by light mail armour, steel greaves, or hardened leather plates.

Steel Cap: This also includes all open-faced helmets, such as the morion helms favoured by Argossean soldiers and sailors, the horned helmets of the Nordheimr and the plain conical helms worn by the nomads of Shem. Most steel caps are simple, mass-produced items intended to protect the ordinary soldiery from glancing blows.

Armour Check Penalty	Sorcery Failure	Speed (30 ft.)	Weight
-1	40%	30 ft.	5 lb.
-3	60%	30 ft.	20 lb.
-	30%	30 ft.	2 lb.
-5	70%	25 ft.	30 lb.
-4	75%	25 ft.	25 lb.
-4	80%	25 ft.	35 lb.
-4	70%	25 ft.	20 lb.
-8	95%	25 ft.	55 lb.
-9	95%	25 ft.	65 lb.
-8	90%	25 ft.	60 lb.
-10	100%	25 ft.	75 lb.
-7	85%	25 ft.	40 lb.
-8	85%	25 ft.	50 lb.
-7	80%	25 ft.	45 lb.
-9	100%	25 ft.	60 lb.
-6	95%	25 ft.	55 lb.
-6	90%	25 ft.	40 lb.
-	10%	-	3 lb.
-2#	20%	-	7 lb.
-/-2#	20%	-	5 lb.

Ghaaroth NS (free product)

Visored Helm: Visored helms include any helmets which have some means of opening out to allow the wearer to more easily see and breathe, including sallets, close-helmets and armets. The armour penalty for a visored helm applies to Listen and Spot checks only. The penalty to Spot checks does not apply if the visor is worn up but in that case the visored helm only grants +1 Damage Reduction, rather than +2. If the wearer has a free hand, he may put the visor up or down once per round as a free action.

Helmets

When a helmet is worn with a suit of armour, the two DRs are added together for all purposes. If it becomes necessary to determine which of the two is left intact after an attack, assume that the helmet is the last piece of armour to be destroyed, unless the Games Master's description of the combat specified otherwise.

Layering Armour

Certain types of armour may be layered together, which grants better protection than either could alone. Often the bulk and weight of two layers of armour makes this an impractical solution, though for heavy combat it may almost be worth it. All the combinations of armour that may be layered together are given their own entries in the Armour table. The result is always heavy armour.

Armour Quality and Availability

Like weapons, armour has something of a hierarchy of quality, with armour from the best smiths being both better-fitting and offering more protection. There is no especially primitive armour; primitive nations such as the Black Kingdoms often have only leather or quilted jerkins available but these are not especially inferior in quality to those typically found throughout the Hyborian kingdoms. Breastplates, plate armour and brigandine coats, even of standard quality, are generally only available in the Hyborian nations, though nobles from other regions may travel to the north to have plate armour made for them.

Superior Armour

Superior armour is only manufactured in a small number of regions, as follows:

Aquilonia: Breastplate, plate armour, visored helmet.
Koth: Scale corselet, scale hauberk, great helm.
Turan and Hyrkania: Mail shirt, mail hauberk, steel cap.
Zingara: Leather jerkin.

Note that superior armour of other kinds is never available.

Superior armour has a maximum Dex bonus that is +1 higher than usual for the armour, and weighs 10% less. More

Ghaaroth NS (free product)

importantly, it is significantly harder and will only be damaged if the wearer is dealt 25 hit points of damage, rather than the usual 20 hit points. It costs three times as much as an equivalent suit of armour.

If two suits of armour are combined, such as a mail hauberk and breastplate, this increase to maximum Dex bonus applies only if both suits of armour are superior. Superior quality armour must always be tailored to fit the wearer – a looted suit of superior armour can be reworked to fit its new owner but unless a Craft (armourer) check (DC 30) is made, the resulting armour will no longer be superior.

Getting Into and Out of Armour

The time required to don armour depends on its type; see the Donning Armour table.

Don: This column tells how long it takes a character to put the armour on. One minute is 10 rounds. Readying (strapping on) a shield is only a move action.

Don Hastily: This column tells how long it takes to put the armour on in a hurry. The armour check penalty and Damage Reduction for hastily donned armour are each 1 point worse than normal.

Remove: This column tells how long it takes to get the armour off. Loosing a shield (removing it from the arm and dropping it) is only a move action.

Donning Armour

Armour Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Leather jerkin, mail shirt, quilted jerkin, brigandine coat	1 minute	5 rounds	1 minute[1]
Scale hauberk, mail hauberk, breastplate	4 minutes[1]	1 minute	1 minute[1]
Plate armour, scale hauberk, all heavy armour combinations	4 minutes[2]	4 minutes[1]	1d4+1 minutes[1]

[1] If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters cannot help each other don armour at the same time.

[2] The wearer must have help to don this armour. Without help, it can be donned only hastily.

Shields

Shields share some characteristics with armour and some with weapons, as well as having some qualities entirely their own.

All shields have a shield bonus. This added to the Parry Defence of any character who is parrying; see pg. 225.

In addition, the shield bonus is added to the Dodge Defence of any character who is dodging a ranged attack. This represents the relative ease of ducking

Ghaaroth NS (free product)

Shields

Shield	Cost	Shield Bonus	Armour Check Penalty	Sorcery Failure	Damage	Critical
Buckler	5 sp	+2	-1	20%	1d6	x2
Shield, Large	7 sp	+4	-4	15%	1d4	x2
Targe	3 sp	+3	-2	30%	1d4	x2

down behind a shield to evade missiles.

All shields can be used to make shield bash attacks if desired but a shield used in this way does not add its parry bonus to the character's Parry Defence that round.

All the shields have Armour Check Penalties listed, as with armour. If a character wears armour and carries a shield, add the relevant Armour Check Penalties together.

Buckler: This is a small, round shield made from steel and designed to deflect attacks rather than stop them directly. The buckler is held in the fist by a single handle. It is versatile enough to make an effective weapon, too, since it is relatively light and agile but also very hard. A buckler is classed as a light weapon if used to make shield bash attacks.

Shield, Large: The shield covers everything from a knight's triangular shield to the large round shields favoured by the Gundermen and Nordheimr. All large shields are made of layers of wood and softer materials such as canvas, rawhide and leather. Sometimes a large shield will have a steel boss in the centre. A large shield is usually strapped to the left arm and held by a handgrip in the left hand. It may instead be strapped to the shoulder to allow for two weapons or a two-handed weapon to be used, in which case it no longer confers a shield bonus to your Parry Defence but does confer a +2 shield bonus to Dodge Defence when dodging ranged attacks, rather than the usual +4. A shield strapped to the shoulder allows you to parry attacks if you should be left without a weapon in your hand, although it conveys no shield bonus to Parry Defence. Alternatively, a large shield may be strapped to the back, in which case it may not be used to parry with at all and confers no bonus to dodging ranged attacks, but instead gives +2 DR against one opponent per round when the wearer is flanked. A large shield is classed as a one-handed weapon if used to make shield bash attacks.

Targe: The targe is a small, round wooden shield covered in a layer of thick leather and studded with steel. It has two straps, one of which goes over the forearm, with the second being held in the hand. This allows for an off-hand weapon to be held in the same hand as the targe, though if this is done the targe's shield bonus to Parry Defence is reduced to +1. (The shield bonus to Dodge Defence against ranged attacks is unaffected.) A targe is classed as a one-handed weapon if used to make shield bash attacks.

Ghaaroth NS (free product)

Armour Piercing	Hardness	Hit Points	Weight	Type
1	10	4	2 lb.	Bludgeoning
0	6	10	8 lb.	Bludgeoning
0	6	6	4 lb.	Bludgeoning

Goods

Various other items are available in the Hyborian Age. As ever, their availability can be wildly variable and frequently tracking down goods can be very nearly an adventure in itself.

In any case, characters are not encouraged to burden themselves down with everything but the kitchen sink, on the off chance that it might come in useful on an adventure. *Conan the Roleplaying Game,* in keeping with the stories, encourages characters to be larger-than-life action heroes capable of achieving their ends with little more than a broadsword and whatever can be found around them. The Games Master is always at liberty to cross items off a character's character sheet in between adventures without compensation if characters begin to become laden down with junk. After all, if they really need something, they can always steal it. However, for those who cannot resist going shopping when in a large city, the following pages give an indication of what can be acquired by those with enough money to pay for it.

It is important to note that supply and demand makes an enormous difference to cost. The beautiful Brythunian slave girl may be worth little more than dozen silvers in the slave markets of Turan but as many as three hundred to the rich Kothian who has ordered her kidnapped to be his wife; it might turn out that she is a king's daughter, and her safe return could be worth a thousand gold lunas to her father. The prices given here can be no more than guidelines. In the end, an item is worth whatever a buyer is willing to pay for it.

Weights for all the items listed on the Goods and Services table below are their filled weights, except where otherwise designated.

Goods and Services

Clothing

Item	Cost	Weight
Belt	1 sp	½ lb.
Belt, Knight's or Lady's	5 sp	½ lb.
Boots, Riding	6 sp	1 lb.
Boots, Work	1 sp	1 lb.
Breeks, Silk	5 sp	–
Cloak	1 sp	1 lb.
Doublet	2 sp	½ lb.
Feathered Head-Dress	1 sp	–
Hat, Hood or Bonnet	1 sp	–
Hose or Stockings	½ sp	½ lb.
Jacket or Coat	2 sp	½ lb.
Kirtle or Dress	2 sp	1 lb.
Loincloth	¼ sp	–
Merchant's Clothing	See below	See below

Ghaaroth NS (free product)

Noble's Clothing	See below	See below
Pattens	½ sp	½ lb.
Robe	4 sp	2 lb.
Sandals	½ sp	½ lb.
Shirt and Braes, or Shift	½ sp	–
Shoes	2 sp	½ lb.
Tunic	½ sp	½ lb.
Winter clothing	x2	x1.5

Adventuring Gear

Item	Cost	Weight
Bedroll	½ sp	5 lb.
Candles, ten	1 sp	1 lb.
Case, for parchment	2 sp	½ lb.
Chain (10 ft.)	15 sp	2 lb.
Chalk, 10 pieces	1 sp	1 lb.
Crowbar	2 sp	5 lb.
Firewood (per week)	2 sp	100 lb.
Fishhook	¼ sp	*
Fishing net, 25 sq. ft.	1 sp	5 lb.
Flint and steel	½ sp	*
Grappling hook	1 sp	4 lb.
Hammer	1 sp	2 lb.
Ink (1 oz. vial)	1 sp	*
Ink quill	½ sp	*
Ladder, 10-foot	1 sp	20 lb.
Lantern, candle	½ sp	3 lb.
Lock		
Very simple	5 sp	1 lb.
Average	25 sp	1 lb.
Good	100 sp	1 lb.
Amazing	500 sp	1 lb.
Manacles	5 sp	2 lb.
Manacles, masterwork	105 sp	2 lb.
Mirror, small steel	10 sp	½ lb.
Parchment (sheet)	½ sp	*
Rope, hemp (50 ft.)	1 sp	10 lb.
Sewing needle	½ sp	*
Slave collar	1 sp	2 lb.
Soap (per lb.)	1 sp	1 lb.
Spade or shovel	1 sp	6 lb.
Tent	2 sp	20 lb.
Torch	¼ sp	1 lb.
Whetstone	¼ sp	1 lb.

Dry Goods

Item	Cost	Weight	Holds or Carries
Barrel	2 sp	20 lb.	10 cu. ft.
Basket	¼ sp	1 lb.	2 cu. ft.
Bucket, canvas	¼ sp	*	1 cu. ft.
Chest	3 sp	15 lb.	3 cu. ft.
Kit bag, canvas	1 sp	½ lb.	1 cu. ft.
Pouch, belt	½ sp	½ lb.	¼ cu. ft.
Sack	½ sp	½ lb.	1 cu. ft.

Class Tools and Skill Kits

Item	Cost	Weight
Crafter's tools	20 sp	5 lb.
Crafter's tools, masterwork	120 sp	7 lb.
Healer's kit	50 sp	1 lb.
Herbalist's kit	2 sp	4 lb.
Musical instrument, any brass	18 sp	3 lb.
Musical instrument, drum	3 sp	2 lb.
Musical instrument, any pipes or woodwind	8 sp	3 lb.

Ghaaroth NS (free product)

Musical instrument, any stringed	20 sp	5 lb.
Musical instrument, horn	5 sp	3 lb.
Musical instrument, masterwork	+100 sp	–
Thieves' tools	30 sp	1 lb.
Thieves' tools, masterwork	130 sp	2 lb.
Tool, masterwork	+100 sp	*
Scale, merchant's	2 sp	1 lb.

Property

Item	Cost
Hovel	5 gl
Small house	50 gl
Great house	250 gl
Manor House	950 gl
Lord's castle	3,000 gl
King's castle	12,000 gl

Spells for Hire

Cost to have a spell cast for you: PP cost x scholar level x 50 sp.

Food, Drink, and Lodging

Item	Cost	Weight
Ale		
Gallon	2 sp	8 lb.
Mug	¼ sp	1 lb.
Banquet (per person)	2 sp	–
Bread, three loaves	¼ sp	3 lb.
Cheese, hunk of	½ sp	½ lb.
Inn stay (per day)		
Good	3 sp	–
Common	1 sp	–
Poor	¼ sp	–
Meals (per day)		
Good	3 sp	–
Common	1 sp	–
Poor	¼ sp	–
Meat, chunk of	½ sp	½ lb.
Rations, trail (per day)	1 sp	1 lb.
Wine		
Ghazan (gallon)	4 sp	8 lb.
Kyros (mug)	2 sp	1 lb.

Vehicles

Item	Cost	Weight	Holds or Carries
Cart	100 sp	200 lb.	½ ton
Carack	75,000 sp	–	130 tons
Galley, Corsair	60,000 sp	–	80 tons
Galley, Stygian	20,000 sp	–	35 tons
Galley, Trading	15,000 sp	–	40 tons
Gondola, Stygian	4,600 sp	–	10 tons
Wagon	300 sp	400 lb.	2 tons

Mounts and Related Gear

Item	Cost	Weight
Bit and bridle	1 sp	1 lb.
Camel, racing	750 sp	–
Camel, riding	80 sp	–
Camel, pack	60 sp	–
Carrier Pigeon	1 sp	–
Dog, pet	½ sp	–
Dog, war	50 sp	–
Feed (per day)	½ sp	10 lb.
Horse, riding	100 sp	–
Horse, work	75 sp	–

Ghaaroth NS (free product)

Warhorse, Bhalkana	2,500 sp	–
Warhorse, Hyborian	800 sp	–
Warhorse, Kushite	200 sp	–
Warhorse, tygian	1,500 sp	–
Warhorse, Turanian Desert	750 sp	–
Saddle, pack	¼ sp	15 lb.
Saddle, riding	5 sp	25 lb.
Stabling (per day)	½ sp	–

Slaves

Item	Cost
Slave, female, beautiful	60 sp
Slave, female, common	30 sp
Slave, female, high-born, educated, beautiful	150 sp
Slave, male, rebellious savage	5 sp
Slave, male, work-shy criminal	8 sp
Slave, male, hard-working and submissive	15 sp

– No weight worth noting.
* Ten of these items together weigh 1 pound.

CLOTHING

Clothing is always assumed to be of minimum quality unless more money is spent to buy higher-quality clothing; see Merchant's Clothing and Noble's Clothing. The only colours available for common clothing are various shades of brown and pale green, since these can be made with simple dyes derived from oak-bark or weld.

Belt: A broad leather belt, fastened with a buckle.

Belt, Knight's or Lady's: A narrow, fancy belt with a very long end designed to dangle decoratively towards the ground. The belt is enhanced with decorative metal studs, or even gems in richer versions.

Boots, Riding: High leather boots with flat soles, designed to be comfortable for a day in the saddle.

Boots, Work: Low leather boots suitable for spending all day on your feet. A favourite of peasants and infantry soldiers alike.

Breeks, Silk: Baggy, brightly coloured silk pants extending to just below the knee. Traditional pirate wear.

Cloak: A warm woollen cloak, worn for protection against the elements or to demonstrate status.

Doublet: This is the standard male garment in the Hyborian kingdoms, a simple, close-fitting coat extending just past the waist and made from lightly padded wool. It opens up the front and is fastened by buttons and loops, or long 'points' made from leather or catgut thongs tipped in metal. The more expensive the garment, the tighter the fit of the doublet and the more layers of padding.

Feathered Head-Dress: Worn by savages from the Black Coast to the Pictish Wilderness, this simple leather-headband has one or more common feathers and beads attached. More expensive versions may be made from copper and have great ostrich plumes, but these will be increased in price as for any other item of Merchant's Clothing or Noble's Clothing.

Hat, Hood or Bonnet: A plain, simple head-covering in wool, felt or linen,

Ghaaroth NS (free product)

worn to keep the rain and sun off or just for fashion.

Hose or Stockings: Woollen stockings or leggings extending from the foot to just below the waist, and either tied onto the doublet with more 'points,' or held up with garters.

Kirtle or Dress: A long plain dress made of wool.

Loin-Cloth: The bare minimum clothing you can wear in polite company. This is a simple woollen, linen or leather covering for the loin area. It is usually worn suspended from the belt on both front and back in classic barbarian fashion.

Merchant's Clothing: Better quality clothing, fit for a merchant, classy whore, wealthy guildmaster or off-duty mercenary commander, is available for between five and twenty times the standard cost. This will be made from higher quality wool, with some use of metal buttons and other ornaments. More colours will be available, including red, orange and pink.

Noble's Clothing: All the items of clothing are available as better quality versions, made from finer and more beautiful varieties of cloth such as silk or velvet, with better dyes, better manufacture and more silver buttons, jewelled pins and fine brooches. Often huge quantities of cloth are used to denote status, and the collar and cuffs may well be trimmed with fur. Clothing suitable for a noble costs at least fifty times as much as standard clothing, or 100 times as much or more for a king's garb. All colours will be available, including blue and even purple.

Pattens: Wooden overshoes designed to save expensive or delicate footwear from muddy puddles.

Robe: A plain priest's or scholar's robe in dark wool. More expensive versions, priced as per merchant's or noble's clothing, are available for particularly vain sorcerers or wealthy priests.

Sandals: Simple leather footwear.

Shirt and Braes, or Shift: This is linen underwear and nightwear; either a shirt and 'braes' (shorts) for a man or a shift (long, simply cut underdress) for a woman.

Shoes: Footwear more intended for fashion than practicality.

Tunic: Worn only by the very poor or those from primitive nations, the tunic is a simply cut woollen garment for the body and sometimes arms.

Winter Clothing: All the above garments save the loincloth, shirt, braes, shift and footwear are available in heavier wool winter versions. The winter cloak is much more voluminous than the summer version as well as being thicker, enabling it to be used as a makeshift tent or bedroll if need be.

Adventuring Gear

Bedroll: A thick roll of blankets for those who cannot be sure where they will sleep each night.

Candle: A candle clearly illuminates a 5-foot radius and burns for 1 hour.

Case, for parchment: A wooden tube with a tightly capped end, for rolling one or two pieces of parchment.

Chain: Chain has a hardness of 10 and 5 hit points. It can be burst with a Strength check (DC 26).

Ghaaroth NS (free product)

Chalk: Stubs of white chalk, suitable for making simple marks on labyrinth walls, or crushing up and rubbing on the hands for improved grip.

Crowbar: The classic implement for tearing open doors and even pulling apart brickwork. Provides a +2 bonus to all attempts to break down doors. If used in combat, treat as an improvised club.

Firewood: Dry, seasoned oak, fruit-wood or other hardwood, predominantly large logs to burn all night but also including smaller kindling to start the fire and get it going.

Fishhook: This makes catching fishes far easier than 'tickling' them by hand but the cruel-minded adventurer will doubtless devise other uses for torture or defence.

Fishing Net: Can be used either from a boat, or to block off a river and catch all the fish that would usually swim down it.

Flint and Steel: Striking the steel and flint together creates sparks. By knocking sparks into tinder, a character can create a small flame. Lighting a torch with flint and steel is a full-round action and lighting any other fire with them takes at least that long.

Grappling Hook: A three- or four-bladed hook, with a loop to tie a rope to. This is intended for use when scaling a building or other tall obstacle but could also be used to tear down spars or ropes on a ship.

Hammer: For knocking in nails and spikes. If used in combat, treat as an improvised club.

Ink: This is black ink. Ink in other colours costs twice as much.

Ink Quill: This simple, shaped quill is derived from a feather and will last long enough to write twenty or thirty pages quite neatly, or perhaps fifty if the scribe does not care too much about legibility.

Ladder, 10-foot: Ideal for scaling low walls, this ladder could also be used as a makeshift bridge or even an uncomfortable but serviceable stretcher.

Lantern, candle: A candle lantern helps to protect a candle from being blown out and prevents hot wax dripping on the carrier's hand. A lantern can be carried in one hand.

Lock: A lock is worked with a large, bulky key. The DC to open this kind of lock with the Open Locks skill depends on the lock's quality: very simple (DC 10), average (DC 20), good (DC 30) or amazingly good (DC 40).

Manacles and Manacles, masterwork: These manacles can bind a Medium-size creature. The manacled character can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). To break the manacles requires success at a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have a hardness of 10 and 10 hit points. Most manacles have locks; add the cost of the lock to the cost of the manacles. For the same price, one can buy manacles for Small creatures. For Large creatures, manacles cost ten times this amount, and for Huge creatures, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can only be held by especially made manacles.

Mirror, small steel: This highly polished circle of steel is excellent for

Ghaaroth NS (free product)

shaving, signalling or peering around corners. It must be kept oiled against rust, and wiped clean before every use.

Parchment: Heavy-duty paper suitable for scribing maps, edicts, or notes. Parchment is usually made from fine goatskin.

Rope, hemp: This rope has 2 hit points and can be burst with a successful Strength check (DC 23).

Sewing Needle: Very useful for running repairs to clothes, sails and even footwear. Also handy for poking holes in objects.

Slave Collar: Show the world who is boss by collaring all your slaves. Comes with a solidly implanted ring to allow for easy fixture to a chain or rope.

Soap: When you have just spent three weeks in the jungle and are due to meet the King of Brythunia this afternoon, nothing is quite so useful as a bit of soap.

Spade or Shovel: Use this for digging up treasure, clearing snow, making pit traps or carrying coal to the fire.

Tent: This simple tent sleeps two.

Torch: A wooden rod capped with twisted flax soaked in tallow or a similar item. A torch clearly illuminates a 20-foot radius and burns for 1 hour.

Whetstone: If you have a sword, dagger or even a small fruit knife, you will need a whetstone sooner or later to keep it sharp.

Containers and Carriers

Barrel: Used for transporting both wet and dry goods aboard ships or carts, the barrel is designed to be easy to manoeuvre despite its weight.

Basket: Perfect for carrying herbs, plants, flowers, fruit, berries or other gathered goods.

Bowl, wooden: This can be used for either eating food or drinking ale and so is popular with mercenaries and others who prefer to travel light.

Bucket, canvas: When you need to carry water for short distances and pour it out quickly at your destination, nothing does the job so efficiently as a bucket. This one is light due to being made from heavy, watertight canvas.

Chest: A small chest with a hasp for a lock, suitable for storing treasure or holding your personal possessions on a long voyage. More expensive chests come with built-in drawers and hanging-rails, allowing them to be placed on end and used as small wardrobes when travelling.

Costrel, leather: This pitch-lined leather container is like a wide, stoppered bottle with carrying straps, allowing for water or ale to be carried easily and accessibly.

Drinking-Jack, leather: Those who cannot afford a pewter tankard and do not want the weight of a clay one often buy simple drinking-jacks made from pitch-lined leather. This can be tied to a sword-belt, so you are always as ready for a drink as you are for a fight, but without noticeably getting in your way or weighing you down.

Flask: A ceramic, glass or metal container fitted with a tight stopper. It holds 1 pint of liquid.

Jug, clay: A basic ceramic jug fitted with a stopper. It holds 1 gallon of liquid.

Kit Bag, canvas: Rather like a sack but with a carrying strap, the kit bag lets a soldier carry his plate, bowl, drinking-

Ghaaroth NS (free product)

jack and a handful of trail rations on the road.

Mug/tankard, clay: A versatile, sturdy and stylish drinking-vessel, the clay tankard is also useful as a one-use improvised weapon; treat it as a gauntlet that automatically breaks on a successful hit. Unlike a pewter tankard, it can be used for hot and cold drinks alike.

Mug/tankard, pewter: Although this metal tankard can be very fancy-looking, it is no use for hot drinks as it is likely to heat up to the extent of burning the mouth whilst simultaneously cooling the drink down. Furthermore, it is not practical for an adventuring or even hard-drinking lifestyle, because as soon as you fall over on it, it will bend right out of shape and no longer look anything like so impressive.

Pot, iron: A simple cauldron for hanging over a fire on a chain, or simply placing on hot embers supported on its three legs.

Pouch, belt: A simple leather pouch for carrying money. Usually worn underneath clothes by soldiers and adventurers, to make it more difficult for one's enemies to find if one is left for dead.

Spell Component Pouch: A small, watertight leather belt pouch with several small compartments for different varieties of incense and room for some magical links for cursing your enemies, this pouch is a must for any sorcerer. A sorcerer with a spell component pouch is assumed to have all the material components and focuses he needs except those that have a listed cost, or focuses that would not fit in a pouch.

Sack: This simple hessian sack has no carrying handle but can be easily folded into another container or pushed through the belt when empty, then slung over the shoulder when filled with loot. It is popular with thieves and adventurers alike.

Vial: A ceramic or metal vial fitted with a tight stopper. The stoppered container usually is no more than 1 inch wide and 3 inches high. It holds 1 ounce of liquid.

Waterskin: Essential travelling gear, the waterskin looks right at home whether slung over your back or dangling from your saddlebow.

Class Tools and Skill Kits

Crafter's Tools: This is the set of special tools needed for any craft. Without these tools, a character has to use improvised tools (-2 penalty on the Craft check) if the job can be done at all.

Crafter's Tools, masterwork: As crafter's tools but these are the perfect tools for the job, so the character gets a +2 circumstance bonus on the Craft check.

Healer's Kit: This kit is full of herbs, salves, bandages and other useful materials. It is the perfect tool for anyone attempting a Heal check. It adds a +2 circumstance bonus to the check. It is exhausted after ten uses.

Herbalist's Kit: This contains a pair of shears and a hooked stick for gathering herbs, a couple of small iron pots for boiling, a simple colander for straining and a small net-like arrangement of cords which can be tied up in a sunny, windy place for drying herbs.

Ghaaroth NS (free product)

Musical Instrument, common or masterwork: Most medieval-style musical instruments are available in the Hyborian Age, including harps, lutes, horns, trumpets, drums, hurdy-gurdies, fiddles, bagpipes, shawms, psalteries and tabors. A masterwork instrument is of superior make. It adds a +2 circumstance bonus to Perform checks and serves as a mark of status.

Thieves' Tools: These are the tools needed to use the Disable Device and Open Lock skills. The kit includes one or more skeleton keys, long metal picks and pries, a long-nosed clamp, a small hand saw and a small wedge and hammer. Without these tools, a character will have to improvise tools and suffer a -2 circumstance penalty on Disable Device and Open Locks checks.

Thieves' Tools, masterwork: This kit contains extra tools and tools of better make, granting a +2 circumstance bonus on Disable Device and Open Lock checks.

Tool, masterwork: This well-made item is the perfect tool for the job and adds a +2 circumstance bonus to a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

Scale, merchant's: This scale includes a small balance and pans and a suitable assortment of weights. A scale grants a +2 circumstance bonus to Appraise checks involving items that are valued by weight, including anything made of precious metals.

PROPERTY

Hovel: This one-room basic hut is made from mud or scrap, with a roof that barely keeps the rain off and no chimney.

Small House: This one-room house is made of wood and mud and has a thatched roof. The hearth is in the centre of the house, so as to reduce the risk of uncontrolled fires and warm the room evenly. There are no windows, though a pair of simple wooden shutters may be set into one wall to provide a bit of light and air on sunny days. It comes with benches that line the walls, both for sitting on and sleeping on and a simple wooden door with a latch and wooden bolt but no lock.

Great House: This two- to four-room great house is made of wood or even stone and has a thatched roof. This style of house is generally only found in cities or large towns. It has simple windows called fenestral windows, made from resin-soaked linen supported by a wooden lattice framework. The sturdy wooden door has a hasp for a lock and two large metal bolts. This house comes with trestle tables, stools and benches, straw beds and an outdoor privy.

Manor House: This is a fortified two-storey house made from stone, with perhaps four to six rooms. The ground floor has no windows save for narrow arrow slits. On the upper floor it has simple windows made from strips of processed horn, which let in a little light but are translucent and cannot be seen through. The roof is surmounted by a crenellated battlement, which can be accessed from a stair up from the upper floor. A large storage cellar beneath the ground floor can hold

Ghaaroth NS (free product)

sufficient food and water to withstand a brief siege. The door is a stout, iron-bound oak affair with a massive wooden bar securing it and a second iron door of open grillwork behind it. It comes with furniture similar to that of the great house, except that the lord of the manor has a four-poster feather bed and his own wooden chair. The privy is indoors for maximum luxury.

Lord's Castle: This stone castle has a central keep with a great hall for feasting and meetings and around six to eight rooms for living accommodation above. A curtain wall surrounds the keep, with round towers at each corner and a heavily fortified gatehouse in the centre of one wall. Also in the courtyard are stables, kitchens, storage cellars and workshops. All the outer walls are crenellated and defended by arrow-slits, as are the lower floors of the keep. The upper floors of the keep may have small glass windows. The outer wall is surrounded by a moat, which is crossed by a permanent bridge or a drawbridge from the gatehouse. The gatehouse has thick iron-bound oak double doors, two portcullises, murder holes, and guard rooms. The keep comes with feather beds in the upper rooms and a high and low table, benches, a chair and straw pallets in the great hall. The indoor privy opens out over the moat.

King's Castle: The King's Castle is very similar to the Lord's Castle except in the question of scale and grandeur. It will usually have an inner and outer courtyard, with perhaps eight or so towers on both the inner and outer walls. The keep may be three or four stories high so as to combine defence and luxury. The King's Castle is almost always built on a heavily defensible site, such as a granite outcrop or rocky island.

SPELLS FOR HIRE

Cost to have a spell cast for you: PP cost x scholar level x 50 sp.

Spell: This is how much it costs to get a spellcaster to cast a spell for hire. This cost assumes that a character can go to the spellcaster and have the spell cast at his convenience. Generally speaking, only independent scholars, or priests making a little cash on the side, will cast spells for hire. Pious priests or shamans may cast a spell for someone in the same religion or tribe whose religious duties and obligations are in good standing but this will depend on the request and the reason for which the request is made. It may or may not also require a donation similar to the cost given above. All types of scholar are also renowned for a tendency to require payment in kind rather than cash; for example, asking the customer to go out and track down and slay a certain variety of giant man-ape and bring back his teeth.

The cost listed is for a spell with no cost for a material component or focus component and no XP cost. If the spell includes a material component, add the cost of the component to the cost of the spell. If the spell requires a focus component add 1/10 the cost of the focus to the cost of the spell. If the spell requires an XP cost, add 10 sp per XP lost.

Ghaaroth NS (free product)

Food, Drink and Lodging

Ale: Most of the Aquilonian countries brew ale, mead or beer of some sort, as do their neighbours such as Zingara, Zamora, Cimmeria, Asgard and Vanaheim. Strength and quality are variable but drink enough of it and sooner or later you will be insensible.

Inn: Poor accommodations at an inn amount to a place on the floor near the hearth, plus the use of a blanket. Common accommodations are a place on a raised, heated floor, the use of a blanket and a pillow and the presence of a higher class of company. Good accommodations are a small, private room with one bed, some amenities and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, baked turnips, onions and water. Common meals might consist of bread, chicken stew (easy on the chicken), carrots and watered-down ale. Good meals might be composed of bread and pastries, beef, peas and ale or wine.

Rations, trail: Designed to keep well and be easily eaten without stopping, trail rations include dried fruit and salted meat, small dense oatcakes and biscuits and other concentrated food.

Wine: Shem, Zingara and the southern Hyborian kingdoms produce wine. The best quality wine is from the Shemite city of Kyros. Cheaper wines also abound, with that produced by Ghaza being a standard for rough vinegary wine, the only benefit of which is inebriation, which is often more than good enough for down-at-heels adventurers.

Vehicles

Note that all the ships mentioned here can manage with much smaller crews, down to one-half the usual requirement, in emergencies. In such a case, speed is halved and none of the crew is likely to get a lot of rest.

Cart: A two-wheeled vehicle drawn by a single horse or other beast of burden. It comes with a harness.

Carack: This three-masted ship also has eighteen oars on each side. It needs a crew of forty. A carack is 120 feet long and 20 feet wide, and it can carry 130 tons of cargo or 200 soldiers. This ship is designed for long sea voyages, since it can carry plenty of supplies and so is a favourite of merchants, pirates and explorers alike. It moves about 2 miles per hour when being rowed, or 3 miles per hour under full sail. It has a full-length deck with a forecastle ahead and an aftercastle behind. Caracks are made in both Argos and Zingara.

Galley, Corsair: The style of galley favoured by the Black Corsairs of the Southern Islands is similar to a Stygian galley but very much scaled up. At 120 feet long and only 12 feet wide, it glides through the water like a great snake. It has 40 oars on each side, a single mast and a crew of 85, though it often carries far more. It could carry 80 tons of cargo or 120 pirates. It moves about 2 miles an hour under sail, or 4 miles an hour with all the rowers rowing. The prow of the ship is steel for improved ramming capabilities.

Galley, Stygian: Stygian galleys are long, low and slender, with black-painted hulls. Traditionally their prows are in the form of serpents. A Stygian

Ghaaroth NS (free product)

galley has fourteen oars on each side and one mast, and requires a total crew of 32. A galley of this kind is 65 feet long and 10 feet wide, and it can carry 35 tons of cargo or 50 soldiers. This ship moves about 3 miles per hour when being rowed or under sail. It has a single mast with a narrow black silk sail, a smaller jibsail and a sweep for steering. Accommodation is on deck or between the rowers' benches, protected from the elements by silken canopies.

Galley, Trading: This one-masted ship has ten oars on each side and requires a total crew of 24. A galley of this kind is 50 feet long and 15 feet wide and can carry 40 tons of cargo or 60 soldiers. This ship moves about 2½ miles per hour when being rowed or under sail. It has a single mast with a broad, striped silk sail, a smaller jibsail and a sweep for steering. Accommodation is on deck or between the rowers' benches, protected from the elements by silken canopies. Vessels with these characteristics are made in Argos, Zingara and Turan alike, though an experienced seaman can easily tell the difference between the three styles of vessel.

Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Camel, Pack	3 ½ miles	35 miles
Camel, Pack (401-1200 lb.) [1]	3 ½ miles	35 miles
Camel, Racing	5 miles	50 miles
Camel, Racing (201-600 lb.) [1]	3 ½ miles	35 miles
Camel, Riding	5 miles	50 miles
Camel, Riding (301-900 lb.) [1]	3 ½ miles	35 miles
Light horse or light warhorse	6 miles	48 miles
Light horse (151–450 lb.)[1]	4 miles	32 miles
Light warhorse (231–690 lb.)[1]	4 miles	32 miles
Heavy horse or heavy warhorse	5 miles	40 miles
Heavy horse (201–600 lb.)[1]	3-1/2 miles	28 miles
Heavy warhorse (301–900 lb.)[1]	3-1/2 miles	28 miles
Cart or wagon	2 miles	16 miles
Ship		
Carack (rowed)	2 miles	20 miles
Carack (sailed)	3 miles	72 miles
Galley, Corsair (rowed)	4 miles	40 miles
Galley, Corsair (sailed)	2 miles	48 miles
Galley, Stygian (rowed)	3 miles	30 miles
Galley, Stygian (sailed)	3 miles	72 miles
Galley, Trading (rowed)	2 ½ miles	25 miles
Galley, Trading (sailed)	2 ½ miles	60 miles
Gondola, Stygian (sailed)	1 ½ miles	36 miles
Rowboat (rowed)	1 ½ miles	15 miles

[1] Quadrupeds, such as horses and camels, can carry heavier loads than characters can. See Carrying Capacity (pg. 15) for more information.

Ghaaroth NS (free product)

Gondola, Stygian: This small, one-masted boat has three oars per side and is used for transporting people and cargo from shore to ship. It has a crew of seven and can carry 10 tons of cargo or 20 soldiers. Its top speed is around 1½ miles per hour. The gondola cannot make voyages on the open sea and must stay close to shore.

Rowboat: This 8- to 12-foot-long boat has a crew of one and holds one or two additional Medium passengers. It moves at about 1½ miles per hour.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

MOUNTS AND RELATED GEAR

Bit and Bridle: Essential gear for any mount.

Carrier Pigeon: This bird is bought as a chick and trained by you using the Handle Animal skill to carry messages to specific places. It can carry a single small message (anything the Player can write on a 1 inch by 4 inch piece of paper is probably about right) at speeds of between 50 and 60 miles per hour, flying up to 500 miles in a day if need be. For kings, courtiers and spies, these small birds can be more reliable and secure than trusting to the local sorcerer to send your messages.

Feed: Horses, donkeys, mules and ponies can graze to sustain themselves but providing feed for them (such as oats) is much better because it provides a more concentrated form of energy, especially if the animal is exerting itself. War dogs must be fed some meat, which may cost more or less than the given amount.

Saddle, pack: A pack saddle holds gear and supplies, not a rider. A pack saddle holds as much gear as the mount can carry.

Saddle, riding: The standard riding saddle supports a rider.

Stabling: Includes a stable, feed and grooming.

SLAVES

These range in price from a handful of pieces of silver for a surly, dangerous savage up to 300 pieces of silver for a beautiful, educated, high-class female kidnapped to order. Any slave bought to order costs double the standard price but the buyer can specify details such as nationality, hair and eye colour and physique.

Slavery is not much practised in the Hyborian nations, though the serfs and peasants of these supposedly civilised lands are virtually enslaved by their feudal overlords. Shem, Zamora and the lands beyond them practise slavery openly and without compunction, keeping their slaves cowed with regular beatings.

The Hyrkanians are particularly keen to capture slaves, though at present the slave markets of Turan are glutted with produce, so successful have the Hyrkanian slavers been. Assume all slave prices are 1/10 of normal in Turan.

Ghaaroth NS (free product)

Combat

Steel, Flesh, Blood and Bone

SOONER OR LATER – and probably sooner – all characters exploring the world of the Hyborian Age are going to be involved in some kind of combat. Whether it is taking on a Hyrkanian patrol, conducting a pirate raid on a Zingaran trading ship or battling the Picts beyond Thunder River, the life of an adventurer is almost always a violent one. As such, *Conan the Roleplaying Game* has a detailed and comprehensive set of rules for adjudicating personal combat with ranged, melee and unarmed attacks. This covers everything from how much damage living creatures, unnatural flesh and inanimate objects can withstand to combat manoeuvres, dodging and parrying. If it involves making one's point with massive blunt objects, rapidly moving metal or a balled up fist, this chapter covers the action from the first swing to the last gasp.

How Combat Works

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

- Each combatant starts out flat-footed. Once a combatant acts, he is no longer flat-footed.
- Determine which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order, highest to lowest, combatants who started the battle aware of their opponents each take one action (either a standard action or a move action) during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
- Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round of combat.
- Combatants act in initiative order, highest to lowest.
- When everyone has had a turn, the combatant with the highest initiative acts again and steps 4 and 5 repeat until combat ends.

Combat Statistics

This section summarises the rules and attributes that determine success in combat and then details how to use them in sequential order to resolve any combat situation.

Attack Roll

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. Other

Ghaaroth NS (free product)

modifiers may also apply to this roll. If your result equals or beats the target's Dodge Defence or Parry Defence, depending on which they are using, then you hit. (If the target is unable to dodge or parry, then you only have to beat their Base Defence.) After hitting your opponent you then determine whether you have penetrated their armour, if they are wearing any, or bypassed it if you are finesse fighting. You then deal damage.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

How to Calculate an Attack Bonus

Your attack bonus with a melee weapon is:

Base attack bonus + Strength modifier + size modifier + other applicable modifiers

With a ranged weapon, your attack bonus is:

Base attack bonus + Dexterity modifier + size modifier + range penalty + other applicable modifiers

Damage

When your attack succeeds, you deal damage, some or all of which may be negated by your opponent's armour. The type of weapon used determines the amount of damage you deal. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures. Damage reduces a target's current hit points. The following special considerations apply to damage:

- *Minimum Damage:* If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.
- *Strength Bonus:* When you hit with a melee or thrown weapon, including a sling, add your Strength modifier to the damage result. Some bows are made with particular Strength ratings, which affect how much of your Strength modifier you can apply to the damage result. See the Equipment chapter for details.
- *Off-Hand Weapon:* When you deal damage with a weapon in your off hand, you add only ½ your Strength bonus.
- *Wielding a Weapon Two-Handed:* When you deal damage with a weapon that you are wielding two-handed, you add 1½ times your Strength bonus. However, you do not get this higher Strength bonus when using a light weapon with two hands.
- *Multiplying Damage:* Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results. *Note:* When you multiply damage more than once, each multiplier works off the original, unmultiplied damage.
- *Exception:* Extra damage dice over and above a weapon's normal damage are never multiplied.
- *Ability Damage:* Certain creatures, feats and magical effects can cause temporary ability damage, that is, a reduction to an ability score.

Defence

Characters in the Conan stories are effectively invulnerable to many weapons if wearing sufficient armour. Armour absorbs damage rather than making characters harder to hit. To determine how difficult it is to hit a character, a set of scores is used called the Defence values. In addition to his

Ghaaroth NS (free product)

base Defence, a character has two Defence values, calculated as follows:

Base Defence = 10 + size modifier

Dodge Defence = Base Defence + Dexterity Bonus + Dodge Bonus

Parry Defence = Base Defence + Strength Bonus + Parry Bonus

Base Defence is always 10 for Medium-size characters.

Some modifiers lower your Dodge or Parry defence. For example, if you are surrounded on all sides and cannot dodge effectively, you suffer a –2 penalty to Dodge Defence. Such modifiers only affect the kind of Defence they refer to. For example, if you were surrounded on all sides and suffering a –2 penalty to Dodge Defence, your Parry Defence would not be affected.

A modifier that simply affects your 'Defence' (without specifying Dodge or Parry) is added no matter what kind of Defence you are using and also applies when you cannot dodge or parry. For example, when charging you suffer a –2 penalty to Defence.

If you ever have a Dexterity penalty rather than a bonus, then you apply this penalty to your Defence, not just your Dodge Defence. For example, a Medium-size character whose Dexterity has been reduced to 5 by poison would apply a –3 penalty to his Defence. A sleeping or unconscious character has an effective Dexterity of zero, as he is not moving at all, so he has a –5 penalty to his Defence.

Whenever a character has a chance to defend himself, he must declare whether he is dodging or parrying his enemies. Changing between the two modes of defence is a free action. It can be done each time the character is attacked if desired but must be done before the opponent makes his attack roll. The Dodging and Parrying sections, below, explain how to calculate the Parry and Dodge Bonuses.

Note that armour limits your Dexterity bonus, so if you are wearing armour, you might not be able to apply your whole Dexterity bonus to your Dodge Defence.

Sometimes you cannot dodge or parry at all. If you cannot react to a blow, such as when an opponent takes you by surprise and you are 'flat-footed', then you can use neither Dodge Defence nor Parry Defence. Equally, if you cannot move freely, then defending yourself is also impossible; a character is unable to use either his Dodge Defence or his Parry Defence when he is clinging for life on the edge of a mile-high cliff-top. Under these circumstances, you are vulnerable to sneak attacks.

Other Modifiers: Many other factors modify your Dodge and Parry Defences.

- *Enhancement Bonuses:* Enhancement effects can improve your Defence values.

- *Equipment:* You can parry more efficiently with a shield than with a weapon, as it is designed to block damage. Shields give you a bonus to your Parry Defence.

- *Dodge Bonuses:* Some other bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Wearing armour does not limit these bonuses the way it limits a Dexterity bonus to Dodge Defence. Unlike most sorts of bonuses, dodge bonuses stack with each other. Dodge bonuses only apply to a character's Dodge Defence. They do not add to the character's Parry Defence at all. If you are in a situation where you cannot dodge, then your dodge bonuses do not apply.

Ghaaroth NS (free product)

Size Modifiers To Base Defence

Size	Size Modifier
Colossal	–8
Gargantuan	–4
Huge	–2
Large	–1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

DODGING

A character's total Dodge Bonus is calculated by adding together his base dodge bonus (derived from his character class) and any other dodge bonuses, such as from the Dodge feat.

A dodging character needs at least one adjacent square either unoccupied, or occupied by friendly creatures, to be able to dodge effectively. He need not necessarily move into the space as part of his dodge but he does need a certain amount of room to move around in. If he does not have at least one adjacent unoccupied or friendly square, he has a -2 penalty to his Dodge Defence.

Dodge Bonus = base dodge bonus + additional Dodge bonuses

PARRYING

A character's total Parry Bonus is calculated by adding together his base parry bonus (derived from his character class) and any other parry bonuses, such as from the Parry feat.

A parrying character must wield a weapon, shield or at the very least an object of some kind in order to fend off his opponents'

PARRY OR DODGE?

In *Conan the Roleplaying Game*, every character must decide in combat whether to defend by Dodging or Parrying. Most characters will have a preferred method of defence and it is often easiest to assume that said preferred method is in use each round unless the Player specifies otherwise.

It should be noted that the terms 'parry' and 'dodge' are inevitably abstractions. A character who is dodging is more likely to make use of his knowledge of his enemy's reach to stay just out of distance, rather than simply hurling himself to one side. Likewise, though the word 'parry' is used because it is a familiar one to most gamers and fantasy fans, both Conan and real-world medieval fencing-masters would have been more familiar with the idea of 'setting aside' an enemy's weapon – deflecting an attack so as to ensure it just misses, while setting oneself up to deliver a counterattack. Inevitably, the lines between parrying and dodging also blur and many techniques will use a little of both.

Thus, declaring that one is parrying or dodging is more a reflection of combat style – either fluid and footwork-based, or aggressive and steadfast respectively – than a precise description of one's actions. It can certainly be used as a good basis for such a description, however.

Ghaaroth NS (free product)

OPTIONAL PARRYING RULES

The following rules may be used in addition to those given for parrying. They may slow down combat but can add an increased level of realism to the game. The Games Master should make sure that all are in agreement before the game begins on which rules are to be used.

Weapon Breakage

Under the ordinary parrying rules, your weapon is not at risk no matter how many times you parry an opponent's blow with it. Only if he makes a sunder attack against it is the weapon threatened. Under the optional weapon breakage rule, every time the attack roll *exactly equals* the opponent's Parry Defence, proceed as if the attacker had made a successful sunder attempt against the opponent's weapon instead of hitting the defender. This does not provoke attacks of opportunity and is a side effect of the way the attacking weapon happened to smash against the parrying one. This rule makes parrying more effective but also makes it more likely that weapons will be damaged and broken.

Weapon Length

For the sake of simplicity, the standard rules do not take the difference in weapon length into account. If you wish to incorporate weapon length, then proceed as follows. For every step in size difference between the attacking and the defending weapon, apply a +1 bonus or a –1 penalty to the defender's Parry Defence, according to whether the defending weapon is larger or smaller than the attacking one. The order of size is as follows: Light, One-Handed, Two-Handed. A character armed with a dagger (light) would thus have a –2 penalty to his Parry Defence when fending off a character armed with a greatsword (two-handed), while the greatsword wielder would have a +2 bonus to his Parry Defence against the dagger bearer.

blows effectively. It is possible to deflect blows without having an item in your hand; however, if a character is completely unarmed, he receives a –4 penalty to his Parry Defence. Characters with the Improved Unarmed Strike feat count as armed for the purpose of using Parry Defence.

If a character attempts to parry with a weapon with which he is not proficient, or with an improvised weapon such as a bar stool or length of firewood, he suffers a –1 penalty to his Parry Defence. A character with the Versatility ability from the barbarian class suffers no penalty under such circumstances, as barbarians are so adept with improvised weapons.

The Games Master is at liberty to apply additional bonuses to a character's Parry Defence when he uses especially suitable or obstructive improvised blocking weapons.

If you are using a reach weapon, you can parry an adjacent attacker with it even if you would not be able to attack him.

It is not possible to parry a ranged weapon attack.

Parry Bonus = base Parry Bonus + additional Parry bonuses

Ghaaroth NS (free product)

Touch Attacks and Flat-Footed Defence Values

A 'touch attack' is an attack in which the assailant only needs to make physical contact with some part of the target in order to attack successfully. Many spells, for example, are delivered with touch attacks. It is not necessary to calculate separate Defence values for use against touch attacks or when caught flat-footed. Touch attacks can only be dodged, rather than parried, as a touch that connects with a weapon or shield will deliver the attack. Thus, a character's Dodge Defence is always used against a touch attack.

When characters are caught flat-footed, they cannot dodge or parry, so they can use neither their Dodge Defence nor their Parry Defence. They have not yet gathered their wits and so cannot defend themselves actively, though they are still far from being sitting ducks. They must use their Base Defence, which will always be 10, assuming their size is Medium. The Uncanny Dodge class feature and the Reflexive Parry feat allow flat-footed characters to defend themselves with Dodge Defence and Parry Defence respectively.

Armour

In *Conan the Roleplaying Game*, armour can reduce the amount of damage a struck character suffers. Instead of making a character harder to hit, particularly strong armour will actually absorb and deflect incoming damage, granting a great deal of protection. However, many weapons, such as warhammers, Bossonian longbows and pollaxes, are exceptionally powerful and are fully capable of piercing through all but the strongest of protection. Every type of armour in the game, from the humble quilted jerkin to full plate armour, has a Damage Reduction score. A mail hauberk, for example, has Damage Reduction 6.

Any type of armour may have its Damage Reduction score increased by wearing a helmet with it.

Hit Points

All characters and objects have a certain number of hit points, determined by Hit Dice, character levels or construction. These represent inherent resistance to injury and, in the case of living beings, the ability to avoid critical damage through exertion and skill. Hit points are an abstract concept and do not always reflect the true physical condition of a creature. Instead, a being's hit point total is a sum measurement of health, fatigue and combat awareness. When a character's hit point total reaches 0, he is disabled. When hit points reach –1, he is dying. When the value gets to –10, a character is dead.

Furthermore, exceptionally damaging blows can also cause a creature to die without their hit points having been reduced to –10. See below for more details on massive damage.

Encountered enemies are technically killed at 0 hit points but a Games Master may optionally allow named villains or important Non-Player Characters to descend as low as –10, if their continued existence in the campaign is desirable or if Player Characters wish to show mercy or question prisoners.

Speed

Your speed tells you how far you can move in a round and still do something, such as attack or cast a spell. Your speed depends mostly on your race and what armour you are wearing. If you use two move actions in a round (sometimes called a 'double move' action) you can move up to double your

Ghaaroth NS (free product)

speed. If you spend the entire round to run all out, you can move up to quadruple your speed, or triple if you are in heavy armour.

Without armour, humans have a base movement speed of 30 feet per round.

SAVING THROWS

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your class, level and an ability score. Your saving throw modifier is:

Base saving throw bonus + ability modifier + relevant feats or bonuses

Saving Throw Types

The three different kinds of saving throws are Fortitude, Reflex, and Will:

- *Fortitude:* These saving throws measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution modifier to your Fortitude saving throws.
- *Reflex:* These saving throws test your ability to dodge area attacks. Apply your Dexterity modifier to your Reflex saving throws.
- *Will:* These saving throws reflect your resistance to mental influence as well as many magical effects. Apply your Wisdom modifier to your Will saving throws.

Saving Throw Difficulty Class

The DC for a saving throw is determined by the attack itself. Various effects, such as feats, ability scores in the case of special abilities (with Difficulty Classes calculated on a creature by creature basis) and other enhancements can influence DCs dramatically.

Automatic Failures and Successes

A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success. This is a notable exception to the basic rule that natural rolls of 1 and 20 on a d20 do not automatically indicate failure or success respectively.

INITIATIVE

In *Conan the Roleplaying Game* as in the stories, striking first can mean the difference between life and death. To reflect this, higher level characters are significantly quicker-witted than those of lower level:

Initiative Checks

At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity check. Each character applies his Dexterity modifier and Reflex saving throw modifier to the roll. (This is the base Reflex saving throw modifier from the character's class. You do not add your Dexterity modifier twice!) Characters act in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order unless a character takes an action that results in his initiative changing; see Special Initiative Actions. If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier, with the highest going first. If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

Initiative Check = 1d20 + Reflex saving throw modifier + Dexterity modifier + any relevant feats or other bonuses (Improved Initiative, etc.)

