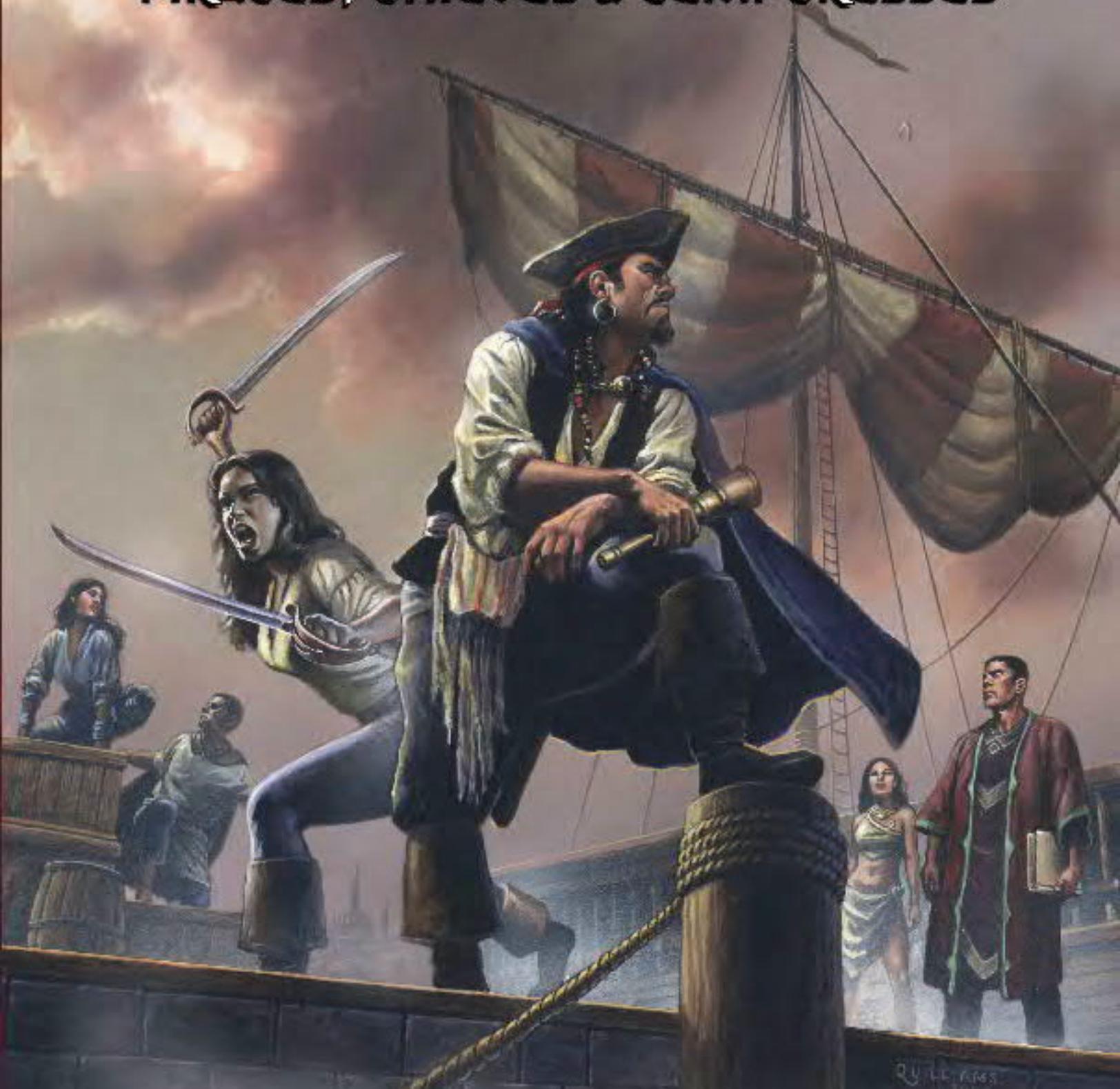


CONAN[®]

**HYBORIA'S FALLEN
PIRATES, THIEVES & TEMPTRESSES**



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HYBORIA'S FALLEN

PIRATES, THIEVES & TEMPTRESSES

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Introduction

Welcome to the Shadows

PIRATES. THIEVES. TEMPTRESSES. The fallen classes of the Hyborian age live amongst the shadows, lurking and hiding in the dark recesses of every city. Civilised people often presume rules come from the gods or even from strange books wherein the 'Truth' is written. Actions are either correct or incorrect and a culture of guilt arises from violating the tenets laid down by society. Societies who try to live by those rules breed shadows and these shadows are the fallen classes, by-products of all the impulses contrary to a given society's definitions of truth and order. Some consider the shadows evil, others see them as a necessity. Many long to give in to the shadows but pretend to condemn them. The fiercest; barbarians, nomads and borderers, are forces of nature impacting upon society. The finest; nobles, scholars and soldiers, are the creators and maintainers of society and 'law' itself. The fallen represent impulsive temptation; those who reject the 'Truth' insisted upon by the finest and challenged by the fiercest. To be one of the fallen is to be hunted by the so-called 'finest' elements of society. To be one of the fallen is to have your deeds and beliefs treated as sinful, criminal or worse.

The first section of this book reveals a shadow few want to discuss – the temptress. Although there are males who fit the role of tempter, the fears of Hyborian society usually revolve around the women who break society's rules, the women who stand up to men, the women who refuse to give in to the laws dictated to them by the men who dominate their environment. They angrily label these women as 'whores' but this is an inaccurate label borne of man's fears, an attempt to belittle those who have the strength to stand up to the establishment.

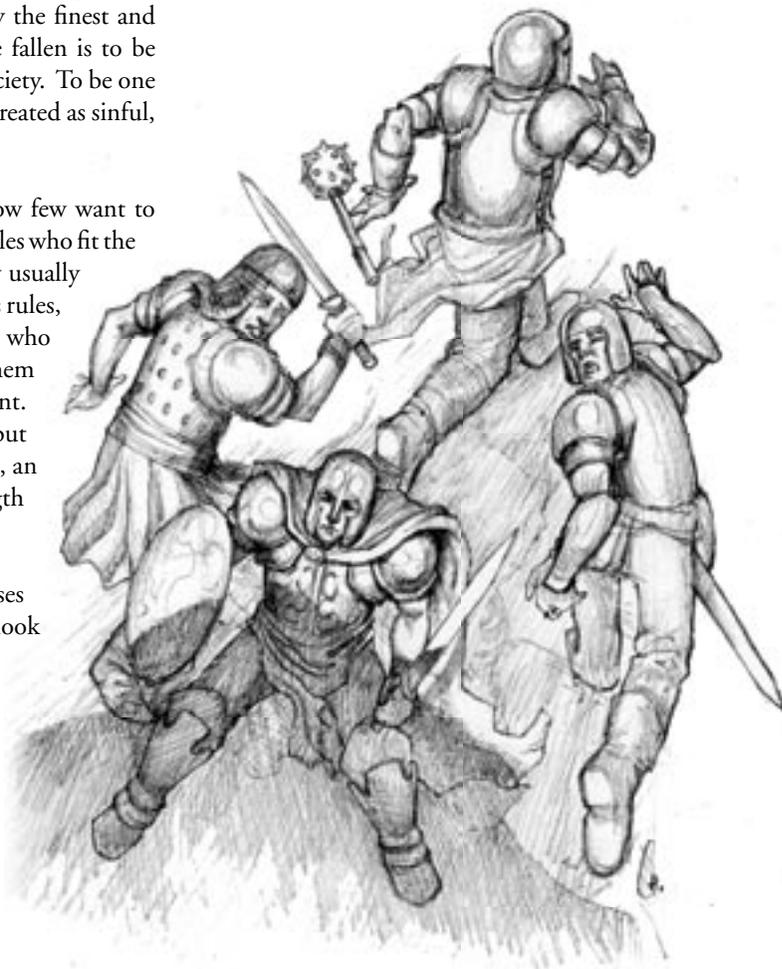
The second section of this book discusses how the various cultures of Conan's age look at the pirate, thief and temptress classes.

Advice is given on what skills and feats to emphasise for each culture's iconic brand of these three classes, as well as additional cultural information.

In some cases, variant rules are offered to better portray these character classes in some cultures.

The third section of this book reveals the secrets of the fallen classes. Information on ability score options, archetypal roles, new uses for old skills, information on crime families and thieves' guilds are presented. Also, new poisons and rules regarding shock and surprise are given. New combat manoeuvres also provide for varied combat and character concepts.

The fourth section of this book shows how to mix and match the nine character classes to create new archetypes of the pirate, the thief and the temptress. Here you will find nymphs, vamps, sea captains, privateers, crime lords and many more.



The Temptress

A New Core Class

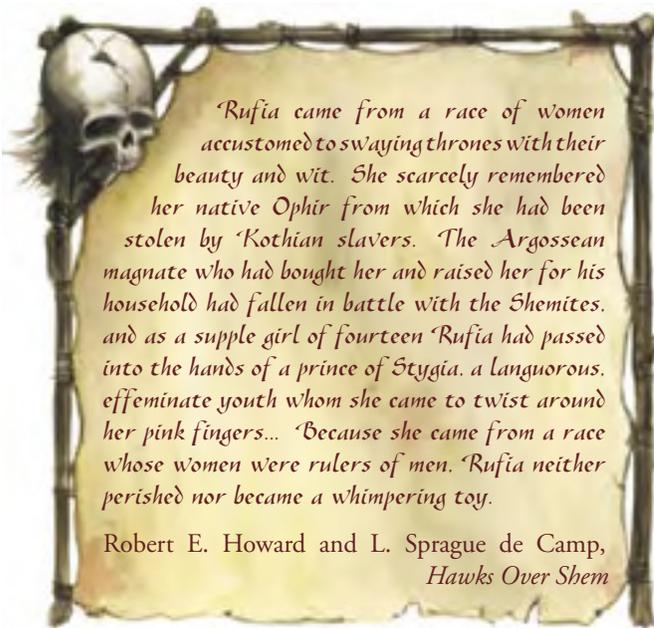
THE TEMPTRESS IS a new core class for *Conan the Roleplaying Game*. Presented in a multitude of examples found in the writings of Robert E. Howard, the temptress is a sword & sorcery archetype. Some examples include: Salome, from *A Witch Shall Be Born*; Tascela, from *Red Nails* and Thalís from *Xuthal of the Dusk*. This class follows the same basic rules as the other core classes, including experience point, ability score and feat progressions. It is a favoured class for females of any civilised race. Although males can take the class, it is almost never a favoured class for them (known as Tempters), even if they are Hyborian.

Adventures: Although there are males who fit the role of tempter, the fears of any society usually revolve around the women who break its rules, the women who stand up to men, the women who refuse to bow to the demands put on them by the men who dominate their world. The temptress is a shadow borne of man's fears and man's attempts to dominate women.

The temptress is a shadow of civilisation who uses the power of sexuality in order to ensnare others. Sexually insatiable, the temptress is often seen as a vampire, leaching away the virility and independence of lovers and friends. Fostering beauty and charm, the temptress uses sensuality and sexuality as irresistible lures to bring others to their doom. The Hyborian Age is a time of great opportunity for temptresses. The world seems to be a place of male domination, where men wage wars and conduct the business of the world. However, the temptress is ideally suited to taking advantage of these men, proving that beauty is stronger than physical power. They ensure that the 'world of men' is nothing of the sort.

Characteristics: Temptresses use their bodies and their seduction techniques to further their own ends. Their charm is used to get men and women to do their bidding, their sexuality is as honed as a weapon, as keen and deadly as any sword. Like a noble, the temptress favours brain over brawn – and knows full well that sexuality can overcome both the mind and strength of her enemies.

Religion: Temptresses usually follow the religion of their native land, although they can choose the most provocative of the available gods and goddesses of that land.



'Rufia came from a race of women accustomed to swaying thrones with their beauty and wit. She scarcely remembered her native Ophir from which she had been stolen by 'Kothian slavers. The Argossean magnate who had bought her and raised her for his household had fallen in battle with the Shemites, and as a supple girl of fourteen 'Rufia had passed into the hands of a prince of Stygia, a languorous, effeminate youth whom she came to twist around her pink fingers... 'Because she came from a race whose women were rulers of men, 'Rufia neither perished nor became a whimpering toy.

Robert E. Howard and L. Sprague de Camp,
Hawks Over Shem

Background: Temptresses usually come from urban settings, although some archetypes are more rural. In any case, the culture around them must oppress women in some manner, pigeon-holing them into some role. It is this limitation and oppression that births the temptress. She is a shadow cast by these cultural rules.

GAME RULE INFORMATION

Abilities: Charisma, Wisdom and Intelligence are all crucial to the temptress. She must be able to slip past the resistance of others to see her will done. She is cunning, manipulative and ambitious, traits requiring Charisma, Wisdom and Intelligence. Furthermore, she should cultivate her Dexterity if she plans to be lithe and quick; Constitution to ensure she can endure as long as possible; and Strength so that she is not unduly overpowered.

Hit Die: d6.

CLASS SKILLS

The temptress's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Craft (Herbalism) (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).

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 temptress.

Weapon and Armour Proficiency: A temptress is proficient with all simple weapons and whips. 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.

Comeliness: A temptress takes a pride in her appearance and is naturally well-dressed and groomed. She also has an exceptionally well-formed body. She receives a +2 circumstance bonus to all Charisma-based skill checks in situations where her appearance might play a part. This is an extraordinary ability.

Savoir-Faire: The temptress has a certain flair, dashing style, élan or bravura that marks her as someone special. Everything she does is performed with style, whether it be entering a room and turning heads, carving her initials into a tapestry with her rapier, or even savouring a meal at a banquet to impress her host.

She can intentionally attempt to impress others with her style in any task. The temptress may make any required checks normally but if her result is five or more higher than the required DC to succeed at the task, she has performed the deed with stunning flair. The Games Master is free to dictate any rules effects from this but possible outcomes could be that she gain an initiative bonus on successive actions or a bonus to her Charisma-based skills to further impress those who witnessed the deed.

It is very hard to embarrass the temptress, for she can turn even a fall into an elegant dance. Anytime she fails badly at something she 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 she has done wrong but it is usually 15 or 20. The higher the result, the better her reaction to failure appears.

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

Seductive Art: A temptress gains an inherent understanding of sexuality as it pertains to social situations. She gains a +1 competence bonus on Diplomacy, Gather Information, Intimidate, Perform (any) and Sense Motive checks at 2nd level. This increases to +2 at 6th level and +3 at 10th level and so on. Further, the temptress relishes the conquest over new types of people. Whenever the temptress successfully seduces a person who is of a race and class combination not previously seduced by her, she receives a +2 bonus to all attack rolls, damage rolls and saving throws for the whole of the next day. She also has a +2 bonus to Reputation for the next week.

Dance of Desire: A temptress with five or more ranks in Perform (dance) can, with a successful skill check, cause all those within 30 feet of her who are attracted to her gender (and not otherwise distracted, such as in combat) to become fascinated with her. The targets to be fascinated are allowed a Will save (DC equals 10 + her Perform (dance) skill modifier). Those fascinated receive a -4 penalty to Listen and Spot checks so long as she keeps dancing. Should a target make its save, she cannot attempt to fascinate that same target again for 24 hours. If she has 10 or more ranks in Perform (Dance), the fascinated audience's penalty to Listen and Spot checks is further increased to -6; if she has 15 or more ranks in Perform (dance) the fascinated audience's penalty to Listen and Spot checks is further increased to -8. The temptress must be wearing no armour to use dance of desire. At 2nd level, she can use this ability once per day; this increases to twice per day at 6th, three times at 10th, four times at 14th and five times at 19th level. This is an extraordinary ability.

Sneak Attack: From 3rd level onwards, at any time when the temptress's target can neither dodge nor parry or when the temptress flanks the target, the temptress's attack deals extra damage. The extra damage is +1d6 at 3rd level and an additional 1d6 every three levels thereafter. Should the temptress 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 temptress cannot strike with deadly accuracy from beyond that range.

With a sap or an unarmed strike, the temptress can make a sneak attack that deals nonlethal damage instead of normal damage. The temptress cannot use a weapon that deals normal damage to deal nonlethal 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 temptress 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 temptress 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 temptress cannot sneak attack while striking a creature

A Vendyhan Temptress



with concealment or striking the limbs of a creature whose vitals are beyond reach.

Seductive Savant: A temptress has a gift for using sex to enhance a single skill, using her sensual nature to dampen the resistance of others when using it. The temptress gets to add a competence bonus equal to her temptress class level when making checks with one skill chosen from the following list: Bluff, Diplomacy, Gather Information, Intimidate or Perform. This does not stack with *Seductive Art* but can supersede it for the chosen skill.

Binding Contract: Temptresses are usually temptresses because they have specific goals. These goals, usually a search for power, mean the temptress must usually enlist others to do her dirty work. People will do anything to please a temptress, usually in the hopes that their compliance will lead to more mutual (and sexual) pleasure in the future. The temptress can use this weakness to create verbal contracts so binding the other party must hold to the agreement for fear that breaking it will ultimately cost them dearly. Creating a binding contract requires an opposed Diplomacy check between the temptress and the primary party responsible for the other side of the deal. If the temptress wins this contest, she creates a contract the other party must uphold. If the temptress fails the contest, then negotiations have fallen through and may not be resumed for at least another day. There is a special effect if this is used against a sorcerer: a sorcerer who enters a binding contract with a temptress becomes subject to the Rule of Obsession (see *Conan the Roleplaying Game*), either with the fulfilment of the contract or with the temptress.

Art of Distraction: By flashing an appropriate body part, sending a smouldering stare or putting on a particularly fetching pout, the temptress can beguile opponents into dropping their guard. If she makes a successful Bluff check in combat, opposed by Sense Motive, her opponent becomes flat-footed. Art of Distraction is a free action.

Admirers: The temptress has built up a regular group of admirers, hangers on or customers who provide her with a certain amount of income security. She gains a +2 bonus to Gather Information checks around her social clique as well as receiving a stipend from her admirers of 100 sp per point of Charisma per month. If she leaves a given area, it takes her a month to rebuild her clique.

Further, one of the admirers is a powerful ally, who will go out of his way to aid the temptress. Her ally holds some position of power, whether a noble title, position of influence within a temple or guild,

The Temptress

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+0	+0	+2	+2	Comeliness, Savoir-Faire
2	+1	+1	+0	+0	+0	+3	+3	Seductive Art +1, Dance of Desire 1/day
3	+2	+1	+1	+0	+1	+3	+3	Sneak Attack +1d6
4	+3	+2	+1	+1	+1	+4	+4	Poison Use, Seductive Savant
5	+3	+2	+1	+1	+1	+4	+4	Binding Contract, Art of Distraction
6	+4	+3	+2	+1	+2	+5	+5	Seductive Art +2, Dance of Desire 2/day
7	+5	+3	+2	+1	+2	+5	+5	Sneak Attack +2d6, Admirers
8	+6/+1	+4	+3	+2	+2	+6	+6	Inspire
9	+6/+1	+4	+3	+2	+3	+6	+6	Outrageous Flattery
10	+7/+2	+5	+3	+2	+3	+7	+7	Seductive Art +3, Dance of Desire 3/day
11	+8/+3	+5	+4	+2	+3	+7	+7	Sneak Attack +3d6, Exquisite
12	+9/+4	+6	+4	+3	+4	+8	+8	Above Suspicion
13	+9/+4	+6	+4	+3	+4	+8	+8	Use Weakness as Strength
14	+10/+5	+7	+5	+3	+4	+9	+9	Seductive Art +4, Dance of Desire 4/day
15	+11/+6/+1	+7	+5	+3	+5	+9	+9	Sneak Attack +4d6
16	+12/+7/+2	+8	+6	+4	+5	+10	+10	Veiled In Darkness
17	+12/+7/+2	+8	+6	+4	+5	+10	+10	Secret
18	+13/+8/+3	+9	+6	+4	+6	+11	+11	Seductive Art +5
19	+14/+9/+4	+9	+7	+4	+6	+11	+11	Sneak Attack +5d6, Dance of Desire 5/day
20	+15/+10/+5	+10	+7	+5	+6	+12	+12	Glorious

or some other rank that gives him influence over others. To gain the ally's aid she must address him personally or get word to him of her need for assistance. Bear in mind that if the temptress is adventuring in a distant land, this may be time-consuming or even impossible. The Games Master makes an Ally check based on 1d20 + the temptress' Charisma modifier + any applicable circumstance modifiers. Circumstance modifiers might include whether the temptress recently assisted her ally (+2), whether she has risked her life for her ally (+4) or whether she has personally saved her 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 her ally to introduce her 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 her aid, might be DC 25 or higher.

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

Inspire: The temptress often inspires others to perform beyond their normal abilities. Other people want to impress the temptress

A Nemedian Tempter



and her presence will bring out their best. The temptress knows how to use this desire. During the temptress' action, she can designate an ally within 30 feet of her to receive a +2 morale bonus on all attack rolls, saving throws and skill checks. This is a free action on her part. If the ally is actively defending the temptress (not just fighting alongside her), he may also add a +2 circumstance bonus to his Defence (Dodge or Parry).

Outrageous Flattery: From 9th level and above, the temptress has faked sincerity countless times. When she says that a person has a lovely physique or an impressive stance, her statements sound completely plausible, regardless of how hackneyed the phrase may be. So convincing is her power that she may sometimes use it on the most unlikely of targets. She may attempt to flatter any one target of the opposite gender with an intelligence greater than 3 that can understand her. While the temptress is making compliments, the target must succeed in a Will save (DC 10 + half the temptress' class level + her Charisma modifier) in order to take any hostile action toward her at all. This may be because the target is genuinely flattered or it may be out of complete bemusement and shock. If the temptress attempts to use this ability while in combat, the target receives a +2 circumstance bonus to his saving throw. If the saving throw result totals more than 10 above the required number, the target is massively offended at what he perceives as mockery. If this takes place in a combat situation, the intended target subsequently attacks the temptress in preference to other targets.

Exquisite: A temptress at 11th level is no longer merely comely and pretty. Experience has made her an exquisite creature. She receives a +4 circumstance bonus to all Charisma-based skill checks in situations where her appearance might play a part. She also receives a one-time bonus of +2 to her Reputation as her beauty is highly remarked upon wherever she goes. This is an extraordinary ability and supersedes the Comeliness ability.

Above Suspicion: A temptress is effectively untouchable for lesser crimes and will not suffer arrest or interrogation for anything short of premeditated murder. In her case, beauty and sexuality hath its privileges. Investigators will automatically assume she is an innocent party. If the temptress desires, she can actually shift the investigator toward another target by making a successful opposed Diplomacy check against the investigator's Sense Motive roll. Failure has no adverse effect unless the crime is premeditated murder, in which case the investigator becomes sure the temptress is the culprit.

Use Weakness as Strength: The temptress is accomplished at using the weaknesses of her opponents to get the better

of them. When making an opposed Charisma, Intelligence or Wisdom based check, the opponent must use the lowest of these three abilities as his modifier. For example, if a temptress is attempting to bluff another character, and that character has 5 ranks of Sense Motive, 16 Wisdom (+3), 10 Intelligence (+0) and 8 Charisma (-1), the opponent character must add his -1 Charisma modifier instead of his Wisdom modifier when attempting to oppose the temptress with this special ability.

Veiled In Darkness: A temptress of 16th level or higher puts people off their guard. She may kiss a willing partner as a move action and force a Will save (DC set by Bluff check) or the character is considered unaware and flat-footed for any attack she may make this round or the next.

She may also have sex with a partner, sex that is so energetic and exhausting that her partner falls into a deep, hard slumber. After having sex with a character with this ability, the partner must make a Fortitude save (DC 10 + half temptress' level + temptress' Charisma modifier) or fall into a deep, peaceful sleep.

Secret: The temptress has information that would embarrass or endanger someone she wishes to influence. This gives her leverage with that person as long as it is not overused and nobody else finds out. The temptress may choose a Non-Player Character she wishes to influence. She has learned a secret about that character (the Games Master will work out exactly what that secret is if necessary). Once per game session, the temptress may invoke that secret to gain a +4 circumstance bonus on one Diplomacy or Intimidate check opposed by the target character. The temptress may also choose to 'burn the evidence' in order to automatically succeed at a single Diplomacy or Intimidate check opposed by the target character. If this is done, the temptress loses the benefit of this ability. The benefit also is lost if the secret controlled becomes public, worthless or irrelevant. Once the benefit is lost against one target, it takes the temptress another 1d6 months to gain the benefit against another target.

Glorious: A temptress at 20th level is a legendary beauty and adventuress. She is graceful in her age and more attractive than ever. She receives a +6 circumstance bonus to all Charisma-based skill checks in situations where her appearance might play a part. This is an extraordinary ability and supersedes the Exquisite ability. She gains another +2 bonus to her Reputation.

The Fallen of the Land

Cultures of the Fallen

THE VARIOUS CLASSES, in and of themselves, are but variations on the other classes, with better statistics here and lesser statistics there. These are not the recipe for great roleplaying experiences, but mere mechanics used to solve physical problems such as combat and stealth. More information on these countries, cultures and the people who inhabit them can be found in *Conan: The Road of Kings*, as well as in other *Conan the Roleplaying Game* products such as *Conan: Across the Thunder River*, *Conan: Shadizar – City of Wickedness*, *Conan: Aquilonia – Flower of the West* and *Conan: Pirate Isles*.

AQUILONIA

Aquilonia is the wealthiest and most powerful of the Hyborian kingdoms, peopled by a proud population, better off than most in that distant epoch. In Conan's time, Aquilonia most closely resembles Medieval France in culture and ecology. Its barons and counts maintain ancient feuds from generation to generation and the frontiers fight Picts, Cimmerians, Nemedians, Ophireans and each other. Aquilonia plays a dominant role in the history of Robert E. Howard's epoch.

AQUILONIAN PIRATES

Technically speaking, there are no prohibited classes for an Aquilonian character from the central provinces. However, to capture the flavour of Robert E. Howard's world, pirates should not be allowed for 1st level natives of the central regions. Aquilonia is land-locked. A true pirate culture would be nearly impossible to sustain in central Aquilonia.

Bossonia: Pirate is one of Bossonians' prohibited classes. As a land-locked nation, few Bossonians will ever have the opportunity to meet a pirate; much less become one at 1st level. Of course, Bossonians often leave Aquilonia as mercenary soldiers, so they may have opportunity to take up the pirate class later. Pirates and military craft know the power of archery, so many Bossonians are recruited on ships as marines (soldier/pirates).

Gunderland: The pirate class is prohibited to 1st level Gundermen. As a land-locked nation, few Gundermen will ever have the opportunity to meet a pirate, much less become one at 1st

level. Despite the limitations, there are several excellent options for the Gunderman. Of course, Gundermen often leave Aquilonia as mercenary soldiers, so they may have opportunity to take up this class later. The fighting prowess of the Gundermen would be an asset to any pirate or military craft, so many are hired on to become marines (soldier/pirates).

Tauran: Pirate is prohibited to a character from the Tauran at 1st level. As a land-locked nation, few Taurans will ever have the opportunity to meet a pirate; much less become one at 1st level. Of course, Taurans often leave Aquilonia as mercenary soldiers, so they may have opportunity to take up this class later. Pirates and military craft may recruit a man of the Tauran on ships as marines (soldier/pirates).

Westermarck: Unless one plans on sailing/rowing up and down the Thunder or Black Rivers on a warship, stealing from Pict and settler alike, this class is not likely to appear among natives of the Westermarck. Of course, those characters who leave the Westermarck may take this class later if the opportunity presents itself. Perhaps a borderer decides to war on the Picts along the coast, so he travels to Argos, learns the ropes of a ship and leads a pirate crew against the sea-coast tribes.

AQUILONIAN TEMPTRESS

Tempresses prey upon the aristocracy throughout Aquilonia. Because of the importance of a 'virginal' appearance, many take ranks in Perform (virginity). Aquilonian temptresses may well be advised to take Iron Will as a feat or to take feats that hide Corruption. Most Hyborians feel that a woman can retain her chastity if her body is violated against her will and lose her chastity if she dresses in a lascivious dress or acts in a sexual manner, even if she does not engage in sexual intercourse, so temptresses must be careful with their overtures. Subtlety is the key in mighty Aquilonia. Tempresses must know how to work in this stifling, restrictive society. Many aristocratic temptresses follow the infiltrator role (see page 44), trying to access as much power as possible (although not in the same manner as the black widow).

Bossonia: The shield maiden concept (page 102) is appropriate for Bossonian temptresses. The temptress class is favoured for Bossonian women, who are often oppressed by

'foreign' nobles. Some temptresses in the Bossonian Marches work toward restoring a Bossonian aristocracy, others leave the marches for other lands to achieve a measure of power over men.

Gunderland: The shield maiden concept (page 102) is appropriate for Gunderland temptresses. Charged with defending their homes against Cimmerians and worse, the men of Gunderland often die. Instead of fleeing their homes with their children, to live with family as a burden or obligation, they take up arms and defend themselves, often learning to become great warriors. Other temptresses are less studied in their approach and become something akin to a manhunter (page 89), hunting down the fiends who killed their men.

Tauran: The nymph multiclass option (page 91) is appropriate for Tauran temptresses. The Tauran men are woodsmen by nature and their women are no less so.

Westermarck: The nymph multiclass option (page 91) is appropriate for Westermarck temptresses due to the thick woodland. Westermarck women are also like Gunderland women in that some will follow the shield maiden concept as their men often die in battle against the Picts. Some women are kidnapped by the Picts and taken to their tribes, where they must use all of their wiles to survive and gain some semblance of power and control in their lives.

The manhunter (page 89), nymph (page 91), manipulator (page 93), vamp (page 100), shield maiden (page 102) and black widow (page 104) concepts are all appropriate multiclass options for Aquilonian temptresses. The temptress class is favoured for Aquilonian women.

AQUILONIAN THIEVES

Most Aquilonian thieves live in the urban cities. Used to opulence and wealth, most maintain fairly high scores in Appraise. Aquilonian thieves are usually aristocratic or free townsmen. Thief/soldiers tend to be bandits, warriors or knights who have fallen on hard times.

Bossonia: There will be few thieves among the Bossonians, save the soldier/thieves who are trained as guerrilla fighters, able to combine their sneak attacks with their archery. Feats such as Culling the Weak and Out of Thin Air (from *Conan: Across the Thunder River*) are extremely useful to the Bossonian guerrilla. Other Bossonians combine borderer with thief to become effective bounty hunters. Bossonian characters almost always have a bow of some sort on hand and most have Bossonian longbows if possible. Brigandine coats are common suits of armour for Bossonians. Hand-axes and light swords are also common equipment for these characters.

Gunderland: There will be few thieves among the Gundermen save as soldier/thieves, who are trained as guerrilla fighters (see *Conan: The Free Companies*), able to combine their sneak attacks with their infantry and woodland skills. Other Gunderland soldier/thieves become assassins (see *Conan: Hyboria's Finest* for this multiclass concept). Still others become minders (see page 125). The sneak attack gives the character a supreme advantage when combining soldier and thief levels. Soldier bonus feats should be chosen so that they complement the sneak attack's chance to hit and damage an opponent. These range from the simple attack bonus feats like Weapon Focus and Point Blank Shot (which conveniently has the same maximum range as ranged sneak attacks), to more sophisticated manoeuvres like Improved Feint to create the chances for sneak attacks rather than wait for them to happen. Improved Initiative and Lightning Reflexes both improve Initiative, which increases the odds of successfully getting a sneak attack. Improved Feint also enhances the capabilities of gaining a sneak attack later in combat. Take special abilities such as Crippling Strike or Opportunist to maximise sneak attacks. Avoid Evasion as that ability limits the armour choices of the character. This character will also want a high Dexterity. Some Gundermen combine borderer with thief to become effective bounty hunters (see page 112).

Tauran: Men from Tauran are not known for their thievery, although a few borderer/thieves have made quite a living as bounty hunters (see page 112 for a multiclass option combining borderer and thief), using their ability to track prey and shoot at them with a sneak attack to bring them down. The outlaw multiclass concept from *Conan: Hyboria's Fiercest* is another borderer/thief option that works well with a Tauran character.

Westermarck: The people of the Westermarck own very little and frontier justice is swift and brutal, so the standard thief rarely appears among the natives. Instead, the entire culture is built around the danger provided by Picts, isolation, disease and animals. The thief class among the Westermarck people has evolved around combating the Picts. Soldier-thieves are sometimes trained as guerrilla fighters determined to wipe out the Picts or borderer-thieves as bounty hunters or Pict slayers. The sneak attack is the supreme advantage of combining soldier or borderer with thief levels. Soldier bonus feats should be chosen so that they complement the sneak attack's chance to hit and damage an opponent. These range from the simple attack bonus feats like Weapon Focus and Point Blank Shot (which conveniently has the same maximum range as ranged sneak attacks), to more sophisticated manoeuvres like Improved Feint to create the chances for sneak attacks rather than wait for them to happen. Improved Initiative and Lightning Reflexes both improve Initiative, which increases the odds of successfully getting a sneak attack.

Improved Feint also enhances the capabilities of gaining a sneak attack later in combat. Take special abilities such as Crippling Strike or Opportunist to maximise sneak attacks. This character will also want a high Dexterity.

The ruffian (page 110), bounty hunter (page 112), crime lord (page 115), grimalkin (page 123) and minder (page 125) are each appropriate multiclass options for Aquilonian thieves.

ARGOS

Argos is one of the Hyborean kingdoms that rose out of the ashes of Acheron when it fell three thousand years ago. Situated on a coast line with natural sea-ports, unlike Shem, the people of Argos have become master sailors, crafty pirates and powerful merchants.

ARGOSSEAN OR BARACHAN PIRATES

Messantia, and the other ports in Argos, are rather lax about laws. They make their money from sea trade, and illegitimate trade is very profitable. Argos turns a blind eye to most acts of piracy. The Barachan pirates, mostly Argosseans anyway, have a safe harbour in Messantia, so the Barachans leave most Argossean shipping alone for that reason.

Thirteen volcanic islands off the coast of Zingara comprise Baracha. Although nearer to Zingara, the Barachan Isles are settled by renegade Argossean buccaneers. The buccaneers are not fond of Zingaran privateers. Their home port is the wild city of Tortage; a roaring city filled with pirates, loot and bloodshed. It is a safe haven for most pirates, save the Black Corsairs and the Zingaran privateers.

More details about Barachan pirates can be found in *Conan: Pirate Isles*.

Argosseans and Barachans make some of the world's best pirates. Pirate is a favoured class and their Background Skills emphasise this preference. Argossean and Barachans usually fight with the cutlass and are armoured with breastplates and steel caps. They usually take the Weapon Focus (cutlass), Fleet-Footed, Leadership and Pirate Code Expert feats, as well as many of the feats from *Conan: Pirate Isles*. Some choice feats from that comprehensive work include Argossean Dreamer, Jolly Chants, Master of the Waves, Pirate Chants, Pirate Horde, Take the Tap, True Brother and Unfurled Sails.

Characters who multiclass with soldier should consider taking the Marine combat formation from *Conan: Pirate Isles*.

The treasure hunter (page 76), sea captain (page 78), sea chanter (page 82), privateer (page 85) and smuggler (page 86) are the most appropriate multiclass archetypes for an Argossean or



Barachan character. Also, the marine archetype from *Conan: The Free Companies* is appropriate.

ARGOSSEAN OR BARACHAN TEMPTRESSES

Argossean temptresses are usually found in the port cities, often entertaining sailors and pirates, hoping to cash in on some of the loot. Some temptresses keep an ear out for rich hauls so they can report them to their pet pirates, hoping to reap some financial reward for their treachery. Many temptresses in Argos seem to be half-breeds, the beautiful sons and daughters of Argosseans and foreign slaves, mistresses or wives. Many try to keep up with local fashions, which can be difficult, especially in the cosmopolitan ports like Messantia, where fashions can change dramatically almost overnight, particularly among the ladies of the Merchant Houses.

All the standard roles many temptresses play (see page 42) can be found in Argos. Black widows sometimes rise to prey upon the Houses, but are rarely found among the true aristocracy. Femme fatales reject the standard notions society has about women and their proper 'place' in the community. Prostitution is a venerable tradition in the ports of Argos,

including grand Messantia. The comely (and not so comely) maidens of Argos can be found throughout the cities trying to influence the weak minded but politically powerful House leaders and heirs. Other temptresses rise and become ship captains. Many House ladies are also temptresses, usually fulfilling the infiltrator role described on page 44. Many are also proficient with the whip.

The manhunter (page 89), manipulator (page 93), siren (page 98), vamp (page 100), shield maiden (page 102) and black widow (page 104) concepts work best for Argossean and Barachan temptresses. The siren is particularly appropriate as pirate is a favoured class of this race. Temptresses who work the Houses often take the manipulator multiclass. The temptress class is favoured for Argossean and Barachan women.

ARGOSSEAN OR BARACHAN THIEVES

Most Argossean thieves live in the urban cities. Used to opulence and wealth, most maintain fairly high scores in Appraise. Argossean thieves are usually aristocratic or free townsmen. Thief/soldiers tend to be bandits, warriors or knights who have fallen on hard times. The Argossean thief will find his Background Skill and racial bonus of Gather Information will often serve him well. Retired Argossean thieves often work as fences or merchants. Many Argossean thieves also serve on pirate ships. Most urban Argossean thieves are suited to fit any of the roles outlined on page 45. They will take skills and feats appropriate to their role in society. Smugglers in Messantia and other Argossean coastal cities are much in demand.

Ruffian (page 110), bounty hunter (page 112), crime lord (page 115), wolf of the desert (page 118), wastrel (page 121), grimalkin (page 123) and minder (page 125)

BORDER KINGDOM

The haunted land is another Hyborian nation, a buffer between the wealthy Hyborian nations of the south and the barbaric hordes of Cimmeria and Nordheim to the north. This savage land has no pirates, but thieves and temptresses can be found throughout.