Ghaaroth NS (free product)

FLAT-FOOTED

At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You cannot dodge or parry while flat-footed. Some classes have the uncanny dodge extraordinary ability, which allows them to dodge while being flat-footed.

A flat-footed character cannot make attacks of opportunity.

INACTION

Even if you cannot take actions, you retain your initiative score for the duration of the encounter. This may be necessary to determine when an effect occurs for your character in a given round or when you may overcome some adverse condition.

SURPRISE

When a combat starts, if you are not aware of your opponents and they are aware of you, you are surprised. Conversely, careful tactics or blind luck can provide the opportunity for Player Characters to achieve surprise on unprepared or unsuspecting opponents. Generally, surprise does not occur often, as most people are constantly wary when they are in the kinds of situations where combat is a likely occurrence. A Games Master is the final authority on when surprise occurs for any given encounter, if at all.

Determining Awareness

Sometimes all the combatants on a side are aware of their opponents, sometimes none are and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining awareness may call for Listen checks, Spot checks or other checks.

The Surprise Round

If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of their opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Unaware Combatants

Combatants who are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they can neither dodge nor parry.

ATTACKS OF OPPORTUNITY

Sometimes a combatant in a melee lets his guard down. In this case, combatants near her can take advantage of his lapse in defence to attack him for free. These free attacks are called attacks of opportunity. The idea behind attacks or opportunity is fairly straightforward but including them as a combat complication is not. As such, a Games Master can choose to treat attacks of opportunity (also called AoOs) as an optional rule. If this is done, the operation of several feats, namely ones like Mobility and Combat Reflexes, may need to be changed to give them new abilities, or they may need to be removed completely from the campaign, as they will no longer apply.

Threatened Squares

You threaten all squares into which you can make a melee attack, even when it is not your action. Generally, that means everything in all squares adjacent to your space, including diagonally. An enemy that takes certain actions while in a threatened

Ghaaroth NS (free product)

square provokes an attack of opportunity from you. If you are unarmed, you do not normally threaten any squares and thus cannot make attacks of opportunity.

- *Reach Weapons:* Most creatures of Medium or smaller size have a reach of only 5 feet. This means that they can make melee attacks only against creatures up to 5 feet (1 square) away. However, Small and Medium creatures wielding reach weapons threaten more squares than a typical creature. In addition, most creatures larger than Medium have a natural reach of 10 feet or more.

Provoking an Attack of Opportunity

Two kinds of actions can provoke attacks of opportunity: moving out of a threatened square and performing a particular action within a threatened square.

- *Moving:* Moving out of a threatened square provokes an attack of opportunity from the threatening opponent. The most common method of avoiding this is the 5-foot step (see below) so long as no other action that would provoke an attack of opportunity is taken. A 5-foot step in this manner reflects the pause that often occurs between combatants as they take stock of each other.

- *Performing a Distracting Act:* Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle. The Actions in Combat table notes many of the actions that provoke attacks of opportunity.

Remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule.

Making an Attack of Opportunity

An attack of opportunity is a single melee attack and you can only make one per round. You do not have to make an attack of opportunity if you do not want to. An experienced character gets additional regular melee attacks (by using the full attack action) but at a lower attack bonus. You make your attack of opportunity, however, at your normal attack bonus, even if you have already attacked in the round.

An attack of opportunity 'interrupts' the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity then continue with the next character's turn; or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn.

- *Combat Reflexes and Additional Attacks of Opportunity:* If you have the Combat Reflexes feat, you can add your Dexterity modifier to the number of attacks of opportunity you can make in a round. This feat does not let you make more than one attack for a given opportunity but if the same opponent provokes two attacks of opportunity from you, you could make two separate attacks of opportunity, since each one represents a different opportunity. Moving out of more than one square threatened by the same opponent in the same round does not count as more than one opportunity for that opponent. All these attacks are at your full normal attack bonus.

ARMOUR AND DAMAGE REDUCTION

Whenever a character is hit in combat, whether from a melee or ranged weapon, the Damage Reduction (DR) score of

Ghaaroth NS (free product)

any armour he is wearing at the time is deducted from the damage rolled by the weapon. Certain creatures have an innate Damage Reduction due to their thick skin, scales or unnatural flesh. This is treated as if it were armour with regard to penetration in all respects unless specifically noted in the creature's statistics.

For example, Moyle is fighting a group of Aesir warriors whilst wearing his scale hauberk, mail shirt and steel cap. He is struck by a war spear, which deals 10 points of damage. However, his armour deducts 9 points from this because of its DR score of 9, resulting in Moyle taking just 1 point of damage.

Optional Rule: Minimum Damage

Although the stories show how phenomenally effective armour can be at protecting you from damage, some Games Masters will prefer to have armour-wearing characters be a little more vulnerable, so that characters cannot stroll blithely through enemy armies and come out without a single scratch. Even if you are left without any major traumas, those bumps, bruises and minor concussions all add up.

If damage reduction from armour reduces the damage of a successful attack to less than 1, a successful hit still deals 1 point of nonlethal damage. (If the Games Master prefers, this damage can be lethal damage.) Primitive weapons still break if they strike ineffectively against metal armoured characters, that is, if the armour's DR reduces the primitive weapon's damage to 0 before the minimum damage rule is applied.

Armour Piercing

Powerful weapons have the capability of penetrating through many types of armour in *Conan the Roleplaying Game*, bursting mail links or smashing through plate. Every type of weapon has an Armour Piercing (AP) score. The character wielding the weapon adds his Strength modifier to this AP score, if he is also able to add his Strength modifier or some multiple of it to his damage roll with the weapon.

Finesse fighters use a different system for attacking armoured characters – see pg. 232.

If a character suffers a hit from a weapon whose total Armour Piercing score equals or exceeds the Damage Reduction score of his armour, then the Damage Reduction provided by the armour is halved (rounded down) for purposes of that blow.

If a weapon is listed as having an AP score of 0, it will always be fully affected by all Damage Reduction scores. Furthermore, a weapon with an AP of 0 does not benefit from any Strength modifier to its Armour Piercing score. It is simply incapable of completely bypassing armour, however hard you swing it.

In our example above, we left Moyle battling the Aesir warband. Because his armour has a DR of 9 and the war spear that hit him has an AP of 4 (base 2, plus 2 for the Aesir warrior's Strength bonus), his armour provided him with a great deal of protection. However, a second warrior now swings a bardiche at Moyle. The bardiche has an AP of 9 (base 5, plus 4 for the Aesir warrior's Strength bonus), which exceeds the armour's DR of 8. It will therefore halve the armour's DR to 4 when damage is rolled. Moyle is hit for 11 points of damage by the bardiche and only 4 points are deducted from this amount, leaving him badly wounded.

Multiple Shots and Critical Hits

If a character is hit several times in a single round from the same weapon because his enemy can attack more than once, any damage deducted by a suit of armour's Damage Reduction score will apply to each attack.

Ghaaroth NS (free product)

However, if a critical hit is scored and damage multiplied as a result, any Damage Reduction granted by the armour will apply only once to the total damage rolled. As a rule of thumb, any possible Damage Reduction will apply once to each attack roll made against a target.

It should be noted that all rules concerning Defence and Damage Reduction apply equally to monsters and animals.

Armour Damage and Repair

Each time a suit of armour is struck by a weapon that inflicts 20 points of damage or more to the character wearing the armour (after the armour is taken into account), its DR is reduced by 1d4.

Armour that has had its DR reduced may be repaired by anyone with the Craft (armoursmith) skill at a cost of 20% of the original cost of the armour per 1 DR damage. This cost is halved if the character does the repairs himself; this requires either a Craft (armourer) check (DC 10) or Craft (blacksmith) check (DC 15) and ten minutes of time for each 1 DR repaired. However, if armour is reduced to 0 DR, it is completely destroyed and may not be repaired, though it may have some value as scrap metal. Brigandine, for example, is commonly made by cutting up damaged sections from a more expensive harness such as a breastplate or two.

For example, Gwaeth is wearing a mail hauberk, breastplate and steel cap, for a total DR of 10. He is attacked by Fergus, who is wielding a broadsword. Fergus has a Strength of 15 and has the Weapon Specialisation feat, so the sword will be dealing d8+4 damage and have an Armour Piercing value of 5, not enough to penetrate Gwaeth's armour. Fergus must hope for a lucky hit to do significant harm to his enemy. He gets his lucky break, scoring a critical hit against Gwaeth for a total of 22 points damage. 12 points get through the armour and are dealt to Gwaeth. Unfortunately this is not sufficient to damage the armour but Gwaeth is certainly feeling sore. . .

FINESSE

Certain melee weapons are as well suited to finesse as to brute force. These include all light weapons and several one-handed or two-handed piercing weapons. These weapons are known as finesse weapons. For convenience, finesse weapons are identified as such by a symbol in the Weapons table.

Any character who is armed with a finesse weapon may use his Dexterity modifier instead of his Strength modifier on attack rolls with that weapon. A character who does so is known as a finesse fighter.

Note that it is possible for a character to alter his combat technique during a combat, switching from using his Dexterity modifier to using his Strength modifier. Most characters will prefer to use one or the other technique more or less continuously but a Player may, if desired, declare which technique he will use at the beginning of each combat round.

Ranged weapons may never be used with finesse combat, as they already rely on Dexterity rather than Strength. The sole exception is when a character has the Ranged Finesse feat.

Finesse and Armour

Finesse fighters do not seek to batter their way through armour but rather to find the crevices and chinks that even the finest armour must have. For example, a finesse fighter might strike between two lames (plates) of plate armour, thrusting his weapon up through a joint, or he might simply attack the face of an opponent wearing an open-faced helmet such as a steel cap.

Finesse fighters never add their Strength modifier to the Armour Piercing rating of

Ghaaroth NS (free product)

their weapon. However, if a finesse fighter's attack roll beats the target's chosen Defence by a number equal to at least the DR of the armour, that armour is completely ignored.

Furthermore, finesse fighters never damage armour when making their attacks, even when they do not bypass it entirely.

Actions in Combat

The Anatomy of a Combat Round

Each round represents 6 seconds in the game world. A round presents an opportunity for each character involved in a combat situation to take an action. Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, the character performs his entire round's worth of actions. For exceptions, see Attacks of Opportunity and Special Initiative Actions.

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last but it usually means a span of time from one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count on which they began.

Action Types

An action's type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. There are four types of actions: standard actions, move actions, full-round actions and free actions. In a normal round, you can perform a standard action and a move action, or you can perform a full-round action. You can also perform one or more free actions. You can always take a move action in place of a standard action.

In some situations, such as in a surprise round, you may be limited to taking only a single move action or standard action.

- *Standard Action:* A standard action allows you to do something, most commonly make an attack or cast a spell. See the Actions in Combat table for other standard actions.

- *Move Action:* A move action allows you to move your speed or perform an action that takes a similar amount of time. See the Actions in Combat table.

You can take a move action in place of a standard action. If you move no actual distance in a round, commonly because you have swapped your move for one or more equivalent actions, you can take one 5-foot step before, during or after the action.

- *Full-Round Action:* A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 5-foot step before, during or after the action. You can also perform free actions; see below.

Some full-round actions do not allow you to take a 5-foot step. Some full-round actions can be taken as standard actions but only in situations when you are limited to performing only a standard action during your round. The descriptions of specific actions, below, detail which actions allow this option.

Ghaaroth NS (free product)

Actions In Combat

Standard Action	**Attack of Opportunity**[1]
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Aid another	Maybe[2]
Bull rush	Yes
Cast a spell (1 standard action casting time)	Yes
Concentrate to maintain an active spell	No
Dismiss a spell	No
Draw a hidden weapon (see Sleight of Hand skill)	No
Escape a grapple	No
Feint	No
Light a torch from a burning taper	Yes
Make a dying friend stable (see Heal skill)	Yes
Overrun	No
Ready (triggers a standard action)	No
Sunder a weapon (attack)	Yes
Sunder an object (attack)	Maybe[3]
Total defence	No
Use extraordinary ability	No
Use skill that takes 1 action	Usually
Use supernatural ability	No
Move Action	**Attack of Opportunity**[1]
Move	Yes
Control a frightened mount	Yes
Direct or redirect an active spell	No
Draw a weapon[4]	No
Open or close a door	No
Mount a horse or dismount	No
Move a heavy object	Yes
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Ready or loose a shield[4]	No
Retrieve a stored item	Yes
Full-Round Action	**Attack of Opportunity**[1]
Full attack	No
Charge[5]	No
Deliver coup de grace	Yes
Escape from a net	Yes
Extinguish flames	No
Light a torch with flint and tinder	Yes
Load a crossbow	Yes
Prepare to throw splash weapon	Yes
Run	Yes
Use skill that takes 1 round	Usually
Use touch spell on up to six friends	Yes

Ghaaroth NS (free product)

Withdraw[5]	Maybe
Free Action	**Attack of Opportunity[1]**
Cease concentration on a spell	No
Drop an item	No
Drop to the floor	No
Prepare spell components to cast a spell[6]	No
Speak	No
No Action	Attack of Opportunity[1]
Delay	No
5-foot step	Maybe[7]
Action Type Varies	**Attack of Opportunity[1]**
Disarm[8]	Yes
Grapple[8]	Yes
Trip an opponent[8]	Yes
Use feat[9]	Varies

[1] Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.
[2] If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.
[3] If the object is being held, carried or worn by a creature, yes. If not, no.
[4] If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.
[5] May be taken as a standard action if you are limited to taking only a single action in a round.
[6] Unless the component is an extremely large or awkward item.
[7] A five-foot step provokes an attack of opportunity if it is made as part of (or combined with) an action that would do so, such as using the Full Attack action with a bow. Otherwise, it does not.
[8] These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.
[9] The description of a feat defines its effect.

- *Free Action:* Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free.

- *Not an Action:* Some activities are so minor that they are not even considered free actions. They literally do not take any time at all to do and are considered an inherent part of doing something else.

- *Restricted Activity:* In some situations, you may be unable to take a full round's worth of actions. In such cases, you are restricted to taking only a single standard action or a single move action, plus free actions as normal. You

Ghaaroth NS (free product)

cannot take a full-round action, though you can start or complete a full-round action by using a standard action; see below.

Standard Actions

These are the basic things characters and creatures can do during a combat round. Basic attacks are covered under this type of action, as are the activation of normal items and devices. Most actions taken by combatants are standard actions, though timing or outside influences might change this status.

Attack

Making an attack is a standard action. There are three kinds of basic attack: melee, unarmed and ranged. Melee covers the use of close-combat weapons. Unarmed attacks are any offensive use of natural parts of a creature's body. This covers everything from a brawler's fists to a lion's claws. Ranged attacks run the gamut from the hefty missiles of an arbalest to more conventional weapons such as bows and slings.

Melee Attacks

With a normal melee weapon, you can strike any opponent within 5 feet. Opponents within 5 feet are considered adjacent to you. Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, you can strike opponents 10 feet away but you cannot strike adjacent foes, that is, those within 5 feet.

Defence Modifiers

Defender is . . .	Melee	Ranged
Behind cover	+4	+4
Blinded	–2[1]	–2[1]
Concealed or invisible	— See Concealment —	
Entangled	+0[2]	+0[2]
Flat-footed (such as when surprised)	+0[1]	+0[1]
Grappling (but attacker is not)	+0[1]	+0[1, 3]
Helpless (such as paralysed, sleeping, or bound)	–4[4]	+0[4]
Kneeling or sitting	–2	+2
Pinned	–4[4]	+0[4]
Prone	–4	+4
Squeezing through a space	–4	–4
Stunned	–2[1]	–2[1]

[1] The defender cannot dodge or parry.

[2] An entangled character takes a –4 penalty to Dexterity. Characters who are entangled from above, such as by a thrown net, take a –4 penalty to Parry Defence when parrying with weapons larger than daggers; characters who are entangled from below, such as by walking into a web, can still parry at no penalty.

[3] Roll randomly to see which grappling combatant you strike. That defender can neither dodge nor parry.

[4] Treat the defender's Dexterity as 0 (–5 modifier to Defence). Sneak attacks can be made against helpless or pinned defenders.

Ghaaroth NS (free product)

Unarmed Attacks

Striking for damage with punches, kicks and head butts is much like attacking with a melee weapon, except for the following complications:

- *Attacks of Opportunity:* Attacking unarmed provokes an attack of opportunity from the character you attack, provided he is armed. The attack of opportunity comes before your attack. An unarmed attack does not provoke attacks of opportunity from other foes, nor does it provoke an attack of opportunity from an unarmed foe. An unarmed character cannot take attacks of opportunity, though see 'Armed' Unarmed Attacks, below.

- *'Armed' Unarmed Attacks:* Sometimes a character's or creature's unarmed attack counts as an armed attack. A character with the Improved Unarmed Strike feat, a sorcerer delivering a touch attack spell and a creature with natural physical weapons all count as being armed. Note that being armed counts for both offence and defence; the character can make attacks of opportunity.

- *Unarmed Strike Damage:* An unarmed strike from a Medium character deals 1d3 points of damage plus his Strength modifier, as normal. A Small character's unarmed strike deals 1d2 points of damage, while a Large character's unarmed strike deals 1d4 points of damage. All damage from unarmed strikes is nonlethal damage. Unarmed strikes count as light weapons, for purposes of two-weapon attack penalties and so on.

- *Dealing Lethal Damage:* You can specify that your unarmed strike will deal lethal damage before you make your attack roll but you take a –4 penalty on your attack roll if you do so. If you have the Improved Unarmed Strike feat, you can deal lethal damage with an unarmed strike without taking a penalty on the attack roll.

Ranged Attacks

With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.

Attack Rolls

An attack roll represents your attempts to strike your opponent.

Melee Attack rolls = 1d20 + base attack bonus + Strength modifier + size modifier

Ranged Attack rolls = 1d20 + base attack bonus + Dexterity modifier + size modifier + range penalty

There is one exception to this for melee combat:

- Some characters may prefer to use their Dexterity modifiers in melee combat, rather than their Strength modifiers. The procedure for this is explained in the Finesse section (see pg. 232).

An attack roll must equal or exceed a target's Dodge Defence or Parry Defence in order to score a hit, depending on which the target is using to defend himself. If the target cannot dodge or parry, then the attack roll only needs to equal or exceed the target's Base Defence.

Automatic Misses and Hits

A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

Ghaaroth NS (free product)

This is another notable exception to the natural 1 and 20 rules.

Damage Rolls

If the attack roll result equals or exceeds the target's chosen Defence, the attack hits. Roll the appropriate damage for your weapon and reduce the damage by the damage reduction of the target, after any modification for Armour Piercing. Damage is deducted from the target's current hit points.

Multiple Attacks

A character who can make more than one attack per round must use the full attack action (see Full-Round Actions, below) in order to get more than one attack.

Shooting or Throwing into a Melee

If you shoot or throw a ranged weapon at a target engaged in melee with a friendly character, you take a –4 penalty on your attack roll. Two characters are engaged in melee if they are enemies of each other and either threatens the other. An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.

If your target (or the part of your target you are aiming at, if it is a big target) is at least 10 feet away from the nearest friendly character, you can avoid the –4 penalty, even if the creature you are aiming at is engaged in melee with a friendly character.

- *Precise Shot:* If you have the Precise Shot feat you do not take this penalty.

Fighting Defensively as a Standard Action

You can choose to fight defensively when attacking. You focus your attention on keeping your own hide intact at the expense of offensive potential. If you do so, you take a –4 penalty on all attacks in a round to gain a +2 bonus to Defence for the same round.

Critical Hits

When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target's Defence and you have scored a threat. The hit might be a critical hit (or 'crit'). To find out if it is a critical hit, you immediately make a critical roll, which is another attack roll with all the same modifiers as the attack roll you just made. If the critical roll also results in a hit against the target's Defence, then your original hit is a critical hit. (The critical roll just needs to hit to give you a critical hit. It does not need to come up 20 again.) If the critical roll is a miss, then your hit is just a regular hit. A critical hit means that you roll your damage more than once, with all your usual bonuses and add the rolls together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20 and the multiplier is x2.

- Exception: Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit. This includes additional dice from magical effects or class features such as Sneak Attack.

- Increased Threat Range: Sometimes your threat range is greater than 20. That is, you can score a threat on a lower number. In such cases, a roll of lower than 20 is not an automatic hit. Any attack roll that does not result in a hit is not a threat.

- Increased Critical Multiplier: Some weapons deal better than double damage on a critical hit.

CAST A SPELL

Most spells require 1 standard action to cast. You can cast such a spell either before or after you take a move action.

Ghaaroth NS (free product)

- *Note:* You can still dodge while casting. You can also parry, unless the spell has a somatic (S) component.

Spell Components

To cast a spell with a verbal (V) component, your character must speak in a firm voice. If you are gagged or otherwise prevented from speaking (such as by being pinned in a grapple) then you cannot cast a spell with a verbal (V) component. A sorcerer who has been deafened has a 20% chance to spoil any spell he tries to cast if that spell has a verbal component.

To cast a spell with a somatic (S) component, you must gesture freely with at least one hand. You cannot cast a spell of this type while bound, grappling, or with both your hands full or occupied.

To cast a spell with a material (M) or focus (F) component, you have to have the proper materials, as described by the spell. Unless these materials are elaborate, preparing these materials is a free action. For material components and foci whose costs are not listed, you can assume that you have them if you have your spell component pouch.

Some spells have an experience point (XP) component and entail an experience point cost to you. No spell can restore the lost XP. You cannot spend so much XP that you lose a level, so you cannot cast the spell unless you have enough XP to spare. However, you may, on gaining enough XP to achieve a new level, immediately spend the XP on casting the spell rather than keeping it to advance a level. The XP are expended when you cast the spell, whether or not the casting succeeds.

Concentration

You must concentrate to cast a spell. If you cannot concentrate, you cannot cast a spell. If you start casting a spell but something interferes with your concentration, you must make a Concentration check or lose the spell. The check's DC depends on what is threatening your concentration; see the Concentration skill. If you fail, the spell dissipates with no effect and you lose the PP that would have powered the spell.

Concentrating to Maintain a Spell

Some spells require continued concentration to keep them going. Concentrating to maintain a spell is a standard action that does not provoke an attack of opportunity. Anything that could break your concentration when casting a spell can keep you from concentrating to maintain a spell. If your concentration breaks, the spell ends.

Casting Time

Some spells have a casting time of 1 standard action. A spell cast in this manner immediately takes effect.

Attacks of Opportunity

Generally, if you cast a spell, you provoke attacks of opportunity from threatening enemies. If you take damage from an attack of opportunity, you must make a Concentration check (DC 10 + points of damage taken + power point cost of the spell) or lose the spell. Spells that require only a free action to cast do not provoke attacks of opportunity.

Casting on the Defensive

Casting a spell while on the defensive does not provoke an attack of opportunity. It does, however, require a Concentration check (DC 15 + PP cost of the spell) to pull off. Failure means that you lose the spell.

Touch Spells in Combat

Many spells have a range of 'touch'. To use these spells, you cast the spell and then touch the subject, either in the same round or any time later. In the same round that you cast the spell, you may also touch (or attempt to touch) the target. You may take

Ghaaroth NS (free product)

your move before casting the spell, after touching the target, or between casting the spell and touching the target. You can automatically touch one friend or use the spell on yourself but to touch an opponent, you must succeed on an attack roll.

- *Touch Attacks:* Touching an opponent with a touch spell is considered to be an armed attack and therefore does not provoke attacks of opportunity. However, the act of casting a spell does provoke an attack of opportunity. Touch attacks come in two types: melee touch attacks and ranged touch attacks. You can score critical hits with either type of attack. Your opponent can only attempt to defend against a touch attack with his Dodge Defence, as parrying does not work against touch attacks.

- *Holding the Charge:* If you do not discharge the spell in the round when you cast the spell, you can hold the discharge of the spell (hold the charge) indefinitely. You can continue to make touch attacks round after round. You can touch one friend as a standard action or up to six friends as a full-round action. If you touch anything or anyone while holding a charge, even unintentionally, the spell discharges. If you cast another spell, the touch spell dissipates. Alternatively, you may make a normal unarmed attack (or an attack with a natural weapon) while holding a charge. In this case, you are not considered armed and you provoke attacks of opportunity as normal for the attack. (If your unarmed attack or natural weapon attack does not provoke attacks of opportunity, neither does this attack.) If the attack hits, you deal normal damage for your unarmed attack or natural weapon and the spell discharges. If the attack misses, you are still holding the charge.

Dismiss a Spell

Dismissing an active spell is a standard action that does not provoke attacks of opportunity.

Use Special Ability

Using a special ability is usually a standard action but whether it is a standard action, a full-round action, or not an action at all is defined by the ability.

- *Supernatural Abilities:* Using a supernatural ability is usually a standard action, unless defined otherwise by the ability's description. Its use cannot be disrupted, does not require concentration and does not provoke attacks of opportunity.

- *Extraordinary Abilities:* Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities are also actions are usually standard actions that cannot be disrupted, do not require concentration and do not provoke attacks of opportunity.

Total Defence

You can defend yourself as a standard action. You get a +4 bonus to your Defence for one round. This bonus applies from the start of this action. You cannot combine total defence with fighting defensively or with the benefit of the Combat Expertise feat, since both of those require you to declare an attack or full attack. You cannot make attacks of opportunity while using total defence.

Ghaaroth NS (free product)

Start / Complete Full-Round Action

The 'start full-round action' standard action lets you start undertaking a full-round action, which you can complete in the following round by using another standard action. You cannot use this action to start or complete a full attack, charge, run or withdraw.

Fighting On The Run

When using the attack action with a melee weapon, any character can move both before and after the attack, provided that the character's total distance moved is not greater than the character's speed. Moving in this way provokes attacks of opportunity as normal, however.

Move Actions

With the exception of specific movement-related skills, most move actions do not require a check. As the title of this type of action suggests, all move actions centre around locomotion or body movements, though not all of them involve a character physically moving from its current location.

Move

The simplest move action is moving your speed. If you take this kind of move action during your turn, you cannot also take a 5-foot step. Many non-standard modes of movement are covered under this category, including climbing up to one-quarter of your speed and swimming up to one-quarter of your speed.

Accelerated Climbing

You can climb one-half your speed as a move action by accepting a –5 penalty on your Climb check.

Crawling

You can crawl 5 feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl.

Draw Or Sheathe A Weapon

Drawing a weapon so that you can use it in combat to parry or strike, or putting it away so that you have a free hand, requires a move action. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.

If you have a base attack bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

Drawing ammunition for use with a ranged weapon (such as arrows, bolts or sling bullets) is a free action.

Ready Or Loose A Shield

Strapping a shield to your arm to gain its shield bonus to your Parry Defence, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a move action. If you have a base attack bonus of +1 or higher, you can ready or loose a shield as a free action combined with a regular move.

Ghaaroth NS (free product)

Dropping a carried (but not worn) shield is a free action.

Manipulate an Item

In most cases, moving or manipulating an item is a move action. This includes retrieving or putting away a stored item, picking up an item, moving a heavy object and opening a door. Examples of this kind of action, along with whether they incur an attack of opportunity, are given in the Actions in Combat table.

Direct or Redirect a Spell

Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell requires a move action and does not provoke attacks of opportunity or require concentration.

Stand Up

Standing up from a prone position requires a move action and provokes attacks of opportunity.

Mount/Dismount a Steed

Mounting or dismounting from a steed requires a move action.

Fast Mount or Dismount

You can mount or dismount as a free action with a DC 20 Ride check; your armour check penalty, if any, applies to this check. If you fail the check, mounting or dismounting is a move action instead. You cannot attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.

Full-Round Actions

A full-round action requires an entire round to complete. Thus, it cannot be coupled with a standard or a move action, though if it does not involve moving any distance, you can take a 5-foot step.

Full Attack

If you get more than one attack per round because your base attack bonus is high enough, because you fight with two weapons or for some other special reason, you must use a full-round action to get your additional attacks. You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones. The only movement you can take during a full attack is a 5-foot step. You may take the step before, after or between your attacks.

If you get multiple attacks because your base attack bonus is high enough, you must make the attacks in order from highest bonus to lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.

Deciding between an Attack and a Full Attack

After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. If you have already taken a 5-foot step, you cannot use your move action to move any distance but you could still use a different kind of move action.

Ghaaroth NS (free product)

Fighting Defensively as a Full-Round Action

You can choose to fight defensively when taking a full attack action. If you do so, you take a –4 penalty on all attacks in a round to gain a +2 bonus to Defence for the same round.

Cleave

The extra attacks granted by the Cleave feat or Great Cleave feat can be taken whenever they apply. This is an exception to the normal limit to the number of attacks you can take when not using a full attack action.

Cast a Spell

A spell that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed. A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later; for each of those 10 rounds, you are casting a spell as a full-round action. These actions must be consecutive and uninterrupted, or the spell automatically fails.

When you begin a spell that takes 1 round or longer to cast, you must continue the invocations, gestures, and concentration from one round to just before your turn in the next round at least. If you lose concentration after starting the spell and before it is complete, the spell fails and you lose the PP.

You only provoke attacks of opportunity when you begin casting a spell, even though you might continue casting for at least one full round. While casting a spell, you do not threaten any squares around you. This action is otherwise identical to the cast a spell action described under Standard Actions.

Use Special Ability

Using a special ability is usually a standard action but some may be full-round actions, as defined by the ability.

Withdraw

Withdrawing from melee combat is a full-round action. When you withdraw, you can move up to double your speed. The square you start out in is not considered threatened by any opponent you can see and therefore visible enemies do not get attacks of opportunity against you when you move from that square. Invisible enemies still get attacks of opportunity against you and you cannot withdraw from combat if you are blinded. You cannot take a 5-foot step during the same round in which you withdraw.

If, during the process of withdrawing, you move out of a threatened square (other than the one you started in), enemies get attacks of opportunity as normal. You may not withdraw using a form of movement for which you do not have a listed speed. Note that despite the name of this action, you do not actually have to leave combat entirely.

Restricted Withdraw

If you are limited to taking only a standard action each round, you can withdraw as a standard action. In this case, you may move up to your speed rather than up to double your speed.

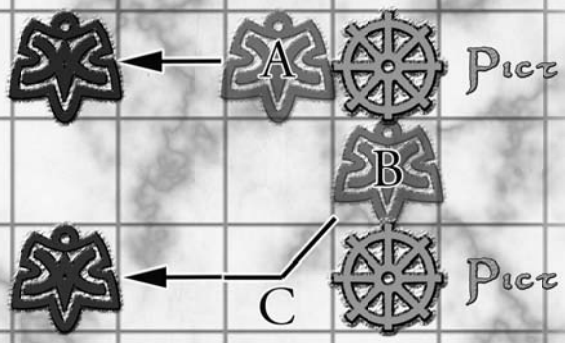
Run

You can run as a full-round action. If you do, you do not also get a 5-foot step. When you run, you can move up to four times your speed in a straight line, or three times your speed if you are in heavy armour. You cannot dodge or parry at all while running unless you have the Run feat, in which case you can dodge. A run represents a

Ghaaroth NS (free product)

WITHDRAWING

Valeria
Valeria withdraws, doing nothing but moving, so the pict does not get an attack of opportunity when she leaves his threatened square (A)



Conan
Conan withdraws, doing nothing but moving. When withdrawing, the square he starts in is not considered to be threatened, so Conan doen not provoke an attack of opportunity when he leaves square B. When he leaves square C, however, the pict can attack him.

1 Square = 5 feet

speed of about 12 miles per hour for an unencumbered human.

You can run for a number of rounds equal to your Constitution score but after that you must make a DC 10 Constitution check to continue running. You must check again each round in which you continue to run and the DC of this check increases by 1 for each check you have made. When you fail this check, you must stop running. A character who has run to his limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move no faster than a normal move action.

You cannot run across difficult terrain or if you cannot see where you are going.

MOVE 5 FEET THROUGH DIFFICULT TERRAIN

In some situations, your movement may be so hampered that you do not have sufficient speed even to move 5 feet, that is, a single square. In such a case, you may spend a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it is not and thus it provokes attacks of opportunity normally.

Ghaaroth NS (free product)

FREE ACTIONS

Free actions do not take any time at all, though there may be limits to the number of free actions you can perform in a turn. Free actions rarely incur attacks of opportunity. Some common free actions are described below.

DROP AN ITEM

Dropping an item in your space or into an adjacent square is a free action.

DROP PRONE

Dropping to a prone position in your space is a free action.

SPEAK

In general, speaking is a free action that you can perform even when it is not your turn. Speaking more than a few sentences is generally beyond the limit of a free action. Roughly speaking, if a phrase takes longer than 6 seconds to say, it requires a standard action to complete; but this is a matter for a Games Master's discretion.

TAKING A FIVE-FOOT STEP

Ghaaroth NS (free product)

Cease Concentration on Spell

You can stop concentrating on an active spell as a free action.

Miscellaneous Actions

Take a 5-Foot Step

You can move 5 feet in any round when you do not perform any other kind of movement. Taking this 5-foot step does not provoke an attack of opportunity unless it is combined with another action in the round that does. You cannot take more than one 5-foot step in a round and you cannot take a 5-foot step in the same round when you move any distance.

You may not take a 5-foot step using a form of movement for which you do not have a listed speed.

Use Feat

Certain feats let you take special actions in combat. Other feats do not require actions themselves but instead give you a bonus when attempting something you can already do. Some feats are not intended for use within the framework of combat. The individual feat descriptions tell you what you need to know about them.

Use Skill

Most skill uses are standard actions but some might be move actions, full-round actions, free actions or something else entirely. The individual skill descriptions tell you what sorts of actions are required to perform skills.

Wounds, Healing and Recovery

Your hit points measure how hard you are to kill. No matter how many hit points your character loses, he is not hindered in any way until his hit points drop to 0 or lower. Hit points are summarized above but the full rules regarding them are listed in this section.

Loss of Hit Points

The most common way that your character gets hurt is to take lethal damage and lose hit points

What Hit Points Represent

Hit points mean two things in the game world: the ability to take physical punishment and keep going and the ability to turn a serious blow into a less serious one.

Effects of Hit Point Damage

Damage does not slow you down until your current hit points reach 0 or lower. At 0 hit points, you are disabled.

- From –1 to –9 hit points, you are dying.
- At –10 or lower, you are dead unless you spend a Fate Point to leave you at Left for Dead

Ghaaroth NS (free product)

Massive Damage

If a character ever sustains damage so massive that 20 points of damage or more are inflicted in one deduction and the character is not reduced below 0 hp outright, the character must make a Fortitude saving throw.

Massive Damage Fortitude Saving Throw DC = 10 + (½ damage dealt)

If this saving throw fails, the character's hit point total is reduced to -10 immediately and he is dead regardless of his previous hit points. He can still spend a Fate point to be 'left for dead' instead of killed outright; see below.

If some or all of the damage dealt by the attack was nonlethal, the character is instead knocked unconscious (and is helpless) for 3d6 rounds if he fails his saving throw.

Disabled (0 Hit Points)

When your current hit points drop to exactly 0, you are disabled. You can only take a single move or standard action each turn but not both, nor can you take full-round actions. You can take move actions without further injuring yourself but if you perform any standard action, or any other strenuous action, you take 1 point of damage after completing the act. Unless your activity increased your hit points, you are now at –1 hit points and you are dying.

Healing that raises your hit points above 0 makes you fully functional again, just as if you had never been reduced to 0 or fewer hit points. You can also become disabled when recovering from dying. In this case, it is a step toward recovery, and you can have fewer than 0 hit points. See Stable Characters and Recovery, below.

Dying (-1 to -9 Hit Points)

When your character's current hit points drop to between –1 and –9 inclusive, he is dying. A dying character immediately falls unconscious and can take no actions. A dying character loses 1 hit point every round. This continues until the character dies or becomes stable; see below.

Dead (-10 Hit Points or Lower)

When your character's current hit points drop to –10 or lower, or if he takes massive damage (see above) and fails the requisite Fortitude saving throw, he is dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0.

Left For Dead

When a character's hit points reach -10 by any means, he may spend 1 FP to avoid being killed outright. He is instead 'left for dead.'

A character who is left for dead appears dead to a casual examination, though he still has a chance of recovering, particularly if quickly attended by a character with the Heal skill (see pg. 136). If he is healed of at least 1 point of damage within one hour of being left for dead, either with the Heal skill or by some sorcerous or other means, he is considered to be stable and at -9 hit points (see above). If he is not healed, he must make a Fortitude saving throw (DC 20) after one hour. If successful, he stabilises himself and is at -9 hit points. If he fails, he is finally and irrevocably dead, whether or not he has any FPs left.

Ghaaroth NS (free product)

Stable Characters and Recovery

On the next turn after a character is reduced to between –1 and –9 hit points and on all subsequent turns, roll d% to see whether the dying character becomes stable. He has a 10% chance of becoming stable. If he does not, he loses 1 hit point. A character who is unconscious or dying cannot delay his death by using any special action that changes the initiative count on which his action occurs.

If the character's hit points drop to –10 or lower, he is immediately dead.

You can keep a dying character from losing any more hit points and make him stable with a DC 15 Heal check. If any sort of healing cures the dying character of even 1 point of damage, he stops losing hit points and becomes stable. Healing that raises the dying character's hit points to 0 makes him conscious and disabled. Healing that raises his hit points to 1 or more makes him fully functional again, just as if he had never been reduced to 0 or lower. A sorcerer who is brought back to 1 or more hit points does not immediately recover any Power Points he lost when he dropped to 0 hit points or below; he must regain these at the usual rate.

A stable character who has been tended by a healer or who has been magically healed eventually regains consciousness and recovers hit points naturally. If the character has no one to tend him, however, his life is still in danger and he may yet succumb to his injuries and slip away.

Recovering With Help

One hour after a tended, dying character becomes stable, roll d%. He has a 10% chance of becoming conscious, at which point he is disabled, as if he had 0 hit points. If he remains unconscious, he has the same chance to revive and become disabled every hour. Even if unconscious, he recovers hit points naturally. He is back to normal when his hit points rise to 1 or higher.

Recovering Without Help

A severely wounded character left alone usually dies. He has a small chance, however, of recovering on his own. A character who becomes stable on his own (by making the 10% roll while dying) and who has no one to tend to him still loses hit points, just at a slower rate. He has a 10% chance each hour of becoming conscious. Each time he misses his hourly roll to become conscious, he loses 1 hit point. He also does not recover hit points through natural healing.

Even once he becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he has a 10% chance to start recovering hit points naturally, starting with that day; otherwise, he loses 1 hit point.

Once an unaided character starts recovering hit points naturally, he is no longer in danger of naturally losing hit points even if his current hit point total is negative.

Healing

After taking damage, you can recover hit points through natural healing or through sorcerous healing. In any case, you cannot regain hit points past your full normal hit point total.

Natural Healing

A character recovers (3 + Constitution modifier + 1 per character level) hit

Ghaaroth NS (free product)

points (minimum 1) per day of rest. If the character undergoes complete bed rest, doing nothing for an entire day, then he recovers (6 + double Constitution modifier + 2 per character level) hit points (minimum 2).

A Flagon of Wine

A character who is disabled (on exactly 0 hp) may be restored to 1 hp by drinking at least a pint of strong wine or other powerful liquor.

Magical Healing

A very few sorcerous means of healing exist. These usually work instantly and cannot be further improved by rest conditions or the use of the Heal skill.

Healing Limits

You can never recover more hit points than you lost. Magical and natural healing cannot raise your current hit points higher than your full, normal hit point total.

Ability Score Loss and Healing

Various attacks cause ability score loss, either ability damage or ability drain.

Ability damage returns at the rate of (1 + Constitution bonus, if any) points per hour of rest, which means only light activity with no combat or sorcery. Complete bed rest restores (2 + Constitution bonus, if any) points per hour. Heroes in the Conan stories recover rapidly from being poisoned or otherwise reduced in capability.

Ability drain, however, is permanent, though Golden Wine of Xuthal (see pg. 338) can restore even those lost ability score points.

While any loss is debilitating, losing all points in an ability score can be devastating.

- Strength 0 means that the character cannot move at all. He lies helpless on the ground.
- Dexterity 0 means that the character cannot move at all. He stands motionless, rigid and helpless.
- Constitution 0 means that the character is dead.
- Intelligence 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.
- Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.
- Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

Keeping track of negative ability score points is never necessary. A character's ability score may not drop below 0.

Having a score of 0 in an ability is different from having no ability score whatsoever.

Some spells or abilities may impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration and the ability score immediately returns to its former value.

If a character's Constitution score drops, then he loses 1 hit point per Hit Die for every point by which his Constitution modifier drops. For this purpose, levels above 10 do not count as Hit Dice, since the character has no Constitution modifier applied to his bonus hit points for achieving levels above 10 anyway. A hit point score may not be

Ghaaroth NS (free product)

reduced by Constitution damage or drain to less than 1 hit point per Hit Die.

The ability that some creatures have to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

Temporary Hit Points

Certain effects give a character temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away, the character's hit points drop to his current hit point total. If the character's hit points are below his current hit point total at that time, all the temporary hit points have already been lost and the character's hit point total does not drop further. When temporary hit points are lost, they cannot be restored as real hit points can be, even by magic.

Increases in Constitution Score and Current Hit Points

An increase in a character's Constitution score, even a temporary one, can give him more hit points (an effective hit point increase) but these are not temporary hit points. They can be restored and they are not lost first as temporary hit points are. When a boost to the Constitution score of a character or creature ends, the additional hit points granted by it are immediately subtracted from its current total. This can disable or kill a character if the subtracted amount exceeds the creature's hit point total by a sufficient amount to do so.

Nonlethal Damage

Dealing Nonlethal Damage

Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you have accumulated. *Do not deduct the nonlethal damage number from your current hit points.* It is not 'real' damage. Instead, when your nonlethal damage equals your current hit points, you are staggered and when it exceeds your current hit points, you fall unconscious. It does not matter whether the nonlethal damage equals or exceeds your current hit points because the nonlethal damage has gone up or because your current hit points have gone down.

- *Nonlethal Damage with a Weapon that Deals Lethal Damage:* You can use a melee weapon that deals lethal damage to deal nonlethal damage instead but you take a –4 penalty on your attack roll if you do so.

- *Lethal Damage with a Weapon that Deals Nonlethal Damage:* You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead but you take a –4 penalty on your attack roll if you do so.

Staggered and Unconscious

When your nonlethal damage equals your current hit points, you are staggered. You can only take a standard action or a move action in each round. You cease being staggered when your current hit points once again exceed your nonlethal damage. When your nonlethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless. Sorcerers who fall unconscious

Ghaaroth NS (free product)

from nonlethal damage do not lose their Power Points.

Healing Nonlethal Damage

You heal nonlethal damage at the rate of 1 hit point per hour per character level. When a spell or a magical power cures hit point damage, it also removes an equal amount of nonlethal damage.

Stunned Characters

Some circumstances, such as sorcery or certain feats, can cause a character to become stunned. The character cannot dodge or parry and can take no actions. He is not, however, classed as helpless.

Movement, Position, and Distance

Miniatures are on the 30mm scale—a miniature figure of a six-foot-tall human is approximately 30mm tall. A square on the battle grid is 1 inch across, representing a 5-foot-by-5-foot area. While miniatures may not be exactly this scale, as long as the measurement of a tactical map is in 5-foot sections and these are easily determined as such, the movement rules below can be implemented easily.

Tactical Movement

How Far Can A Character Move?

A character's speed is determined by his race and his armour. A character's speed while unarmoured is equal to his listed base land speed.

Encumbrance

A character encumbered by carrying a large amount of gear, treasure or fallen comrades may move slower than normal.

Hampered Movement

Difficult terrain, obstacles or poor visibility can hamper movement. Certain magical effects, movement rates and class features can modify or bypass these hindrances.

Movement in Combat

Generally, you can move your speed in a round and still do something. In other words, you can take a move action and a standard action. If you do nothing but move, that is, if you use both of your actions in a round to move your speed, then you can move double your speed.

If you spend the entire round running, you can move quadruple your speed. If you do something that requires a full round, you can only take a 5-foot step.

Bonuses to Speed

Always apply any modifiers to a character's speed before adjusting the character's speed based on armour or encumbrance and remember that multiple bonuses of the same type to a character's speed do not stack, in keeping with the rules governing stacked bonuses and like types.

Measuring Distance on a Tactical Grid

Diagonals

When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2 and so on. You cannot move diagonally past a corner, even by taking a 5-foot step. You can move diagonally past a creature, even an opponent. You can also move

Ghaaroth NS (free product)

diagonally past other impassable obstacles, such as pits, assuming there is a route by which you can do so.

Closest Creature

When it is important to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

Moving Through a Square

Friendly Occupation

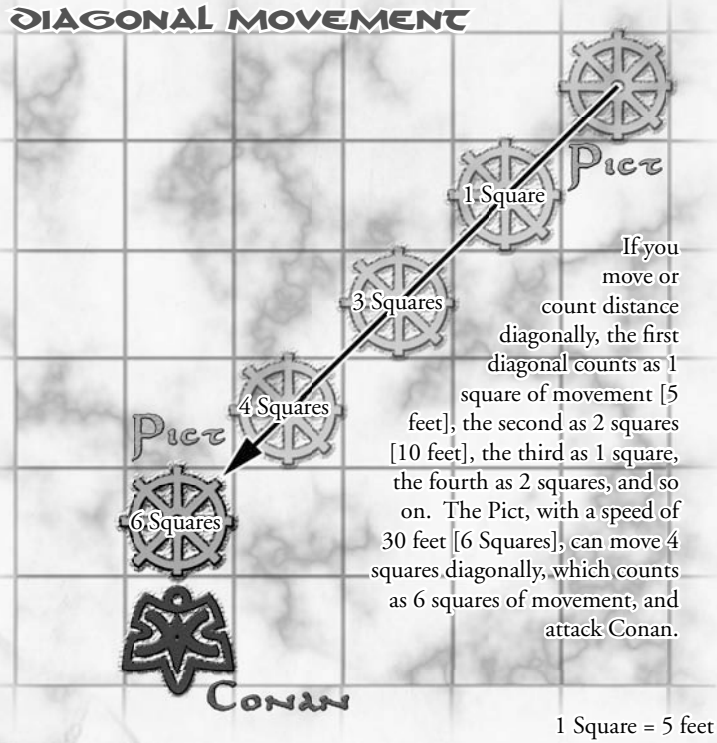
You can move through a square occupied by a friendly character, unless you are charging. When you move through a square occupied by a friendly character, that character does not provide you with cover.

Opponent's Occupation

You cannot move through a square occupied by an opponent, unless the opponent is helpless. You can move through a square occupied by a helpless opponent without penalty. Some creatures, particularly very large ones, may present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.

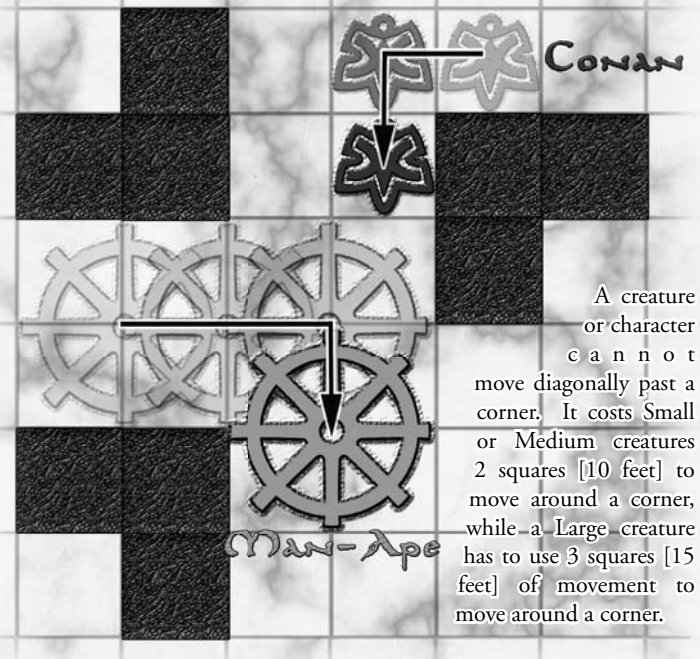
Ending Your Movement

You cannot end your movement in the same square as another creature unless it is helpless.



Ghaaroth NS (free product)

MOVING AROUND CORNERS



A creature or character cannot move diagonally past a corner. It costs Small or Medium creatures 2 squares [10 feet] to move around a corner, while a Large creature has to use 3 squares [15 feet] of movement to move around a corner.

1 Square = 5 feet

Overrun
During your movement or as part of a charge, you can attempt to move through a square occupied by an opponent.

Tumbling
A trained character can attempt to tumble through a square occupied by an opponent; see the Tumble skill. Failure typically ends a character's movement and opens it up to an attack of opportunity.

Very Small Creatures
A Fine, Diminutive or Tiny creature can move into or through an occupied square. The creature provokes attacks of opportunity when doing so.

Any creature can move through a square occupied by a creature three size categories larger than it is. A big creature can move through a square occupied by a creature three size categories smaller than it is.

Designated Exceptions
Some creatures break the above rules. A creature that completely fills the squares it occupies cannot be moved past, even with the Tumble skill or similar special abilities.

TERRAIN AND OBSTACLES

Difficult Terrain
Difficult terrain hampers movement. Each square of difficult terrain counts as 2 squares of movement. Each diagonal move into a difficult terrain square counts as 3 squares. You cannot run or charge across difficult terrain. If you occupy squares

Ghaaroth NS (free product)

with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

Flying creatures are not hampered by difficult terrain.

Obstacles

Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but does not completely block it, each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the barrier in addition to the cost to move into the square on the other side. If you do not have sufficient movement to cross the barrier and move into the square on the other side, you cannot cross the barrier. Some obstacles may also require a skill check to cross. On the other hand, some obstacles block movement entirely. A character cannot move through a blocking obstacle.

Flying creatures can avoid most obstacles.

Squeezing

In some cases, you may have to squeeze into or through an area that is not as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 2 squares. While squeezed in a narrow space you take a –4 penalty on attack rolls and a –4 penalty to Dodge Defence. This penalty incorporates that which you suffer for having inadequate dodging room; see Dodging above. You also suffer a –2 penalty to Parry Defence if you are using a weapon larger than a cutlass.

Moving and other creatures

1 Square = 5 feet

A character of creature can move through a square occupied by a friendly character or creature, but it cannot end end its move in an occupied square, nor can it charge through that square, either. You cannot move through a square occupied by a nonfriendly or hostile creature.

When a Large creature (which normally takes up four squares) squeezes into a space that is one square wide, the creature's miniature figure occupies two squares, centred on the line between the two squares. For a bigger creature, centre the creature likewise in the area it squeezes into.

A creature can squeeze past an opponent while moving but it cannot end its movement in an occupied square.

To squeeze through or into a space less than half your space's width, you must use the Escape Artist skill. You cannot attack while using the Escape Artist skill to squeeze through or into a narrow space, nor can you dodge. You also suffer a –4 penalty to your Defence. You may still parry with light weapons, such as knives or daggers but not at all with any larger weapons or with shields.

Special Movement Rules

These rules cover special movement situations.

Accidentally Ending Movement in an Illegal Space

Sometimes a character ends its movement while moving through a space where it is

Ghaaroth NS (free product)

not allowed to stop. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there is a legal position that is closer.

Double Movement Cost

When your movement is hampered in some way, your movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares and each diagonal move through such terrain counts as 3 squares, just as two diagonal moves normally do. If movement cost is doubled twice, then each square counts as 4 squares, or as 6 squares if moving diagonally. If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

Minimum Movement

Despite penalties to movement, you can take a full-round action to move 5 feet (1 square) in any direction, even diagonally. This rule does not allow you to move through impassable terrain or to move when all movement is prohibited. Such movement provokes attacks of opportunity as normal since despite the distance travelled, this move is not technically a 5-foot step. Note also that this special kind of movement does not apply to characters that are frozen in place by a hypnotism effect or otherwise completely unable to move due to some outside force.

DIFFICULT TERRAIN

Ghaaroth NS (free product)

BIG AND LITTLE CREATURES IN COMBAT

Creatures smaller than Small or larger than Medium have special rules relating to position.

Tiny, Diminutive and Fine Creatures

Very small creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2-1/2 feet across, so four can fit into a single square. Twenty-five Diminutive creatures or 100 Fine creatures can fit into a single square. Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they cannot reach into adjacent squares. They must enter an opponent's square to attack in melee. This provokes an attack of opportunity from the opponent. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past them without provoking attacks of opportunity. They also cannot flank an enemy.

Large, Huge, Gargantuan and Colossal Creatures

Very large creatures take up more than 1 square. Creatures that take up more than 1 square typically have a natural reach of 10 feet or more, meaning that they can reach targets even if they are not in adjacent squares. A creature with a greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it, unlike when someone uses a reach weapon. A creature with greater than normal natural reach usually gets an attack of opportunity against you if you approach it, because you must enter and move within the range of its reach before you can attack it. This attack of opportunity is not provoked if you take a 5-foot step.

Large or larger creatures using reach weapons can strike up to double their natural reach but cannot strike at their natural reach or less.

COMBAT MODIFIERS

Basic combat has been covered by the rules above but there are numerous instances and conditions that can complicate a battle. Tactically minded Players can use these to their advantage, while encountered enemies with the skills or abilities to do so may impose them against their foes. In any case, these factors can combine to make nearly impossible battles merely difficult and make an invulnerable enemy vulnerable to a strategically planned assault. The true art of combat exists in understanding and taking advantage of these modifiers.

COVER

Cover makes a target harder to hit by introducing an obstacle between the attack and its destination.

Cover Against Ranged Attacks

To determine whether your target has cover from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that blocks the line or provides cover, or passes through a square occupied by a creature, the target has cover and gains a +4 cover bonus to his Defence against the attack.

Cover Against Melee Attacks

When making a melee attack against an adjacent target, your target has cover if any line from your square to the target's square goes through a wall, including a low wall. When making a melee attack against

Ghaaroth NS (free product)

a target that is not adjacent to you, such as with a reach weapon, use the rules for determining cover from ranged attacks. Again, cover grants a +4 cover bonus to Defence.

Low Obstacles and Cover

A low obstacle, such as a wall no higher than half your height, provides cover but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he is closer to the obstacle than his target is.

Cover and Attacks of Opportunity

You cannot execute an attack of opportunity against an opponent with cover relative to you.

Cover and Reflex Saving Throws

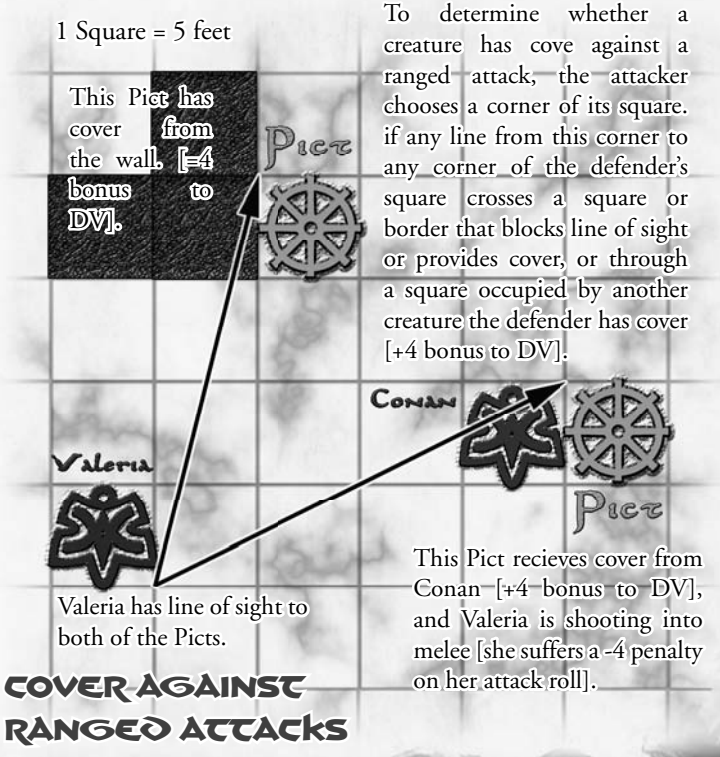
Cover grants you a +2 cover bonus on Reflex saving throws against attacks that originate or burst out from a point on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.

Cover and Hide Checks

You can use cover to make a Hide check. Without cover, you usually need concealment (see below) to make a Hide check.

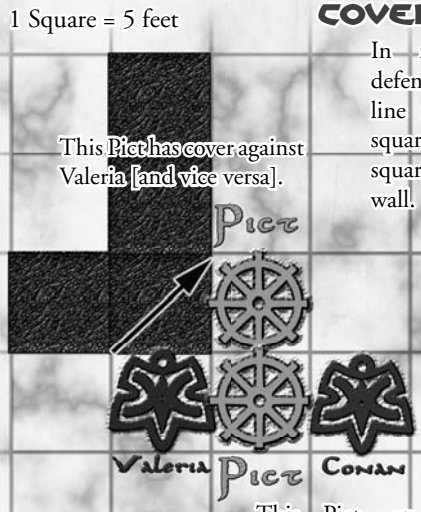
Soft Cover

Creatures, even your enemies, can provide you with cover against melee attacks, giving you a +4 bonus to Defence. However, such soft cover provides no bonus on Reflex



COVER AGAINST RANGED ATTACKS

Ghaaroth NS (free product)



COVER IN MELEE

In melee combat, a defender has cover if any line from the attacker's square to the defender's square goes through a wall.

This Pict, on the other hand, does not provide his compatriot or Conan with cover from each other.

saving throws, nor does soft cover allow you to make a Hide check.

Big Creatures and Cover

Any creature with a space larger than 5 feet (1 square) determines cover against melee attacks slightly differently from the way in which smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.

Total Cover

If you cannot draw a straight line between your square and any part of your target, he is considered to have total cover from you. You cannot make an attack against a target that has total cover.

Varying Degrees of Cover

In some cases, cover may provide a greater bonus to Defence and Reflex saving throws. In such situations the normal cover bonuses to Defence and Reflex saving throws can be doubled, to +8 and +4, respectively. A creature with this improved cover also takes no damage at all if he successfully saves against any attack to which the Reflex saving throw bonus applies, instead of taking only half damage. Even if he fails, he takes only half damage. Furthermore, improved cover provides a +10 bonus on Hide checks.

CONCEALMENT

To determine whether your target has concealment from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border

Ghaaroth NS (free product)

that provides concealment, the target has concealment.

When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment. When making a melee attack against a target that is not adjacent to you, use the rules for determining concealment from ranged attacks. In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

Concealment Miss Chance

Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. Multiple concealment conditions do not stack.

Concealment and Hide Checks

You can use concealment to make a Hide check. Without concealment, you usually need cover to make a Hide check.

Total Concealment

If you do not have line of sight to a target that you could otherwise attack, he is considered to have total concealment from you. You cannot attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance, instead of the normal 20% miss chance for an opponent with concealment. You cannot execute an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.

Ignoring Concealment

Concealment is not always effective. Characters with the Eyes of the Cat feat can see clearly for a greater distance with the same light source than other characters. Although invisibility provides total concealment, sighted opponents may still make Spot checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Hide checks if moving, or a +40 bonus on Hide checks when not moving. Even though opponents cannot see you, they might be able to figure out where you are from other visual clues.

Varying Degrees of Concealment

Certain situations may provide more or less than typical concealment and modify the miss chance accordingly.

FLANKING

When making a melee attack, you get a +2 flanking bonus to the attack roll if your opponent is threatened by a character or creature friendly to you on the opponent's opposite border or opposite corner. When in doubt about whether two friendly characters flank an opponent in the middle, trace an imaginary line between the two friendly characters' centres. If the line passes through opposite borders of the opponent's space, including corners of those borders, then the opponent is flanked. Being flanked does not render you unable to dodge or parry, though you may still be sneak attacked if you are flanked.

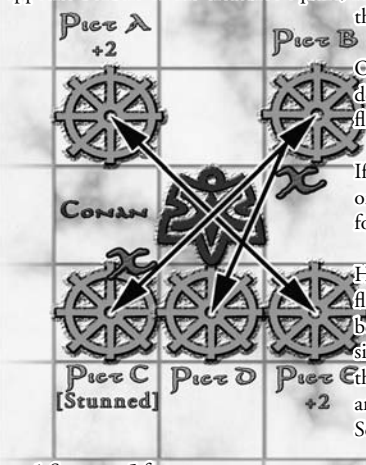
- Exception: If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking. Only a creature or character that threatens the defender can help an attacker get a flanking bonus. Creatures with a reach of 0 feet cannot flank an opponent.

Ghaaroth NS (free product)

FLANKING

When making a melee attack, a creature or character gets a +2 bonus to their attack roll if the creature is threatened on its opposite side or corner.

When in doubt about whether two characters flank a creature between them, place a line between the centres of the two character's squares. if these lines pass through opposite borders of the creature's square, including corners of those borders, then the characters are flanking it.



Only a creature that threatens the defender can help an attacker get a flanking bonus.

If a character or creature fills more than one square, any square it occupies counts for flanking.

Here, Pict A and Pict E give each other flanking bonuses. Pict D gets no bonus because he has no ally on the opposite side of Conan. Pict B also does not get the bonus because Pict C is stunned and therefore does not threaten Conan's Square.

1 Square = 5 feet

HELPLESS DEFENDERS

A helpless opponent is someone who is bound, sleeping, paralysed, unconscious, or otherwise at your mercy.

Regular Attack

A helpless character can neither dodge nor parry. A thief or pirate can therefore sneak attack him. He has an effective Dexterity of 0, for a –5 penalty to Defence. He suffers an additional –4 penalty to his Defence against melee attacks but no additional penalty against ranged attacks.

Coup de Grace

As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target. You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude saving throw (DC 10 + damage dealt) or die. Thieves and pirates also get their extra sneak attack damage against a helpless opponent when delivering a coup de grace.

Delivering a coup de grace provokes attacks of opportunity from threatening opponents. You cannot deliver a coup de grace against a creature that is immune to critical hits. You can deliver a coup de grace against a creature with total concealment but doing this requires two consecutive full-round actions; one to 'find' the creature once you have determined what square it is in and one to deliver the coup de grace.

Ghaaroth NS (free product)

Special Attacks

Aid Another

In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you are in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against a Defence of 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent, or a +2 bonus to Defence against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend and similar bonuses stack.

You can also use this standard action to help a friend in other ways, such as when he is affected by a spell, or to assist another character's skill check.

Bull Rush

You can make a bull rush as a standard action (an attack) or as part of a charge (see Charge, below). When you make a bull rush, you attempt to push an opponent straight back instead of damaging him. You can only bull rush an opponent who is one size category larger than you, the same size, or smaller.

Initiating a Bull Rush

First, you move into the defender's space. Doing this provokes an attack of opportunity from each opponent that threatens you, including the defender. If you have the Improved Bull Rush feat, you do not provoke an attack of opportunity from the defender. Any attack of opportunity made by anyone other than the defender against you during a bull rush has a 25% chance of accidentally targeting the defender instead. Similarly, any attack of opportunity by anyone other than you against the defender has a 25% chance of accidentally targeting you. When someone makes an attack of opportunity, make the attack roll and then roll to see whether the attack went astray.

Next, you and the defender make opposed Strength checks. You each add a +4 bonus for each size category you are larger than Medium or a –4 penalty for each size category you are smaller than Medium. You get a +2 bonus if you are charging. The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable.

Bull Rush Results

If you beat the defender's Strength check result, you push him back 5 feet. If you wish to move with the defender, you can push him back an additional 5 feet for each 5 points by which your check result is greater than the defender's check result. You cannot, however, exceed your normal movement limit. (*Note:* The defender provokes attacks of opportunity if he is moved. So do you, if you move with him. The two of you do not provoke attacks of opportunity from each other, however.) If you fail to beat the defender's Strength check result, you move 5 feet straight back to where you were before you moved into his space. If that space is occupied, you fall prone in that space.

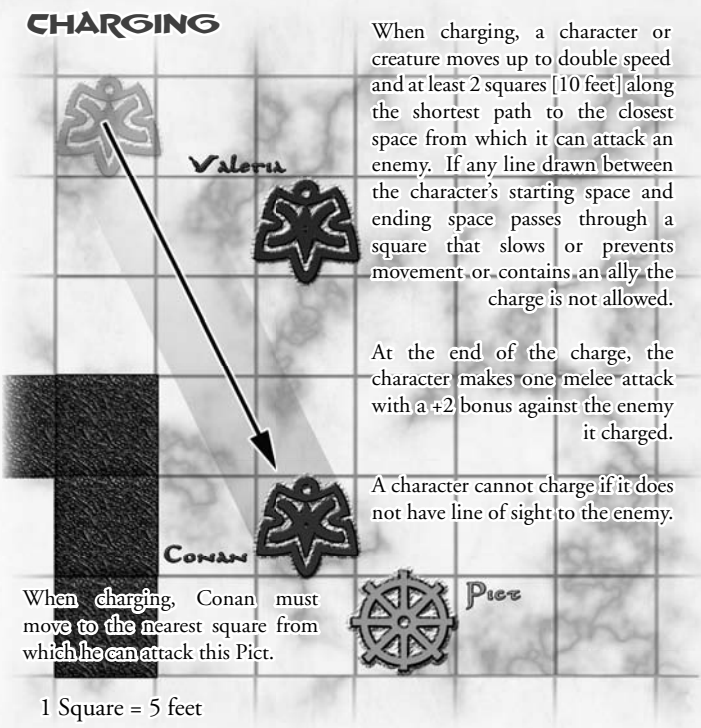
Charge

Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. However, it carries tight restrictions on how you can move.

Movement During a Charge

You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated

Ghaaroth NS (free product)



opponent. You must have a clear path toward the opponent, and nothing can hinder your movement, such as difficult terrain or obstacles. A clear path is defined as follows. First, you must move to the closest space from which you can attack the opponent. If this space is occupied or otherwise blocked, you cannot charge. Second, if any line from your starting space to the ending space passes through a square that blocks movement, slows movement or contains a creature (even an ally), you cannot charge. Helpless creatures do not stop a charge.

If you do not have line of sight to the opponent at the start of your turn, you cannot charge that opponent. You cannot take a 5-foot step in the same round as a charge. If you are able to take only a standard action or a move action on your turn, you can still charge but you are only allowed to move up to your speed instead of up to double your speed. You cannot use this option unless you are restricted to taking only a standard action or move action on your turn.

Attacking on a Charge

After moving, you may make a single melee attack. You get a +2 bonus on the attack roll and take a –2 penalty to your Defence until the start of your next turn. Even if you have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, you only get to make one attack during a charge.

A charging character gets a +2 bonus on the Strength check made to bull rush or overrun an opponent. See Bull Rush, above and Overrun, below.

Ghaaroth NS (free product)

Lances and Charge Attacks

A lance deals double damage if employed by a mounted character in a charge. Certain feats, such as Spirited Charge, can affect this damage multiple even more.

Weapons Readied against a Charge

Spears and certain other piercing weapons deal double damage when readied (set) and used against a charging character.

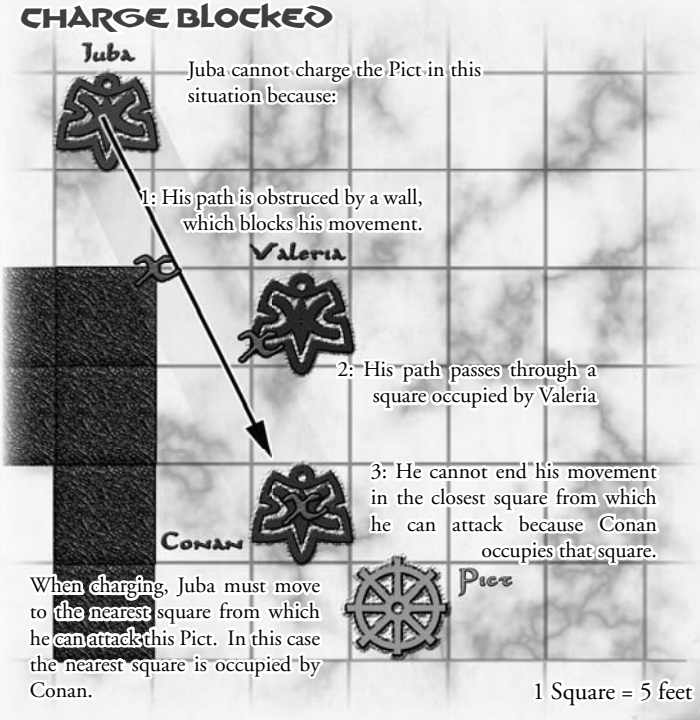
DISARM

As a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent's weapon out of his hands and to the ground. If you attempt the disarming while unarmed, you end up with the weapon in your hand.

If you are attempting to disarm a melee weapon, follow the steps outlined here. If the item you are attempting to disarm is something other than a melee weapon, such as an artefact that a sorcerer is shaking angrily at you, then the defender may still oppose you with an attack roll but takes a penalty and cannot attempt to disarm you in return if your attempt fails.

- Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target you are trying to disarm. If you have the Improved Disarm feat, you do not incur an attack of opportunity for making a disarm attempt. If the defender's attack of opportunity deals any damage, your disarm attempt fails.

- Step 2: Opposed Rolls. You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a



Ghaaroth NS (free product)

disarm attempt gets a +4 bonus on this roll and the wielder of a light weapon takes a –4 penalty. An unarmed strike is considered a light weapon, so you always take a penalty when trying to disarm an opponent by using an unarmed strike. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the targeted item is not a melee weapon, the defender takes a –4 penalty on the roll.

- Step Three: Consequences. If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender's weapon is on the ground in the defender's square. If you fail on the disarm attempt, the defender may immediately react and attempt to disarm you with the same sort of opposed melee attack roll. His attempt does not provoke an attack of opportunity from you. If he fails his disarm attempt, you do not subsequently get a free disarm attempt against him.

Note: a defender wearing gauntlets cannot have them removed with a disarm attempt.

Disarm and Grabbing Weapons

You can use a disarm action to snatch an item worn by the target. If you want to have the item in your hand, the disarm must be made as an unarmed attack. If the item is poorly secured, or otherwise easy to snatch or cut away, then the attacker gets a +4 bonus. Unlike on a normal disarm attempt, failing the attempt does not allow the defender to attempt to disarm you. This otherwise functions identically to a disarm attempt, as noted above.

You cannot snatch an item that is well secured unless you have pinned the wearer; see Grapple. Even then, the defender gains a +4 bonus on his roll to resist the attempt.

FEINT

Feinting is a standard action. To feint, make a Bluff check opposed by a Sense Motive check by your target. The target may add his base attack bonus to this Sense Motive check. If your Bluff check result exceeds your target's Sense Motive check result, the next melee attack you make against the target does not allow him to dodge or parry your attack at all. This attack must be made on or before your next turn. Feinting is a favourite tactic of many finesse fighters.

When feinting in this way against a non-humanoid, you take a –4 penalty. Against a creature of animal Intelligence (1 or 2), you take a –8 penalty. Against a non-intelligent creature, it is impossible. Feinting in combat does not provoke attacks of opportunity.

Feinting as a Move Action

With the Improved Feint feat, you can attempt a feint as a move action instead of as a standard action.

GRAPPLE

All forms of offensive holding, including the ancient art of wrestling, are considered actions of the grapple type. These actions can bind up a dangerous opponent or subdue someone when normal combat methods are ineffective.

Grapple Checks

You need to make grapple checks repeatedly in a grapple. These are like a melee attack roll and are made against an opponent's Grapple Defence.

Your Grapple Attack Bonus when making a grapple check is:

Base Attack Bonus + Strength modifier + special size modifier + other modifiers

Ghaaroth NS (free product)

Your Grapple Defence is calculated as follows:

10 + Base Attack Bonus + Strength modifier + special size modifier + other modifiers

Special Size Modifier: The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small –4, Tiny –8, Diminutive –12, Fine –16. Use this number in place of the normal size modifier you use when making an attack roll or calculating Defence.

If you wish, you may turn a grapple check into an opposed grapple roll, simply by basing Grapple Defence on a roll of 1d20 rather than a flat value of 10.

Starting a Grapple

To start a grapple, you need to grab and hold your target. Starting a grapple requires a successful melee attack roll. If you get multiple attacks, you can attempt to start a grapple multiple times at successively lower base attack bonuses.

- Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target you are trying to grapple. If the attack of opportunity deals damage, the grapple attempt fails. (Certain monsters, such as the sons of Set, do not provoke attacks of opportunity when they attempt to grapple, nor do characters with the Improved Grapple feat.) If the attack of opportunity misses or fails to deal damage, proceed to Step 2.

- Step 2: Grab. You make a melee attack to grab the target. If you fail to hit the target, the grapple attempt fails. If you succeed, proceed to Step 3.

- Step 3: Hold. Make a grapple check against your opponent's Grapple Defence as a free action. If you succeed, you and your target are now grappling and you deal damage to the target as if with an unarmed strike. This damage ignores DR from armour but not DR from class features, such as those of a barbarian. If you lose, you fail to start the grapple. You automatically lose an attempt to hold if the target is two or more size categories larger than you are.

- Step 4: Maintain Grapple. To maintain the grapple for later rounds, you must move into the target's space. This movement is free and does not count as part of your movement in the round. Moving, as normal, provokes attacks of opportunity from threatening opponents but not from your target. If you cannot move into your target's space, you cannot maintain the grapple and must immediately let go of the target. To grapple again, you must begin at Step 1.

Grappling Consequences

While you are grappling, your ability to attack others and defend yourself is limited. You are using most of your concentration and every available limb to try and impede your opponent's movements, making it very difficult to spare any attention or effort against any other foe. When grappling, you can only defend yourself against melee or ranged attacks with Dodge Defence. It is impossible to use Parry Defence.

No Threatened Squares: You do not threaten any squares while grappling.

No Dodge: You are unable to dodge opponents that you are not grappling. You can still dodge opponents that you are grappling.

No Parry: You cannot parry attacks while grappling, unless you perform the Human Shield combat move (see pg. 275).

Ghaaroth NS (free product)

No Movement: You cannot move normally while grappling. You may, however, make a grapple check against your opponent's Grapple Defence (see the rules for doing so below) to move while grappling.

If You Are Grappling

When you are grappling, regardless of who started the grapple, you can perform any of the following actions. Some of these actions take the place of an attack, rather than being a standard action or a move action. If your base attack bonus allows you multiple attacks, you can attempt one of these actions in place of each of your attacks but at successively lower base attack bonuses.

- Activate a Magic Item: You can activate a magic item, if you know how to do so. You do not need to make a grapple check to activate the item.

- Attack Your Opponent: You can make an attack with an unarmed strike, natural weapon or light weapon against another character that you are grappling. You take a –4 penalty on such attacks. (This attack is made with a normal melee attack roll, not a grapple check.) You cannot attack with two weapons while grappling, even if both are light weapons.

- Cast a Spell: You can attempt to cast a spell while grappling or even while pinned (see below), provided its casting time is no more than 1 standard action, it has no somatic component and you have in hand any material components or foci you might need. Any spell that requires precise and careful action is impossible to cast while grappling or being pinned. If the spell is one that you can cast while grappling, you must make a Concentration check (DC 20 + PP cost) or lose the spell. You do not have to make a successful grapple check to cast the spell.

- Damage Your Opponent: While grappling, you can deal damage to your opponent equivalent to an unarmed strike. Make a grapple check against your opponent's Grapple Defence in place of an attack. If you win, you deal nonlethal damage as normal for your unarmed strike: 1d3 points for Medium-size attackers, plus Strength modifiers. This damage ignores any DR from armour but takes account of DR derived from other sources, such as the class features of a barbarian. If you want to deal lethal damage, you take a –4 penalty on your grapple check.

- Draw a Light Weapon: You can draw a light weapon as a move action with a successful grapple check against your opponent's Grapple Defence.

- Escape from Grapple: You can escape a grapple by making a successful grapple check against your opponent's Grapple Defence in place of making an attack. You can make an Escape Artist check in place of your grapple check if you so desire but this requires a standard action. If more than one opponent is grappling you, your grapple check result has to beat all their individual Grapple Defence values to escape. (Opponents do not have to try to hold you if they do not want to.) If you escape, you finish the action by moving into any space adjacent to your opponent(s).

- Move: You can move half your speed (bringing all others engaged in the grapple with you) by making a successful grapple check against your opponent's Grapple Defence. This requires a standard action and you must beat all the other individual Grapple Defence values to move the grapple. *Note:* You get a +4 bonus on your grapple check to move a pinned opponent but only if no one else is involved in the grapple.

Ghaaroth NS (free product)

- Retrieve a Spell Component: You can produce a spell component from your pouch while grappling by using a full-round action. Doing so does not require a successful grapple check.

- Pin Your Opponent: You can hold your opponent immobile for 1 round by making a successful grapple check against his Grapple Defence, made in place of an attack. Once you have an opponent pinned, you have a few options available to you; see below.

- Break Another's Pin: If you are grappling an opponent who has another character pinned, you can make a grapple check against his Grapple Defence in place of an attack. If you win, you break the hold that the opponent has over the other character. The character is still grappling, but is no longer pinned.

- Use Opponent's Weapon: If your opponent is holding a light weapon, you can use it to attack him. Make a grapple check against his Grapple Defence in place of an attack. If you win, make an attack roll with the weapon with a –4 penalty. Doing this does not require another action. You do not gain possession of the weapon by performing this action.

If You Are Pinning an Opponent

If you are pinning an opponent, you can attempt to damage him with a grapple check against his Grapple Defence, you can attempt to use your his weapon against him or you can attempt to move the grapple, all described above. At your option, you can prevent a pinned opponent from speaking.

You can use a disarm action to remove or grab away a well secured object worn by a pinned opponent but he gets a +4 bonus on his roll to resist your attempt; see Disarm.

You may voluntarily release a pinned character as a free action. If you do so, you are no longer considered to be grappling that character and vice versa.

You cannot draw or use a weapon (against the pinned character or any other character), escape another's grapple, retrieve a spell component, pin another character or break another's pin while you are pinning an opponent.

If You Are Pinned by an Opponent

When an opponent has pinned you, you are held immobile (but not helpless) for 1 round. While you are pinned, you cannot dodge or parry. Your effective Dexterity is 0, which gives you a –5 penalty to Defence. You also take a –4 penalty to your Defence against opponents other than the one pinning you. (Effectively, if you are a normal human, your Defence in such a situation is 5 against the person grappling you and 1 against other opponents.) At your opponent's option, you may also be unable to speak. On your turn, you can try to escape the pin by making a grapple check against your opponent's Grapple Defence in place of an attack. You can make an Escape Artist check against his Grapple Defence (in place of your grapple check) if you want but this requires a standard action. If you win, you escape the pin but you are still grappling.

Joining a Grapple

If your target is already grappling someone else, you can use an attack to start a grapple, as above, except that the target does not get an attack of opportunity against you, and your grab automatically succeeds. You still have to make a successful grapple check against your opponent's Grapple Defence to become part of the grapple.

If there are multiple opponents involved in the grapple, you pick one to make the grapple check against.

Ghaaroth NS (free product)

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one or more size categories smaller than you count for half, creatures that are one size category larger than you count double and creatures two or more size categories larger count quadruple. When you are grappling with multiple opponents, you choose one opponent to make a grapple check against. The exception is an attempt to escape from the grapple; to successfully escape, your grapple check must beat the Grapple Defence of each opponent.

MOUNTED COMBAT

Horses in Combat

Warhorses can serve readily as combat steeds. Light horses and workhorses, however, are frightened by combat. If you do not dismount, you must make a DC 20 Ride check each round as a move action to control such a horse. If you succeed, you can perform a standard action after the move action. If you fail, the move action becomes a full round action and you cannot do anything else until your next turn.

Your mount acts on your initiative count as you direct it. You move at its speed but the mount uses its action to move. A horse is a Large creature and thus takes up a space 10 feet (2 squares) across. For simplicity, assume that you share your mount's space during combat.

Combat While Mounted

With a DC 5 Ride check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action. When you attack a creature smaller than your mount that is on foot, you get the +1 bonus on melee attacks for being on higher ground. If your mount moves more than 5 feet, you can only make a single melee attack. Essentially, you have to wait until the mount gets to your enemy before attacking, so you cannot make a full attack. Even at your mount's full speed, you do not take any penalty on melee attacks while mounted.

If your mount charges, then you also take the penalty to Defence associated with a charge. If you make an attack at the end of the charge, you receive the bonus gained from the charge. When charging on horseback, you deal double damage with a lance; see Charge.

You can use ranged weapons while your mount is taking a double move but you take a –4 penalty on the attack roll if you do so. You can use ranged weapons while your mount is running (quadruple speed), at a –8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally.

Casting Spells While Mounted

You can cast a spell normally if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a spell, then you are casting the spell while the mount is moving and you have to make a Concentration check due to the vigorous motion (DC 10 + PP cost) or lose the spell. If the mount is running (quadruple speed), you can cast a spell when your mount has moved up to twice its speed but your Concentration check is more difficult due to the violent motion (DC 15 + PP cost).

If Your Mount Falls in Battle

If your mount falls, you have to succeed on a DC 15 Ride check to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage.

Ghaaroth NS (free product)

If You Are Dropped

If you are knocked unconscious, you have a 50% chance to stay in the saddle. Otherwise, you fall and take 1d6 points of damage. Without you to guide it, your mount avoids combat unless it is of greater than animal intelligence. In that case, your mount acts like a creature of its abilities and intellect and is generally controlled by the Games Master.

OVERRUN

You can attempt an overrun as a standard action taken during your move, or as part of a charge. In general, you cannot take a standard action during a move; this is an exception. With an overrun, you attempt to plough past or over your opponent (and move through his square) as you move. You can only overrun an opponent who is one size category larger than you, the same size or smaller. You can make only one overrun attempt per round. If you are attempting to overrun an opponent, follow these steps.

- Step 1: Attack of Opportunity. Since you begin the overrun by moving into the defender's space, you provoke an attack of opportunity from the defender.

- Step 2: Opponent Avoids? The defender has the option to simply avoid you. If he avoids you, he does not suffer any ill effect. If you were attempting the overrun as part of a charge, you may keep moving. (You can always move through a square occupied by someone who lets you by.) In either case, the overrun attempt does not count against your actions this round, except for any movement required to enter the opponent's square. If your opponent does not avoid you, move to Step 3.

- Step 3: Opponent Blocks? If your opponent blocks you, make a Strength check opposed by the defender's Dexterity or Strength check, whichever ability score has the higher modifier. A combatant gets a +4 bonus on the check for every size category he is larger than Medium or a –4 penalty for every size category he is smaller than Medium. You gain a +2 bonus on your Strength check if you made the overrun as part of a charge. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you knock the defender prone. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check, including the size modifiers noted above but no other modifiers, to try to knock you prone.

- Step 4: Consequences. If you succeed in knocking your opponent prone, you can continue your movement as normal. If you fail and are knocked prone in turn, you have to move 5 feet back the way you came and fall prone, ending your movement there. If you fail but are not knocked prone, you have to move 5 feet back the way you came, ending your movement there. If that square is occupied, you fall prone in that square.

Improved Overrun

If you have the Improved Overrun feat, your target may not choose to avoid you.

Mounted Overrun (Trample)

If you attempt an overrun while mounted, your mount makes the Strength check to determine the success or failure of the overrun attack and applies its size modifier, rather than yours. If you have the Trample feat and attempt an overrun while mounted, your target may not choose to avoid you and if you knock your opponent prone with the overrun, your mount may make one hoof attack against your opponent.

Ghaaroth NS (free product)

Sneak Attack

Only characters with levels in certain classes, such as thief or pirate, or from certain races, such as Zingaran, can make sneak attacks. A sneak attack can only be made against a character who is unable to use Dodge Defence or Parry Defence to defend himself, or who is being flanked. A character who is blinded, flat-footed, stunned, helpless, the victim of a successful feint, pinned or being attacked by an invisible opponent can thus be sneak attacked.

If a character is able to defend himself with either Dodge Defence or Parry Defence (such as a character with the Reflexive Parry feat who is attacked when flat-footed) then he is not susceptible to a sneak attack, unless the sneak attack is of a kind that the chosen defence cannot help against. For example, a flat-footed character with Reflexive Parry could still be sneak attacked by a character using a ranged weapon, because ranged attacks cannot be parried.

Sunder

You can use a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield that your opponent is holding. If you are attempting to sunder a weapon or shield, follow the steps outlined here. Attacking held objects other than weapons or shields is covered below.

- Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target whose weapon or shield you are trying to sunder. If you have the Improved Sunder feat, you do not incur an attack of opportunity for making the attempt.

- Step 2: Opposed Rolls. You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a sunder attempt gets a +4 bonus on this roll and the wielder of a light weapon takes a –4 penalty. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

- Step 3: Consequences. If you beat the defender, roll damage and deal it to the weapon or shield. See the Weapons, Primitive Weapons, Akbitanan Weapons and Shields tables in the Equipment chapter to determine how much damage you must deal to destroy the weapon or shield. If you fail the sunder attempt, you do not deal any damage. Note: you do not use Armour Piercing when attacking an object, nor can you bypass its Hardness with finesse. See Attacking an Object, pg. 21.

Sundering a Carried or Worn Object

You do not use an opposed attack roll to damage a carried or worn object. Instead, just make an attack roll against the object's Dodge Defence. A carried or worn object's Dodge Defence is equal to 10 + its size modifier + the Dexterity modifier of the carrying or wearing character. Attacking a carried or worn object provokes an attack of opportunity, just as attacking a held object does. To attempt to snatch away an item worn by a defender rather than damage it, see Disarm. You cannot sunder armour worn by another character.

Throw Splash Weapon

A splash weapon is a ranged weapon that breaks on impact, splashing or scattering its contents over its target and nearby creatures or objects. To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so you do not take the –4 non-proficiency penalty. A hit deals direct hit

Ghaaroth NS (free product)

damage to the target and splash damage to all creatures within 5 feet of the target.

You can instead target a specific grid intersection. Treat this as a ranged attack against a Defence of 5. However, if you target a grid intersection, creatures in all adjacent squares are dealt the splash damage and the direct hit damage is not dealt to any creature. You cannot target a grid intersection occupied by a creature, such as a Large or larger creature; in this case, you are aiming at the creature.

If you miss the target, whether aiming at a creature or a grid intersection, roll 1d8. This determines the misdirection of the throw, with 1 being straight back at you and 2 through 8 counting clockwise around the grid intersection or target creature. Then, count a number of squares in the indicated direction equal to the range increment of the throw. After you determine where the weapon landed, it deals splash damage to all creatures in adjacent squares.

Trip

You can try to trip an opponent as an unarmed melee attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller.

Making a Trip Attack

Make an unarmed melee touch attack against your target. This provokes an attack of opportunity from your target as normal for unarmed attacks. If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check, using whichever ability score has the higher modifier. A combatant gets a +4 bonus for every size category he is larger than Medium, or a –4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender. If you lose, the defender may immediately react and make a Strength check opposed by your own Dexterity or Strength check to try to trip you.

- Avoiding Attacks of Opportunity: If you have the Improved Trip feat, or if you are tripping with a weapon (see below) you do not provoke an attack of opportunity for making a trip attack.

Being Tripped (Prone)

A tripped character is prone. Standing up is a move action and provokes an attack of opportunity.

Tripping a Mounted Opponent

You may make a trip attack against a mounted opponent. The defender may make a Ride check in place of his Dexterity or Strength check. If you succeed, you pull the rider from his mount.

Tripping with a Weapon

Some weapons can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack and you do not provoke an attack of opportunity. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

Two-Weapon Fighting

If a combatant wields a second weapon in the off hand, that combatant can get one extra attack per round with that weapon when he takes a full attack action.

Fighting in this way is very hard, however and a combatant suffers a -6 penalty to both his main weapon and his off-hand weapon attack rolls.

Ghaaroth NS (free product)

A combatant can reduce these stiff penalties in two ways:

- If at least one of a combatant's weapons is light, the penalty is reduced to -2. An unarmed strike is always considered light.

- The Two-Weapon Combat Proficiency feat reduces the penalties associated with two-weapon fighting by 2. Thus a character with this feat has only a -4 penalty to both attacks if using two one-handed weapons, or no penalty at all if at least one of his weapons is light.

Thrown Weapons

The same rules apply when you throw a weapon from each hand.

Special Initiative Actions

Here are ways to change when you act during combat by altering your place in the initiative order.

Delay

By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point. You do not get back the time you spend waiting to see what is going to happen, nor can you interrupt anyone else's action, as you can with a readied action.

Initiative Consequences of Delaying

Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you do not get to take a delayed action, though you can delay again. If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle and you do not get your regular action that round.

Ready

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is a standard action. It does not provoke an attack of opportunity, though the action that you ready might do so.

Readying an Action

You can ready a standard action, a move action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes as noted below. For the rest of the encounter, your initiative result is the count on which you took the readied action and you act immediately ahead of the character whose action triggered your readied action.

You can take a 5-foot step as part of your readied action but only if you do not otherwise move any distance during the round.

Ghaaroth NS (free product)

Initiative Consequences of Readying

Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you do not get to take the readied action, though you can ready the same action again. If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle and you do not get your regular action that round.

Distracting Sorcerers

You can ready an attack against a sorcerer with the trigger 'if he starts casting a spell.' If you damage the sorcerer, he may lose the spell he was trying to cast, as determined by his Concentration check result.

Readying a Weapon against a Charge

You can ready certain piercing weapons, setting them to receive charges. A readied weapon of this type deals double damage if you score a hit with it against a charging character.

Combat Manoeuvres

The following are specialised combat manoeuvres that may be performed by anyone who meets their requirements. Unless otherwise stated, you may only perform one of the following Combat Manoeuvres per turn.

Unless otherwise noted, the following combat manoeuvres can only be used in melee combat.

Bull's Charge

A low charge can get you under your enemy's guard to stab deep into his belly. However, doing so renders you very vulnerable to a counterattack.

Prerequisite: Str 13, Power Attack.

Circumstance: You must be wielding a slashing or piercing weapon and charging.

Effect: You gain a +2 bonus on your damage roll when charging but you provoke an attack of opportunity from your target before you can make your attack roll.

Cat's Parry

You parry your opponent's wrist, rather than his blade.

Prerequisite: Base parry bonus +6.

Circumstance: You must be parrying.

Effect: Your attacker gains a +4 circumstance bonus to his attack roll but if he misses, you may immediately make an attack of opportunity against him.

Decapitating Slash

You take advantage of an opponent's dropped defences to slice his head clean off. This leaves you open to counterattack and so is usually only done if you are only fighting one opponent.

Prerequisite: Base attack bonus +10, Int 11.

Circumstance: Your opponent provokes an attack of opportunity from you.

Effect: You attempt a particularly devastating attack of opportunity. If you score a critical hit against your opponent, he must make a Fortitude saving throw (DC = 5 + total damage dealt, after taking into account damage reduction) or be instantly killed, his head severed. You suffer a -4 circumstance penalty to your Defence for the one round immediately following your attack of opportunity.

Desperate Stab

You make a stab for the heart or throat before combat has otherwise begun, relying

Ghaaroth NS (free product)

on quickness but desperately gambling that your attack will be sufficient to slay the opponent instantly, since it leaves you wide open to a counterattack from him.

Prerequisite: Improved Initiative, base attack bonus +15.

Circumstance: You must have won initiative, it must be the first round of combat, your opponent must be unable to use Dodge Defence or Parry Defence through being flat-footed and you must be attacking with finesse.

Effect: As your first attack of the combat, you may attempt to slay your enemy outright, relying on your speed and skill to slay your enemy instantly. You make your attack as normal. If you hit, your opponent must make a Fortitude saving throw (DC = damage dealt by your attack) or die instantly. If your opponent is still alive, he gains a +2 circumstance bonus to his attack rolls and damage against you for the remainder of the round.

Devastating Sweep

You can swing your weapon around, forcing your foes back to clear sufficient space for you to flee.

Prerequisite: Whirlwind Attack.

Circumstance: You must be wielding a slashing weapon, either one-handed or two-handed. At least five of the squares adjacent to you must be occupied. You must not be attacking with finesse.

Effect: As a standard action, you may swing your weapon in a sweep around you. Any characters within 5 feet of you have the option of immediately taking a 5-foot step away from you as a free action, so as to be out of range. You gain an attack against any characters who do not choose to move away, at your highest base attack bonus.

Fling Aside

If you are sufficiently strong, you can simply pick up your enemy one-handed and hurl him aside.

Prerequisite: Str 15, Improved Grapple, Improved Trip.

Circumstance: You must have one hand free.

Effect: Make a melee touch attack to grab your opponent, then an grapple check against his Grapple Defence, just as though you were starting a grapple. If the grapple check succeeds, you throw your opponent to the ground. You are not grappling him but the impact with the ground deals damage to him as though you had hit him with an unarmed strike and he is prone as though you had tripped him.

Hooking Parry

You swing your axe (or similar martial weapon) around the shaft of your enemy's weapon, holding it out of line so it cannot be used.

Prerequisite: Base parry bonus +1, Dexterity 13.

Circumstance: You have just used an axe, battleaxe, bill, bardiche or polearm to parry an enemy's reach weapon.

Effect: So long as you do not use the parrying weapon for any other purpose (including making further attacks or parries) your opponent may not use his reach weapon for any purpose either. As a standard action he may make an attack roll with his weapon, opposed to your Parry Defence with your weapon. If he is successful with this opposed attack roll, or if you move out of range of his reach weapon, he may wield his weapon normally again.

Human Shield

You swing your distracted enemy around so as to attempt to parry another enemy's attack with the body.

Prerequisite: Strength 13, Improved Grapple.

Circumstance: Earlier this round you have dealt damage to your opponent while grappling him, and are now being attacked by another character while still grappling the first.

Ghaaroth NS (free product)

Effect: If you succeed in a grapple check, you may use your grappled opponent to parry with, just as though he were a shield. This is an exception to the normal rule that you may not parry while in a grapple. The Parry Bonus you gain from him is equal to your Strength bonus -1, with a minimum of +0 and a maximum of +2 – he is large, but is somewhat awkward to move about even when using both hands. If you successfully parry the second opponent's attack, full damage from that attack is dealt to the opponent you are grappling.

Leaping Charge

Prerequisites: Base attack bonus +6, Jump skill

Effect: When you make a charge attack, you may make a second attack at your highest base attack bonus, though both attacks are at a -2 circumstance penalty. The circumstance penalty to your Defence for charging is increased from the usual -2 to -4.

Pantherish Twist

When two attackers attempt to flank you, you twist away at the last moment, forcing them to attack one another.

Prerequisite: Improved Uncanny Dodge.

Circumstance: Must be dodging.

Effect: If two opponents move into positions which usually would allow them to flank you if you did not have Improved Uncanny Dodge, you can choose to force both of them to make opposed Dexterity checks with you. If one or both of them lose the opposed Dexterity check with you, he or they must attack the other enemy instead of attacking you. However, if one or both of them win the opposed Dexterity check, there is a +2 circumstance bonus on his or their attack and damage rolls against you. These effects only ever apply to the first attack each opponent makes.

Sundering Parry

Rather than simply setting aside your opponent's weapon, you attempt to hack it through with your own.

Prerequisite: Improved Sunder, base parry bonus +1.

Circumstance: Must be parrying.

Effect: You take a -2 circumstance penalty to your Parry Defence. However, if you succeed in parrying the enemy's weapon, you may immediately make a sunder attempt as a free action, with all the usual modifiers (including the +4 bonus for the Improved Sunder feat) and an additional -2 circumstance penalty to the attack roll.

To the Hilt

You take advantage of your enemy's lack of armour to plunge your weapon deeper into his body, leaving it amidst his flesh.

Prerequisite: Power Attack.

Circumstance: Must be attacking with a piercing or slashing weapon against an unarmoured opponent.

Effect: You gain a +1 circumstance modifier to your damage roll. However, if your damage rolled with the weapon (before any modifiers for Strength, sneak attacks and bonuses of any kind) is higher than your Strength modifier, your weapon sticks into your enemy, whether he is living or dead.

You or another character, including the one with the weapon stuck in him if he is still alive, can remove a stuck weapon by taking a full-round action and making a Strength check (DC 10). Often characters will find it easier and quicker to draw or pick up an alternate weapon.

A character with a weapon stuck in him sustains 1d4 damage every time he takes a move, standard or full-round action.

Ghaaroth NS (free product)

Multiple Opponents

Even Conan fears being attacked by multiple foes, especially if they are at all well-trained. As well as the potential reduction in Dodge Defence for a character who is crowded in on all sides (see the Parry and Dodge sections, pg. 225), there is always a danger that halfway competent foes will attack in concert, making it hard to defend against them all at once.

During each round of combat, if several characters use melee weapons to attack one enemy in the same round, each of the attackers after the first to attack gains a cumulative +1 circumstance bonus on his attack rolls. These bonuses only ever apply to melee attacks.

Note that these bonuses are additional to flanking bonuses if applicable. Class features or feats that make characters immune to being flanked do not affect the cumulative +1 circumstance bonus for multiple opponents.

For example: Llyr is a high-level pirate with a Dodge Defence of 24. He is attacked by ten low-level thugs, armed with scimitars and attempting to assassinate him. In the first round, only five of them will reach him to attack – if they survive that long. They each have a +2 base attack bonus and attack once per round. In the first round, the first attacker rolls d20+2 for his attack, the second d20 +3, the third d20 +4, the fourth d20 +5 and the fifth d20 +6. Llyr had previously readied his war sword, slaying one of his enemies before the latter had a chance to attack and dispatching another two of his foes on his own action, before sidestepping to get his back to the wall.

On the second round, though all his enemies are now close to him, only five of them will be able to attack him again, since the wall prevents any more than that from hitting him at once. This time, however, Llyr's Dodge Defence has a -2 circumstance penalty, as he does not have room to manoeuvre properly. Despite being of far higher level than his opponents, he is hit three times this round but manages to slay another two enemies. On round 3 he is in the same circumstances, since the remaining two foes close up the gaps but at least this time he knows that if he can kill one of them he will be able to move away once more and avoid the penalty to Dodge Defence once he does.

The Terror of the Unknown

Any time a character encounters a monster he has not encountered before, he must make a Will saving throw. The DC is 10 + ½ creature's HD. If he fails, he is frightened for 3d6 rounds if he is of 3rd level or above, or swoons if of 1st or 2nd level.

A frightened character takes a -2 penalty on attack rolls, saving throws, skill checks and ability checks. He flees from the source of his fear as quickly as he can. Other than that stipulation, once he is out of sight (or hearing) of the source of his fear, he can act as he wants. However, if the duration of characters' fear continues, they can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight, though they are still shaken.

A character of less than 3rd level will swoon with terror instead. He is unconscious and helpless for 2d6 minutes.

Any character with less than 50% of his hit points remaining when he sees the creature has a -2 morale penalty to the Will saving throw.

Ghaaroth NS (free product)

Sorcery
Knowledge and Power

THERE ARE ONLY two possible reasons to study sorcery in the Hyborian Age – knowledge and power. Of the two, power is by far the most common motivation. True seekers after knowledge are scarce indeed, though often a scholar will convince himself he desires knowledge rather than power – and it may even be true, until he falls prey to the dreadful, corrupting influences of the dark forces with which he traffics.

What might be termed 'true' sorcery can be gained by one or more of the following methods: delving into the half-forgotten grimoires of a bygone age; contact with gods, demons, or other spirits; and learning directly from another sorcerer. All three methods are risky. The first often puts the body at direct risk, for the grimoires that are not already in the possession of some adept or other are usually hidden away in ghost-haunted tombs or lotus-poisoned jungles. The latter two almost always require the sorcerer to put his mind, body and soul alike in thrall to the greater power from whom he learns. This true knowledge grants such power, though, that it is almost always worth the price.

Along with true sorcery, which is spectacularly effective but usually quite exhausting to carry out, every sorcerer supplements his magic with trickery of one kind or another. Hypnotism and mesmerism are most common in Eastern regions and a strong-willed sorcerer can often use them to control others as though by magic. A more powerful sorcerer can supplement his mesmeric tricks with raw magical energy, or use spells to hypnotise at

Requirements for Sorcery

A sorcerer must have both hands free, that is, he must not be carrying any weapons, shields or other objects in his hands. The only exceptions to this are as follows:

- When a spell requires a material component or focus of some kind, in which case the appropriate object must be held in one hand when the spell is cast.

- When a spell affects an object or objects, in which case the spell may allow or require said objects to be touched or picked up.

Preparing Sorcery

Most sorcery requires lengthy preparations and is tiring in the extreme to the sorcerer. Generally only prestidigitation, counterspells, hypnotism and other relatively minor sorcery can be used more or less as required; and even they benefit from advance preparation. Often sorcerers find it best to use their magic to create arcane powders or similar objects that can be wielded at need, since that way they have something that is useful in combat.

This necessary preparation time is reflected in the long casting times for the more serious magic.

Ghaaroth NS (free product)

POWER POINTS

All creatures have a certain amount of magical power flowing through them simply by being alive. Sorcerers, who are usually, but not always, members of the scholar class, have learnt to activate this magical power both in themselves and by draining the life force out of, or sacrificing, others. Those who are sufficiently knowledgeable can use this power to create a variety of magical effects.

What is a Sorcerer?

In game terms, a sorcerer is any character who has learned at least one sorcery style as a class feature of the scholar class, or who has gained partial access to at least one sorcery style as a result of taking the Dabbler feat. This is the definition used throughout this chapter.

Note that a scholar who always elects to choose a bonus feat instead of a sorcery style is not regarded as a sorcerer, unless of course he selects the Dabbler feat.

Of course, public perception of who is and is not a sorcerer may be very different. A worthy priest of Ibis (scholar class) who has spent years learning the Counterspells sorcery style may technically be a sorcerer according to these rules (and a powerful one at that) but the members of his congregation will certainly not consider him to be so. Doubtless, after all, he has been granted divine powers to help fight Ibis's old enemy Set. That, of course, is not sorcery – not in the popular perception. On the other hand, a dilettante noble who dabbles even slightly in the Summoning sorcery style may find himself hounded out of town for his foul magic, though his actual knowledge of sorcery may be far more limited than the priest's.

Each scholar starts out with 4 Base Power Points (4 PP), altered up or down by his Wisdom modifier (if any) and by any bonuses due to class level. (If your Wisdom modifier increases, such as by increasing your Wisdom ability score by advancing in level, then your Base Power Points also increase.) Other characters who learn a small amount of sorcery tend to do so by the Dabbler feat (see pg. 160), which grants

WHAT IS A SORCERER?

In game terms, a sorcerer is any character who has learned at least one sorcery style as a class feature of the scholar class, or who has gained partial access to at least one sorcery style as a result of taking the Dabbler feat. This is the definition used throughout this chapter.

Note that a scholar who always elects to choose a bonus feat instead of a sorcery style is not regarded as a sorcerer, unless of course he selects the Dabbler feat.

Of course, public perception of who is and is not a sorcerer may be very different. A worthy priest of Ibis (scholar class) who has spent years learning the Counterspells sorcery style may technically be a sorcerer according to these rules (and a powerful one at that) but the members of his congregation will certainly not consider him to be so. Doubtless, after all, he has been granted divine powers to help fight Ibis's old enemy Set. That, of course, is not sorcery – not in the popular perception. On the other hand, a dilettante noble who dabbles even slightly in the Summoning sorcery style may find himself hounded out of town for his foul magic, though his actual knowledge of sorcery may be far more limited than the priest's.

Ghaaroth NS (free product)

them a mere 2 + Wisdom modifier PP for use.

This is the standard amount of PP a sorcerer has available, assuming there are no special circumstances. It may go up or down, usually depending on magic he casts, losing or winning magical contests with other sorcerers, imbibing certain drugs and sacrificing other creatures. The absolute maximum PP a character may have is equal to double his Base PP, unless otherwise specified.

Gaining and Losing Power Points

When your PP is higher than your Base PP for any reason, it gradually begins to revert back to your Base PP. Each hour that passes will cause your PP to fall by 1 PP until it is back to your Base PP again.

Your Power Points are reduced whenever you cast a spell, or sometimes if you are the victim of certain magical attacks. In addition, if you are ever reduced below 1 hp by any means, your Power Points are also immediately reduced to zero. You cannot regain PP until you have been brought back to 1 hp or above by some means.

You can gain Power Points directly from the body of other living creatures, by sacrificing them or draining the life force out of their still-living bodies – see Sacrifices and Energy Drains, below.

If you rest, you can regain Power Points that have been lost for any reason, up to your Base PP as usual. 1 PP is regained per full two hours of rest.

A group of followers can help you gain Power Points by assisting you with a ritual – see Power Rituals, below.

Sacrifices and Energy Drains

If you sacrifice a creature by coup de grace, you may gain one power point for each full 8 hit points the creature had before being dealt damage by the coup de grace. You can increase this amount by selecting Ritual Sacrifice and other feats, for which see the Feats chapter. It is always possible to sacrifice a creature purely to a specific entity such as your god or a demon with which you have some kind of pact, in which case it gains the power points rather than you gaining them.