BORDER KINGDOM PIRATES

Technically speaking, there are no prohibited classes for Border Kingdom characters. However, to capture the flavour of Robert E. Howard's world, pirates should not be allowed for 1st level natives of the Border Kingdom. The Border Kingdom is land-locked. A true pirate culture would be nearly impossible to sustain in the Border Kingdom except along the rivers and swamps, but there would be little for

them to prey upon. At higher levels, presuming the Border Kingdom native left the Border Kingdom, the character could realistically multiclass into pirate. He would take skills and feats as appropriate for the nation he is based out of.

BORDER KINGDOM TEMPTRESSES

Border Kingdom temptresses are usually found in the corrupt cities, hoping to usurp some measure of power from the exiles and rebels who make their homes there. Some temptresses try to convince their princelings of their worth, hoping they will return to their homeland and lead a rebellion and bring the temptress home to rule as queen. Black widow type temptresses are rare in the Border Kingdom; there are few socially mobile men who have enough stability there to make the effort worthwhile. Prostitution, however, is rampant. Many women who find themselves in the Border Kingdom often find selling their bodies is the only way they can sustain any degree of power at all. Although few of these prostitutes have the willpower and determination to be temptresses, they are there, clawing their way to power and wealth by taking to their beds.

The women of the Border Kingdom nomadic tribes (see *Conan: Hyboria's Fiercest*) are believed to be seductresses who will lure men away from their wives. Some of these rumours are occasionally true; these are temptresses of the Border Kingdom nomads. These nomadic temptresses conform to the Border Kingdom nomad description found in *Conan: Hyboria's Fiercest*. Female Border Kingdom temptresses wear long, many-layered skirts, heavy earrings and, if married, a head scarf. Their hair is worn long. Wealth is usually converted into jewellery and coins are usually worn on clothing as adornments. The men wear large hats and wide moustaches and their clothing tends to be brightly coloured. They tend to be excessive at everything they do and do not respect those who cannot match their excesses. To stay on the good side of a highway temptress, one must be able to drink as much as she and her brethren, sing as loudly, dance as long and generally be able to go the distance with her. Those who cannot do so never have her respect. The gypsy-like inhabitants of the Border Kingdoms are not well-liked by the people of the towns and cities, who are often afraid of them and will seek to drive them out. These tribes are known as traders and liars, so they often have high ranks in Bluff, Gather Information, Handle Animal and, among the more intelligent, Sense Motive. Most Border Kingdom temptresses have at least a few ranks in Craft (herbalism) and Heal. They choose Bluff, Craft (herbalism), Handle Animal and Sense Motive as Background Skills, often choosing Bluff and Sense Motive as their adaptive skills. They are not accomplished woodsmen, so they rarely put ranks in Hide, Move Silently



or Climb. The gypsy performer multiclass concept on page 95 is perfect for these characters.

The manhunter (page 89), nymph (page 91), manipulator (page 93), gypsy performer (page 95), vamp (page 100), shield maiden (page 102) and black widow (page 104) multiclass concepts are suitable for Border Kingdom characters. As Hyborians, all character classes are favoured, so they tend to excel at whatever they choose to do. Black widows, as mentioned earlier, are the rarest form of temptress in the Border Kingdom. The gypsy performer is perhaps the most common. The temptress class is favoured by Border Kingdom women.

BORDER KINGDOM THIEVES

Most Border Kingdom thieves live in the urban cities although plenty live out in the wild as bandits. Thief/soldiers tend to be bandits, warriors

GYPSY PERFORMER REPUTATION

Reputation in *Conan the Roleplaying Game* can be a tremendous asset among the gypsy-like people of the Border Kingdom. *Conan the Roleplaying Game* introduces several natures applicable to Reputation. The following nature can be selected instead of those given in *Conan the Roleplaying Game*.

Banished: The character is known to be socially unclean. The offender cannot have any social contact with other members of the tribe. The character has been condemned to live among the non-nomadic people of the world and is considered economically and socially dead. The character may apply double his Reputation modifier as a penalty to Bluff and Diplomacy checks when dealing with others of a nomadic society.

or knights who have fallen on hard times. Retired Border Kingdom thieves often work as fences or merchants. They will take skills and feats appropriate to their role in society.

As an alternative to an urban background, many thieves live out in the wilderness as bandits. Outlaws roam the highways, some as slavers, working for the Hyperboreans, others work for the various lords of the Border Kingdom, enforcing the law and collecting illegal taxes. Many live among the nomadic tribes of the Border Kingdom (see *Conan: Hyboria's Fiercest*) and have at least one level in nomad.

The ruffian (page 110), bounty hunter (page 112), crime lord (page 115), wolf of the desert (page 118), grimalkin (page 123) and minder (page 125) concepts are all appropriate for Border Kingdom thieves. The wolves of the desert can be renamed wolves of the wasteland to make it more appropriate for Border Kingdom thief/nomads.

BRYTHUNIA

Brythunia is a pastoral kingdom of callused herders, sun-bronzed farmers and wilderness-wise hunters. Vineyards and orchards are plentiful and the kings of the city-states prosper. Most are blonde or tawny-haired.

BRYTHUNIAN PIRATES

Technically speaking, there are no prohibited classes for a Brythunian character. However, to capture the flavour of Robert E. Howard's world, pirates should not be allowed for 1st level Brythunians. Brythunia is land-locked. A true pirate culture would be nearly impossible to sustain in Brythunia except along the rivers and swamps. At higher levels, presuming the Brythunian left Brythunia, the character could realistically multiclass into pirate. Many Brythunian

pirates are former Turanian slaves, so the Whip Weary feat (from *Conan: Pirate Isles*) would be appropriate. From there, the former-slave-turned-pirate could take Heart of Hate, Hunted, Steel's Sacrifice and/or Unfettered (all from *Conan: Pirate Isles*). Aratus the Brythunian is an example of a Brythunian pirate from Robert E. Howard's *Iron Shadows on the Moon*. (See *Conan: Pirate Isles* for Aratus' statistics.)

BRYTHUNIAN TEMPTRESSES

Brythunian temptresses are almost all blonde. They live in the cities, the towns and out in the country. Urban sophisticates and the stereotypical farmer's daughters make up the bulk of Brythunian temptresses. The urban sophisticates take statistics like most other temptress types (see page 42 for temptress roles). The farmer's daughter-types are the insatiable primitive girls of Hyborian age jokes who will have sex with anyone, regardless of their intelligence or appearance. They often have Background Skills in Profession (farmer), Handle Animal, Knowledge (nature) and Survival. Brythunian farmer-girl types usually take ranks in Climb, Balance and Swim as well.

Otherwise, Brythunian temptresses are much like temptresses anywhere. They take skills according to their role (see page 42) as a temptress, taking appropriate Background Skills and adaptive skills. For example, a Brythunian infiltrator temptress will take Bluff, Disguise, Move Silently and Sense Motive for Background Skills, and choose Diplomacy and Disguise for their Adaptability talent.

The manhunter (page 89), nymph (page 91), manipulator (page 93), gypsy performer (page 95), vamp (page 100), shield maiden (page 102) and black widow (page 104) concepts are the most likely temptress multiclass combinations to be found in Brythunia. Since both classes in the combinations are favoured, the Brythunians do well at whatever class combination they try. The temptress class is favoured for Brythunian women.

BRYTHUNIAN THIEVES

Most Brythunian thieves live in cities. Thief/soldiers tend to be bandits, warriors or knights who have fallen on hard times. Retired Brythunian thieves often work as fences or merchants. They will take skills and feats appropriate to their role in society. They will choose their Background Skills and their adaptive skills as appropriate to best support their chosen role as a thief. For example, a Brythunian goniff will likely take Appraise, Bluff, Profession (goniff) and Sleight of Hand as Background Skills, choosing two of those for his Adaptability ability.

Many live among the highway nomadic tribes of Brythunia (see *Conan: Hyboria's Fiercest*) and have at least one level in

nomad. These nomadic thieves conform to the Brythunian nomad description found in *Conan: Hyboria's Fiercest*. They often run carnival-type games or steal from the local farms around their camps.

The ruffian (page 110), bounty hunter (page 112), crime lord (page 115), grimalkin (page 123) and minder (page 125) multiclass concepts work well for Brythunian thieves. As Hyborians, all classes are treated as favoured and the Brythunian thief can use this to great advantage.

CIMMERIA

Cimmeria is a gloomy land and its people are sombre to an unhealthy degree. Conan was an exception, which is why he fled the land, desperately seeking an escape, diving into a life of violence in the hopes of finding something worth living for. Cimmeria is a brooding land whose black memory drives Conan to drink himself into forgetfulness.

CIMMERIAN PIRATES

Pirate is a prohibited class for 1st level Cimmerians. This is because Cimmeria is a land-locked nation. Cimmerians do not have pirates living among them. Obviously, as Conan the Cimmerian has proved, Cimmerians can later multiclass into pirate successfully. They would make excellent sea wolves (see *Conan: Hyboria's Fiercest*) or corsairs (see page 74) because barbarian is a favoured class for the grave Cimmerians.

CIMMERIAN TEMPTRESSES

With high Strength scores and penalised Intelligence scores, the notably rare Cimmerian temptress is not the most skilled of seductresses, but they often pack a powerful wallop if spurned. They tend to be of the farmer's daughter type more often than the other roles played by temptresses (see page 42 for potential temptress roles), although the femme fatale is a close second. These are usually Cimmerian women who refuse to live the sedentary life demanded by their villages. Climbing is point of pride among Cimmerians, and this is no less so for the Cimmerian temptress. A Cimmerian temptress will be blunt, strong and physically sexual. She has a rare, barbaric quality, a savage exoticness that will help her survive in the world outside of gloomy Cimmeria. She will also tend to be depressive at times, especially when she thinks of her homeland. Her mood cheers when she has a goal to pursue.

The manhunter (page 89), nymph (page 91) and shield maiden (page 102) are the most apposite character concepts for multiclassing for a Cimmerian. Cimmerian women who have been enslaved by Nordheimir or Hyperborean males often become manhunters after their eventual escape. Those who abandon the



gloomy lifestyle of their villages for the freedom of the dark woods and windy cliffs of Cimmeria, running naked in wild abandon, often become nymphs.

CIMMERIAN THIEVES

Although Cimmerians will happily plunder those they kill in battle, they are not petty thieves and few make their living in Cimmeria stealing from the clans, especially their own. Such thievery is considered cowardly and dishonest. If a Cimmerian cannot win what he wants by fighting for it, then the Cimmerian solemnly goes without. That said, the thief class is not prohibited to the Cimmerians; just because the culture abhors petty thievery does not mean individual members of that culture act differently.

A Cimmerian thief will find his Background Skills serve him well in his chosen vocation. Climb and Move Silently can be used for breaking, entering and escaping. Survival can allow the Cimmerian to leave the roads and trails and travel to almost inaccessible hide-outs. A Cimmerian has a natural boost to his Strength, so a Strength-based thief is appropriate here (see page 40 for a discussion of ability-score based thieves).

With their racial negative modifier to Intelligence, few Cimmerian thieves will become the centre

of a network of thieves and he will be hampered in the number of skills they can select. Cimmerian thieves will rarely be as skilled as thieves of the other races because of the Intelligence modifier, as well as cultural reasons.

The ruffian (page 110), bounty hunter (page 112) and minder (page 125) are the most appropriate multiclass concepts for the mighty Cimmerians. Also the harrower from *Conan: Hyboria's Fiercest* is fitting for the Cimmerian race.

CORINTHIA

Corinthia is a triangle of land south of Brythunia, west of Zamora, east of Ophir and north of Koth. Its landscape is mostly dominated by the Karpash mountains, which run along its south-eastern, southern and south-western borders. A portion of the southern 'point' of Corinthia is desert where the city-states of Kamalla and Zahmahn are located. The west is dominated by forests that rise on jagged mountainous ridges until the Karpash Mountains rise above the tree-line, separating Corinthia from Ophir.

CORINTHIAN PIRATES

Technically speaking, there are no prohibited classes for a Corinthian character. However, to capture the flavour of Robert E. Howard's world, pirates should not be allowed for 1st level Corinthians. Corinthia is land-locked. A true pirate culture would be nearly impossible to sustain in Corinthia except along the rivers and swamps. At higher levels, presuming the Corinthian left Corinthia, the character could realistically multiclass into pirate. Many Corinthian pirates are former Turanian slaves, so the Whip Wearer feat (from *Conan: Pirate Isles*) would be appropriate. From there, the former-slave-turned-pirate could take Heart of Hate, Hunted, Steel's Sacrifice and/or Unfettered (all from *Conan: Pirate Isles*). Ivanos the Corinthian is an example of a Corinthian pirate from Robert E. Howard's *Iron Shadows on the Moon* (see *Conan: The Free Companies* for Ivanos' statistics).

CORINTHIAN TEMPTRESSES

Corinthian temptresses are notably corrupt. They manipulate those around them using cunning plans. Kings, nobles and merchants often find themselves manipulated behind the scenes by sexually powerful and notably ambitious temptresses determined to rule the world around them. The politics of Corinthia make a perfect environment for temptresses. Indeed, some of the greatest challenges and foes for a temptress in Corinthia are rival temptresses trying to accomplish the same goals themselves.

The manhunter (page 89), nymph (page 91), manipulator (page 93), gypsy performer (page 95), vamp (page 100), shield maiden (page 102) and black widow (page 104) are all appropriate character types for a Corinthian multiclassed



temptress. Nymphs can be found in the rugged mountains and valleys of Corinthia, hidden from most of civilisation. Gypsy performers travel the Road of Kings and other trade routes. Vamps haunt the senate halls and temples of Corinthia, looking for easily seducible ministers and politicians. Shield maidens are the rare women who enlist in the Corinthian militias and military units. The temptress class is favoured for Corinthian women.

CORINTHIAN THIEVES

Most Corinthian thieves live in cities. Many Corinthian thieves prey upon the caravans moving along the Road of Kings and other routes to the various city-states. Trade is so dominant in Corinthian society, most thieves have a few ranks in Knowledge (local) and Knowledge (geography). Corinthian thieves, like most Corinthians, prefer straight blades with blood grooves. Retired Corinthian thieves often work as fences or merchants. They will take skills and feats appropriate to their role in society.

Most Corinthian thieves, save the bounty hunters, avoid the hills and cleft valleys of Corinthia. Tales of werewolves and aboriginal ape-men haunt the nights of children throughout Corinthia and thieves tend to be a superstitious lot, thus they remain in the cities or close to the primary roads lest a werewolf or half-man snag them in the forests. However,

some brave thieves and grimalkin (thief/scholars), dare to go into those mountainous regions to seek out ancient Acheronian ruins for their treasures.

The ruffian (page 110), bounty hunter (page 112), crime lord (page 115), grimalkin (page 123) and minder (page 125) are excellent options for Corinthians with a desire to multiclass into a certain character type. Since Corinthians are Hyborians, all classes are treated as favoured classes in regards to bonus feats.

GHULISTAN

The inhabitants of the Himelians are divided into many different tribes and clans of tall, hairy hill-men, both strong and fierce. These hill tribes have their own barbaric code of honour, disdaining civilised behaviours, making fun of the weak and foolish and above all, they hate traitors. Like the Hyrkanians, they prize horses and like the Vendhyans they prize custom and tradition. Like both, they fear mesmerism and sorcery. They are a fatalistic, superstitious lot, but easily enthused, especially at the prospect of slaughter and loot. A survivalist culture, the hillmen have adapted well to their surroundings.

The men of the Himelian tribes tend to be hairy and ragged and on their heads sit wide turbans. Their curly hair is long and they are bearded with cragged and wizened faces, weathered by the harsh Himelian winds. They are tall and boast broad, hairy shoulders. The men wear sturdy sheep- or yak-skin tunics, belted cloaks and soft leather boots. When traversing the higher slopes, they wear huge fur greatcoats with sleeves long enough to envelop cold hands. They gird themselves with Bakhariot belts that hold their ivory and gold hilted tulwars. They squat or sit cross-legged in the Eastern fashion when resting and are superb guerrilla fighters.

The Ghulistani, regardless of class, have their own barbaric code of honour that teaches bravery, steadfastness, persistence and hospitality. The hillmen tribes believe strongly in this code, nearly to the point of fanaticism. Every action they take either enhances or weakens their honour and the honour of their clan. The hillmen will offer refuge to a fugitive if the fugitive makes a sincere offer of peace. Hillmen will defend their property and women as well as their honour. There is no concept of 'turning the other cheek' here, any slight against a hillman's honour must be met and avenged. This right of revenge is called the blood-feud. To kill someone in an act of justified revenge is not a crime, nor is it dishonourable to the avenger or to the kin of either party. Unfortunately, one side often disagrees as to whether a killing was justifiable or not, and this results in a vicious cycle of revenge and death that goes on for generation after generation – a true blood feud.

Ghulistani prefer stealth and raids to open combat, so skills such as Hide and Move Silently are usually maximised. Due to their environment and the need to climb to high reaches to make their ambushes, they usually maximise their Climb skills. Survival skills are also maximised as well.

Ghulistani characters, including thieves and temptresses, almost universally possess the Fighting-Madness feat. Ghulistani are among the most dangerous and savage combatants around. Stealth is also a common feat as it stacks with the +2 circumstance bonus the Ghulistani already receive for Hide and Move Silently and the +1 racial bonus to Hide and Move Silently. Those bonuses play in nicely with the functions of thieves and temptresses, as well as for those few who find their way to the sea to multiclass into pirate.

GHULISTANI PIRATES

Pirate is one of the prohibited classes for a Himelian tribesman. A true pirate culture would be nearly impossible to sustain in Ghulistan except along the rivers and swamps. At higher levels, presuming the Himelian tribesman left Ghulistan, the character could realistically multiclass into pirate.

GHULISTANI TEMPTRESSES

Ghulistani temptresses are either young girls or femme fatales who refuse to subscribe to established social ideas about women. They refuse to wear headscarves, often dressing as immature females for years after coming of age. Most of these women are scarred because those who do not act in the prescribed manner are whipped. This does not stop them however. Regardless background, female Ghulistani temptresses are slim, practical people and are most definitely 'she-wolves' in character. Most only wear long dresses over leggings or dress as the men dress. Since the culture has no taboos regarding nudity, shirts and vests are optional.

Ghulistani temptresses are not often found in the black widow, temple prostitute or harlot roles. They insist on being combatants as they break out of the mould their society forces them into and often take the Fighting-Madness feat as well as other combat-oriented feats.

The manhunter (page 89), nymph (page 91), gypsy performer (page 95) and shield maiden (page 102) concepts are appropriate for Ghulistani temptresses.

GHULISTANI THIEVES

Few fights are fought by the hillmen in open conflict.

The hillmen are guerrillas and fight as such – stealthy assassinations by night and quick raids under cover of darkness that are completed in an explosive burst of violence. These are perfect



fighting methods for thieves. These thieves are also superb raiders, often called upon to steal women from other tribes or from Vendhyan or Hyrkanian cities.

Of the various thief roles described on page 45, Ghulistani in their homelands are rarely assassins, burglars, confidence artists, cut-purses, embezzlers, forgers, goniffs or smugglers. Most often, they take the roles of bandits, kidnappers, robbers and muggers. Thus, most will emphasise the ability scores and skills needed for those roles. Ghulistani in other lands may become any type of thief. The largest difference between a Ghulistani thief and an urban thief, is their tribal Allegiance and their Fighting-Madness.

The ruffian (page 110) and minder (page 125) thief archetypes work well with Ghulistani characters. Also, the harrower concept from *Conan: Hyboria's Fiercest* and the guerrilla from *Conan: The Free Companies* are perfect for the Ghulistani thief.

HYPERBOREA

Hyperborea is a cold, windy land to the east of Asgard. Hyperboreans are often tall and gaunt with pale eyes and hair, although many have foreign blood in them. The gaunt Hyperboreans hunt wild animals, herd domesticated animals, gather meagre berries and pick pale mushrooms to supplement their sparse gardens of grain and vegetables. Their culture is exclusive, shunning most outside trade contact, so the Hyperboreans have minimal industry. Still, the Hyperboreans are skilled at woodcraft and stonework. Common Hyperboreans know how to move through the pine forests and survive in the wild for days. Many Hyperboreans go on extended wilderness forays, even going so far as to visit other countries.

HYPERBOREAN PIRATES

Pirate is the only prohibited class for a Hyperborean character. Hyperborea is land-locked and a true pirate culture would be nearly impossible to sustain in Hyperborea except along the rivers. At higher levels, presuming he has left Hyperborea, the character could realistically multiclass into pirate.

HYPERBOREAN TEMPTRESSES

Dressed in a horn-shaped cap, long-laced bodices, hip-length jackets and broad-striped cloth skirts, Hyperborean temptresses are tenacious and determined. Gaunt and tall, they have to work around their racial penalty to Charisma, but they can use their innate intimidating appearance to good effect. Hyperborean temptresses usually either leave the nation or become sorceresses and witches. Typically, a Hyperborean temptress wants to cruelly dominate her prey. Others become mercenary shield maidens, fighting alongside the men of other nations, who are often intimidated by these large, strong women.

Hyperborean temptresses rarely become harlots and their religion rarely demands temple prostitutes. Although Hyperborean women can outlast most men in a sexual encounter due to their stout Constitution scores, they rarely see prostitution as a means to escape a woman's traditional role in Hyperborea. Farmers' daughters and femme fatales are much more common roles for a Hyperborean temptress to take. Hyperboreans all have Background Skills in Craft (stone) and Intimidate. They typically choose an additional skill appropriate for their role as a temptress. Intimidate is usually one of their chosen Adaptability skills.

The manhunter (page 89), nymph (page 91), manipulator (page 93), gypsy performer (page 95), vamp (page 100), shield maiden (page 102) and black widow (page 104) archetypal multiclass combinations work well for the Hyperborean temptress, especially the shield maiden because soldier is a favoured class for the Hyperborean. Using the variant rule for gladiator-type barbarians presented in *Conan: Hyboria's Fiercest*, the manhunter progression would make for an excellent gladiator or pit-fighter. The temptress class is favoured for Hyperborean women.

HYPERBOREAN THIEVES

Hyperboreans have a notably better Constitution average than most characters and therefore their thieves have better hit points. Hyperboreans are known to be dogged and unflagging, tough and enduring; once they have their eye on a goal, they do not let it escape them. They work toward their goals one step at a time, taking pride in seeing a job done. They do not usually make friends easily as they prefer to focus on the job at hand. Hyperborean thieves often take ranks in Concentration, Climb, Swim and Survival.



They often take feats such as Athletic, Brawl, Carouser, Endurance, Diehard, Great Fortitude, Hard*, Pain Driven*, Self-Sufficient and Toughness. They are a cruel people and their thieves are no less so.

Hyperboreans make excellent assassins, bandits, burglars, cut-purses, robbers and muggers. With their penalties to Charisma and verbal-oriented Perform or Bluff checks, Hyperboreans make poor confidence artists and similar Charisma-based thieves. Otherwise their typical skills depend on their roles. Hyperboreans all have Background Skills in Craft (stone) and Intimidate. They typically choose an additional skill appropriate for their role as a thief. Intimidate is usually one of their chosen Adaptability skills.

The ruffian (page 110), bounty hunter (page 112), crime lord (page 115), grimalkin (page 123) and minder (page 125) concepts work well with the Hyperborean race. Their racial bonus to Intimidate helps them excel at many of those archetypes. The minder concept particularly works well because soldier is a favoured class for the Hyperborean.

*Indicates a new feat presented in this volume.

HYRKANIA

Hyrkanians are born to the saddle, learning to ride before they learn to walk. Hyrkanians almost always travel with three or four horses per warrior and they never stop to change horses; switching mounts is done on the run with the Hyrkanian simply gathering up his gear (including the saddle) and vaulting onto another steed. Horse races, hunting and archery contests are popular past-times. Blacksmiths are important in their society and are particularly honoured.

Each member of a Hyrkanian nomad tribe is essential for the tribe's survival (this includes women). Hyrkanian hordes tend to have total mobility for warfare and many women also take up arms and fight. Others remain behind and care for the animals or follow the military hordes and slay the wounded and the fleeing.

The Hyrkanians, whether noble, scholar or soldier, armour themselves in urine-hardened horsehide, wearing a tightly woven silk shirt beneath robes to blunt the damage of enemy arrows, and use a small shield to protect their face. A sharply pointed steel cap with dangling earflaps protects the skull and iron squares are sewn into the fabric of their boots to protect their calves. Much of their armour and clothing is trimmed in fur. A typical Hyrkanian warrior carries his double-curved bow of wood, sinew and horn and up to three quivers of arrows. Most Hyrkanians also carry hooked lances, a scimitar or sabre hooked to his belt or saddle and a dagger strapped to his left arm. Hyrkanians, regardless of class, tend to behave similarly.

HYRKANIAN PIRATES

A Hyrkanian pirate is likely to be found on the Vilayet Sea. Archery is part and parcel of the life of the Hyrkanian nomad and the same is true for the Hyrkanian pirate; he has simply traded a horse for a ship. Spot will be important for most of these pirates. One cannot shoot at something one cannot see. Hyrkanian pirates make excellent look-outs. Feats improving their archery will almost certainly be taken, especially Far Shot, for which the Hyrkanian does not need to meet the prerequisites. Hyrkanians are well-reputed for being able to shoot things at incredible distances.

Hyrkanian pirates are grim figures akin to wolves. They take what they want for they do not till the land nor herd animals. Those who surrender and cooperate are spared and those who put up a fight are slaughtered without mercy, their remains put on display for all to see. The Vilayet and its coastal cities exist for the Hyrkanian pirate to use or crush at his whim. They mount their raids at first light.

Hyrkanian pirates are not eloquent. They are a spontaneous, greedy people, acting more like a pack



of wild wolves than a civilised group of people. They love to fight and tend to be burly and strong. When attacking, Hyrkanian pirates often give a ghastly roar as they descend like locusts upon a settlement or ship. This battle roar is often enough to cow the enemy. Those hearing the roar of attacking Hyrkanian pirates must make a Will save at a DC 15 + Charisma modifier of the pirate leading the roar. Victims who fail their saving throw are shaken for a total of 1d4+1 rounds.

The corsair (page 74), treasure hunter (page 76), sea captain (page 78), raider of the Vilayet (page 80), sea chanter (page 82), privateer (page 85) and smuggler (page 86) are appropriate multiclass options for Hyrkanian characters. The raider of the Vilayet is the most likely combination because the Hyrkanians favour the nomad class.

HYRKANIAN TEMPTRESSES

Hyrkanians are born to the saddle; this is no less true for Hyrkanian women. They learn to ride before they can walk and they are also expert marksman. Normally not allowed to be a member of the cavalry, the women of nomad tribes typically follow the male warriors, put the wounded to death and collect arrows for re-use.

Hyrkanian temptresses, in their attempt to equal or better men, will maintain their Ride skill at maximum ranks, emphasising the skill further by taking at least five ranks in Handle Animal to obtain the synergy bonus and by taking feats such as Skill Focus (Ride). Hyrkanian temptresses will also

focus heavily on archery feats, especially Mounted Archery, and will take whatever prerequisites they can to accomplish the mounted combat manoeuvres listed in *Conan: Hyboria's Fiercest*. When not using a Hyrkanian double-curved bow, the Hyrkanian temptress will focus on a curved blade, such as the scimitar or tulwar.

Manhunter (page 89), nymph (page 91), manipulator (page 93), gypsy performer (page 95), siren (page 98), vamp (page 100), shield maiden (page 102) and black widow (page 104) are appropriate archetypes for Hyrkanian multiclass characters. The shield maiden and gypsy performer are especially appropriate; the shield maiden for cultural reasons and the gypsy performer because nomad is a favoured class for the Hyrkanian. Also, the dervish multiclass progression (page 106) is appropriate for Hyrkanians.

HYRKANIAN THIEVES

Hyrkanians are shrewd by nature. Their thieves are bold and audacious. Hyrkanians are master horsemen, so they usually maximise their Ride skill. Although this has little to do with thieving and is not a class-skill for the thief, riding skill is a point of pride with any Hyrkanian. If the thief character has at least a 12 Intelligence, then use his bonus skill points for Ride and purchase it like a class-skill. Hyrkanians do have Ride as a Background Skill, so the first two ranks do not need to be purchased at all. In addition, having at least 5 ranks in Handle Animal offers a synergy bonus to Ride, so those five ranks are recommended.

Hyrkanian thieves most often play the role of bandit, riding with the nomad tribes to take out travellers, caravans, villages and small cities. Others become burglars, kidnappers or robbers but few bother with embezzlement or the more urban thief roles. They choose their skills based upon their role, with the caveat that some skill points will be spent on Ride (and Handle Animal). Hyrkanian thieves also tend to have high ranks in Spot because of their archery skill. They are used to sighting things at a distance.

Hyrkanians are well known for their skill with the bow. Hyrkanian thieves should take at least one sneak attack style in ranged weapons. The best time to do this is at 1st level, for the thief will begin the game with an excellent chance to hit somebody. They receive a racial and circumstance attack bonus with the bow, get the Far Shot feat without prerequisites and weapon familiarity with the Hyrkanian bow. Their second sneak attack style is often with some form of curved sword, such as the scimitar or tulwar.

The ruffian (page 110), bounty hunter (page 112), crime lord (page 115), wolf of the desert (page 118), wastrel (page 121), grimalkin (page 123) and minder (page 125) multiclass options are all appropriate for the Hyrkanian thief. Wolf of the desert is particularly appropriate because the Hyrkanians favour the nomad class.

IRANISTAN

The culture of Iranistan is one of art, family, honour, hospitality and fatalism. Its people are barbaric and nomadic. Most Iranistani are familiar with horses and camels from an early age, using them for travel and food. They believe strongly in the machinations of fate, and that their destinies are to be adhered to rather than fought against.

IRANISTANI PIRATES

Iranistan builds few cities on the coast of their nation out of fear of Vendhyan pirates. Most shipping leaves Anshan from the Anshan River into the Southern Sea. The harbours of Denizkenar and Kasfir are exceptional, founded before the coming of the Vendhyan sea-wolves. Both Vendhyan and Iranistani navies sail the sea-routes between Denizkenar, Kasfir and Vendhya in attempts to curb piratical activity. The Iranistani are essentially a tribal people, with the tribal unit based on an extended family and hereditary allies. The Iranistani's Background Skills (Appraise, Intimidate and Sense Motive) are excellent for the pirate character. They often prey upon Iranistani and Vendhyan shipping.

Love of art is one element shared in common among the Iranistani. Virtually everything Iranistani pirates own is attractive. Even the most common items, such as bags to carry loot to the bazaars, are embroidered and decorated. Fine calligraphy and visual arts are displayed in the beautiful trimmings that adorn the ships. The Iranistani respect the arts as well as artists, in both visual and literary fields. Rarely will an Iranistani pirate slay a recognised artist. Poetry and storytelling are time honoured traditions among the Iranistani pirates and most have ranks in at least one Craft or Perform skill. Most will have several ranks in Appraise.

Iranistani pirates are fatalistic and in battle they are brutal, hewing at a fallen foe until little of the remains are recognizable. Strength-based melee feats are common among Iranistani pirates: Power Attack, Improved Sunder, Improved Bull Rush, Cleave and other such feats. Iranistani pirates are more apt to use crossbows or javelins than bows, and are not well regarded as marksmen. They rarely learn ranged weapon feats.

The corsair (page 74), treasure hunter (page 76), sea captain (page 78), raider of the Vilayet (page 80), sea chanter (page 82), privateer (page 85) and smuggler (page 86) are appropriate multiclass options for an Iranistani character. A raider of the Vilayet character may change the name but retain the concept and instead raid the coasts of the Southern Sea.



IRANISTANI TEMPTRESSES

Iranistani temptresses almost seem magical. The racial boost to Charisma helps them immeasurably in virtually any arena. Seduction, diplomacy and many of the other skills and traits of the temptress class rely on Charisma. Like most Iranistani, the temptress also appreciates art and beauty, considering herself and her talents both artful and beautiful. On the other hand, women almost have equal rights as men in Iranistan, exercising many of the same sexual and social rights as the men. Most trades, even that of soldier, are open to women as well as to men. Historically, queens of Iranistan have put on armour and led troops into battle.

However, Iranistani women outside of Iranistan are often seen as 'dangerous'. Iranistani women expect to continue their freedoms, even in other lands. Their innate intimidation skills shine in foreign lands and foreign kings and nobles see their presence as immoral and dangerous to the morality of their people. It is in this arena that Iranistani

temptresses truly shine. They flaunt the restrictions of foreign societies and bring their sensibilities to other women in these other cultures. Few Iranistani women, though, take up the mantle of the black widow. In Iranistan, a woman does not need to marry to find wealth. Femme fatales arise when an Iranistani woman marries a foreigner and finds herself under unaccustomed oppression.

The manhunter (page 89), nymph (page 91), manipulator (page 93), gypsy performer (page 95), siren (page 98), vamp (page 100) and shield maiden (page 102) concepts are appropriate for Iranistani temptress characters. Also, the dervish multiclass progression (page 106) is appropriate for the Iranistani. The temptress class is favoured for Iranistani women.

IRANISTANI THIEVES

The Iranistani love art. Iranistani thieves love to steal art because they love it; indeed, Iranistani thieves consider their vocation an art form and themselves as artists. They take a lot of pride in their work and most do not want to be a jack-of-all-trades type of thief. Iranistani assassins, for example, love to maintain some *modus operandi* or calling card that identifies them as the killer. They kill in a specific manner because it is an art, and an artist demands recognition. If the assassin fails, or if the situation does not permit his regular form of death, he does not try to finish the job in some other manner. Instead, he waits until fate is with him and the situation permits him to murder his victim in this usual, prescribed manner. The same fatalism and philosophy affects Iranistani bandits, burglars, confidence artists, cut-purses, embezzlers, forgers, goniffs, kidnappers, robbers, muggers and smugglers. They do things according to their art or not at all; fate willing.

Interestingly, although nomad is the favoured class for the Iranistani, none of their Background Skills are on the nomad's skill list. However, all three (Appraise, Intimidate and Sense Motive) are on the thief's skill list. They also gain an impressive bonus to various skills when negotiating prices, which can be used by the thief if he is being hired for a job. Also, most Iranistani thieves take the sabre or tulwar for their first sneak attack style option. They have a racial bonus for these weapons and often learn to sneak attack with those weapons first.

Iranistani thieves are more apt to use crossbows or javelins than bows and are not well regarded as marksmen. They rarely learn ranged weapon feats, although many take at least one ranged sneak attack style just for versatility. The ranged sneak attack style is usually the third one they learn and is most often a crossbow.

The ruffian (page 110), bounty hunter (page 112), crime lord (page 115), wolf of the desert (page 118), wastrel (page 121), grimalkin (page 123) and minder (page 125) concepts

IRANISTANI

The folk of Iranistan are black-haired and often broad across the shoulders, with a full range of heights. Their eyes are brown and their complexion dark, with a small range of tribal variation in appearance and culture. They can range from fine-featured and near fair skinned, to swarthy and heavy-featured. Men favour facial hair, often oiling their beards, and women traditionally wear their hair long and straight. Women (and sometimes men) ornament their eyes with kohl, and most Iranistani wear richly ornamented clothing and anoint themselves with perfumes or scented oils when possible.

Culture: The Iranistani are essentially a tribal people, with the tribal unit based on an extended family and hereditary allies, led by powerful chiefs loosely united under a powerful Shah. They are a proud people, and somewhat xenophobic, with a strong distrust of those outside their culture. Iranistani have a great appreciation of life and its pleasures, seeing it as a temporary gift that might be taken away at any moment. This fatalism fuels their art, with rich ornamentation adorning virtually all crafted items and, at the same time, they will readily give their lives in combat for honour or in defence of their faith.

Names: Iranistani names tend to be Arabic in origin, particularly Iraqi or Iranian. Examples: (male) Arshak, Balash, Bardiya, Gotarza, Hakhamani, Kerim, Kobad, Kujala; (female) Nanaia. Suggestions: (male) Abbal, Amar, Assad, Bijan, Davoud, Farouq, Firouz, Haroun, Hassan, Jaafar, Khalid, Parviz, Rahim, Rassoul; (female) Alireza, Badri, Farah, Farida, Fatima, Nissa, Sabah, Samina, Soraya, Tahereh, Zora.

Religion: Many northern Iranistani have adopted the Asuran religion and follow its strictures. However, their culture has flavoured their worship of this faith, and their innate fatalism steers them from attempting to divine the future. As a result, Iranistani scholars and mystics rarely use divinatory magic styles, and those schools are not taught to Iranistani worshippers or priests in Iranistan. The southern Iranistani follow a variety of more shamanistic, primitive faiths, and are not bound by this restriction.

- ❖ -2 to Wisdom, +2 to Charisma. Iranistani are quick to anger and often let their passions overcome their better judgement, but are charismatic and socially adept when dealing with their family, friends and potential allies.
- ❖ +2 circumstance bonus to all uses of the Appraise, Diplomacy, Forgery, Intimidate, Sense Motive and Spot skills when relating to haggling or negotiating the price of goods in an appropriate situation or venue. This bonus can apply whether the character is the buyer, seller, or an impartial negotiator, and only relate to the motives, goods or currency relating to any and all the parties in the transaction. This +2 circumstance bonus can also apply to any appropriate Craft or Profession skills if the character possesses them and they relate to the negotiation at hand.
- ❖ *Fatalistic:* Iranistani believe strongly in the machinations of fate, and that their destinies are to be adhered to rather than fought against. As a result, Iranistani characters do not collect or spend Fate Points as easily as other characters do. Iranistani characters begin with only 1 Fate Point (opposed to the standard 3 Fate Points for starting characters), and can never have more Fate Points than they have combined levels in all classes. Furthermore, the Games Master may impose an unmodified check (DC 10) for the use of a Fate Point – if the roll is less than 10, the Fate Point is lost and the character must adhere to the path the gods have set before them. The player can spend another Fate Point on the same action, but the same check must be repeated until the roll is successful or the player chooses not to spend further Fate Points. *(Note: Restricting player use of Fate Points is a seriously limiting factor, though in character with the Iranistani culture. The Games Master should feel at liberty to ignore this restriction, favouring only the initial limitation of Fate Points, or ignoring all aspects of this racial characteristic altogether. If so, it is suggested that this ability be replaced with a -1 racial penalty to all saving throw checks as per the Shemite race, described in Conan the Roleplaying Game.)*
- ❖ +2 racial bonus to Animal Handling and Ride checks for horses and camels. Most Iranistani are familiar with horses and camels from an early age, using them for travel (and food when necessity requires).
- ❖ **Weapon Familiarity:** Iranistani characters can use sabres and tulwars as though they are martial weapons, rather than exotic weapons. Additionally, they gain a +1 racial bonus to attack and damage rolls when using either of these weapons.

Background Skills: Appraise, Intimidate, Sense Motive
Favoured Class: Nomad
Prohibited Classes: Borderer
Automatic Languages: Iranistani
Bonus Languages: Afghuli, Kosalan, Puntian, Zembabwean

are all workable Iranistani multiclass options. The wolf of the desert is perhaps the strongest archetype since nomad is a favoured class, but one can find examples of all of them in Iranistan.

KHITAI

Khitai is an insular kingdom few ever leave, those who do are scholars and sorcerers. That they are yellow-skinned worshippers of bizarre gods and demons is not to be doubted, however. Their eyes have a typical Oriental look and their hair is dark, while their priests have their heads shaven. The knowledge and traditions of these people are esoteric and ancient and the people here have a taste for spectacle and tradition. The Khitan people are also noted for being extremely knowledgeable and wise, well-versed in ancient lore and folk-tales.

KHITAN PIRATES

Khitan pirates usually strike at night. They sneak up alongside whatever ship was chosen for their prey and once alongside, the pirates use long bamboo poles with hooks as a form of ladder to climb aboard the ship. Once aboard, the Khitan pirates steal cargo and anything else left unsecured. Other pirates take a more active role in attacking ships and approach their prey with bows or crossbows firing. Some pirate captains run protection rackets for fishermen and other fleets in addition to the usual kidnappings, ransoms, thefts and murders. Most Khitan pirates take ranks in Hide and Move Silently, avoiding direct combat if possible. Many Khitan pirates are rebels against the god-emperor of Paikang and are often led by a shaman as opposed to a traditional pirate captain. A Khitan pirate should probably choose Dodge or Improved Unarmed Strike as his 1st level bonus feat. Knowledge (geography) is possibly the most appropriate Knowledge skill to take for his Background Skill choice.

Khitan pirates are hanged immediately upon capture, usually with no trial. They are virtually never imprisoned save on lesser charges because their vocation as a pirate was not known. These prisoners will not talk about their maritime activities to anyone for fear they will be hanged. If imprisoned on lesser charges, they usually receive a black ring around one of their arms. Many pirates sport several of these dishonourable rings as badges of honour. Colourful and elaborate tattoos are also common among the pirates, who are misfits from society and use the tattoo as a symbolic severing of the 'natural' order of society by giving themselves unnatural colouring.

The corsair (page 74), treasure hunter (page 76), sea captain (page 78), sea chanter (page 82), privateer (page 85) and smuggler (page 86) are appropriate multiclass options for the Khitan character.

Also, the marine from *Conan: The Free Companies* is appropriate.

KHITAN TEMPTRESSES

Often known as the 'green dragon' in Khitai, the Khitan temptress finds herself in an interesting position. Due to ancestor worship and other cultural factors, the family in Khitai is sacred and holy, as are familial roles. The role of the woman in a family is to be gentle, calm, respectful and to obey her husband or father (depending in whether she is married or unmarried). The temptress who betrays this is literally disobeying the orders of her ancestors and committing blasphemy. Thus, the quintessential temptress is breaking some serious bonds when she rebels against her assigned role in society. Femme fatale type temptresses, who put on male armour and go off to war pretending to be male, or otherwise break from man's shackles bring dishonour not only on themselves but also on their entire family. Worse, her immediate family is not the only family dishonoured; her *entire* family, past, present and future, is dishonoured and she risks the displeasure and the curses of her ancestors. Still, there are those brave enough to risk it all for glory and success.

Many Khitan temptresses get tattoos to symbolise their break from 'decent' society. Those who are caught and punished are tattooed with a black ring around an arm for every offence. Some go ahead and adorn themselves with symbols of feminine power, such as the green dragon. Femme fatales are known to dress as men and fight in full armour. Black widows prowl among the nobility, marrying for wealth and position, controlling men from behind the scenes.

As far as sex goes, in Khitai, both men and women are seen to have magical forces within them that are counterpoints to each other and necessary for life. The female magical force is felt to be infinite within each woman, but the male magical force is considered quite finite. Thus, sexual relationships are seen as a necessary transfer of these forces to one another. Since the female force is infinitely contained in each woman, she is expected to climax multiple times, masturbate often and have sex with other women if she wants. Men, however, are expected to climax once, and must never masturbate or have sex with another man, since they would lose their finite magical energy and not get anything back. Women who have sex with many men are felt to have more magical energy, so many men seek out prostitutes.

The manhunter (page 89), nymph (page 91), manipulator (page 93), siren (page 98), vamp (page 100), shield maiden (page 102) and black widow (page 104) multiclass concepts work well for the Khitan temptress. The temptress class is favoured for Khitan women.

KHITAN THIEVES

Most Khitan thieves live in the urban cities. Many urban Khitan thieves are suited to fit any of the roles outlined on page 45 and they will take skills and feats appropriate to their



role in society. Their racial bonus to Move Silently helps them become excellent assassins, burglars and muggers. Horse thieves are also common, as horses are rare and valuable commodities in Khitai.

Khitans tend to be poor, landless, delinquents and misfits. Criminals in Khitai are tattooed with a black ring around an arm and each offence warrants another ring. Some criminals get more ornate tattoos as testament to their disregard for authority. Tattoos also mark the misfits, who get them as a symbol that they are unwilling to adapt to society. These tattoos are elaborate and painful, yet they cover nearly the entire body of many of the best thieves. Unlike Hyborian and Zamorian thieves, Khitan thieves do not bother to keep a low profile. They walk about in gangs in flagrant disregard for public decency. They tend to organise into crime families, although blood-relationships are not necessary for the group formation.

Khitans have a racial bonus to all Knowledge checks and to Move Silently checks. This implies a racial tendency toward intelligence and cat-footedness. A Khitan character makes a wonderful Intelligence-based thief as well as an excellent Dexterity-based thief (see page 40 for a discussion of ability scores and thieves). Dodge, Improved Unarmed Strike and Weapon Focus (staff) are the most appropriate bonus feats for the 1st level Khitan thief.

The bounty hunter (page 112), crime lord (page 115), wastrel (page 121), grimalkin (page 123) and minder (page 125) multiclass options are suitable for the Khitan thief. Crime lord is doubly appropriate because of the bonus to Knowledge checks. Grimalkin is well-suited because scholar is a favoured class for the Khitans; they usually take the Oriental sorcery style early on and tattoo themselves with symbols of sorcerous power.

KOTH

Koth is one of the oldest Hyborian kingdoms, a vast meadowland north of Shem, founded alongside Corinthia and Ophir. Ruled by warring princes and barons, the Kothian culture is a strange brew of Shemite, Stygian, Acheronian and Hyborian ideas and ways. Currently, Koth is vassal to Aquilonia.

KOTHIAN PIRATES

Technically speaking, there are no prohibited classes for a Kothian character. However, to capture the flavour of Robert E. Howard's world, pirates should not be allowed for 1st level Kothians. Koth is land-locked. A true pirate culture would be nearly impossible to sustain in Koth except along the river. At higher levels, presuming the Kothian left Koth, the character could realistically multiclass into pirate. Many Kothian pirates are former Turanian slaves, so the Whip Weary feat (from *Conan: Pirate Isles*) would be appropriate. From there, the former-slave-turned-pirate could take Heart of Hate, Hunted, Steel's Sacrifice and/or Unfettered (all from *Conan: Pirate Isles*).

KOTHIAN TEMPTRESSES

Olive-skinned Kothian temptresses rebel against the social order of Koth – a nation noted for its rebelliousness. Some work as slavers, capturing the weaker women they despise for use and abuse by men they also despise. Others flee the feudal demands put on them by society and others embrace feudalism, insisting they be treated as men, fighting in the armies alongside men, demanding a man's life and a man's rights. They may take any of the roles presented on page 42 and will choose their background and Adaptability skills as appropriate. The rebellious barons of Koth are keen on the manipulation of temptresses. Most Kothian temptresses worship Ishtar and many are temple prostitutes, enacting out sexual orgies as a re-enactment of the union of the gods.

The manhunter (page 89), nymph (page 91), manipulator (page 93), gypsy performer (page 95), siren (page 98), vamp (page 100), shield maiden (page 102) and black widow (page 104) multiclass concepts are all appropriate for Kothians. The temptress class is favoured for Kothic women, as are any other classes they choose to take. As Hyborians, Kothians do not lose favoured class bonus feats due to multiclassing.

KOTHIAN THIEVES

Most Kothian thieves live in the urban cities. Their Background Skills and their chosen skills for the Adaptability ability are chosen from those listed with the various roles. Those who do not live in the urban areas tend to be bandits and often have levels in soldier and/or nomad. Koth's economy is based on slavery and some Kothians are so skilled at kidnapping they believe they can compete with the Zamorians in that darksome trade. Other Kothians raid the herds of long-horn cattle maintained by the nomads (see *Conan: Hyboria's Fiercest*). Some Kothian thieves run pens of gladiators (barbarians) and handle the gambling on the outcomes of the fights.

The ruffian (page 110), bounty hunter (page 112), crime lord (page 115), wastrel (page 121), grimalkin (page 123) and minder (page 125) are all appropriate multiclass templates for Kothians. Since they are Hyborians, all character classes are favoured.

THE BLACK KINGDOMS

The so-called Black Kingdoms of the Hyborian Age are a collection of widely disparate groups of indigenous peoples, each with their own habits, religions and lifestyles. The differences from one group to the next vary more expansively than can be discussed fairly in a work of this size. With the broadest of strokes, some of the more well known tribes and kingdoms will be discussed below. The Games Master is encouraged to do his own researches into real-life or fantasy Africa to give a more realistic flavour to games run in these jungle-shrouded kingdoms where violence is taken as a daily matter of course.

BLACK KINGDOM PIRATES

Black Kingdom pirates are feared the world over for their fearless and almost crazed attacks on ships and cities along the shores.

Kush

Most Kushites begin their pirating career after a stint in slavery, either as an enslaved oarsman or an escaped slave from some foreign master on foreign soil. If the Kushite was a former Turanian slave, the Whip Weary feat (from *Conan: Pirate Isles*) would be appropriate. From there, the Kushite could take Heart of Hate, Hunted, Steel's Sacrifice and/or Unfettered (all from *Conan: Pirate Isles*). The Kushite should also take Fighting-Madness.

Darfari

Darfari is a land-locked nation. They are not, by nature, pirates and the pirate class is prohibited to 1st level Darfari. However, many Stygians and other races enslave the Darfari, resulting in escapes into piracy, so the Darfari character can multiclass into pirate. If the Darfari was a former Turanian slave, the Whip Weary feat (from *Conan: Pirate Isles*) would be appropriate. From there, the Darfari could take Heart of Hate, Hunted, Steel's Sacrifice and/or Unfettered (all from *Conan: Pirate Isles*). If the Darfari was a Stygian slave, the Games Master may allow the same feat chain if the Darfari served as an oarsman on one of Stygia's fearsome black galleys. Regardless, the Darfari should also take Fighting-Madness. The bonus to Strength will serve the character well in combat and Fighting-Madness increases the usefulness of that racial feature.

Southern Black Kingdoms, the Black Coast and Southern Islanders

The southern islanders are a callous lot, caring nothing for blood-ties or family. Their allegiances lay with victorious chieftains. A southern islander pirate crew will sail along the Stygian and Kushite coasts, slaughtering villages and burning ships. Southern Islander corsairs are the most loathed and feared of all pirates. They are especially suited to the sea wolf multiclass template (from *Conan: Hyboria's Fiercest*) or the corsair multiclass template (page 74). If the character is a Southern Islander and Black Corsair, take the Fighting-Madness feat, as well as many of the feats from *Conan: Pirate Isles*. Some choice feats from that comprehensive work include Blooded Spear, Ocean's Wrath and Voice Like A Drum. The bonus to Strength will serve the character well in combat and Fighting-Madness increases the usefulness of that racial feature. Characters who multiclass with soldier should consider taking the Marine combat formation from *Conan: Pirate Isles*.

Black Corsairs have a real difficulty trading with the civilised nations which hampers the disposal of loot. Notorious for taking what they want and destroying all else, few Hyborians tolerate the presence of the Corsairs. When captured by Hyborians, Black Corsairs are summarily condemned to die. Also, anyone found trafficking with the Black Corsairs are similarly doomed, so few will deal with them. Black Corsairs may have contacts among small Shemite principalities along the shore or among small settlements of freed blacks living in Zingara.

The Desert Tribes

The Ghanata and other desert tribes, like the Darfari, are prohibited from taking pirate at 1st level. They also make poor slaves so few of them become enslaved oarsmen. Those who do may multiclass into pirate much like the Kushites and the Darfari.

BLACK KINGDOMS RULES VARIANTS

The rules call for many inhabitants of the Black Kingdoms to have Profession (sailor) as a background skill, which does not make a lot of sense for those landlocked nations who are prohibited from taking the pirate class at 1st level. This can be replaced by Intimidate or Perform (drums).

Additionally, several feats from *Conan: Across the Thunder River* are appropriate for Black Kingdom natives. Even though many have 'must be Pictish' as a prerequisite, the Games Master may allow Kushites, Southern Islanders, Darfari and other Black Kingdom natives to take these feats. Some choice feats from that sourcebook include Wicked Savagery, Teeth Gleaming, Sense Weakness, Primitive Instincts, Into the Fray, Culling the Weak, as well as many of the Drum and Paint feats.

Zimbabwei

Most Zimbabweans begin their pirating career after a stint in slavery, either as an enslaved oarsman or an escaped slave from some foreign master on foreign soil. If the Zimbabwean was a former Turanian slave, the Whip Wary feat (from *Conan: Pirate Isles*) would be appropriate. From there, the Zimbabwean could take Heart of Hate, Hunted, Steel's Sacrifice and/or Unfettered (all from *Conan: Pirate Isles*). The Zimbabwean should also take Fighting-Madness.

The corsair (page 74), treasure hunter (page 76), sea captain (page 78), raider of the Vilayet (page 80), sea chanter (page 82) and smuggler (page 86) are all appropriate multiclass options for the Black Kingdom tribesmen. The corsair is probably the most likely, especially for a Southern Islander.

BLACK KINGDOM TEMPTRESS

The Black Kingdoms tend to clearly define roles for men and women within their tribes. The Black Kingdom temptress bucks the system and insists on being a voice of power in tribal affairs. Few become femme fatales, but many take the roles of manipulator and infiltrator, insistent on being a power behind the figure-head male leader. Probably the most infamous of Black Kingdom temptresses are the Amazons.

Kush

Kushite temptresses, ebony skinned beauties who know how to use a spear, often are devoted to Derketa, the Queen of the Dead. Those who would be warriors usually have to leave their tribes and travel in foreign lands. Most prefer to just seduce those in power and rule from behind the scenes, attempting to bear sons who they can also influence. Unfortunately, the temptress class is not favoured for them.

Set-worshipping Chaga temptresses, however, are manipulators by nature. The manipulator multiclass option (page 93) is particularly appropriate for them, as noble is a favoured class. The temptress class is also favoured for Chaga characters. As with many Set-worshipping cultures, the vamp is also particularly appropriate, although scholar is not favoured. Still, the racial bonus to Perform (ritual) and Craft (alchemy) makes for particularly nasty temptresses, who make love philtres and other magics to dominate the men around them. Non-scholar or non-dabbler temptresses should take Exotic Weapon Proficiency (Stygian bow) as their bonus feat.

Darfari

Darfari temptresses often try to bring foreign males home for dinner. Unfortunately, the foreign males usually *are* dinner. The manhunter multiclass concept (page 89) is appropriate for a Darfari temptress, as is the nymph (page 91) and the vamp (page 100). Darfari women can take any of the roles presented on page 42 although somehow the poacher role seems humorously fitting.

Southern Black Kingdoms, the Black Coast and Southern Islanders

Southern Islander and Southern Black Kingdom tribesmen are hampered by their innate Charisma penalty, an essential attribute for the temptress class. Temptress is not a favoured class for Southern Islander and Southern Black Kingdom tribeswomen. The manhunter archetype presented on page 89 is particularly appropriate for those women from Amazon; barbarian is a favoured class for them. Interestingly, the Southern Black Kingdom of Amazon is oppressive towards males, making this the only Hyborian nation where the temptress class is favoured for men. Southern Islander and Southern Black Kingdom temptresses tend to excel at dancing. The siren archetype presented on page 98 is particularly appropriate for those women from the southern islands because pirate is a favoured class (though temptress is not).



The Desert Tribes

Ghanata temptresses are often dancers for their tribes. Although not a gypsy per se, they are well suited for the gypsy performer multiclass progression offered on page 95. Although temptress is not a favoured class for the Ghanata, nomad is. They fight usually with Ghanata knives or scimitars. These women worship Jhil the Merciless and are notably cold-hearted.

Zembabwei

The best way for a woman to garner power in Zembabwei is to become a trader or empire-builder. The manipulator and vamp multiclass options are appropriate for Zembabwan women. The role of the gold-digger (see page 42 for temptress roles) is also suitable for a Zembabwan woman.

The manhunter (page 89) is particularly appropriate for Amazons. Also, the nymph (page 91), manipulator (page 93), vamp (page 100), shield maiden (page 102) and black widow (page 104) are all viable archetypes for Black Kingdom temptresses. Note, that the temptress (tempter) class is favoured only for males living in Amazon, where they live truly oppressed lives.

BLACK KINGDOM THIEF

Thievery throughout the Black Kingdoms rarely involves breaking-and-entering. Few have any skill at opening locks or disabling devices. A Black Kingdom thief will not realistically put ranks into Open Locks or Disable Device, as there would be little chance the character could have practised or even experienced a true lock or trap. Of course, once the character has been in civilisation for a while, he can and should pick up those skills. Few Black Kingdom thieves wear armour, so at least five ranks in Tumble should be taken for the dodge bonus.

Kush

Their racial bonus to Hide, Listen, Move Silently and Spot checks aids the Kushite thief greatly, who is likely to be an assassin or a rustler. Some are slavers of rival tribes, so they take the role of kidnappers. A Kushite thief should take his first sneak attack style in spear to take advantage of the racial bonus to damage. Most Kushite thieves revere Derketa and/or Jullah.

Set-worshipping Chaga thieves should take advantage of their racial bonus to Craft (alchemy) and create alchemical items for use in thieving operations. Smoke and mirrors can make a thief seem almost magical. Chaga grimalkin (see page 123) are legendary in Kush. If the Chaga takes the Exotic Weapon Proficiency (Stygian bow) for his bonus feat, he should take that as his first sneak attack style; otherwise, he should pick the spear to take advantage of his racial bonus to damage. Chaga also become crime lords (page 115), using their noble connections and their thief gangs to maintain power.

Darfari

Darfari prefer bite attacks and bludgeoning weapons. Their thieves choose bite as one of their sneak attack styles and/or bludgeoning weapons for their other styles. Darfari grimalkin often learn drumming feats such as those presented in *Conan: Across the Thunder River*, taking advantage of their racial bonus to Perform (drums). Darfari are noted kidnappers. Their racial bonus to Strength serves them well in sneak attacks. Many of their thieves emphasise their Strength (see page 40 for a discussion on basing a thief around the Strength attribute).

Southern Black Kingdoms, the Black Coast and Southern Islanders

Southern Islanders and Southern Black Kingdom tribesmen are notably strong. Many of their thieves emphasise their Strength (see page 40 for a discussion on basing a thief around the Strength attribute). Their sneak attack styles emphasise javelins, spears and war-clubs, unless they are in foreign kingdoms and have learned foreign weapons.

The Desert Tribes

The Ghanata gain similar racial bonuses as the Kushites, as well as a bonus to Ride. A Ghanata thief should keep his Ride score maximised and take at least five ranks in Handle Animal to earn the synergy bonus to Ride. Ghanata thieves should choose either scimitar or Ghanata knife as their first sneak attack style. The other weapon usually becomes their second style unless they have been living in a foreign land and picked up the use of foreign weapons. Ghanata thieves often become wolves of the desert (page 118).

Zembabwei

The Zembabwan racial bonus to Hide, Listen, Move Silently and Spot checks aids the Zembabwan thief greatly, who is likely to be an assassin or a rustler. Some are slavers of rival tribes, so they take the role of kidnappers. A Zembabwan thief should take his first sneak attack style in spear to take advantage of their racial bonus to damage.

The ruffian (page 110), bounty hunter (page 112), wolf of the desert (page 118), wastrel (page 121), grimalkin (page 123) and minder (page 125) are all viable options for Black Kingdom thieves.

NEMEDIA

Nemedia is the second great kingdom of the Hyborians, technologically and economically superior to the other Hyborian nations save Aquilonia. Nemedia's culture is similar to Aquilonia's, although the Nemedians emphasise feudal bonds more and personal freedoms less. Still, Nemedia is well regarded for scholastic and intellectual freedom, for the greatest historians, the most famous philosophers and the pinnacle of powerful orators in the West are Nemedians. Nemedia is an ancient kingdom, proud of its cultured sophistication and civilised traditions. Although settled by the Hyborians, three thousand years ago this was the land of Acheron and traces of Acheronian blood flows through many of the veins of Nemedian Hyborians. The hills of Nemedia still hold groups of people who boast of their Acheronian descent.

NEMEDIAN PIRATES

Technically speaking, there are no prohibited classes for a Nemedian character. However, to capture the flavour of Robert E. Howard's world, pirates should not be allowed for 1st level Nemedians. Nemedia is land-locked and a true pirate culture would be nearly impossible to sustain except along the rivers and swamps. At higher levels, presuming the Nemedian left Nemedia, the character could realistically multiclass into pirate. Many Nemedian pirates are former Turanian slaves, so the Whip Weary feat (from *Conan: Pirate Isles*) would be appropriate. From there, the former-slaves-turned-pirate could take Heart of Hate, Hunted, Steel's Sacrifice and/or Unfettered (all from *Conan: Pirate Isles*).

NEMEDIAN TEMPTRESSES

Tawny-haired temptresses prey upon the aristocracy throughout Nemedia. Nemedian temptresses have many targets due to the structure of its feudal system. Because of the importance of a 'virginal' appearance, many take ranks in Perform (virginity). Female Nemedian temptresses may well be advised to take Iron Will as a feat or to take feats that hide Corruption. Temptresses must be careful with their overtures as subtlety is the key in mighty Nemedia. They must learn how to work in this stifling, restrictive society. Many aristocratic temptresses follow the infiltrator role (see page 44 for a selection of skills and feats appropriate for this type of temptress), trying to access as much power as possible (although not in the same manner as the black widow). The manipulator multiclass concept is particularly powerful in Nemedia, where nobility holds the reigns of power with such alacrity.

Nemedian temptresses are expert at gilding their words in honeyed phrases, veiling their meanings to preserve a sense of respectability and etiquette. They are unabashed masters of courtly flirtation.

Nemedia also has seraglios, with all the intrigue that goes along with these harem groups. Not only does the upper aristocracy keep harem girls, but so do some of the more prestigious and influential clerical groups.

A male Nemedian tempter can use Open Locks to unlock chastity belts, bedroom locks and the like.

The manhunter (page 89), nymph (page 91), manipulator (page 93), vamp (page 100), shield maiden (page 102) and black widow (page 104) concepts are all appropriate multiclass options for Nemedian temptresses. All classes are favoured for Nemedians, so they do well in any of these roles. The temptress class is also favoured for Nemedian women.

NEMEDIAN THIEVES

Most Nemedian thieves live in the urban cities. Used to opulence and wealth, most maintain fairly high scores in Appraise. Nemedian thieves are usually aristocratic or free townsmen. Retired Nemedian thieves often work as fences or merchants. Most urban Nemedian thieves are suited to fit any of the roles outlined on page 45. They will take skills and feats appropriate to their role in society.

The ruffian (page 110), bounty hunter (page 112), crime lord (page 115), grimalkin (page 123) and minder (page 125) are all excellent examples of Nemedian multiclass opportunities. Since all classes are favoured for Nemedians, they do not lose out on favoured class bonus feats by

choosing to multiclass. Nemedian bounty hunters often take the Nemedian arbalester combat style presented in *Conan: Hyboria's Fiercest*.

NORDHEIM

The Nordheimir are fierce warriors, proud and honourable. With white hot enthusiasm they pursue life, facing death fearlessly with a song on their lips. They are giant men who value honour, loyalty and reputation above all things, for their land is harsh. Even the women are strong, running households while the men war with each other across the icy plains and mountains. War is an essential ingredient in the life of the Æsir and Vanir. War is their economy. War is their social setting. War is their religion. War measures courage. War measures honour. War measures manhood.

NORDHEIMIR PIRATES

Technically speaking, pirate is not prohibited to Nordheimir. However, to capture the flavour of Robert E. Howard's world, pirates should not be allowed for 1st level Æsir and most Vanir. Asgard is land-locked and a true pirate culture would be nearly impossible to sustain in Asgard. At higher levels, presuming the Æsir left Asgard, the character could realistically multiclass into pirate. The Vanir have not developed ships like the Vikings did, their Viking-like culture notwithstanding. This is not to say that a Vanir tribe could not become more Viking in tone and actually develop a Viking-style war ship. Most Vanir, however, live in land-locked villages and tribes. Only coastal Vanir could realistically develop a 1st level pirate. These Nordheimir should take Profession (sailor) as one of their Background Skills.

NORDHEIMIR TEMPTRESSES

By far the most common type of temptress found in Nordheim is the shield maiden (see page 102), a warrior-woman who fights alongside the men, giving rise to legends of the mighty Valkyries who fight alongside Ymir. Status in a Nordheimir community is determined by combat prowess and wealth, and often wealth must be won through combat. Giant red-haired or blonde women in armour and wielding a war sword with deadly proficiency is not an unknown site in that cold land. Nordheimir temptresses are not content to marry and run a man's household while the men war with each other across the icy plains and mountains. The Nordheimir temptress wants to run with the pack and spill the blood of her enemies alongside the men.

Another type of Nordheimir temptress is the ice nymph who wanders the glaciers in naught but a wisp of gossamer and a third type is the vamp. Nordheimir vamps learn the Dance of Atali spell from *Conan: The Scrolls of Skelos*. The



vamp often arises from a captured or enslaved Nordheimir who manages her escape and decides on revenge against the world of men.

The manhunter (page 89), nymph (page 91), manipulator (page 93), vamp (page 100) and shield maiden (page 102) are appropriate Nordheimir multiclass options. The nymph progression indicates a Nordheimir who runs naked on the glaciers, often tempting the wounded into following them into ambushes.

NORDHEIMER RULES VARIANT

Nordheimir live in a tundra land, frozen to the point where agriculture is pointless, thus they are hunters and gatherers, plunderers and raiders. For most of the Nordheimir, their lands are landlocked. Even the Vanir, some of whom live on the coast, have not really discovered long sea-voyaging. The background skill of Profession (farmer or sailor) listed in the *Conan the Roleplaying Game* is largely inappropriate for most Nordheimir. Substitute Intimidate instead. The hairy, fur-bedecked Nordheimer barbarian is an intimidating sight.

NORDHEIMIR THIEVES

The Nordheimir are notorious raiders and warriors. Although rarely of the pick-pocket sort, many are indeed thieves. With their racial boost to Constitution and negative modifier to Dexterity, Nordheimir thieves are most suited for Constitution-based thieves. They take ranks in Concentration, Climb, Swim and Survival. They often take feats such as Athletic, Brawl, Carouser, Diehard, Endurance, Fighting Madness, Great Fortitude, Hard*, Pain Driven*, Self-Sufficient, Toughness or any other feat with a Constitution prerequisite. Their bonuses to Hide, Listen, Move Silently, Survival and Spot also lend themselves well to raiding and thieving in cold environments. A Nordheimir thief will not realistically put ranks into Open Locks or Disable Device, as there would be little chance the character could have practised or even experienced a true lock or trap. Of course, once the character has been to civilisation for a while, he can and should pick up those skills. Some Nordheimir thieves lurk on the glaciers, working in tandem with an ice nymph (see page 91 for the nymph multiclass progression for temptresses) to victimise unwary Nordheimir.

The ruffian (page 110), bounty hunter (page 112), crime lord (page 115), wolf of the desert (page 118), wastrel (page 121), grimalkin (page 123) and minder (page 125) concepts are all appropriate multiclass progressions for the Nordheimir. Bounty hunter Nordheimir usually take the Nordheimir Ice Storm Combat Style from *Conan: Hyboria's Fiercest*.

*Indicates a new feat presented in this volume.

OPHIR

Ophir is a feudal kingdom, as many Hyborian kingdoms are. It is not as unified as Nemedra and is more fractious than Aquilonia. Ophir has a fragmented government ruled by an aristocratic class of local lords, counts and barons, who perform civil and military functions in the name of the king. The people of Ophir tend to be a silent, surly lot and do not trust outsiders. Its society is ruled by noble houses and they pride themselves on their scientific knowledge.

OPHIREAN PIRATES

Technically speaking, there are no prohibited classes for an Ophirean character. However, to capture the flavour of Robert E. Howard's world, pirates should not be allowed for 1st level Ophireans. Ophir is land-locked and a true pirate culture would be nearly impossible to sustain except along the rivers and swamps. At higher levels, presuming the Ophirean left Ophir, the character could realistically multiclass into pirate. Many Ophirean pirates are former Turanian slaves, so the Whip Weary feat (from *Conan: Pirate Isles*) would be appropriate. From there, the former-slave-turned-pirate could take Heart of Hate, Hunted, Steel's Sacrifice and/or Unfettered (all from *Conan: Pirate Isles*).

OPHIREAN TEMPTRESSES

Ophirean temptresses are much like any Hyborian temptress. They rebel against the social order that they feel men have thrust upon them. Many wives rebel against their noble husbands, others are gold-diggers looking to get rich from a wealthy spouse. The biggest difference is a tendency to distrust foreigners or outsiders. Ophirean temptresses are more cliquish than most. They gather a circle of allies and watch people carefully to make sure they are trustworthy. Ophirean black widows are more likely to commit their murders themselves rather than manipulate someone else to do it. Ophirean temptresses are also more likely to use magic to ensure the fidelity of a spouse than most others. For example, the Queen of Ophir used the Star of Khorala (described in *Conan: The Scrolls of Skelos*) to ensure the fidelity of the king in Robert E. Howard's *Shadows In Zamboula*.

The manhunter (page 89), nymph (page 91), manipulator (page 93), gypsy performer (page 95), vamp (page 100), shield maiden (page 102) and black widow (page 104) concepts are all appropriate multiclass options for an Ophirean temptress. The temptress class is favoured for Ophirean women, so she does not lose any favoured class feats by multiclassing.

OPHIREAN THIEVES

Most Ophirean thieves live in the urban cities. Thief/soldiers tend to be bandits, warriors or knights who have fallen on hard times. Retired Ophirean thieves often work as fences or merchants. Most urban Ophirean thieves are suited to fit any of the roles outlined on page 45. They will take skills and feats appropriate to their role in society.

The economy of Ophir is based on mining gold ore and other mineral deposits. Many thieves focus on this, forging claim documents to take over and ransack mines. Confidence artists prey upon miners arriving in boom towns to spend their earnings or upon the lords who work the mines via royal caveat. Ophir births some of the greatest gold thieves of all the age and their ability to appraise gold is uncanny. Most Ophirean thieves take Appraise as a Background Skill regardless of their ultimate role as a thief to reflect this background knowledge of gold. Many also take Knowledge (geography) as a Background Skill, to reflect their knowledge of where all the known gold mines are located.

Like most Ophireans, thieves tend to be surly and unlikely to answer questions that cannot be answered with a grunt or a monosyllabic reply. They do not trust foreigners, especially non-Hyborians. Having a Brythunian slave-girl is a mark of honour among the wealthy in Ophir, but they will rarely ask a Zamorian to kidnap them a woman. Instead, the thief who acquires wealth is more likely to ask a Hyborian kidnapper to do the work.



The ruffian (page 110), bounty hunter (page 112), crime lord (page 115), grimalkin (page 123) and minder (page 125) are acceptable multiclass options for an Ophirean character. A grimalkin is acceptable as the Ophireans pride themselves on their science (which many may call sorcery). Some grimalkin resolve to steal the science and inventions of others instead of studying or creating their own.

PICTLAND

The Pictish Wilderness is a lush forest, an expanse of dire swamps and woodland, hilly and almost jungle-like in its appearance. To the east dwell the Hawk, Raven, Wildcat, Turtle, Panther, Alligator and Otter tribes. The Hawk, Raven, Wildcat and Turtle are to the northeast and the Panther, Alligator and Otter dwell more to the south, but all of them live along the Thunder River. To the west are the great confederacies of the Wolf and the Eagle, along the shores of the ocean.

The land is vitally important to the Picts and essential to their identity. The Picts deal with the realities of their woodland realm every moment. They can mimic animal calls to attract prey within the range of their weapons and make use of natural lighting and foliage to hide within feet of their prey.

The environment provides the materials each of them needs to

live – homes, weapons, clothing and food. The Picts who live along the shores of the ocean are not sea-farers, however. They comb the beaches for walrus and whale carcasses thrown up by the waves and they do fishing along the shores. They do not venture far out into the wild, blue ocean.

For more information on the Picts, including additional class information, feats and prestige classes, see *Conan: Across the Thunder River*, a sourcebook on the Pictish culture.

PICTISH PIRATES

Pirate is one of the prohibited classes for a Pictish character. A true pirate culture would be nearly impossible to sustain in Pictland. At higher levels, presuming the Pict left Pictland, the character could realistically multiclass into pirate. A Pict would make an interesting sea wolf (see *Conan: Hyboria's Fiercest* for the barbarian/pirate class combination, sea wolf) or corsair (see page 74).

PICTISH TEMPTRESSES

Picts have a strict system of labour division between the sexes. Pictish temptresses try to blur those lines. Women are essentially slaves to the Picts, performing all the drudge work and chores. The Pictish temptress refuses to be a slave. This often causes her to be cast out of her tribe for being rebellious. Marrying a great chief or becoming an apprentice to a shaman are two ways to gain power over a tribe. Some Pictish temptresses even dare to dream of greater glories for themselves. Although the Picts have few rules regarding sex, the one the temptresses usually cross over is to have sex with the 'whites' (non-Hyborians. Although the Picts are technically a white-skinned race, no one considers them as such). Some temptresses promise sex to the Hyborians merely to lead them to the tribe for sacrifice.

The manhunter (page 89), nymph (page 91), vamp (page 100), shield maiden (page 102) and black widow (page 104) are appropriate concepts for a Pictish temptress. The manhunter could be a Pict who was raped or abused by Hyborians and has taken it upon herself to wreak horrible vengeance upon their civilisation. The nymph could be a Pict who functions as a seductive scout for war parties by running naked through the woods to lead woodsmen, loggers or soldiers into ambushes. Vamps could be characters such as Arisawe Ohnanerita (see *Conan: Across the Thunder River*), who assist the shamans and use magic to seduce men. A shield maiden could be a Pict who has, through courage and determination, become a hunter or war chief on her own merits. The black widow would more likely be an assassin for the Picts, as Pictish women would have little to gain by marrying a Pict only to kill him, then marry again. The temptress class is not favoured for Picts.



PICTISH THIEVES

Picts do not really make a profession out of stealing, especially from their own tribes, but many are consummate raiders and pilferers of others, especially those living near Aquilonian settlements in the Westermarck and the Bossonian Marches. Extremely stealthy, it is a mark of honour among the Picts to steal a bow or other piece of equipment from an enemy, be he white or a rival Pict. Some Picts like to sneak arrows out of a quiver as the owner hunts without the owner ever being the wiser. Thus have many Westermarck borderers found themselves without arrows when faced with the Picts they have hunted. Usually this is done in melee – the Pict runs up and takes the item, fleeing before the owner can react. Other thieves prefer to steal from Aquilonian supply trains, much as a pirate steals from Hyborian shipping.

All Pictish thieves should have at least five ranks in Tumble to gain an additional +1 dodge bonus to Dodge Defence. They already begin the game with two ranks of Tumble as a Background Skill as well as a racial bonus to Tumble. A Pictish thief's other Background Skills will also aid the character immensely.

A Pict thief will not realistically put ranks into Open Locks or Disable Device, as there would be little chance the character could have practised or even experienced a true lock or trap. Of course, once the character has been in civilisation for a while, he can and should pick up those skills.

Pictish thieves know the importance of reaction. Their innate enhancement to Dexterity aids the Pictish thief considerably by boosting Initiative modifiers. Ambush*, Lightning Reflexes, Improved Initiative and Greater Initiative* are highly advised. Feats such as Steely Gaze and Menacing Aura will also help stun the victim into inaction, so ranks in Bluff and Intimidate are also called for. Alertness, Stealthy and Deft Hands may also be of aid in his method of operation. Appraise may be a useful skill in choosing what item will bring the Pict the most honour in taking.

Other Picts excel in the sniper sneak attack. Most Pict combat begins with a ranged attack so any feat that enhances the sneak attack, ranged weapon attacks and general sneaking will be essential. Maximum ranks in Hide and Move Silently, as well as Point Blank Shot, Stealthy, Ambush* and Sniper's Eye (from *Conan: Hyboria's Fiercest*) should be taken.

The ruffian (page 110), bounty hunter (page 112), grimalkin (page 123) and minder (page 125) all work for Pictish thieves, especially for Picts who leave the Pictish wilderness.

*Indicates a new feat presented in this volume.

SHEM

Pastoral Shem is a non-Hyborian land of decadent despots in the west and fierce nomads to the east. Shem is a large nation, lying betwixt Koth and Stygia. To the west and to the east are Argos and Turan, respectively. In the west, Shem is meadowland. In the east, desert. Although some Shemites are skilled with swords and spears, their archers are the most lethal. Extremely keen of eye, the Shemites are feared for their deadly archery skills. The Shemites are practically born with bows in hand and horses beneath them. Dressed in scale corselets and cylindrical helmets, the sons of Shem are always ready for war.