If you have a creature helpless and under your power, you may place your hand against his skin and drain 1d4 Power Points from him as a full-round action. If he is a sorcerer, this is removed from his usual Power Points. If he is not a sorcerer, this drain causes him 2d6 damage to Wisdom and he may not be drained again in this way until his Wisdom has returned to normal.

Power Rituals

You may also gain Power Points by being at the centre of a large group ritual dedicated to granting you magical energy.

At least ten celebrants must be involved with this. Each must have at least 1 rank in any Perform skill. At least 20% of the celebrants must have 1 rank in Perform (ritual) specifically.

A power ritual takes at least 1 hour, during which time the celebrants and sorcerer can perform no other actions including sorcery. Each of the celebrants makes a Perform check, which once more must be Perform (ritual) for at least 20% of the celebrants. It is usual for the celebrants to Take 10 on this check. The Games Master cross-references the average check result for the celebrants

Ghaaroth NS (free product)

Power Rituals (Power Points Gained per Hour)

Number of Celebrants	Average Check Result				
	Less than 10	10 to 14	15 to 19	20 to 24	25+
10 to 19	0	1	2	3	4
20 to 49	0	2	4	6	8
50 to 99	0	3	6	9	12
100 or more	0	4	8	12	16

with the number of celebrants on the Power Rituals (Power Points Gained per Hour) table to determine how many Power Points the sorcerer gains from the power ritual.

A power ritual that continues for more than one hour allows the sorcerer to gain additional Power Points each additional hour.

If desired, two or more sorcerers can split the Power Points gained from a Power Ritual in any manner on which they can mutually agree.

PUSHING IT

It is possible, though not always advisable, for a sorcerer to reduce his Power Points below zero due to the performance of an especially powerful piece of magic.

A sorcerer's Power Points can be reduced to a negative number equal to his Base PP. For example, a sorcerer with a Base PP of 7 could reduce his Power Points as low as -7. It is simply not possible to go below this number.

A sorcerer whose Power Points are below 0 may regain them by rest, but only at the rate of 1 PP per full day of rest, until he is back at 0 once again at which point the usual rapid restoration of Power Points begins. He may also regain them more quickly by the usual means of sacrifice, use of black lotus and so forth.

While his Power Points are below 0, the sorcerer may not cast any further spells (even if he could theoretically reduce his PP still further) and is considered to be fatigued (cannot run or charge, -2 to Strength and Dexterity) until his Power Points are somehow restored to 0 or above once more.

THE RULES OF SORCERY

Though sorcery often seems mysterious to those who do not practice it, certain patterns can be gleaned from the descriptions given by Conan and his allies.

THE RULE OF SUCCESS

As Conan puts it, 'Sorcery thrives on success, not on failure.' Whenever a sorcerer is, broadly speaking, succeeding at what he is doing when in a high-stress situation (particularly combat), he becomes still more effective at what he is doing. At its most powerful, this can lead to a dreadful chain reaction that can make sorcerers almost unstoppable.

Every round in which a sorcerer successfully slays at least one opponent, either by sorcerous means or by combat, he gains a morale bonus to all attack rolls and magic attack rolls made for one round after he killed them. This bonus is as follows:

Ghaaroth NS (free product)

Enemies Killed	Morale Bonus
1	+1
2-4	+2
5-9	+3
10-19	+4
20-49	+5
50-99	+6
100-199	+7
200-499	+8
500-999	+9
1000+	+10

The bonus is immediately cancelled if the sorcerer loses any hit points during the round following the actions that gave him the bonus.

Note that these benefits are in addition to any bonus power points the sorcerer may gain for having sacrificed one or more of those he kills.

Furthermore, the rule of success makes it far easier for a sorcerer to repeat a spell that was successful. If he ever casts a spell that succeeds in all that it was intended to do, he may cast the same spell the following round at half the previous Power Point cost (rounded down) for the spell. This even affects spells with a casting time of greater than one round, so long as the spell is re-cast within one round of the previous casting being finished. A further success halves the Power Point Cost again for the next casting, to a minimum Power Point cost of 1.

For example, an *awful rite of the were-beast* only ever affects a single victim. Thus, any time a target fails his saving throw, it can be assumed that the spell is successful, and the next casting expends only 4 Power Points if cast immediately after the first use of the spell.

The Games Master always has the final say as to whether a particular spell succeeded sufficiently well to grant this special bonus.

Both the magic attack bonus and the reduced PP cost from the Rule of Success can apply simultaneously, if applicable.

The Rule of Impermanence

Almost every spell or magic item has only a limited duration. If nothing else, all such sorcerous creations will cease functioning the moment the sorcerer who created them is killed, unless noted otherwise.

Any time a sorcerer is reduced below 0 hit points, he must make a separate Will saving throw (DC 25) for each of his sorcerous creations, of whatever kind. If this is failed, the creation ceases functioning. In the case of a spell, this means it simply stops working. For a magic item of some kind, it crumbles into dust or shatters into tiny fragments, becoming not only non-magical but also non-existent.

Furthermore, if a sorcerer is killed or left for dead (see pg. 247), all his sorcerous creations immediately cease functioning, as above, with no chance to be saved.

The Rule of Defence

Sorcerers generally have plenty of close-range magic ideal for counter-attacks, so that any who attempt to bring death to them will risk destruction themselves.

Any character with at least one sorcery style is also able to unleash a defensive blast, as follows, as a last-resort counter-attack:

- A defensive blast is a free action. It may be taken either on the sorcerer's own turn, or any other time he is eligible to act or attack, such as when he takes an attack of opportunity or unleashes a readied action.

Ghaaroth NS (free product)

- All the sorcerer's current power points are expended.

- All creatures within a 10-foot radius of the sorcerer are dealt 1d6 fire damage per power point expended. They may attempt Fortitude saving throws (DC = sorcerer's magic attack roll) for half damage. The sorcerer himself is unaffected by his own blast.

THE RULE OF OBSESSION

For most sorcerers, their magic is an obsession that drives them on, constantly forcing them to seek out new sources of knowledge and new forms of power. Diluting that obsession by any means, whether this is falling in love, pursuing a new career, or demonstrating overmuch loyalty to a cause other than their own sorcerous masters, tends to weaken their magic considerably. However, if they can somehow draw the source of the distraction into themselves – for example, by sacrificing their loved one, succeeding at a major test in the new profession or rising to the top of a non-sorcerous organisation only to entice all its members to their own destruction as a mass sacrifice – their power is significantly boosted.

In effect, the rule of obsession is played out somewhat like a minor quest or sub-plot alongside the main campaign. A sorcerer can always declare himself obsessed with something other than sorcery. If he does so, his Base Power Points are reduced by -1 to -3, depending on the strength of the obsession. These may be regained – with interest – only by somehow drawing the object of the obsession into himself. Until that point, his BPP will remain penalised, though of course the character's current Power Points can still go up and down as usual. Maximum Power Points are calculated from his new Base PP.

The Games Master may also rule a sorcerer to be so obsessed, though he should do so with care. Usually the only two possible reasons for doing so are as follows:

- The sorcerer acquires an Allegiance (see pg. 103) to someone or some group other than his own sorcerous master or masters, or some demon or other.

- The sorcerer acquires more levels of some other class than he has levels of scholar.

On the other hand, it is said that observers can tell when someone is obsessed with something and that the obsessed cannot usually tell. This being the case, the Games Master is certainly permitted to make statements along the lines of 'you are clearly obsessed with hunting this particular individual down – if this continues, I will certainly rule you to be Obsessed.'

The Games Master is also always at liberty to veto any obsession that the player chooses for his character, to avoid abusive or just plain implausible obsessions.

A sorcerer with an obsession can regain his lost 1 to 3 BPP, and gain a permanent increase equal to the same amount he originally lost, by somehow incorporating the essence of the obsession into himself and his sorcery – a form of symbolic (or in some cases literal) cannibalism. The precise nature of this incorporation depends on the obsession but some guidelines are given below.

The key to understanding the Rule of Obsession is that in essence the sorcerer is 'gambling' between one and three permanent points of BPP.

Generally speaking, a sorcerer should not be permitted more than one obsession per year.

Ghaaroth NS (free product)

The rule of obsession never applies to a sorcerer who does not have any levels in the scholar class. A mere Dabbler (see the Feats chapter) is unaffected by the rule of obsession, as he is by definition not obsessed with sorcery but simply toying with its dark powers.

Example: Ankh-af-na-Khonsu is a Stygian sorcerer of some considerable repute but has found himself drawn to the service of the highly charismatic King of Koth. He is a 12th level scholar with a Wisdom of 14, so his Base Power Points are 9 and his Maximum Power Points are 27. He has an Allegiance (Koth), which has developed over some years living in that land and working directly for the King. The Games Master decides this to be an obsession worth 2 points of BPP, so Ankh-af-na-Khonsu's BPP is reduced to 7 and his MPP to 21. The sorcerer realises he must somehow draw the obsession back into himself and proposes a plan to the Games Master. He intends to hypnotise the King of Koth on a long-term and complete basis, forcing the unfortunate monarch to tear apart the kingdom of Koth in a series of futile wars, punitive taxes, and bizarre laws. Eventually, when the kingdom is on the brink of revolt, he intends to slay and ritually devour the King and seize power himself. If he succeeds, he will have drawn both king and country into himself, one way or the other and he will be in harmony once more. The Games Master agrees that if he succeeds, his lost 2 BPP will be returned, and he will be further rewarded with a +2 bonus to BPP for the increase in power gained by incorporating his obsession into himself, for a total of 11 BPP and 33 MPP. As it turns out, Ankh takes some years to achieve his aim and by the time he does so he is 14th level. This would usually give him a BPP of 10 and an MPP of 40, but while reduced he is on a BPP of 8 and an MPP of 32. Once he has succeeded in his aims, he will be at a BPP of 12 and an MPP of 48.

The Rule of the Master

Two of the backgrounds for the scholar class involve the character being at least partially in thrall to a superior: Acolyte and Pact. Any character with one of these backgrounds, or any character who later joins a sorcerous society or learns the *demonic pact* spell, or who takes on apprentices of his own, is subject to the Rule of the Master.

The Rule of the Master concerns any character who has learnt sorcery from a more powerful sorcerer or demon, who is known as the master. His apprentices, coven novices, or other students are known as thralls.

The Rule of the Master has the following effects.

Manipulation: The master of any coven, sorcerous society or even just an apprentice or two, always gains a +2 circumstance bonus to Bluff and Intimidate checks targeting any of his thralls and a +1 circumstance bonus to magic attack rolls against them.

Power Transfer: The master may, at any time, attempt to remove or grant a number of Power Points to any or all of his thralls. This requires either physical touch with the apprentice, or the master to have on his person some form of magical link to the apprentice; see pg. 293 for full details of magical links. Once per round as a free action, the master may take up to 5 Power Points from any one thrall for his own use, or grant said thrall up to 5 Power Points for the thrall's use. If desired, the thrall may attempt to resist this by making a Will saving throw, with the DC set by the master's magic attack roll.

Note: Most masters will ensure they gain some kind of magical link to the thrall before teaching them a single spell

Ghaaroth NS (free product)

– perhaps a contract signed in blood, or a lock of hair.

Ritual Spell: The master can perform ritual spells with his various thralls. Any spell he knows can be cast in a ritualistic manner.

The spell's casting time is equal to (1 hour + 10 minutes per participating thrall) or the spell's usual casting time, whichever is greater. Additional incenses, oils, smoke-powders and other accoutrements must be expended, to a cost of 50 sp per participating thrall. The Power Point cost of the spell is raised by +2 per participating thrall, though this may be provided by power transfer (see above) as usual.

Each thrall who succeeds at a Perform (ritual) check (DC = 10 + total PP cost of casting the spell, including the +2 increase per participating thrall) grants the master a +1 bonus to the magic attack roll or skill roll he makes as part of the spell. For spells with a greater range than touch, each +1 bonus granted in this way also increases the range of the spell by +10%.

The Rule of the Sorcerer's Soul

The very process of becoming a sorcerer wreaks permanent changes to the very soul of the sorcerer, changes that other sorcerers and supernatural entities can detect just by looking at them.

Any sorcerer, magical beast or outsider who can meet the eyes of a sorcerer (if he could cast an Evil Eye range spell, he can meet the target's eyes) can immediately sense the latter's sorcerous nature. Furthermore, if he spends a standard action examining the sorcerer further, he may make a magic attack roll (opposed by the target's Will saving throw) to determine approximately how corrupt and powerful the sorcerer is, based on the following scales:

Corruption Points	Description
0	Uncorrupted
1-3	Mildly Corrupted
4-6	Corrupted
7-9	Totally Corrupted
10+	Diabolical

Current Power Points	Description
Less than 1	Drained
1-4	Very Weak
5-8	Weak
9-12	Strong
13-16	Very Strong
17+	Master

A successful magic attack roll made in this manner will also reveal the sorcerer's type and subtype. For example, a character with the Spawn of Dagoth Hill feat will be revealed to another sorcerer as an Outsider (native) if he fails his Will saving throw, while a character who has become a vampire will be revealed as Undead (augmented humanoid).

Spell Failure

If you ever try to cast a spell in conditions where the characteristics of the spell cannot be made to conform, the casting fails and the spell is wasted.

The Spell's Result

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell entails.

Ghaaroth NS (free product)

CONCENTRATION

To cast a spell, you must concentrate. If something interrupts your concentration while you are casting, you must make a Concentration check or lose the Power Points casting the spell would have cost. Furthermore, if the spell is one that could cause Runaway Magic (see below) you must make a Will saving throw (DC 15), with failure resulting in Runaway Magic as described on page 188. The more distracting the interruption and the higher the PP cost of the spell you are trying to cast, the higher the DC is. If you fail the check, you lose the spell just as if you had cast it to no effect.

Injury: If you take damage while trying to cast a spell, you must make a Concentration check (DC 10 + points of damage taken + PP Cost). If you fail the check, you lose the Power Points that would have been spent to cast the spell. The interrupting event strikes during spellcasting if it comes between when you start and when you complete a spell, for a spell with a casting time of 1 full round or more, or if it comes in response to your casting the spell, such as an attack of opportunity provoked by the spell or a contingent attack such as a readied action.

If you are taking continuous damage, such as from fire or a spell, then half the damage is considered to take place while you are casting a spell. You must make a Concentration check (DC 10 + 1/2 the damage that the continuous source last dealt + PP cost of the spell). If the last damage dealt was the last damage that the effect could deal, then the damage is over and it does not distract you.

Repeated damage does not count as continuous damage.

Spell: If you are affected by a spell while attempting to cast a spell of your own, you must make a Concentration check or lose the PP cost. If the spell affecting you deals damage, the DC is 10 + points of damage + PP cost of the spell.

If the spell interferes with you or distracts you in some other way, then the DC is the spell's saving throw DC + PP cost of the spell. For a spell with no saving throw, use the DC that the spell's saving throw would have if a saving throw were allowed.

Grappling or Pinned: The only spells you can cast while grappling or pinned are those without somatic components and whose material components (if any) you have in hand. Even so, you must make a Concentration check (DC 20 + PP cost of the spell) or lose the PP cost.

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below-decks in a storm-tossed ship or simply being jostled in a similar fashion, you must make a Concentration check (DC 10 + PP cost of the spell) or lose the PP cost.

Violent Motion: If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship or being tossed roughly about in a similar fashion, you must make a Concentration check (DC 15 + PP cost of the spell) or lose the PP cost.

Violent Weather: You must make a Concentration check if you try to cast a spell in violent weather. If you are in a high wind carrying blinding rain or sleet, the DC is 5 + PP cost of the spell. If you are in wind-driven hail, dust or debris, the DC is 10 + PP cost of the spell. In either case, you lose the PP cost if you fail the Concentration check. If the weather is caused by a spell, use the rules in the Spell subsection above.

Casting Defensively: If you want to cast a spell without provoking any attacks of opportunity, you must make a

Ghaaroth NS (free product)

Concentration check (DC 15 + PP cost of the spell) to succeed. You lose the PP cost if you fail.

Entangled: If you want to cast a spell while entangled in a net or some similar effect, you must make a DC 15 Concentration check to cast the spell. You lose the PP cost if you fail.

Consequences of Magic

Any force so powerful as sorcery can have consequences, some of them quite unintended by its practitioners. This section covers the two main risks: a series of spells leading to a magical chain reaction and the danger of corruption or madness through contact with demonic entities.

Mighty Spells and Runaway Magic

Any time a particularly powerful spell is used, there is a risk that serious, world-wrenching consequences will result. This is particularly the case with the Summonings style, which has a real tendency to upset some kind of magical balance and set powerful, uncontrollable forces into motion.

All the spells that could potentially cause a runaway magic result are marked with an asterisk (*) in the Spells table (see pg. 296). These are known as mighty spells.

Runaway Magic

Die Roll	Result
1-10	Minor Burnout! The sorcerer's magical energies are drained off to a place or person unknown. He loses 1d4 Power Points. If this would reduce him below 0 PP, he is instead reduced to 0 PP and dealt 1d6 damage to Wisdom.
11-18	Major Burnout! The sorcerer's magical energies are drained off to a place or person unknown. He loses 2d6 Power Points. If this would reduce him below 0 PP, he is instead reduced to 0 PP and dealt 1d8 damage to Wisdom and 1d8 damage to Charisma.
19-24	Minor Sorcerous Implosion! Magical energies tear the sorcerer apart. His Power Points are reduced to 0 and he is dealt 10d6 damage.
25-28	Major Sorcerous Implosion! Magical energies tear the sorcerer apart. His Power Points are reduced to 0 and he is dealt 15d6 damage.
29-30	Rock the Universe! The sorcerer is killed outright by the forces that he has released. An area around him, 1d6 miles in radius, is devastated by earthquakes, storms, floods, lightning and meteorites, dealing 20d6 damage to all within the area and reshaping the landscape as the very Earth itself is rent and pounded.
31+	Fate Worse Than Death! As for Rock the Universe (29-30), plus as follows. A sorcerous rift into the Outer Dark is opened, and a demon from that dread realm pulls the sorcerer's soul through the rift, severing the magical silver cord that bound his soul to his body. He is eternally damned, and his body is either a lifeless husk or (at the Games Master's discretion) is inhabited by a minion of the demon.

Ghaaroth NS (free product)

A sorcerer can cast up to one mighty spell per week without fear of dangerous consequences. Each time he casts a further mighty spell within 7 days of the first one, he must make a Will saving throw. This Will saving throw starts out at DC 10 but the DC rises by +5 for each additional mighty spell cast within 7 days of the first mighty spell.

If the Will saving throw is failed, roll 1d20 and consult the Runaway Magic table. Add the sorcerer's Corruption score to the roll, +1 for each point by which the Will saving throw was failed.

Corruption and Insanity

Almost all characters in the Hyborian Age are capable of being corrupted if they face sufficiently severe challenges to their integrity. Indeed, many begin with no integrity whatsoever and seem to seek out self-corruption. Even those with stringent codes of honour may fall from their principled stance, usually without any hope of regaining it.

This is because the worldview portrayed in the Conan stories is essentially bleak. There are no cosmic forces for 'Good'. Even the supposedly good gods, such as Mitra, may be no more than creations of the priesthood. The only good is that which is to be found in a few human beings of high moral standing, though even they are far scarcer than the self-serving or actively evil humans who make up the majority of ordinary people and great heroes and villains alike.

On the other hand, 'Evil' exists in a very real and concrete manner. Dark forces are always afoot. The foul sorcerous knowledge of evil priests and the vile demons they conjure up are far more powerful than any magics or defensive prayers to which their supposedly 'Good' counterparts might have access. Many folk, who might otherwise be moral, take the first steps on the road to damnation when they realise that even if they behave virtuously, there is no paradise in the next life, no guarantee of salvation; they might as well take what they can here and now.

Corruption is a more serious problem for magicians and other scholars than for most characters. Their research typically causes them to make more saving throws against corruption than most adventurers; moreover, even those who successfully avoid being corrupted have a tendency to grow madder and madder as they gain more and more unnatural knowledge.

For the amoral sorcerer, with some insight into just how powerful and dangerous are the forces aligned against humanity, there is a stark choice between simply giving in to those forces and giving in to despair or madness at the recognition that those forces will someday win. Almost every high-level sorcerer is likely to be either corrupt or mad, at least to some degree.

Corruption Saves

Any time a character comes into contact with a demon, evil god, or an unusually powerful and corrupt sorcerer, except in the context of actively attacking them or fleeing from them in terror, he must make a corruption saving throw. This is essentially a Will saving throw.

Certain magical artefacts, cursed treasures and sorcerous practices can also force corruption saving throws. If the artefact or treasure in question is cursed or magically tainted in any way, a Corruption save must be made, including the lack of bonus for the No Honour feat, increased bonus for Code

Ghaaroth NS (free product)

of Honour, penalties for Corruption points and Corruption gain if failed. The usual penalties (above) apply but in addition any character who fails will become obsessed with the treasure on a more long-term basis, spending at least the next hour concerned only with securing, counting, or looking at the treasure, as appropriate. While in this state he may only take either a move or a standard action each round and is at a -2 circumstance penalty to all attack rolls and skill checks other than Appraise checks. After an hour, he may attempt another save as before, success indicating that he shakes off the effects.

All corruption saving throws are made against a DC set by the entity, sorcerer or object's Magic Attack Roll, for which see pg. 295.

A character's current Corruption is applied as a circumstance penalty to all corruption saving throws. Once you start on the steady slope towards corruption, it is more and more difficult to stop.

A character who successfully saves against corruption need not usually make another Corruption saving throw due to the presence of the same creature on the same day. However, if he has close, peaceful contact with the creature, the Games Master may call for another corruption saving throw every hour. Also, if your character is a sorcerer and has at least 1 point of corruption already, then he may go insane.

Insanity only has a chance to affect sorcerers who already have at least one point of Corruption. Those who have managed to avoid being corrupted do not yet have the evil insights that can lead them to insanity if they later reject attempts to further corrupt them.

Each time an already corrupt sorcerer successfully saves against Corruption, he must make a second saving throw at the same DC as the first. Failure causes him to become shaken (-2 penalty on attack rolls, saving throws, skill checks and ability checks) for 1d6 rounds and gain a permanent, minor insanity as agreed by the player and Games Master from the list below, or from elsewhere if desired.

A sorcerer who already has a minor insanity and fails a second insanity saving throw becomes shaken once more, this time for 3d6 rounds. He also gains a permanent major insanity, as agreed by the player and Games Master from the list below.

It is always possible to opt to fail the save against Corruption, if one would prefer to become corrupted rather than mad.

Minor Insanities

Delusion: This is any belief that is not true, for example that the resurrected giant-kings of Old Stygia are plotting to overthrow the kingdom of Ophir, or that the Baracha pirates are a bunch of lovable rogues rather than black-hearted murderers. The delusion could be a mild form of paranoia, or simply a complete misunderstanding of one minor aspect of the way the world works.

Phobia: Choose one suitable phobia, such as snakes, apes, insects, spiders or plant creatures. Whenever the character is in the presence of a creature that could trigger the phobia, he must make a Will saving throw (DC 20) or be panicked (-2 penalty on attack rolls, saving throws, skill checks and ability checks, must flee the cause of the panic) until he can no longer see it.

Sleeplessness: The character lies awake for several hours every night, unable to sleep or find rest. He must make a Fortitude saving throw (DC 15) every morning or wake up fatigued (-2 to Strength and Dexterity, cannot run).

Ghaaroth NS (free product)

Corruption Effects Table

Corruption	Effects
1-2	Troubled. The character may have occasional nightmares in which he commits atrocious acts, or may begin to develop a drink problem or a taste for some lotus-derived drug (see pg. 332, Drugs, Poisons and Herbal Preparations). Often this is not so much a direct effect of the corruption, as a means of attempting to control it or avoid thinking about it.
3-4	Disturbed. The character begins to question the value of acting correctly or ethically, feeling pessimistic about the future. He is likely to toy with the idea that demons or evil gods would be better to worship than the established religions, feeling that at least evil is honest in its selfishness. Keeping to a Code of Honour will be very difficult at this point.
5-6	Detached. The character no longer cares about others' feelings or comfort, seeing them as no more than tools to be used in his personal pursuit of pleasure, power, knowledge or whatever else it is that motivates him. The thought of a Code of Honour, if he ever had one, is quite ridiculous to him. He may add his Corruption as a circumstance bonus to all Charisma-based skill checks to manipulate Non-Player Characters for his own schemes, which can include Bluff, Diplomacy and Intimidate at the Games Master's discretion.
7-9	Corrupt. The character actively seeks out demonic creatures in the hope of making a pact with one, if he has not already done so. In most cases, the next level he gains will be in the scholar class, if this is not entirely inappropriate for some reason. If the Player who plays the character is unwilling to roleplay these kinds of change, the Games Master should consider taking over the character as a Non-Player Character. The character may add his Corruption as a circumstance bonus to all Intimidate checks, even those relating to demonic entities or similarly powerful creatures. Minor physical signs of his corruption will now be visible on at least part of his body: perhaps pasty-white skin, or glowing eyes, or fish-scales appearing on his belly. These signs first appear when he reaches Corruption 7 and get progressively worse each time he gains another point of Corruption, until at 10 points he no longer has any chance to hide his physical corruption. See the Physical Signs of Corruption table.
10+	At this point, if the character has not already made a pact with some demonic entity, he will instead be permanently and completely possessed by one such, his own soul shooting off to hell or perhaps reaching a warped accommodation with its body's new owner. His personal corruption is now so complete that he begins to directly corrupt anyone who makes peaceful contact with him, just as though he were an evil god or demon himself. In any event, more major physical signs of his corruption will now be visible to most who observe him – horns, or an apelike gait, or something similar. Examples of these signs are given in the Physical Signs of Corruption table.

Ghaaroth NS (free product)

Physical Signs of Corruption

Die Roll	Corruption 7-9	Corruption 10+
1	Arms become a little longer than usual and the character stoops slightly.	The character's apelike gait means he gains a +10 innate bonus to all Climb checks and a +5 feet innate bonus to his movement rate, so long as he runs on all fours and carries nothing in his hands.
2	The character's skin becomes pasty and pale, giving him an unhealthy, anaemic look.	The character's skin glows faintly, giving a shadowy illumination to a 5 feet radius area around him but giving him a -4 innate penalty to all Hide checks unless he covers up every inch of skin on his body.
3	Odd, fluid-filled cysts form on the character's temples.	The character grows horns, gaining a natural gore attack form for 1d6 + Strength bonus damage.
4	The character's fingernails turn purplish-black and swell up, as though they had been hit with a hammer.	The character grows claws, enabling his unarmed attacks to deal 1d6 + Strength bonus lethal damage.
5	The character's teeth become elongated and sharply tapering.	The character grows great fangs, gaining a natural bite attack form for 1d6 + Strength bonus damage.
6	The character begins to put on a little excess weight.	The character's body becomes bloated and swollen. He gains +1d6 hit points but has a -1 innate penalty to all Dexterity-based skill checks.
7	The character becomes extremely thin.	The character is little more than a skin-covered skeleton. He gains a +2 innate bonus to Dexterity and a -2 innate penalty to Strength.
8	The character's head always seems covered in bruises and lumps.	The character's skull cracks open at the rear, his brain so swollen it pushes open the bone. His head is almost twice the size of any other human's. He gains a +2 innate bonus to Intelligence but a -2 innate penalty to Constitution.
9	Fish-like or serpentine scales appear on the character's belly.	The character's entire body is covered with small flesh-coloured scales, giving him +1 natural Damage Reduction (this stacks with any existing natural Damage Reduction if applicable).
10	The character's eyes are constantly swollen and bloodshot.	The character's eyes acquire a red glow. He gains lowlight vision out to 30 feet, or gains an innate bonus of +30 feet to his existing lowlight vision if applicable.

Ghaaroth NS (free product)

Major Insanities

Paranoia: This is similar to *delusions*, but far more severe. The sorcerer believes in a number of highly personalised delusions, all of them relating to persecution and treachery towards himself.

Voices: The character constantly hears voices, often insistently demanding that he performs particular actions. Any time he is in a stressful situation (at the Games Master's discretion) he must make a Will saving throw (DC 20) or be controlled by the Games Master for 1d6 rounds, as he carries out an act to the order of the voices.

Hallucinations: The character sees objects that are not there, and objects that are there are distorted. He suffers a constant penalty of -2 to Spot and Search checks and to all attack rolls, whether melee or ranged.

Recovering From Insanity

A character who does not practice any sorcery or have contact with Corrupting influences for three months may make a Will saving throw (DC 15 for minor insanity, DC 20 for major insanity) at the end of that time to completely recover from his insanity.

Corruption Effects

A character's current Corruption is applied as a penalty to all Charisma-based skill checks when dealing with another character who has a Code of Honour.

A character's current Corruption is applied as a bonus to all Charisma-based skill checks when dealing with another character who has at least as many Corruption points as him, or when dealing with a demon, evil god or similar powerful entity of evil. Corruption is also applied as a bonus to all Intimidate checks.

Furthermore, Corruption has additionally effects as detailed on the Corruption Effects Table above.

Spells and Spellcasting

Sorcerers in Hyboria are limited by their strength of will and command of magic. In *Conan the Roleplaying Game*, this translates into their Power Points. Most spells have several prerequisites, much in the same way that feats do – a sorcerer must meet the prerequisites before learning the spell.

Many spells require either a magic attack roll or a skill check as part of the casting process. This is detailed as part of the entry for each spell.

Spell Descriptions

The description of each spell is presented in a standard format. Each category of information is explained and defined below.

Name

The first line of every spell description gives the name by which the spell is generally known.

Power Point Cost

As described above, each spell in *Conan the Roleplaying Game* has a PP cost that must be paid by the sorcerer wishing to cast it.

Components

A spell's components are what you must do or possess to cast it. The Components entry

Ghaaroth NS (free product)

in a spell description includes abbreviations that tell you what type of components it has. Specifics for material, focus and XP components are given at the end of the descriptive text. Usually you do not worry about components but when you cannot use a component for some reason or when a material or focus component is expensive, then the components are important.

Verbal (V): A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice. A gag or some other obstruction to speaking spoils the incantation and thus the spell. A spellcaster who has been deafened has a 20% chance to spoil any spell with a verbal component that he tries to cast.

Somatic (S): A somatic component is a measured and precise movement of the hand. You must have both hands free to provide a somatic component.

Material (M): A material component is one or more physical substances or objects that are annihilated by the spell energies in the casting process. Unless a cost is given for a material component, the cost is negligible. Do not bother to keep track of material components with negligible cost. Assume you have all you need as long as you have your spell component pouch.

Focus (F): A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused. As with material components, the cost for a focus is negligible unless a price is given. Assume that focus components of negligible cost are in your spell component pouch.

XP Cost (XP): Some powerful spells entail an experience point cost to you. No spell can restore the XP lost in this manner. You cannot spend so much XP that you lose a level, so you cannot cast the spell unless you have enough XP to spare. However, you may, on gaining enough XP to attain a new level, use those XP for casting a spell rather than keeping them and advancing a level. The XP are treated just like a material component and are expended when you cast the spell, whether or not the casting succeeds.

CASTING TIME

Most spells have a casting time of 1 standard action. Others take 1 round or more, while a rare few require only a free action.

A spell that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed.

A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later; for each of those 10 rounds, you are casting a spell as a full-round action, just as noted above for 1-round casting times. These actions must be consecutive and uninterrupted, or the spell automatically fails.

When you begin a spell that takes 1 round or longer to cast, you must continue the concentration from the current round to just before your turn in the next round, at least. If you lose concentration before the casting is complete, you lose the PP cost.

A spell with a casting time of 1 free action does not count against your normal limit of one spell per round. However, you may cast such a spell only once per round. Casting a spell with a casting time of 1 free action does not provoke attacks of opportunity.

You make all pertinent decisions about a spell (range, target, area, effect, version, and so forth) when the spell comes into effect.

Ghaaroth NS (free product)

SPELL RANGES

A spell's range indicates how far from you it can reach, as defined in the Range entry of the spell description. A spell's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area would extend beyond this range, that area is wasted. Standard ranges include the following:

Personal: The spell affects only you.

Touch: You must touch a creature or object to affect it. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the casting but all targets of the spell must be touched in the same round that you finish casting the spell.

Close: The spell reaches as far as 25 feet away from you. The maximum range increases by 5 feet for every two full sorcerer levels.

Medium: The spell reaches as far as 100 feet + 10 feet per sorcerer level.

Long: The spell reaches as far as 400 feet + 40 feet per sorcerer level.

The Evil Eye: Some spells require the sorcerer to meet the target's eye. This can affect a target within 30 ft. The caster simply chooses a target within range and that opponent must attempt a saving throw. If the target has already specified he is averting his eyes from the sorcerer's face by some means, he target has a 50% chance of not having to make a saving throw. In this case the sorcerer gains one-half concealment against the target, so any attack the target makes against the creature has a 20% miss chance.

A target who has specified that he has shut his eyes or turned his back on the caster or is wearing a blindfold, does not need to make a saving throw. The sorcerer gains total concealment against the target as if the sorcerer were invisible. Thus, any attack the target makes against the sorcerer has a 50% miss chance and the opponent cannot use sight to target attacks.

If visibility is limited (by dim lighting, a fog or such like) so that it results in concealment, there is a percentage chance equal to the normal miss chance for that amount of concealment that the target will not need to make a saving throw. This chance is not cumulative with chances to avoid the evil eye but instead is rolled separately.

If the target is able to avoid meeting the sorcerer's gaze during the round the spell is cast, the evil eye spell has no effect.

Unlimited: The spell reaches anywhere on Hyboria.

Magical Link: Anyone with even a vague, half-mythical understanding of sorcery – and that includes almost everyone in the Hyborian Age – knows of several highly sinister methods of sending out a spell from the sorcerer to his victim. The sorcerer uses an item that has an intimate connection with the victim, such as a fragment of his clothing, a discarded sandal, a nail-clipping or lock of hair, or some bodily fluid or other. Whichever method is used, this is known as the Magical Link

If a Magical Link is available, the sorcerer may use certain spells (those with a range listed as 'magical link') against the victim from any range, even if he is unable to see the victim. The sorcerer must hold the Magical Link in his hand when casting the spell to gain these benefits and retain

Ghaaroth NS (free product)

it about his person for the duration of the spell, or else the spell instantly ends.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

Spell Durations

A spell's Duration entry tells you how long the magical energy of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable, then the duration is rolled secretly. The sorcerer does not know how long the spell will last.

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

Permanent: The energy remains as long as the effect does.

Mortal: Due to the Law of Impermanence, permanent effects are almost impossible for most sorcerers to create. Long-lasting spells instead work for a duration of Mortal. This lasts for as long as the sorcerer himself is still alive, though the Law of Impermanence may affect it as usual if he is badly injured.

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when casting a spell can also break your concentration while you are maintaining one, causing the spell to end.

You cannot cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after you cease concentrating.

Power Points: A spell with a duration of Power Points will last as long as the sorcerer continues to pay the Power Point cost whenever required to do so.

Discharge: Occasionally a spell lasts for a set duration or until triggered or discharged.

(D) Dismissible: If the Duration line ends with '(D),' you can dismiss the spell at will. You must be within range of the spell's effect and must speak words of dismissal, which are usually a modified form of the spell's verbal component. If the spell has no verbal component, you can dismiss the effect with a gesture. Dismissing a spell is a standard action that does not provoke attacks of opportunity.

A spell that depends on concentration is dismissible by its very nature. Dismissing it does not take an action, since all you have to do to end the spell is to stop concentrating on your turn.

Subjects, Effects and Areas: If the spell affects creatures directly, then the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to when its duration ends. If the spell affects an area then the spell stays with that area for its duration.

Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

Touch Spells and Holding the Charge: In most cases, if you do not discharge a touch spell on the round you cast it, you can hold the charge (postpone the discharge of the spell) indefinitely. You can make touch attacks round after round. If you cast another spell, the touch spell dissipates.

Some touch spells allow you to touch multiple targets as part of the spell. You

Ghaaroth NS (free product)

cannot hold the charge of such a spell; you must touch all targets of the spell in the same round that you finish casting the spell.

The Magic Attack Roll

A magic attack roll is made whenever you attempt to injure another with your magic and in most cases when you attempt to compel another. It is made as follows:

Magic Attack Roll: 1d20 + magic attack bonus + Charisma modifier

In most cases it is opposed by the victim's relevant saving throw.

Counterspells

Counterspells are very much sought-after by almost all sorcerers, since a rival wizard can be even deadlier than a sword-wielding Cimmerian to the typical sorcerer. Many scholars who do not otherwise practice sorcery learn counterspells, just so as to have a weapon of sufficient power to allow them to bring the fight to their enemy sorcerers.

Warding (Basic Counterspell)

PP Cost: 2 points
Components: V, S
Casting Time: 1 standard action
Range: Personal
Effect: One or more spells already affecting you, or one spell about to affect you.
Duration: Instantaneous
Magic Attack Roll: Opposes opponent's Magic Attack Roll

For each spell already affecting the sorcerer when it is cast, the sorcerer casting *warding* may make a magic attack roll opposed by a magic attack roll from the original sorcerer to cancel the spell completely. Furthermore, a warding can be prepared with a ready action, conditional on another sorcerer casting a spell, allowing for an opponent's spell to be cancelled before it even begins.

Other counterspells may not be affected by a *warding*.

Greater Warding

PP Cost: 4 points
Components: V, S, M
Casting Time: 1 full round
Range: Touch
Subject: Creature touched.
Duration: Instantaneous, or up to one hour, plus one hour/scholar level or until used, depending on version chosen.
Prerequisites: Knowledge (arcana) 10 ranks, *warding*
Magic Attack Roll: Opposes opponent's Magic Attack Roll

Greater warding has two modes of use.

The first acts like a *warding* spell that can be cast on another creature, immediately countering any spell or spells affecting it if the sorcerer can succeed at a magic attack roll opposing the magic attack roll of the sorcerer who originally cast the spell.

The second use acts like a one-use *warding* spell that can be transferred to another creature. Unlike *warding*, and the first use of *greater warding*, it may be cast in advance, in which case it comes into effect as soon as another sorcerer attempts to cast a spell on the subject. After one use, it stops working.

Material Component: Paints and oils worth 50 sp, with which to inscribe protective runes on the subject.

Ghaaroth NS (free product)

SORCERY STYLES

The following styles of sorcery are available to scholar characters in *Conan the Roleplaying Game*. Some of them may also be gained in a limited form by non-scholar characters, by selecting the Dabbler feat (see pg. 160).

Sorcery Styles

Sorcery Style	Spells	Prerequisites
Counterspells	Warding (Basic Counterspell)	–
	Greater Warding	Knowledge (arcana) 10 ranks, *warding*
	Incantation of Amalric's Witchman	Knowledge (arcana) 4 ranks, *warding*
	Rune of Jhebbal Sag	Knowledge (arcana) 4 ranks, Knowledge (religion) 6 ranks, Wis 13, *warding*
Curses	Lesser Ill-Fortune (Basic Curse)	–
	Awful Rite of the Were-Beast	Magic attack bonus +6, *lesser ill-fortune*
	Curse of Yizil	Magic attack bonus +4, *lesser ill-fortune*, *warding*
	Dance of the Changing Serpent	Magic attack bonus +4, *lesser ill-fortune*, must be a Pict
	Draw Forth the Soul	Magic attack bonus +7, *lesser ill-fortune*, Ritual Sacrifice, Tormented Sacrifice
	Gelid Bones	Magic attack bonus +2, *lesser ill-fortune*, *calm of the adept*
	Greater Ill-Fortune	Magic attack bonus +3, *lesser ill-fortune*
	Ill-Fortune	Magic attack bonus +1, *lesser ill-fortune*
Divination	Astrological Prediction (Basic Divination)	Knowledge (arcana) 4 ranks
	Dream of Wisdom	*Astrological prediction*, *visions*, Knowledge (arcana) 10 ranks, Knowledge Is Power class feature

Sorcery styles in *italic* are unsuitable choices for 1st level scholars.
* Spells marked with an asterisk are Mighty spells; potentially world-changing magic that is especially likely to have runaway magic effects (see pg. 286).

Ghaaroth NS (free product)

Sorcery Style	Spells	Prerequisites
Divination (Cont.)	Mind-Reading	*Astrological prediction*, Knowledge (arcana) 8 ranks
	Psychometry	*Astrological prediction*, Knowledge (arcana) 5 ranks
	Sorcerous News	*Astrological prediction*, Knowledge (arcana) 12 ranks
	Greater Sorcerous News	*Astrological prediction*, *sorcerous news*, Knowledge (arcana) 16 ranks
	Visions	*Astrological prediction*, Knowledge (arcana) 8 ranks
	Visions of Torment and Enlightenment	*Astrological prediction*, *visions*, *entrance*, Knowledge (arcana) 12 ranks, magic attack bonus +5
Hypnotism	Entrance (Basic Hypnotism)	–
	Dance of the Cobras	*Entrance*, *telekinesis*, Ritual Sacrifice, Perform (any musical instrument) 8 ranks, must be a worshipper of Hanuman
	Domination	*Entrance*, magic attack bonus +3
	Dread Serpent	*Entrance*, magic attack bonus +4
	Hypnotic Suggestion	*Entrance*, magic attack bonus +2
	Mass Hypnotic Suggestion	*Entrance*, *hypnotic suggestion*, magic attack bonus +5
	Ranged Hypnotism	*Entrance*, *hypnotic suggestion*, magic attack bonus +5
	Savage Beast	*Entrance*, *hypnotic suggestion*, magic attack bonus +3
Nature Magic	Summon Beast (Basic Nature Magic)	Knowledge (nature) 4 ranks
	Animal Ally	Knowledge (nature) 6 ranks, *summon beast*
	Children of the Night	Knowledge (nature) 8 ranks, *summon beast*
	Greater Summon Beast	Knowledge (nature) 5 ranks, *summon beast*
	Sorcerous Garden	Knowledge (nature) 10 ranks, Craft (herbalism) 12 ranks, *summon beast*

Sorcery styles in *italic* are unsuitable choices for 1st level scholars.

* Spells marked with an asterisk are Mighty spells; potentially world-changing magic that is especially likely to have runaway magic effects (see pg. 286).

Ghaaroth NS (free product)

Sorcery Style	Spells	Prerequisites
Necromancy	Raise Corpse (Basic Necromancy)	Scholar level 4
	Agonising Doom	*Raise corpse*, *death touch*, magic attack bonus +6
	Black Plague*	Magic attack bonus +7, *raise corpse*
	Greater Black Plague*	Magic attack bonus +8, *black plague*, *raise corpse*
	Death Touch	*Raise corpse*, magic attack bonus +5
	Draw Forth the Heart	Magic attack bonus +7, Ritual Sacrifice, Opportunistic Sacrifice, Tormented Sacrifice, *raise corpse*, *death touch*, *agonising doom*, *conjuring*, *telekinesis*
Oriental Magic	Calm of the Adept (Basic Oriental Magic)	Wis 13
	Darting Serpent	*Calm of the adept*, scholar level 3
	Shape-Shifter	*Calm of the adept*, scholar level 12
	Warrior Trance	*Calm of the adept*, scholar level 3
	Yimsha's Carpet	*Calm of the adept*, *summon elemental*, scholar level 14
Prestidigitation	Conjuring (Basic Prestidigitation)	Scholar level 1, Sleight of Hand 4 ranks
	Burst Barrier	*Conjuring*, scholar level 3
	Telekinesis	*Conjuring*, scholar level 3, Sleight of Hand 5 ranks
	Telekinesis, Greater	*Conjuring*, *telekinesis*, scholar level 3, Sleight of Hand 6 ranks, Bluff 6 ranks
Summonings	Master-Words and Signs (Basic Summoning)	Magic attack bonus +6, Knowledge (arcana) 15 ranks, must know at least four sorcery styles, must never have cast the *demonic pact* spell
	Demonic Pact (Basic Summoning)	Scholar level 1, Knowledge (arcana) 4 ranks
	Demonic Pact, Greater *	Magic attack bonus +6, *demonic pact*, Ritual Sacrifice, Tortured Sacrifice, Knowledge (arcana) 15 ranks, must know at least four sorcery styles, must have cast the *demonic pact* spell
	Summon Demon*	*Master-words and signs* or *demonic pact*, magic attack bonus +4
	Summon Elemental*	*Master-words and signs* or *greater demonic pact*, magic attack bonus +7, Perform (song or any musical instrument) 15 ranks.

Ghaaroth NS (free product)

Incantation of Amalric's Witchman

PP Cost: 2 points
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. per scholar level)
Targets: One creature
Duration: Mortal
Saving Throw: Will negates
Prerequisites: Knowledge (arcana) 4 ranks, *warding*
Magic Attack Roll: Sets DC for target's Will saving throw

This spell renders any god or demon who has taken on humanoid form to walk the earth partially human, with all the vulnerabilities of any other human. That is, any innate Damage Reduction it may have had is lost, as is any immunity to critical hits, sneak attacks and other attack forms. If it had any particular vulnerabilities, however, these are unaffected.

Rune of Jhebbal Sag

PP Cost: 3 points
Components: S, M
Casting Time: 1 full round
Range: Touch
Effect: Any worshippers of Jhebbal Sag who come within 25 feet + 5 feet/scholar level of the rune.
Duration: Mortal
Saving Throw: None
Prerequisites: Knowledge (arcana) 4 ranks, Knowledge (religion) 6 ranks, Wis 13, *warding*

The *rune of Jhebbal Sag*, when inscribed or painted onto any surface, lets any worshippers of Jhebbal Sag (see the Religion chapter) know that the sorcerer is friendly. Its most notable effect is to release the subject or subjects of a *summon beast* spell from the spell as soon as they come within range. However, all animals remember their god Jhebbal Sag and will become calm and non-aggressive if they come within range. Likewise, if any human or other intelligent worshippers of the god come within range, the sorcerer gains a +2 circumstance bonus to all Charisma-based skill checks regarding them. In effect, he is demonstrating an allegiance to Jhebbal Sag, though this allegiance need not be true.

Curses

Sorcerers are feared most of all not for the dark powers with whom they traffic or the strange artefacts they create but for what they can do to ordinary folk, cursing them in a variety of cruel and horrid ways.

Any character who is under the effects of a curse that does not have immediately obvious physical effects may attempt a Knowledge (arcana) check (DC 10 + scholar level of the sorcerer who cast the spell) to determine that he is affected by a curse. If he succeeds by at least 20, he can also determine the precise nature of the curse and the name of the sorcerer who cast it.

Lesser Ill-Fortune (Basic Curse)

PP Cost: 2 points
Components: V
Casting Time: 1 standard action
Range: Evil Eye, Touch or Magical Link
Target: One creature
Duration: One day
Saving Throw: Will negates
Magic Attack Roll: Sets DC for target's saving throw

The character places a curse on the victim. The victim suffers a -1 enhancement

Ghaaroth NS (free product)

penalty to all attack rolls, saving throws, ability checks and skill checks. This is not cumulative with the effects of *greater ill-fortune* or *ill-fortune* – only the most severe penalty applies.

Awful Rite of the Were-Beast

PP Cost: 8 points
Components: V, S, M
Casting Time: 5 minutes
Range: Touch
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates and see below
Prerequisites: Magic attack bonus +6, *lesser ill-fortune*
Magic Attack Roll: Sets DC for target's saving throw

This dire ritual permanently changes a human into a were-creature of a variety chosen by the sorcerer. The target may attempt a Will saving throw to completely negate the effects.

If the sorcerer has the Ritual Sacrifice feat, he gains Power Points as though he had sacrificed the target of the spell, assuming the target fails his save and becomes a were-creature. The magical energy released by this horrific transformation is at least as great as that released by killing the target outright.

The creature altered in this way is at least partially under the thrall of the sorcerer and will attempt to remain within 500 feet of the sorcerer at all times. However, any time the sorcerer gives the target a direct order he must make a magic attack roll against the target's Will saving throw to compel him to obey. If the target succeeds in saving, he is temporarily released from the sorcerer's command for 1d6 rounds, after which time he may attempt another Will saving throw. Success on this save means he is permanently released, though he is still a were-creature; failure means he is once more under the sorcerer's thrall. At any time, the sorcerer can elect to permanently release the creature from his thrall, though again he cannot reverse the spell without some form of countermagic.

Most sorcerers thus use this spell to create guards or just cause mischief, rather than in the hope of creating a legion of permanent servants; the risk of losing control is just too great and few were-creatures created by this spell will hold back if they get a chance to attack their erstwhile master. However, for the sorcerer who rarely calls on his creations to carry out a direct order, they can make a useful escort or guard complement, perhaps for many years.

Material Component: Various rare essences and herbs to a value of 100 sp.

Curse of Yizil

PP Cost: 2+ points (see below)
Components: V
Casting Time: Free action
Range: Evil Eye, Touch or Magical Link
Target: One creature
Duration: One day
Saving Throw: None
Prerequisites: Magic attack bonus +4, *lesser ill-fortune*, *warding*

This spell is a dying curse, used by a sorcerer to weaken a rival. It may only be cast by a character who is on between -1 and -9 hit points (inclusive) but it may be cast even if that character would usually be unconscious and unable to act – he manages, somehow, to use the last of his fading willpower to cast the spell. Immediately upon casting the spell, he dies, Fate Points notwithstanding.

The target of the spell suffers an enhancement penalty to his magic attack rolls equal to one-half the number of Power

Ghaaroth NS (free product)

Points the sorcerer had left on casting the spell, rounded down. However, the *curse of Yizil* is so subtle that in most cases the sorcerer will have no idea it is affecting him.

Special Note: Any sorcerer who meets the prerequisites for this spell automatically knows it, without needing to select it with either the New Spell class feature or the Sorcerer's Boon feat.

Dance of the Changing Serpent

PP Cost: 5 points
Components: V, S, M, F
Casting Time: 10 minutes
Range: Evil Eye
Target: One creature
Duration: Instantaneous, but see below
Saving Throw: Will negates
Prerequisites: Magic attack bonus +4, *lesser ill-fortune*, must be a Pict
Magic Attack Roll: Sets DC for targets' saving throws

This spell places a man's soul in a ghost snake's body and vice versa. However, unlike such spells as *awful rite of the were-beast*, the transposed souls are highly disorientated and have no insight into the correct way to control their new bodies. Both are regarded as helpless in all respects, and if left alone will eventually die of starvation as they cannot even feed themselves. Both creatures get Will saving throws and if at least one of them succeeds, the spell fails.

If the sorcerer has the Ritual Sacrifice feat, he gains Power Points as though he had sacrificed the target of the spell, assuming the target fails his saving throw and changes souls with the great serpent. The magical energy released by this horrific swapping of essences is at least as great as that released by killing the target outright.

It is common among the Picts to immediately sacrifice both snake and man, once it is clear the spell has worked. If this is done using the Ritual Sacrifice feat, the sorcerer gains Power Points as usual for the sacrifice. He also gains an enhancement bonus of +4 on all Intimidate checks against anyone who witnessed the whole ceremony. Furthermore, he gains a +1 enhancement bonus to all magic attack rolls, due to the favour of his gods. These bonuses last for one day per scholar level.

Material Components: Smoke-powders worth at least 50 sp, plus one ghost snake. If desired, this can have been summoned by means of a *summon beast* spell.

Focus: A bonfire at least 5 feet by 5 feet in size.

Draw Forth the Soul

PP Cost: 20 for the first hour, 10 per hour thereafter
Components: V, S, M
Casting Time: 1 day
Range: Magical Link
Target: One creature
Duration: Up to one hour/scholar level
Saving Throw: See below
Prerequisites: Magic attack bonus +7, *lesser ill-fortune*, Ritual Sacrifice, *summon demon,* Tormented Sacrifice
Magic Attack Roll: Sets DC for target's saving throw

Draw forth the soul pulls forth the very soul from a single target, an agonising and maddening process that can take several hours.

The victim makes a Will saving throw. If he succeeds, he is able to partially resist the effects of the spell – he is helpless for the next hour, though he is still able to speak in a somewhat rambling and pained manner. If he succeeds by 10 or more, he completely

Ghaaroth NS (free product)

throws off the spell and the sorcerer may not attempt to cast it on him again for at least one day. If he fails, his body dies after 10 + 5d6 minutes (during which he rambles and is helpless, as above) and his soul is forced into a demonic entity, to spend eternity in torment.

A character who partially resisted the spell must make another saving throw after the hour is up, if the sorcerer elects to spend a further 10 PP on continuing the spell after the first hour. The second save is at a circumstance penalty of -1, but otherwise has the same effects as the first one. This process continues until the sorcerer chooses not to spend any more PP on the spell, the target succeeds by 10 or more, or the target fails his saving throw.