SHEMITE PIRATES

Pirate is a prohibited class for 1st level Shemites, Meadow Shemites and Pelishtim, despite their harbours. For a Shemite to become a pirate, the Shemite must multiclass into it from some other class. Many Shemite and Pelishtim pirates are former Turanian slaves, so the Whip Wearer feat (from *Conan: Pirate Isles*) would be appropriate. From there, the former-slave-turned-pirate could take Heart of Hate, Hunted, Steel's Sacrifice and/or Unfettered (all from *Conan: Pirate Isles*).

SHEMITE TEMPTRESSES

Raven-haired Shemite temptresses are almost frightening. Acting without doubt and without mercy, these cold mistresses of dark rebellion and smouldering

sensuality can lie and cheat better than most. Like Shemite thieves, they almost always retain maximum ranks in Appraise, Spot and Bluff. Any of the roles discussed on page 42 for temptresses can be found among Shemite temptresses, although black widows are rarely seen. However, those black widows who do surface are even colder in heart than most – their bonus to damage when performing a *coup de grace* makes these women even deadlier than a Stygian cobra. Shemite temptresses are often gold-diggers, living to accumulate wealth and surround themselves with jewellery and slaves. Shemites appreciate tall tales and temptresses often play on this by taking ranks in Perform (storytelling).

Most Shemite temptresses are drawn to worship Ishtar above the other gods, although Bel, Pteor and Adonis are also popular.

The manhunter (page 89), manipulator (page 93), gypsy performer (page 95), vamp (page 100), shield maiden (page 102) and black widow (page 104) concepts are all appropriate for Shemite temptresses. The temptress class is favoured for meadow Shemite women. The gypsy performer is most appropriate for the desert-dwelling nomads of Shem, although no one would call them gypsies. Still, they dance for the sheiks and their guests. Dancing girls can be bought in virtually any Shemite market. Shemites appreciate the beauty and art of dancers and of dance in general. The shield maiden is most appropriate for Meadow Shemites and Pelishtim, who hold the soldier class as favoured. The shield maidens are members of *asshuri* units and excel with the bow. The vamp is most often seen among the Pelishtim as scholar is favoured among the Pelishtim.

SHEMITE THIEVES

The merciless Shemite thieves thrive on their profession. They are renowned as the greatest liars in the world. They love objects of beauty and great value, especially gems and jewellery. This love translates to a racial bonus to Appraise and Bluff. Players will want to keep these skills high. Likewise, Shemites are known to be keen-eyed, so make sure Spot is maximised as their Shemite character will want to live up to his reputation. To have their Shemite character fail to unearth a lie or to not know the value of something or fail to see something in the distance would be like playing a Cimmerian who hated combat.

Shemite thieves usually take a bow for their first sneak attack style. Shemites are well regarded as archers, ranking alongside Bossonians for their skill. This takes advantage of their bonus to attack and damage as well as their free weapon familiarity with the powerful Shemite bow.

Many Shemite thieves are slavers or kidnappers. Retired Shemite thieves often work as fences

or merchants and most urban Shemite thieves are suited to fit any of the roles outlined on page 45. They will take skills and feats appropriate to their role in society. They worship Bel for the most part.

The ruffian (page 110), bounty hunter (page 112), crime lord (page 115), wolf of the desert (page 118), wastrel (page 121), grimalkin (page 123) and minder (page 125) concepts are all appropriate for Shemite thieves who wish to multiclass. The wolf of the desert is most appropriate for base Shemites; nomad is favoured for them. The Zuagirs are mostly of this race and class combination. The minder option is the most appropriate for Meadow Shemites or Pelishtim because soldier is a favoured class for them. They often work with *asshuri* units or function in more urban environments. The grimalkin is more commonly found among the Pelishtim than the other two types of Shemite; scholar is a favoured class for them.

STYGIA

Stygia is a decadent, sinister menace, a black land of nameless horror feared by the Hyborian races. Ruled by a dark theocracy devoted to the cult of Set, its small population is notably xenophobic, and the people are obsessed with the subjects of death and immortality, building dark tombs for their mysterious mummies. The population of about four million people is notably small for a kingdom of its size, for there is little arable land for the people to live on and there is a constant demand for sacrifices by the cults. The Stygian cults utterly dominate their society. This theocracy is conservative and closed-minded. It is a prime breeding ground for pirates, thieves and temptresses.

STYGIAN PIRATES

Stygia is one of the three major maritime nations (the others being Argos and Zingara). Stygian pirates man black ships which sail under the authority of the dark priests of Set. Stygian pirates are occasionally rebels who have escaped the iron grip of the darksome priests of that dusky land. Mostly they fight with the heavy bows of their country first and foremost. Their ships are oared by slaves and have a foul stink about them. Stygian captains are usually pale and nervous, knowing full well that at any moment a priest might appear and demand their services. Many Stygian pirates sail up and down the Styx instead of out on the open sea.

Stygian pirate and navy craft enforce a stranglehold on trade with the Black Kingdoms and will usually attack any non-Stygian ship they find in those waters. Many Stygians prey heavily upon Hyborian shipping and nearly every Stygian merchantman doubles as a privateer. Stygians have cornered the market on such items as ivory, ostrich feathers, copper, skins, pearls, hammered gold ornaments and other items from Kush, charging Hyborian merchants their weight in silver for them. The Stygians particularly hate the Black

THE TEMPLE HARLOTS OF IDRIS

Aiding the soldiers of Khemi are temple harlots dedicated to Idris, the asp goddess. They are also called the granddaughters of Set. These temple harlots are naked women with red lotus blossoms in their dark hair, lotus resin caked beneath their long pointed nails and they sail forth on gondolas luring men with their naked bodies. With a few caresses they can stupefy a man, allowing him to be enslaved by the Stygians. If these dusky temple harlots are attacked, the doomed attacker will draw the ire of the priests of Set. The perfume from the red lotus blossoms keeps the harlots in a drugged, sexual haze and can be smelled at a considerable distance (see below).

Red Lotus Blossoms: The temple harlots of Idris wear only red lotus blossoms in their hair. This has the effect of rendering men and women stupefied. Anyone other than a temple harlot, who has a limited immunity, who smells the blossom's perfume at close range (within 10 feet) must make a Will saving throw (DC 25) or be unable to take any non-sexual actions. Anyone under the influence of red lotus is considered entranced for the purposes of other spells.

Red Lotus Residue: The temple harlots keep red lotus residue under their long, sharp fingernails to dig into men and women who kiss them. If a harlot inflicts at least 4 hit points of damage with her unarmed strike, a character must make a Fortitude saving throw (DC 20) or be unable to take any non-sexual actions. Anyone under the influence of red lotus is considered entranced for the purposes of other spells.

Corsairs, who manage to dip into that market, selling those same items much cheaper to those willing to bargain with the corsairs. Stygians also export Lotus products as well as silk.

The corsair (page 74), treasure hunter (page 76), sea captain (page 78), sea chanter (page 82), privateer (page 85) and smuggler (page 86) are all appropriate multiclass character archetypes for Stygian pirates. The sea chanter or sea captain are probably the two most likely, as scholar and noble are favoured classes for Stygians. The marine archetype from *Conan: The Free Companies* is also a recommended option.

STYGIAN TEMPTRESSES

The conservative and insular Stygian cults utterly dominate Stygian society. This is fertile ground for temptresses. Stygian temptresses, especially vamps (see page 100), have a special advantage as they are seen as exotic the world over. Even non-noble Stygians see the white-skinned upper-classes as exotic. Some temptresses become priestesses to gain power, others simply seduce the priests to manipulate them from behind the scenes. Their bonus to Craft (alchemy) helps them to develop all sorts of chemical solutions to help in the seduction and maintenance of their men. Stygia often sends infiltrators to foreign kingdoms to exert influence on the dealings of those nations.

The manhunter (page 89), manipulator (page 93), gypsy performer (page 95), siren (page 98), vamp (page 100), shield maiden (page 102) and black widow (page 104) concepts are appropriate multiclass character-types for Stygians. The siren can be seen as members of the Temple of Idris discussed above. Shield maidens often accompany nobles on chariots. Also, the dervish multiclass progression (page 106) is appropriate for Stygian characters. The temptress class is favoured for Stygian women.

STYGIAN THIEVES

Most Stygian thieves live in cities. Retired Stygian thieves often work as fences or merchants. All of them will take skills and feats appropriate to their role in society.

Many thieves in Stygia are tomb-robbers, skilled at breaking into the vast stone necropolises outside the major cities and at finding the ancient dead buried in long-forgotten tombs lost deep in the vast Stygian deserts. These thieves, should they survive long enough, often take the *sorcerous protection* special ability in hopes of surviving archaic curses. These thieves will find Disable Device, Gather Information, Knowledge (arcane), Knowledge (geography), Knowledge (local) and Survival to be huge assets in their career. Survival should be kept fairly high if the thief intends to go out into the deserts for any reason. Other useful skills will include Diplomacy (to calm down patrols and officials questioning the character's business out there), Appraise (to choose the choicest items) and Climb (many tombs are in hard to reach places). Feats such as Lightning Reflexes may help the character avoid traps.

Few Stygian thieves will have many (if any) ranks in Open Locks. Stygian tombs are not usually locked so much as sealed. Most Stygian thieves will learn the Stygian bow for their first sneak attack style. They are automatically proficient, plus they gain a +1 bonus to attack rolls, so it benefits them to use it for their sneak attacks early on.

The ruffian (page 110), bounty hunter (page 112), crime lord (page 115), wolf of the desert (page 118), wastrel (page 121), grimalkin (page 123) and minder (page 125) multiclass concepts are appropriate for Stygians.



TURAN

Shining Turan is probably the wealthiest nation of the Hyborian Age save Vendhya. The Turanian Empire is built upon the foundation of a large Hyrkanian force that swept out of the east on their horses, swinging around the Vilayet and finding that great inland sea to their liking. Turan is a vast empire of incredible size, virtually encompassing the Vilayet Sea by the time Conan is king of Aquilonia. All but the most northerly reaches of the Vilayet are controlled by Turan on both sides. The northern reaches are too mountainous and cold for the Turanians to bother with. Turan borders Zamora, Koth, Shem and even sends forays into Hyperborea.

TURANIAN PIRATES

Almost all Turanian pirates can be found on the Vilayet Sea, a great expanse of water on the edge of Turan that is a Hyrkanian pond according to many. Many Turanian pirates are former Turanian slaves, so the Whip Wary feat (from *Conan: Pirate Isles*) would be appropriate. From there, the former-slave-turned-pirate could take Heart of Hate, Hunted, Steel's Sacrifice and/or Unfettered (all from *Conan: Pirate Isles*). Some Turanian pirates are from Turan's under classes, especially the unemployed.

Subordinated by Turan's switch from a Hyrkanian nomadic lifestyle to a more sedentary civilised existence, many former nomads find

themselves kept on the periphery of society. With few other options to acquire wealth, these outcasts prey heavily upon Turan's shipping. These pirates cruise the interior of the Vilayet freely, for the navy of Turan is more suited for coastal sailing. Other Turanian pirates are part of the Turanian navy fleet of purple-sailed war galleys, often marines with levels in soldier (see *Conan: The Free Companies*). The Turanian navy's primary duty is to hunt pirates and protect Turan's shipping.

A Turanian's Background Skills will provide little help to most Vilayet pirates, so they will emphasise other skills, leaving their racial abilities to stagnate. Profession (sailor), of course, will be important. Some skill in Use Rope will also be needed, as Turanian craft are usually sailed. Intimidation will be important if the Turanian pirate is also a slaver.

The corsair (page 74), treasure hunter (page 76), sea captain (page 78), raider of the Vilayet (page 80), sea chanter (page 82), privateer (page 85) and smuggler (page 86) are all appropriate multiclass options for the Turanian character. The raider of the Vilayet is the most likely because nomad is a favoured class. The privateer from this volume and the marine archetype from *Conan: The Free Companies* are excellent choices, especially if Games Masters use the variant rule presented in *Conan: Hyboria's Fiercest* that allows soldier to be a favoured class for Turanians.

TURANIAN TEMPTRESSES

The Turanian kings are harsh taskmasters, permitting no rebellions, uprisings or dissension. This creates a breeding ground for temptresses, who refuse to bow to the dictates of men. Empire building may be a game for the men of Turan, but the temptresses of Turan insist on playing as well. Turanian women tend to be tall, dark and slender, and temptresses often refuse to wear veils and khalats.

The tall and dark Turanian temptresses, in their attempt to equal or better men, will maintain their Ride skill at maximum ranks, emphasising the skill further by taking at least five ranks in Handle Animal to obtain the synergy bonus and by taking feats such as Skill Focus (Ride). Turanian temptresses will also focus heavily on archery feats, especially Mounted Archery, and will take whatever prerequisites she can to accomplish the mounted combat manoeuvres listed in *Conan: Hyboria's Fiercest*. When not using a Hyrkanian double-curved bow, the Turanian temptress will focus on a curved blade, such as the scimitar or tulwar.

The manhunter (page 89), nymph (page 91), manipulator (page 93), gypsy performer (page 95), siren (page 98), vamp (page 100), shield maiden (page 102) and black widow (page 104) concepts are excellent archetypes for a fallen Turanian character. The temptress class is favoured for Turanian women. Also, the dervish multiclass progression (page 106) is appropriate for especially devout Turanians.

TURANIAN THIEVES

Turanians are known as master horsemen, so those who live outside of the glittering cities of Turan and the Vilayet usually maximise their Ride skill. Even those who live in the cities have at least a few ranks in Ride. Although this has little to do with thieving and is not a class-skill for the thief, riding skill is a point of pride with any Turanian. If the thief character has at least a 12 Intelligence, then use his bonus skill point for Ride and purchase it like a class-skill. Turanians do have Ride as a Background Skill, so the first two ranks do not need to be purchased at all. In addition, having at least 5 ranks in Handle Animal offers a synergy bonus to Ride, so those five ranks are recommended. The thieves who live outside of the cities most often play the role of bandit, riding with the nomad tribes to take out travellers, caravans, villages and small cities. Others become burglars, kidnappers or robbers. They choose their skills based upon their role, with the caveat that some skill points will be spent on Ride (and Handle Animal). Turanian thieves also tend to have high ranks in Spot because of their archery skill.

Turanians are well known for their skill with the bow. Turanian thieves should take at least one sneak attack style in ranged weapons. The best time to do this is at 1st level, as the thief will begin the game with an excellent chance to hit somebody. They receive a racial and circumstance attack bonus with the bow, get the Far Shot feat without prerequisites and weapon familiarity with the Turanian bow. Their second sneak attack style is often with some form of curved sword, such as the scimitar or tulwar.



The ruffian (page 110), bounty hunter (page 112), crime lord (page 115), wolf of the desert (page 118), wastrel (page 121), grimalkin (page 123) and minder (page 125) archetypes work well for Turanian thieves. The minder perhaps works especially well if the Games Master permits the variant rule presented in *Conan: Hyboria's Fiercest* that allows soldier to be a favoured class for Turanians. Otherwise, the wolf of the desert concept works best because nomad is the favoured class.

VENDHYA

Vendhya's culture resembles that of the mythical India described in the Vedas and the people are divided into distinct classes, or castes. The people are born into their given class and this arbitrary system of division cannot be altered by skill, prestige or wealth. However, the caste system is similar to the feudal system of the Hyborians for the caste system implies a series of privileges and corresponding responsibilities. This caste system has an impact on the classes.

VENDHYAN PIRATES

Vendhya is a peninsula and has an extensive sea-board and a large network of navigable rivers. Most of the nation is forested with verdant jungles and dense woodlands. Strong timber is abundant. Vendhyans have a nautical skill that is impressive, yet largely unknown in the Hyborian world. Of course, Vendhya has little to do with the Hyborian nations; Vendhya trades mostly with Iranistan, Khitai, Kosala, Uttara Kuru, Kambuja and many other nations in the East. Vendhyan sailors are braver than most and are not afraid to lose sight of land. It is likely the Vendhyans have the best and most complete maps of the sinister coasts south of the known Black Kingdoms, which are unmapped and unknown to the Hyborians and where whispers tell dark tales of pre-human civilisations still lurking in the nameless jungles.

There is a class of Vendhyan whose duty is to trade overseas. They trade gold, silver, ivory, apes and peacocks to the nations around them, especially Iranistan. It is largely on this class of merchant that the Vendhyan pirate preys. The pirates of Vendhya love adventure and wealth. Although Vendhyan literature is full of stories of shipwrecks and souls lost at sea, nothing daunts their spirit. The Vendhyan Kshatriyas have a powerful navy to battle the sea-wolves of the Vendhyan Ocean. These Vendhyan pirates seem to harass Iranistan constantly.

Vendhyan sea-craft are armed with three firm iron spikes. One spike projects from the prow and the other two jut out from the sides. The prow spike serves as a ram, while the side spikes sink ships coming alongside. Typical navy ships are armed with a unit of twenty archers who, in addition to plying bows and arrows, also hurl ancient-style grenades and flammables.



Vendhyan pirates consist of both males and females, many of whom are escaping the heavily proscribed life found on the land. Vendhyan priests force women to marry at age nine, and those who find themselves unhappy or simply do not want to marry escape to the sea for a life of freedom and danger.

Male and female pirates dress pretty much as their people do on land. The basic garment in Vendhya is called a *dhoti*, which is an unstitched length of filmy cloth wrapped around the lower part of the body, similar to a skirt. Women could wear a *choli*, which is a loose fitting blouse. Women in warm, south seas tend to wear far less than the women on the mountainous slopes of Vendhya. The scant clothing worn by pirate women tends to be gauzy and beautifully coloured, for the Vendhyans have a deep appreciation for gold, silver, and jewelled embellishments. Some female pirates wear turbans if such is common for the men on the ship. Women wear make-up and jewellery, including armbands, rings, waist belts, anklets, earrings, nose rings, toe rings, crowns, tiaras and other headdresses. Some female pirate captains wear filmy robes over it all, including a gauzy veil.

Male pirates also wear a *dhoti*, although it is usually white or black, not the bright colours worn by women. The *dhoti* could be worn as a skirt, or it can be wrapped through the legs to make a trouser-like garment. Some men wear upper garments, such as vests or fitted shirts, while others do not. Almost all men wear a large turban. Men also wear some jewellery, such as rings, anklets and bracelets. Many adorn their turbans with feathers.

The corsair (page 74), treasure hunter (page 76), sea captain (page 78), sea chanter (page 82), privateer (page 85) and smuggler (page 86) are appropriate character multiclass archetypes for a Vendhyan character. The sea captain, the marine (from *Conan: The Free Companies*) and the privateer are the three most advantageous options, as noble and soldier are favoured classes among the Vendhyans. Privateers and sea captains may be of the Kshatriya caste but all others will come from lower castes.

VENDHYAN TEMPTESSSES

Religious rules and regulations dominate the lives of each and every Vendhyan. Some Vendhyan women resent the intrusion and do not buy into the religious dogma offered by the priests of Asura. Vendhyan temptresses, obliged to marry by the age of nine, often reject the life they find themselves in. Polygamy is practised in Vendhya, which other women object to. Other temptresses do the unthinkable and cross caste lines with their amorous meanderings. Some Vendhyan temptresses consider their lifestyle as an art form and express their desires and dreams with dance, which is the highest art in Vendhya, used as a spiritual experience as well as a story-telling experience. Almost all temptresses have at least a few ranks in Perform (dance). As with all of its art, Vendhya's dance is striking and distinctive, especially the beautiful and complicated codes of hand-gesturing included in the various dances. For the Vendhyans, the hand alone can portray emotions of all sorts, gods, humans, nature, action and animals. Each pose, each movement of the body or hand creates an effect or atmosphere that borders on magic, affecting man and nature equally.

Temptress spies are also a Vendhyan tradition (see the infiltrator role on page 44). Spying is an ancient art in Vendhya, but the price to pay if caught can be slavery or even one's life.

The people of Vendhya tend to have an olive skin tone, slim bodies and straight black hair. They are also noted for having large dark eyes. Vendhyan women use make-up to enhance their eyes to further that effect (see page 51 for a discussion on the use of cosmetics). Thus, most Vendhyan temptresses have ranks in Disguise.

The manhunter (page 89), nymph (page 91), manipulator (page 93), siren (page 98), vamp (page 100), shield maiden (page 102) and black widow (page 104) concepts all work for Vendhyan temptresses. The temptress class is favoured for Vendhyan women. Keep in mind caste distinctions when creating the character.

VENDHYAN THIEVES

The rulers of Vendhya may be thought of as little less than divine but the thieves of Vendhya are often considered just short of human at times. Vendhya is largely self-sufficient, having abundant mines of precious metals and a well-developed agricultural base, including textiles such as cotton and silk. Vendhyan steel is light and nearly unbreakable, so Vendhyan swords are in demand in the eastern nations. Regardless, Vendhya trades with Iranistan and Turan, although Vendhyans never trade their best items. The Vendhyan thief often smuggles the best of Vendhya's products overseas to collectors willing to pay a premium for the rare quality. That which is not legally traded is often illegally smuggled out of the country for a profit.

The ruffian (page 110), bounty hunter (page 112), crime lord (page 115), wastrel (page 121), grimalkin (page 123) and minder (page 125) are all available multiclass options for Vendhyan thieves. Keep in mind caste distinctions when creating the character. Few if any of these characters will be from the upper castes.

ZAMORA

Zamora is not a Hyborean kingdom. Zamora is an ancient kingdom, descended from a mysterious race known as the Zhemri, an evil people from pre-Cataclysmic times. The fortunes of the Zhemri, and later Zamora, rose and fell constantly. The ancient origins of Zamora cause them to look with some disdain upon Hyboresians and their barbaric origins. Some of the noble lines in Zamora can trace their lineage back to the earliest of the Zhemri families, a heritage extending far beyond any known Hyborean family line. Locked in vaults and in private libraries, mouldering tomes detail periods of time so ancient as to cause the mind to reel with the magnitude of history. Many Nemedian scholars long to get even a peek at some of these family histories for their own essays and researches. Currently the 3,000 year old civilisation has fallen into decadence and its people are viewed as a wicked race of thieves, cutthroats and sorcerers. More information on Zamora and its thieves can be found in the *Conan: Shadizar – City of Wickedness*.

ZAMORIAN PIRATES

Pirate is one of the prohibited classes for a Zamorian character. Zamora is land-locked and a true pirate culture would be nearly impossible to sustain except along the rivers. At higher levels, presuming the Zamorian leaves Zamora, the character could realistically multiclass into pirate. Many Zamorian pirates are former Turanian slaves, so the Whip Weary feat (from *Conan: Pirate Isles*) would be appropriate. From there, the former-slave-turned-pirate could take Heart of Hate, Hunted, Steel's Sacrifice and/or Unfettered (all from *Conan: Pirate Isles*).

ZAMORIAN TEMPTRESSES

Women and children in Zamora are, for the most part, treated as property. Women are valued either for their domestic abilities or as entertainment. They are not viewed as human beings but as necessary means to an end. If a woman is wanted for her domestic skills, she is expected to bear and raise children, keep house, make crafts and clothing and cook food. A woman used for entertainment is expected to provide sex, dancing and pleasant company. In the minds of Zamorians, a woman falls into one of the two categories. Female Zamorian characters should take appropriate skills to show which role she was being prepared by her family to undertake prior to taking up an adventuring lifestyle.

Unmarried women are under the custody of their father during his life or under another fraternal relative if the father is dead. The father has the complete right to dispose of his children as he sees fit, eventually selling girls to prospective husbands to become the husband's purchased property. Women, except if accused of treason or witchcraft, are largely exempt from official applications of torture as a legal remedy. Even marriage is handled as if it were a business contract.

Zamorian temptresses are an unapologetic lot and they rebel against the above concepts. The temptress may actually *refrain* from sexual activity simply because sex is expected by Zamorians on demand. They may try to control a public office from behind the scenes, angry they are forbidden to actually take the office they are so capable of running. They insist on demonstrating their intelligence, so Zamorian temptresses take as many Knowledge skills as they can. Some kill any male who insists on exercising custodial rights, including fathers, uncles and husbands. Due to the general promiscuity of the race, this label has hardly any meaning within Zamora, although Zamorians living in foreign lands may be labelled in such a manner.

The manhunter (page 89), nymph (page 91), manipulator (page 93), gypsy performer (page 95), vamp (page 100), shield maiden (page 102) and black widow (page 104) archetypes are all valid options for Zamorian temptresses. The temptress class is favoured for Zamorian women.

ZAMORIAN THIEVES

A Zamorian behaves in his own best interest. Money lenders and sharks of all sort prey upon those addicted to their vices and in need of money. Rarely is a person left better off after leaving one of these predators. Trade in vice is treated by the Zamorians as a freedom, not a crime. The liberty of the private contract is more important than the subjective idea of sin, which is considered an affair for the moralist, not for the government. Morality is considered to be the



haven of the weak and those with power and money have no need of moral restraint. Private contracts are important to the Zamorians, as is the opportunity for gain.

Most Zamorian thieves live in the urban cities, especially Shadizar and Arenjun. Retired Zamorian thieves often work as fences or merchants. Most urban Zamorian thieves are suited to fit any of the roles outlined on page 45. They will take skills and feats appropriate to their role in society. With their bonus to Dexterity and penalty to Strength, Zamorians are more likely to become a Dexterity-based thief than any other sort (see page 40 for a discussion on thief's ability scores). Their racial bonus to Open Locks, Disable Device and Sleight of Hand (as well as their circumstance bonus to Climb, Hide, Listen, Move Silently and Spot checks) helps them to become extraordinary thieves. The bonus to all Craft checks can be used to help them create drugs and poisons. Many of the feats from *Conan: Shadizar – City of Wickedness* work well for Zamorian thieves from any city.

Few Zamorians will even consider making a business transaction unless some sort of bribery is involved. Jobs are taken with the expectation that bribery will be part of the income. Jobs are offered knowing the applicant will accept bribes to grease the wheels of business transactions. Expert testimony, justice in the courts, as well as other goods and services is for sale to the highest bidder. This attitude shows itself in the workings of expert thieves, kidnappers and assassins. In addition to pay, the thief will want a bribe – or he may bribe a patron for a particular job if two thieves, crime families or assassins are in competition to take the same job. Adding a bribe to many of the skill checks, such as Gather Information and

Diplomacy, may add a bonus to the skill check at the discretion of the Games Master.

The ruffian (page 110), bounty hunter (page 112), crime lord (page 115), wolf of the desert (page 118), wastrel (page 121), grimalkin (page 123) and minder (page 125) multiclass concepts all work for Zamorian thieves. Thief is the favoured class of the Zamorians, so all of these archetypes work well.

ZINGARA

Zingara is a land torn apart and ruined by civil war. Under a dazzlingly complex political system, dukes and counts rule fiefs in the name of the King in Kordava, although in most cases that fealty is, at best, nominal and somewhat confusing. The nobles of Zingara are a proud, individualistic race, not given to subservience. They rebel both openly and secretly. Today, Zingara is a faltering anarchy. Manners and pleasures in Zingara are elements of their elegance and sophistication. Ballet troupes learn the finest dances in the schools and the fine art of fencing was taught to all noblemen. Waving scented handkerchiefs, the nobility of Zingara plots and conspires against fellow nobles even as they talk elegantly of philosophy and civility.

ZINGARAN PIRATES

Pirate is one of the favoured classes of the Zingarans. Their bonus with sneak attacks, arming swords, broadswords and to their Background Skills all work toward making Zingarans exceptional pirates. They make especially good marines (see *Conan: The Free Companies*) because both soldier and pirate are favoured classes. Zingaran pirates raid Pictish and Vanir settlements for goods. Zingaran pirates, known as Freebooters, often battled Barachans as part of the ancient feud between Zingara and Argos. Many Zingaran Freebooters are genuine privateers, sailing under letters of authority from the kings of Zingara to disrupt Argosesean shipping and to hunt Barachan pirates. However, with the dissolution of Zingaran government into anarchy, most Zingaran freebooters have gone rogue, preying on even Zingaran ships for their livelihood.

A Zingaran's Background Skills immediately set the stage for his piratical career. He automatically gets two ranks in Profession (sailor), Balance and Use Rope. Zingaran ships have complex rigging, so most Zingarans put plenty of ranks into Climb, Balance and Use Rope, as well as maximising Profession (sailor). Bluff is also a key skill for a Zingaran pirate. Zingaran Freebooters are notorious back-stabbers and are expert at the sneak attack. Maintaining high ranks in Bluff is common for these pirates in order to maximise the effectiveness of their combat skills. A Freebooter captain's position tends to rest on his seamanship abilities, navigational prowess, success rate and combat skill.

ZINGARAN FREEBOOTERS

The Zingaran Freebooters were once loyal Zingaran subjects that were given legal charters as privateers to prey upon Argossean shipping and as a means to stop the Barachans. Fierce Zingaran independence soon reared its savage head and the Freebooters went renegade, preying even on their own country's ships. This backstab did not endear them to the Zingarans.

The Freebooters are not welcome in Zingaran ports and are hung if discovered, Likewise they are not welcome at Tortage in the Barachans.

The captain of a Freebooter ship is the absolute authority... at least so long as his seamanship, swordsmanship and piratical skills hold up. To obtain the rank of captain, a qualified Freebooter must kill the former captain in a fair fight. Anything less is considered a mutiny, the last choice for an oppressed crew.

There is a time honoured tradition of baiting strangers among the Freebooters, where they test the stranger with violence. This establishes the stranger's status among the crew. The testing is both brutal and bloody; the pirates press around the stranger menacingly and one man pushes the brawl. It begins with taunts and insults, then the fight starts. It is a one-on-one fight, and how the stranger comports himself establishes his 'rank' amongst the crew. The stranger does not need to win, but he must not prove himself a coward or a weakling.

The Freebooters dress in typical pirate fashion. Sashes, bare chests, silken pantaloons, great loops of gold in their ears, sabres, cutlasses and so on. These pirates often sail in carracks, large, sea-worthy ships. They are rapacious and cruel, feared as much as the Barachans, especially by the Argosseans. They attack ships and raid coastal towns.

The treasure hunter (page 76), sea captain (page 78), privateer (page 85) and smuggler (page 86) are all appropriate character class combinations for Zingaran pirates. Also, the marine archetype from *Conan: The Free Companies* is also appropriate. The privateer and marine are perfect for Zingarans because both soldier and pirate are favoured classes.

Remarkable swordsmen, Zingaran pirates usually take the Combat Expertise, Intricate Swordplay, Parry, Weapon Focus, Web of Death and Zingaran Surprise feats, as well as many of the feats from *Conan: Pirate Isles*. Some choice feats from that comprehensive work include Freebooter's Fortune,

Sharp Blade, Up the Rigging, Viper's Speed and Wave Dance. Zingarans also have a racial bonus to sneak attacks, setting them above most pirates even at 1st level, so any feats that improve sneak attacks will find favour among the treacherous and fiery-tempered Zingarans.

ZINGARAN TEMPTRESSES

The time is ripe for temptresses in Zingara. With so many rebellions and revolutions sweeping the countryside, temptresses can find opportunities galore. They run plantations, manors, castles and manage slaves and households. Many Zingaran temptresses excel with the whip (there are some new combat manoeuvres utilising the whip on page 62 that would be perfect for a whip-wielding Zingaran temptress) and they also learn to fence just as men do. The Charisma bonus accorded Zingarans works well with the temptress concept.

Most Zingaran temptresses support the movement to turn Zingara into a republic. Zingaran manipulators and infiltrators can be found on almost every level of politics in their attempts to make this governmental concept a reality.

The manhunter (page 89), nymph (page 91), manipulator (page 93), siren (page 98), vamp (page 100), shield maiden (page 102) and black widow (page 104) concepts are all appropriate for Zingaran temptresses. Nymphs usually take the Zingaran whip combat style. The temptress class is favoured for Zingaran women.

ZINGARAN THIEVES

Zingaran thieves are remarkable swordsmen and often take the Combat Expertise, Intricate Swordplay, Parry, Weapon Focus, Web of Death and Zingaran Surprise feats. Their bonus to Charisma and penalty to Constitution make Charisma-based thieves much more likely than any other. Their bonus to sneak attack is also a boon for the Zingaran thief. Their first sneak attack style is usually either the broadsword or arming sword to take advantage of their racial bonus to attack with those weapons as early as possible.

The ruffian (page 110), bounty hunter (page 112), crime lord (page 115), wastrel (page 121), grimalkin (page 123) and minder (page 125) are all suitable multiclass opportunities for the Zingaran thief. The wastrel and minder concepts work especially well because pirate and soldier are favoured classes for the Zingarans.

Secrets of the Fallen

Methods of the Fallen

HOW DOES A person live in the shadows of society? How do they hide? How do they survive? They must lurk outside of the light and hide in the shadows of civilisation. Different ability scores and different roles provide the means of survival. This chapter discusses various options and ideas for maximising the potential of any fallen character.

GENERAL OPTIONS

Pirates, thieves and temptresses are similar animals in many ways, and some of the same options apply to all three classes. This section discusses some advice and options concerning the creation of capable and effective fallen characters, especially regarding ability score, skill and feat choices.

ABILITY SCORES

Thieves, of course, tend to emphasise their Dexterity scores and temptresses their Charisma scores, but there are plenty of options and many points to consider. Just knowing what statistic needs the high score is not the end. Which statistic should receive the lowest score? This section discusses the importance of each ability score as it relates to the fallen classes.

Strength: Those who focus on Strength tend to be the least subtle of the fallen classes, and force is their chief *modus operandi*. Others can make the plans and think their way through a situation; this character will bully and push his way out of a situation with brutal violence and physical power. Usually notorious for their cruelty, they may gain a small amount of leadership by bullying others to follow them, they rarely come to the head of large networks of thieves or become a patriarch of a crime family unless they are willing to listen to more intelligent advice from counsellors and advisors. However, those rare few are fearsome masters because they are more apt to break someone's legs than waste time with negotiations. For a temptress, her musculature makes her confident, not her personality. Even pirates and thieves who emphasize this attribute tend to dress in a manner that shows off their physiques. Stripped-to-the waist fights are common and strong fallen characters never fight fair. Strength-based temptresses seduce people with feats of strength, challenging people she is attracted to with arm-wrestling contests and the like. Skills that are

related to their Strength score are usually maximised, such as Climb, Jump and Swim. They take feats such as Athletic, Brawl, Cleave, Great Cleave, Greater Overrun*, Improved Bull Rush, Improved Critical, Improved Overrun, Improved Sunder, Power Attack, Stunning Attack and any other feat with a Strength prerequisite. Crush Your Enemy is an appropriate feat from *Conan: Shadizar – City of Wickedness*. Hard Hands from *Conan: Pirate Isles* is a fantastic feat for the Strength-based thief or pirate.

Dexterity: Thieves, pirates and temptresses can all make good use of high Dexterity scores. Certainly a thief who specialises in Dexterity is hardly unusual. These characters have focused on their reflexes, agility, speed and hand-eye coordination. High Initiatives are common for these fallen characters because their Reflex saves are also naturally high for all three fallen classes. These are the first to act or react in a given round and excel at climbing up, down or over obstacles. They usually fight with ranged weapons or finesse weapons. Most of these characters take ranks in Balance, Escape Artist, Jump and Tumble. Remember to take at least five ranks in Tumble to gain an additional +1 dodge bonus to Dodge Defence. Common feats include Acrobatic, Acrobatic Attack*, Agile, Athletic, Dodge, First Strike*, Greater Combat Reflexes*, Greater Initiative*, Improved Initiative, Lightning Reflexes, Mobility, Striking Cobra, Weapon Finesse and any feat with a Dexterity prerequisite. Slippery is an appropriate feat from *Conan: Shadizar – City of Wickedness*.

Constitution: The fallen character who emphasises his endurance will have higher than average hit points and a better Fortitude save than most other pirates, thieves and temptresses but he will still lag behind the barbarians and soldiers of the world. Pirates have a naturally strong Fortitude save, and a high Constitution will bolster this. Thieves and temptresses, however, have a naturally weak Fortitude save, so a high Constitution will serve these classes by shoring up a weakness. The characters who keep this attribute high are known to be dogged, unflagging, tough and enduring. Once they have their eye on a goal, they do not let it escape them. They work toward their goals one step at a time, taking pride in seeing a job done. They have high personal standards of health and efficiency, looking with contempt at pirates and thieves who prefer to blow their stolen wealth on health-destroying pleasures such as lotus blossom. Often, these characters talk little and do much, they do not usually

make friends easily as they prefer to focus on the job at hand. They take ranks in Concentration, Climb, Swim and Survival. They often take feats such as Athletic, Brawl, Carouser, Endurance, Diehard, Great Fortitude, Hard*, Pain Driven*, Self-Sufficient, Toughness or any other feat with a Constitution prerequisite. Appropriate feats from *Conan: Pirate Isles* include Hard Hands, Pirate Cure, Sea's Breath, Take the Tap and Water Snake.

Intelligence: The intelligent pirate, thief or temptress is one who is interested in skills. By putting his highest or second highest statistic in this ability, he shows that he intends to survive by his wits. He can take advantage of how cross-class skills work in *Conan the Roleplaying Game* in regards to points gleaned from a high Intelligence score. Knowledge skills are important to this thief, especially Knowledge (local) and Knowledge (nobility). This helps him establish networks. He can make sure he has maximum ranks in all the skills he feels he needs to survive, such as Disable Device, Forgery, Intimidate, Knowledge and Search. Although Knowledgeable may seem like an appropriate choice for this character, he probably does not choose to make this statistic high for that reason. He wants as many skills as possible and he wants any cross-class skills to be treated as class skills through his Intelligence bonus. He can also afford to skip many of the skill-improving feats and use his feats to bolster other areas of potential weakness or shore up other areas of natural strength. This fallen character will often be the schemer and plotter, always the one with the plan and many become criminal masterminds. Pirate masterminds are the admirals of pirate fleets, the planners of the schemes. Thief masterminds are the spiders lurking at the centre of great webs of crimes, taking in shares of loot without taking personal risks, using their skills to remain invisible yet pull the strings of an entire network. Temptress masterminds own people, treating them like pawns in a huge game, using their skills to manipulate others and rule from behind the scenes. These characters take feats such as Alertness, Combat Expertise, Diligent, Greater Trip*, Improved Trip, Investigator, Skill Focus (any) or any other feat that has an Intelligence prerequisite. Eyes of the Magpie, Know It All and To Think Is To Act from *Conan: Shadizar – City of Wickedness* are also appropriate feats. Master of the Waves, from *Conan: Pirate Isles* is another good choice, especially for a pirate character.