A target who is killed by this spell counts as having been sacrificed by the Tormented Sacrifice feat, with his hit points and the time it took him to die determining the amount of Power Points gained by the sorcerer as usual.

Material Component: A prized possession from the target of the spell and oils and powders worth at least 500 sp.

Gelid Bones

PP Cost: 1 point
Components: S
Casting Time: 1 standard action
Range: Touch
Target: One creature
Duration: 1 hour/scholar level
Saving Throw: Will negates
Prerequisites: Magic attack bonus +2, *lesser ill-fortune*, *calm of the adept*
Magic Attack Roll: Sets DC for target's saving throw

The target must make an immediate Will saving throw or be paralysed for the duration of the spell, his bones unable to support his body.

Ill-Fortune

PP Cost: 4 points
Components: V
Casting Time: 1 standard action
Range: Evil Eye, Touch or Magical Link
Target: One creature
Duration: One month
Saving Throw: Will negates
Prerequisites: Magic attack bonus +1, *lesser ill-fortune*
Magic Attack Roll: Sets DC for target's saving throw

As *lesser ill-fortune* but the enhancement penalty is increased to -2. This is not cumulative with the effects of *greater ill-fortune* or *lesser ill-fortune* – only the most severe penalty applies.

Ill-Fortune, Greater

PP Cost: 8
Components: V
Casting Time: 1 action
Range: Evil Eye, Touch or Magical Link
Target: One creature
Duration: One year
Saving Throw: Will negates
Prerequisites: Magic attack bonus +3 or higher, *lesser ill-fortune*
Magic Attack Roll: Sets DC for target's saving throw

As *ill-fortune* but the enhancement penalty is increased to -4. This is not cumulative with the effects of *ill-fortune* or *lesser ill-fortune* – only the most severe penalty applies.

Divination

Almost every sorcerer can find a use for divination. Information and knowledge are crucial, whether as an end in their own right or to show a path to greater power.

Ghaaroth NS (free product)

Astrological Prediction (Basic Divination)

PP Cost: 1 point
Components: V, S
Casting Time: 3 hours
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: No (harmless)
Prerequisites: Knowledge (arcana) 4 ranks
Skill Check: Knowledge (arcana) (DC 11)

In the Hyborian Age, little distinction is made between astrology and astronomy. If you know another character's date and hour of birth, you can use this spell to make a somewhat cryptic prediction about their immediate future. The subject of the spell gains a special insight bonus of +1 to one die roll. An *astrological prediction* will apply to some situation within the next week; the Games Master will inform the subject of the spell which situation when the situation arises. This situation will typically be one encounter. Any one time the character must make a skill check, ability check, attack roll or saving throw during that encounter, he may apply the insight bonus to the roll. A character can only ever be the subject of one *astrological prediction* at a time. If the sorcerer's Knowledge (arcana) check is 20 or more greater than the DC (that is, if the roll is 31 or higher) the insight bonus is doubled to +2.

Dream of Wisdom

PP Cost: 6 points
Components: V, S
Casting Time: 1 hour
Range: Personal
Target: Self
Duration: Eight hours
Prerequisites: *Astrological prediction*, *visions*, Knowledge (arcana) 10 ranks, Knowledge Is Power class feature

The sorcerer casts this spell just before going to sleep in the night. He dreams of significant events, places or people, depending on what he has decided to dream of the night before. When he wakes in the morning, he may have some sort of useful insight.

A *dream of wisdom* brings to the character's mind legends or other information concerning an important person, place or thing. If the person or thing is at hand, or if the character is in the place in question, then only one casting is necessary. If the character has only detailed information on the person, place, or thing, then 2d6 castings will be necessary over the course of successive nights. The resulting lore is also less complete and specific, though it often provides enough information to help the character find the person, place or thing, thus allowing a better *dream of wisdom* next time. If the character knows only rumours, at least 2d6 x 10 castings will be necessary over successive nights. The resulting lore is also vague and incomplete, though it often directs the character to more detailed information, thus allowing a better *dream of wisdom*.

When completed, the divination brings legends (if any) about the person, place or things to the character's mind. These may be legends that are still current, legends that have been forgotten or even information that has never been generally known. If the person, place or thing is not of legendary importance, the character gains no information. As a rule of thumb, characters of 11th level and higher are 'legendary', as are the sorts of creatures they contend with, the major magic items they wield and the places where they perform their key deeds.

Ghaaroth NS (free product)

Material Component: A feather, placed under the sorcerer's pillow when he goes to sleep.

MIND-READING

PP Cost: 2 points
Components: V, S
Casting Time: 1 standard action
Range: Evil Eye
Target: One creature
Duration: Concentration, up to one round plus one round/scholar level
Saving Throw: Will negates
Prerequisites: *Astrological prediction*, Knowledge (arcana) 8 ranks
Magic Attack Roll: Sets DC for target's Will saving throw

Unless the target succeeds at a Will saving throw, you are able to detect its emotional state and current surface thoughts, including its immediate intentions. This can only affect creatures that have an Intelligence score. Creatures of animal intelligence (Intelligence 1 or 2) will only have the simplest thoughts and most basic of emotions.

PSYCHOMETRY

PP Cost: 1 point
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: One object
Duration: Concentration, up to 10 minutes plus 1 minute/scholar level
Saving Throw: None
Prerequisites: *Astrological prediction*, Knowledge (arcana) 5 ranks
Skill Check: Knowledge (arcana) (DC 11)

Psychometry allows the sorcerer to determine information about the previous owner of an object touched. The object may be a completely lifeless inanimate object, or a body part or fluid previous 'owned' by a still-living creature. Examples of the latter include the hair of a wolf, found caught in thorn-bush; or the blood of a king, spilled forth on the sand during a desperate fight to the death.

Each round the sorcerer concentrates on the object, he may make a Knowledge (arcana) check to find out one piece of information, as shown on the Psychometry table. If he fails, he may make another attempt to determine the same information in the following round, instead of moving directly on to the next piece of information.

Psychometry

Round	Information Learned
1	Last owner's species (human, man-ape, jaguar etc)
2	Last owner's gender
3	Last owner's land of origin (Cimmeria, Hyrkania, the Vilayet Sea etc)
4	Last owner's age
5	Last owner's current state of health
6	Last owner's current location and heading, if moving
7	Last owner's name, if any
8	How the last owner came by the object
9	How the last owner lost the object
10	Whether the last owner had any Corruption
11	Previous-to-last owner's species (human, man-ape, jaguar etc)
12	Previous-to-last owner's gender

Ghaaroth NS (free product)

SORCEROUS NEWS

PP Cost: 2 points
Components: V, S, M
Casting Time: 1 hour
Range: 2,000 miles plus 1,000 miles/scholar level
Effect: See below
Duration: Concentration, up to 10 minutes plus 1 minute/scholar level
Saving Throw: None
Prerequisites: *Astrological prediction*, Knowledge (arcana) 12 ranks
Skill Check: Knowledge (arcana) (see below)

Certain animals, supernatural creatures and high-level sorcerers alike are connected by a sorcerous 'news network' allowing them to be kept informed of major developments around the world. *Sorcerous news* allows the sorcerer to listen in on this network and send out messages on it. It may only be cast during the hours of darkness.

A Knowledge (arcana) check is made. The check result indicates the type of news gained:

Check Result	News
15	Movements of major artefacts such as the Heart of Ahriman
20	The sudden appearance or re-appearance of a sorcerer of great power (scholar level 15+)
25	The death of a king
30	The plundering of an ancient tomb

The precise form and extent of the news given is always up to the Games Master but it should usually include the location and time-scale of any events covered.

Sending out a message with *sorcerous news* does not require a check. However, the news will not carry far unless the various messengers who pass it on regard it as highly interesting.

Material Component: Assorted incenses and powders worth 20 sp.

SORCEROUS NEWS, GREATER

PP Cost: 4+ points
Components: V, S, M
Casting Time: 1 hour
Range: 10,000 miles plus 2,000 miles/scholar level
Effect: See below
Duration: Concentration, up to 10 minutes plus 1 minute/scholar level
Saving Throw: See below
Prerequisites: *Astrological prediction*, *sorcerous news*, Knowledge (arcana) 16 ranks
Magic Attack Roll: Sets DC for target's Will saving throw
Skill Check: Knowledge (arcana), Bluff, Intimidate or Diplomacy (see below)

This works much like *sorcerous news*, except as follows.

- The sorcerer gains a +2 bonus to the relevant Knowledge (arcana) check.
- By making a Magic Attack Roll, the sorcerer can attempt to prevent a specific other sorcerer who has the *sorcerous news* spell from hearing a particular piece of news that night, or insert a piece of false news for that sorcerer's ears only. The target may make a Will saving throw to avoid this effect, in which case he also has a chance

Ghaaroth NS (free product)

of discovering the attempted meddling when he uses *sorcerous news* himself and makes his Knowledge (arcana) check (DC 30).

- The sorcerer can extend the *sorcerous news* network to carry rumours or news to ordinary people, as well as the usual sorcerers and similar beings. For each city to which the news is to be carried, this process takes around one hour and costs an additional Power Point. The sorcerer can select specific pieces of news to deliver. This effect can be used to stir up trouble or calm it, depending on the news spread. In this case he makes a Bluff, Diplomacy or Intimidate check, as agreed by the player and Games Master, depending on the type of news to be spread. The DC is set by the Games Master and is usually between 15 and 35, depending on the size and nature of the city, the attitude the people may already have, any especial susceptibility or resistance they may have to sorcerous communications and any other factor determined to be relevant by the Games Master.

Material Component: Assorted incenses and powders worth 50 sp.

VISIONS

PP Cost: 2 points / minute
Components: S, M or F
Casting Time: 1 full round
Range: 1,000 miles plus 100 miles/scholar level
Effect: Magical sensor (see below)
Duration: Power Points
Saving Throw: None
Prerequisites: *Astrological prediction*, Knowledge (arcana) 8 ranks
Skill Check: Knowledge (arcana), DC 10 + 1 per 100 miles distant the target is beyond the first 100 miles.

You can see and hear events at any distance. This spell produces an invisible magical 'sensor' that sends a moving image back to your focus or material component, providing you with a view of the site or person upon which you wish to spy. This view can be very close up, as though it were a human eye, or very far away and high up so as to see the whole of a battlefield or other wide scene, such as a hawk's eye might observe.

If desired, you may instantaneously move your magical sensor to any other point within range, up to once per minute.

Focus/Material Component: This spell requires either a focus, or alternatively a material component. One or the other will do; if you have a focus available, you have no need for a material component.

The focus can take the form of a crystal ball (see pg. 331) or silvery mirror (see pg. 331).

The material component can be either a handful of special herbs thrown onto an ordinary fire to produce green smoke in which the visions can be seen, or else a dose or two of a suitably hallucinogenic drug such as black lotus wine (see pg. 334). In either case, the cost is around 100 sp.

VISIONS OF TORMENT AND ENLIGHTENMENT

PP Cost: 4 for the first minute, then 1/ minute thereafter
Components: V, S, M
Casting Time: 1 full round
Range: Touch or Evil Eye
Target: One sentient creature (Int 3+)
Duration: Power Points, up to a maximum of one minute per scholar level.
Saving Throw: See below
Prerequisites: *Astrological prediction*, *visions*, *entrance*, Knowledge (arcana) 12 ranks, magic attack bonus +5

Ghaaroth NS (free product)

Magic Attack Roll: Sets DC for target's Will saving throw

This spell enables the sorcerer to force a number of bizarre visions upon an unsuspecting victim, propelling him through past lives and ancestral memory in a wild mental voyage of self-discovery. This can be a highly disturbing experience, and is often used in an attempt to either break prisoners or test out potential recruits for sorcerous societies. Those who are overwhelmed by the spell are permanently impaired by what they have learned, while those who can steel themselves to learn something from their tormented visions may achieve some form of enlightenment.

The target is highly disoriented for the duration of the spell, with a penalty of -4 to all attack rolls, skill checks and Defence. At the end of the spell, he attempts a Will saving throw. If he fails, he is dealt damage to Wisdom depending on how long his visions lasted:

Duration of Spell	Wisdom Damage
1-6 minutes	1d4
7-11 minutes	1d6
12-15 minutes	1d8
16-18	1d10
19	2d6
20	2d8

If he succeeds, he instead gains a permanent +1 enhancement bonus to Wisdom, so long as the spell lasted at least ten minutes.

No character can be affected by Wisdom gains or losses from this spell more than once, though he will still be affected by the penalties to attack rolls and such like if he is targeted a second time.

Material Component: A dose of a suitable hallucinogenic drug such as lotus juice (see pg. 334), costing around 100 sp. This must be somehow administered to the target before the spell can be cast.

HYPNOTISM

Hypnotism is extremely useful both as a direct means of attack and for far more subtle purposes. Though it may not be so quick as a hurled globe of demon-fire, it can still provide fairly rapid effects that are significantly more versatile than mere flaming destruction.

Hypnotism is not inherently sorcerous. Much hypnotism is simply mesmerism, an ability to take advantage of another's superstitious fears and unconscious willingness to be dominated. This type of hypnotism requires no expenditure of Power Points but simply takes time. It is for this reason that some scholars regard hypnotism as beneath themselves, considering it to be no true sorcery. However, many of the more advanced hypnotic spells do require sorcery, when it comes to forcing a victim to do as you say, or affecting him at distances where mere mesmerism would be quite unfeasible.

ENTRANCE (BASIC HYPNOTISM)

PP Cost: 0 points
Components: S, M or F
Casting Time: 1 full round
Range: Evil Eye
Target: One creature
Duration: Concentration
Saving Throw: Will negates
Magic Attack Roll: Sets DC for target's Will saving throw

When you cast this spell, the target creature must make a Will saving throw or be unable to take any actions for as long as you concentrate. Creatures with more than 6 hit dice are unaffected. If the creature

Ghaaroth NS (free product)

is attacked or sustains damage while entranced, it may attempt a saving throw again to throw off the effects of the spell.

This spell can only affect a creature of 6 or less hit dice.

It is possible to boost the power of this spell by preparation. For each full round in which you do nothing but stare at the target creature before attempting to entrance it (whether or not you have eye-to-eye contact over that time) you can affect a creature of +2 HD and you gain a circumstance bonus of +1 on your magic attack roll.

Note that an entranced creature is not stunned, so attackers gain no special advantage against it.

Material Component or Focus: A shining object, such as a small mirror, suspended from a cord.

Dance of the Cobras

PP Cost: 5 points
Components: S, M, F
Casting Time: 1 full round
Range: Evil Eye
Target: One humanoid creature
Duration: Concentration
Saving Throw: See below
Prerequisites: *Entrance*, *telekinesis*, Ritual Sacrifice, Perform (any musical instrument) 8 ranks, must be a worshipper of Hanuman
Magic Attack Roll: Sets DC for target's Reflex saving throws or Perform checks

The *dance of the cobras* is an extensive and elaborate but powerful ritual sacrifice, revolving around four pre-prepared, hypnotised snakes.

Four jars containing the snakes are smashed about the target. In effect, the snakes are inside the target's five-foot square, though at the very corners of it. For the first 1d6 rounds, the target must make a Reflex saving throw each round or be bitten by one of the snakes, suffering the usual damage for such a creature. If he chooses to spend the whole of each round just dodging snakes (similar to a Total Defence action in combat) he gains a +4 circumstance bonus to his Reflex saving throws. Note that the snakes do not make normal attack rolls against the target; they are, after all, hypnotised, and even at this stage there is a strange, rhythmic quality to their rapid, darting movements. However, if the target attempts to leave the square, all four snakes immediately make attacks as normal. They are assumed to have attacks readied for just such an eventuality.

After the initial 1d6 rounds, the spell creates unearthly music sacred to the god Hanuman and the hypnotised snakes begin to dance. The target may either continue to make Reflex saving throws to avoid them, with a +2 synergy bonus if he has at least five ranks of Perform (dance), or he may instead simply make Perform (dance) checks at the same DC to avoid the snakes.

If the victim dies from being bitten by the snakes, whether from direct damage or from poison, the sorcerer who cast the spell gains a number of benefits as follows:

- Power Points as though the target had been slain by the Ritual Sacrifice feat, except that 1 PP is gained for every 3 hp of the target, or 1 PP for every 2 hp if the target was a female human. The usual limit for Maximum Power Points applies.

- +2 morale bonus to all attack rolls and magic attack rolls for the next 24 hours.

If the victim somehow escapes or is rescued, the sorcerer instead suffers a -1 morale penalty to Defence and all saving throws for the next day.

Ghaaroth NS (free product)

Material Component: Four jade jars, worth at least 100 sp each. With the snakes inside (see below), these must be balanced among the rafters of the room in which the spell is to be used, or, if the sorcerer has *greater telekinesis* available, concealed somewhere in the room or about the person of the sorcerer.

Focus: Four cobras, of at least Small size. These must be somehow placed in the jars before the spell is cast.

DOMINATION

PP Cost: 2 points
Components: V, S
Casting Time: 1 standard action
Range: Evil Eye
Target: One humanoid who is already affected by your *entrance* spell.
Duration: Concentration
Saving Throw: See below
Prerequisites: *Entrance*, magic attack bonus +3
Magic Attack Roll: Sets DC for target's Will saving throws

The sorcerer can control the actions of any humanoid that he has already *entranced*. They must share a common language, so that the sorcerer can give instructions. Casting this spell ends the effects of the *entrance* spell, as *domination* immediately supersedes said spell. The target does not gain a saving throw to resist the *domination* except as follows:

This spell can only affect a creature of 8 or less Hit Dice.

Targets resist this control if forced to take actions against their nature. In this case, they receive a new Will saving throw with a bonus of +1 to +2, depending on the type of action required. Obviously self-destructive orders would be worth a +2 bonus.

Among other uses of this spell, the sorcerer can cause the target to fall asleep, as well as removing short-term memories from the target (such as the memory of having seen the sorcerer in the first place).

Once control is established, the range at which it can be exercised is unlimited, but new orders can only be granted if the sorcerer is within shouting distance of the target (60 feet).

DREAD SERPENT

PP Cost: 3 points
Components: V, S, (F)
Casting Time: 1 standard action
Range: Evil Eye
Target: One humanoid; usually one who is already affected by your *entrance* spell (but see below)
Duration: One round
Saving Throw: Will negates
Prerequisites: *Entrance*, magic attack bonus +4
Magic Attack Roll: Sets DC for target's Will saving throws

This spell creates an illusionary snake or similarly dread, poisonous creature from another object. The illusion affects only the target, with any other observers seeing clearly that the object remains itself. *Dread serpent* can be used in one of two modes:

- Turning part of the target's clothing into a serpent. In this case, you must *entrance* the target before the spell is cast. Casting this spell ends the effects of the *entrance* spell, as *dread serpent* immediately supersedes said spell; this means that if the *dread serpent* fails, the target is no longer *entranced* either.

- Turning your own sorcerer's staff into a serpent, which you hurl at the target's feet. In this case the target must be within 20 feet of you, though you need not make an attack roll against him. The main advantage of this mode

Ghaaroth NS (free product)

of the spell is that you need not have *entranced* the target before casting it.

The target receives a Will saving throw. If he fails, he perceives the serpent biting him, and dies at once. If he makes his saving throw, he perceives himself slaying it in turn and it reverts to the original object. In either case, making the saving throw (and, in the target's perception, fighting the snake) takes one round, during which time the target may not take any other actions and is at -2 to Defence due to distraction.

Focus: For the second mode of operation, this spell requires you to be carrying a staff worth at least 50 sp, though it can functionally be a quite mundane quarterstaff if nothing else is available. It could be simply an ornate or decorated quarterstaff, or some kind of magical staff.

Hypnotic Suggestion

PP Cost: 1 point
Components: V, S
Casting Time: 1 standard action
Range: Evil Eye
Target: One living creature
Duration: 10 minutes plus 1 minute/scholar level, or until completed
Saving Throw: Will negates
Prerequisites: *Entrance*, magic attack bonus +2
Magic Attack Roll: Sets DC for target's Will saving throws

The character influences the actions of the enchanted creature by suggesting a course of activity, limited to a sentence or two. The suggestion must be worded in such a manner as to make the activity sound reasonable to the person. In effect, it can remove the influence of either the conscious will or the unconscious desires, so that they will perform the suggested course of action that otherwise reason or instinct might have prevented.

This spell can only affect a creature of 12 or less Hit Dice.

The suggested course of activity can continue for the entire duration of the spell. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what he was asked to do. The character can instead specify conditions that will trigger a special activity during the duration. For example, the character might suggest that a noble knight give his warhorse to the first beggar he meets. If the condition is not met before the spell expires, the activity is not performed.

A very reasonable suggestion causes the saving throw to be made with a penalty (such as -1, -2 or such like) at the discretion of the Games Master.

Hypnotic Suggestion, Mass

PP Cost: 8 points
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./scholar level)
Area: All creatures in a radius of 30 ft. + 5 ft. per scholar level
Duration: 10 minutes plus 1 minute/scholar level, or until completed
Saving Throw: Will negates
Prerequisites: *Entrance*, *hypnotic suggestion*, magic attack bonus +5
Magic Attack Roll: Sets DC for target's Will saving throws

As *hypnotic suggestion*, except that the spell affects all creatures of 8 HD or below who can hear the sorcerer's voice.

Furthermore, the sorcerer is able to magically project his voice as though it were emanating from any point in the spell's range. Any creature within the area

Ghaaroth NS (free product)

is affected, unless they are deaf or have stopped their ears in advance. Stopping their ears ahead of time allows opponents to avoid having to make saving throws against sound-based spells. Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

RANGED HYPNOTISM

PP Cost: +4 points
Components: As per original spell, plus M
Casting Time: As per original spell, plus one full round
Range: Long (400 ft. + 40 ft. per scholar level) or Magical Link
Target: As per original spell
Duration: As per original spell
Saving Throw: As per original spell
Prerequisites: *Entrance*, *hypnotic suggestion*, magic attack bonus +5
Magic Attack Roll: As per original spell

A hypnotist of sufficient power can expend a vast amount of energy to hypnotise someone at a distance. The victim must either be within line of sight, or a magical link (see pg. 293) must be used. Any of the standard hypnotism spells can be made ranged with this spell.

The components are as for the original spell, except as follows.

Material Component: In addition to any material components required by the original spell, ranged hypnotism requires various herbal powders to a total cost of 100 sp.

SAVAGE BEAST

PP Cost: 4 points
Components: V, S
Casting Time: 1 standard action
Range: Evil Eye
Target: One living creature, plus see below
Duration: 1 round/scholar level, plus see below
Saving Throw: Will negates
Prerequisites: *Entrance*, *hypnotic suggestion*, magic attack bonus +3
Magic Attack Roll: Sets DC for target's Will saving throws

This spell turns an ordinary animal into a ravening and berserk monster, very difficult to kill and very dangerous to fight. The creature resembles a rabid animal when so affected. This spell can only affect a creature of 16 or less Hit Dice.

The target is affected as though it was in a state of fighting-madness, as for the Fighting-Madness feat (see pg. 163). The sorcerer can specify an enemy or group of enemies within the target's line of sight. It will move as rapidly as possible towards them and attack them ferociously. If no enemy or enemies are specified, it will simply attack the closest living creature to it.

The target also gains the benefits of the Diehard feat.

In addition, the target's bite attack, if any, has the side effect of 'transmitting' the spell to any creature damaged by the bite. This acts in every way as though the creature damaged has been had the spell cast on it by the same sorcerer that cast it on the original target, though this creature is not affected until 2d10 rounds after being bitten.

NATURE MAGIC

Nature magic affects or summons plants and animals. It is commonly found among witches, wise women and shamans, since it is relatively simple to learn and

Ghaaroth NS (free product)

highly effective in the wilderness or rural environments favoured by such scholars.

SUMMON BEAST (BASIC NATURE MAGIC)

PP Cost: 1+ points
Components: V, S, F, XP
Casting Time: 1 standard action
Range: 1 mile/scholar level
Target: One animal that can be found in the local environment
Duration: 1 minute/scholar level, plus see below
Saving Throw: Will negates
Prerequisites: Knowledge (nature) 4 ranks
Magic Attack Roll: Sets DC for target's Will saving throw

This spell summons a creature of the animal subtype, up to Medium-size, to serve the sorcerer. The PP cost is 1 for an animal of Small size or smaller and 2 for a Medium-size animal.

The sorcerer may specify the animal he wishes to summon. If that animal is not found within one mile, he may specify an alternate animal but this will take another action and require a different focus (see below). He may keep specifying alternate animals until he finds one that is within a mile. The PP cost is always paid for the animal that is actually summoned, not necessarily the first choice of animal.

The animal will serve the sorcerer without question, including attacking his enemies. However, summoned creatures may become uncontrolled if they sustain damage.

At the end of any round during which a summoned creature is dealt damage, it must make a Will saving throw (DC = 10 + damage sustained that round). Failure indicates that the creature's pain overcomes its desire to serve the sorcerer, and it flees away from the damage-dealing source as rapidly as possible.

For some reason, any animal summoned by a Pictish scholar has a pale, almost ghostly appearance. This has no particular game effect but simply appears to be a peculiarity of the Pictish style of sorcery.

Focus: A small image or carving of the animal to be summoned. This can be re-used on a later occasion.

Experience point cost: 25 xp (50 xp for a Medium-size creature).

ANIMAL ALLY

PP Cost: 6 points
Components: V, S, M, XP
Casting Time: 1 day
Range: 1 mile/scholar level
Target: One animal that can be found in the local environment
Duration: Instantaneous
Saving Throw: Will negates
Prerequisites: Knowledge (nature) 6 ranks, *summon beast*
Magic Attack Roll: Sets DC for target's Will saving throw

The sorcerer gains an animal ally selected from the following list: badger, camel, dog, war dog, eagle, hawk, horse (any), owl, scorpion (black), snake (any of Medium-size or smaller), or wolf. This animal is a loyal companion that accompanies the sorcerer on his adventures as appropriate for its kind.

A 1st level scholar's ally is completely typical for its kind except as noted below. As a scholar advances in level, the animal's power increases as shown on the table.

If this spell is cast while the sorcerer already has an animal ally acquired by use of *animal*

Ghaaroth NS (free product)

Animal Allies

Class Level	Bonus HD	Natural DR Adj.	Str/Dex Adj.	Bonus Tricks	Special
3rd–5th	+2	+1	+1	1	Link
6th–8th	+4	+2	+2	2	Evasion
9th–11th	+6	+3	+3	3	Devotion
12th–14th	+8	+4	+4	4	Multiattack
15th–17th	+10	+5	+5	5	
18th–20th	+12	+6	+6	6	Improved Evasion

ally, the previous ally, if still alive, is released from service.

A scholar of 6th level or higher may select from alternative lists of animals (see below). Should he select an animal ally from one of these alternative lists, the creature gains abilities as if the character's scholar level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's scholar level and compare the result with the scholar level entry on the table to determine the animal ally's powers. If this adjustment would reduce the scholar's effective level to 0 or lower, he cannot have that animal as an ally.

An animal ally is different from a normal animal of its kind in many ways. The ally is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type, though it retains an animal's HD, base attack bonus, saving throws, skill points and feats. It is superior to a normal animal of its kind and has special powers, as described below:

Animal Ally Basics: Use the base statistics for a creature of the ally's kind, but make the following changes.

Class Level: The character's scholar level.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal ally's base attack, dodge and base saving throw bonuses. An animal ally has good Fortitude, Will and Reflex saving throws; treat it as a character whose level equals the animal's HD. An animal ally gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural DR Adj.: The number noted here is an improvement to the animal ally's existing natural Damage Reduction.

Str/Dex Adj.: Add this value to the animal ally's Strength and Dexterity scores.

Bonus Tricks: The value given in this column is the total number of 'bonus' tricks that the animal knows in addition to any that the sorcerer might choose to teach it (see pg. 134). These bonus tricks do not require any training time or Handle Animal checks and they do not count against the normal limit of tricks known by the animal. The sorcerer selects these bonus tricks; once selected, they cannot be changed.

Link (Ex): A sorcerer can handle his animal ally as a free action, or push it as a move action, even if he does not have any ranks in the Handle Animal skill. The sorcerer gains a +4 circumstance bonus on all Ride and Handle Animal checks made regarding an animal ally.

Evasion (Ex): If an animal ally is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion (Ex): An animal ally gains a +4 morale bonus on Will saving throws against hypnotism spells and effects.

Multiattack: An animal ally gains Multiattack as a bonus feat if it has three or more natural attacks and does not

Ghaaroth NS (free product)

already have that feat. If it does not have the requisite three or more natural attacks, the animal ally instead gains a second attack with its primary natural weapon, albeit at a –5 penalty.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal ally takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Alternative Animal Allies: A scholar of sufficiently high level can select his animal ally from one of the following lists, applying the indicated adjustment to his level (in parentheses) for purposes of determining the ally's characteristics and special abilities.

6th Level or Higher (Level -3)
Aurochs (animal), Ape (animal), Bear, black (animal), Boar (animal), Cheetah (animal), Leopard (animal), Lizard, monitor (animal), Snake, constrictor (animal), Snake, Large viper (animal), Wildcat (animal)

9th Level or Higher (Level -6)
Bear, brown (animal), Lion (animal), Rhinoceros (animal), Sabre-Tooth (animal), Snake, Huge viper (animal), Tiger (animal)

12th Level or Higher (Level -9)
Snake, giant constrictor (animal)

15th Level or Higher (Level -12)
Elephant (animal)

Material Component: A small image or carving of the animal to be allied with, plus 100 sp worth of incenses and herbs.

Experience point cost: 150 xp.

Children of the Night

PP Cost: 1 point/raven
Components: V, S, F, XP
Casting Time: 1 full round
Range: 1 mile/scholar level
Target: One creature whose name or description is known to you, or to whom you have a Magical Link
Duration: 1 hour/scholar level
Saving Throw: None
Prerequisites: Knowledge (nature) 8 ranks, *summon beast*
Magic Attack Roll: Sets DC for target's Will saving throw

Children of the night is designed as a tracking spell. It conjures up a semi-corporeal, supernatural raven to hover directly above the target's location, loudly squawking and drawing attention to him.

If the target is more than a mile away from the sorcerer, further raven-things appear hovering in the air directly between the sorcerer and the first raven at intervals of one mile. Each raven beyond the first costs an additional 1 PP but appears automatically without the sorcerer needing to recast the spell or take any other action. The sorcerer can end the spell at any time rather than expending the extra 1 PP needed to produce another raven.

The ravens always hover some 500 feet up, so as to be highly visible to the sorcerer but difficult to shoot down with ranged weapons; assume range increments for all weapons are halved when shooting directly upwards. The ravens are Dodge Defence 14 and have 1 hp each but any raven that is slain is immediately replaced, at a cost of 1 PP as usual. It is possible, then, for a target to end this spell by shooting down ravens but only by causing the sorcerer to run out of PP, or by shooting down so many ravens that he chooses to end the spell anyway.

Ghaaroth NS (free product)

The target must be known to the sorcerer either by name or description, so there is some way for the magic of the spell to find him among the surrounding terrain. Alternatively, if the sorcerer has a Magical Link to the target (see pg. 293) this will do just as well.

Focus: A small image or carving of a raven. This can be re-used on a later occasion.

Experience point cost: 25 xp/raven

SORCEROUS GARDEN

PP Cost: 2 points
Components: V, S, M
Casting Time: 1 action
Range: See below
Area: See below
Duration: Instantaneous
Saving Throw: None
Prerequisites: Knowledge (nature) 10 ranks, Craft (herbalism) 12 ranks, *summon beast*
Skill Check: Craft (herbalism)

This spell enables the sorcerer to cultivate magical plant creatures, or to grow a number of more ordinary plants rapidly. It has different effects depending on the version chosen.

Overgrowth: This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within long range (400 feet + 40 feet per scholar level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle. You may designate places within the area that are not affected.

Enrichment: This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.

Magical Plant: This effect allows you to grow one or more plant creatures from seed or seedlings to full adult growth rapidly. You can cause them to grow to a total size of up to 1 HD/scholar level. For example, a 15th level scholar could grow a single 15 HD Yothgra, or fifteen 1 HD black lotus blossoms. Each plant grows at a speed of 1 HD per round. Thus, in the above example the Yothgra would take fifteen rounds to reach its full 15 HD size but the black lotus blossoms could all grow to full 1 HD size within one round. Full game statistics for magical plants can be found in *Scrolls of Skelos.*

Material Component: Various special fertilisers and plant foods costing at least 40 sp.

SUMMON BEAST, GREATER

PP Cost: 4+ points
Components: V, S, F, XP
Casting Time: 1 standard action
Range: 1 mile/scholar level
Target: One animal that can be found in the local environment
Duration: 1 minute/scholar level, plus see below
Saving Throw: Will negates
Prerequisites: Knowledge (nature) 5 ranks, *summon beast*
Magic Attack Roll: Sets DC for target's Will saving throw

As for *summon beast*, except that an animal of up to Huge size can be summoned. The

Ghaaroth NS (free product)

PP cost is 4 points for a Large creature, or 8 points for a Huge creature.

Experience point cost: 100 xp (200 xp for a Huge creature)

NECROMANCY

The scholar who learns necromancy achieves limited mastery over the very mysteries of life and death. This is especially popular for those who wish to slay their enemies outright, rather than merely harming or inconveniencing them.

RAISE CORPSE (BASIC NECROMANCY)

PP Cost: 1 point/corpse
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. per scholar level)
Effect: Up to one corpse/scholar level
Duration: Concentration + 1d6 rounds
Saving Throw: See below
Prerequisites: Scholar level 4

This spell turns the bodies of dead creatures into undead zombies that follow the sorcerer's spoken commands. The zombies can follow the sorcerer, or can remain in an area and attack any creature (or just a specific type of creature) entering the place, or can perform simple actions according to the sorcerer's commands. The zombies remain animated until they are destroyed. A destroyed zombie may not be animated again.

The zombies the sorcerer creates remain under his control for the duration of the spell. At the expiry of the spell, they become simple corpses once more, falling in lifeless heaps wherever they stand.

A zombie can be created only from the mostly intact corpse of a humanoid or animal. The statistics for a zombie depend on its size, not on what abilities the creature may have had while alive.

AGONISING DOOM

PP Cost: 4 points/target
Components: V, S
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft. per scholar level)
Targets: One or more creatures, up to a maximum of one creature/two scholar levels
Duration: 1d6 rounds
Saving Throw: Fort negates and see below
Prerequisites: *Raise corpse*, *death touch*, magic attack bonus +6
Magic Attack Roll: Sets DC for targets' saving throws

Black tendrils of power shoot out from the sorcerer's hands, slaying his enemies agonisingly and rapidly. This spell only affects creatures of less than 8th level or 8 HD.

The targets must all make Fortitude saving throws, with success completely negating the effects of the spell. A character who fails his saving throw begins to lose 4d6 hit points per round until dead. Furthermore, he is in such extreme pain that he must make a Will saving throw on any round in which he wishes to act. Success means he may take either a move action or standard action but not both; failure means he may not do anything that round other than lie prone in agony.

BLACK PLAGUE

PP Cost: 20 points
Components: V, S, M
Casting Time: 1 day
Range: 1 mile per scholar level

Ghaaroth NS (free product)

Area: 1 mile radius per scholar level, or 10 foot radius per scholar level; see below
Duration: One week/scholar level
Saving Throw: Fortitude negates
Prerequisites: Magic attack bonus +7, *raise corpse*

This is a dreadful spell capable of driving hundreds or even thousands of victims to a horrible, tormented death. It creates a great wind propelling a foul, stinking miasma, which can strike down all within its path. The effects of this closely resemble a disease, though in fact sorcery is responsible for the victims' demise.

The black plague has two different forms: one designed to strike terror into a population, the other to wipe out your enemies wholesale.

In either case, the plague itself, once it strikes, is rapid and lethal from its onset to the victim's death a few minutes later. A Fortitude saving throw (DC 17) must be made. Failure causes the target 1d4 Constitution damage and his body turns purple. After 3d6 minutes he takes another 1d4 Con damage and his body turns black. From that point onwards, he is dealt a further 1d4 Con damage per minute until he is dead.

The first form affects a random scattering of individual humans throughout the area of its effect (which is 1 mile radius per scholar level) at a rate of one per scholar level of the sorcerer per day. The sorcerer may not specify which individuals are affected in this way. This tends to significantly demoralise the population through which it is sweeping, for they can see no comprehensible reason for its spread. This is likely to have a number of effects at the Games Master's discretion, including disruption to the area's economy, widespread looting or other lawlessness and an unwillingness among the population to become involved with other issues (such as fighting a war) until the problem of the plague is resolved.

A further side-effect of this form is that it gives the sorcerer a +4 bonus on any Bluff, Diplomacy or Intimidate checks he makes to deliver news by the *greater sorcerous news* spell (see pg. 305), so long as he can plausibly tie in the effects of the plague with the message he is attempting to communicate. This will usually be most effective if he is able to present the plague as a divine punishment or warning of some kind.

The devastation that this form of the spell inflicts on the community is further heightened by the scorching, blasting effects of the wind that drives the disease-ridden miasma. This wind blasts corn in the fields and fruit in the trees alike, withering plants and slaying animals. The precise effects of this on crop plants are up to the Games Master, but if nothing else all creatures of the animal subtype within the area of effect must make Fortitude saving throws just as the small number of humans did, or die themselves. In the already often shaky economies of many Hyborian nations, such loss of food crops and animals can weaken or destroy entire communities at least as much as do the direct effects of the plague.

The second form of the spell is very much more extreme in its devastation of humans, but affects only a small area and has no effect on animals or plants. All humans within the specified area (10 foot radius per scholar level) must make Fortitude saving throws (DC 17) or die as above. New saving throws must be made each week they spend within the spell's area.

Furthermore, with this version of the spell, the sorcerer may move the area of effect by concentrating on so doing, at a speed of up to four miles per hour. Note that such this requires almost all the sorcerer's attention, as is usual for a concentration type effect; also, Concentration checks may need to be made if he is attacked or otherwise distracted while moving the area of effect.

Ghaaroth NS (free product)

Note that the plague is not actually contagious in either version.

The plague will last for the entire duration of the spell. The only way for the sorcerer or anyone else to end it prematurely is by somehow taking control of the weather in the area, sweeping away the miasma with a great storm. Unlike with true diseases, conventional physicians using the Heal skill cannot alleviate the plague, though certain spells and magical objects may be useful for this.

Material Component: Essences collected from certain tombs in Stygia, to a value of 1,500 sp.

Black Plague, Greater

PP Cost: 15 points
Components: V, S, M
Casting Time: 1 hour
Range: Magical link
Targets: Up to one creature per three scholar levels
Duration: Instantaneous
Saving Throw: Fortitude negates
Prerequisites: Magic attack bonus +8, *black plague*, *raise corpse*
Magic Attack Roll: Sets DC for specific targets' saving throws

This enhancement to *black plague* allows the sorcerer to target specific individuals, making it an ideal tool for magical assassination. It can only be cast while a standard *black plague* cast by the sorcerer is already in operation and can only affect targets within that spell's area of effect. Those targets must immediately make Fortitude saving throws as usual for black plague, except that the DC is set by the sorcerer's magic attack roll rather than being a standard 17. These saving throws are in addition to any saving throws they may have already had to make for the *black plague* spell.

Death Touch

PP Cost: 2 points/touch
Components: V, S
Casting Time: 1 standard action
Range: Touch
Targets: One or more creatures touched, up to a maximum of one creature/scholar level
Duration: One round/scholar level
Saving Throw: Fortitude partial
Prerequisites: *Raise corpse*, magic attack bonus +5
Magic Attack Roll: Sets DC for targets' saving throws

Any creatures touched during the spell's duration die instantly. A target is entitled to attempt a Fortitude saving throw to resist the effect. If successful, he is instead stunned for one round. A stunned character may not act, nor may he use Dodge Defence or Parry Defence. Attackers get a +2 bonus on attack rolls against a stunned opponent.

Each sorcerer or sect has its own variant of this spell, differing only in the details. For example, the version used by the Priests of Set causes the sorcerer's hand to turn completely black and is known as the Black Hand of Set. Anyone slain with it has a black handprint burned on to his body with a cold, deathly fire. By contrast, Khitan sorcerers (who often wield a Staff of Death to deliver their death touches) turn the whole of their enemies' corpses completely black when using this spell. The Games Master and players are encouraged to devise their own 'signature' effects when casting *death touch.*

Draw Forth the Heart

PP Cost: 7 points
Components: S
Casting Time: 1 standard action
Range: Evil Eye
Target: One creature

Ghaaroth NS (free product)

Duration: Instantaneous
Saving Throw: Fortitude partial
Prerequisites: Magic attack bonus +7, Ritual Sacrifice, Opportunistic Sacrifice, Tormented Sacrifice, *raise corpse*, *death touch*, *agonising doom*, *conjuring*, *telekinesis*
Magic Attack Roll: Sets DC for target's saving throw

This powerful spell can both dispose of an enemy and allow the sorcerer to recoup some or all of the Power Points used to cast it, with perhaps a few more besides if he was sufficiently tough.

If the target fails his saving throw, he dies, his heart pulled out of his body and into your own hands by a magical force. The process is so painful to him that although he dies within moments, you immediately gain Power Points as though you had sacrificed him with the Tormented Sacrifice feat after torturing him for fifteen minutes.

A target who makes his saving throw suffers an effect similar to a mild heart attack, being dealt 4d6 damage. He may only perform either a move action or standard action on his next turn.

Oriental Magic

Oriental magic is most commonly found in Khitai, Vendhya and the Himelias, though oriental sorcerers do travel the world like all their kind.

Generally, the Games Master should not overly restrict characters from non-oriental cultures from selecting Oriental Magic as a sorcery style, though in most cases they will need to learn it from another adept or demon, or be a member of one of the oriental religions such as Asura, rather than researching it independently. A character who does research it independently will likely need to travel to Khitai or similarly far afield to do so.

Calm of the Adept (Basic Oriental Magic)

PP Cost: 3 points
Components: V, S
Casting Time: 3 hours
Range: Personal
Target: Self
Duration: One hour/scholar level
Prerequisites: Wis 13

By spending much of each morning in meditation, you are able to significantly enhance your mind, body and spirit for the remainder of the day. You gain a +2 enhancement bonus to Dexterity, Wisdom and Charisma for the duration of the spell. Furthermore, you are completely immune to all spells and spell-like effects of the Hypnotism sorcery style for the duration of the spell.

Darting Serpent

PP Cost: 2+ points
Components: V, S
Casting Time: 1 round
Range: Personal
Target: Self
Duration: One round/scholar level
Prerequisites: *Calm of the adept*, scholar level 3

For every 2 PP expended, you gain a +2 bonus to your Dexterity and an additional +1 enhancement bonus to all Initiative checks. You may expend up to 1 PP per scholar level.

Ghaaroth NS (free product)

SHAPE-SHIFTER

PP Cost: 10 points
Components: V, S, M
Casting Time: 1 full round
Range: Personal
Target: Self
Duration: 10 minutes/scholar level
Prerequisites: *Calm of the adept*, scholar level 12

This spell enables you to assume the form of any single non-unique animal (any creature of the animal type) from Fine to Colossal size. The assumed form cannot have more than twice your scholar level in Hit Dice (to a maximum of 40 HD).

Your creature type and subtype (if any) change to match the new form. You gain the Strength, Dexterity and Constitution scores of the new form but retain your own Intelligence, Wisdom and Charisma scores. You gain all extraordinary abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms.

While you are in your new form, you can heal up to one hit point of damage per scholar level by spending one minute resting.

You can become just about anything you are familiar with. You can change form a number of times equal to your scholar level during the spell's duration, with each change of form being a full-round action.

If slain, you revert to your original form, though you remain dead.

Material Component: Assorted gems worth at least 500 sp.

WARRIOR TRANCE

PP Cost: 6 points
Components: V, S
Casting Time: 1 round
Range: Personal
Target: Self
Duration: One round/scholar level
Prerequisites: *Calm of the adept*, scholar level 3

Warrior trance gives one natural weapon of the sorcerer a +1 enhancement bonus to attack and damage rolls and gives the caster a +1 dodge bonus to Dodge Defence. The spell can affect a slam attack, fist, bite or other natural weapon. The spell does not change an unarmed strike's damage from nonlethal damage to normal damage. The dodge bonus and enhancement bonus are increased to +2 if the sorcerer is 6th level or higher and by another +1 each three levels thereafter.

YIMSHA'S CARPET

PP Cost: 20 points
Components: V, S, M
Casting Time: 1 full round
Range: Personal
Area: Up to 1 foot radius per scholar level
Duration: 1 minute/scholar level
Saving Throw: Fortitude partial
Prerequisites: *Calm of the adept*, *summon elemental*, scholar level 14
Magic Attack Roll: Sets DC for targets' saving throws

Yimsha's carpet is a supernatural cloud of gold-veined crimson that can transport, conceal and protect its occupants, as well as being used as an offensive weapon against the sorcerer's enemies. Powered by elemental energies, it extends outwards from the sorcerer like a vast crimson aura.

Ghaaroth NS (free product)

Those within the cloud have total cover (see pg. 258). Furthermore, solid objects such as weapons have difficulty penetrating the cloud from without, giving the occupants an effective protection of +4 DR. Any living thing attempting to penetrate will come up against the effects mentioned below.

If the cloud comes into contact with any creature, that creature must make a Fortitude saving throw or be dealt 1d6 nonlethal damage per two scholar levels of the sorcerer and be stunned for 1d6 rounds. A stunned character may not act and cannot use Dodge Defence or Parry Defence; attackers get a +2 bonus on attack rolls against a stunned opponent. A success on the saving throw halves the damage and means the creature is stunned for only one round.

The sorcerer can 'switch on' and 'switch off' the cloud as a free action up to once per round during its duration. If it is 'switched on' while other creatures are within its area of effect, the sorcerer may freely choose from among those creatures which (if any) are aboard the cloud and thus protected, concealed and transported by it as appropriate and which are attacked by it.

Material Component: Gold dust and herbal smoke-powders to a total value of 850 sp.

PRESTIDIGITATION

Prestidigitation is often one of the first sorcerous paths a scholar learns, since it allows the production of more or less immediate magical effects with which to impress or terrify ordinary folk.

CONJURING (BASIC PRESTIDIGITATION)

PP Cost: 1 point
Components: S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. per scholar level)
Effect: See below
Duration: Concentration
Saving Throw: See below
Prerequisites: Scholar level 1, Sleight of Hand 4 ranks

This spell allows the sorcerer to do minor acts of prestidigitation or illusion at a cost of 1 Power Point for each effect. Examples include suspending objects in mid-air or causing his eyes to glow red. The following effects are all possible uses of this sorcery style:

- Telekinetically move a small, unattended object (weighing up to 5 lb.), so long as it remains within the spell's range. The object can be moved at up to 20 feet per round.
- Place a small object (weighing up to 10 lb.) from your hands into midair, and have it remain there suspended, so long as you remain within the spell's range. Note that in this case you cannot move the object. If you deliberately end the spell, you may spend one round concentrating on lowering the object gently to the ground. If your concentration is broken, the object simply falls to the ground with a crash.
- Telekinetically guide a cloud of smoke or gas up to 5 feet by 5 feet by 5 feet in size. This could include a venomous gas cloud or similar herbal or alchemical product. The smoke can be moved at up to 10 feet per round.
- Control a normal shadow, up to 5 feet by 5 feet in size, as though it were a puppet, potentially altering its shape and size as well as causing it to perform certain actions.
- Alter your appearance in one minor way. This is not sufficient to provide an effective disguise but if desired you

Ghaaroth NS (free product)

could use it to gain a +4 circumstance bonus to Intimidate checks. Examples include growing horns, causing your eyes to appear reptilian and similar effects. This cannot grant you any bonuses to combat – horns or claws, for example, do not allow you to make any special attacks.

- Open or close a container or door at a distance. The object to be opened or closed must not be locked, barred, jammed or any larger or heavier than a standard, human-built door or chest.

- Colour, clean or soil objects (but not creatures) in a 1-foot cube each round. For example, the sorcerer could turn a rose from white to red, or make a little whirlwind to sweep dust under a rug.

- Chill, warm or flavour 1 pound of nonliving material. This could be used to make a cheap meal more palatable or chill an expensive wine before serving.

Burst Barrier

PP Cost: 2 points
Components: S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. per scholar level)
Target: One door, portcullis, wall, chest or other barrier
Duration: Instantaneous
Saving Throw: None
Prerequisites: *Conjuring*, scholar level 3

The sorcerer creates a surge of magical force, as though a giant had shoulder-charged some barrier or other object that for some reason merits the sorcerer's displeasure. He makes a Strength check as though the object had been hit by a Huge creature (+8 size bonus to Strength checks) with a Strength equal to (scholar level) x5.

Note that unlike a more physical attempt to break or burst an object, the magical force created by this spell is entirely silent. As a useful side effect, the spell also silences any noises that would usually caused by its action. Even if the door falls to the ground, completely torn asunder from its hinges, no noise will be created.

Telekinesis

PP Cost: 1 point
Components: S
Casting Time: 1 standard action
Range: Personal
Effect: One object
Duration: Instantaneous
Saving Throw: See below
Prerequisites: *Conjuring*, scholar level 3, Sleight-of-Hand 5 ranks
Ranged Attack Roll: Against target's Dodge Defence

The sorcerer can hurl an object from his hand at an opponent, expending personal sorcerous power to do so. Objects which can be thrown in this manner include all the herbal and alchemical items marked by an asterisk (*) later in this chapter, as well as such items as rocks, weapons and so on.

Most objects will deal either their standard weapon damage or improvised weapon damage appropriate to their size and composition. Herbal or alchemical items thrown will have their standard effects and may or may not require saving throws depending on the item. The main advantage of telekinesis over simply throwing the object by hand is its increased accuracy, particularly at range. The object can be hurled up to 120 feet and is never affected by range penalties.

Greater Telekinesis

PP Cost: 1 point/object affected
Components: S
Casting Time: 1 standard action

Ghaaroth NS (free product)

Range: Close (25 ft. + 5 ft. per scholar level)
Effect: Up to one object/scholar level
Duration: One round
Saving Throw: See below
Prerequisites: *Prestidigitation*, *telekinesis*, scholar level 3, Sleight-of-Hand 6 ranks, Bluff 6 ranks
Ranged Attack Roll: Against target's Dodge Defence

This works much like *telekinesis*, except as follows:

It can affect more than one object: either multiple objects if used in Found Objects mode, or up to two objects if used in Hidden Death mode (see below).

Found Objects: The objects to be hurled may be anywhere within range and are picked up and hurled without the sorcerer having to touch them.

Hidden Death: Up to a maximum of two objects may be affected, both of which must be about the sorcerer's person. He may draw and throw them both as part of the standard action taken to cast the spell, hurling one with each hand at no penalty. If he does this before combat has broken out and succeeds at a Bluff check opposed by his target's Sense Motive check, the target loses all dodge bonuses against the attack along with his Dexterity bonus to Dodge Defence, the objects seeming to appear out of nowhere into his hand and shooting forth all in the same movement.

SUMMONINGS

Perhaps the gateway to the greatest magical power is through summoning otherworldly entities to do one's bidding. Demonic pacts in particular can offer the sorcerer almost unlimited power but only at the most dreadful price, with the corruption of his very soul.

The Summoning sorcery style is unusual in that it offers a choice of two basic spells: *master-words and signs* and *demonic pact*. Put simply, the essential difference between these two is that if you learn *master-words and signs*, you compel a demon to work for you; if you learn *demonic pact*, you make a deal with a demon whereby you will work for it in return for certain assistance.

MASTER-WORDS AND SIGNS (BASIC SUMMONING)

PP Cost: 12 points
Components: V, S, M
Casting Time: 1 week
Range: See below
Target: One demon lord
Duration: Instantaneous
Saving Throw: Will negates
Prerequisites: Magic attack bonus +6, Knowledge (arcana) 15 ranks, must know at least four sorcery styles, must never have cast the *demonic pact* spell
Magic Attack Roll: Sets DC for target's saving throw

Master-words and signs summons up a demon lord and forces it to instruct the sorcerer in the Master-Words and Signs by which almost any entity ranked below it can be compelled. The sorcerer is able to compel the demon lord by demonstrating his superior magical prowess over it.