Wisdom: The fallen character who cultivates a high Wisdom has a quick intuitive grasp of any given situation. This character has a stronger Will save than most pirates and thieves, thus he is more able to deal with sorcery and diabolism than most of his compatriots. These characters work on intuition and hunches rather than logic, knowing their instincts will feed them information their minds fail to grasp. A pirate with a prime Wisdom score is a look-out, often up on the crow's-nest, always alert for danger. Thieves with cultivated Wisdom scores make prime scouts and sentries, and are also called upon to be a look-out by other thieves as they go about their business. Temptresses with a

high Wisdom seem to be constantly lucky, always finding new opportunities. A fallen character who cultivates his Wisdom score usually structures his skill choices so he can observe without being seen. They take ranks in Knowledge (geography or local), Hide, Listen, Move Silently, Sense Motive and Spot. They take feats such as Alertness, Blind Fight, Greater Blind-Fight*, Improved Blind Fight*, Iron Will, Track or any other feat with a Wisdom prerequisite. From *Conan: Shadizar – City of Wickedness*, Eyes of the Magpie, Perceptive Defence, Predator's Eye, Quick Judge of Character and Sizing up the Foe are appropriate feats.

Charisma: Charisma is the most important statistic for the temptress. She is totally focused on seduction and confidence games. Likewise, the thief or pirate who cultivates his Charisma usually focuses on the skills associated with Charisma. These characters have an element of style and panache that most fallen characters lack. They usually focus on practices requiring people-skills, such as confidence tricks, fencing stolen goods, shakedowns and blackmail. These thieves and pirates do not undertake housebreaking jobs or typical robberies as a general rule. The charismatic thief is the con man and blackmailer. The charismatic pirate uses his charisma to steal ships, fleets, soldiers and cities. He does not board a ship with blood in his eye, instead he is likely to carry a forged charter from the owner and claim ownership has changed hands. The pirate, thief or temptress, who focuses on Charisma is a consummate seducer. They are liars, but somehow they are loveable – or at least charming. Bluff, Diplomacy, Disguise, Gather Information, Intimidation and Perform are perfect skills for this character. Any feat with a Charisma prerequisite is usually appropriate for these pirates, thieves and temptresses. Feats such as Deceitful, Gossip*, Investigator, Negotiator, Persuasive and Seducer* are good choices for the Charismatic fallen character. Glib, from *Conan: Shadizar – City of Wickedness*, is an appropriate feat for this type of character. Pirate Horde, from *Conan: Pirate Isles*, is a good choice for a charismatic pirate character.

*This is a new feat presented in this book.

FALLEN ROLES

Instead of focusing on their inherent abilities, other thieves, pirates and temptresses learn skills and feats based upon their roles in life. For example, a mugger needs different skills and feats than an embezzler regardless of his ability scores. Both are thieves, but they go about it in a different manner.

Pirate Roles

Another choice impacting skill selection is that of the role of the pirate or even his normal vocation. Listed below are some options for pirate roles, but these are not exhaustive of the number of roles a pirate can play.

Dread Pirate: Some pirates are so cruel and so monstrous they become dread pirates, buccaneers whose very name causes commoners to tremble with fear. These pirates do not usually have codes of honour (see *Conan the Roleplaying Game*). Reputation and Charisma are usually maintained at high levels. Their Reputation is often of the Villain nature as outlined in *Conan the Roleplaying Game*. Bluff, Intimidate and Gather Information skills are often kept high, if not at maximum. These pirates love torture, both physical and mental, and they will play mind games and even kill loved ones to get what they desire.

Marine: Most sailors and pirates on a ship are merely ship hands. On pirate ships, the ship hands usually double as warriors. Strong crewmen with martial skills defend their ships in case of attack or attack other ships when needed. A marine is trained in shipboard combat, capable of fighting around sails and rigging, using such awkward obstacles to his advantage. Many marines take levels in soldier as well as pirate, but that is not always the case.

Reaver: Reavers are killers, butchers and savages. They prefer to come ashore to fight as opposed to fighting ship-to-ship, but, in truth, the location does not really matter. They are bandits who indiscriminately sack coastal villages, taking everything and often leaving no survivors. They are expert at ambushes. They take what they can and carouse upon the ruins of their violence. Reavers almost always maximise Intimidate. The Carouser and Debaucher feats are appropriate feats, in addition to combat feats. Almost all the skills and feats taken by reavers are geared toward slaughter and violence. Unlike the dread pirate, the reaver is rarely cruel in the torturous sense; he simply loves the kill and he takes no prisoners. The Black Corsairs are well known reavers. Reavers are the most despised of all pirates, often hated even by other types of pirates. They do not usually have codes of honour (see *Conan the Roleplaying Game*) and have the Cruel Reputation nature.

Swashbuckler: The swashbuckler is a light-hearted rogue armed with a keen blade and an equally keen wit. Eschewing armour in favour of mobility, this pirate is often a dashing hero. Wenching and drinking in ports, he mixes combat with style (see the new combat manoeuvres on page 62), dresses in the best fashions and always wins the hand of the fairest maidens. He is set apart from the rank and file of most pirates by his charismatic revels. Common skills include Climb, Escape Artist, Jump, Sleight of Hand and Tumbling. The swashbuckling pirate often takes the following feats: Dodge, Combat Expertise, Improved Disarm, Improved Initiative, Intricate Swordplay, Light-Footed, Mobility, Quick-Draw, Striking Cobra and Whirlwind Attack. If the swashbuckler is Zingaran, then Zingaran Surprise and Sharp Blade (from *Conan: Pirate Isles*) are excellent choices of feats.



Temptress Roles

Another choice impacting skill selection is that of the role of the temptress. A common harlot has different skill sets than a harem girl. Listed below are some options for temptress roles, but these are not exhaustive of the number of roles a temptress can play. Some temptresses even manage more than one role.

Black Widow: Black widows are temptresses who marry for money and then manage to slay their spouse to gain legal title to the assets. Black widows tend to emphasise their Wisdom scores as well as their Charisma scores. Their intuition is as important to them as their personal magnetism. These temptresses usually take ranks in Gather Information, Disguise, Forgery, Listen, Knowledge (nobility), Sense Motive and Spot. Feats include Deceitful, Investigator and Persuasive. The black widow must be able to locate rich and lonely prey in order to work her particular brand of mischief. Black widows commonly poison their spouses over long periods of time to avoid detection but others seduce young men to murder the spouse for her – then vanish to seek out new prey under a new identity and in a new city. A particularly effective type of black widow, a temptress/thief, can be found on page 104.

Dancer: Dancers in the Hyborian Age dress in a variety of styles. Some, such as the dancers of Zath, wear only long necklaces of black beads. Some merely wear a girdle of coins. Dancers tend to have high Dexterities and Charismas. Maximum ranks are taken in Perform (dance) and Skill Focus (perform) is a common feat. Any character class can be a dancer. Scholar dancers may dance to provide money for their research – or to lure men to be sacrificed to their demonic deities. Thieves may dance to hear lore, news and information. Soldiers may dance as a way to earn money when no wars are in the offing.

Farmer's Daughter: The farmer's daughter is the gorgeous daughter of a peasant. Typically she is portrayed as naive but sexually curious and/or adventurous. She draws farm boys from miles around and flaunts her insatiable sexual appetite. She takes ranks in Profession (farmer), Handle Animal, Knowledge (nature) and Survival. Usually a tom-boy, she takes ranks in Climb, Balance and Swim. Charisma, Strength, Dexterity and Constitution are emphasised over Intelligence and Wisdom (both of which are usually low). Thrown weapons and slings are common weapons.

Femme Fatale: While the black widow murders for profit, the femme fatale kills for freedom and is a direct attack on the traditional Hyborian ideals of womanhood and family life. She has refused the role society has prescribed for her: the role of devoted wife and doting mother. To her, marriage is confining, loveless and dull. She uses her cunning and beauty to find independence, even in the face of her own destruction. The femme fatale is a strong, exciting woman who is unrepentant about her defiance of male domination and her rejection of family institutions. If a man puts her in an unbearable relationship by trying to possess and control her, she refuses to be a piece of property and often resorts to murder. She refuses to be seduced by the hero, regardless of his appearance or manner; she does the seducing or it does not happen at all. To her, the expression of sexuality and the institution of marriage are at odds, being at opposite ends of the spectrum. She would rather be the mistress than the wife; to even capture her threatens to break her spirit. Feats such as Dominating Demeanour, Iron Will and Resist Temptation are her stock in trade. She is in charge and none shall seduce her. Charisma, Intelligence and Wisdom are important to her. Bluff and Sense Motive are usually kept high or even at maximum.

Gold-Digger: These temptresses are the youthful and poor who marry the elderly and wealthy. They marry money, much like a black widow, but they are not interested in killing their spouse. They expect their spouse to die of old age, otherwise they are content to simply live in splendour. Should the spouse lose his wealth, the gold-digger is gone. Gold diggers tend to emphasise their Wisdom as well as their Charisma scores. Their intuition is as important to them as their personal magnetism. These temptresses usually take

ranks in Gather Information, Listen, Knowledge (nobility), Sense Motive and Spot. Feats include Investigator and Persuasive. The gold-digger must be able to locate rich and lonely prey in order to work her way into his life.

Harem Girl: Many kings, princes and nobles maintain a stable of slave women for their pleasure. Although popular stories in Hyborian nations portray harems as places where beautiful women loll about lazily as they are being pampered by eunuchs, the seraglio is a hotbed of intrigue and duty, the specialty of the temptress.

The seraglio is generally well educated, instructed in performance, knowledge, crafts and sexual pleasure. All the women are expected to be able to embroider and manage a household. Their days are structured and not as indolent as many of the tales portray. Each woman is assigned some minor task each day according to her ability or talent. Eating, bathing and exercise come at prescribed times and their sumptuous costumes are changed frequently in the course of the day. Occasionally a foreign woman is allowed to visit with the seraglio to show them curiosities from her homeland. Through it all, the attentions of their subordinates and slaves, combined with the beautiful furnishings and trappings, give the women of the seraglio a sense of happiness. In addition to a structured day and a general sense of happiness, the seraglio has its own hierarchy to provide a sense of challenge.

Although any woman who enters the seraglio of a noble does so as a possible companion for the noble, many of the women fail to ascend the ladder of intrigue to actually attract the noble's notice. The seraglio includes slaves, dancers, tutors and concubines, among others. Most of them live in a magnificent dormitory style area of the palace where they eat, sleep and study in a group overseen by an older woman, usually one of the king's favourites grown old in his service. The women in this group are often referred to in Turanian fashion as privileged ones, although individual cultures have their own names.

When the noble visits the privileged ones, they rush around him on all sides, bringing out any skill they possess as each tries to distinguish herself. The noble is surrounded by a mass of charm and seduction. If one of the privileged ones manages to attract the noble's attention, she moves up in reputation and rank in the seraglio and is given her own rooms, slaves and a stipend to spend. She is said to be in the noble's eye, even though she has not slept with him at this point. These tend to his personal needs, pour coffee, give him towels in the bath, rub his back, sing to him, peel grapes or anything else the noble needs, often based on the girls' talents. Seraglio temptresses always have high ranks in some Perform or Craft skill, as well as feats to bolster their performances or crafts.

If one of the noble's personal attendants is summoned to his bed, and if she pleases him, she becomes a favourite. Her quarters are enlarged and she receives a larger allowance. Here the intrigue becomes extremely fierce. If a favourite one bears a child, she moves up the ladder again. If a favourite one bears a son, then she becomes the mother of the heir and will rule as a virtual queen, supreme ruler of the seraglio. The noble is unlikely to marry his slave girls, so she would not have the title of queen but her power as the mother of the heir will be considerable. The highest ranking favoured one controls the seraglio treasury and is often an advisor to the noble.

Harlot: Few harlots are actually temptresses, but a few are manipulative, cunning and ambitious enough to qualify. Harlots of any sort usually wear little but jingling girdles of coins. Most prostitutes have ranks in Profession (prostitute) and often use the Skill Focus feat to bolster this. Reputation is often of the Talented variety (see *Conan the Roleplaying Game*), allowing the well-known prostitute to add her reputation modifier to Bluff and Profession checks. Many harlots use aliases. High Bluff, Diplomacy and Sense Motive skills are often preferred. As prostitutes gain experience, they learn who their customers are, often giving them ranks in either Knowledge (local) or Knowledge (nobility) depending on their clientele. High level prostitutes often take ranks in Profession (brothel keeper) and run their own Houses, using Diplomacy, Spot and Gather Information to locate customers and potential prostitutes. Harlots with ranks in Heal can be used to verify the virginity of new recruits (DC 15) or to repair any damage done to the house girls by the customers. Heal and Spot are also useful to detect diseases, a quick Spot (DC 18) or Heal (DC 12) check can usually give the harlot some warning. Of course, some brothel prostitutes may not have a choice of refusal but most customers are checked out by brothel-keepers who know their business. It does them no good to have their girls killed off by social diseases.

Manipulator: The quintessential temptress is a manipulator, using sex and seduction to defeat the grasp men think they have on women. They seduce men in power and rule from behind the scenes, subtly offering sex as a reward or withdrawing it as punishment. The manipulator knows how to affect a man's self-esteem and is an expert at Bluff and Sense Motive, often having Skill Focus feats for both skills. She is an incredible Diplomat and can Gather Information better than a detective. Feats such as Investigator and Persuasive are her bread and butter. She does not worry about combat as she normally has a bodyguard.

Infiltrator: Temptresses make excellent spies. These infiltrators are usually callous people who enjoy having power and dominating others. Spies rarely carry obvious weapons, so many infiltrators learn unarmed combat



styles and feats, such as Brawl and Improved Unarmed Strike. Infiltrators develop their Bluff and Disguise skills along with Diplomacy, Move Silently and Sense Motive. Common feats include Blind-Fight, Combat Expertise, Combat Reflexes, Deceitful, Dodge, Improved Grapple, Persuasive, Stealthy, Stunning Attack and Weapon Focus. Her preferred tactic would be to make an unarmed sneak attack.

Poacher: For some, relationships are like an ordered meal; as soon as one sees what someone else has ordered, she wants that instead. The poacher steals other women's men, married or not. She shows her power by taking what other women think they possess. She is the home-wrecker, the 'other woman.' She is not really interested in their men; she just enjoys the process of the theft. Men can also play this game, stealing other men's women. The biggest difference between male and female poachers is that male poachers are more likely to go after an attractive woman while a female poacher is more likely to steal a wealthy man. Some are interested in a one-night stand, just to say they have been with someone's mate. Others want a long-term relationship and the rest want something in between. Poachers, whether men or women, tend to be untrusting, immodest, harsh, unreliable, adulterous and highly focused on sex. They try to spread dissent and cause the object of their desire to dislike

or leave his partner. Poachers tend to have high ranks in Diplomacy as they try to be the 'better' friend toward their intended target. They often start a fight between their target and opponent, then console the target afterwards. Bluff and Intimidate are also usually kept high in order to create these fights. A poacher must have a high Charisma. For men, wealth is an additional asset. Feats that enhance Diplomacy and/or Sense Motive are preferred by poachers, such as Skill Focus and Negotiator.

Slut: The slut is a temptress who is sex incarnate. She is a living combination of all the fears and fantasies of unbridled sexuality that takes hold of the minds and hearts of young men and women everywhere. She is the dark sexual underbelly of sanitised Hyborian propriety, the shadow material of the collective desires almost every good citizen denies having. She is more extroverted than her peers and has a Reputation for sexual heat and unrepentant desire. Often, the slut begins her life innocently enough – but someone spreads a rumour that is usually untrue: that she performed oral sex for an entire council or had sex with everyone in her sewing circle. Usually shunned after this, she finds herself alone and, to make up for this, she becomes what she was rumoured to be. Oddly, sluts do not exist in Zamora. Promiscuous sexual behaviour in Zamora is the norm so there exists no label for this sort of temptress. The slut generally has a Fallen or Debauched Reputation, otherwise she has no other favoured skills, ability scores or feats. It is a label applied to her by others and a role she has accepted.

Temple Prostitute: Since physical pleasure is a sign from the gods, as well as one of the gods' greatest gifts, the temple prostitute is an almost worshipped individual as a symbol of her gods' fertility and receptive nature. The temple prostitute has often developed this symbolism to an art. Respected and revered in a manner most civilised women can not achieve, the temple prostitute is held as an honourable, if not exalted, station throughout much of Hyboria, especially in Zamora. She does more than just lie on her back, however. She performs many functions of the temple she belongs to. Often, she is the High Priestess and in charge of making offerings to the god or goddess of the temple. She is also in charge of erotic activities such as dance, music, poetry, food, recruitment and, for some temples, love potions or charms. Well trained in massage and erotic stimulation, she teaches sex as a sacrament and orgasm as a religious experience. She uses sex to entice the lonely into the welcoming arms of her cult, giving them a place to belong, bolstering the numbers of the faithful. Some religions, however, condemn the use of temple prostitutes and consider it be the worship of a foreign goddess and an act of heresy. Temple prostitutes rarely permit violence to themselves as they are sacred objects of awe and fertility. The brutality often seen in brothels and on the streets is virtually never seen in the beds of temple prostitutes.

Temple prostitutes take ranks in Profession (temple prostitute), Heal, Knowledge (religion), Sense Motive, Spot and Diplomacy. The Profession skill allows them to actually earn money for the temple. The Games Master may allow the Profession check to indicate how many recruits the temple prostitute has brought to the temple as opposed to actual currency. Heal allows the temple prostitute to use massage and other stimulation to encourage the healing of wounds. The skill also allows her to identify illness in potential customers (DC 12) in order to protect her own health. Knowledge (religion) is to help her spread the word of her faith and encourage belief. Sense Motive helps the temple doxy to figure out the needs of various people and to find potential candidates. Spot allows the temple prostitute a chance to spy danger and Diplomacy is used to keep violence down and to encourage regular attendance. They can be of any class, although scholar is most common. Appropriate feats for the temple prostitute include Priest, Carouser, Debaucher, Skill Focus and Negotiator. Many high level priestesses become corrupt (even if they never learn to cast spells) from too much intimate interaction with sorcerous high level clergy in their own temples.

Thief Roles

Another choice impacting skill selection is that of the role of the thief. A robber has different skill sets than an embezzler. Listed below are some options for thief roles, but these are not exhaustive of the number of roles a thief can play.

Assassins: Contract murderers, or assassins, are not as easy to locate as some might think. Most assassins for hire do not deal directly with those looking to have a murder committed; instead these experts are contacted through a web of middlemen. The assassin rarely knows who hired him and the employer rarely knows who the assassin is. Different assassins have different modes of murder. Some use poison, some strangle their victims, some use a weapon. Regardless of the means, the hired killer intends to slay the victim and live to collect his pay. Novice assassins usually slay from a distance and expert assassins move in close for the kill to show their expertise. Standard pricing for assassination is 1 silver coin per point of Reputation and this price is varied by circumstance. Murdering a princess during her wedding will cost more than murdering the same princess as she sneaks out of the palace for some late night rendezvous. Experts in murder tend to optimise their sneak attack abilities. Bluff, Disguise, Gather Information, Hide, Move Silently, Spot, Search and Sense Motive are important skills for the assassin.

Bandits: Some thieves, often with a few levels of soldier, nomad or borderer, work the trails, roads and highways as bandits or 'pirates of the road,' so to speak. Bandits are often fast and agile, preferring to attack from ambush, intimidating others into

giving up their valuables. Bandits emphasise their Dexterity and Charisma scores as their fighting style usually depends on Dexterity to bypass armour and they prefer to use Charisma based skills to avoid unnecessary fighting. Appropriate skills include Appraise, Bluff, Gather Information, Hide, Intimidate, Knowledge (local), Listen, Ride, Search, Spot, Survival and Tumble. Dodge, Parry, Persuasive, Mobility and similar feats will come in handy.

Burglars: Burglars exercise the unlawful entry of a structure to commit a theft or other crime. This includes those who steal corpses or belongings from graves. They usually try to avoid people, so they maximise their ranks in Hide and Move Silently. Escape Artist, Listen, Spot and Search are also useful to avoid capture. Open Locks and Disable Device are other skills some feel are needed for a successful career as a burglar but some do not mind just using a weapon to smash through barriers. Feats such as Stealthy and Nimble Fingers are common among burglars.

Confidence Artists: Confidence artists are masters of the scam. They may play the shell game or they may steal a mansion while the owners are taking a summer trip to their country estates. The confidence artist is at the apex of pyramid schemes and at the bottom of blackmail rings. He is the one who ingratiates himself with the wealthy elderly widow, convincing her to leave her money and property to him at her death. Sleight of Hand and Bluff are probably the two most important skills for the confidence artist. Sense Motive and Spot are also important and Disguise and Forgery can be invaluable to gain someone's trust and move in on their property or family. Perform (acting) can be beneficial as well. Confidence men often take feats such as Deceitful, Deep Cover, Diligent, Glib and Investigator. A high Charisma and Intelligence are important. Confidence artists usually have multiple aliases.

Cut-Purses: Cut-purses perform crimes such as shoplifting, pocket-picking, purse-snatching, thefts from chariots or saddles, horse thefts, etc. without the use of force, violence or fraud. Cut-purses usually maximise their ranks in Appraise, Bluff, Hide, Move Silently, Search, Sense Motive, Spot and Sleight of Hand. Feats usually include Alertness, Stealthy and Deft Hands.

Embezzlers: Embezzlers steal money and property from their employers. Many are skilled in multiple professions in order to move around and keep their thievery secret. Most try for a Talented Reputation to increase their odds of being hired. The best ones move on from their jobs before the theft is discovered or manage to frame others for the theft. Of course, if caught, their Reputation often changes type, often toward Trickster, although some diplomatic embezzlers manage to turn that into a Fallen type instead.

Appraise, Bluff, Decipher Script, Diplomacy,



Disable Device, Disguise, Forgery, Gather Information, Open Lock and Craft or Profession skills are necessary to truly engage in this type of thievery. Alertness, Deceitful and Nimble Fingers are useful feats for the embezzler.

Forgers: Forgers commit forgery, of course. Fake passes, certificates, licenses and other legal documents are in the purview of the forger. Other forgers paint fake masterpieces in the style of the original or pass off their own works as that of a long-gone master. Obviously, a forger will take maximum ranks in Forgery. Many also take ranks in Disguise. Most try for the Talented Reputation. Forgers may take feats such as Deceitful and Diligent. Skill Focus feats are also helpful to the forger.

Goniffs: Goniffs are professional shoplifters. They steal goods from a shop in one part of town and sell it on to other shops elsewhere. Some goniffs have a strategy worked out whereby they steal in one city and then sell in another, taking the opportunity to steal in the second city's shops as well, and selling these goods to the shops at home. They are primary suppliers to shonky shops (see page 60). Goniffs usually maximise their ranks in Appraise, Bluff, Hide, Move Silently, Profession (goniff), Sense Motive, Spot and Sleight of Hand. Feats usually include Alertness, Stealthy and Deft Hands.

Kidnappers: Kidnappers usually put maximum skill ranks into Gather Information, Diplomacy, Bluff, Intimidate and Sense Motive. Gather Information is essential to locate likely 'marks' for their trade. Kidnappers must be diplomatic in order to arrange visits with victims and to correctly engage the victim or otherwise entrap them. Bluff serves a similar purpose. Intimidate keeps the victims in line once the kidnapping is underway. They must be aware of people attempting to engage their services in order to entrap them or harm them, so Sense Motive is necessary to evade prosecution. Taking ranks in Forgery is also well advised for the career kidnapper, as are ranks in Disguise. Some kidnappers take ranks in Heal so as to ascertain the virginity of their victims (DC 15 check) but most simply take the girl to a specialist for a certificate of chastity. Appropriate feats for the professional kidnapper include: Deceitful, Investigator, Negotiator, Persuasive and various Skill Focus feats.

Robbers and Muggers: Robbers and muggers take valuables from the care, custody or control of a person or persons by force or threat of violence. Robbers usually take martial feats and as many ranks in Intimidate and Bluff as they can. Sense Motive can be used to determine whether a person would make good prey. Feats such as Persuasive, Steely Gaze and Menacing Aura are also common to the robber. The ability to make sneak attacks is important to the mugger, who takes feats such as Light-Footed, Lightning Reflexes, Sneak Subdual, Stunning Attack and Improved Initiative.

Smugglers: Smugglers fill a needed niche by providing certain goods and merchants the means to escape a tax, shirk a prohibitive law or evade a Merchant Guilds' restrictive clause. Skills such as Bluff, Disguise, Escape Artist, Hide, Knowledge (local), Move Silently and Sleight of Hand are typical skills the smuggler emphasises. Feats enhancing these skills are common among successful smugglers.

THE POWER OF LEADERSHIP

The value of the Leadership feat to the fallen cannot be overstated. The ability to gather absolutely loyal followers and cohorts is immensely valuable. They are valuable in many ways. Pirates can assemble a loyal crew who are unlikely to mutiny. Thieves can have a virtual guild of assistants to run rackets and scams, none of whom will turn traitor and turn the thieves in to the law for a reward. Temptresses can have a retinue of fawning sycophants to feed their egos. Followers and cohorts can also help a fallen character surround foes, increasing the power of sneak attacks.

REPUTATION

Reputation has both advantageous and detrimental effects for a fallen character. At times, it can be a disadvantage as a conspicuous pirate will be thrown in prison or hanged. At other times, it is a source of strength. The same pirate may

find a ship surrendering once his identity is known, saving him from having to risk his crew to take the ship by force. Listed here are some more Reputation types.

Debauched: The character is widely recognised for his vices and his willingness to try or do anything. People feed him information willingly, often just to see what he will do with it. People are also a little intimidated by the character, a little afraid of what the character is willing to do to get his way. The debauched character adds his Reputation bonus to Gather Information and Intimidate checks against those who recognise him.

Gossip: The character is known as a gossip and rumour-monger. People seek him out for the latest news and are usually willing to feed information to him. However, people also know the character cannot keep a secret, so some things are consciously kept from the gossip. The gossip is also skilled at convincing people that their tales are true. Depending on the situation and the sensitivity of the information sought, the gossip earns a positive or negative bonus to his Bluff and Gather Information scores based on his Reputation.

Fallen: The character has fallen from grace, bringing both shame and dishonour to his family and himself. A noble who squandered his fortune on foolish vices is an example of this type of character. He is not accorded a lot of respect by those with Codes of Honour, and is often looked upon as prey by the predators of the city. His Reputation earns him a penalty to Diplomacy but a bonus to Gather Information, as people are willing to help him find vice and death.

Liar: The character is a compulsive liar, using his Bluff skills almost constantly. However, his reputation has preceded him, hampering his efforts. This character is so skilled at lying that he receives his Reputation bonus to Bluff, Diplomacy and Gather Information checks against those who do not recognise him but that bonus becomes a penalty on Bluff, Diplomacy and Gather Information checks when used against those who recognise him and know his reputation.

Observer: This character is well known as someone who sees everything that happens around him. He can point out motivations and see details others will overlook. His reputation is such that people actually subconsciously reveal information to the character even as they try to hide the information. This character adds his Reputation bonus to Gather Information, Sense Motive and Spot checks against those who are aware of who he is.

Paranoid: The paranoid character is known to be suspicious, hypersensitive and aloof. His distrust of others gives him a negative bonus to Gather Information checks as the people who know him are aware he will believe nothing they say. The character's

aloofness and propensity to accuse others of persecution also hampers his Diplomacy skills, giving the character a negative bonus to Diplomacy. The character is extremely good at backing up his delusions, giving him a Reputation bonus to his Bluff skills.

Proxy: This character is known to be the representative of a more powerful background character. People know this character is not to be trifled with as he has powerful backing. They also know to be guarded in what they say, for this character has the ear of an important individual. This character may add his Reputation bonus to Diplomacy, Intimidate and Sense Motive checks but the bonus is a penalty to Gather Information checks.

Seductive: The character is known as a sexual predator, using her power and reputation to bed others. Her speech is suggestive and her body language filled with innuendo. This character may add her Reputation bonus to Diplomacy and Gather Information checks.

Wicked: The character is known as a strong predator. Often a bully, this character loves to see people grovel before him, trembling in fear. This character may add his Reputation bonus to Intimidate and Gather Information checks but his bonus is a penalty to Sense Motive checks.

HONOUR AMONG THIEVES

Civilised men say there is no honour among thieves. This is not so. Although they will slit a throat for a copper coin or kidnap a Brythunian noblewoman and turn her into a harem slave, thieves have a set of rules that they live by with a strange, bewildering sense of roguish nobility.

A character, whether he is a pirate, a temptress or a thief, with 'honour among thieves' will:

- ❖ Respect and honour a better thief
- ❖ Be bold
- ❖ Share adventure and spoils with a worthy companion
- ❖ Trust his instincts
- ❖ Be ever watchful

A character with 'honour among thieves' will not:

- ❖ Steal from companions with whom he has shared adventure
- ❖ Give aid or information to the city guard or militia about his fellow thieves, pirates and temptresses, even if this costs him life or liberty
 - ❖ Kill more than is necessary in the course of his thievery or piracy
 - ❖ Take employment as an assassin

NEW USES FOR OLD SKILLS

Pirates, thieves and temptresses are marked by their skills. Listed below are some new uses for old skills applicable to the fallen.

APPRAISE

Appraise does not have to apply only to physical objects but can also apply to intangibles such as trade offers, treaties and political deals. With an Appraise check (DC 20) any hidden clauses or other consequences your character may regret are apparent. If you fail, the Games Master can give you inaccurate information.

BLUFF

Courtly Flirtation: The seedy world of the streets and the elite ballrooms of the upper classes have one thing in common – they both have private languages that are used to pass messages from one person to another without a word being spoken or an onlooker even noticing that a conversation is taking place. The repressions of high society, in which one can only marry (or even speak to in some cultures) the 'right' kind of person, have caused the sons and daughters of noble houses to evolve a whole symbolic language with which to arrange their nocturnal trysts, plan elopements and pledge undying love.

The messages are conveyed by glances, the holding of hands at a given angle when speaking some common phrase and, most importantly, by the manipulation of fans (in the case of ladies) or wine glasses (in the case of gentlemen). The look a young woman gives a character over the top of a spread fan can be nothing more than simple coquettishness, or it can be a discreet invitation to a sojourn at some later date when the servants and chaperones have retired to bed. The courtly flirtation application of the Bluff skill also includes the 'flower language', which is a complicated system whereby different flowers have different meanings and the delivery of a bouquet containing several different blooms can spell out a clear message for those with eyes to see.

A less romantic application of exactly the same symbolic communication system is found when noble conspirators are hatching their plots. The language of flirtation can be used to pass messages to agents and receive reports. Courtesans and temptresses are not only capable at the arts of pleasure but also excellent spies and purveyors of intrigue.

Those who have not been schooled in the arts of etiquette and the private language of the aristocratic parlours may not attempt this application of the Bluff skill. It differs from the usual application of Bluff to convey a secret message in that it is completely non-verbal and cannot be understood by those who have not been schooled in its symbols.

Check: A character may make a Bluff skill check at DC 15 to convey a simple message (no more than three words) to a person who is of aristocratic background or who is otherwise versed in the protocols of courtly flirtation, without saying anything out loud or while talking about other matters. They must have the target's attention for the communication to be made, otherwise the message cannot be delivered. The target must also be within 20 feet, as it is not possible to communicate with subtle glances over a greater distance.

The character may attempt to convey a more complicated message, adding an additional word or two (to a maximum of five words) but every additional word increases the DC of the Bluff check by 3. An onlooker may make a Spot check at a DC of 15 + the character's number of ranks in the Bluff skill in order to detect the subtle attempts at communication; if detected, they may make a Sense Motive skill check (DC 15) to understand what the character is trying to convey, so long as they have the necessary background.

Retry: Yes. Retries are allowed, as per the usual application of the Bluff skill to convey a secret message.

Special: A character with five or more ranks in Knowledge (nobility and royalty) is so well versed in the fan alphabet, the language of flowers and the semaphore of the languid gaze that he may add a +2 synergy bonus to all uses of the Bluff skill for courtly flirtation.

Distraction: Thieves, pirates and temptresses all know the value of a good distracting tactic. A few moments during which a guard looks the other way can make all the difference in the world. A guard who is aware of everything in his field of vision, is difficult to sneak past. However, if something is taking up his attention, he is unlikely to notice the sneak.

According to the rules of the Spot skill, anyone whose attention is fixed on an interesting spectacle, or doing something which requires concentration, suffers a -4 circumstance penalty to Spot skill checks. However, what can one do that will distract a person without making the person suspicious?

Many thieves work in tandem, with one distracting the attention of the person they need to bypass while the other sneaks past them or does whatever needs to be done out of the person's gaze.

There is an art to talking to someone or otherwise engaging their attention in such a way that they are distracted but do not question the legitimacy of what you are doing. The performance must be convincing and it is done with a successful Bluff check.

Play Dead: How do you win against someone that you cannot defeat when there is no chance to run away or avoid the combat? Sometimes the only way to leave a fight alive is to pretend to have been killed and hope your foe is satisfied with that. Most of the time, if you make the performance convincing enough, your opponent will not think twice about whether your death was genuine or not, especially if he is in a hurry. Of course, you do have to face the possibility of his decapitating your body so that he can take your head as a trophy.

Not only can intelligent opponents be persuaded to leave you alone if you give a good imitation of a corpse, but sometimes animals can likewise be dealt with. Some believe the best way to deal with a bear is to lie down and pretend to be dead, not moving at all as he snuffles around you and turns you over with his paws. Again, if the alternative is a fight you cannot win, which will probably end with you being eaten as well as killed (rendering Play Dead impractical) then you may as well play dead and take your chances.

There are other uses for this application of the Bluff skill. Nobody expects to be mugged by a corpse. If you can convincingly pretend to be dead, you can lay an effective ambush, getting the drop on those who probably expected to loot your remains rather than vice versa.



Check: There are two ways in which you can play dead. The first is to act as if a situation that could have killed you *did* kill you. For example, you might ‘die’ as the result of a fall from a building, mast or waterfall, a sword thrust or a trap going off in your face.

If you attempt to die while others are watching you, you must make a Bluff check to pretend to die convincingly and maintain the pretence while others examine (or loot) your body. You must score at least a 10 on this check, or your fake death is not convincing enough to fool anyone. You must do this on receiving a wound of some sort or suffering an effect; attempting to fake death from causes that an observer cannot see, such as an apparent heart seizure or poison, is inherently unconvincing and a -4 circumstance penalty is applied to your skill check. This restriction only applies when you are facing an intelligent opponent. You can fall down dead in front of an animal or beast and it will not think the situation unusual.

The other option is to pretend to be a corpse and wait for others to find you. If you have a chance to lie down and play dead before anyone finds you, the Bluff check is made at a $+4$ circumstance bonus, as you do not have to give a convincing death performance.

Other factors may, at the Games Master’s discretion, confer additional circumstance bonuses or penalties. For instance, if you have already fought for several rounds and have taken some gory wounds, your skill check will be made at a $+2$ circumstance bonus, as it is easier to believe that you are now succumbing; while if you are heavily armoured and go down at the first blow, the onlookers are likely to be suspicious and you would receive a -2 circumstance penalty.

Anyone examining your body may make a Spot check against a DC equivalent to your Bluff check to notice that you are not dead. If your body is moved, you must make a fresh Bluff check each minute while it is being moved to maintain the pretence, as there are different techniques of fakery involved in reacting like a corpse as opposed to simply lying still without breathing much.

Special: A character with more than 5 ranks in Perform (act) or in Disguise can add a $+2$ synergy bonus to this use of the Bluff skill.

DIPLOMACY

Curry Favour: A temptress can curry favours by making a Diplomacy check with a result of helpful, if the favour helps to advance the plot of an adventure. Favours should never negate an adventure. Depending on the size of the favour, the character may have to add the person to her list of allegiances until he repays the favour. A temptress cannot take 10 or 20 when requesting a favour.

Seduction: The seducing character can use suggestive comments and body language to fascinate others. The creature to be seduced must be able to see and hear the seducing character and must be within 30 feet. The seducing character must also be able to see the creature. The creature must be able to pay attention to the seducing character. The distraction of a nearby combat or other dangers prevents the ability from working. The seducing character makes a Diplomacy check and the target can negate the effect with a Will saving throw equal to or greater than the seducing character’s check result. If the save succeeds, the seducing character cannot attempt to seduce that creature again for 24 hours. If the save fails, the creature approaches but does not attack – he does all he can to have sex with the seducing character.

While seduced, the target’s Spot and Listen checks suffer a -4 penalty. Any potential threat (such as an ally of the seducing character moving behind the seduced creature) allows the seduced creature a second saving throw against a new Diplomacy check result. Any obvious threat, such as casting a spell, drawing a weapon, or aiming breaks the seduction effect. While seducing (or attempting to seduce) a creature, the seducing character must concentrate, as if casting or maintaining a spell. This ability only works on the same creature type as the seducing character.