Only fairly high-powered sorcerers can learn this spell and so most prefer the quick and easy path of a *demonic pact* (see pg. 324). Though the demon lord will not serve the sorcerer directly, the knowledge of the Master-Words and Signs can be used to force other demons and similar entities to work for the sorcerer, which is often more useful in any case. He gains a permanent +2 circumstance bonus to any magic attack rolls made in connection with

Ghaaroth NS (free product)

summon demon, *summon elemental* or any other Summoning spells, or when targeting summoned creatures with other spells.

Furthermore, he may, up to once per round, use his knowledge of *master-words and signs* to formulate a simple spell, based on either a single Verbal or a single Somatic component (his choice). This is cast as a free action, costs 2 Power Points and affects a single summoned creature within Evil Eye range. The summoned creature must immediately make a Will saving throw (DC set by the sorcerer's magic attack roll) or be instantly dismissed back to its home.

Essentially, this spell opens the door to (and enhances) other summoning spells and assists with dismissing creatures summoned by other scholars; it has no especial effects other than that.

The demon lord gains a Will saving throw to resist the sorcerer's summoning and remain in its hellish home. For this purpose, its total Will saving throw bonus is assumed to be +12. If it succeeds, he may not cast this spell again until his magic attack bonus has increased, which may be by a simple level increase or some other means such as a Charisma bonus increase.

Once you have successfully cast this spell once, you no longer have any particular need to cast it again.

Material Component: Powders, potions, incenses and other trappings to a total cost of 2,000 sp.

Demonic Pact (Basic Summoning)

PP Cost: 2 points
Components: V, S, M
Casting Time: 1 hour
Range: See below
Target: One demon
Duration: 1 hour/scholar level or until task is fulfilled, but see below.
Saving Throw: None
Prerequisites: Scholar level 1, Knowledge (arcana) 4 ranks

The first time a sorcerer casts this spell, he voluntarily enters into a long-term pact with a demonic entity of medium power. The Games Master determines the precise nature of the demon, possibly in consultation with the player of the sorcerer character if the Games Master wishes.

Usually it will know all the spells from 1d4+1 sorcery styles (not including Summoning) in addition to *greater demonic pact*, *summon elemental* and *summon demon* from the Summoning style, though the precise number of styles known will be dependent on the type of demon with whom the pact is made. It will teach the sorcerer any of these spells whenever he would normally be eligible to learn a new spell or sorcery style but he will need to call it up by casting this spell once more. If he waits till he is eligible for a new spell before casting *demonic pact* for the first time, he can learn the new spell then, rather than having to re-cast *demonic pact*. The duration of *demonic pact* will always be sufficient for the sorcerer to learn the new spell from the demon.

Instead of learning a new spell, the sorcerer can call up the demon by casting *demonic pact* and make a deal that it will perform a specific task for him, such as attacking an enemy or scaring a rival. Such a task is always at the demon's discretion; it will not necessarily agree, or it may suggest an alternate task. Furthermore, it will always demand a price of some kind, usually a human sacrifice, for performing the task. Finally, because it is a demon, it may well attempt to twist the sorcerer's words, so that it performs to the letter but not the spirit of the task.

Ghaaroth NS (free product)

The demon will also help the sorcerer in a more direct manner, by granting him a small talisman, tattoo or brand which he can touch up to once per week as a free action to gain a +4 luck bonus on any skill check, ability check, attack roll or magic attack roll; or to gain a +4 insight bonus to his Defence for one round. This talisman, tattoo or brand retains its power even when the demon is not present, but it only works for the sorcerer himself. If ever a month goes by when the sorcerer does not either call up the demon by re-casting this spell or sacrifice a creature to it, then the power of the talisman, tattoo or brand is lost until the next time he performs one of those actions and the demon will consider this a breach of contract; sooner or later, he will come unbidden for the sorcerer, to carry him off to hell…

Each time a sorcerer casts this spell, he must make a Corruption saving throw (see pg. 287) or gain 1 point of Corruption. The first time he casts it, he automatically fails this saving throw.

A character who has already cast this spell on his own behalf can also cast it for the benefit of another willing character. In that case, the other character gains all the benefits and drawbacks of the spell, including the Corruption.

As well as the usual effects of Corruption, the sorcerer applies his Corruption as a circumstance penalty to any Will saving throws he makes against the sorcery or spell-like and supernatural abilities of the demonic entity with whom he has the pact. In addition, he applies his Corruption as a circumstance penalty to all magic attack rolls he makes against the demon with whom he has the pact.

Furthermore, if a sorcerer ever casts this spell for the benefit of another willing character, both the sorcerer and the character who makes the pact apply their Corruption as a circumstance penalty to Will saving throws and magic attack rolls concerning the newly called-up entity. Thus many sorcerers are reluctant to cast this spell on another's behalf, since the more people a sorcerer assists to make their own *demonic pacts*, the more demons there will be against whom his powers are weak.

No character can have a pact with more than one demon at any one time. If ever a sorcerer with a *demonic pact* should cast a *greater demonic pact* spell, the more powerful spell replaces the effects of the less.

Material Component: Powders, potions, incenses and other trappings to a total cost of 50 sp.

Demonic Pact, Greater

PP Cost: 8 points
Components: V, S, M
Casting Time: 3 hours
Range: See below
Target: One demon lord
Duration: 1 hour/scholar level, or until task is fulfilled, but see below
Saving Throw: None
Prerequisites: Magic attack bonus +6, *demonic pact*, Ritual Sacrifice, Tortured Sacrifice, Knowledge (arcana) 15 ranks, must know at least four sorcery styles, must have cast the *demonic pact* spell

This spell works as for *demonic pact*, except as noted above and below.

The demon summoned is any demon lord, rather than a demon of medium power as for *demonic pact.*

It knows all spells and all sorcery styles.

Rather than intervening personally on behalf of the sorcerer, the demon lord summoned with *greater demonic pact* will

Ghaaroth NS (free product)

send one or more minions, which can be any of the entities that could normally be summoned with the *summon demon* spell, up to a total maximum HD equal to twice the sorcerer's scholar level.

The insight or luck bonus granted by its brand, tattoo or talisman is doubled to +8.

Each time a sorcerer casts this spell, he must make a Corruption saving throw or gain 1 point of Corruption, as for *demonic pact*. However, he does not he automatically fail this saving throw the first time he casts *greater demonic pact*.

It is impossible for one sorcerer to have a pact with more than one demon or demon lord at a time. The *greater demonic pact* replaces the *demonic pact* that is the prerequisite for the spell.

Material Component: Powders, potions, incenses and other trappings to a total cost of 500 sp, plus a virgin human female who is sacrificed to the demon lord during the casting of the spell.

Summon Demon❄

PP Cost: 1 point/HD of demon
Components: V, S, M, XP
Casting Time: 1 full round
Range: See below
Effect: One demon, of maximum HD equal to the scholar's level
Duration: One task, lasting up to one hour/scholar level
Saving Throw: See below
Prerequisites: *Master-words and signs* or *demonic pact*, magic attack bonus +4
Magic Attack Roll: Sets DC for target's saving throw

This spell calls up a single demon to perform a specific task for the sorcerer. This could be as simple as 'defend me for the duration of the spell' or a good deal more complex. However, if the wording of the sorcerer's instructions allows for misunderstanding or wilful misinterpretation, it is likely that the demon will follow the letter of the agreement rather than the spirit.

As the sorcerer who casts this spell is instructing and ordering the demon in question, he need not make a Corruption saving throw. In effect, this does not count as 'making peaceful contact' with the demon – the sorcerer is using his own authority, or that of the demon with whom he has the pact, to force the summoned demon to co-operate, which is hardly either peaceful or in the demon's best interests.

The demon you are attempting to summon gains a Will saving throw (DC = your magic attack roll) to resist the spell and remain in its own hell, or in the Outer Dark, or wherever it abides.

Material Component: A pinch of powdered sulphur, cast into the air or onto the floor. The demon arises from the sulphur.

Experience point cost: 50 xp/HD of demon.

Summon Elemental❄

PP Cost: 2 points/HD of elemental
Components: F or V, M, XP
Casting Time: 1 full round
Range: See below
Effect: One elemental, of maximum HD equal to twice the scholar's level
Duration: One task, lasting up to one hour/scholar level
Saving Throw: See below
Prerequisites: *Master-words and signs* or *greater demonic pact*, magic attack bonus +7, Perform (song or an appropriate musical instrument) 10 ranks
Magic Attack Roll: Sets DC for target's saving throw

Ghaaroth NS (free product)

This spell calls up a single elemental to perform a specific task for the sorcerer. This could be as simple as 'defend me for the duration of the spell' or a good deal more complex. In most cases, though, the elemental will perform the task to the best of its ability and understanding, rather than deliberately misunderstanding as a summoned demon usually would. The elemental is summoned up anywhere within line of sight of the sorcerer.

The task must never be more than literally one single mission. For example, an air elemental could carry the sorcerer's servant from Vendhya to Zembabwe but not wait around till he finishes his business there and bring him back. A water elemental could be summoned up to cause a river to flood, to destroy a specific ship (or even a whole fleet of ships) or to guard a port town and attack any black-sailed ships that come near it for the duration of the spell. However, it could not destroy a ship in the Western Ocean, rush over to the Baracha Isles to destroy another ship in the harbour at Tortage and then head to Argos to cause a storm. The elemental, as played by the Games Master, will never agree to any task that sounds like it is really two missions disguised as one. An elemental will regard any single use of one of its special attacks as a task in and of itself.

One option that always exists with elementals is to call them up on a contingency basis. In this case, the sorcerer casts the spell in advance, explains the task the elemental is to be called up for and the event that will trigger it, then dismisses the elemental again. If the triggering event occurs within the duration of the spell, the elemental will manifest automatically, perform the task, and leave once more. If the triggering event does not occur within the duration of the spell, the spell will be wasted and nothing will happen. When summoned up on a contingency basis in this way, the elemental will be unable to manifest unless the material component is present as usual, though the focus or verbal component is only necessary when initially casting the spell.

The elemental you are attempting to summon gains a Will saving throw (DC = your magic attack roll) to resist the spell and remain in its own strange home. If summoned up on a contingency basis, it may only make one Will saving throw, when you call it up to begin the initial negotiations – if the contingency later occurs, it manifests without getting a saving throw to stay home.

Focus: A musical instrument, played by the sorcerer during the casting time. This must be appropriate to the elemental called: a drum for water elementals, song or pipes for air elementals, stringed instrument for fire elementals or horn for earth elementals. A sorcerer with 10 ranks of Perform (song) does not need to use a separate instrument when calling up an air elemental (only), as his voice is acts as a verbal component to replace the focus.

Material Component: A small quantity of the element to be summoned up. This need only be a token amount: a breath of air for an air elemental (which is usually provided by the air that forms the sound of the song or pipe music), a cupful of water for a water elemental, a small fire (such as is caused by a handful of flame-powder) for a fire elemental, and at least four cubic inches of bare earth for an earth elemental.

Experience point cost: 50 xp/HD of elemental.

THE WAR OF SOULS

A war of souls is a clash of pure will, typically fought between sorcerers. Bodies remain motionless while minds strive for dominance. Those who gain the upper hand

Ghaaroth NS (free product)

in a war of souls can sap the power of their rivals, leaving them unable to use sorcery. A group of sorcerers can collectively wage a war of souls upon a single victim, rapidly stripping away his power and leaving him senseless. Even demons can be subdued by a war of souls, though this process is dangerous.

War of Souls Check

Repeatedly in a war of souls, you need to make opposed war of souls checks against an opponent. A war of souls check is like a magic attack roll. Your attack bonus on a war of souls check is:

Total magic attack bonus + special hypnotism modifier

Special Hypnotism Modifier: The special hynotism modifier for a war of souls check is as follows: +2 for knowing the *entrance* spell and an additional +2 if at least one advanced hypnotism spell is known. These bonuses are added up and then added to your total magic attack bonus. Although sorcerers find it very difficult to use the Hypnotism spells *per se* against other sorcerers, many of the techniques taught under that sorcery style can assist in modified form when fighting a war of souls.

Starting a War of Souls

To start a war of souls, you need to restrain your target mentally. Any sorcerer may declare a war of souls by challenging any other sorcerer who is within Evil Eye range (see pg. 293). This is a full-round action.

Starting a war of souls requires a successful magic attack roll. Only sorcerers, outsiders and magical beasts may be targeted by a magic attack roll.

You make a magic attack roll to lock your target in mental combat. If the target succeeds at his Will saving throw, the war of souls fails and is cancelled. If he fails his Will saving throw, the two of you are now engaged in a war of souls.

War of Souls Consequences

While you are engaged in a war of souls, your ability to attack others and defend yourself is limited.

No Threatened Squares: You do not threaten any squares while engaged in a war of souls.
No Dodging Or Parrying: You cannot dodge or parry while engaged in a war of souls.
No Movement: You may not move normally while engaged in a war of souls.
No Spells: You may not cast any spells while engaged in a war of souls.

If You Are Engaged in a War of Souls

When you are engaged in a war of souls (regardless of who started it) you can perform either of the following full-round actions.

Drain Your Opponent

While engaged in a war of souls, you can drain Power Points from your opponent. Make an opposed war of souls check in place of an attack. If you win, you drain 1d6 Power Points from your opponent. You gain any Power Points he loses in this way. If this reduces his Power Points to 0 or below, any further drain instead causes him 1d6 damage to Wisdom. You gain no particular benefit from damaging his Wisdom in this way, though of course if you can reduce his Wisdom to 0 he is helpless.

Ghaaroth NS (free product)

Corruption: Staring into the eyes of a demon is a risky activity, for if you gaze into the abyss, the abyss gazes also into you. Any character engaging a demon of any kind in a War of Souls must make a Corruption check (standard DC for the demon) every time the demon successfully drains him.

Break Off from War of Souls

You can break off a war of souls by winning an opposed war of souls check in place of making an attack. If more than one opponent is engaged in a war of souls with you, your war of souls check result has to beat all their individual check results to break off. (Opponents do not have to try to keep you engaged in the war of souls if they do not want to.) If you break off, you are no longer engaged in the war of souls.

Joining a War of Souls

If your target is already engaged in a war of souls with someone else, you can use a full-round action to join the war of souls as usual, as above. You still have to make a successful opposed war of souls check to become part of the war of souls.

If there are multiple opponents involved in the war of souls, you pick one to make the opposed war of souls check against.

Multiple Combatants in a War of Souls

Several combatants can be in a single war of souls.

When you are engaged in a war of souls with multiple opponents, you choose one opponent to make an opposed war of souls check against. The exception is an attempt to break off the war of souls; to successfully break off, your war of souls check must beat the check results of each opponent.

Magical, Herbal and Alchemical Items

These items are not all magical in the usual sense of the word. Some are merely mysterious but are based on knowledge that only sorcerers tend to have, such as alchemy and certain similar crafts. However, to the ignorant, anything found here will be regarded as sorcery. Little distinction will be made between the person of the sorcerer, the items he carries and the magical effects he can produce.

Magical Items

Characters operating under these rules cannot make the items in this section; the knowledge has been lost for centuries and so the items must be found in person, or the secrets of their manufacture searched out in such ancient arcane sources as the *Scrolls of Skelos* supplement.

Bane Knife of Khosatral Khel

This heavy, curved knife was forged from meteoric iron with the specific intent of binding and then slaying Khosatral Khel, who was one of the most powerful sorcerer-gods of a bygone age, a little over a thousand years ago. It is fashioned to resemble a

Ghaaroth NS (free product)

Buying and Selling Magical, Herbal and Alchemical Items

It is very nearly impossible to buy any of the items in this chapter in the normal sense, including the herbal preparations, poisons and alchemical items. Though some of the latter items are indeed bought and sold, the trade is almost always an exclusive one. Lotus plants and preparations, for example, are sent by caravan from Khitai to Stygia; but they are all for the use of the priests and sorcerers who form the theocratic government of Stygia and are not for sale to adventurers.

The price listed, then, is no more than a guideline. In most cases it is the approximate price of the item if you were able to buy it legitimately somehow. For the majority of items, there is no way to buy them legitimately for the average character, so the price instead is used to determine the cost and time of manufacture for those who gain the skills to make the item themselves (see pg. 126). A particular rich adventurer might be able to afford to have special items stolen to order, at a cost of two or three times the listed amount – half up-front – with no guarantee that the thieves will ever make it back with the goods, or even alive for that matter.

It will usually be possible to sell items from this chapter at between 50% and 150% (30% + 2d6 x 10%) of the nominal value, if the seller is in a large city or has contacts with powerful sorcerers. Astute scholars will realise that it is possible to make a fair living travelling to exotic lands and gathering strange herbs for preparation in person, then selling them on once back in civilisation. This is true, though it is not necessarily any less risky than any other adventurous undertaking!

Magical items proper, such as crystal balls, are never for sale. These artefacts will always either have found their way into the hands of a sorcerer already, or be so remote from civilisation and so well guarded that no sorcerers in living memory have been able to get their hands on them.

Yuetshi knife, though it is far more elegant than those crude fishermens' blades, lacking their utilitarian saw-edge. The pommel is jewelled and the hilt wrapped in shagreen leather.

The bane knife of Khosatral Khel can be used in three possible ways:

- A character holding this knife can cancel any spell cast by Khosatral Khel as a free action, at the cost of 1 PP or 1 hp damage (character's choice).

- If the knife is touched to Khosatral Khel, he is immediately paralysed (no saving throw) for 2d6 rounds, or until the knife is removed from contact with him, whichever happens later.

- If the knife is used to attack Khosatral Khel directly, it does full damage for a Yuetshi knife, with an additional damage bonus of +1d6. Khosatral Khel's Damage Resistance has no effect against the Bane Knife.

The bane knife of Khosatral Khel can be taken as an example of the bane weapon, a weapon designed to slay a specific, named supernatural entity. Other bane weapons may be found with similar game statistics, but each will be dedicated to fighting one individual creature, never a whole class of creatures such as 'all demons.'

Ghaaroth NS (free product)

CRYSTAL BALL

This shimmering crystal sphere is around six to eighteen inches in diameter. There is no particular advantage to crystal balls of varying sizes, other than the obvious practical ones: increased detail for larger crystal balls, but increased portability for smaller ones. Often a powerful sorcerer will try to have at least two crystal balls, a small one to carry and a larger one to use in his home.

In any case, a crystal ball grants a +4 enhancement bonus to the magic attack roll when using the *visions* spell.

CRYSTAL BALL OF SPEECH AND VISION

Certain crystal balls come as a set, with one or more smaller crystal balls that are a mere three inches or so in diameter. The main crystal ball functions exactly like a standard crystal ball (see above), as well as having the following properties.

A sorcerer who has a *visions* spell in operation may use the larger crystal ball to speak with the possessor of one of the smaller crystal balls, if that character is also the subject of the *visions*. A two-way conversation is possible. Speaking in this way expends an additional +1 PP per minute. Note that other sounds are not transmitted, only speech between the sorcerer and one subject.

The smaller crystal balls do not function other than to act as means of communication with the main one. The only image they will ever show is the face of the sorcerer who is currently using the main crystal ball (if any).

SILVERY MIRROR

A silvery mirror is in effect something like a lower-quality version of the crystal ball, with the advantage that its magical properties will not be immediately obvious to the ignorant. Most silvery mirrors are quite large, suitable for mounting on a wall, though smaller pocket-sized versions may also be found occasionally with concomitant gains in portability and losses in clarity of vision.

It grants a +2 enhancement bonus to the magic attack roll when using the *visions* spell.

SPELLBOOKS

Spellbooks are usually written on human skin that has been flayed from the flesh of living victims.

Sorcerers do not need spellbooks to cast their spells but may find useful arcane lore in the spellbooks of another; these tomes are often written to make the job of teaching acolytes less burdensome. Any one spellbook contains full information on 2d4 spells from one or more sorcery styles and adds a +4 bonus to the Knowledge (arcana) check made to research any of the spells detailed within it.

STAFF OF DEATH

This Khitan magical item resembles a quarterstaff. It can be used as a weapon, in which case it is treated as a quarterstaff but with a +1 enhancement bonus on all attack rolls made with it. In addition, it can be used to deliver spells that have a range of 'touch'. Used in this way, it activates the spell whenever it strikes an enemy, whether or not its regular melee damage penetrates his armour. The staff itself is said to be cut from 'the living Tree of Death,' and must be crafted individually for the wielder. If

Ghaaroth NS (free product)

stolen or otherwise acquired from the original wielder, it has no effective.

Drugs, Poisons and Herbal Preparations

The raw materials for herbal items are generally very tricky to obtain and the final substances are also often difficult and time-consuming to manufacture. Rather than buying the raw ingredients, a herbalist will usually need to search for them himself. It is rare to find unprepared herbs for sale, since anyone who knows which herbs to pick also knows there is far more profit to be had in selling the various extracts and drugs that can be made from them than selling the herb by itself.

The most notorious of all herbs are the feared lotus plants. Lotuses come in a number of varieties and some of these varieties have several different uses. See the sidebar, An Introduction to the Lotus, for more information about lotus plants and the preparations that can be derived from them.

When gathering a venom or other product that derives from a particular creature rather than a mere plant, the Games Master will require you to play out at least one combat with it as well as simply finding it. These poisons are usually gathered with the Poison Use feat, rather than the Craft (herbalism) skill, since the latter only covers plant based products. Plant-based poisons such as the Apples of Derketa can be gathered either with the feat or the skill.

Full rules for crafting herbal items can be found in the Skills section (see pg. 127).

An Introduction to the Lotus

Various lotus plants can be found everywhere from Khitai to Kush. They seem to grow predominantly in jungle or swamp environments, though none grow in the Pictish Wilderness. Even among scholars, there is some confusion as to the nomenclature of the various types of lotus plant and the various preparations that can be made from them. The following system of classification is intended to be simple and comprehensive; it includes all the various lotus plants and preparations mentioned in the Conan stories.

Black Lotus: The most versatile and infamous of all the lotus plants is the black lotus. It grows extensively in the jungles around the Zarkheba River and is used by the denizens of the lost city of Xuthal, among other places, to make a variety of preparations. It seems likely that it also grows elsewhere in the Black Kingdoms, though probably nowhere so lushly as around that black-watered river. The plant itself is actively malevolent and is treated as a plant creature; see *The Scrolls of Skelos*. Those who can get close enough to harvest it without being overcome by its dread fumes can find a variety of uses for it, including the deadly poison Black Lotus Juice (see pg. 334), the incense-like drug Black Lotus Powder (see pg. 334), and the potent wine known as Black Lotus Wine (see pg. 334). The fresh-cut flowers are known as Black Lotus Blossom (see pg. 334) and are particularly potent in their hallucinogenic and narcotic effects.

Golden Lotus: This lotus plant is something of a mystery. Its extract, Golden Lotus Juice (see pg. 335), is found in Zamboula and is perhaps the most beneficial of the various lotus preparations. However, if the plant itself is related to the other lotus plants then

Ghaaroth NS (free product)

it must grow in a swamp or jungle, of which there are few near the steppes and deserts around Zamboula. It seems likely that this is another Khitan export, since Zamboula is on the main caravan route that extends from Khitai to Stygia. That would account for its relative rarity, as otherwise it would seem odd that such a useful plant would not be found more commonly in the Hyborian kingdoms. Alternatively, it is certainly possible that it is related to the white and black lotuses and so grows in Kush and the other Black Kingdoms. It could even be a swamp plant from southern Stygia, like the purple lotus. If it does indeed grow in Kush or Stygia, it must be scarce indeed, for it is highly prized.

Green Lotus: One of the two varieties of lotus found as far east as Khitai, the green lotus in its natural form is almost black in colour and so is sometimes called black lotus by the ignorant. Green lotus blossoms are cut from the lost jungles of Khitai by the priests of Yun, who dry the great flowers out and powder them into a fine dust for export by caravan to Stygia. This dust is known as Green Lotus Blossom (see pg. 335) and is one of the deadliest poisons known to man.

Grey Lotus: Perhaps related to the green lotus, the grey lotus is also found close to Khitai, but in the Swamps of the Dead beyond that mystical land. Its blossoms are cut, dried and powdered, then exported as far as Corinthia and perhaps elsewhere. Grey Lotus Blossom (see pg. 335) sends any who breathe its dust immediately and murderously insane.

Purple Lotus: Found only in the ghost-haunted swamps of southern Stygia, the purple lotus has only one known use. The juice extracted from all parts of the plant forms a powerful paralytic poison, known as Purple Lotus Juice (see pg. 336).

White Lotus: The white lotus tree is larger than the other lotus plants, and is surprisingly benign or at least harmless. It grows in Keshan and elsewhere in the northern Black Kingdoms, but nowhere else. There are no particularly powerful uses known for the plant, though it is possible that it may have properties only brought out by combining it in another herbal preparation. If so, experiment is the only way to find out for sure.

Yellow Lotus: Closely resembling the black lotus in its effects but a far less potent plant, the yellow lotus secretes Yellow Lotus Resin (see pg. 336) but has no other particularly useful properties. It seems likely that it, like the black lotus, grows somewhere in the northern Black Kingdoms but is used by sorcerers from around the world.

Apples of Derketa

These large apple-like globes are dark crimson in colour and grow on a tree whose broad leaves are a rich and peculiarly vivid green. The trees grow in the lush jungles of Kush.

The apples are a deadly poison if eaten, or if the fresh juice is smeared on weaponry. The juice even inflicts some damage if spilt onto skin. The apples need no particular preparation to be poisonous, so the Craft (herbalism) skill is not needed to make use of the poison, though it could be useful in finding a place where they grow.

The juice's potency lasts only for an hour or so, though an apple could conceivably be carried for a week before losing its potency.

Black Lotus Blossom

The flowers of the black lotus give off a heady scent that causes dream-haunted slumber. Any who inhale them must make a Fortitude saving throw (DC 25) or fall fast asleep for 1d3 hours. However, this sleep

Ghaaroth NS (free product)

can also be useful, for the dreams that result are often prophetic or otherwise highly informative in nature. Anyone undergoing the sleep of the southern lotus may attempt a Knowledge (arcana) skill check once per hour to gain some useful insight into his current situation, at the Games Master's discretion. If this information tells of an immediate threat to his sleeping body, he may attempt to rouse himself through sheer willpower alone with a Will saving throw (DC 25).

Black Lotus Juice

This is a deadly poison, plain and simple. It immediately brings a man to his knees, weak as a kitten, and finishes him off soon after.

Black Lotus Powder

This incense-like stuff is burnt to provide dreamy, opium-like effects which can either boost a sorcerer's power or allow rapid recovery from major sorcerous efforts, at the cost of a distinct lack of function for a day or so.

A sorcerer who has been reduced below 0 PP by the Pushing It rules (see pg. 280) or some other means may return to full Base PP by burning one dose of the powder and then spending 4d6 hours completely helpless as he alternates between an unconscious stupor and wild waking dreams.

A sorcerer who is at 0 PP or above when he burns the black lotus gains 1 PP per hour for 4d6 hours, up to a maximum of his Maximum PP. His PP will not begin to reduce back to his Base PP until the black lotus powder wears off. He is not completely helpless during this time, but will suffer a -4 circumstance penalty to all Listen and Spot checks.

Cost: 300 sp/dose

Black Lotus Wine

Also known as lotus-juice, this is a wine-like drink, drunk for pleasure. It is a mixture of various extracts from the black lotus, steeped in a sizable quantity of strong wine. The quantities used in the recipe are a closely guarded secret, for if the balance is wrong the drinker may be made permanently insane or even killed by the lotus juices. When it is made correctly, lotus wine will render the drinker unconscious through alcohol poisoning before it kill him from the quantity of lotus used. The general effects are similar to those of burning black lotus powder, except that the wine offers no particular benefit to sorcerers – only hallucinations and drunkenness to dull the senses of the jaded. Black lotus wine is particularly common in the mad city of Xuthal.

Cost: 50 sp/pint

Black Stygian Scorpion Venom

A single drop of this deadly venom is enough to slay a strong man, if it gets into his bloodstream.

Golden Lotus Juice

This golden liquid is extremely scarce and valuable, for it provides instantaneous relief from all herbal and alchemical effects, including the slumber, paralysis or madness that may be caused by some of the other lotus varieties. Drinking a single dose of it will also cure 1d6 points of ability damage, if the drinker has any.

Cost: 1,200 sp/dose

Ghaaroth NS (free product)

Great Serpent Venom

This powerful poison is carefully 'milked' from the great serpents that infest the swamps of Zingara.

Green Lotus Blossom

This is often called black lotus, though it is not the same plant as the true black lotus of Xuthal and the Zarkheba River. The green lotus blossom is a greenish-yellow powder that kills when inhaled. It grows only in the jungles of Khitai but is exported in small quantities to Stygia by caravan.

Grey Lotus Blossom

Any who breathe in this dust and fail their Fortitude saving throws are not only dealt ability damage but also enter berserk furies identical to those described under the Fighting-Madness feat (see pg. 163). While infuriated, they will attack the nearest living creature.

Purple Lotus Juice

This is by far the most powerful paralytic poison known, capable of felling even the mighty Conan.

Poisons

Poison	Type	Initial Damage	Secondary Damage	Price
Apple of Derketa Juice	Contact DC 20	1d6 Con	1d6 Con	500 sp
Apple of Derketa Juice	Injury DC 22	2d8 Con	2d8 Con	500 sp
Apple of Derketa	Ingested DC 21	2d6 Con	2d6 Con	500 sp
Black Lotus Blossom	Inhaled DC 25	1d3 Str + Hallucinations	Unconsciousness	1,250 sp
Black Lotus Juice	Ingested DC 22	1d10 Str + 1d6 Con	2d6 Con	750 sp
Black Stygian Scorpion Venom	Injury DC 23	2d4 Con + 2d6 Dex	2d4 Con + 1d6 Dex	1,000 sp
Great Serpent Venom	Injury DC 21	2d6 Con	1d6 Con	850 sp
Green Lotus Blossom	Inhaled DC 24	1d6 Con	2d6 Con	1,500 sp
Grey Lotus Blossom	Inhaled DC 22	2d6 Wis + Madness (see description)	1d6 Wis	800 sp
Purple Lotus Juice	Injury DC 28	3d6 Dex + Paralysis	1d6 Dex	2,500 sp

Ghaaroth NS (free product)

YELLOW LOTUS RESIN

This is something like a poor man's black lotus powder, a dark yellowish-brown resin scraped from the leaves and flowers of the yellow lotus. Yellow lotus resin is used by sorcerers to provide visions and trances, with a strong hallucinogenic effect. Its effects last for 2d4 hours. It grants a +2 circumstance bonus to all Knowledge (arcana) checks made with relation to Divination. Furthermore, during its duration the sorcerer is considered to be resting for purposes of regaining power points, whatever he is actually doing. However, he has a -2 penalty to Listen and Spot checks while affected by the resin and for 1d6 hours thereafter.

Cost: 125 sp/dose.

THE EFFECTS OF POISON

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage, which is usually ability damage. Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched, unless the poison is wiped off before a target comes in contact with it. Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used.

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows:

Contact: Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

Ingested: Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. Thieves and other characters tend to use ingested poisons outside of combat.

Inhaled: Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Alternatively, four doses may be placed in a specially designed one-use blowpipe (cost 20 sp) to fill the volume of a 20-foot by 20-foot by 10-foot high cuboid; the blowpipe used in this way has a range increment of 5 feet. Each creature within the area must make a saving throw. Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body. The cloud typically persists for 3d6 rounds, so it is possible for it to affect several creatures if they wander into it after the initial targets; furthermore, at the Games Master's discretion, it is subject to being blown by the wind during this time and could potentially be blown back towards its users.

Ghaaroth NS (free product)

Injury: This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

The characteristics of poisons are summarized on the Poisons table. Terms on the table are defined below:

Type: The poison's method of delivery (contact, ingested, inhaled or via an injury) and the Fortitude saving throw DC to avoid the poison's damage.

Initial Damage: The damage the character takes immediately upon failing his saving throw against this poison. Ability damage is temporary. Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours.

Price: The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal and even in big cities it can be obtained only from specialized, less than reputable sources.

Perils of Using Poison

A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a natural 1 on an attack roll with a poisoned weapon must make a DC 15 Reflex saving throw or accidentally poison himself with the weapon. These penalties can be obviated by selecting the Poison Use feat (see pg. 175).

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures (constructs and undead) and creatures without metabolisms (such as elementals) are always immune to poison. Certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

Alchemical Items

Alchemical items are quite similar in nature to herbal preparations, except that they require more extensive tools, usually a fully functional alchemist's laboratory. Full rules for crafting alchemical items can be found in the Skills chapter (see pg. 125).

Note that alchemical items marked with an asterisk (*) can be used in conjunction with the *greater telekinesis* spell.

Outfitting an Alchemist's Laboratory

Unlike the usual crafts, whose practitioners can often get by with portable toolkits, alchemy requires a great deal of equipment if one is to practice it at all, let alone successfully. At a bare minimum, a room around 10 feet by 10 feet will need to be set up to serve as a laboratory. Alchemical work can only be done if the alchemist is undisturbed, so a stout lock, a certain amount of isolation and guards of some kind are all recommended for the laboratory.

A basic laboratory can be set up for some 500 sp, so long as the above requirements are also met. This has only the bare

Ghaaroth NS (free product)

minimum of equipment, such that in effect the alchemist is working with improvised tools (-2 to all Craft – alchemy checks), though without even this minimal lab no work at all can be done.

For a more advanced laboratory, a 20-foot by 20-foot room will be required, along with 1,500 sp in equipment. This gives neither bonuses nor penalties to alchemy.

A masterwork laboratory requires a 30-foot by 30-foot room and equipment costing 5,000 sp. This grants a +2 bonus to all Craft (alchemy) checks.

Acheronian Demon-Fire ❁

This powerful demon-fire recipe, older and subtler than Kothic Demon-Fire , is loaded into a glass orb which can be flung at an opponent. It can either be hurled directly at a character, or on to the ground. In either case it has a range increment of 10 feet. If thrown at a character, a ranged touch attack roll is made against his Dodge Defence. As usual for missile fire, Parry Defence cannot be used; a character who attempts to parry a demon-fire orb will simply set it off as soon as it contacts the parrying weapon. Against a character, it inflicts 1d6 fire damage and incapacitates him for 1d6 hours. He may make a Fortitude saving throw (DC 25) to avoid the incapacitation effect, but not the damage.

If thrown at the ground, the Acheronian demon-fire affects a 10-foot by 10-foot area. Any character within the area affected must make a Reflex saving throw (DC 20) or sustain 1 point of fire damage and be stunned for 1d4 rounds. A stunned character can take no actions, can neither dodge nor parry and opponents receive a +2 bonus to their attack rolls to hit him.

Cost: 1,500 sp. Requirements: Craft (alchemy) 6 ranks.

Flame-powder ❁

Flame-powder is something of a poor-man's demon fire. It is magically treated sulphur, which will burst into flame as soon as it is struck hard or crushed. It can be hurled to the ground with some force but only immediately adjacent to the sorcerer throwing it. In this case it affects a 5-foot by 5-foot area within 5 feet of the sorcerer, bursting into small flames that last for one round and deal 1d4 fire damage to any creature within its square, as well as potentially starting fires. Alternatively, it can be simply poured out over a surface, so that the next creature weighing at least 200 pounds who steps on it while running (or who weighs 400 pounds or more but steps on it while walking) immediately triggers the effect. Used in this latter way, the flame-powder will lose its potency after one hour if no one steps on it.

Cost: 50 sp. Requirements: Craft (alchemy) 4 ranks.

Golden Wine of Xuthal

This nectar-like liquid heals wounds almost instantaneously, and if drunk regularly prolongs life too. It is found only in the lost city of Xuthal, deep in the Southern Desert. It is possible that the golden wine is derived from the golden lotus (see pg. 335), but this is no more than speculation – the secret of its manufacture is known only to the half-dreaming citizens of Xuthal.

A single dose of this wine is sufficient to instantly heal 2d8 + (2 x character level) hit points on any wounded character. It also instantly restores up to (1d6 + character level) ability score loss in each damaged ability, if any (see pg. 248).

Cost: 1,750 sp/dose. *Requirements:* Craft (alchemy) 12 ranks, must discover the

Ghaaroth NS (free product)

recipe from the Xuthallans or by other researches.

Kothic Demon-Fire ❁

This small glass orb is filled with a deadly combination of substances that ignite into heat and flame on contact with air. It can either be hurled directly at a character, or on to the ground. In either case it has a range increment of 10 feet.

If thrown at a character, a ranged touch attack roll is made against his Dodge Defence. As usual for missile fire, Parry Defence cannot be used; a character who attempts to parry a demon-fire orb will simply set it off as soon as it contacts the parrying weapon. Against a character, it inflicts 5d6 fire damage and stuns him for one round. A stunned character can take no actions, can neither dodge nor parry and opponents receive a +2 bonus to their attack rolls to hit him. He may make a Fortitude saving throw (DC 20) to avoid the stun effect, but not the damage.

If thrown at the ground, the Kothic demon-fire affects a 10-foot by 10-foot area. Any character within the area affected must make a Reflex saving throw (DC 20) or be dealt 2d8 fire damage.

Cost: 500 sp. *Requirements:* Craft (alchemy) 4 ranks.

Lotus Smoke ❁

Lotus smoke is a preparation derived from any lotus blossom: green, grey or black. When cast on the ground (treat as a thrown weapon with a range increment of 5 feet) it sheds light in a 15 feet radius. One round later, it turns into a glowing ball that affects all who look on it (treat as an Evil Eye range spell) as though targeted by an *entrance* spell cast by the sorcerer who created the lotus smoke. The ball moves 10 feet in the same direction as it was initially thrown. One round later still, it turns into a cloud of smoke 15 feet by 15 feet by 15 feet in size, which moves in the same direction again, this time at 20 feet per round for 2d6 rounds. In smoke form, it has exactly the same effect as the lotus blossom it was originally derived from.

Cost: Lotus blacksmoke, 3,750 sp; lotus greensmoke, 4,500 sp; lotus greysmoke, 2,400 sp. *Raw Materials:* 1 dose of either green, grey, or black lotus blossom (which is considered to replace the usual 1/3 cost for raw materials). *Requirements:* Craft (alchemy) 10 ranks, Craft (herbalism) 8 ranks, *entrance*.

Stygian Tomb-Dust ❁

This dust causes temporary blindness when flung into the eyes. The target gets a Reflex saving throw (DC set by your magic attack roll) to avoid it completely.

If he fails, he is blinded for 2d6 rounds. A blinded character cannot see; neither dodging nor parrying are allowed; he moves at half speed; he suffers a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks; all checks and activities that rely on vision (such as reading and Spot checks) automatically fail; all opponents are considered to have total concealment (50% miss chance) to him.

Cost: 400 sp. *Requirements:* Craft (alchemy) 5 ranks, Knowledge (arcana) 5 ranks.

Expanding the Acolyte Background

The following are examples of typical scholars who have the Acolyte background. These represent the standard methods of teaching within the sorcerous societies listed; it is not usually possible for a

Ghaaroth NS (free product)

character to deviate from these teaching methods once he has commenced them, though sometimes an individual master will alter the curriculum somewhat. A character who breaks away from his sorcerous society, or who studies elsewhere in secret, may certainly learn different spells with the agreement of the Games Master (usually as though Independent or by making a Pact with a demon) though this often has its own risks, such as covens wanting revenge if they discover their acolyte has rejected their teaching.

Scholars with the Pact or Independent background are usually unique in their level progression, while Priests tend to have more freedom to choose spells, but a more limited range of spells to choose from – see the Religion chapter.

Acolytes

Khitan Sorcerer: Most Khitan sorcerers value information above all else and though they will not hesitate to slay those who deserve it or are their allotted targets, they prefer to avoid unnecessary deaths. They also learn Oriental magic and curses, making them highly effective combatants.

These sorcerers usually wear hooded, wide-sleeved robes of a very dark grey or black material and sandals beneath their robes. They favour staffs as a weapon, and, if they can get them, Staffs of Death (see pg. 332) as a means of delivering their spells.

Khitan sorcerers almost always travel and train in small groups. One member of the group will be the senior sorcerer, responsible for teaching the others. He will usually be scrupulously fair but by no means a pushover.

Specific Acolyte Backgrounds

Level	Khitan Sorcerer	Kushite Witch-Finder	Pictish Shaman
1	Calm of the Adept	Astrological Prediction	Summon Beast
2	Astrological Prediction	Warding	Lesser Ill-Fortune
3	Warrior Trance	Incantation of Amalric's Witchman	Greater Summon Beast
4	Psychometry, Raise Corpse	Lesser Ill-Fortune, Psychometry	Ill-Fortune, Warding
5	Gelid Bones	Rune of Jhebbal Sag	Rune of Jhebbal Sag
6	Darting Serpent	Visions	Greater Ill-Fortune
7	Mind-Reading	Greater Warding	Greater Warding
8	Warding, Greater Warding	Free Choice	Dance of the Changing Serpent, Astrological Prediction
9	Sorcerous News	Free Choice	Free Choice
10	Death Touch	Free Choice	Free Choice

Ghaaroth NS (free product)

Kushite Witch-Finder: The Kushite witch-doctors, witchmen or witch-finders are particularly famed for their countermagic abilities. Their duties are to protect the tribe from rival witches, predict the future and curse tribal enemies, in approximately that order of importance.

Most favour feathers, bones and animal skins as their outfit, in classical shamanic style. Often they also sport long, wild dreadlocks.

The Kushite tradition of scholarship is in many respects far more open-minded than that of the more supposedly civilised nations. They are happy enough to share their knowledge with others, even those from distant lands. Likewise their sorcerers rarely exert undue influence over their acolytes – though a senior witchman can be a harsh taskmaster, he is genuinely concerned for the welfare of his acolyte and desires to train him to be an asset to their tribe.

Pictish Shaman: The shamans of the Pictish Wilderness are a dangerous bunch, though fortunately they spend most of their time fighting each other rather than banding together and raiding the Hyborian kingdoms. Thus some of the earliest spells they learn are curses, and they love practising such magics.

Like the witchmen of Kush, Pictish shamans favour feathers, bones and simple loin-clouts as their garb, though the relatively light-skinned Picts also use war paint and other ceremonial colouring to show off their intent and call their spirits' attention.

Pictish shamans are wary of sharing their magic and this reticence even extends to their own tribe or even family. Acolyte shamans had best be constantly on the alert to prove their loyalty, or they are likely to

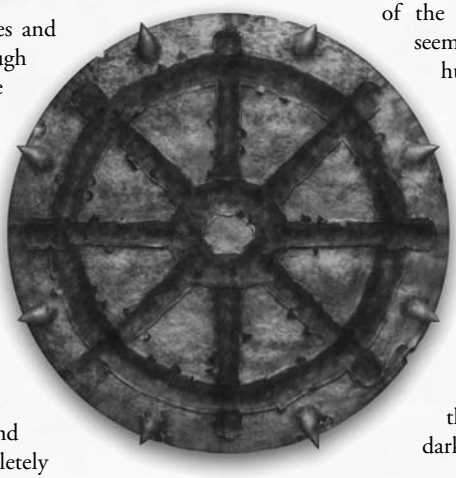
Rakhsha	Wise-Woman or Cunning-Man	Sorcerer of the Black Ring
Entrance	Summon Beast	Conjuring
Calm of the Adept	Astrological Prediction	Lesser Ill-Fortune
Darting Serpent	Animal Ally	Telekinesis
Warrior Trance, Warding	Greater Summon Beast, Warding	Warding, Greater Telekinesis
Hypnotic Suggestion	Visions	Ill-Fortune
Domination	Sorcerous Garden	Greater Ill-Fortune
Savage Beast	Dream of Wisdom	Greater Warding
Lesser Ill-Fortune	Free Choice	Raise Corpse, Burst Barrier
Greater Warding	Free Choice	Free Choice
Mass Hypnotic Suggestion	Free Choice	Free Choice

Ghaaroth NS (free product)

find themselves used as the next sacrifice to the weird Pictish gods.

Rakhsha: These Vendhyan and Himelian scholars are experts with Oriental Magic. They usually combine this expertise with at least some knowledge of martial arts, to complement such spells as *warrior trance.* They are also skilled hypnotists, capable of defeating most foes without so much as lifting a finger or raising a sweat. Finally, most learn at least a measure of countermagic, recognising that another sorcerer is a far greater threat than most ordinary humans could ever be.

Most wear plain robes and appear unarmed, though they often have concealed weaponry or sorcerous objects under their robes.



Rakhshas are usually acolytes of far more powerful groups. Those from the Himelian mountains are usually apprenticed to the Seers of Yimsha, and are regarded as completely expendable by their wicked masters.

Wise-Woman or Cunning-Man: These respected but elusive scholars are often called witches, though this is not strictly true. They tend to live an almost hermit-like existence, seeking wisdom in the silences of the high places. They gain knowledge through herbal means such as the green smoke method of casting the *visions* spell, or their own dreams. They gain oracular knowledge from their gods, some of which they are permitted to communicate to others, some they must keep to themselves.

Most wise-women or cunning-men dress and act simply, favouring warm, practical clothing in neutral wools.

Wise-women and cunning-men are some of the fairest and kindliest taskmasters when it comes to their apprentices, which is the name they give to their acolytes. Their genuine concern for the well being of their charges is on a par with their love for nature.

Sorcerer of the Black Ring: The sorcerers of the Black Ring are some of the most accomplished prestidigitators of the Hyborian Age and seem to be constantly hurling demon-fire or tomb-dust at their foes. They also learn cursing, countermagic and necromancy.

Sorcerers of the Black Ring do not have a uniform dress code, though many wear dark-coloured robes.

The Black Ring is Stygia's foremost sorcerous society, and those acolytes who apprentice themselves into its lower echelons must dedicate their lives to obeying their superiors in the society. Higher level sorcerers of the Black Ring almost always learn the Summoning sorcery style and often use their apprentices as assistants when calling up demons, which can lead to even newcomers to the society coming into contact with creatures which force a Corruption saving throw (see pg. 287).

Ghaaroth NS (free product)

Religion
Prayer and Sacrifice in Hyboria

IN THE CONAN stories, it is left unclear as to whether the gods exist or not. This is probably quite deliberate and Conan's conversations with Bêlit in *Queen of the Black Coast* are a good insight into the presence – or absence – of gods in the Hyborian Age. It is quite clear that demons and similar evil, powerful, supernatural entities exist and some of these are indeed worshipped. Likewise, priests often have power of some kind but whether this power truly comes from their gods is another matter, since they seem to have the same kind of spells as any other sorcerer.

There is no particular need, then, for the Games Master to decide whether the gods truly exist in his campaign or not. It is a philosophical point with no bearing on the real world inhabited by adventurers. Evil certainly exists, but good? Perhaps only mankind can make good, with the might of their arms and the sharpness of their swords. There are good priests, sure enough and sometimes a powerful ghost will offer you assistance but do not expect too much help from the gods, if they are even real.

Pantheons and Gods

Most of the gods are structured together into pantheons, which are worshipped in particular regions. This is because those gods who are worshipped in more than one kingdom often seem to alter according to the perceptions and culture of their new worshippers, so that in effect the Asura worshipped in the Hyborian kingdoms is no longer the same Asura worshipped as a part of the Vendhyan pantheon. Thus what appears to be the same god may be worshipped within different pantheons. While the worshippers of one might be respected and happily debated with by the priests of another, as worshippers of a different form of the god they are not regarded as having the same privileges as local worshippers.

Some of the gods are sufficiently powerful in their own area that they are the only one worshipped by many people in that region. These are given separate entries, apart from the pantheons. Sometimes these lone gods are worshipped alongside a more established local pantheon; other times they are suppressed, regarded as demons by the official state religion.

A character who is a worshipper or priest of an entire pantheon may well have a preferred god or gods within that pantheon but he will call upon whichever deity is most appropriate at the time. A priest of a pantheon can officiate at the services of any of the gods of that pantheon.

Ghaaroth NS (free product)

WORSHIP

Each character may worship all the gods of one pantheon, if he so chooses, or pick a single god to revere. Some characters may be more or less undecided as to religion, though there are few adventurers in the Hyborian Age who are genuinely atheistic. Many, like Conan, are wary of joining a cult but are still tolerant of every different religion – so long as it does not adversely affect them, such as the fell worship of Set. Few adventurers would deny outright the existence of the supernatural, since they see evidence of sorcery and diabolism so often; it is only natural to at least hope that good gods exist too.

REQUIREMENTS OF WORSHIP

A worshipper will need to meet certain conditions, depending on the cult. Usually this will involve providing a certain number of sacrifices each year, or donating money and goods to the temple, or sometimes simply giving up one's time to meditation and study. Most cults also demand that the worshipper offers allegiance to the cult (see pg. 103).

It is not usually possible to worship more than one pantheon or god, since priests will take a dim view of worshippers who seem uncommitted. However, in certain cases evil cults will actively encourage their worshippers to pose as orthodox members of the dominant religion in the land. That way they can maintain a socially acceptable front while continuing their diabolical practices in private.

Any character who regularly participates in religious services (if appropriate), pays any tithe required by the temple and generally acts in a manner appropriate to a worshipper of the god in question gains certain benefits.

BENEFITS OF WORSHIPPING A GOD

Each god or pantheon offers certain benefits to its worshippers, so long as they remain in good standing with the cult. The benefits tend to vary from god to god and are listed in the individual descriptions of each god or pantheon. Complete descriptions of the various benefits are given below. Note that no deity offers all the following benefits – you will need to check the individual entries to find out what each god offers.

Atonement: A character who has broken the terms of his code of honour, or who has broken one of the rules of his god, may seek out an ordained priest of his deity and ask for atonement, if the deity offers this benefit. Usually the priest will expect a donation to the temple of around 50 sp multiplied by the character level of the character who desires atonement and then send him off on a suitable holy quest for the god. Once the quest is completed, the character regains his code of honour or is returned to his standing as a worshipper of the god, as appropriate. The priest who assists with the atonement must be in good standing at the temple.

Note that deities whose cults have no particular requirements for their

Ghaaroth NS (free product)

worshippers do not usually offer atonement either. A character who fails to keep his tithes paid up loses the benefits of worship until his back dues are paid.

Faith: All worshippers of this god or pantheon gain a +2 morale bonus to all Will saving throws. This represents their faith in the religion, which can be a powerful source of spiritual strength when faced with evil sorcery or unnatural creatures.

Faith is generally offered only by the more 'civilised' religions – those which regard themselves as somewhat above the supernatural.

Spells: Priests, shamans or other representatives of the god are willing to cast any of the spells they know on your behalf, at half the usual cost (see pg. 218). A parenthetical entry after 'Spells,' such as 'Spells (Counterspells, Divination),' indicates that only spells from those sorcery styles will be cast.

Beyond Worship: Priests

Priests come in all shapes and sizes and in every degree of piety from the most corrupt, black-hearted scoundrel to the most serious religious philosopher. In theory they have all the restrictions and benefits of worshippers (except for the requirement to pay a tithe), along with several more, but in practice many a priest simply uses his position to gain political influence, bribes and other 'fringe benefits.'

Although scholars can choose the 'lay priest' background at 1st level, a fully ordained priest must have selected the Priest feat at 4th level or above. In either case, the priest may have access to certain forms of sorcery through the temple but will usually be banned from learning other types of sorcery.

Each temple may have specific requirements and benefits for its priests and specific means of enforcing its requirements. Usually the simplest punishment is to deny the character his priestly status. If this is done, the priest immediately loses the benefits of the lay priest background and (if he has it) the Priest feat. These benefits can only be reinstated if the character goes to his high priest for atonement. Even then, the high priest may refuse to grant atonement if the character's transgressions were too severe.

Note that certain religions have no particular rules about priests abusing their authority and position to get rich. For some churches, this is simply the standard way for a priest to earn a crust. The more civilised religions usually frown upon such behaviour and if a priest is caught extorting money from his flock, or worse, offering to sell them salvation or spells without authorisation, he will quickly be punished.

Ghaaroth NS (free product)

GODS OF THE HYBORIAN AGE

The following gods and pantheons are worshipped either in the Hyborian kingdoms or further afield.

AJUJU

Ajuju, known as the Dark One, is the main god of the native people of Tombalku, though he is also worshipped in the southern Black Kingdoms, particularly Suba. His priests adorn themselves in feathers, bells and snakeskins.

Requirements of Worship: Pay a tithe worth 1 sp/level/month to the priests of Ajuju.
Benefits of Worship: Spells.
Requirements for Ordained Priesthood: Must know at least two sorcery styles.
Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (any sorcery styles except Hypnotism, Necromancy, Oriental Magic, and Summonings).
Typical Punishments for Disloyal Priests: Casting an *ill-fortune* spell on them.

ASURA

Asura is a sharp-eyed god who keeps things running smoothly in the world. To begin with, this was the weather – he was a sky god, prayed to for rain in times of drought. Today his remit has expanded somewhat to govern all correct action.