Variant Rules: Diplomacy can be made more interesting by the addition of a few new rules. The DC for any Diplomacy checks is modified by the relationship between the characters. Anyone who is intimate with the character or shares an implicit trust modifies any Diplomacy check by -10 . Friends and siblings modify the check by -7 to -9 , depending on the strength of the friendship. Characters that share an allegiance or are otherwise allies modify Diplomacy checks by -5 to -6 . Acquaintances with no particular negative history modify the character’s DCs by -2 to -4 . Characters who have just met have no special modifiers. Acquaintances with a negative history add $+2$ to $+4$ to the DCs. Outright enemies, but who otherwise have no personal relationship to the character (such as a priest of Set trying to use Diplomacy against a priest of Ibis), add a $+5$ or $+6$ to the DCs. A personal foe can add $+7$ to $+9$ to the Diplomacy DCs. An enemy who has sworn to personally do the character harm, an outright nemesis, adds $+10$ to the skill check DC.

In addition to relationship modifiers, personal benefits must always be weighed against the potential risks offered by the character using Diplomacy. If the best case scenario is likely and the reward for listening to the noble is great, then the DC is modified by -10 . Basically it will be a win-win situation for little cost. If the reward is decent and the risk is reasonable and if all goes well, the subject of the Diplomacy check will be better off, then the DC is modified by -5 . If the reward and risk are about square, or if the deal has no reward and no risk, then there is a $+0$ modifier. If the reward is small compared to the risk or if things will generally be bad for the subject

(such as bribing a guard to release a prisoner; even though the guard gets money, his superiors will likely pin the blame on him), then there is a +5 to +9 modifier to the DC. If the deal offered is utterly horrible, and there is no conceivable way the subject could get ahead by accepting the deal, the Diplomacy DC is modified by +10. An example is offering a soldier a new pair of boots in exchange for assassinating King Conan.

These modifiers stack. For example, a priest of Set is trying to use Diplomacy to get a priest of Ibis to tell him where a local inn can be found, and the priest of Set offers to donate 1,000 sp to Ibis' temple in return for this information, the DC to change the priest of Ibis from hostile to friendly is 30 (DC 35 +5 because they are inherent enemies -10 because there is little risk to the priest of Ibis because he is not giving away secret information and great gain). If the priest of Set is trying to use Diplomacy to get a priest of Ibis to not report his presence, and he offered to donate 10 sp to Ibis' temple in return, the DC to change the priest of Ibis from hostile to friendly is 46 (DC 35 +5 because they are inherent enemies +6 because there is little reward but a lot of risk that the priest of Ibis will be reprimanded for helping the enemy if the priest of Set is later discovered by someone else).

DISGUISE

Apply Cosmetics: The people of the Hyborian age, temptresses and some scholars especially, have a preoccupation with appearance and mortality. The use of oils, paints and powders serve to deceive others that age does not affect them and that they are still young and desirable. Although the traditional use of Disguise serves to make a character look like someone else, it also serves for the application of cosmetics, which is used to make a character look more comely and youthful. Cosmetics are more subtle than disguise make-up, used to highlight specific features and make them more alluring, hopefully without the make-up itself being too obvious. It is not intended as a deception, so it is not possible for a person to see through the 'disguise', although it is possible to realise that a person's make-up is making them seem more impressive than they are. There are two uses for the application of cosmetics:

More Attractive: Successful application of cosmetics to make the subject seem more attractive grants the user a +2 circumstance bonus to all Charisma-based checks when interacting with people who share your social customs (Knowledge (local) checks can teach a foreigner local social customs if needed). A Stygian noblewoman wears make-up differently than a jungle-dwelling Khitan, for example.

More Youthful: A character can also use cosmetics to appear one age category younger, with a modifier of -2 applied to the Disguise check. This use of cosmetics is not dependent upon having social customs in common with the observer. The ordinary use of Disguise can make you seem younger than you are but the difference here is that a disguise that is seen through is interpreted *as* a disguise and is therefore seen



as suspicious, whereas the use of cosmetics is not believed to be deceptive.

Cosmetics must be refreshed periodically (once every two hours on average) or their benefit is lost. Some circumstances, such as rainfall or bursting into tears, can cause the cosmetics to run, causing their benefits to be lost completely; the Games Master may even rule that spoiled make-up is enough to earn a mild circumstance penalty to Charisma-based checks.

Check: Using the Disguise skill for cosmetics application works just like an ordinary use of the skill and takes as long to achieve. A disguise kit is no help but high-quality cosmetics provide a +2 circumstance bonus to the check. On meeting the made-up character, others are entitled to a Spot check with the DC being equal to the result of your skill check; if they succeed, they perceive that you are not quite as glamorous as they had believed you to be and the modifier to Charisma-based checks is lost. They also perceive your true age category if the cosmetics had hidden it.

Retry: Yes. If you have not put your make-up on to your satisfaction, you may wash the whole lot off and start again. Bear in mind that this takes *another* 1d3x10 minutes of work.

Special: Characters with more than 5 ranks in Profession (actor) or Profession (harlot) receive a +2 synergy bonus to this use of the Disguise skill, as both those professions require the repeated and expert application of cosmetics.

GATHER INFORMATION

Pillow Talk: This skill allows a character to glean information from a target that he has just bedded. After an hour of sexual contact, the target speaks freely and without deceit. The target can make a Will save against the character's Gather Information check to speak an untruth. The target has a -2 penalty to this save if the information-gathering character is a temptress. The penalty increases to -4 if the temptress has the Seducer feat (see page 73).

Spread Rumours: Good gossip is invaluable – it makes the teller of tales the centre of attention. This use of the Gather Information skill allows you to work the information-gathering process backwards. Instead of picking up interesting tidbits from the rumour mill, a character thinks up rumours of his own and puts them into general circulation. A character may dream up any rumour he wants, but the breadth of its circulation will depend on the quality and scope of the character's connections and the character's story-telling skill. The more people a character tells the rumour too, the more sources people will hear the rumour from, adding to its credibility.

Check: Make a Gather Information skill check to put the rumour into circulation. The DC of the check depends on the breadth of circulation intended and is at the discretion of the Games Master. For example, inducing the occupants of a single building or establishment to believe a rumour is DC 10. To extend the depth to a small town, the DC goes up to 15. A city district would have a DC of 20, a city has a DC of 25 and an entire metropolis (such as Tarantia or Shadizar) has a DC of 30. Note that the distribution of a rumour does not necessarily mean that the people repeating it believe it to be true. Jokes can also be spread via this method. A Gather Information check performed by another character within (or including) the area that you have affected will pick up your rumour.

Action: The Games Master may apply circumstance bonuses or penalties if the rumour is easy or difficult to believe. Also, putting rumours into circulation involves a lot of legwork and a great many words whispered into eager ears. The character must spend at least four hours talking to people for every 10 points of DC for your skill check. In addition, you must spend 6d6 silver pieces for every four hours spent talking to people, representing the cost of drinks, expensive meals, bribes and other financial incentives.



Synergy: A character with 5 or more ranks in Bluff is especially good at spreading rumours, as he knows how to make them sound convincing. He receives a +2 synergy bonus to this application of the Gather Information skill.

PERFORM [VIRGINITY]

In the case of noble women, honour often relates to sexuality. Maintenance of virginity and/or exclusive monogamy equate to honour for women. There is more to virginity than sexual inexperience. Virginity and chastity also include married women who remain sexually loyal to their husbands. Indeed, in many Hyborian nations, virginity is a form of performed, gendered identity. Essentially, a modest demeanour is a sign and proof of virginity. Girls who dress in pretty clothes and are free with their wit are often thought unchaste. If a virgin has frank discussions with men, she disgraces herself in the eyes of others. Any Aquilonian woman with even a single Corruption point is considered unchaste and lacking virginity, regardless of her sexual experiences or lack of them, *if* that Corruption is detected. Most Hyborian scholars locate virginity in the will of the mind, not in the body. Female Aquilonian characters may well be advised to take Iron Will as a feat or to take feats that hide Corruption.

Most Hyborians feel that a woman can retain her chastity if her body is violated against her will and lose her chastity if she dresses in a lascivious dress or acts in a sexual manner, even if she does not engage in sexual intercourse. Hyborian noble women are taught to avoid certain occasions, sweet talk and fondling in order to overcome sexual drive and to retain honour and chastity. Many women take ranks in Perform (virginity) to always appear proper and virginal. Ranks in Perform (virginity) give a female character a +1 synergy bonus to Diplomacy checks per 5 ranks.

SPECIAL THIEF ABILITIES

The thief receives a special ability from the list in *Conan the Roleplaying Game* or from the list below at 6th, 10th, 14th and 18th levels. All gained abilities must be supported by roleplay and cannot be chosen without the approval of the Games Master.

Gift Giving: The thief is an expert in the art of using gifts to achieve his ends. He is able to make the presentation of gifts seem natural and sincere, whereas in the hands of others the gift would seem an obvious bribe. He makes the gift seem not so much a bribe as just a bit of help from a generous person. When the character incorporates the giving of a gift into a Charisma based skill check, he may add a +2 circumstance bonus if the gift is appropriate (and an additional +2 if the gift is valuable). Appropriateness is determined by the Games Master. However, if the check fails despite the gift, the thief's attempt to curry favour goes very badly wrong and the recipient sees right through the manoeuvre. The recipient immediately becomes hostile and any future Charisma-based skill checks from the thief against that person are made at a -4 circumstance penalty.

Read People: The thief's ability to quickly read other people's mannerisms is almost perfect. Nuances of gesture and expression, even those invisible to most, catch his attention. He can take 20 on any Sense Motive check as a free action.

Sweep: The thief can size up an area and get the lay of the land in a single sweep of his eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the thief (but not behind him). The thief can use this bonus at the start of an encounter. Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

Without A Trace: When the thief uses any of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently and Sleight of Hand, those using Listen, Search or Spot to detect the thief's activity take a -4 penalty.

SNEAK ATTACKS

There are a few tactics to use in regards to sneak attacks that help thieves, pirates and temptresses attain a kill.

The Basics: If the fallen character's Initiative is high enough, he gets his sneak attack. If his foe is not acting or has not acted yet during a surprise round, that is the time to get him. If he could not act during the surprise round and the character's Initiative is higher than his, then the character gets another sneak attack on the first round of combat.

Hold 'im Down!: Although, in general, a fallen character may not sneak attack while grappling, the character can sneak attack foes involved in grappling others. Basically, if the character can get his allies to hold a foe down, the sneak attacking character can deal a rather nasty blow because the held-down foe has lost his Dexterity bonus to Defence versus all opponents outside of the grapple. A thief teamed with a proficient grappler can be a deadly duo to fight.

Come At 'im From All Sides: If the fallen character manages to flank the opponent, the sneak attack can be made. Keep in mind, though, that the flanked character can still dodge or parry, making the sneak attack more difficult to pull off, even with the +2 bonus to attack. Although a character cannot flank with ranged weapons, he *can* use a reach weapon, which is important for the fallen character who wishes to stay out of the way of the enemy. Also, after the first character has attacked, the second (and third and so on) character has an additional bonus to attack, as per the rules for multiple opponents in *Conan the Roleplaying Game*. A group of Zingaran pirates who surround a foe will probably kill him. The first to attack gets his +2 flanking bonus and his sneak attack damage. The second gets a +3 attack bonus (+2 for flanking, +1 for being a multiple attacker beyond the first) plus his sneak attack. The third gets a +4 attack bonus plus his sneak attack and so on until the final surrounding character (presuming none have reach weapons and continue the progression by attacking around the front line Zingarans), gets a whopping +10 to his attack (+2 flanking, +8 for being the ninth character to attack) plus his sneak attack damage. Also, completely surrounded foes lose the ability to dodge effectively, so they must either take a -2 penalty to dodge or use their parry defence.

Further, if the foe is encased in armour and the fallen character must finesse his way in, the surrounding characters can opt to Aid Another, giving the attacker a +18 to his finesse attack (+16 for eight characters aiding another and +2 for flanking), plus his sneak attack damage dice.



He's Running Away!: According to the rules for running in *Conan the Roleplaying Game*, a running character cannot dodge or parry at all while running (unless he has the Run feat). Thus, if a character tries running away, shoot the dog down.

He's Helpless: Characters who are bound, sleeping, paralysed, unconscious or otherwise helpless are at a sneak attacker's mercy. The fallen character may sneak attack as he wishes because the helpless character can neither dodge nor parry. In addition, he has an effective Dexterity of 0, giving him a -5 penalty to Defence, plus he suffers an additional -4 penalty against melee weapons (not ranged weapons). In addition you can deliver a *coup de grace* with the sneak attack damage plus critical damage from the weapon.

SNEAK ATTACK STYLES

Thieves excel at the sneak attack with their sneak attack style, an ability not offered to pirates or temptresses.

Try to vary the sneak attack styles as much as possible to create more opportunities for strategy in the game. Choose a melee weapon, a ranged

weapon and a reach weapon (in any order preferred). An 8th level thief who has all three of these weapon types chosen can make devastating attacks as an enemy closes with ranged weapons, up close with melee weapons and, when the enemy runs away, finally with the ranged weapon again. The thief does not have to encumber himself with reach weapons in urban settings.

POISON USE

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 infected with a toxin, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (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.

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 that rolls a natural 1 on an attack roll with a poisoned weapon must make a DC 15 Reflex save or accidentally poison himself with the weapon.

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. Oozes, plants, and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

TYPES OF POISON

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.

Poisons

Poison Name	Type	Save DC	Onset Time/ Secondary Onset	Initial Damage	Secondary Damage	Craft DC	Price
Amanita	Ingested	11	6 hrs/24 hrs	2d6 Con	2d6 Con	9	180 sp
Arsenic	Ingested	13	2 hrs/1 min	1d3 Str	2d6 Str	11	300 sp
Belladonna	Ingested	13	10 min/1 min	1d6 Con	2d8 Con	11	650 sp
Black Widow	Injury	10	5 min/4 hrs	1d4 Dex	1d4 Dex	12	100 sp
Botulin	Ingested	16	3 hrs/3 days	1d6 Con	1d6 Con	14	300 sp
Cobra	Injury	14	10 min/1 min	2d4 Str	1d4 Str	16	200 sp
Curare	Injury	17	Instant/10 min	1d12 Dex	1d12 Dex	19	1,500 sp
Cyanide	Ingested	20	1 hr/10 min	1d8 Con	2d8 Con*	22	1,800 sp
	Inhaled	22	5 rnds /10 min	2d8 Con	1d8 Con*	26	2,500 sp
	Injury	21	Instant/10 min	2d8 Con	1d8 Con*	27	2,100 sp
Digitalis	Ingested	18	30 min/1 min	2d4 Con	2d4 Con	16	500 sp
Dumb Cane	Ingested	12	30 min /1 min	1d3 Con	1d8 Con	10	150 sp
Fugu Toxin	Ingested	24	30 min/24 hrs	1d12 Con	1d12 Con	22	3,000 sp
	Injury	19	2 hrs/24 hrs	1d8 Str	1d10 Str	21	750 sp
Hemlock	Ingested	11	30 min/1 hr	1d12 Con	1d4 Con	9	250 sp
Poison Dart Frog	Injury	20	5 rnds/1 min	1d10 Dex	2d10 Dex	22	3,000 sp
Ricin	Ingested	22	1 day/3 days	2d6 Str	1d6 Str	20	700 sp
Salamander	Contact	10	30 min/1 min	1d6 Str	1d3 Str	12	100 sp
Shellfish Toxin	Injury	22	Instant/1 min	4d4 Str	2d4 Str	24	1,000 sp
	Ingested	18	30 min/1 min	3d4 Str	1d4 Str	16	650 sp
Stone Fish	Injury	10	Instant/3 hrs	1d8 Con	1d4 Con	17	300 sp
Tarantula	Injury	10	2 hrs/3 days	1d4 Dex	1d3 Dex	12	120 sp
Wolfsbane	Ingested	13	30 min/1 min	1d3 Con	2d8 Con	11	200 sp

*These poisons inflict permanent ability score drain.

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. Assassins 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. 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.

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.

Poison Name: This is the name of the poison. A blank line indicates the same name as the line above it.

Type: The poison's method of delivery (contact, ingested, inhaled or via an injury) and the Fortitude save DC to avoid the poison's damage.

Onset Time/Secondary Onset: This column describes the poison's onset time and a secondary onset time. The secondary onset time is offset by a slash. While a long initial

and/or secondary onset time renders the poison less than ideal for combat, it is perfect for assassinations, allowing the assassin to be a considerable distance away when the venom takes effect.

Initial Damage: The damage the character takes immediately upon failing his saving throw against this poison after the onset time. Ability damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes after the secondary onset time as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Ability damage marked with an asterisk is permanent drain instead of temporary damage.

Craft DC: This is the Craft (herbalism) check to make one dose of the poison. If a character has 5 or more ranks in Craft (alchemy), the character gets a +5 synergy bonus on Craft (herbalism) checks to make poison. If the check is failed by a margin of five or more, half of the materials are ruined.

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.

POISON DESCRIPTIONS

Amanita: This is a toxic mushroom found throughout Cimmeria, southern Hyperborea, Aquilonia, Brythunia, Nemedi, Zingara, Ophir and Corinthia. It is usually found alone or in clusters among mixed oak-hardwood and conifer forests. Symptoms set in within a few hours after eating, including severe abdominal pain, vomiting and diarrhoea that lasts for six to nine hours. After the onset of the initial symptoms, there is a lag of up to a day. This lag period is especially dangerous since it can lull the victim into a false sense of security. During this symptom-less period, the amanita toxin destroys the liver, leading to internal bleeding, kidney failure and finally death within seven days after eating.

Arsenic: This is a common poison used for assassinations. Symptoms of arsenic poisoning include a garlic smell to the victim's breath and bodily fluids. Ingestion of a large dose leads to vomiting and severe bloody diarrhoea, followed by weakening and eventual death.

Belladonna: This plant poison comes from deadly nightshade, a herb with red sap and purple flowers. The fruit is a glossy, blackish purple berry, and this is the most poisonous part of the plant. It can be found throughout the Pictish wilderness, Cimmeria, the Border Kingdom, parts of Hyperborea, Aquilonia, Nemedi, Ophir, Corinthia, Brythunia, Zamora, parts of Turan and Hyrkania. Symptoms include high fever, rapid pulse, dilation of pupils, hot and dry flushed skin, headache, dry mouth, difficulty swallowing, burning of the throat, hallucinations and convulsions.

Black Widow: Soon after a bite, the black widow spider's venom produces pain and sweating in the affected region. If not treated promptly, nausea, vomiting and fever follow. In severe cases, the victim may be paralysed or even die.

Botulin: Deadly even in tiny doses, botulin is a toxic bacteria by-product that attacks the victim's nervous system. It is extremely foul smelling and so must be hidden under heavily flavoured foods, such as spiced meats, heavy sausages or garlicky stews. Honey is a natural source of botulism bacteria and poison. The symptoms include sleepiness, vomiting, loose bowels and blurred vision. In its later stages, botulin causes fatigue and makes breathing difficult. Eventually, the nerves that control the diaphragm fail and the victim dies of suffocation.

Cobra Venom: Cobra venom blocks nerve impulses, causing respiratory failure and death. Symptoms include drowsiness, nausea, vomiting and abdominal pain. In addition, the effects of the bite include darkening and blistering of the flesh around the fang punctures and rotting flesh within 48 hours of the bite. The wound typically

smells quite putrid within minutes of the bite or injection of the venom by a poisoned weapon.

Curare: The vine used to brew this deadly arrow poison is the curare plant, a Zarkheba River canopy vine with tiny, greenish-white flowers. The toxin is found in the plants' bark, root, leaves and stem, which are crushed and cooked down to a syrupy consistency. Symptoms include paralysis of the extremities, which gradually moves in toward the victim's neck, arms and legs, and finally paralyses the muscles of the chest and lungs, causing death.

Cyanide: Cyanide is a poisonous mineral that destroys the brain, liver and heart. At high exposures it causes coma and death. Symptoms of large amounts of ingested cyanide include deep breathing and shortness of breath, convulsions and loss of consciousness, and death. Lower doses lead to breathing difficulties, heart pains, vomiting, headaches and an enlarged thyroid. The inhaled version is a colourless gas with a faint, bitter, almond-like odour. In its solid form, which may be ingested or delivered through injury, cyanide is a white solid with a bitter, almond-like odour in damp air.

Digitalis: The foxglove, a biennial plant with beautiful long spikes of white to purple flowers, is the source of this deadly poison. Symptoms include dizziness, vomiting, irregular heartbeat and delirium or hallucinations.

Dumb Cane: This is an ornamental plant with large spotted leaves. Its stems and leaves contain toxic crystals which, if swallowed, pierce the mouth, throat and digestive tract as they pass through, causing, at the very least, intense discomfort. Eating or drinking the plant leads to severe swelling of the lip, mouth and tongue and even difficulty swallowing, speaking and breathing. In large doses, the crystals cause severe digestive upset, breathing difficulties, and (if enough is consumed) convulsions, coma and death.

Fugu Toxin: This neurotoxin is derived from the glands of the puffer fish and a dose of just 1-2 milligrams of purified toxin can be lethal. Fugu toxin is heat-stable and water-soluble, making it an ideal ingested poison because it can be served in hot foods or dissolved in drinks. Onset of the first symptoms occurs within hours after eating the poisoned food. The lip and tongue tingle and are anesthetised, then the face and hands are numbed. Severely poisoned victims may be weak and have difficulty speaking. Stumbling, weakness, a blue tinge to the lips and skin, and slow breathing then develop. A rapid ascending paralysis occurs over the next 24 hours. Extremity paralysis precedes paralysis of the brain, heart and lungs.

Hemlock: Poison hemlock is native to Aquilonia, Nemedi and Brythunia. It is commonly found along roadsides, trails, ditches and field borders. Initial symptoms include clumsiness, poor coordination and headaches. Soon after, the victim suffers abnormally fast heartbeat, drooling,

abdominal pain, delirium, weakness and seizures. As nerve receptors burn out, the victim goes from jumpy and energetic to fatigued and depressed, with a slowed heartbeat, muscular paralysis, slower reflexes and finally a cessation of breathing.

Poison Dart Frog Toxin: The poison produced by these tiny frogs is among the strongest known. A single drop can block vital nerve impulses and stop a victim's heart. When the frog feels threatened, its poison glands produce the toxin. The toxin has a clear smell and bitter, peppery taste that immediately causes vomiting. The frogs live in the rain forests of the Hyborian age, including parts of the Black Kingdoms, Vendhya and Khitai.

Ricin: Derived from castor beans, this poison is deadly and almost undetectable. The seeds from the castor bean plant contain a toxin that makes the blood thicken and clump up. Just one milligram of ricin can kill an adult human. The symptoms begin within a few hours of ingestion and include abdominal pain, vomiting and diarrhoea. Within several days, the victim suffers severe dehydration, a decrease in urine and a decrease in blood pressure that can lead to death.

Salamander Poison: Some salamanders produce a potent neurotoxin that absorbs into the victim's body through the skin. Victims suffer strong convulsions, sometimes so strong



that they can dislocate joints. In high concentrations the poison can be lethal.

Shellfish Toxin: This poison is one of the few that can kill within seconds. Only tiny amounts are required for a lethal dose and the poison can be smeared on a blade or even a pin or needle for an attack. It can also be delivered in a lethal dose in food, although this method is slower and less reliable. Shellfish toxin is derived from mussels or clams harvested during a period of plankton activity, one of the 'red tides' that occur in subtropical waters during the summer months. The plankton generates the poison and the shellfish filters the plankton from the water when it feeds, absorbing and concentrating the toxin within its body.

Stonefish: The poison of these fish causes excruciating pain within seconds of the sting. The pain peaks after an hour, but can last up to 12 hours if untreated. Subsequent mild pain may last for weeks. If the dose is strong enough, the victim may suffer shock, paralysis and collapse within a matter of hours.

Tarantula Venom: The bite of a large tarantula causes severe pain, numbness, respiratory difficulties and even heart failure. With a large dose, the victim lapses into a coma and dies within a few days. These spiders are found in and around Zamora.

Wolfsbane: The flowering wolfsbane (also called aconite or monkshood) is a perennial herb with hooded white or blue-purple flowers found in mountainous climates, especially in forests, moist woods and along creek banks. It is found most often in Cimmeria and Corinthia. The entire plant is poisonous when eaten. The symptoms include burning of lips and mouth and numbness of the throat. Intense vomiting and diarrhoea, muscular weakness and spasms, a weakening pulse, paralysis of the lungs and convulsions. Death quickly follows the convulsions.

THIEVES' GUILDS

A standard of generic fantasy thieves is the obligatory 'thieves' guild.' The Hyborian Age setting, however, is not 'generic'. A guild is a lawful organisation used to provide trade protection of sorts to its members and their families. No culture will so validate a group of thieves by providing a legal framework for such a guild. Thieves must do this themselves outside of the law. The closest the Hyborian Age comes to a guild of thieves is a crime family. A visiting, unrelated thief does not join a crime family. They either are born into it or somehow grow up among those who are born in it. There are no recruiters and there are no guild houses. Wherever the patriarch of the family is, that is where the 'guild' is.

Crime families are found in many major cities. They are usually deeply enmeshed in the city's underworld, with roots so deep that it is remarkably difficult for any representative of the law to dig them out. Shadizar, for example, is notorious for the power of its crime families. As with many more conventional families, the older generation passes on its wisdom to the younger, except that in this instance, that wisdom consists of practical advice in living a life of crime, introductions to the people who can do you favours and schooling in the management of the lesser criminals and thugs who will eventually work for the younger member.

A crime family in the Hyborian age can be as small as a band of pickpockets grubbing out their existence in a Zamorian *maul*, or be as well established as a full criminal empire, with judges and city officials kept friendly with regular bribes and with smaller criminal bands and families paying tribute to the larger.

A crime family works on the well-established principle that blood is thicker than water. Criminals who band together for a common goal are less able to trust one another than family members who have known each other all their lives. If a man is a member of a crime family, he can draw upon not only the experience but the reputation of those who have gone before him. Family loyalty is instinctively recognised on the streets; everyone understands that if they mess with one family-connected crook, they are messing with his whole brood. Members of a crime family have a +2 bonus to Reputation regardless of their class or the nature of their Reputation.

Those born into crime families do not have a great deal of freedom in their choice of lifestyle. When someone has been raised to be a criminal and taught that the rest of the world (barring a few favoured individuals) is his hunting ground, then there is not much option left to him than to follow in the last generation's footsteps. Those who try to follow a different path may eventually be allowed to do so, though they risk being disowned if they do not show the proper respect or neglect to do favours for their own flesh and blood when called upon. To betray one's family is the worst crime possible and those who do so will be disposed of without mercy or remorse.

Members of crime families are usually even-tempered on the surface, sometimes chillingly so. They are formal and polite in matters of business and warm and affectionate with trusted friends and close family. They can fly into frightening rages when they are provoked or when they allow themselves to do so; this will usually be in private, when it is safer to let loose. If a member of a crime family ever loses his temper with someone, it means that he does not expect that person to survive the encounter. It is quite typical of crime family members to intimidate a person, even strike a person, without the composed

expression ever vanishing from their face; this is understood as a warning that the person had better take seriously. When the crime family member starts to rant and rave, it means he does not care about keeping up appearances, which is very bad news indeed for the person facing him.

A member of a crime family is concerned about respect more than anything else. He does not care whether the person facing him hates him or loves him, so long as that person shows respect to him and his own. Respect does not mean bowing and scraping, or showering him and his family with empty flatteries. It means recognising the influence that he has and saluting it as befits a person's station. A member of a crime family does not want to be thought of as a mere thug; in his mind he is anything but that. If a person treats him as a monster or a hooligan, he will treat that person with equal contempt. If a person approaches and treats him like a gentleman and a professional, or even as an influential and valuable member of the local community, he is more likely to respect that person in return.

Most communities have good relations with local crime families. These families do not hunt where they eat. The local people are the ones who suffer the most at the hands of the crime families; the aristocrats and merchants of society suffer the most. Crime families always look after their own, and place the interests of their neighbours and family above those of the city's official government or its richer citizens. A well-run crime family can make a district much safer for living; the only crime that goes on is carefully controlled and anyone committing a crime without the permission of the crime family should expect a far worse punishment than the city guards would inflict. In the *mauls* of Zamoran cities, someone can rob an old woman and get away with it. In a region controlled by a crime family, where everyone is likely to know everyone else, the culprit would be tracked down, his kneecaps smashed and the goods returned without the city watch ever becoming involved.

A member of a crime family always has high ranks in Knowledge (local). He must know his neighbourhood to effectively manage it. A member of a crime family never questions his right to do what he does. He is simply born into a privileged position, like any other prince and he collects taxes and provides protection accordingly. He can even take levels in noble like any other prince. Members of crime families do not have to take the thief class, although most do. Some are more martial than others, so soldier is another appropriate class. Some readily take to the business aspect of the family and take levels in scholar.

THE ART OF FENCING

Although the thief, pirate and temptress are notorious for stealing, few of these thefts involve large sums of money. Most people in the Hyborian age simply do not leave hoards of coin just sitting around. Most wealth is stored as jewellery, livestock, grain, works of art and other possessions. Thieves, pirates and temptresses are all familiar to the fencing process, whereby their newly acquired goods are sold on. Occasionally something is stolen or acquired that the character wants to keep, usually goods are passed on for cash. The thieving character neither receives nor expects the full market value for the item.

Fences

Fences are a necessary evil in most civilisations. Illegal in most places, the selling of stolen goods is often the only way a person can afford some items. It is a form of wealth redistribution, as items stolen from the rich are then sold to the poor. The major flaws to buying these cheap goods are twofold: former owners and a no-returns policy. Fences are a necessary part of the criminal ecosystem and few thieves have such a network of contacts that they can sell a stolen item themselves. Every thief, pirate and temptress makes it his business to know at least one fence to act as a middleman between the stealer and the purchaser.

The buying price of a fence is often insultingly low. If the fence does not know the thief he will try to get away with as low a price as he can. The usual bottom line is 'take it or leave it'. He knows there are only a few people who are willing to buy stolen goods at all from a thief or pirate. Fences usually set up temporary headquarters for a week or two before moving on once their location becomes known. They maintain a cache of equipment needed to ply their trade, usually artisan's tools, jeweller's lenses and other tools to maximise the success of their Appraise checks.

To determine the price offered by a typical fence, first have the fence make an Appraise skill check to determine what he thinks the item is worth. Next, consult the Fencing Problem Rating table to determine the item's Problem Rating, which is a rough measure of how 'hot' the item is and how much trouble it will likely cause. The Problem Rating then determines the percentage of the price that the fence is willing to offer, shown in the Percentage Offered by Fence table.

Fences like items that are easy to move and difficult to trace. The more distinctive an item is, or the more specialised a collector would have to be to be interested in it at all, the more difficult the fence will find it to sell and the lower a price he will offer for it. All fences have a field of personal specialisation, so it pays to know what a given fence prefers to deal in.

Fencing Problem Rating

Object Characteristic	Problem Rating Modifier
Object of generic make, no distinctive features	-5
In fence's specific field of interest	-5
Seller is a regular supplier	-2
Object distinctive	+1
Object personalised (e.g. engraved with family crest)	+3
Object famous	+5
Object recently reported missing	+5
Item is not made of a precious substance and thus would only be of value to a collector	+5
Worth more than 100 sp	+1
Worth more than 500 sp	+3
Worth more than 1,000 sp	+5
Sorcerous Item or known to belong to a sorcerer	+10

Percentage Offered by Fence

Problem Rating	Sum Offered (Percentage of Perceived Value)
-10	50%
-8	45%
-6	40%
-4	35%
-2	30%
-1	25%
0-4	20%
5-9	15%
10-14	10%
15-19	5%
20+	Not interested in item

Fences usually maximise their Appraise, Bluff, Profession (fence) and Sense Motive skills. The Profession (fence) skill is described below. Usually only Non-Player Characters take this skill, as most Player Characters move around too much to be an effective fence – they simply do not have the time to familiarise themselves with a place intimately enough to make contacts with thieves, pirates, temptresses and buyers.

PROFESSION [FENCE] [WIS]

This skill covers the work of small-scale buying and selling in the field of stolen goods. A fence can only operate with any degree of efficiency within his own area, such as a city or a rural district. You may still make Profession (fence) skill checks outside your region but these are subject to a -4 circumstance penalty as you do not have the usual contacts to draw upon.



When used to make a living, this skill brings in considerable wealth. It does, however, carry some measure of risk, which you can influence. Using the skill like an ordinary Profession skill to make a basic living is relatively safe. If you wish to play for higher stakes, you may decide before making your check to take three times the result of your weekly Profession (fence) skill check in silver pieces, representing the result of a week's trading in more valuable items than usual. If you roll a 1 on this check then you have run into trouble with the law or the item's original owner. The exact details of this are left to the Games Master who may choose to roleplay the events of your arrest (thus giving you a chance to escape) or simply decide you are thrown into prison. If you choose to go for the increased income, you leave yourself open to the consequences as decided by the Games Master.

As well as making a Profession (fence) skill check to earn a living, you make a Profession (fence) skill check at a DC of 20 to find a buyer for an item in your possession.

The skill check only finds you a potentially interested party. It does not guarantee that the sale will go ahead.

Shonky Shops

Some shops in the poorer areas of a city or town do not balk at buying goods they have every reason to suspect are stolen. Such shops are commonly called shonky shops and are in the business of selling second-hand goods, but it is universally understood that the person who sells an item need not be the person who originally owned it. The range of goods on sale in such a shop is quite diverse and the level of security comparatively high. The goods are on display behind metal gratings and the customer has to point out what he wants; he never has a chance to handle the item until it is bought, at which point it is passed through a small aperture.

A shop of this kind will usually sell weapons, armour, equipment and jewellery. There is a conspicuous lack of anything too new or too valuable on the shelves behind the metal grilles. One can go into such a shop and sell any item of Medium size or smaller listed in *Conan the Roleplaying Game* for one fifth of the listed price. Items that are purchased are kept in a back room for several weeks before being put out on display, in case the former owner should happen to see them.

These shops do not deal with magical items as they find them unpredictable. They most like to deal with the cheaper kind of jewellery, such as simple gold rings or neck-chains, as this can be sold on easily, has intrinsic worth and is not especially distinctive. They sell whatever goods they can get their hands on for less than the listed price in *Conan the Roleplaying Game*. On average, prices are 80% of standard retail.

SHOCK AND SURPRISE

Surprise, according to the rules, is purely a matter of awareness. If one character knows the other is there and the other knows the character is there, then surprise is supposedly impossible. This is fine for most combat situations but does not work so well for thieves, pirates and temptresses, who are masters of the unexpected.

The three fallen classes relish surprise attacks. Their opponents are flat-footed and their sneak attacks can be carried out. The three fallen classes have good Reflex saves and usually have high Dexteritys, which usually gives them a sneak attack during surprise rounds and a sneak attack during the first round of combat, presuming they beat the other combatant's initiative. Pirates, thieves and temptresses all have a vested interest in making sure they achieve surprise and act as early in combat situation as possible.

The idea behind surprise is that it takes a creature a few moments to react to a sudden event. However, according to the rules, a person must be unaware of his opponent in order to be surprised. Shock makes a person in plain sight capable of surprising an opponent. For example, a shopkeeper could be aware of a person who came into his shop, made polite conversation and asked about several of the items on display. There is thus no question of surprise. However, if the customer were then to suddenly draw a weapon and attack the shopkeeper, the shopkeeper would certainly have a chance to be surprised or at least startled. There are many potential examples here: an apparently harmless creature sprouting fangs and claws, a statue speaking words in a booming voice or a loud explosion in the street outside. In short, actions that *shock* also surprise, even when the actions come from something or someone who is in plain sight

Whenever a dramatic event occurs in the presence of someone who was not expecting it and the action has not yet shifted to combat rounds, they have a chance to be shocked. A shocked person receives a -4 circumstance penalty on their Initiative check if combat begins immediately after the dramatic event.

If someone knows in advance that the shocking event is about to happen, that person can also act during the surprise round. One of the most efficient ways to take advantage of shock is to have one person cause the shocking event while another group of people, duly forewarned, stand by to take advantage of their full Initiative check without penalty in the ensuing round. The circumstance penalty to one's opponents' Initiative checks means those causing the shock are more likely to be able to act before their opponents, meaning they will still be flat-footed and vulnerable to sneak attacks.

Shock can be avoided by making a successful Reflex save. The DC of the saving throw depends on the inherent strangeness and unpredictability of the incident. For example, a person pulling out a sword and threatening you in a gruff voice is not shocking if the person is a Shemite mercenary in armour but it is shocking if the person is (or appears to be) a wispy-haired grandmother walking with a cane. Even that is less inherently shocking than a black fiend suddenly manifesting itself in the middle of a noble's garden party. Refer to the Reflex Saving Throws To Avoid Shock table for the DC of the Reflex saving throw necessary to avoid shock. Any character with the Combat Reflexes feat is entitled to a +2 synergy bonus to his Reflex save as he is accustomed to making a quick response to a situation. If several different events apply simultaneously, use the highest DC; only one saving throw against any shocking event may be made.

Reflex Saving Throws To Avoid Shock

Example Shocking Event	Reflex Save DC
Sudden verbal threats from an unexpected source	5
Pulling a weapon on a person whose attitude was Friendly or Helpful	10
Loud, unusual noise nearby, such as a monster's roar or an explosion	10
Threatening acts (not words alone) performed towards a person whose attitude was Friendly or Helpful; production of a concealed weapon	15
Sudden and noisy destruction of an item, such as a window smashing	15
Appearance of a dangerous creature unusual in the area without any prior warning, such as a Child of the Dark bursting into a bakery	20
Bizarre or unprecedented event involving sorcery, such as the appearance of a fiend without any warning	25

ADVANCE WARNING

A character who is suspicious of another person may make a Sense Motive skill check (DC 20) to 'read' them and find out whether they are planning anything. A shopkeeper can make a Sense Motive skill check (DC 20) to pick up on a customer's intention to suddenly pull a weapon. If the Sense Motive skill check is successful, the character is counted among those who are expecting a shocking event to occur and he is thus exempt from any shock effect. A Sense Motive skill check may only be made if the character is in the presence of someone who expects the shocking event to happen. It cannot be made if there is no one around to be 'read.'

At the Games Master's discretion, other means of gaining advance warning of the shocking event might be found. If a concealed weapon makes a bulge, for example, the shopkeeper might be allowed a Spot check to see the hidden weapon. There are only two categories of people when it comes to shock effects: Those who are expecting *something* to happen and those who are not. One does not have to know exactly what is about to happen in order to be prepared for it. It is only necessary to know that 'something is up' or that 'all is not as it should be'. When one is prepared, the adrenaline is racing, muscles are tensed and the system is ready to respond. When the event happens, one may still be startled but not to such a degree that someone can take advantage.

ALCHEMICAL ITEMS

Thieves and temptresses, especially those with a scholarly bent, like to use alchemical items to help them in their thievery. Like Taurus in the gardens of the Tower of the Elephant, thieves will use whatever is necessary to get past guards.

HASHISH OF PARADISE

This magic incense brings wondrous visions of paradise and joy, and a warm feeling of contentment and security. The subject gains a +4 morale bonus to all saving throws and a -2 enhancement penalty on all Intelligence- and Wisdom-based skill checks. The subject also gains immunity to fear effects. These effects last for 1 hour.

Manufacturing Costs: 1,100 sp *Requirements:* Craft (alchemy) 6 ranks

OPIUM

This powerful painkiller creates a sense of lethargy and well-being in those who smoke, drink or eat the drug. The user gains a +4 morale bonus to Will saving throws, but suffers a -2 enhancement penalty to Initiative checks and Reflex saves. Both effects last for 2 hours. Each time the effect ends, the user must make a Will saving throw (DC 15) or become addicted. If the addict does not receive at least one dose per day, he suffers 1d3 temporary Wisdom and Strength damage each day that passes until he receives a dose.

Manufacturing Costs: 500 sp *Requirements:* Craft (alchemy) 6 ranks

THUNDERCLAP POWDER

The character casts the container down at his feet (and a scholar might give a quick verbal command to pretend to be casting magic) and he creates a bright flash of light, a thunderclap and a puff of smoke that completely obscures vision in a 5 ft. radius around the character. The character gains the benefit of full cover while within the cloud (which dissipates normally) and a +4 circumstance bonus on Hide and Move Silently checks for 2 rounds after the powder is cast down, making it ideal for escaping from a tricky situation. It might even qualify as a shocking event (see Shock and Surprise on page 60) at the Game Master's discretion. Sorcerers might use this to create the illusion of teleporting elsewhere while he runs and hides.

Manufacturing Costs: 50 sp *Requirements:* Craft (alchemy) 5 ranks

COMBAT MANOEUVRES

Thieves, pirates and temptresses are often known for their acrobatic 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. Also, unless otherwise noted, the following combat manoeuvres can only be used in melee combat.

DEATH FROM ABOVE

You can combine melee attacks with jumps.

Prerequisites: Jump 6 ranks, base attack bonus +4

Circumstance: You must be jumping down on an opponent from higher ground.

Effect: When you jump onto a melee opponent as part of a charge attack, you gain a +2 bonus to attack and damage rolls for that attack.

DISTANT TUMBLE

You roll, somersault and flip to avoid enemies and dangers.

Prerequisites: Acrobatic, Tumble must be a class skill for at least one of your classes.

Circumstance: Must be dodging

Effect: You can tumble up to your full movement without provoking attacks of opportunity. The DC for your Tumble check is equal to your movement rate. If you want to Tumble 30 feet, you must make a Tumble check (DC 30). If you fail, you fall prone halfway through the movement and suffer 1d6 nonlethal damage.

DISARM IN TWOS

While disarming an opponent using a whip is relatively simple for any experienced soldier, you know how to make it easier by simultaneously striking out with your off-hand weapon. The two attacks combined allow you to disarm your enemies with ease.

Prerequisites: Weapon Specialisation (whip), Weapon Specialisation (off-hand weapon)

Circumstance: Must be wielding both a whip and another weapon.

Effect: When making a disarm attack with a whip, you may roll a second attack against the opponent using your other weapon. If both attacks are successful, you receive a +4 circumstance bonus to the roll to determine whether the victim is disarmed.

DISTRACTING SNAP

One of the great tools of the whip is the fear its use inspires within others. The snap of the whip can be disconcerting, especially when it flashes bare inches from the face. You know how to distract your opponents with your whip, allowing your off-hand weapon a wider opening.

Prerequisites: Dexterity 14+, base attack bonus +4, Exotic Weapon Proficiency (whip), Weapon Focus (whip)

Circumstance: You must be fighting with a whip in one hand and another weapon in the other.

Effect: You may choose to use this ability in any round you do not otherwise use your whip. Instead, you may occupy one opponent with the whip, distracting him from your off-hand weapon. The enemy must make a Will save at DC 20 or suffer a -2 circumstance penalty to Defence for the rest of the round. Distracting Snap does not affect creatures immune to critical hits.

DOUBLE ADJUSTMENT

By flipping and rising quickly back to your feet, you can accomplish a 10-foot adjustment in lieu of a move action.

Prerequisites: Acrobatic, Tumble must be a class skill for at least one of your classes

Effect: Instead of a 5-foot step, you can make a 10-foot adjustment by making a Tumble check (DC 30). If the adjustment would cause an attack of opportunity, you can avoid it by making a Reflex save (DC 10 + highest opponent's base attack bonus). Because of the acrobatic strain involved in this manoeuvre, it cannot be attempted two rounds in a row.

FEINT AND LUNGE

By concentrating on misdirection, you are able to strike at one area of an opponent's body, only to reverse direction at the last instant to strike somewhere else.

Prerequisites: Base attack bonus +6, Intelligence 10+, Bluff 8 ranks

Effect: When carrying out a full attack action, you may roll twice for your first attack, accepting the better of the two results. This manoeuvre has no effect upon an enemy who also meets the prerequisites because they know and anticipate such manoeuvres. You must be wearing light or no armour to use this feat.

NEGATE SNEAK ATTACK

You may attempt to roll out of a sneak attack.

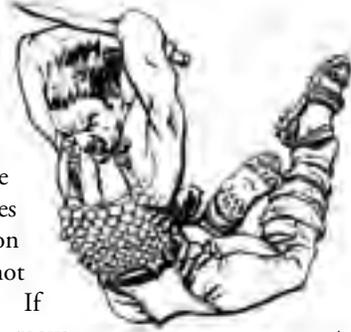
Prerequisites: Acrobatic, Tumble must be a class skill for at least one of your classes



Circumstance: You must not be flat-footed and you must have just been struck with a sneak attack and not suffering the effects of being stunned, dazed or dazzled. You must be aware of your attacker's location. You must also have somewhere to move to.

Effect: So long as you are not flat-footed, you may attempt to

turn and roll out of an attempted sneak attack. If you have just been struck with a sneak attack, you must make a Tumble check (DC 30). The tumbling action moves you 5 feet in any direction you choose that is not currently occupied. If there is nowhere to move



to,

you cannot Negate Sneak Attack. Using this manoeuvre successfully reduces the hit to its normal damage, negating the extra dice rolled for a sneak attack. If the Tumble check (DC 30) is failed, the manoeuvre is unsuccessful and you provoke an attack of opportunity from anyone else (not the sneak attacker) who threatens you.

SHIELD OF BLADES

You learn to block with your off-hand weapon, leaving your primary weapon to attack.

Prerequisites: Base attack bonus +4, Two-Weapon Combat, Weapon Focus in both weapons used

Circumstance: You must be fighting with two melee weapons in a full-attack action.

Effect: While carrying out a full attack action, you gain a +2 deflection bonus to your Parry Defence as you constantly parry with your offhand weapon. You may not make any attacks with the off-hand weapon whilst you use this manoeuvre.

STUNT ATTACK

You are skilled at using terrain to aid your attacks.

Prerequisites: Tumble 10 ranks, Dexterity 15+

Circumstance: Must be fighting in a tight area.

Effect: When fighting in a tight area, such as in an alleyway, within a building or among a clump of close trees, you may attempt to use a spectacular stunt to attack your opponent from an unexpected direction. The player must describe a spectacular attack. For example, your character may leap into the area, kick out his legs to brace himself between two walls and stab down with his weapon at an opponent. This manoeuvre is a full-round action, allowing you to make a standard move and attack. Before resolving the attack, you make a Tumble check opposed by your opponent's attack roll. If the check beats the attack's result, the stalker loses his Dexterity or Strength bonus to his defence against your attack. Otherwise, resolve the attack as normal.

SUDDEN STRIKE

You have mastered the fine art of the sudden, unexpected strike in complex terrain.

Prerequisites: Hide 5 ranks, Move Silently 5 ranks

Circumstance: 10 minutes of preparation in an area before a battle; must be hiding

Effect: You rise up from the shadows to strike down your foes in a single, savage blow. If you take ten minutes to prepare an area before a battle and take cover, you gain a +10 competence bonus to Hide and Move Silently checks in that area and a +5 bonus to attack rolls on the first round of combat if you surprise your opponents.

SWINGING ATTACK

You swing on a hanging object, such as a vine or rope, and attack someone.

Prerequisites: Climb 5 ranks, Dexterity 13+

Circumstance: You start your move hanging onto a rope or other hanging object.

Effect: There are three possible effects. You can initiate a bull rush, which will not provoke an attack of opportunity but will add a +1 bonus to the Strength check for every five feet you move. You can instead initiate a melee attack, gaining a +1 bonus for higher ground and suffering no attack of opportunity for swinging by the defender. You may instead opt to knock the target off his feet, making a trip attack with a +1 bonus to the opposed roll for every five feet travelled. The trip attack does not provoke an attack of opportunity. The trip also deals the target 1d6 points of nonlethal damage. If you are tripped during your own trip attempt, you are pulled off your rope and take 1d6 points of nonlethal damage, falling five feet away from your opponent. In order to dismount next to the target, you must make a Tumble check (DC 15) or fall prone. Otherwise you hold onto the rope until your next action.

SWITCH OPPONENTS

You can grab your ally as a melee touch attack and trade positions.

Prerequisites: Acrobatic, Tumble 5 ranks

Circumstance: Your ally must be in melee combat and within 5 feet of you.

Effect: On your turn, you can grab your ally as a melee touch attack and trade positions with a Tumble check (DC 20). You can delay your action and wait for your ally to be attacked and perform this manoeuvre when that condition occurs. If you succeed at the check, the ally is now in your square and you are now engaging the opponent in question. If you fail this check, you provoke an attack of opportunity from your ally's opponent, even if you are not in its threatened area; no switch occurs. If you are in someone's threatened area when you take this action, you must also make another Tumble check (DC 20) to avoid the attack of opportunity you provoke by doing this.

Your chosen ally does not provoke an attack of opportunity of any kind as a result of this manoeuvre.

VAULT OVER OPPONENT

You can flip over your current melee opponent as your 5-foot adjustment.

Prerequisites: Jump 5 ranks, Tumble 5 ranks

Circumstance: You must be engaged in melee combat.

Effect: By making a Tumble check (DC 25), you may flip over your current melee opponent (who cannot be more than one size category larger than you) as your 5-foot step. You will provoke an attack of opportunity with this movement unless you also succeed at a Reflex save (DC 20). No other movement action is possible this round, but you may still take any other full round action in conjunction, including a full attack action. The shock and surprise factor involved in this manoeuvre grants your first attack against your opponent a +2 circumstance bonus. This bonus cannot be applied more than once against the same opponent in the same combat. If you fail the Tumble check, you take no movement at all and fall prone in your current location.

WHIP □ WEAPON STRIKE

□ TRIP

The entangling ability of a whip makes it easy for those who also use a weapon in the other hand to trip their opponents. By using a medium weapon in tandem with the whip, you use the other weapon to strike the opponent off-balance whilst entangled, toppling the opponent easily.

Prerequisites: Exotic Weapon Proficiency (whip), Improved Trip

Circumstance: You must be wielding a whip and another medium weapon in combat.

Effect: When making a trip attack against an opponent with your whip, you may roll a second attack with your other weapon. If both attacks are successful, you receive a +4 circumstance bonus to the opposed Strength or Dexterity check.

WHIP ENSNARE

Once an opponent is entangled by your whip, they lose a great deal of control in the combat.

Prerequisites: Combat Reflexes, Exotic Weapon Proficiency (whip), base attack bonus +9

Circumstance: You must be wielding a whip.

Effect: As a standard action, you may attempt to entangle your opponent. This requires a successful ranged touch attack against an enemy with your whip. If successful, the opponent is considered entangled and you can manoeuvre around your enemy so your offhand attacks and the attacks of your allies are more precisely aimed. Any attacks made by your off-hand weapon or by your allies receive a +2 circumstance bonus to both attack and damage rolls. The entangled opponent can try to escape by making an opposed Strength, Dexterity or Escape Artist check against your Strength or Dexterity check. If the victim wins this opposed check, he frees himself. This does not function against creatures greater than large size.

Fallen Knowledge

Arcane Lore of the Fallen

IN THE SHADOWS of even the greatest of Hyboria's kingdoms there are those who would plumb the endless depths of arcane lore. Of course, once that quest is corrupted into a blind drive for power, these same individuals continue to reach out, touching on powers far older and darker than anything dreamed of by laymen. The murky depths of such archaic learning hide terrible things, things called up long ago and that mortals were never meant to traffic with.

This section contains a number of new spells for the existing sorcery schools especially suited to the role of the sorcerous temptress as well as two alternative schools, Sea Witchery and Weather Witching, both most suited to those pirates who would dabble with the arcane. Sea Witchery deals with the magic of the sea, where Weather Witching touches on the infinite power of the sky, and both were introduced in *Conan: Pirate Isles*.

SORCERY SPELLS AND STYLES

Like all of the black arts, these magics stretch back into the mists of prehistory. None now know when these spells were first encountered in Hyboria; now scholars only know that such things are possible. What one sorcerer can do, another must do better to prove his own worth.

DIVINATION

Those who would master the arts of divination and second sight can uncover even the most secret of secrets, reading thoughts and emotions as easily as the pages of a book. When the powers of those who can hunt down even the most elusive nuggets of information bring their talent to bare, even the mightiest kingdoms can fall.

Seek The Broken Vow

PP Cost: 4 PP

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Prerequisites: Knowledge (arcana) 8 ranks, *astrological prediction, mind reading*

Magic Attack Roll: Sets the DC for the Will save.



The sorcerer peers into the heart of a sentient creature to see what vows he has broken. He touches the creature and the creature makes a Will save (DC set by Magic Attack Roll). On a failed save, both the sorcerer and the creature immediately recognises all vows, oaths and contracts, including those made to themselves as well as with other people or to the gods, that the creature has broken. This flood of insight causes the target creature to be stunned for a number of rounds equal to the Wisdom modifier of the sorcerer.

HYPNOTISM

At the peak of their art, master hypnotists can enslave members of the opposite sex, create mystical barriers, and intimidate or torture their enemies through mesmerism alone. Such sorcerers have turned to the dark recesses of treacherous sensuality in their quest for knowledge and power, touching on powers far older and darker than anything dreamed of by even the most jaded of seducers and tempters.

Dream Dance

PP Cost: 6 PP

Components: S

Casting Time: 1 round

Range: Evil Eye

Area: All creatures in a radius of 30 ft.

Duration: Duration of dance + 1d6 rounds



Saving Throw: Will negates (see text)

Prerequisites: Perform (dance) 10 ranks, *entrance*, *mass hypnotic suggestion*

Magic Attack Roll: Sets the DC for the Will save.

After a full round of dancing, the subjects must make a Will save against the sorcerer's Magic Attack Bonus plus her Perform (dance) check. Those that fail succumb to the lure of the dance. They see their wildest fantasies and deepest desires played out in front of them. The victims stand helpless for 1d6 rounds after the dance ends. If attacked, they snap out of the fantasy but are stunned for 1d4 rounds as they attempt to return to reality.

Inviolate Oath

PP Cost: 8 PP

Components: V, S

Casting Time: 1 round

Range: Evil Eye or Magical Link

Area: All creatures in a radius of 30 ft.

Duration: Instantaneous

Saving Throw: Will negates (see text)

Prerequisites: Knowledge (arcana) 8 ranks, *entrance*, *mass hypnotic suggestion*, *greater ill-fortune*

Magic Attack Roll: Sets the DC for the Will save.

The sorcerer creates a mystical bond that requires various targets within 30 feet of the sorcerer to keep their word or suffer serious consequences. Everyone who makes a vow, an oath of Allegiance or a contract must keep to their word. Once the vow or ritual is complete, the subjects must make a Will save against the sorcerer's Magic Attack Roll. If the save fails, the subject is bound to his word. If one of the contractors who failed the save ever willingly breaks the rules outlined, he is subject to *greater ill-fortune* until they return back to the prescribed behaviour. The effect also ends if the contract is fulfilled or reaches a given period outlined in the contract or vow.

Peacock's Beauty

PP Cost: 2 PP

Components: V, S, F

Casting Time: 1 action

Range: Personal or Touch

Target: One person

Duration: 1 minute/scholar level

Saving Throw: Will negates (harmless)

Prerequisites: *Entrance*

Magic Attack Roll: Sets the DC for the Will save.

The sorcerer transmutes herself or another to become more attractive. The spell grants a +4 enhancement bonus to all Charisma-based skill checks where appearance plays a role when used against anyone who has failed their Will save. The spell also adds a +2 to a sorcerer's Magic Attack Roll for further hypnotism spells cast while this spell is in effect against anyone who fails their Will save. The focus is a wisp of feather from a peacock.



Seduction**PP Cost:** 3 PP**Components:** V, S, F**Casting Time:** 1 action**Range:** Magical Link**Target:** One person**Duration:** 1 round/2 scholar levels**Saving Throw:** Will negates (see text)**Prerequisites:** *Entrance***Magic Attack Roll:** Sets the DC for the Will save.

The sorcerer incites a sudden, overwhelming lust in the target creature, focused on the caster. If the target fails its save, its attitude shifts to 'helpful' tempered by the fact that it strives (short of attacking or using magic) to have sex with the caster. If the target's sexual orientation conflicts with the caster's gender, the target gains a +4 bonus on his save. The actual method of seduction employed by the creature varies by individual. Normally violent creatures show displays of their physical prowess, including attacking others, while more eloquent beings use words and body language to woo their new love.

During this time, the target does not willingly attack, use spells or spell-like abilities on, or even take a negative verbal tone with the object of its desire. The effect ends as soon as the caster attacks or makes a violent gesture (such as casting a spell) on the target creature.

The spell focus is the magical link with the target.

SEA WITCHERY

The restless churning of the sea represents a dark mystery that many cannot resist. To become master of that which cannot be mastered, some will risk any degree of corruption; the sea is both a symbol of that mastery and the ultimate target. Whole nations depend upon it for their livelihood; whole stretches of history are defined by its boundaries; and those who master its boundaries could be said to have mastered life itself.

Whirlpool**PP Cost:** 10 PP**Components:** V, S, F**Casting Time:** 1 round**Range:** Long (400 ft. + 40 ft./scholar level)**Target:** Area**Duration:** One round/scholar level**Saving Throw:** Reflex negates (see text)**Prerequisites:** Knowledge (arcana) 8 ranks, *sense currents, rolling waves*, Perform (drum)**Magic Attack Roll:** Sets the DC for Swim checks, Profession (sailor) checks and Reflex saves.

The sorcerer creates a powerful vortex of spinning water moving through the water just under the surface at 60 feet per round. The sorcerer can control the whirlpool's movement

or change its programmed movement as a standard action, moving during the character's turn in Initiative order. If the whirlpool moves beyond the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds – possibly endangering the sorcerer or his allies – and then dissipates. The sorcerer cannot regain control of the whirlpool once it is lost, even if it comes back within range.

Any Large or smaller creature that comes into contact with the whirlpool must succeed at a Reflex save or take 3d6 points of damage. Medium or smaller creatures that fail the first save must succeed at a second one or be sucked into the whirlpool and held suspended in its powerful currents, taking 1d8 points of damage each round with no saving throw. The sorcerer may direct the whirlpool to eject any creatures suspended within it at any time, depositing the hapless victims wherever the whirlpool happens to be at when they are released. The sorcerer may also cause the whirlpool to suck in swimmers.

Swimmers sucked into the whirlpool take damage as noted above. If they are not capable of water breathing, they will begin to drown. The DC of the Swim checks to avoid drowning is set by the sorcerer's Magic Attack Roll. Once the whirlpool dissipates or has ejected them, they will be as much as 30 feet below the surface of the water and must make Swim checks as appropriate to return to the surface. These checks are at the normal DC for swimming in the current conditions.

If the whirlpool is created under or touches a ship, the ship begins to be pulled into or around the vortex. If the ship is Tiny or Small, such as a lifeboat or rowboat, it will simply be sucked in unless the crew of the ship can succeed at a Profession (sailor) check (DC set by Magic Attack Roll). This check must be made for each round the ship is in contact with the whirlpool. If a boat is sucked in, all of the crewmembers must make Reflex saves as above, but suffer a circumstantial penalty of -2. The boat itself takes 5d10 points of damage per round to its hull. Compare the damage with the total number of hit points the ship possesses, using the Damage to the Ship table found in *Conan: Pirate Isles*.

Larger vessels cannot be sucked down, but they can be spun around, inflicting significant damage to the ship as it is twisted and turned. If the pilot of the ship fails a Profession (sailor) check (DC set by sorcerer's Magic Attack Roll), the ship is spun on its axis in the direction of the spin of the whirlpool, taking 3d10 points of damage to its hull as long as it is in contact with the whirlpool. Compare the damage with the total number of hit points the ship possesses, using the Damage to the Ship table found in *Conan: Pirate Isles*.

The focus for this spell is a drum, which must be rhythmically played during the casting time.

WEATHER WITCHING

Just as the sea is one of the basic boundaries of human life, so too the weather forms a constant reminder of man's subservience to nature itself. Crops only grow where the whim of the wind allows it; cities come and go with the sudden clap of thunder and unending rain. An individual who masters the weather can shape or destroy nations on a whim.

Waterspout

PP Cost: 10 PP

Components: V, S, F

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./scholar level)

Target: Area

Duration: 1d6×10 minutes

Saving Throw: Fortitude (see text)

Prerequisites: *Knot wind*, Perform (pipe or song)

Magic Attack Roll: Sets the DC for all checks, Profession (sailor) checks.

The sorcerer commands the wind to form a funnel on the water. During the first few minutes of casting, black clouds gather overhead and a dark spot is formed on the water. This is usually invisible to those on the surface, but easily seen from the air or a high crow's nest (Spot DC 25 for people on shore or a boat to see; DC 15 for someone in the crow's nest). Any smoke in the area will show the air moving upward in a spiral. The dark spot begins to spiral, mixing dark with lighter water. After five minutes of casting, even people on boats will feel the wind shifting and increasing. If characters look upward at this point, they will see a funnel descending from the clouds above. During the 8th minute of casting, the winds will reach about 40 miles per hour and the funnel will approach the water, sending spray out in a circular pattern. During the final moments of casting, the funnel will touch the water and the waterspout will be clearly visible. The waterspout's diameter is equal to 5 feet per scholar level of the casting sorcerer.

All flames in the vicinity are extinguished. All ranged attacks are impossible (even with siege weapons), as are Listen checks. All flight is impossible. Characters in close proximity to a waterspout who fail their Fortitude saves (DC 30) are sucked toward the waterspout. Those who

come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 1d6 points of damage per round, before being violently expelled (falling damage may apply). While a waterspout's rotational speed can be as great as 200 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). Ships struck by the waterspout take 6d6 points of damage. Compare the damage with the total number of hit points the ship possesses, using the Damage to the Ship table found in *Conan: Pirate Isles*.

The sorcerer can control the waterspout's movement or change its programmed movement as a standard action, moving during the character's turn in the initiative order. If the waterspout moves beyond the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds – possibly endangering the sorcerer or his allies – and then dissipates. The sorcerer cannot regain control of the waterspout once it is lost, even if it comes back within range.

The focus is either a song or a set of pipes. A sorcerer with 10 ranks of Perform (song) does not need to use pipes when summoning the waterspout.



Fallen Feats

Tricks & Talents of the Fallen

ALL CHARACTERS WITHIN the *Conan Role Playing 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.

ACROBATIC ATTACK [GENERAL]

You can make a series of attacks against your opponents while jumping and tumbling past them.

Prerequisites: Dexterity 13+, Intelligence 13+, base attack bonus +6 or higher, Combat Expertise, Dodge, Skill Focus (Tumble)

Benefit: A successful Tumble check (DC 25) allows you to tumble up to 20 feet without provoking attacks of opportunity. In addition, you may make a full attack action while you tumble but you may not attack from any single 5-foot square more than once. You take a -2 penalty on each attack you make while using this feat.

Special: Acrobatic Attack cannot be used with ranged or reach weapons. If you use two weapons or a double weapon, you still may attack only once from any given 5-foot square.



AMBUSH [GENERAL]

You are skilled at taking advantage of surprise

Prerequisite: Hide 5 ranks, Move Silently 5 ranks, Improved Initiative

Benefit: If you are aware of your opponents and they are not aware of you, you may take a full-round action during the surprise round.

Normal: During a surprise round, only partial actions are allowed.

ANIMAL MAGNETISM [GENERAL]

You exude an undeniable, yet feral, personality that others find both intoxicating and threatening.

Benefit: You gain a +2 bonus on Bluff, Diplomacy and Intimidation checks.

Special: You do not gain the above bonus and instead suffer a -2 penalty on any Bluff or Diplomacy checks that involve non-sexual subtlety, finesse or delicacy. For example, you suffer no penalty on Diplomacy checks while seducing a bar maid, but do suffer the penalty while negotiating a truce.

BACK PROTECTION [GENERAL]

You are always aware of attempts to sneak attack you with a melee weapon.

Prerequisites: Improved Uncanny Dodge, base attack bonus +6 or higher

Benefit: Whenever an opponent attempts to sneak attack you, you immediately may take an attack of opportunity, but only if you actually threaten the opponent.

DISARMING LOOKS [GENERAL]

Your physical appearance can fool other people into ignoring your other attributes, abilities or faults.

Prerequisites: Comeliness class ability

Benefit: Once per day, you may reroll any Bluff, Diplomacy, Gather Information or Intimidate check in which your gender and physical appearance may apply (such as seduction or convincing a guard of the opposite sex to let you by). You must accept the second roll regardless of the outcome.

DOMINATING DEMEANOUR

□ GENERAL □

You have a force of will that demands respect.

Prerequisites: Iron Will

Benefit: You gain a +2 bonus on Intimidate checks. This benefit increases to +4 in sexual situations in which you are dominating or imposing your authority and will on another person.

EAVESDROP □ GENERAL □

Your keen ears and curiosity make you adept at soaking up local information.

Prerequisites: Listen 4 ranks

Benefit: Apply your Wisdom bonus instead of Charisma bonus to Gather Information checks. You may choose which bonus to apply at will, as a free action.

FIRST STRIKE □ GENERAL □

Your reflexes and wariness are near-legendary.

Prerequisites: Combat Reflexes, Dexterity 19+

Benefit: Once per day, you may double your Initiative bonus for the first round of a single combat. You must decide whether or not to use this feat before you roll for Initiative at the beginning of a combat. You are only considered to have double your Initiative bonus for the first combat round; subsequent rounds will use your normal Initiative bonus. You may not use this feat if you are surprised, helpless, or in armour heavier than light.

GOSSIP □ GENERAL □

You are in touch with the social world wherever you travel.

Prerequisites: Gather Information 5 ranks, Knowledge (local *or* nobility) 5 ranks

Benefit: You gain a +4 bonus to Gather Information or Knowledge checks about the activities of people who are currently active in society. When you roll a natural 20 on your check, you gain one piece of relatively uncommon or hidden information that is absolutely true.

GREATER BLIND-FIGHT □ GENERAL □

You prefer to fight in total darkness because you suffer no penalties and your foes usually do. Your instincts and almost supernatural awareness serves you well.

Prerequisites: Wisdom 17+, Improved Blind-Fight

Benefit: You gain blindsight 10 ft. This ability is similar to blindsense, but is far more discerning. Using non-visual senses, such as sensitivity to vibrations, keen smell or acute hearing, you manoeuvre and fight

as well as a sighted creature. Invisibility, darkness and most kinds of concealment are irrelevant, though you must have line of effect to a creature or object to discern that creature or object. You usually do not need to make Spot or Listen checks to notice creatures within range of your blindsight ability. Unless noted otherwise, blindsight is continuous and you need do nothing to use it.

GREATER COMBAT REFLEXES □ GENERAL □

Your reflexes are honed to perfection, especially when making ripostes.

Prerequisites: Dexterity 17+, Combat Reflexes, Dodge, base attack bonus +8 or higher

Benefit: Failed attacks against you provoke attacks of opportunity.

GREATER FEINT □ GENERAL □

You are devoted to misdirecting your opponents.

Prerequisites: Intelligence 15+, Dexterity 13+, base attack bonus +11 or higher, Combat Expertise, Combat Reflexes, Improved Feint

Benefit: You can make a feint attempt as a free action, however you may only attempt it once per round per viable opponent.

GREATER INITIATIVE □ GENERAL □

You are insanely fast, able to attack like lightning.

Prerequisites: Dexterity 13+, Improved Initiative

Benefit: You gain an additional +4 bonus to Initiative checks, which stacks with the benefits provided by the prerequisite feat.



GREATER OVERRUN

□ GENERAL □

You knock them over, then hit them while they are down.

Prerequisites: Strength 15+, Combat Reflexes, Improved Overrun, Improved Trip, Power Attack

Benefit: You gain an additional +2 to opposed Strength or Dexterity checks when making an overrun. In addition you can make a follow-up attack on a successful overrun before resuming movement.

GREATER TRIP

□ GENERAL □

You are extremely skilled at knocking people down.

Prerequisites: Intelligence 15+, Combat Expertise, Improved Trip

Benefit: You gain an additional +2 bonus on your Strength checks to trip your opponents and your follow-up attacks gain a +2 bonus to their damage rolls.

HARD □ GENERAL □

You are able to take an amazing amount of punishment.

Prerequisites: Constitution 17+, base attack bonus +7 or higher

Benefit: You like to show off just how unafraid of pain you are. You might brand yourself with a loved one's name, hold your hand over a candle, cut your ears off, or let friends smash chairs over your head. You have built up a resistance to pain and minor wounds from such measures, gaining natural damage reduction of 1/-. Your body is heavily scarred with mementoes of all the fights you have been in and survived.

Special: You can take this feat multiple times. Each application of the feat stacks with prior applications.

IMPROVED BLIND-FIGHT

□ GENERAL □

Darkness does not faze you in a fight.

Prerequisites: Wisdom 15+, Blind-Fight

Benefit: You essentially gain the blindsense ability. Using non-visual senses, such as acute smell or hearing, you notice things you cannot see. You usually do not need to make Spot or Listen checks to pinpoint the location of a creature within 15 feet, provided that you have line of effect to that creature. Any opponent you cannot see still has total concealment against you but you still function as under the Blind-Fight feat, except you can still Dodge ranged attacks if they originate within 15 feet of you. Visibility still affects your movement as per the Blind Fight feat. You are still denied your Defence against ranged attacks from creatures beyond 15 feet.



INTIMIDATING ATTACK

□ GENERAL □

You have perfected the art of combining intimidation with physical violence.

Prerequisites: Intimidation 10 ranks, Reputation 10+

Benefit: You may declare any melee attack to be an intimidating attack; this represents striking your opponent while simultaneously making promises that 'there is more where that came from' and 'that's just the start of it, dog'. An intimidating attack is resolved in the same way as an ordinary melee attack. If it misses or fails to cause damage (often because of Damage Reduction), then no further checks are made and you may not attempt an intimidating attack against that opponent again for one week. However, if an intimidating attack successfully causes damage, then you may immediately make an Intimidate skill check against the opponent as a free action as if you were attempting to demoralise him in combat. For every 5 points of damage that is inflicted upon the target, a +1 circumstance bonus is applied to the Intimidate check, to a maximum of +5 (presuming the character survives his massive damage save). If the Intimidate check is successful, then the target becomes shaken for one round, as per the usual application of the Intimidate skill to unsettle an opponent. You may only make one intimidating attack per round and it may not be made against a creature that would ordinarily be immune to uses of the Intimidate skill, such as an ooze.

MENTOR [GENERAL]

You are a superb guide and protector.

Benefit: During your action, you designate an ally within 30 feet of you to receive a +1 morale bonus on all saving throws.

NEVER LEAVE AN ENEMY BEHIND [GENERAL]

You are utterly ruthless in battle, ensuring that any enemy that drops to the ground stays there.

Prerequisites: Sneak Attack

Benefit: Aiming for vital arteries and veins in your final strikes, your victim will quickly bleed to death unless healed or stabilised. Any enemy taken to negative hit points by your attacks will automatically lose 2 hit points per round until stabilised or healed.

PAIN DRIVEN [GENERAL]

You live for pain and adversity.

Prerequisites: Constitution 13+, Diehard, Toughness

Benefit: Whenever you suffer damage, you can gain a +2 circumstance bonus to Strength for one hour. You may benefit from this feat once per day.

Special: This feat can be taken multiple times. Each time adds on additional use per day.

PREDATOR'S EYE [GENERAL]

You can assess your prey's personality and weaknesses from a simple negotiation.

Prerequisites: Base attack bonus +4 or higher, Sense Motive 6 ranks, Spot 8 ranks

Benefits: With a successful Spot check (DC 10 + the opponent's character level) versus an opponent with whom you have spoken to for at least five minutes, you can gain keen insight into their weaknesses, conferring a one-time +4 insight bonus to any future skill check versus the same opponent. You may choose instead to gain a +2 insight bonus to your next attack against that opponent. This feat is often used by temptresses, flatterers and kidnappers to seduce their prey.

REPUTATION TRANSFER [GENERAL]

The mention of your name is enough to unsettle those who have heard of you.

Prerequisites: Leadership, Reputation 18+

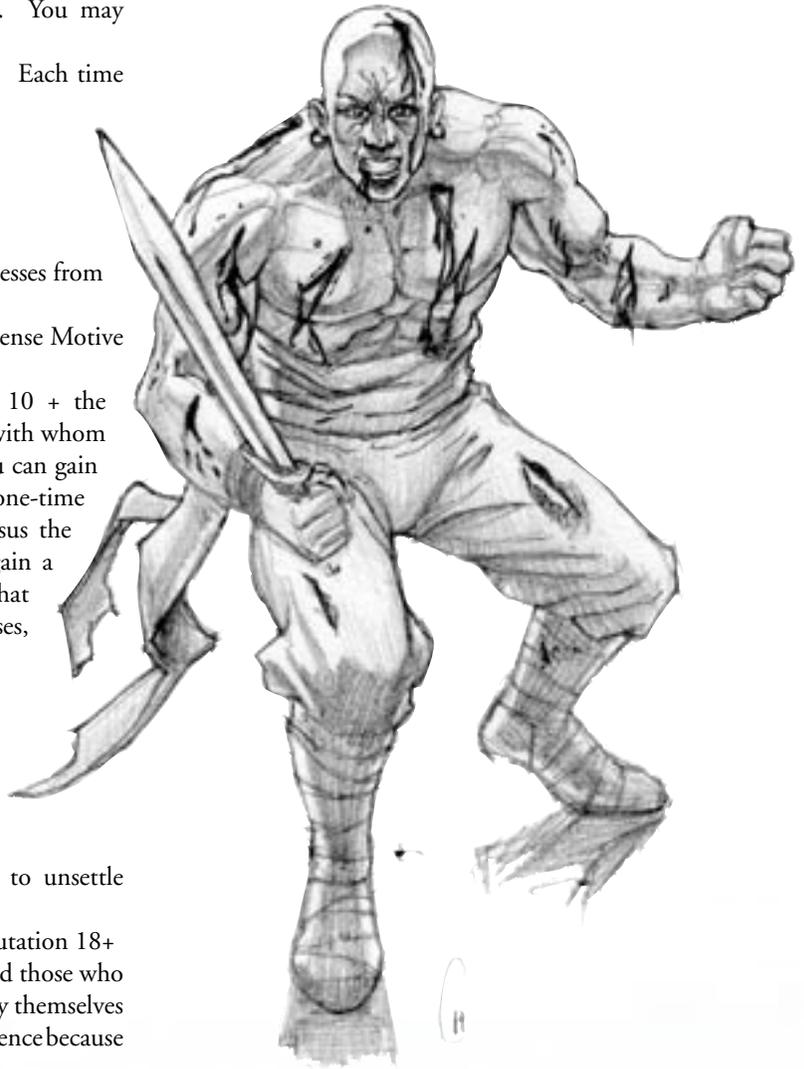
Benefit: Your followers and those who work for you may carry themselves with greater confidence because

they know who they work for and what kind of person you are. A measure of your own power to intimidate others is transferred to those who work under you. Your followers and cohorts benefit from your Reputation bonus (see *Conan the Roleplaying Game*) gaining a circumstance bonus to Intimidate and Gather Information skill checks equal to your Reputation bonus -1, when interacting with anyone other than fellow followers. For example, if you are a dreaded pirate with a Reputation of 30, and you send your followers out to impress some new 'recruits.' Your reputation bonus is +4 so your followers, in this instance, get a +3 circumstance bonus to their Intimidation checks.

RESIST TEMPTATION [GENERAL]

You are hardened to sexual advances and magical effects intended to entice you.

Benefit: You gain a +4 resistance bonus on Will saves against spells or spell-like effects that affect the attitude of the victim. You also gain the resistance bonus against Diplomacy checks that have sexual overtones.



SCALE THE ROPES AND WALLS [GENERAL]

You are skilled at combat while climbing.

Prerequisites: Climb 14 ranks

Benefit: While you are climbing, defenders lose their +1 bonus to melee attacks from higher ground. Furthermore, you gain concealment whenever you are climbing, conferring a 10% miss chance on all attacks against you.

SEA LEGS [GENERAL]

Having spent a great length of time at sea, the pitching and rolling of ships is nothing to you and can even be comforting in a way. Whilst others are vulnerable to losing their balance or even falling sick as the ship constantly rises and drops as it skims the waves, you remain rock steady upon the deck, continuing your tasks as if nothing were amiss.