Asura is the chief god of Vendhya. He is the protector of the royal family there and anywhere else they have influence. Asuran priests are knowledgeable in sorcery and more importantly in the best ways in which to fight and foil the activities of sorcerers – for example, they were one of the first major authorities to recommend that all the shorn hair, nail trimmings and other bodily wastes of the Vendhyan royal family be destroyed so as to ensure they could not be used sorcerously against their former owners, as Magical Links (see pg. 293). In Vendhya, the priests of Asura ritually gash themselves with copper knives as a sign of grief when a member of the royal family dies.

The religion of Asura is largely an underground, secretive one, since many Hyborians regard Asura as no more than a demon; however, his cult stretches over most of the world from Vendhya across all the Hyborian kingdoms, his worshippers meeting in hidden safe-houses in every major city.

Aquilonia is home to one of these secretive cults of Asura, at least under King Vilerus – the later reformer King Conan extended freedom out to all religions in Aquilonia, much to the disgust of many ordinary Mitra-worshippers who still fear the cult of Asura. Pilgrim boats carry their dead out to the sea, down the great Khorotas river, in symbolic recognition of the cult's historic connection with water. The cult's influence extends throughout Aquilonia but no further south than the Khorotas. The cult has a secret, highly magical communications and

Ghaaroth NS (free product)

spying network, based around the *sorcerous news* spell and other spells of the Divination sorcery style.

Requirements of Worship: Pay a tithe worth 3 sp/level/month to the local priests of Asura; keep secret about your membership of the cult; carry out duties for the priesthood as required; do not become Corrupt; oppose those who carry out human sacrifice or trafficking with demons.
Benefits of Worship: Atonement, Faith, Spells (Counterspells, Divination).
Requirements for Ordained Priesthood: Standard, plus as follows: scrupulous honesty is required in all things except in the matter of concealing the existence of the cult from outsiders; you must work for the greater good of the cult and the god in everything you do; and you must avoid becoming personally wealthy.
Benefits of Ordained Priesthood: Standard, plus the following: Spot and Sense Motive become class skills (even if the priest gains levels in a non-scholar class); sorcery teaching is available (Counterspells, Divination, Oriental Magic, Prestidigitations, *master-words and signs*, and *summon elemental* only).
Typical Punishments for Disloyal Priests: Removal of priestly status.

BEL

Bel is the Shemitish god of thievery. Bel is worshipped elsewhere, particularly by well-travelled thieves, who may find it a novelty to have a god devoted specifically to lawlessness if they happen upon his worship in Shem. He is a minor part of the Shemite pantheon, in addition to having his own followers. The information below concerns his cult when it is found outside of Shem.

Requirements of Worship: Pay a tithe worth 1 sp/level/month to the local priests of Bel.
Benefits of Worship: Spells (Counterspells, Divination).
Requirements for Ordained Priesthood: Standard, plus must carry out at least one unusually daring theft each year.
Benefits of Ordained Priesthood: Standard, plus the following: Gather Information, Hide and Move Silently become class skills (even if the priest gains levels in a non-scholar class); sorcery teaching is available (Counterspells and Divination only); bribery and corruption are actively encouraged.
Typical Punishments for Disloyal Priests: Removal of priestly status.

BORI

Bori is the ancient god of the all the Hyborian tribes, when they were barbarians. He is thought to be a deified chieftain, a powerful war-leader who led the tribes to victory in their days of conquest. He is still worshipped in Hyperborea and occasionally in Gunderland, though most Gundermen have adopted the worship of Aquilonia.

Requirements of Worship: Pay a tithe worth 2 sp/level/month to the local priests of Bori.
Benefits of Worship: Atonement, Faith.
Requirements for Ordained Priesthood: Standard; may not take money directly from worshippers other than their regular tithes.
Benefits of Ordained Priesthood: Standard.

Ghaaroth NS (free product)

Typical Punishments for Disloyal Priests: Removal of priestly status.

CROM AND THE CIMMERIAN PANTHEON

Crom is the main Cimmerian god, who grants no boons save strength of arm and will, which are his gifts to all Cimmerians. He and his pantheon do not truly have worshippers or priests. Nominally, every Cimmerian is a follower of Crom but they have long since learned that he takes pride in them only if they never call on his aid in their lives. Cimmerians are expected to take what they want from life using Crom's gifts, not call on him for assistance every time they are in need. That would be weak and Crom despises weaklings – he would sooner see them dead than help them out.

Cimmerian funerary customs are quick and deadly. The fallen are left where they fell, or disposed of simply; it is no matter, since their shades are departed. A wake is held, with those present drinking a toast to the departed, then pouring out the remainder of their beverages onto the ground for the dead. If revenge is called for – and the Cimmerians can feud like no-one but the Tlazitlans – the drinking-vessels are then smashed, with each warrior boasting of how he personally will take his revenge on behalf of the deceased. Such vengeance is usually in the form of a number of heads, to be collected from the enemy tribe that slew him. It seems possible that the Cimmerian tribes practice headhunting of their fallen foes in a ritualistic manner, similar to that of their later Celtic descendants.

The other gods are similarly grim. To the Cimmerians, these gods' names are to be used when making a particularly strict oath or when cursing but never in a more religious context.

Badb: Badb is a goddess of war, a shapechanger who favours the form of a crow. It is said that she gave the Cimmerians the gift of fury in battle.
Lir: Lir is the god of the sea in its primal, elemental form and father of Mannanan Mac Lir.
Macha: She is the goddess of fertility and (inevitably for Cimmerian goddesses) of war.
Mannanan Mac Lir: The son of Lir, Mannanan Mac Lir is also a sea god in a more humanised, heroic form but governs weather too.
Morrigan: The primary Cimmerian war goddess is Morrigan. If the Cimmerians had philosophers or even priests, they might speculate that Badb, Macha and Nemain are aspects of Morrigan; the ordinary Cimmerians do not much seem to care.
Nemain: Another war goddess, Nemain also governs sacred springs and wells. In battle she is known as 'the venomous.'

Requirements of Worship: Be a Cimmerian.
Benefits of Worship: None.
Requirements for Ordained Priesthood: None (no priests).
Benefits of Ordained Priesthood: –
Typical Punishments for Disloyal Priests: –

Ghaaroth NS (free product)

DAGON

Dagon is the Zembabwean god of the underworld, fertility and grain. He is worshipped in the form of a gold idol and is the most important god in Zembabwe, along with his consort Derketo.

Requirements of Worship: Pay a tithe worth 1 sp/level/month to the priests of Dagon.
Benefits of Worship: Spells.
Requirements for Ordained Priesthood: Must know at least one sorcery style.
Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (any sorcery styles except Hypnotism and Oriental Magic).
Typical Punishments for Disloyal Priests: Sending a demon after him, or cursing him.

DERKETA

Derketa is the Kushite death goddess and Queen of the Dead. She is probably derived originally from the Derketo of Zembabwei, Stygia and Shem, though the attributes of the two goddesses are quite different.

Requirements of Worship: Pay a tithe worth 1 sp/level/month to the priests of Derketa.
Benefits of Worship: Spells.
Requirements for Ordained Priesthood: Must know at least one sorcery style.
Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (any sorcery styles except Oriental Magic and Summonings).
Typical Punishments for Disloyal Priests: Send an assassin after him.

DERKETO

Derketo is a fertility goddess in every sense. She is worshipped to grant fertility to the land but also in great deviant orgies that last many weeks.

The Stygians have great temples to Derketo in Luxur, where they initiate young noble girls into the ways of pleasure and debauchery. Derketo is also a part of the Shemite pantheon and is worshipped in Zembabwei where she is the consort of Dagon, the underworld god.

Requirements of Worship: Pay a tithe worth 2 sp/level/month to the priests of Derketo; participate in at least three orgies a year.
Benefits of Worship: Spells (Counterspells, Divination and Nature Magic only); Orgies (at least once a month).
Requirements for Ordained Priesthood: Must know at least one sorcery style.
Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (Counterspells, Divination and Nature Magic only); perks include training noble girls in the ways of pleasure.
Typical Punishments for Disloyal Priests: None.

HANUMAN

Hanuman is worshipped in Zamboula and presumably to a lesser extent in Turan and Vendhya. He is a bestial ape-god of extremely ill repute – even devout Set-worshippers fear him and

Ghaaroth NS (free product)

his debased cult. Human sacrifice is common in the temples to Hanuman; in Zamboula, at least, its adherents enjoy considerable political influence which they are free to use and abuse as they see fit.

Requirements of Worship: Pay a tithe worth 2 sp/level/month to the priests of Hanuman.
Benefits of Worship: Spells.
Requirements for Ordained Priesthood: Must know at least two sorcery styles, including Hypnotism. Must know the Ritual Sacrifice feat.
Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (any sorcery styles); +1 circumstance bonus to Charisma-based skill checks in Zamboula, due to the unusual influence of the cult in that town; bribery, corruption and abuse of power are positively encouraged.
Typical Punishments for Disloyal Priests: Capture him alive and sacrifice him.

IBIS

Worshipped in Nemedia, Ibis is an ancient foe of Set, thought to have originated in Stygia itself. Ibis is a relatively small but respected cult and has cordial relations with the cult of Mitra in Nemedia. Their shared opposition to Set gives them a common cause but some of the priests of Mitra are unreasonably suspicious of the Ibis worshippers, distrusting anything with such a close connection to the land of their enemies.

Ibis himself is a moon-god, a patron of scholars and those who seek to gain sorcerous knowledge but use it for moral ends. He has an abiding hatred of Set. It is whispered that worshippers of Ibis survive in Stygia itself, keeping their religion secret but ever eager to foil the schemes of Set and his followers at any opportunity.

Requirements of Worship: Pay a tithe worth 2 sp/level/month to the priests of Ibis; report any Set-worship, sorcery or related activity to your nearest priest of Ibis as soon as possible; oppose those who carry out human sacrifice or trafficking with demons.
Benefits of Worship: Faith, Atonement, Spells (Counterspells and Divination only), may call on priests for protection against Set and his minions generally.
Requirements for Ordained Priesthood: Standard, plus as follows. Must know Counterspells sorcery style. Must be willing to fight Set and his minions wherever they are found, even at great personal risk. May not associate with demonic entities or minions of Set. May not learn the Curses, Necromancy or Summonings sorcery styles.
Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (Counterspells, Divination, Prestidigitations).
Typical Punishments for Disloyal Priests: Excommunication, unless the priest has been associating with minions of Set, in which case capture and summary execution.

JHEBBAL SAG

This ancient nature god once received the worship of all living things, man and beast alike. Today it is thought that the only humans who still revere him are savages, the Picts and many of the Kushite and Black Kingdoms tribes, though a few scholars may know

Ghaaroth NS (free product)

of his existence through evidence found all over the world, in cave paintings or the very oldest manuscripts. It is said that the animals have not forgotten Jhebbal Sag and can still be controlled by his followers. He is known to have two sons, Gullah and Jhil, but in all likelihood has many more sons who are minor gods, one for each animal.

Gullah: Gullah is a gorilla-god, a son of Jhebbal Sag who lives on the Moon. Bull apes are sacred to him. He is also known as Jullah to folk called the Gallahs, the ordinary people of Kush.

Jhil: Jhil is another son of Jhebbal Sag, whose form is that of a raven. He is a bloodthirsty god, demanding that prisoners be flayed alive on his altar. His priests use dice as a means of divination. Jhil is also the main god of the Aphaki, an originally Shemitish race who are now the ruling caste of Tombalku. The Aphaki do not seem to revere Jhebbal Sag, however.

Requirements of Worship: Pay a tithe worth 2 sp/level/month to the priests (Aphaki worshippers of Jhil only), or provide one human sacrifice per year (Aphaki, Picts or Kushites). The whole of Pictish and Kushite society is expected to contribute directly to the upkeep of their priests (who are usually known as shamans), building them their 'devil-devil huts' and giving them a portion of the game caught by every hunt.

Benefits of Worship: Spells (any except Oriental Magic).

Requirements for Ordained Priesthood: Standard, plus must know the Nature Magic sorcery style and the Tormented Sacrifice feat.

Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (any except Oriental Magic).

Typical Punishments for Disloyal Priests: Captured alive, then sacrificed.

Khitan Pantheon

The Khitan pantheon is as mysterious to Westerners as the whole of that distant nation. Shaven-headed priests are said to have temples deep in the Khitan jungles and it seems likely that entirely religious communities are common.

Yogah: Yogah is the strange, elephant-headed star-being from the story *The Tower of the Elephant*. His memory is worshipped still as a god in Khitai. Probably he is a god of magic and sorcerous knowledge.

Yun: Yun is the main god worshipped in the jungle temples. Probably he is the head of the Khitan pantheon, but almost nothing is known of him save that his worship seems to involve music in the form of chimes or bells.

Requirements of Worship: Pay a tithe worth 3 sp/level/month to the priests, or serve at the temple full-time as a monk.

Benefits of Worship: Atonement, Faith, Spells (any).

Requirements for Ordained Priesthood: Standard, plus as follows: must know the Oriental Magic sorcery style; vows of obedience, poverty and chastity are common, but not universal; expected to be scrupulously honest and a powerful leader.

Ghaaroth NS (free product)

Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (any).
Typical Punishments for Disloyal Priests: Exiled from Khitai and set to wandering the Earth.

MITRA

Mitra is revered in almost all the Hyborian kingdoms, including Aquilonia, Ophir, Corinthia, Brythunia and Nemedia. Even the Zingarans have almost all adopted his worship. He is a universal god among those people, who are for the most part highly suspicious of other cults.

Mitra demands that his worshippers stand upright before him rather than prostrating themselves and does not require either man or beast as a sacrifice. He is a god of rights and of justice; those kingdoms that have adopted his rule usually have at the very least some kind of minimal human rights that apply even to the lowliest of peasants, though the Zingarans get around this with some complex theology to allow them to continue owning slaves. Worshippers of Mitra are encouraged to battle oppression and seek out justice wherever they can. They are also encouraged to show mercy on the field of battle, forgiving enemies. It is possible that this latter concept is the origin of chivalry among the Hyborians. Honest hard work is more appealing to Mitra than soldiering or raiding.

Temples to Mitra are plain almost to the point of austerity. Precious metals and stones may be used but only in simple forms, such as a square altar of solid jade but otherwise undecorated. A single depiction of Mitra is normal here, usually on a pedestal and depicted as a tall man, handsome, bearded, and very dignified.

THE PHOENIX ON THE SWORD

A weapon inscribed with this symbol inflicts +2d6 damage against any demons, or +4d6 against demons summoned by or involved in a pact with worshippers of Set. Furthermore, if it strikes a human worshipper of Set or a snake of any kind, it also deals +1d6 damage. Otherwise it is treated as a mundane weapon. The phoenix symbol's power lasts for as long as Epimitreus wishes to grant it, but this is not usually more than one day. The symbol itself will stay inscribed on the blade forever.

When the world was young and men were weak
and the fiends of the night walked free,
I strove with Set by fire and steel and the
juice of the upas-tree;
Now that I sleep in the mount's black heart,
and the ages take their toll,
Forget ye him who fought with the Snake to
save the human soul?

Ghaaroth NS (free product)

Epemitreus the Sage: Epemitreus was a powerful foe of Set and priest of Mitra, fifteen hundred years before the time of Conan. He sleeps now beneath the mountain of Golamira, but can appear in dreams to grant resistance to Set and his followers. He rarely does so unless there is a dire threat to Aquilonia, but when he does he can inscribe his symbol, the phoenix, upon a mortal weapon to render it greatly powerful against the demons of Set. See the sidebar, The Phoenix on the Sword.

Requirements of Worship: Pay a tithe worth 2 sp/level/month to the local temple of Mitra. Live an honest and virtuous life. Oppose those who carry out human sacrifice or trafficking with demons.
Benefits of Worship: Faith, Atonement.
Requirements for Ordained Priesthood: Must lead the faithful in prayer. Must not tolerate any other religion. Must lead a still more honest and virtuous life than the faithful. Must arbitrate fairly in disputes whenever asked. Must not fall into superstitious ways.
Benefits of Ordained Priesthood: Standard.
Typical Punishments for Disloyal Priests: Usually excommunicated, but may be attacked by the virtuous worshippers of Mitra as a result.

OLLAM-ONGA

Ollam-Onga is the demonic god of the lost city of Gazal. He is also worshipped by diabolic cults in the dark jungles and along the dusky rivers of Kush. He stalks Gazal every night, taking and slaying its few inhabitants at will. It seems likely that his mad cultists perform similar activities.

Requirements of Worship: Obey priests of Ollam-Onga, sacrifice at least one human to the god per year.
Benefits of Worship: Spells.
Requirements for Ordained Priesthood: Must know at least three sorcery styles and the Ritual Sacrifice feat; obey the high priest of Ollam-Onga; sacrifice at least one human per month to Ollam-Onga.
Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (any sorcery styles except Oriental Magic).
Typical Punishments for Disloyal Priests: Dedicate the entire resources of the cult to slaying him.

SET

Set is the old serpent-god of Stygia but is also worshipped by the Chagas of Kush, certain degenerate cults of Shem and fell sorcerers throughout the Earth. Set's symbol is a scaled serpent, coiled, with its tail in its mouth. He is the mortal enemy of Mitra and of the Hyborian Kingdoms but he also hates his old Stygian enemy Ibis.

Set is worshipped in great festivals of sacrifice and also by more subtle means, such as by allowing a great serpent to wander the streets and declaring any who are eaten by it to be suitable offerings to the god. He may be willing to grant victory to one force on a battlefield if 500 or more virgin sacrifices are made to him the night before the battle.

Priests of Set terrify their subjects almost as much as they do their

Ghaaroth NS (free product)

enemies. Many are corrupt, mad, or both – and even the relatively sane ones are usually quite willing to sacrifice their own followers. The priests of Set form the entire government of Stygia.

Thugra Khotan: One of Set's most infamous worshippers, Thugra Khotan, is believed to have died 3,000 years ago but the Zugite cult deifying him has survived into the modern era. The Zugites mark coins by stamping Thugra Khotan's likeness on them, then place them over the eyes of their dead before the last journey down the River Styx. It is said you will need your coins to pay the ferryman at the other end of the river, though in most cases it seems likely that the coins are stolen long before the body reaches hell, if it ever does.

Requirements of Worship: Obey priests of Set, even if called upon as a sacrifice; tithe 2sp/level/month to the local temple.
Benefits of Worship: Spells.
Requirements for Ordained Priesthood: Must know at least two sorcery styles and the Tormented Sacrifice feat; obey the high priest of Set, obey the laws of the land in Stygia (which are largely made by the priests of Set in any case).
Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (any sorcery styles except Oriental Magic); +4 circumstance bonus to all Gather Information and Intimidate checks while in Stygia.
Typical Punishments for Disloyal Priests: Slay him by sorcery at a distance if at all possible.

Shemite Pantheon

Worshippers of the Shemite pantheon believe in resurrection and specifically that the souls of evil men are imprisoned in the bodies of apes after their deaths. However, Bêlit also mentions a belief in some kind of hell – this seems speculative, though, so may be a result of her exposure to other religions in her time as an adventurer.

The Shemite religion in general is highly fatalistic. Shemites believe everything to be predestined and so often seem unwilling to struggle against a fate they regard as inevitable. This, perhaps, is one reason why neither the desert nor meadow Shemites have ever embarked on great conquests of their own accord and only rarely under a foreign leader or foreign pay.

All the Shemite deities are worshipped in the form of idols, which are made from hollow brass and usually depicted in caricature, with swollen bellies and sexual attributes. The Shemites believe their idols to literally be their gods.

Some of the southern Hyborian nations, including Koth and Khauran, have drifted away completely from the worship of Mitra and begun to revere the gods of Shem, particularly Ishtar the ivory-bosomed goddess of pleasure. The worship of some of the Shemite gods is certainly known elsewhere, with Anu at least being revered in Corinthia.

Adonis: Adonis is the god of fertility and vegetation, the green hope and life of the Earth. In this context he is vital

Ghaaroth NS (free product)

to the worship of the Meadow Shemites. He is also fertility in a more personal sense, the male, phallic principle, as can be seen by the nude brass statues of him in his temples. He is the mate of Ishtar but was slain (some say by her minions, some say by a wild boar) while out hunting. Ishtar travelled to the underworld to bring him back but since then he has been condemned to spend six months of each year in the underworld. As a result, winter has gripped the once-fertile earth each year. Only in the spring does Adonis return. In the meadowlands, this is celebrated in a great spring festival, where Adonis' priests strip naked and gash themselves with knives, letting their blood spill onto the newly rejuvenated soil. The desert Shemites worship Adonis for personal fertility and pay more attention to the love he shares with Ishtar than they do to the myth of spring.

Anu: The sky-god is worshipped throughout Shem. He is regarded as taking on the form of a bull, so it seems likely that bulls are sacrificed to him. Anu is the creator god, whose will created both the gods and mankind. Though a philosopher might regard him as the head of the pantheon, in practice he is less popular than Ishtar and Adonis, who seem more easy to relate to for most worshippers. Anu, as befits a creator and sky-god, is more distant from the day-to-day concerns of humanity. Among the eastern Shemites, he may be petitioned to lessen the harshness of the desert sun; in the meadowlands he will likely be prayed to for rain in times of drought.

Ashtoreth: Ashtoreth is Ishtar's handmaiden, though in some versions of the myths she replaces Ishtar almost completely.

Bel: Though Bel, god of thieves, is now worshipped elsewhere, he is still regarded as a part of the Shemite pantheon. He is sometimes depicted as an eagle carrying a forked bolt of lightning, as though hinting that he can steal even the traditional powers of other gods.

Derketo: Derketo is worshipped in Shem just as elsewhere, though here she is far more integrated with the rest of the pantheon. She is thought of as a temptress, constantly trying to steal Adonis from Ishtar. Priests who worship Derketa specifically, to the exclusion of the rest of the pantheon, should see the separate entry for this goddess on pg. 349.

Ishtar: Ishtar is the ivory-bosomed goddess of Koth, Shem, Khauran and the East generally. It seems likely that the ivory goddess of Punt is also Ishtar, perhaps with another name, though in that land she seems to have supplanted all other gods. In Shemite mythology, Ishtar is the daughter of Anu and so the Queen of Heaven, a winged star goddess of fertility and war. She and Adonis are lovers, but her role is the dominant one and in most regions where she is worshipped she is revered above all other deities. Her rites are orgiastic in nature, but not in the frenzied, desperate manner of the cult of Derketo; her worshippers are far more languid in their revels.

Pteor: The patron god of the Pelishtim peoples is called Pteor. He is a typical example of one of the minor gods of the Western Shemite city-states, revered by

Ghaaroth NS (free product)

the Pelishtim alongside the rest of the pantheon but regarded as subservient to the more major Shemite deities. Similar minor, local Shemite gods are found championing most of the city-states. It is possible that the Shemites of the eastern deserts and steppes also have local, tribal gods but in that case they too are subservient to the main pantheon.

Requirements of Worship: Pay a tithe worth 1 sp/level/month to the local temple; sacrifice at least one camel, one horse, one bull, two cows, or six goats per year to the pantheon.
Benefits of Worship: Spells (any but Oriental Magic, Necromancy and Summonings).
Requirements for Ordained Priesthood: Must have at least two levels in either the nomad class or the soldier class. (Shemite priests are expected to have 'served their time' in society before joining the priesthood.)
Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (any sorcery styles except Oriental Magic, Necromancy and Summonings).
Typical Punishments for Disloyal Priests: Let him go; his family will sort him out, one way or the other.

Turanian and Hyrkanian Pantheon

The Turanian pantheon is centred around two gods, Tarim and Erlik. It seems possible that many more minor gods abound but certainly the ruling classes seem to revere none but Tarim and Erlik.

Erlik: Erlik is the main god of the Hyrkanians and Turanians. He is said to have been the first man on Earth, created by the now less important god Ulgen. How Erlik became the pre-eminent god of the Hyrkanians after merely semi-divine beings is uncertain and is the subject of much speculation outside of the Hyrkanian lands.

Tarim: Tarim seems likely to be a god of herding and animal fertility. Some sources call him the 'Living Erlik', as though he might be an avatar of Erlik himself. Tarim's high priests are under the hypnotic control of the Master of Yimsha.

Requirements of Worship: Pay a tithe worth 1 sp/level/month.
Benefits of Worship: Atonement, Faith.
Requirements for Ordained Priesthood: Knowledge (religion) 6 ranks.
Benefits of Ordained Priesthood: Standard plus as follows: sorcery teaching available (Divinations and Nature magic only).
Typical Punishments for Disloyal Priests: Cast out of the temple.

Yog

Yog is known as the Lord of the Empty Abodes. He is worshipped in Zamboula and Darfar by roasting and eating human victims, then immolating their bones. He is said to have dominion over all empty places, such as deserts and the Outer Dark. His worshippers are usually Darfari, whether living in Darfar itself or living far from home as slaves of the Turanian rulers of Zamboula. In Zamboula, their cannibalistic practices are known to the

Ghaaroth NS (free product)

city authorities but it is felt best to leave them be rather than provoke a slave rebellion. Native Zamboulans know to lock their doors and avoid wandering the streets at night; many a guest-house owner has reached an accommodation with the Yog-worshippers to provide them with suitable foreign travellers as victims.

Requirements of Worship: Eat human flesh at least once per month; participate in a raiding party to capture suitable victims at least once every three months.
Benefits of Worship: Spells (Counterspells, Curses, Divination and Summonings).
Requirements for Ordained Priesthood: Ritual Sacrifice feat.
Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (Counterspells, Curses, Divination and Summonings sorcery styles only).
Typical Punishments for Disloyal Priests: Next on the fire.

Ymir and the Nordheimir Pantheon

Ymir is the primal frost-giant king and god of both the Aesir and Vanir. To the Nordheimir, he represents the Earth itself, which they perceive as formed entirely of ice and snow. He is worshipped not in elaborate rituals but by doing battle all day, then drinking and singing all night.

Ymir appears predominantly in the creation myth of the Nordheimir, who have little enough need for the gods save as a source for their tall tales and wild songs. He is said to have been the first living being, created from thawed ice just before the second creature, the primal cow Audhumla. His only nourishment came from milking Audhumla. Ymir's body produced the first humans, a man and a woman congealed from the sweat of his left armpit. From these sprang the races of Vanir and Aesir.

Atali: Ymir's daughter Atali is an enchantress who lures wounded men to their deaths in the ice. She has a number of brothers who resemble huge, rime-bearded Nordheimir warriors and who ambush her victims with their great axes, if the poor mortals have not already died of exposure.

Requirements of Worship: Pay a tithe worth 1 sp/level/month to the local temple, increasing to 8 sp/month during the raiding season (typically two months during autumn, after the harvest is in).
Benefits of Worship: Atonement, Faith.
Requirements for Ordained Priesthood: Must have at least three levels in the barbarian class. (Priests of Ymir are expected to be warriors first and foremost; many a raider has retired to become a priest after years of battle and slaying.)
Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (Curses, Divinations and Nature Magic only).
Typical Punishments for Disloyal Priests: Banishment from the tribe.

Ghaaroth NS (free product)

ZAMORIAN PANTHEON

The complex array of deities worshipped by the Zamorians tends to seem at best bewildering and at worst completely incomprehensible to an outsider. All Zamorian priests are expected to learn at least the basics of mesmerism, so as to have the capability to enforce absolute obedience in their followers if need be.

Zath: The spider-god, Zath, has a pre-eminent position among the Zamorian gods. Zath's main temple dominates the city of Yezud and has a large stone statue of a spider at its centre. Sacred dancing girls wearing black jade bead pendants perform ritual dances around this weird idol.

Requirements of Worship: Pay a tithe worth 2 sp/level/month to the local temple.
Benefits of Worship: Faith.
Requirements for Ordained Priesthood: Knowledge (religion) 10 ranks; must know the Hypnotism sorcery style.
Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (Hypnotism only); much of a Zamorian priest's time serving the temple is taken up with religious debate, giving all priests who have served for at least 1 year a +2 competence bonus to all Knowledge (religion) checks.
Typical Punishments for Disloyal Priests: Nothing more severe than public criticism.

COSMOLOGY

There are other planets than the Earth of the Hyborians. The planet Earth is surrounded by a belt of light but beyond that is the Outer Dark, home to many a strange demon.

Beyond the Outer Dark, deep within the emptiness of the void, lie several strange planets. The most notable one – and the one that seems to have the closest connection to the Earth – is Yag. It is described variously as a green planet and an accursed planet, presumably because it is covered with weird plant life that is inimically hostile to the life of Earth. At some point thousands of years ago, a great civil war shook Yag, which is when the god Yogah (see pg. 351) first came to Earth as an exile. More recently, the seeds of the vampiric plant Yothga drifted down to Earth, though they could grow nowhere but in Hell. Some scholars speculate that Yothga was sent in search of Yogah by the kings of Yag, but it seems equally likely that this cosmic plant reproduces by casting its seeds far into the void.

More information about Yag and the creatures from it can be found in the mysterious tome known as the *Book of Skelos.*

Ghaaroth NS (free product)

Campaigns
Recreating the Hyborian Age

THE FIRST PLACE to look for *Conan the Roleplaying Game* adventure ideas is the original Conan stories. Often they can be borrowed from almost wholesale, particularly if you are fortunate enough as a Games Master to have a group of players who have not read all the stories. Many of them are short enough to work as one- or two-session adventures, which can make for a great introduction to the game.

ADVENTURES

One of the best sources for *Conan the Roleplaying Game* adventures is the unfinished stories and drafts left by Howard. These are The Hall of the Dead, The Hand of Nergal, The Snout in the Dark, Drums of Tombalku and Wolves Beyond the Border, all of which have now been reprinted in their original fragmentary forms. The advantage of these is that they often set up the seeds of an adventure, giving the nature of the reward or challenge to be faced, along with several important Non-Player Characters and a hint as to the kind of opposition Conan is likely to face but are unresolved. Even if your players have read them, they will have no idea as to how you have chosen to complete the adventure – the only minor advantage they may have is a better understanding of the adventure's background than a player who has not read the tale.

NON-PLAYER CHARACTERS

The most important thing to remember when designing your Non-Player Characters for a *Conan the Roleplaying Game* adventure is to make them larger than life! Exciting characters are more important than fully rounded or even entirely believable ones. The major ones should always have a strong physical description, often likening them to animals – hawks, wolves, bears, leopards, panthers, tigers or other predators.

The second most important thing is to ensure that most Non-Player Characters have both an allegiance or two and a separate agenda of their own. See the Agents and Agendas section later in this chapter for more tips on achieving just that.

COMMENCING AN ADVENTURE

One of the devices Howard uses several times to get Conan into obscure regions of the world, fleeing from a powerful enemy right from the start of the story so he must take refuge in a desert or lost city or forbidden island, is to have him escape the massacre of some mercenary army that lost its war and was broken up or destroyed. However, there are plenty of other reasons for getting the characters where you want them to be; and you do not even necessarily

Ghaaroth NS (free product)

need to be all that precise about why they are in Koth when last session they were in Turan, or whatever. They are adventurers, drifters; simple wanderlust, the need to flee town in a hurry, or rumours of a priceless treasure are all good reasons for the characters to start off hundreds of miles from where they were at the end of the last adventure.

One advantage of doing this is that you can quite reasonably assume that several months have passed between adventures – certainly sufficient time for the characters to have spent or lost all their ill-gotten gains from their last quest. Likewise, their equipment may well have altered. As Games Master you are always at liberty to remove from (or add to) the characters' equipment lists between adventures. This is very much in keeping with the genre, which, after all, is about the people, not their collections of gadgets, gizmos and swords. Almost anything could have happened between adventures and judging by the Conan stories, it frequently does. Looking at the first few stories in chronological order, Conan has the following equipment at the start of each story:

- Cheap tunic, loincloth, belt, sword and almost no money (The Tower of the Elephant).
- Loincloth, sandals, belt, sword and almost no money (The God in the Bowl).
- Nothing save a loincloth and tunic – he is locked in a prison cell (Rogues in the House).
- Sword, helmet, mail armour (The Frost-Giant's Daughter).
- Broadsword, full armour and almost no money (Queen of the Black Coast).
- Loincloth, plumed head-dress, sword and an entire tribe of savage followers (The Vale of Lost Women).
- Sword, mail armour, cloak and a mercenary's pay (Black Colossus).
- Loincloth and sword (Shadows in the Moonlight).
- Nothing save a loincloth – he is nailed to a cross (A Witch Shall Be Born).
- Ragged nomad robes, sword and almost no money (Shadows in Zamboula).

As can be seen, there is no apparent progression or even relation between Conan's equipment at the start of one adventure and his equipment at the start of the next. There is always a time between adventures in which his activities are less noteworthy but in which he gains or loses various bits and pieces of equipment. He rarely starts an adventure with more than one or two weapons and is often unarmoured – though if he expects open battle he will put on armour, if he can get his hands on it.

Note that poverty is the most common starting condition for Conan and the same should certainly be true of your gaming group's characters.

A significant minority of the time, Conan starts off his adventure at a serious disadvantage – imprisoned, or tortured and left for dead, or caught by the police inside a building he is burgling. Again, as Games Master, you have every right to start the players off not just with no equipment but also in a compromising or otherwise disadvantageous situation. You should be guided first and foremost, as Howard was, by what makes a good

Ghaaroth NS (free product)

story – it is no fun reading detailed descriptions of the manner in which Conan was captured. What is enjoyable is discovering how he is going to escape and the same goes for your players.

One additional point to bear in mind here is that characters often acquire what might be called human resources, in addition to their weapons and equipment. These may be in the form of hired mercenaries, allies or family derived from the noble's Social Ability class feature, or the cohort and followers acquired by selecting the Leadership feat.

As with equipment, these human resources may be removed from the characters at the Games Master's whim but a little more care must be taken here. If the character has 'paid' for them with more than mere gold and silver, which is the case with the noble's class feature and with the Leadership feat, it is not fair to permanently deprive the character of them through no fault of his own. Still, it may be dramatically necessary to so deprive him for the duration of an adventure or two. Here are some ways of achieving this as fairly as possible:

- An adventure which takes place in a distant land may make it difficult for a noble to call on either his Ally or his Family, if he has them. So long as the Games Master is careful to ensure that a reasonable number of adventures occur in the noble's home country and that the Ally or Family are suitably effective there, this should not be a problem.

- The character may have been separated from his followers. In this case, it is likely that they will be searching for him and could prove very useful in a '7th Cavalry' role, arriving in the nick of time for the character to lead them to victory. A variant of this occurs in the story The People of the Black Circle, in which Conan arrives in the nick of time to save his army of Afghuli followers from destruction! The character's cohort may be with him, or with the followers. Often it is best, especially if the party size is relatively small, to retain the cohort with the character.

- The character's followers, probably excluding the cohort, have all been killed. The Games Master should use this option very sparingly and only when he is willing to allow the character to recruit another batch of followers rapidly. Certainly the player should not be penalised in any way for the loss of the followers, since it was not his fault. This is an effective way to emulate situations such as the beginning of the story The Scarlet Citadel, though, in which Conan's eight thousand knights are lying dead about him right from the start of the tale.

One more factor to consider before starting an adventure is whether all the characters can speak the language spoken in the area in which the game is to take place. If a significant break in the game's continuity has been arranged by the Games Master, such as when one adventure ends in Vendhya and the next one commences in Cimmeria, the Games Master should ensure that all the characters at least speak the language in the location of the new adventure, unless he has very plot-related good

Ghaaroth NS (free product)

reasons for not wanting them to be able to speak it.

In most cases this can be done by simple Games Master fiat – the players are told 'You have been able to pick up the Cimmerian tongue over the last few weeks, after some initial difficulty making yourselves understood in the language of the Aesir when you first went before the Cimmerian chieftain,' or something along those lines, as part of his introduction to the adventure.

PACING

Although Conan is a superb tactician in the stories, he rarely sits around to plan strategies, preferring to leap into the fray and trust to his superior tactics, skill and speed to decimate the opposition. It is essential that you keep your adventures moving, even more so than in most roleplaying games. If the players get to discuss their strategies for half an hour or more with little action, it is probably time the situation changed dramatically, perhaps rendering all their discussions moot as the enemy finds them instead of the reverse.

On the other hand, long explanatory speeches or visions are fairly common to the genre. Although many adventures have characters puzzling out what is really going on, one piece at a time, many more have them simply decipher an old scroll, have a lotus dream, or talk to a rescued sorcerer to discover the truth of the situation. In these latter cases it is perfectly acceptable for them to be given a large amount of information all at once, either through conversation, description, or a player handout. This information is then sufficient for them to decide what to do next. The more investigative style of adventure, though enjoyable for many groups, may sometimes prove troublesome as it can paradoxically destroy the pacing even more than a wholesale info-dump – if the players are completely stumped as to how to proceed, it is clear the adventure cannot progress. Thus, if you are running a puzzle- or mystery-style scenario, ensure that you have several optional encounters or events that can occur if the players are ever at a loss as to what to do next. Alternatively, there is nothing wrong with having a non-player character around who can explain everything if need be, as a backup in case the characters' investigations fail or falter for any reason.

RUNNING COMBAT

After a thorough knowledge and understanding of the rules, the most vital ingredient for successfully running a combat in *Conan the Roleplaying Game* is an ability to come up with powerful descriptions of what the characters see as they fight. Read and re-read Howard's combat sequences. Perhaps most important of all is to ensure that you have some good descriptions ready for when a character inflicts a critical hit on an enemy. If you are not too effective at thinking these up on the spur of the moment, try writing down a few key phrases. Here are some examples, more or less derived from the stories:

Bludgeoning Weapons
'With a great, murderous blow, you crush in his breast.'
'You strike him a terrible blow and he keels over, his skull crushed in.'

Ghaaroth NS (free product)

Piercing Weapons
'Cat-like, you wheel and thrust murderously into his groin.'
'Your blade sheathes itself in his throat, above the gorget, slanting downwards into his heart.'
'Your lance-head crashes through shield and breastplate to transfix his heart.'
'The sharp point tears through brass scales and bones and heart and the warrior dies at your feet.'
'You drive your dagger again and again into his body and with a final convulsive shudder he stiffens and then goes limp.'
'Your sword plunges through his body, the point quivering for a moment between his shoulders; then you wrench back your steel and he falls heavily, face down and lies in a widening pool of blood.'

Slashing Weapons
'Your axe crunches through his steel cuirass and he crumples, his whole left side caved in.'
'Your great blade lashes down, splitting helmet and skull.'
'Your sword shears through his skull as through a ripe melon.'
'You strike too quickly for the eye to follow and blood and brains spatter as a corpse strikes the ground.'
'Your keen blade slashes again and again, licking through flesh and bone; his head falls one way, his half-sundered torso the other.'
'Your sword cleaves through flesh and bone and he goes heavily to the floor with a strangled cry.'

Unarmed Strikes and Grapples
'Your hand locks upon his throat and tears open his windpipe.'
'Your hand leaps to his head and he falls away and writhes screaming on the floor, clutching a gaping red socket where an eye had been.'
'Your sledge-like fist crunches with terrible impact against his jaw and he catapults through the air to fall in a crumpled heap, his head at an unnatural angle.'
'You grip his wrist with a wrench that tears his arm clean out of its socket.'

Another crucial ingredient for successful combats is that the Games Master should ensure he mentions any suitable improvised weapons that are in the room. Weapons break or are lost fairly often in Conan and picking up a handy bench or leg of beef should always be an option. Alternatively, the Games Master can allow the players a little more latitude in describing their surroundings themselves. For example, if they are in a well-lit and gaudily festooned temple, it is reasonable to assume that an ornate, heavy candlestick is within reach – especially if the player describes his acquisition and use of it in suitably dramatic manner!

Group Tactics

A common occurrence in *Conan the Roleplaying Game* is for a small number of heroes to face up against a larger number of inferior foes, such as a group of armoured characters facing a horde of savage Picts. In these circumstances, the Games Master should always play the opposition as if they were intelligent, taking full advantage of their weight of numbers. There is no sense in having Pict after Pict thumping ineffectively at an armoured character, only to have their weapons break and then be cut down. In a real-world situation, the opposition would use their numbers more sensibly, swamping their opponents and bringing

Ghaaroth NS (free product)

them to the ground. The following tactics should never be overlooked.

- Remember the Aid Another action in combat. Even if as few as three opponents are able to attack the same heavily armoured person, two opponents can use Aid Another to give the third a total +4 bonus to his attack roll, which makes a major difference when finessing past armour.
- Combatants should use the scenery to their advantage. If a mob can press a combatant up against a surface, such as a rock face or a tree, or even against a natural hazard such as the edge of a cliff, then fewer attackers will be needed to surround the combatant, as the terrain on one of his sides will be impassable.
- Multiple combatants should surround their enemies on all sides when they can. This prevents the enemy from dodging effectively (-2 penalty to Dodge Defence), places the combatants in a position to flank the enemy (+2 to attack rolls) and allows effective use of the Aid Another action, as more assailants can reach the target. If the surrounded character wants to try to break free and run away, he will have to attempt to move through one of his assailants' spaces – an overrun attempt, which provokes an attack of opportunity.
- Large numbers facing mounted opponents should try making Trip attacks to pull the riders down from their mounts. Not only does the rider end up dismounted, he is prone on the ground as well…
- It only takes one character grappling an enemy to render that enemy unable to dodge any other opponent. Moreover, if a grappling character is pinned, it becomes even easier to attack him and finesse past his armour, as he can only use Base Defence, which is reduced to 1 in almost all cases; his Dexterity is effectively zero against opponents other than the one grappling him, for a –5 penalty to Defence and he suffers a further –4 penalty to Defence for being immobilised. Even a character in plate armour with a helm (DR 12) is in very serious trouble under such circumstances, as a finesse fighter need only beat a score of 13 on an attack roll to finesse past the armour. Thus, by far the best and most realistic way to simulate group assault on an armoured individual is for one or two strong characters to hold the individual pinned while others finesse past his armour and butcher him. Note that the grappled character must rely on sheer strength to help him escape, as his Escape Artist skill will be severely hampered by the armour's Armour Check Penalty.
- Remember the rules for fighting multiple opponents. The more characters attack a single opponent, the easier it becomes for later attackers to hit him, because of the steadily mounting bonus. Note that the mounting bonus applies *whether or not the attacks are successful* – they do not have to hit or do any damage, they just have to be attempted. Even if four characters attack an opponent with melee weapons and all miss, the fifth still receives his +4 circumstance bonus to his attack roll.
- If a group is facing a heavily armoured opponent and only one of

Ghaaroth NS (free product)

the group has a finessable weapon, then make sure he attacks after several of his comrades have hit first. That way, the circumstance bonus to his attack roll will make it all the more likely that he will finesse past the opponent's armour.

- Any character who can sneak attack will be able to make mincemeat of an armoured character who has been grappled and pinned. Finessing past the armour should be no trouble and extra sneak attack damage applies, as the pinned character cannot dodge.
- Even in a relatively primitive group of combatants, there will be a variety of different weapons in use. Most Picts, for example, will carry a hatchet as well as a club.
- Prone characters are vulnerable. When a group is attacking a single person, 'knock him down and keep him down' is a good rule. Once a character is surrounded, one tough assailant can trip him, with the others bashing him once he is prone. (If the tripping character can use a weapon to make the trip attack, so much the better, as doing so with a weapon does not provoke an attack of opportunity.) When the prone character attempts to get to his feet, he provokes an attack of opportunity, allowing all the opponents standing around him to hack at him again.

'Spotlight Time'

With three or more players, as is typical for most roleplaying games, it is essential to ensure that each character has a chance to 'steal the show' during a game session. Of course, if they choose not to take that offered chance, that is up to them. Even a character who is separated from the rest of the group and locked in a dungeon for the duration of the session should have a chance to play – and maybe to escape, or get a message out to their allies, if they are sufficiently sharp-witted.

Spotlight time need not be so simplistic as every adventure needing at least one lock to pick or trap to disarm, just so as to keep the party thief happy – though that is certainly one option. Another option is to introduce a new sub-plot, which may be resolved that session or evolve later into a more major plot. For example, the thief may discover during the course of the adventure that an old friend is dead; or he may find himself hunted by an inquisitor or wronged party for a crime he committed in Nemedia some years ago; or he may fall in love, or have an opportunity to pick a valuable and mysterious treasure from a passing scholar's pocket, or uncover useful information for his future criminal activities.

Experience

In *Conan the Roleplaying Game* there are no instant tables to calculate the amount of experience to give to a group of characters on their completion of an adventure. In part this is to prevent it leading to second-guessing on the part of the players. Instead the Games Master is encouraged to set up the world of Hyboria as he wishes, allowing the players to make their own decisions as to which foes they think they are capable of dealing with and which to avoid. The second reason is that there is no absolute way, other than by a subjective judgement, to gauge the exact difficulty

Ghaaroth NS (free product)

faced by a party and thus the amount of experience to award. How do you assess the challenge of a mass battle that the characters play only a tiny part in but that is extraordinarily dangerous even if they may kill only a dozen opponents each? What about an interrogation at the hand of an evil sorcerer who can kill you with a touch if he chooses to but will let you go free if you give him the right answers?

So, the best way to give out Experience Points is to ensure the party's level rises slowly but surely. Usually it should take at least an adventure or two, or several short scenarios, to rise a level. Give out perhaps a thousand to two thousand XP for each game session they participate in, just to keep them growing steadily in levels. This should be increased gradually as they become higher level but it is good to have them gain experience quickly to begin with and slow down a little as they grow more powerful. By the time characters are starting to get to middle to high levels (perhaps 10th to 15th level) they should be finding their Reputations, Knowledge skills and contacts almost as useful as their swords or sorcery anyway, since the latter should be capable of defeating most opponents without too much trouble. Although the Conan stories feature plenty of action and combat and Conan is very much a direct-actionist, his knowledge of and place in the world increase considerably as he becomes more experienced and he is able to use this to his advantage one way or another in every story too.

As with any other character advancement system, you should always be prepared to reward individual characters with bonus XP for particularly clever plans, lucky escapes, great victories, or just outstanding roleplaying – and if need be to penalise characters who contributed little. These bonuses and penalties should not usually amount to more than 10% more or less than the standard amount of XP being given out to unexceptional characters.

Conan and Canons

This game has been designed to allow you to adhere to whichever Conan canon you wish, or to none at all. For many Conan aficionados, the original Robert E. Howard stories are the only valid source of information about the mighty-thewed barbarian. This game has been derived from those stories wherever possible but for groups who prefer to add in scenarios and characters from the later Conan pastiches written by other authors, this should be easy enough to do.

Likewise, the time frame in which you set your adventures is also up to you. The game is designed to cover the height of the Hyborian Age, which is taken to be during Conan's active lifetime, since that is the period about which we have the most information. With a little effort, though, it could support pre-Hyborian or post-Hyborian campaigns.

One of the most important things you must decide before commencing your campaign is whether or not to include the character of Conan himself at all. If you are fortunate enough to have a group of players who are unfamiliar with the Conan stories, you can relentlessly plunder the Howard stories for adventure ideas –so long as

Ghaaroth NS (free product)

you assume that Conan is not around to slay all the foes you wish to pit your characters against, leaving behind him a great trail of corpses and wrecked tombs, lost cities and temples from the Black Kingdoms to Zamora and beyond! Thus it is possible to follow the Howard canon strictly in terms of only including Howard material in your campaign background but assuming that Conan for some reason does not go on all his adventures in your own campaign world, leaving at least some for your players to deal with.

Another rich source of story ideas is all the wealth that Conan almost acquired. For example, the treasures beneath Kuthchemes remain unplundered at the end of Black Colossus, as do the eponymous jewels at the end of Jewels of Gwahlur and the accursed riches of the demon-haunted city at the end of Queen of the Black Coast. Any of these locations could be used for adventures, with the party in search of the fabled treasures – perhaps after a hint from Conan himself. The old guardians may have returned, or new ones could have been activated or taken over the site.

Alternatively, you can use the Howard tales as a starting point, creating your own forgotten cities and mysterious islands, your own ancient devil-gods and arcane treasure-guardians. For such a campaign you may wish to have Conan safely installed as King of Aquilonia, so that the characters need not come up against him as a rival adventurer. However, he can also be effective in 'cameo' appearances during the party's adventures, perhaps as a part of the same failed mercenary army as they. The other advantage of setting your campaign before Conan ascends to the throne of Aquilonia is that the characters may later have a chance to become embroiled in the events that occur during Wolves Beyond the Border, perhaps joining Conan's faction or even fighting for the probably doomed King Vilerus.

Agents and Agendas

From the point of view of running a *Conan the Roleplaying Game* campaign, one of the most notable features of the original Howard tales is the complexity of the politics involved in many of them. Take The Jewels of Gwahlur as an example. By the end of the tale it is possible to establish some five or six different factions or parties, each with their own agendas: Conan, who desires to steal the gemlike Teeth for himself, simply for the wealth they can bring; Zargheba and Thutmekri, working for the Zembabweans to dupe the Teeth out of the folk of Keshan but quite possibly planning to dupe the Zembabweans in turn (Gwarunga certainly suspects Zargheba of this, or of double-crossing Thutmekri); Muriela, who starts out working for Zargheba and Thutmekri but throws in her lot with Conan; Gorulga, a rare honest priest, who wishes only to do the will of his non-existent gods; Gwarunga, a corrupt and violent priest, apparently an acolyte of Gorulga but actually working for Thutmekri; and the servants of Bît-Yakin, powerful, savage, cunning and no longer entirely certain as to their own motivations for their near-ritualistic defence of the Teeth. The People of the

Ghaaroth NS (free product)

Black Circle and several other stories have still more complex politics. This should be inspirational to any Games Master. If you are going to have your characters interact with kings, arch-sorcerers and other powerful folk – and there is no reason why they should not and many reasons why they should, as the well-travelled mighty adventurers they will soon become – it is imperative that your own characters and plots are just as complex.

Take note, though, of the way in which Howard achieves this complexity. Most *Conan the Roleplaying Game* parties will have little interest in complex political intrigues if that is all the game focuses on and if they are thrown into the midst of it, though if that is what they want, there is certainly no harm in giving it them. Rather, the political side of typical Conan game, as in the stories, is a side issue – a way to create strong Non-Player Characters who have powerful motivations and are not simply unthinking robots devoted to one 'side' or another. Each non-player character will likely have his own strong agenda, as well as one or more Allegiances (see pg. 103) and probably even one or more faked Allegiances. The players will likely not be expected to digest great swathes of political background at once but will gradually discover the subtleties motivating the various characters they deal with – often in the course of brutally slaying those characters, or at least getting involved in similar action-packed activity. Politics should not usually be allowed to intrude into a *Conan the Roleplaying Game* adventure to such an extent that it distracts from the action or impedes the frantic pace of the story.

Intra-Party Conflict

One avenue you may wish to explore is having players whose characters have quite different agendas from one another, drawn together by circumstance to fight against the same foe but with strong, underlying differences as to what is to be done once that foe is defeated and contrasting allegiances. This is often the case when Conan works with other adventurers – they are generally allies of convenience, perhaps even enemies thrown together by the threat of a greater, supernatural foe, knowing that sooner or later they must go their separate ways. Often there can only be one true victor in this case, because the treasure sought by all is a single object that cannot be divided – so that it could be inconvenient if all parties were to survive the main 'adventure,' as they would then still need to battle one another to determine who got to carry off the reward.

This type of scenario then is likely to work best as a challenging one-off adventure, with plenty of players and pregenerated characters specifically designed so that though they work together well against the main threat, they also work well in opposition to one another! For example, if you have six players, you might have one of them play a lone, powerful hero, along the lines of Conan, who desires the treasure for himself or a buyer in a distant country; a pair of adventurers, perhaps a couple, who are temporarily working for a specific local political faction; and three representatives of a different political faction, perhaps the local priesthood. You will ensure that each of these three mini-factions is

Ghaaroth NS (free product)

balanced against one another but also allow for the possibility of two factions working together to eliminate a third. Firstly, though, they must deal with the supernatural guardian of the ancient artefact they all seek – and you will add in a variety of traps and other hazards to ensure that there is a fair chance that none of the characters survive, or at least that the adventure will finish with the last few bedraggled stragglers fleeing the guardian, happy enough to escape alive whether or not they have the treasure!

Between the Devil and the Deep Blue Sea

Unearthly Riches and Unearthly Danger

Conan frequently has wealth and treasure beyond counting within his grasp. . . almost. The 'almost' is vital here. By far the most likely end to any of his quests for incredible treasures is that he must flee at the last moment from some horror even he cannot defeat, or finds the treasure destroyed by a quirk of circumstance and must simply accept its loss with his usual easy-come, easy-go attitude. Escaping alive is always of far greater importance to him than gaining the loot and so it should be for your characters.

This may be difficult to grasp at first, for Players more used to a game system with easy resurrection spells and carefully balanced enemies whom they can just barely defeat. Do not be afraid to warn them once or twice, then have them horribly killed if they still fail to get the message. Bear in mind that in theory their characters are far more experienced adventurers than the Players; Conan often stares at a particularly dread foe for a while, sizing it up, before he comes to the conclusion that its arms are too strong and its claws too sharp for him to have a chance against it in a straight fight.

Non-Player Characters, though, are often so captivated by loot as to ignore the dangers. This leads almost invariably to their rapid and horrible demise. Even players may find themselves easily distracted by unimaginable wealth. . .

Any character who finds a treasure worth at least as much as a king's ransom, here defined as 10,000 golden crescents or more, must immediately make a Will saving throw with a DC of 15 + 1 per additional 10,000 golden crescents beyond the first. Failure indicates that the character becomes distracted for the next 2d6 rounds, with a -4 circumstance penalty to all Listen, Spot and Search rolls that do not relate directly to the treasure.

If the treasure in question is cursed or magically tainted in any way, such as in the example in the sidebar drawn from Queen of the Black Coast, this Will saving throw is considered to be a Corruption saving throw in every way, including the lack of bonus for the No Honour feat, increased bonus for Code of Honour, penalties for Corruption

Ghaaroth NS (free product)

points and Corruption gain if failed. The usual penalties (above) apply but in addition any character who fails will become obsessed with the treasure on a more long-term basis, spending at least the next hour concerned only with securing, counting, or looking at the treasure, as appropriate. While in this state he may only take either a move or a standard action each round and is at a -2 circumstance penalty to all attack rolls and skill checks other than Appraise checks. After an hour, he may attempt another save as before, success indicating that he shakes off the effects.

Note that this can affect even the wealthiest characters. In the example given, Bêlit and her crew are already rich on the treasures plundered from dozens of coast towns and merchant ships all up and down the Black Coast, yet they are still obsessed with acquiring more. . .

HONOUR

As well as the choice between being rich and dead, or poor and alive, Conan sometimes faces a test of honour – does he save the priceless treasure, or rescue the girl he has agreed to protect? Does he risk his life to save a friend, or give up his honour to keep his own neck intact?

This type of dilemma can be highly enjoyable to set up and play through. It is one of your many duties as Games Master to ensure that players whose characters hold to codes of honour are constantly being tested and challenged in this manner. After all, the benefits of a code of honour are quite significant; if a code is being used simply as a means of garnering a Will saving throw bonus, you are not doing your job correctly. There should almost always be a way for a character to act according to his code of honour, if he wishes to do so; but he should often have to lose or risk something else for doing so.

INEVITABLE DEATH

Occasionally, it will seem that inexorable fate will slay one or more of the player characters and they may as well simply go out fighting – often due to a code of honour, which may require them to do so to give an ally or someone dependant on them time to escape. Superb roleplaying such as this should be rewarded – either with a last-minute reprieve, or with a noble and heroic death. This as ever is up to the Games Master but if possible it should be discussed with the players in advance.

If your gaming group favour a game that truly emulates the tales of Conan, heroic deeds performed by lead characters should almost always allow them to somehow have a chance of escape, whatever the odds. This is an excellent way to play, because as will be seen below, if done properly it should not allow the players to become at all overconfident of their survival.

On the other hand, your group may prefer a game a little – or a lot – more grim, with the threat of death very real and immediate. Sometimes a middle ground is best, in which case you may wish to allow each character a limited number of miraculous escapes – perhaps around three – before he achieves his heroic death. Note that such miraculous escapes can only occur as a result of noble

Ghaaroth NS (free product)

sacrifices – a character who thoughtlessly attacks an overwhelmingly powerful enemy because he seems incapable of doing anything else should simply be cut down where he stands.

SAVED!

If you do decide to allow the character a chance of escape this time, it should be no more nor less than that – a chance of escape. Having the cavalry arrive in the nick of time, or the gods intervene, or some other contrived situation, simply makes the players feel powerless and the game pointless. As with any other achievement in the Hyborian Age, any possible escape must be seized by the character with both hands, for no-one succeeds except by his own efforts. Thus though a lucky chance may (and probably should) play a part in the escape, unless the character takes immediate and decisive advantage of that lucky chance, he may well die anyway. Even then, dread challenges must likely be overcome before victory can be at hand.

HEROIC DEATH

On the other hand, unlike the hero of the Conan stories, your gaming group is probably a party of perhaps three to six adventurers. Though ideally all should feel like mighty heroes, the dynamic of a group story is already quite different to the Conan tales, which focus on one character and the occasional ally, girlfriend or temporary sidekick. A group of two or more characters allows for the possibility of one of them dying without the story ending.

Thus the death of one of the group can bring a note of pathos and real danger to the game – especially if the one who dies has already achieved great things and if you feel confident that you as Games Master can give the character a death scene that will satisfy the player and be a fitting end to the character's life. Potentially one of the best experiences in a roleplaying game is that of the heroic, spectacular death, that allows one's comrades to achieve victory or even merely escape but this must be handled with great care. The player should have a good idea that his actions will kill his character. Once he has expressed his willingness for his character to die, you can fudge the game mechanics to your heart's content to ensure he dies with a heap of the slain all about him, or after having given his demonic opponent a mortal wound.

There is a Japanese legend of a samurai warrior who was so determined to hold a bridge that even after being filled with arrow after arrow he stood there, shouting defiance, surrounded by the bodies of his foes, until his surviving enemies withdrew, convinced they were facing a foe that was more than mortal. Eventually, several hours later, they plucked up the courage to advance upon him, where they found him dead but still somehow standing, his body riddled with at least forty arrows. His sacrifice had been sufficient to give his allies a chance to escape. The movie El Cid features a similarly heroic dilemma for the hero, who orders himself strapped to his horse rather than having his wounds treated, so he can still lead the charge and win the day, if at the cost of his own life. There is no directly comparable moment in the Conan tales, simply because Conan is by far the most significant character and he does not die at any point, though the closest such

Ghaaroth NS (free product)

scene is the death of Balthus in Beyond the Black River. He consciously elects to die holding off the ravening Pictish hordes so as to give the Aquilonian women and children sufficient time to escape. If you can give your player such a truly epic death, he will not be sad to let go of his character – for he will soon be a legend himself.

Love Found and Lost

In many of his adventures, Conan acquires a girlfriend of some kind. They never seem to last till the next adventure, though – presumably he tires of them, or they of him, or else they are eaten by some unseen demon or otherwise become a casualty of his risky life between stories. It is apparent though that he had only one true love – Bêlit, the Queen of the Black Coast. The two of them plundered the seas and raided the coasts on a red tide of slaughter for many years before her unnatural death in the powerful tale Queen of the Black Coast. From that point on, it is clear that a major part of Conan is dead, too. He does not return to rove the seas for several years, finding them drab and empty after the death of his love, his love who defied death itself to aid him in his hour of need. Never again does he seem to find more than the temporary satisfaction of lust in a woman's arms, however hard he might try. Other women, even the fieriest such as Valeria in Red Nails, cannot even begin to compete with the ache that Bêlit's loss left in Conan's soul.

It is possible, though difficult, to model the same kind of epic love within your games. Take a leaf, as ever, from the way in which Howard achieves it. Bêlit is the perfect complement to Conan – though they are alike in their bloodlust, she is very much the brains of the operation and he the brawn. He has not yet achieved the powerful leadership and generalship qualities he demonstrates in his later life and is quite happy to rely on Bêlit's expertise in planning the corsairs' piratical activities. Conan himself is not so demonstrative in love as is Bêlit and you should not necessarily expect the relevant character to be either – but if you ensure the non-player character lover is sufficiently ardent in his or her declarations and proofs of passion, at least some of it should rub off on the player character.

Epic love is a tricky element to introduce into a roleplaying game. Often it will be far easier to simply have all the characters' romantic liaisons be fleeting, lusty ones, forged in the heat of peril but lasting no more than a week or two once that peril has passed, just as most of Conan's partnerships after Bêlit seem to be. Unless you are sufficiently confident in both your gamesmastering abilities and in your players' roleplaying, epic love is probably best avoided. It is better not to handle it at all than to handle it badly. You also need to know your players and their characters extremely well. Even then, unless you happen to have a gaming group that suits this style of play both in- and out-of-character, your efforts may fall flat.

One issue here is also that the character in love will likely have a great deal of 'spotlight time' as you play out his falling in love, being in love and that dread time when his love is lost to him forever. This need not be a problem, so long as the other characters have

Ghaaroth NS (free product)

something to do. Again the quality and makeup of the group is a vital factor here. A gaming group that is happy to at least occasionally 'make its own entertainment,' with the characters roleplaying with one another rather than constantly pestering the Games Master to advance the story, will probably manage to cope with some loss of 'spotlight time,' so long as the players know they will get their own turn as lead character in some other story. One of the best ways to achieve this is to schedule the 'love story' game session immediately after the climax to a particularly major adventure. The characters, basking in their newfound renown, should be quite happy to spend most of a game session celebrating their glorious victory in style, even perhaps assisting the would-be lover to woo and win his love. Introducing the love interest in this relatively light-hearted manner (at least as far as the other characters are concerned – the character who is in love should be taking it all deathly seriously) also provides a powerful counterpoint to the later, almost inevitable, horrible death of the loved one.

Another device Howard uses in the Bêlit story is to have several years pass without portraying the action of that time in any great detail. In a roleplaying game, such a ploy neatly avoids many of the aforementioned spotlight time issues. You can have the whole love story tied up in two game sessions that happen to have two or three years pass between them and you can also ensure that the story in which the loved one dies is one in which all the characters get some spotlight time. Perhaps more satisfyingly, this could be a three-session story arc – the first one celebrating a victory and introducing the love interest, the second one a year or two down the line developing the love interest and the third, after another year or two, further developing then destroying it.

Thus it can be seen that introducing an epic love interest into your game requires care and planning and even then may not quite work. Unless you are very sure of your players' wishes, too, it may be worth talking to them in advance about how happy they would be with such material forming a significant sub-plot of the group's games. If it can be done well, though, you can use epic love to give one of the characters some serious depth, such as cannot be achieved by any other means.

The Plunder of the Seas

Though the romance and freedom of piracy is a recurring theme of the Conan stories, Howard rarely dwells upon the detailed nitty-gritty of nautical combat and movement, or what exactly a spar or yard or capstan is, or how many ships the pirates plunder in a year. Only once do we get a description of a ship-to-ship pirate raid on a merchant vessel, in Queen of the Black Coast – and then only from the perspective of Conan, aboard the beleaguered merchant ship and helping to defend it against the corsairs.

Pirates in the Conan stories are a symbol of excitement and liberty. They are also often a means to an end, that end usually being either personal power for Conan at the head of a company

Ghaaroth NS (free product)

of reavers, or as a plot device to get his protagonists into or out of a darkly magical situation. Most sea voyages in *Conan the Roleplaying Game* should be used in the same way. It is of course little fun to go on a sea voyage without a crew of pirates but the minutiae of raiding merchant ship after merchant ship can get very repetitive and it is far more in keeping with the genre to use the pirate ship as a means to get to a forgotten island or rapidly travel across the world in search of a lost artefact.

For Games Masters and players who are interested in explicitly piratical and seaborne adventuring, *Pirate Isles*, the second supplement for *Conan the Roleplaying Game* will deal with pirates, trade and seafaring in more depth.

PIRATE CODES

All pirate characters learn at least one pirate code at 2nd level, chosen from Barachan Smoke & Rockets, Black Coast Drums, Vilayet Sea Flags and Zingaran Trumpets. Each type of code has its own advantages and disadvantages, largely due to the materials required to use it. The Games Master should bear these factors in mind when characters are communicating with pirate codes.

Barachan Smoke & Rockets: These can be very quick to use if you have plenty of signal rockets available and the signal rockets are also visible over a far larger distance than most other visual signals. However, signal rockets are expensive and often limited in supply and in any case only the simplest messages can be communicated with them. Smoke signals allow for more complex messages but usually take a good deal of time to perform and require a fair-sized bonfire or galley fire.

Black Coast Drums: These can be used in any visibility conditions but communicating complex concepts with them is relatively slow. As a sound-based signal they are also relatively short-range.

Vilayet Sea Flags: These are a fast and efficient system of signalling, though they are not visible for such long distances as smoke or rockets and require a well-maintained set of flags.

Pirate Codes

Code Type	Range	Cost	Time/ Message	Skill Check
Barachan Smoke & Rockets	4 miles	Rockets: 30 sp/message. Smoke: 0.	Rockets: 1 round Smoke: 10 rounds	Profession (sailor) DC 20
Black Coast Drums	1,000 feet	6 sp/ship (for two drums)	4 rounds	Perform (drums) DC 15
Vilayet Sea Flags	2 miles	150 sp/ship	2 rounds	Profession (sailor) DC 20
Zingaran Trumpets	500 feet	36 sp/ship (for two trumpets)	2 rounds	Perform (trumpet) DC 15

Ghaaroth NS (free product)

Zingaran Trumpets: These are somewhat shorter range than Black Coast drums but allow for fairly complex communications in a short period of time.

Code Type: This lists the name of the code.

Range: The average range of the code, given clear visibility and no competing sounds. The Games Master should reduce the range whenever other factors would logically make it more difficult to communicate by this method. Visual signals such as smoke, rockets and flags can only ever be seen out to the limits of visibility, which in fog could be less than 100 feet. Audible signals such as drums or trumpets can only be heard out to their full range if there are no other loud noises – raging seas or hurricanes will halve all ranges for these signals, though fortunately they are designed to sound above other loud clangour such as ship-to-ship battles.

Cost: This is the cost either per message (for rockets) or per ship on which the message system is placed (for other codes).

Time/Message: This is the time taken to transmit a simple, one-sentence message of a typical nautical variety, such as 'Attack the Stygian galley' or 'Send a boat out to the flagship for a captains' meeting.' More complex messages may need to be spelt out letter by letter, taking up to ten times as long.

Skill Check: The skill check is attempted by the sender, to ensure the message goes out cleanly. For more complex messages, the DC may be raised by +5 or more at the Games Master's discretion.

The Jewelled Thrones of the Earth

As he was always something of an all-American hero, it was perhaps inevitable that Conan should rise from humble beginnings to become leader of one of the most powerful nations of the planet. Once they start to reach 15th level or more, your players too are likely to want to seize the Aquilonian Dream with both hands and become Kings, Grand Viziers, Shahs, or Princes. This should not be discouraged.

In the tales The Phoenix on the Sword, The Scarlet Citadel and The Hour of the Dragon, it is made quite clear that a King can have personal adventures as exciting and dangerous as those of any mercenary. Indeed, the risks are as high as the rewards at that level. Once more we see Howard's genius for handling politics and can draw lessons from the stories for running our own campaigns. Plotting and intrigue generally happens 'off-stage' and always leads quickly to direct action, such as assassination attempts or usurpers with powerful armies and sorcerous backup.

This action can be countered by a strong sword and stout thews, just as for almost any threat Conan ever faces. Thus time is not wasted getting bogged down in council meetings, court hearings, or foreign diplomacy, any and all of which could slow down the plot, confuse the

Ghaaroth NS (free product)

players and almost certainly be entirely unsuited to the skills of the characters. Even when Conan has been King for several years, he still seems more at home commanding a pirate ship than attending court functions or cultivating allies.

Though Conan seizes power in the background of another draft story, Wolves Beyond the Border, it is clearly a lot more satisfying to play out your player characters' rise to power in some detail. Usually this will be done with a combination of personal followers, hired mercenaries and popular unrest, just as Conan managed it. Astute players will have their characters spend many years building up popular support by their brave deeds and honourable bearing.

A perfect example of this is Conan in Beyond the Black River. He is already thinking of kingship but for the moment is content to be a borderer defending Aquilonia's frontiers; yet it is made clear later that his achievements against the Picts here, along with his saving of so many settlers, have given him a reliable power base on the frontier, a power base which is crucial in allowing him to later take the throne. He is legendary to the folk of the Westermarch and most will support him at the first opportunity against the corrupt nobility from which they fled.

Types of Campaign

Many different types of campaign are possible on the Earth of the Hyborian Age. We have listed some of the most common here but of course you may well find you prefer to play something different, or you may start one of these campaigns only to have it mutate into something else.

Mercenary Campaign

By far the easiest campaign to run is the mercenary campaign. Usually the characters will be a part of a larger mercenary company and will go where that company travels, fighting in its wars and hoping to get paid at the end of it. This type of campaign makes the Games Master's job fairly easy, because at least to begin with he can choose where the company will take work and what adversaries they will face, though the players will have a concomitant lack of freedom.

Most of the characters will be soldiers, borderers, or nomads, often from the same city-state, tribe or Hyborian kingdom, though any character class and race is possible. As *Conan the Roleplaying Game* allows for some flexibility in skills and multiclassing, it would even be possible to have everyone play the same character class and race, at least to begin with, multiclassing later if they wish. A mercenary campaign featuring a unit of Shemite nomads, for example, could give the characters some strong connections right from the start. On the other hand, the often raggle-taggle nature of Hyborian mercenary units can make for an enjoyable game, with former kozak pirates rubbing shoulders with Zingaran duelists, Hyperborean outlaws and Aesir berserks, all just barely kept in a coherent company by a gruff old exiled Nemedian baron.

Ghaaroth NS (free product)

ARMY CAMPAIGN

Similar to the more focused mercenary campaign, an army campaign revolves around a unit in a wider army. This could be anything from a company of Hyrkanian nomads assigned to scout out new lands for conquest by the King of Turan, to a force of Bossonian archers assigned to protect their town from Pictish incursions.

The army campaign is even more disciplined than the mercenary campaign but this can make for a good, structured game. Even this kind of campaign can be altered if need be – the Hyrkanians might offend their Shah and be exiled to Khitai, or the Bossonians may all be conscripted into the Aquilonian army and only get a chance to desert when they are most of the way across Ophir at the head of an army ordered to teach the king of Koth a lesson.

RETINUE CAMPAIGN

This campaign has the characters assigned to protect and work for another player – usually a noble but a scholar is also a possibility. In effect you have a mercenary company centred on a particular task or agenda, though often they are long-term retainers of the leader rather than hired swords. In some ways this may feel like a more focused version of the wanderers and thieves campaign (below), since the group will often be required to trek to the ends of the Earth to fulfil their leader's aims.

A retinue campaign led by a noble could certainly include another noble or two (the leader's family), soldiers (knights or other armed retainers), borderers, barbarians and nomads (foresters and woodsmen from the noble's estate) and scholars (advisors or teachers). Given that one of Count Valenso's retainers in The Black Stranger is a former buccaneer, pirates and thieves also seem possible.

WANDERERS AND THIEVES CAMPAIGN

This is very much the traditional fantasy roleplaying campaign and it certainly fits *Conan the Roleplaying Game* well. Players have a more or less free hand creating characters, though if you wish to run a relatively low-key campaign you may restrict them to a maximum of one scholar, perhaps a priest with only limited magical choices. They travel the world, getting into trouble, fleeing town, robbing tombs, slaying monsters and the like. Some may have barbaric codes of honour, though a civilised code of honour is unlikely to last long in such a setting.

HERO AND SIDEKICK

One potentially rewarding way to run a two-player, one Games Master campaign is to have one of the characters play the hero, the primary character in effect, while the other plays his sidekick, a secondary character. The secondary character may be a long-running sidekick, in which case the

Ghaaroth NS (free product)

two are more like adventuring partners than a true hero and his mere sidekick. Swords and sorcery literature is rife with such partnerships and though they are largely absent from the Conan stories per se, they are certainly in keeping with the genre.

Alternatively, the secondary character may change from story to story. In TV serial terms, the second player plays the 'Special Guest Star' character in each episode of the hero's show. Had the Conan stories been a game played in this way, the primary character would be Conan but the second player would have had a different character for each adventure, including Bêlit, Balthus, Yasmina, Muriela, Yasmela, Valerius and Nafertari. In some stories, the two would be close allies; in others, they would have at least some conflicts of interest and it would be intriguing to discover which if either got away with the treasure, through playing out the scenario in full. This approach may seem unfair to the player who is not playing the hero; but some players may enjoy the challenge of playing a different counterpart to the hero each adventure and also like the fact that their skills, motivations and role will be different each time. In some respects, the secondary character is in an intriguing grey area between a major non-player character and a minor player character.

STORY TWISTS

The Games Master should be careful of lucky or unlucky dice rolls ruining the adventure during solo or duo play. Saving throws are one of the biggest dangers here. In most cases, it should be possible for the Games Master to turn even a failed save that results in incapacitation into something that advances the plot. There are several occasions when Conan is alone and when in game terms he 'fails a saving throw' by getting hit on the head and knocked out, or being paralysed by magic. In every case, he turns the situation around sooner or later when he recovers and breaks free from captivity. If it is not possible to set up such a situation, such a story twist, you should assume the lead character at least automatically succeeds at his saving throw. If the other character is a temporary, secondary one, it is usually quite acceptable for him to die horribly at this point, however!

Ghaaroth NS (free product)

The Faces of Conan

KING CONAN

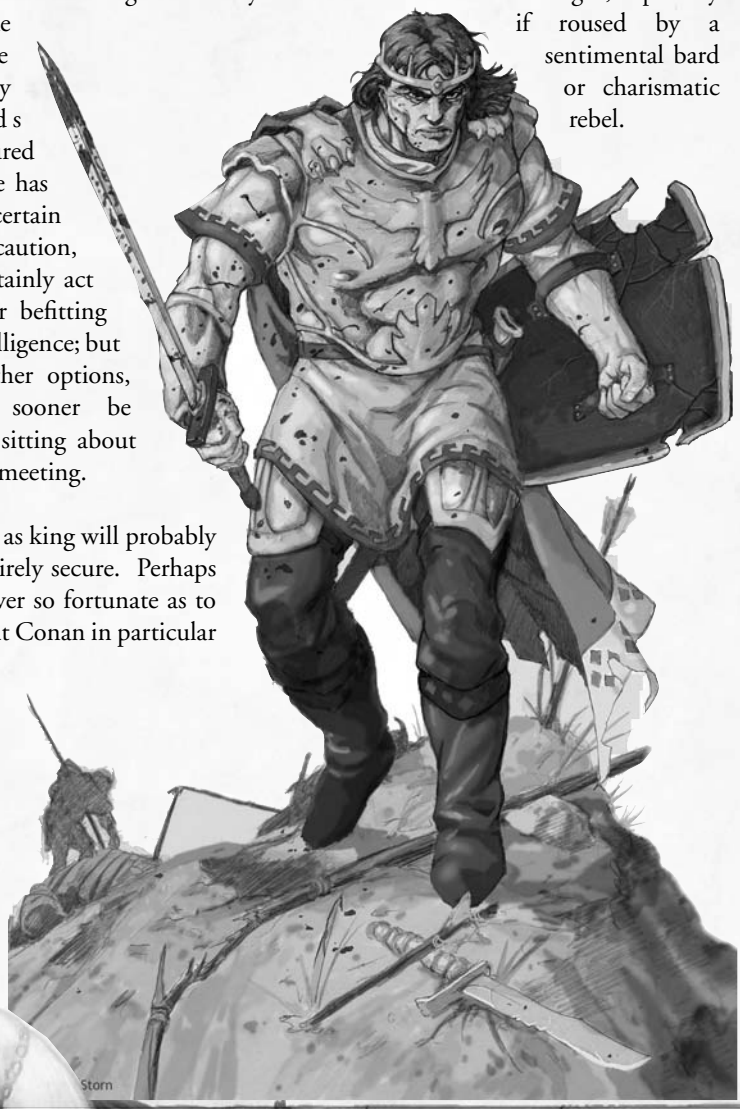
Medium Human Male Cimmerian Barbarian 15/Soldier 2/Thief 1/ Pirate 2)
Hit Dice: 10d10+50+15+6+2+4 (137 hp)
Initiative: +20 (+6 Dex, +14 Reflex save)
Speed: 25 ft.* (plate armour)
DV (Dodge): 29 (+13 level, +6 Dex)
DV (Parry): 25 (+7 level, +8 Str)
DR: 14 (+10 plate armour, +2 visored helm, +2 natural)
Attack: Greatsword +26 melee; or Bossonian longbow +24 ranged
Full Attack: Greatsword +26/+21/+16/+11 melee; or Bossonian longbow (+8) +24/+19/+14/+9 ranged
Damage: Greatsword 2d10+8, or Bossonian longbow 1d12+8
Special Attacks: Ferocious Attack, To Sail A Road Of Blood And Slaughter, Sneak Attack +1d6/+1d8, Sneak Attack Style (broadsword), Greater Crimson Mist, Versatility (proficient with all weaponry, double threat range)
Special Qualities: Fearless, Bite Sword, Trap Sense +5, Uncanny Dodge, Improved Uncanny Dodge, Mobility, Improved Mobility, Greater Mobility (not usable in current armour), Damage Reduction 2/-, Seamanship +1 (+1 to DV on board ship), Pirate Code (Barachan Rockets and Smoke), Trapfinding, Barbaric Code of Honour.
Space/Reach: 5 ft. (1)/5 ft. (1)
Saves: Fort +20, Ref +20, Will +13 (+16 vs. Corruption, +15 vs. fear or Terror)
Abilities: Str 26, Dex 22, Con 21, Int 20, Wis 19, Cha 21
Skills: Balance +16, Bluff +28, Climb +20, Decipher Script +13, Hide +15, Intimidate +15, Gather Information +10, Jump +10, Knowledge (arcana) +15, Knowledge (geography) +15, Listen +13, Move Silently +25, Perform (song) +6, Profession (sailor) +12, Ride +15, Search +8, Sense Motive +14, Spot +13, Survival +15, Swim +13
Feats: Track, Diehard, Endurance, Fighting-Madness, Leadership, Sleep Mastery, Dabbler (Counterspells), Striking Cobra, Navigation, Combat Expertise, Improved Sunder, Greater Sunder, Improved Trip, Brawl
Possessions: Greatsword, superior black-painted plate armour (maximum Dex bonus +3), superior visored helm, arming sword, poniard, Bossonian longbow, 24 arrows.
The above possessions and game statistics assume Conan is fully prepared for war, and attired accordingly. If attacked at his palace, he might be unarmoured, and if expecting something more like a skirmish than all-out war, he is more likely to wear a simple mail shirt or mail hauberk than the full plate armour he

Ghaaroth NS (free product)

is given here. Although Conan has had access to Akbitanan weapons at times during his career, he does not appear to use them when king of Aquilonia, presumably wielding Aquilonian-made weaponry instead.

Even as king, Conan is still very much a man of action. If he discovers a threat to his rule, he will tend to ride out and meet it head-on – though these days he may ride out at the head of many thousands of armoured knights. He has learnt a certain degree of caution, and will certainly act in a manner befitting his high Intelligence; but given no other options, he would sooner be acting than sitting about in a council meeting.

His position as king will probably never be entirely secure. Perhaps no king is ever so fortunate as to be secure, but Conan in particular must deal with almost constant attempts by the old ruling house to restore its crown. Even the common people, though they know on one level that Conan is the best thing that has ever happened to Aquilonia, still sometimes feel an emotional nostalgia for the old tyrant King Vilerus. In any event they are fickle, and soon forget the liberating benefits Conan's reign has brought, especially if roused by a sentimental bard or charismatic rebel.



Ghaaroth NS (free product)

Conan the Thief

Medium Human Male Cimmerian Barbarian 2/Thief 1
Hit Dice: 2d10+1d8+9 (29 hp)
Initiative: +9 (+4 Dex, +5 Reflex save)
Speed: 30 ft.
DV (Dodge): 15 (+1 level, +4 Dex)
DV (Parry): 13 (+0 level, +3 Str)
DR: -
Attack: Broadsword +5 melee; or improvised thrown weapon +4 ranged
Full Attack: Broadsword +5 melee; or improvised thrown weapon +4 ranged
Damage: Broadsword 1d10+4, or improvised thrown weapon 1d6+1 or 1d8+1
Special Attacks: Sneak Attack +1d6/+1d8, Sneak Attack Style (broadsword), Crimson Mist, Versatility (only -2 penalty for non-proficiency)
Special Qualities: Fearless, Bite Sword, Trapfinding, Barbaric Code of Honour.
Space/Reach: 5 ft. (1)/5 ft. (1)
Saves: Fort +6, Ref +9, Will +6 (+9 vs. Corruption, +8 vs. fear or Terror)
Abilities: Str 17, Dex 18, Con 17, Int 16, Wis 15, Cha 17
Skills: Balance +9, Climb +10, Gather Information +4, Hide +9, Intimidate +4, Jump +8, Knowledge (arcana) +4, Knowledge (geography) +4, Listen +7, Move Silently +9, Search +7, Spot +7, Survival +7, and Swim +7
Feats: Track, Fighting-Madness, Sleep Mastery, Brawl
Possessions: Broadsword, tunic, belt, loincloth.

Conan as a young man is impetuous almost to the point of foolhardiness, but he is already quick and strong enough to deal with most of the wild situations into which he throws himself. This version of Conan reflects him around the time of *The Tower of the Elephant*. By the time of *The God in the Bowl* and *Rogues in the House*, he has likely advanced by around two or three more levels of barbarian, adding further raw combat prowess and toughness to his already considerable abilities. It seems that however great a thief he becomes, he will always need to fight his way out of the situation at some point.

Conan's skills and feats reflect for the most part his past as a wild hillman in Cimmeria, where we know he spent his time fighting and raiding, climbing mountains, and tracking wolves and other creatures. This past stands him in good stead as a thief. His style is very much suited to stealth, but he relies on his climbing skills to bypass most obstacles rather than bothering to learn the intricacies of lock-picking. If he must get past a lock, he will simply use his already powerful muscles to burst it open, despite the noise. He has picked up a little knowledge of geography on his travels from Cimmeria through Vanaheim, the eastern Hyborian kingdoms and Zamora. He is also trying to learn a little of the ways of wizards, not through any especial desire to become one but because he recognised early on that they often have the most valuable loot.

Ghaaroth NS (free product)

INDEX

A

Ability Checks 115
Ability Checks and Caster Level Checks 114
Ability Modifiers 13
Ability Scores 12
Ability Score Loss and Healing 249
Acheronian Demon-Fire 338
Acolytes 340
Acrobatic 153
Actions in Combat 233
Action Types 233
Adept 157
Adventures 359
Adventuring Gear 213
Agents and Agendas 367
Agile 157
Agonising Doom 316
Aid Another 114, 261
Ajuju 346
Akbitanan Smith 157
Akbitanan Weapons 200
Alchemical Items 337
Alertness 157
Aliases 109
Allegiance 103
Allegiances and Influence 104
Pledging Allegiance 103
Animal Affinity 158
Animal Ally 312
An Introduction to the Lotus 332
Apples of Derketa 333
Appraise 118, 125
Archer's Bane 158
Argossean or Barachan 33
Armour 202, 227
Armour Qualities 202
Breastplate 204
Brigandine Coat 204
Getting into and out of Armour 207
Great Helm 204
Layering Armour 206
Leather Jerkin 204
Mail Hauberk 204
Mail Shirt 204
Plate Armour 205
Quilted Jerkin 205
Scale Corselet 205
Scale Hauberk 205
Steel Cap 205
Superior Armour 206
Visored Helm 206
Armoured Stealth 158
Armour and Damage Reduction 230
Armour and Encumbrance for Other Base Speeds 18
Armour Proficiency (Heavy) 158
Armour Proficiency (Light) 158
Armour Proficiency (Medium) 158
Armour Quality and Availability 206
Army Campaign 377
Astrological Prediction 303
Asura 346
Athletic 159
Attack 236
Attacks of Opportunity 229, 239
Attack Bonus 223
Attack Roll 222
Attack Rolls 237
Augment Summoning 159
Automatic Failures and Successes 228
Automatic Misses and Hits 237
Awful Rite of the Were-Beast 300
A Flagon of Wine 249

B

Background Skills 25
Balance 119, 125
Narrow Surface Modifiers 119
Bane Knife of Khosatral Khel 330
Barbarian 58
Barbaric Code of Honour 100

Ghaaroth NS (free product)

Restrictions of the Barbaric Code of Honour 101
Base Attack Bonus 55
Base Dodge Bonus 55
Base Parry Bonus 56
Base Save Bonuses 56
Base Saving Throw Bonuses 56
Bel 347
Beyond Worship: Priests 345
Big and Little Creatures in Combat 256
Black Lotus Blossom 334
Black Lotus Juice 334
Black Lotus Powder 334
Black Lotus Wine 334
Black Plague 316
Black Plague, Greater 318
Black Stygian Scorpion Venom 334
Blind-Fight 159
Bluff 120, 125
Bonuses to Speed 251
Bonus Feats 27
Borderer 61
Bori 347
Bossonian 34
Brawl 159
Breaking Items 23
Breaking Objects 21
Bull's Charge 273
Bull Rush 261
Burst Barrier 322
Buying and Selling Magical, Herbal and Alchemical Items 330

C

Calm of the Adept 319
Carouser 159
Carrying Capacity 15
Bigger and Smaller Creatures 17
Casting on the Defensive 239
Casting Time 239, 292
Cast a Spell 238, 243
Cat's Parry 273
Cease Concentration on Spell 246
Chaga 41
Changing Ability Scores 15
Characters 8
Character Classes 54
Character Creation Summary 12
Character Races 24
Charge 261
Children of the Night 314
Cimmerian 28
Cimmerian Pantheon 348
Class and Level Bonuses 55
Class Features 57
Class Skills 54
Class Table 55
Class Tools and Skill Kits 216
Cleave 160
Climb 121, 127
Clothing 212
Codes of Honour 100
Barbaric Code of Honour 100
Restrictions of the Barbaric Code of Honour 101
Benefits of a Code of Honour 100
Civilised Code of Honour 102
Losing a Code of Honour 103
Combat
How Combat Works 222
Combat Expertise 160
Combat Manoeuvres 273
Combat Modifiers 256
Combat Reflexes 160, 163
Combat Statistics 222
Commencing an Adventure 359
Components 291
Conans and Canons 366
Conan and Canons 366
Concealment 258
Concentrating to Maintain a Spell 239
Concentration 123, 128, 239, 285, 295

Ghaaroth NS (free product)

Conjuring 321
Consequences of Magic 286
Constitution 14
Containers and Carriers 215
Corruption 370
Corruption and Insanity 287
Corruption Effects 291
Corruption Saves 287
Cosmology 358
Counterspells 295
Coup de Grace 260
Cover 256
Craft 125, 129
Critical Hits 238
Crom 348
Crom and the Cimmerian Pantheon 348
Crushing Grip 160, 164
Crystal Ball 331
Crystal Ball of Speech and Vision 331
Currency 186
Curses 299
Curse of Yizil 300

D

Dabbler 160, 164
Dagon 349
Damage 223
Damage Rolls 238
Dance of the Changing Serpent 301
Dance of the Cobras 308
Darfari 49
Darting Serpent 319
DCs To Break Or Burst Items 23
Dead (–10 Hit Points or Lower) 247
Death Touch 318
Decapitating Slash 274
Deceitful 161
Decipher Script 129, 135
Defence 223
Defence Modifiers 236
Defence Value 223
Defensive Martial Arts 161
Deft Hands 161
Delay 272
Demonic Pact 324
Demonic Pact, Greater 325
Demon Killer 161
Derketa 349
Derketo 349
Desperate Stab 274
Devastating Sweep 274
Dexterity 14
Diagonals 251
Dice 11
Diehard 161
Difficulty Class Examples 112
Difficult Terrain 253
Diligent 162
Diplomacy 129, 135
Direct or Redirect a Spell 242
Disabled (0 Hit Points) 247
Disable Device 130, 135
Disarm 263
Disguise 131, 136
Dismiss a Spell 240
Divination 302
Dodge 162
Dodging 225
Domination 309
Draw Forth the Heart 318
Draw Forth the Soul 301
Draw or Sheathe a Weapon 241
Dread Serpent 309
Dream of Wisdom 303
Drop an Item 245
Drop Prone 245
Drugs, Poisons and Herbal Preparations 332
Dying (–1 to –9 Hit Points) 247

E

Effects of Hit Point Damage 246
Encumbrance 251
Encumbrance by Armour 16

Ghaaroth NS (free product)

Endurance 162
Energy Drains 279
Entrance 307
Escape Artist 132, 137
Ex-nobles 72
Exotic Weapon Proficiency 162
Expanding the Acolyte Background 340
Experience 365
Experience and Level Dependent Benefits 57
Eyes Of The Cat 162

F

Far Shot 163
Fast Mount or Dismount 242
Fate Points 93, 95
Gaining More Fate Points 97
Using Fate Points 93, 96
Favourable and Unfavourable Conditions 113
Favoured Classes 25
Feat Descriptions 153
Feint 264
Fighting-Madness 163
Fighting Defensively as a Standard Action 238
Fighting on the Run 241
Finesse 232
Flame-Powder 338
Flanking 259
Flat-Footed 229
Fleet-Footed 163
Fling Aside 274
Flyby Attack 163
Focused Magical Link 163
Food, Drink and Lodging 218
Forgery 133, 138
Free Actions 245
Full-Round Actions 242
Full Attack 242

G

Gaining and Losing Power Points 279
Games Master's Role, The 12
Gather Information 134
Gelid Bones 302
Ghanata 42
Golden Lotus Juice 335
Golden Wine of Xuthal 338
Goods 209
Goods and Services 209
Grapple 264
Greater Critical 164
Greater Sunder 164
Greater Telekinesis 322
Greater Warding 295
Greater Weapon Focus 165
Greater Weapon Specialisation 165
Great Cleave 164
Great Fortitude 164
Great Serpent Venom 335
Green Lotus Blossom 335
Grey Lotus Blossom 335
Group Tactics 363
Gunderland Pike-and-Shield Fighting 165

H

Hampered Movement 251
Handle Animal 134
Hanuman 349
Hardness 22
Heal 136
Healing 248
Healing Limits 249
Helmets 206
Helpless Defenders 260
Heroic Death 371
Hero and Sidekick 377
Hexer 166
Hide 137
High Living 185

Ghaaroth NS (free product)

Himelian Tribesman 29
Hit Die 54
Hit Points 22, 227
Honour 370
Hooking Parry 274
Horde 166
Human Shield 275
Hyborian 30
Hyperborean 35
Hypnotic Suggestion 310
Hypnotic Suggestion, Mass 310
Hypnotism 307
Hyrkanian or Turanian 37

I

Ibis 350
Ill-Fortune 302
Ill-Fortune, Greater 302
Improved Bull Rush 166
Improved Critical 166
Improved Disarm 167
Improved Feint 167
Improved Grapple 167
Improved Initiative 167
Improved Overrun 167
Improved Precise Shot 167
Improved Sunder 168
Improved Trip 168
Improved Two-Weapon Combat 168
Improved Unarmed Strike 168
Inaction 229
Incantation of Amalric's Witchman 299
Inevitable Death 370
Initiative 228
Initiative Checks 228
Intelligence 14
Intimidate 138
Intra-Party Conflict 368
Intricate Swordplay 169
Investigator 169
Iron Will 169

J

Jhebbal Sag 350
Joining a War of Souls 329
Jump 139

K

Khitan 38
Khitan Pantheon 351
Knowledge 141
Knowledgeable 169
Kothic Demon-Fire 339
Kushite or Northern Black Kingdom Tribesman 39

L

Languages 26
Leadership 169
Leaping Charge 275
Left for Dead 247
Lesser Ill-Fortune 299
Level-Dependent Benefits 56
Lifting and Dragging 17
Light-Footed 172
Lightning Reflexes 172
Light Sources And Illumination 21
Listen 141
Loss of Hit Points 246
Lotus Smoke 339
Love Found and Lost 372

M

Magical, Herbal and Alchemical Items 329
Magical Healing 249
Magical Items 329
Major and Minor Races of the Hyborian Age 27
Major Insanities 291
Manipulate an Item 242
Martial Weapon Proficiency 172
Massive Damage 247

Ghaaroth NS (free product)

Master-Words and Signs 323
Measuring Distance on a Tactical Grid 251
Melee Attacks 236
Menacing Aura 172
Mercenary Campaign 376
Mighty Spells and Runaway Magic 286
Mind-Reading 304
Minor Insanities 288
Miscellaneous Actions 246
Mitra 352
Mobility 172
Monster Slayer 172
Mount/Dismount a Steed 242
Mounted Archery 173
Mounted Combat 173, 268
Mounts and Related Gear 221
Move 241
Movement 18
Basic Movement 19
Forced March 20
Hampered Movement 19
Hustle 20
Mounted Movement 21
Overland Movement 20
Run 20
Tactical Movement 18
Terrain 20
Terrain And Overland Movement 20
Walk 20
Movement, Position, and Distance 251
Movement in Combat 251
Move 5 Feet through Difficult Terrain 244
Move Actions 241
Move Silently 142
Moving through a Square 252
Multiattack 173
Multiclassing 57
Multiclassing and Nobles 72
Multiple Attacks 238
Multiple Combatants in a War of Souls 329
Multiple Opponents 276

N

Natural Healing 248
Nature Magic 312
Navigation 173
Necromancy 316
Negotiator 174
Nimble Fingers 174
Noble 65
Noble Regional Features 67
Nomad 73
Non-Player Characters 359
Nonlethal Damage 250
Dealing Nonlethal Damage 250
Healing Nonlethal Damage 251
Staggered and Unconscious 250
Nordheimer 42
No Honour 174

O

Object Hardness and Hit Points 23
Obstacles 254
Ollam-Onga 353
Open Lock 143
Opportunistic Sacrifice 174
Opposed Checks
Examples of Opposed Checks 112
Opposed Skill Check 112
Oriental Magic 319
Outfitting an Alchemist's Laboratory 337
Overrun 253, 269

P

Pacing 362
Pantheons and Gods 343
Pantherish Twist 275
Parry 174
Optional Parrying Rules 226

Ghaaroth NS (free product)

Parrying 225
Parry or Dodge? 225
Pelishtim 47
Perform 143
Performer 174
Perils of Using Poison 337
Persuasive 174
Pict 44
Pirate 76
Pirate Codes 374
Pirate Code Expert 175
Players' Role, The 12
Point Blank Shot 175
Poison Immunities 337
Poison Use 175
Power Attack 175
Power Points 278
Gaining and Losing Power Points 279
Power Point Cost 291
Power Rituals 279
Precise Shot 175
Preparing Sorcery 277
Prestidigitation 321
Priest 176
Priests 345
Primitive Weapons 199
Profession 144
Prohibited Classes 26
Property 217
Psychometry 304
Purple Lotus Juice 336
Pushing It 280

Q

Quick Draw 176

R

Racial Descriptions 25
Raise Corpse 316
Ranged Attacks 237
Ranged Finesse 176
Ranged Hypnotism 311
Rapid Shot 177
Ready 272
Ready or Loose a Shield 241
Recovering from Insanity 291
Recovering Without Help 248
Recovering With Help 248
Reflexive Parry 177
Reputation 104
Average Reputation Scores 106
Generating Reputation 105
Reputation and Travel 108
Reputation by Location 107
Reputation Effects 107
Reputation Modifiers 106
The Nature of Reputation 108
Using Reputation 107
Requirements for Sorcery 277
Retinue Campaign 377
Ride 144
Ride-By Attack 177
Ritual Sacrifice 177
Rounding Out Your Character 93, 95
Rule of Defence 281
Rule of Impermanence 281
Rule of Obsession 282
Rule of Success 280
Rule of the Master 283
Rule of the Sorcerer's Soul 284
Run 177, 243
Rune of Jhebbal Sag 299
Running Combat 362

S

Sacrifices 279
Sacrifices and Energy Drains 279
Savage Beast 311
Saved! 371
Saving Throws 228
Saving Throw Difficulty Class 228
Saving Throw Types 228
Scholar 80

Ghaaroth NS (free product)

Scholar Bonus Spells 86
Search 146
Self-Sufficient 178
Selling Loot 186
Sense Motive 146
Set 353
Shape-Shifter 320
Shemite 45
Shemite, Meadow 46
Shemite Pantheon 354
Shields 207
Shield Proficiency 178
Shooting or Throwing into a Melee 238
Shot On The Run 178
Silvery Mirror 331
Simple Weapon Proficiency 178
Size and Base Defence Of Objects 22
Skills
Checks without Rolls 113
Combining Skill Checks 114
Opposed Checks 112
Purchasing Skills 110
Skill Synergy 115
Time and Skill Checks 113
Trying Again 112
Untrained Skills 114
Using a Skill 111
Skills by Class 116, 117
Skills in Conan
Aid Another 114
Difficulty Class 112
Skill Checks 111
Skill Synergy 115
Taking 10 113
Taking 20 114
Trying Again 112
Untrained Skills 114
Using a Skill 111
Skill Checks 111
Skill Focus 178
Slaves 221
Sleep Mastery 178
Sleight of Hand 147
Smashing an Object 22
Smear Another 71
Sneak Attack 270
Sneak Subdual 179
Soldier 86
Sorcerer's Boon 179
Sorcerous Garden 315
Sorcerous News 305
Sorcerous News, Greater 305
Sorcery Styles 296
Southern Islander or Southern Black Kingdom Tribesman 47
Spawn of Dagoth Hill 179
Speak 245
Special Attacks 261
Special Initiative Actions 272
Special Movement Rules 254
Specific Acolyte Backgrounds 340
Speed 227
Spellbooks 331
Spells and Spellcasting 291
Spells for Hire 218
Spell Components 239
Spell Durations 294
Spell Failure 295
Spell Ranges 293
Spirited Charge 179
Spot 148
Spotlight Time 365
Squeezing 254
Stable Characters and Recovery 248
Staff of Death 332
Standard Actions 236
Stand Up 242
Start/Complete Full-Round Action 241
Starting a War of Souls 328
Starting Equipment and Money 97
Starting Equipment by Character Class 98
Starting Money 97

Ghaaroth NS (free product)

Stealthy 179
Steely Gaze 179
Story Twists 378
Strength 13
Stunning Attack 180
Stygian 49
Stygian Tomb-Dust 339
Substance Hardness and Hit Points 22
Summoner 180
Summonings 323
Summon Beast 312
Summon Beast, Greater 315
Summon Demon 326
Summon Elemental 326
Sunder 270
Sundering Parry 275
Superior Armourer 180
Surprise 229
Survival 149
Swim 150

T

Tactical Movement 251
Take a 5-Foot Step 246
Taking 10 113
Taking 20 114
Tauran 36
Telekinesis 322
Temporary Hit Points 250
Terrain and Obstacles 253
Terror of the Unknown 276
The Effects of Poison 336
The Jewelled Thrones of the Earth 375
The Magic Attack Roll 295
The Phoenix on the Sword 352
The Plunder of the Seas 373
The War of Souls 328
Thief 89
Throw Splash Weapon 271
Tortured Sacrifice 181
Total Defence 240
Touch Attacks and Flat-Footed Defence Values 227
Touch Spells in Combat 239
Toughness 181
To the Hilt 276
Track 181
Trample 182
Tremendous Strength 18
Trip 271
True Nature of the Hyborian Age 5
Tumble 150
Tumbling 253
Turanian and Hyrkanian Pantheon 356
Two-Weapon Combat Proficiency 182
Two-Weapon Defence 183
Two-Weapon Fighting 272
Types of Campaign 376

U

Unarmed Attacks 237
Unearthly Riches and Unearthly Danger 369
Use Feat 246
Use Rope 152
Use Skill 246
Use Special Ability 240, 243

V

Variant Races 27
Vehicles 219
Vendhyan 50
Veteran Players 11
Visions 306
Visions of Torment and Enlightenment 306
Vision and Lighting Conditions 21

W

Wanderers and Thieves Campaign 377
Warding 295

Ghaaroth NS (free product)

Warrior Trance 320
War of Souls Check 328
War of Souls Consequences 328
Wazuli 30
Weapons 186
Weapon Availability 198
Weapon Categories 186
Weapon Descriptions 190, 204
Arbalest 190
Axe 190
Bardiche 190
Battleaxe 191
Bill 191
Bow 191
Bow, Hyrkanian 191
Bow, Shemite 191
Bow, Stygian 191
Broadsword 192
Club 192
Club, War 192
Crossbow 193
Cutlass 193
Dagger 193
Gauntlet 193
Greatsword 193
Hatchet 194
Javelin 194
Knife 194
Knife, Ghanata 194
Knife, Yuetshi 194
Knife, Zhaibar 194
Lance, Heavy 195
Lance, Light\: 195
Longbow, Bossonian 195
Mace, Heavy or Light 195
Pike 196
Pollaxe 196
Pommel 196
Poniard 196
Sabre 196
Scimitar 196
Sling 196
Spear, Hunting 196
Spear, War 196
Staff 196
Stiletto 197
Strike, Unarmed 197
Sword, Arming 197
Sword, Short 197
Sword, War 197
Tulwar 197
Warhammer 197
Whip 197
Weapon Focus 183
Weapon Qualities 188
Weapon Quality 199
Weapon Specialisation 183
Web of Death 183
Weight 17
Whirlwind Attack 184
Wisdom 14
Withdraw 243
Restricted Withdraw 243
Worship 344
Benefits of Worshipping a God 344
Requirements of Worship 344
Wounds, Healing and Recovery 246
Wounds, Healing and Recovery
What Hit Points Represent 246

Y

Yellow Lotus Resin 336
Yimsha's Carpet 320
Ymir and the Nordheimir Pantheon 357
Yog 356

Z

Zamorian 51
Zamorian Pantheon 358
Zingaran 52
Zingaran Surprise 184

Ghaaroth NS (free product)

OPEN GAME LICENSE Version 1.0a

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

1. Definitions: (a)'Contributors' means the copyright and/or trademark owners who have contributed Open Game Content; (b)'Derivative Material' means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) 'Distribute' means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)'Open Game Content' means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) 'Product Identity' means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) 'Trademark' means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) 'Use', 'Used' or 'Using' means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) 'You' or 'Your' means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

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

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

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

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

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

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

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

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

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

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

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

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

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

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

Conan the Roleplaying Game is (C) 2003 Conan Properties International LLC. CONAN(R), CONAN THE BARBARIAN(R) and related logos, character, names, and distinctive likenesses thereof are trademarks of Conan Properties International LLC unless otherwise noted. All Rights Reserved. Mongoose Publishing Ltd Authorized User.

Ghaaroth NS (free product)

CONAN®

THE ROLEPLAYING GAME

KNOW, OH PRINCE, THAT BETWEEN THE YEARS WHEN THE OCEANS DRANK ATLANTIS AND THE GLEAMING CITIES, AND THE YEARS OF THE RISE OF THE SONS OF ARYAS, THERE WAS AN AGE UNDREAMED OF, WHEN SHINING KINGDOMS LAY SPREAD ACROSS THE WORLD LIKE BLUE MANTLES BENEATH THE STARS NEMEDIA, OPHIR, BRYTHUNIA, HYBERBOREA, ZAMORA WITH ITS DARK-HAIRED WOMEN AND TOWERS OF SPIDER-HAUNTED MYSTERY, ZINGARA WITH ITS CHIVALRY, KOTH THAT BORDERED ON THE PASTORAL LANDS OF SHEM, STYGIA WITH ITS SHADOW-GUARDED TOMBS, HYRKANIA WHOSE RIDERS WORE STEEL AND SILK AND GOLD. BUT THE PROUDEST KINGDOM OF THE WORLD WAS AQUILONIA, REIGNING SUPREME IN THE DREAMING WEST. HITHER CAME CONAN, THE CIMMERIAN, BLACK-HAIRED, SULLEN-EYED, SWORD IN HAND, A THIEF, A REAVER, A SLAYER, WITH GIGANTIC MELANCHOLIES AND GIGANTIC MIRTH, TO TREAD THE JEWELED THRONES OF THE EARTH UNDER HIS SANDALED FEET

Torn from the pages of Howard's original vision, *Conan the Roleplaying Game* is a faithful realisation of the vivid world of the Cimmerian barbarian that allows you to follow in his footsteps and create adventurers, scoundrels and fell sorcerers in the Hyborian age.

Conan the Roleplaying Game features everything you need to explore the lands of Hyboria, including a complete system of character creation and advancement, combat and sorcery. This pocket-size tome details the world of Howard's mighty Cimmerian. The world of Conan stands before you.

Only the strongest will survive!

US $19.95

ISBN 1-904854-63-X

9 781904 854630

MGP 7711

OGL

MONGOOSE PUBLISHING

Conan the Roleplaying Game is (C) 2003 Conan Properties International LLC.

Ghaaroth NS (free product)