Prerequisites: Must have spent at least 3 months at sea

Benefit: Whilst on board a ship, you gain a +2 competence bonus to all Climb, Concentration, Jump and Use Rope checks.

SEDUCCER [GENERAL]

You have an uncanny ability to influence members of the opposite sex.

Prerequisites: Charisma 17+, Perform (acting, poetry or any musical skill) 3 ranks

Benefits: Whenever you interact with a member of the opposite sex, you receive a +2 bonus to all skill checks where Charisma is the key ability. There is also a 10% chance of the +2 applying to someone of the same sex.

Special: You may take this feat a second time and choose the other gender.

SIDEWINDER [GENERAL]

You are adept at striking an opponent who is otherwise occupied.

Benefit: You gain a +2 damage bonus when you flank an opponent.

SNEER [GENERAL]

You are a fearsome figure and not as susceptible to fear as others are.

Prerequisites: Intimidate 10 ranks, Charisma 15+

Benefit: You will stand your ground and face down anything that tries to intimidate you, whether it is natural or supernatural in origin. You receive a +4 resistance bonus to all saving throws against Terror or fear effects. Moreover, your level checks to oppose Intimidation by other people apply a +4 insight bonus.

SORCEROUS INSTRUCTOR [SORCERY]

You are a superb guide and instructor in the ways of sorcery.

Benefit: During your action, you designate any sorcerous ally within 30 feet of you to receive a +1 morale bonus on their Magic Attack Roll.

SUBMISSIVE

DEMEANOUR [GENERAL]

You possess a demeanour that others find unthreatening or pitiable.

Prerequisites: Wisdom 13+

Benefit: When targeted by spells or effects, you may make a contested Will save with the caster. If you succeed, the caster considers you unworthy of such attention and chooses another target. This has no effect if there is no other target available or against area-effect spells.

Special: If you fail the Will save by 5 or more, the sorcerer focuses his entire attention on you the following round. You may not willingly choose to fail this save. The benefit ends as soon as you take any sort of hostile action, such as attacking or casting spells.

TEAM FLANKING [GENERAL]

Skilled in fighting as part of a group, you are adept at making devastating flanking attacks.

Prerequisites: Base attack bonus +6 or higher

Benefit: You gain a +4 bonus to your attack roll whenever flanking an opponent. The ally helping you flank the opponent retains his normal +2 attack bonus unless he also has this feat.

TRUE SUBMISSIVE [GENERAL]

You are a truly submissive soul, unworthy of attention.

Prerequisites: Submissive Demeanour

Benefit: Any intelligent creature (those with an Intelligence score of 4 or more) that attempts to directly attack you (even with a targeted spell or spell-like effect) must make an opposed Will save to follow through on the attack. If he fails, the attack is stopped (and the spell is wasted). If the opponent succeeds, he may attack normally and does not have to make another Will save to attack you for 24 hours.

Special: The benefit ends as soon as you attack, make threatening movements (such as casting a spell) or take a move action, although you may still take a 5-foot adjustment.

By Roaring Oceans

Pirate Multiclassing Options

THE PIRATE CLASS is a versatile concept in *Conan the Roleplaying Game*. The skill rules in *Conan the Roleplaying Game* further permit customisation by allowing any skill points realised from high Intelligence scores to be spent on any skill as though it were a class skill. Still further, pirates can take levels in other classes to compliment their own combat mastery or further expand their skills and special qualities. This chapter presents possible ways to combine the pirate with the rest of the classes presented in *Conan the Roleplaying Game*, presenting advice on feat and racial choices and other options available when the character gains new abilities from new levels in alternative classes.

With any sort of multiclassing, the character will lose access to the high level abilities of the pirate character class. All of these combinations include this inherent weakness. These character concepts lose additional sneak attacks, Improved and Greater Mobility, improved Seamanship, additional Poison Resistances and additional Ferocious Attacks.

This book assumes that the character's main focus is the pirate aspect, taking levels in other classes to alter their basic pirate concept slightly. Other character classes taking levels in pirate to compliment their primary focus are covered in later chapters or in other *Conan the Roleplaying Game* supplements. The advancement rates offered herein are not to be taken as the final word on the subject but merely as guidelines to meet a particular character concept.

CORSAIR

PIRATE/BARBARIAN

A corsair is created by combining the murderous heart of the pirate with the feral power of the barbarian, merging their unique talents together to form a furiously violent pirate, an archetype of amoral power. They are raiders who loot and pillage coastal communities, acting without honour and without fear. Slaying and dying are their pleasures in life, unhampered by morality and other trifles that limit men's lives. They are brawlers and ruffians, tale-tellers and carousers. They are not mere pirates – they are an utter scourge, leaving a trail of blood, fire and tears behind them as they travel the seas and ports of

the Hyborean landscape. Corsairs are havoc incarnate. They haunt the coasts of the Barachas, Zingara, Argos, Shem, Stygia, the Black Coast, Vendhya and Khitai, ravaging the coastlines and plundering the treasures of the age.

STRENGTHS

The pirate gains a number of benefits from adding barbarian levels to his pirate class, the following being the most important for the role of the corsair:

- ✦ **Trap Sense:** The barbarian's ability to sense traps helps him in enemy territories and on enemy ships.
- ✦ **Fearless:** The corsair has a better Will save against fear and Terror than most pirates because of the +2 resistance bonus from the barbarian class.
- ✦ **Versatility:** This barbarian power helps the pirate when he needs a weapon fast.
- ✦ **Crimson Mist:** This helps the corsair in Terror-fraught situations.
- ✦ **Improved Combat Capability:** The corsair has an overall better base attack bonus than a straight classed pirate.
- ✦ **Improved Hit Dice:** The barbarian's d10 Hit Dice gives the corsair better average hit points than a similarly levelled pirate.
- ✦ **Improved Fortitude & Reflex Saves:** The addition of the barbarian class gives the corsair a powerful initial boost in Fortitude and Reflex saves. The corsair ultimately ends with a slightly higher save in both categories. A high Dexterity or Constitution score can bolster this further.

WEAKNESSES

The pirate dilutes his combat ability by taking up barbarian levels, adding the following weaknesses:

- ✦ **Reduced Defence:** The corsair suffers from a diminished capacity to defend himself, especially with Parry Defence.
- ✦ **Slowed Will Saves:** Both barbarian and pirate have slow Will saves, creating a character with an extremely slow developing Will save.
- ✦ **Potentially Useless or Duplicated Feats:** Track may have less utility for a corsair than for most barbarians, and both the barbarian and pirate gain the Bite Sword ability, for which a second application does nothing for the character.



RECOMMENDED OPTIONS

As the character combines pirate and barbarian levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ Useful feats for the Corsair include Improved Bull Rush. Bull rushing opponents off the edge of ships is an excellent choice of tactic, especially if the opponent is heavily armoured. Athletic is another good choice of feat, bolstering both Climb and Swim checks.
- ❖ Try to get the prerequisites for as many combat manoeuvres from *Conan: Pirate Isles* as the character can. Take ranks in either Jump or Tumble, take ranks in Swim, increase the character's Reputation, take feats such as Improved Grapple, Leadership and Combat Reflexes.
- ❖ Take skills that improve the class features of the pirate, such as combining Tumble with Mobility.

RACES

Characters combining the pirate and barbarian classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Hyborians treat all class combinations as favoured classes and can use Adaptability and their choices of Background Skills to great benefit. Bossonians, Gundermen, Hyperboreans and Taurans are exceptions however, since pirate is a prohibited class to all of them at 1st level.
- ❖ Although Cimmerian, Himelian tribesmen and Picts have barbarian as a favoured class, pirate is prohibited to them at 1st level, so they would be better off with the sea wolf progression offered in *Conan: Hyboria's Fiercest*.
- ❖ Argosseans, Barachans and Zingarans make excellent corsairs. The pirate class is favoured for them.
- ❖ Kushites, Darfari and Nordheimir also make excellent corsairs. The barbarian class is favoured for them.
- ❖ Southern Islander or Southern Black Kingdom tribesmen make powerful corsairs. Both pirate and barbarian are favoured classes, so they will gain bonus feats faster than other corsairs as they rise in levels.
- ❖ Zamorians cannot follow this progression as both barbarian and pirate are prohibited classes at 1st level to them.

VARIANT RULES

The following rules variants are intended for multiclass pirate/barbarian only and reflect the special training a corsair might receive in the course of his adventuring career.

- ❖ **Sea Dog:** Replace the barbarian bonus feat Track with Sea Dog because the Corsair is well versed in the ways of shipboard combat but not necessarily a wonderful wilderness tracker. He gains a +2 bonus to all attack rolls and a +2 bonus to his Dodge Defence while fighting on board ships or when fighting in water at least waist deep. The character must have at least one level in pirate.
- ❖ **Terrifying Brutality:** Upon gaining 7th pirate level, the character may elect to take Terrifying Brutality in lieu of a second application of Bite Sword. The character must have already gained Bite Sword from another source, such as levels in barbarian. The skill and fury of the corsair is incredibly intimidating to witness. When demoralising an opponent (see the Intimidate skill rules in *Conan the Roleplaying Game*), the character may add a +4 competence bonus to his Intimidate check.
- ❖ **Run Them Down:** Upon gaining 8th pirate level, the character may elect to take Run Them Down instead of Poison Resistance +1. The corsair has learned to use the brute strength of his Crimson Rage or Fighting-Madness to his own tactical advantage, running down his enemies. Whilst in the midst of either the Crimson Rage or the Fighting-Madness, the corsair benefits from both the Improved Bull Rush and Improved Overrun feats, whether or not he has these feats or their prerequisites.

Corsair (Pirate/Barbarian)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Pirate 1	+0	+0	+0	+2	+2	+0	Seamanship +1, Ferocious Attack, (character feat)
2 nd	Barbarian 1	+1	+0	+0	+4	+4	+0	Track, Fearless, Versatility (-2 penalty)
3 rd	Pirate 2	+2	+1	+1	+5	+5	+0	Pirate Code, To Sail a Road of Blood & Slaughter, (character feat)
4 th	Barbarian 2	+3	+2	+1	+6	+6	+0	Bite Sword, Crimson Mist, (single ability increase)
5 th	Pirate 3	+4	+3	+1	+6	+6	+1	Sneak Attack +1d6, Sneak Subdual
6 th	Barbarian 3	+5	+4	+2	+6	+6	+2	Trap Sense +1, Endurance, (all ability increase, character feat)
7 th	Pirate 4	+6/+1	+5	+3	+7	+7	+2	Uncanny Dodge
8 th	Barbarian 4	+7/+2	+6	+3	+8	+8	+2	Improved Uncanny Dodge, (single ability increase)
9 th	Pirate 5	+7/+2	+6	+3	+8	+8	+2	Mobility, (character feat)
10 th	Barbarian 5	+8/+3	+6	+3	+8	+8	+2	Improved Mobility, (all ability increase)
11 th	Pirate 6	+9/+4	+7	+4	+9	+9	+3	Sneak Attack +2d6, Seamanship +2
12 th	Barbarian 6	+10/+5	+8	+5	+10	+10	+4	Trap Sense +2, Diehard, (single ability increase, character feat)
13 th	Pirate 7	+11/+6/+1	+9	+5	+10	+10	+4	Bite Sword, Ferocious Attack (additional attack)
14 th	Barbarian 7	+12/+7/+2	+10	+5	+10	+10	+4	Versatility (no penalty), (all ability Increase)
15 th	Pirate 8	+13/+8/+3	+11	+6	+11	+11	+4	Poison Resistance +1, (character feat)
16 th	Pirate 9	+13/+8/+3	+11	+6	+11	+11	+5	Sneak Attack +3d6, (single ability increase)
17 th	Pirate 10	+14/+9/+4	+12	+7	+12	+12	+5	Greater Mobility, Navigation
18 th	Pirate 11	+15/+10/+5	+13	+7	+12	+12	+5	Seamanship +3, (all ability increase, character feat)
19 th	Pirate 12	+16/+11/+6/+1	+14	+8	+13	+13	+6	Sneak Attack +4d6
20 th	Pirate 13	+16/+11/+6/+1	+14	+8	+13	+13	+6	Ferocious Attack (stun, blood & slaughter), (single ability increase)

TREASURE HUNTER [PIRATE/BORDERER]

The treasure hunter is a pirate who scours islands and towns for their caches of treasure. He will sail to a land, then track inland in search of treasure. The treasure hunter must understand the land, the animals and the natives. He also understands the importance of awareness, improvisation and the will to live. The treasure hunter is skilled at watching other pirate ships and, if they hide their treasure or equipment, tracking them down and taking their treasure from ambush.

STRENGTHS

A treasure hunter gains a number of benefits from adding borderer levels to his pirate class.

- ✦ **Fortitude & Reflex Saves:** The treasure hunter has an improved rate of Fortitude and Reflex saves. The treasure hunter is well-

equipped to survive the rigours of wilderness travel, compared to the straight class pirate.

- ✦ **Combat Style and Free Feats:** The character can choose a combat style and receive free feats.
- ✦ **Favoured Terrain:** The borderer's advantage in certain terrain is an asset to the pirate in the wild.
- ✦ **Improved Combat Capability:** The treasure hunter has an overall better base attack bonus than a straight classed pirate.
- ✦ **Improved Hit Dice:** The borderer's d10 Hit Dice gives the treasure hunter better average hit points than a similarly levelled pirate.

WEAKNESSES

The treasure hunter character has a few weaknesses.

- ✦ **Weak Parry Bonus:** The treasure hunter is much less capable of parrying attacks than a single class pirate.
- ✦ **Slow Dodge Bonus:** The treasure hunter has a slower dodge through most of the levels.
- ✦ **Slow Will Save Progression:** Especially at lower levels, the Will save progression for the treasure hunter is slow.

The Treasure Hunter (Pirate/Borderer)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Pirate 1	+0	+0	+0	+2	+2	+0	Seamanship +1, Ferocious Attack, (character feat)
2 nd	Borderer 1	+1	+0	+0	+4	+4	+0	Track, Favoured Terrain +1
3 rd	Pirate 2	+2	+1	+1	+5	+5	+0	Pirate Code, To Sail a Road of Blood & Slaughter, (character feat)
4 th	Borderer 2	+3	+2	+2	+6	+6	+0	Combat Style, (single ability increase)
5 th	Pirate 3	+4	+3	+2	+6	+6	+1	Sneak Attack +1d6, Sneak Subdual
6 th	Borderer 3	+5	+3	+2	+6	+6	+2	Endurance, (all ability increase, character feat)
7 th	Pirate 4	+6/+1	+4	+3	+7	+7	+2	Uncanny Dodge
8 th	Borderer 4	+7/+2	+5	+4	+8	+8	+2	Favoured Terrain +2, (single ability increase)
9 th	Pirate 5	+7/+2	+5	+4	+8	+8	+2	Mobility, (character feat)
10 th	Borderer 5	+8/+3	+5	+4	+8	+8	+2	Improved Combat Style, (all ability increase)
11 th	Pirate 6	+9/+4	+6	+5	+9	+9	+3	Sneak Attack +2d6, Seamanship +2
12 th	Borderer 6	+10/+5	+7	+6	+10	+10	+4	Diehard, (single ability increase, character feat)
13 th	Pirate 7	+11/+6/+1	+8	+6	+10	+10	+4	Bite Sword, Ferocious Attack (additional attack)
14 th	Borderer 7	+12/+7/+2	+8	+6	+10	+10	+4	Second Favoured Terrain +1, Guide, (all ability increase)
15 th	Pirate 8	+13/+8/+3	+9	+7	+11	+11	+4	Improved Uncanny Dodge, Poison Resistance +1, (character feat)
16 th	Borderer 8	+14/+9/+4	+10	+8	+12	+12	+4	Favoured Terrain +3, (single ability increase)
17 th	Pirate 9	+14/+9/+4	+10	+8	+12	+12	+5	Sneak Attack +3d6
18 th	Borderer 9	+15/+10/+5	+10	+8	+12	+12	+6	Swift Tracker, (all ability increase, character feat)
19 th	Pirate 10	+16/+11/+6/+1	+11	+9	+13	+13	+6	Improved Mobility, Navigation
20 th	Pirate 11	+17/+12/+7/+2	+12	+9	+13	+13	+6	Seamanship +3, (single ability increase)



❖ **Armour Restriction:** The borderer cannot wear medium or heavy armour and still enjoy his many special features, which is a problem for combat oriented treasure hunters.

RECOMMENDED OPTIONS

As the character combines pirate with borderer levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ The borderer's combat style presents a chance for the character to gain feats he might not normally qualify for, provided he is willing to wear only light or no armour. The character should pick a Combat Style and complement it with simpler feats that complete the style.
- ❖ Given the fact that borderers must wear light or no armour to enjoy their class's benefits, as well as the slow Dodge and Parry progression, any bonus feats from favoured classes should go towards defensive measures such as Dodge, Parry and Combat Expertise. Two-Weapon Defence is an excellent option if the character chooses the two-weapon style.
- ❖ A high Dexterity is desirable not only because of the bonus to

Dodge Defence Value it provides, but also to meet the prerequisites of feats that complement both of the borderer's combat styles. Finesse weapons are a good option when the character has a medium or high Dexterity score.

- ❖ Treasure hunters are often called upon to find water, track food, track enemies and a thousand other tasks requiring this skill, in addition to just following tracks to find treasure. The treasure hunter needs to keep Survival at maximum ranks to remain superior.

RACES

Characters combining the pirate and borderer classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Hyborians treat all class combinations as favoured classes and can use Adaptability and their choices of Background Skills to great benefit. Bossonians, Gundermen, Hyperboreans and Taurans, however, are exceptions, since pirate is a prohibited class to all of them at 1st level.
- ❖ Argosseans, Barachans, Southern Islanders, Southern Black Kingdom tribesmen and Zingarans make excellent treasure hunters. The pirate class is favoured for them.

VARIANT RULES

The following rules variants are intended for multiclass pirate/borderer only and reflect the special training a treasure hunter might receive in the course of his adventuring career.

- ❖ **Treasure Lore:** Upon gaining 3rd pirate level, the character may elect to take Treasure Lore instead of Sneak Subdual. The treasure hunter is an avid collector of knowledge and information about treasure, lost locations and pirates, both from idle gossip as well as study. He adds his pirate and borderer levels as a competence bonus to Knowledge (arcana), Knowledge (geography) or Gather Information if it relates to treasures, lost locations or famous pirates.

SEA CAPTAIN

□PIRATE/NOBLE□

A sea captain is a pirate with wealth and family behind him. Pirate first and foremost, he uses his wealth to further his marine goals. While most pirate ships are commanded by an elected captain or an assigned officer, some people are inherently born to lead. This could be an exiled noble taken to the sea or even a kidnapped noble who, through his early training and lineage, rises to command. An Argossean sea captain may have his ship as a granted fief and run it in a feudal manner. Since the pirate/noble owns his own ship, he

can run it any way he sees fit. They often prefer distinct ranks among the crewmen to help keep things organised and running smoothly.

STRENGTHS

A sea captain gains a number of benefits from adding noble levels to his pirate class, the following being the most important for the role of the pirate:

- ❖ **Wealth:** Most pirates are poor, sea captains are not. They do, however, have a need to purchase ships.
- ❖ **Improved Will Saves:** Sea captains are trained to be strong-willed. They tend to have Will saves equivalent to their Fortitude and Reflex saves because the noble class has a good Will save and the pirate class has good Fortitude and Reflex saves.
- ❖ **Feats:** The noble gains Leadership for free, which allows a pirate to become a leader without having to spend a precious feat slot.
- ❖ **Social Abilities:** Sea captains can use the noble's social abilities to help him remain in power.

WEAKNESSES

The sea captain dilutes his combat ability by taking up noble levels, adding the following weaknesses.



Sea Captain (Pirate/Noble)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Pirate 1	+0	+0	+0	+2	+2	+0	Seamanship +1, Ferocious Attack, (character feat)
2 nd	Noble 1	+0	+0	+0	+2	+2	+2	Title, Rank Hath Its Privileges, Wealth
3 rd	Pirate 2	+1	+1	+1	+3	+3	+2	Pirate Code, To Sail a Road of Blood and Slaughter, (character feat)
4 th	Noble 2	+2	+1	+2	+3	+3	+3	Special Regional Feature +1, (single ability increase)
5 th	Pirate 3	+3	+2	+2	+3	+3	+4	Sneak Attack +1d6, Sneak Subdual
6 th	Noble 3	+4	+3	+2	+4	+4	+4	(All ability increase, character feat)
7 th	Pirate 4	+5	+4	+3	+5	+5	+4	Uncanny Dodge
8 th	Noble 4	+6/+1	+4	+4	+5	+5	+5	Social Ability, (single ability increase)
9 th	Pirate 5	+6/+1	+4	+4	+5	+5	+5	Mobility, (character feat)
10 th	Noble 5	+6/+1	+4	+4	+5	+5	+5	Lead By Example +2, (all ability increase)
11 th	Pirate 6	+7/+2	+5	+5	+6	+6	+6	Sneak Attack +2d6, Seamanship +2
12 th	Noble 6	+8/+3	+6	+6	+7	+7	+7	Enhanced Leadership, (single ability increase, character feat)
13 th	Pirate 7	+9/+4	+7	+6	+7	+7	+7	Bite Sword, Ferocious Attack (additional attack)
14 th	Noble 7	+10/+5	+7	+6	+7	+7	+7	Special Regional Feature +2, (all ability increase)
15 th	Pirate 8	+11/+6/+1	+8	+7	+8	+8	+7	Improved Uncanny Dodge, Poison Resistance +1, (character feat)
16 th	Noble 8	+12/+7/+2	+9	+8	+8	+8	+8	(Single ability increase)
17 th	Pirate 9	+12/+7/+2	+9	+8	+8	+8	+9	Sneak Attack +3d6
18 th	Noble 9	+12/+7/+2	+9	+8	+9	+9	+9	Social Ability, (all ability increase, character feat)
19 th	Pirate 10	+13/+8/+3	+10	+9	+10	+10	+9	Improved Mobility, Navigation
20 th	Noble 10	+14/+9/+4	+10	+10	+10	+10	+10	Lead By Example +4, (single ability increase)

- ❖ **Slower Base Attack Bonus progression:** Sea captains are not as well trained for combat as the typical pirate. Although the special regional feature of the noble class offsets this weakness somewhat, it is undeniable that the noble-born sea captain is less able to launch an attack than a straight class pirate of equal level.
- ❖ **Weak Dodge Bonus:** Sea captains are much less capable of dodging attacks than single class pirates of equal level.
- ❖ **Weak Fortitude Saves:** Sea captains are less able to endure hardship and physical stress than a pirate.
- ❖ **Slow Reflex Saves:** Sea captains do not react to danger as quickly as a pirate at most levels.

RECOMMENDED OPTIONS

As the character combines pirate and noble levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ Due to the restrictions of multiclassing into the noble class, it is easier to start this progression off with the noble class at 1st level instead of the pirate class. If the Games Master permits, the noble class can be taken at 2nd level if the character comes from a background where wealth can buy nobility.
- ❖ Starting wealth can be used to buy a ship.

- ❖ A sea captain should put ranks into Diplomacy and Intimidate in order to influence troops and superiors. Feats such as Negotiator and Persuasive are appropriate for a sea captain character.

- ❖ Leadership should be taken as early as possible (6th character level). Do not wait until the character gets the feat for free at 12th character level. A loyal crew of followers and a cohort for an officer are priceless assets. They provide a stout defence against mutiny.

- ❖ Sea captains should choose social abilities that will help in a military sense. Ally, Refuge and Reputation are excellent choices for sea captain characters.

RACES

Characters combining the pirate and noble classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Hyborians treat all class combinations as favoured classes and can use Adaptability and their choices of Background Skills to great benefit. Bossonians, Gundermen, Hyperboreans and Taurans are exceptions, since pirate is a prohibited class to all of them at 1st level. Bossonians are even prohibited from taking the noble class at 1st level.

- ❖ A Chaga sea captain would be interesting. They have the noble class as a favoured class. They could rule a ship of Kushite sea wolves (see *Conan: Hyboria's Fiercest*) or corsairs (see page 74).
- ❖ Cimmerians, Himelian tribesmen, Ghanata, Darfari and Picts are unable to take this class combination as both pirate and noble are forbidden to them at 1st level.
- ❖ The sinister Stygians make frightening ship captains. The noble class is favoured and they rule at the behest of the priesthood. Many dabble in the occult and rule with iron fists.
- ❖ Vendhyans are also good candidates for sea captain. Like the Stygians, the noble class is favoured.
- ❖ Argosseans, Barachans, Southern Islanders, Southern Black Kingdom tribesmen and Zingarans make excellent sea captains. The pirate class is favoured for them.

VARIANT RULES

The following rules variants are intended for multiclass pirate/noble only and reflect the special training a sea captain might receive in the course of his adventuring career.

- ❖ **Panache:** Upon gaining 3rd noble level, the character may elect to take Panache. Sea captains are known for their ability to succeed when everyone thought they would fail. When a roll that a sea captain makes fails to meet a DC or an opposed roll by a margin of up to five points plus the sea captain's Intelligence modifier (if positive), he can spend a Fate Point to consider the action a success, although a marginal one with reduced effects (Games Master's option; a barely saved attack roll could only do minimum damage, for example). All Fate Points used for this ability are restored to the character the next day. The character must have at least 3 levels of pirate to qualify for this ability.
- ❖ **Opportunistic Escape:** The sea captain, at 4th noble level or higher, can avoid even magical and unusual attacks with great agility. He takes this ability in lieu of a Social Ability, and the character must have at least 4 levels of pirate. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage, but if he succeeds by ten points or more, he is able to direct his escape with grace and tactical advantage, gaining one of the following benefits (player's choice):
 - ❖ +2 on his Initiative place
 - ❖ +1 bonus to attack and damage rolls for 2 rounds
 - ❖ +2 on further saving throws of any kind for 2 rounds
 - ❖ Negate his attacker's Dexterity bonus to Dodge Defence or Strength bonus to Parry Defence for 2 rounds.

This ability can be used only if the character is wearing light armour or no armour. A helpless sea captain does not gain the benefit of opportunistic escape.

- ❖ **Interference:** The sea captain is an expert when it comes to messing up other people's plans and interrupting carefully-laid strategies as they unfold. Once per encounter per Charisma modifier, the sea captain can change his Initiative order to interrupt the actions of an opponent, just as if he had taken a ready action. The sea captain must not have taken any action in the turn in order to use this ability and he spends one Fate Point each time he does. The character's Initiative order changes to the one he acted upon to interfere. All Fate Points spent in this manner return the next day. This ability is taken in lieu of a social ability. The character must have at least one level of pirate to take this ability.

RAIDER OF THE VILAYET

PIRATE/NOMAD

The pirate/nomad is almost an oxymoron. One lives aboard ship, the other lives on a horse or a camel. However, the mixture is not that uncommon around the Vilayet, especially among the escaped slaves of the Turanian empire. The raider of the Vilayet belongs to both the *Kozaki* and the Red Brotherhood of the Vilayet, preying on Turanian shipping until the Hyrkanian lake gets too hot for him, then he mounts his horse and preys upon Turanian caravans with the *Kozaks* until he likewise gets too bold and must take to the Vilayet once more. He may also be the master of amphibious assaults.

STRENGTHS

A raider of the Vilayet gains a number of benefits from adding nomad levels to his pirate class, the following being the most important for the role of the pirate:

- ❖ **Much Stronger Fortitude Save:** The raider of the Vilayet is tough and rigorous. He has a better Fortitude save than a straight class pirate.
- ❖ **Much Stronger Reflex Save:** The raider of the Vilayet is also quick on his feet, boasting of a stronger Reflex save progression than the straight class pirate.
- ❖ **Improved Combat Capability:** The raider of the Vilayet has a stronger base attack bonus than a straight-classed pirate; however, he is less able to defend himself.
- ❖ **Improved Hit Dice:** The nomad has a higher Hit Dice than the pirate, which gives the raider of the Vilayet a slightly higher average hit point total.
- ❖ **Favoured Terrain/Seamanship:** The raider of the Vilayet gains bonuses to Dodge Defence as well as circumstance bonuses to several useful skills whether on land or on sea.

The Raider of the Vilayet (Pirate/Nomad)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Pirate 1	+0	+0	+0	+2	+2	+0	Seamanship +1, Ferocious Attack, (character feat)
2 nd	Nomad 1	+1	+0	+0	+4	+4	+0	Track, Favoured Terrain +1, Born to the Saddle
3 rd	Pirate 2	+2	+1	+1	+5	+5	+0	Pirate Code, To Sail a Road of Blood and Slaughter, (character feat)
4 th	Nomad 2	+3	+2	+2	+6	+6	+0	Bonus Feat, (single ability increase)
5 th	Pirate 3	+4	+2	+2	+6	+6	+1	Sneak Attack +1d6, Sneak Subdual
6 th	Nomad 3	+5	+2	+2	+6	+6	+2	Endurance, (all ability increase, character feat)
7 th	Pirate 4	+6/+1	+3	+3	+7	+7	+2	Uncanny Dodge
8 th	Nomad 4	+7/+2	+4	+4	+8	+8	+2	Nomad Charge +1, Favoured Terrain +2, (single ability increase)
9 th	Pirate 5	+7/+2	+4	+4	+8	+8	+2	Mobility, (character feat)
10 th	Nomad 5	+8/+3	+4	+4	+8	+8	+2	Improved Mobility, (all ability increase)
11 th	Pirate 6	+9/+4	+5	+5	+9	+9	+3	Sneak Attack +2d6, Seamanship +2
12 th	Nomad 6	+10/+5	+6	+6	+10	+10	+4	Die Hard, (single ability increase, character feat)
13 th	Pirate 7	+11/+6/+1	+6	+6	+10	+10	+4	Bite Sword, Ferocious Attack (additional attack)
14 th	Nomad 7	+12/+7/+2	+6	+6	+10	+10	+4	Bonus Feat, (all ability increase)
15 th	Pirate 8	+13/+8/+3	+7	+7	+11	+11	+4	Improved Uncanny Dodge, Poison Resistance +1, (character feat)
16 th	Nomad 8	+14/+9/+4	+8	+8	+12	+12	+4	Favoured Terrain +3, (single ability increase)
17 th	Pirate 9	+14/+9/+4	+8	+8	+12	+12	+5	Sneak Attack +3d6
18 th	Nomad 9	+15/+10/+5	+8	+8	+12	+12	+6	Second Favoured Terrain +1, (all ability increase, character feat)
19 th	Pirate 10	+16/+11/+6/+1	+9	+9	+13	+13	+6	Greater Mobility, Navigation
20 th	Pirate 11	+17/+12/+7/+2	+10	+9	+13	+13	+6	Seamanship +3, (single ability increase)

- ❖ **Nomad Charge:** The raider of the Vilayet can charge his mount with greater skill than a straight class pirate mounted on a horse.
- ❖ **Mobility:** Because the pirate has a weaker Parry bonus progression than a straight class nomad, the Mobility bonus feat, especially if used with some ranks in Tumble, helps to protect the character.

WEAKNESSES

The raider of the Vilayet has a few weaknesses:

- ❖ **Slower Will Save:** The raider of the Vilayet has a slightly slower progression of Will saves than a single classed pirate, breaking even for many levels.
- ❖ **Weak Defences:** The raider of the Vilayet has a weaker Dodge and Parry base compared to a straight class pirate.

RECOMMENDED OPTIONS

As the character combines pirate and nomad levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ The raider of the Vilayet needs his mount, so he should choose some skills that create synergies with other skills and feats to protect his mount. An excellent combination

is to put 5 ranks in Handle Animal, maximise his Ride skill and take Mounted Combat and Skill Focus (Ride) for feats if pirate or nomad is a favoured class. The Mounted Combat feat allows a character to negate a successful melee hit against his mount by making a Ride check. Putting 5 ranks into Handle Animal gives the raider of the Vilayet a +2 synergy bonus in Ride. Taking the Skill Focus (Ride) gives the character a further +3 bonus to the Ride check. By taking Animal Affinity, the Ride check gains another +2 bonus. By 2nd level, a raider of the Vilayet could be making Ride checks at +12, not counting Dexterity or any further racial bonuses.

- ❖ This character is a generalist and not a specialist. His feats should emphasise both seamanship and horsemanship. Archery feats will be nice because they can be used in both environments.
- ❖ Many raiders of the Vilayet are former Turanian slaves, so the Whip Weary feat (from *Conan: Pirate Isles*) would be appropriate. From there, the former-slave-turned-pirate could take Heart of Hate, Hunted, Steel's Sacrifice and/or Unfettered (all from *Conan: Pirate Isles*).
- ❖ Having a strong Dexterity score is helpful for both classes, so put a high score in that ability.



- ❖ These characters have extremely poor Dodge and Parry values. The character should consider either the Dodge or the Parry feat (depending on whether his Strength or his Dexterity will help him the most), or both feats for versatility. Recall also that five ranks in Tumble gains an additional +1 dodge bonus to Dodge Defence.
- ❖ Heal and Survival are both good skills for the raider of the Vilayet, who must not only care for himself but also his mount.

RACES

Characters combining the pirate and nomad classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Hyborians treat all class combinations as favoured classes and can use Adaptability and their choices of Background Skills to great benefit. Bossonians, Gundermen, Hyperboreans and Taurans, however, are exceptions, since pirate is a prohibited class to all of them at 1st level.
- ❖ Argosseans, Barachans, Southern Islanders, Southern Black Kingdom tribesmen and Zingarans make excellent raiders of the Vilayet. The pirate class is favoured for them.
- ❖ Hyrkanians and Turanians are naturals for this class. Not only do they start out in the right region but they also have nomad for a favoured class.
- ❖ Although the Ghanata have nomad for a favoured class, they are prohibited from taking the pirate class at 1st level. They must begin as a nomad and multiclass into pirate (switch the 1st and 2nd levels around).

VARIANT RULES

The following rules variants are intended for multiclass pirate/nomads only and reflect the special training a raider of the Vilayet might receive in the course of his adventuring career.

- ❖ **Trust Nothing:** Upon gaining 8th pirate level, the character may elect to take Trust Nothing. The character has learned that nothing can be trusted or taken at face value. The character may now add his Seamanship ability bonus (+1, +2, etc.) to all Sense Motive skill checks as a synergy bonus. The character must have at least 6 levels of nomad and it replaces the Poison Resistance +1 ability.

SEA CHANTER [PIRATE/SCHOLAR]

A pirate/scholar is much like the ocean itself – in constant motion, yet relentless in his efforts. His memories are long and his desire for vengeance untiring. He crosses vast oceans just to find out what is there. He wants to find strange life teeming in reeking jungles beyond the knowledge of men. He seeks knowledge and lore as much as he desires a life on the sea. Perhaps he seeks lost ruins of Atlantis amid the uncharted isles or the sunken city of R'lyeh in a bid for ultimate power. Some look for the lost lands of Mu or other ancient cultures. Others seek a route around the world to Khitai and others simply want to find new lands to conquer and rule.

The sea chanter is such one type of pirate/scholar. He uses repetitive chanting to aid the seamen in tedious, repetitive work. Tales speak of sea chanters who lead the oarsmen for days on end, allowing them to race ahead of enemies who would otherwise have overtaken them. Sea chanters are

The Sea Chanter (Pirate/Scholar)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Pirate 1	+0	+0	+0	+0	+2	+2	+0	Seamanship +1, Ferocious Attack, (character feat)
2 nd	Scholar 1	+0	+0	+0	+0	+2	+2	+2	New Sorcery Style, Scholar, Background, Base Power Points, Knowledge is Power
3 rd	Pirate 2	+1	+1	+1	+0	+3	+3	+2	Pirate Code, To Sail a Road of Blood and Slaughter, (character feat)
4 th	Scholar 2	+2	+1	+1	+1	+3	+3	+3	+1 Power Point, New Sorcery Style, (single ability increase)
5 th	Pirate 3	+3	+2	+1	+1	+3	+3	+4	Sneak Attack +1d6, Sneak Subdual
6 th	Scholar 3	+4	+3	+2	+1	+4	+4	+4	Advanced Spell, Bonus Spell, (all ability increase, character feat)
7 th	Pirate 4	+5	+4	+3	+2	+5	+5	+4	Uncanny Dodge
8 th	Scholar 4	+6/+1	+4	+3	+3	+5	+5	+5	Advanced Spell, New Sorcery Style, (single ability increase)
9 th	Pirate 5	+6/+1	+4	+3	+3	+5	+5	+5	Mobility, (character feat)
10 th	Scholar 5	+6/+1	+4	+3	+3	+5	+5	+5	Advanced Spell, Iron Will, (all ability increase)
11 th	Pirate 6	+7/+2	+5	+4	+3	+6	+6	+6	Sneak Attack +2d6, Seamanship +2
12 th	Scholar 6	+8/+3	+6	+5	+4	+7	+7	+7	Advanced Spell, +1 Power Point, Increased Maximum Power Points (triple), (single ability increase, character feat)
13 th	Pirate 7	+9/+4	+7	+5	+4	+7	+7	+7	Bite Sword, Ferocious Attack (additional attack)
14 th	Scholar 7	+10/+5	+7	+5	+4	+7	+7	+7	Advanced Spell, Bonus Spell, (all ability increase)
15 th	Pirate 8	+11/+6/+1	+8	+6	+5	+8	+8	+7	Improved Uncanny Dodge, Poison Resistance +1, (character feat)
16 th	Scholar 8	+12/+7/+2	+9	+7	+6	+8	+8	+8	Advanced Spell, New Sorcery Style, (single ability increase)
17 th	Pirate 9	+12/+7/+2	+9	+7	+6	+8	+8	+9	Sneak Attack +3d6
18 th	Scholar 9	+12/+7/+2	+9	+7	+6	+9	+9	+9	Advanced Spell, (all ability increase, character feat)
19 th	Pirate 10	+13/+8/+3	+10	+8	+6	+10	+10	+9	Improved Mobility, Navigation
20 th	Scholar 10	+14/+9/+4	+10	+8	+7	+10	+10	+10	Advanced Spell, +1 Power Point, (single ability increase)

typically daring and bold, viewing life as a constant series of lessons and challenges to be learned and overcome.

STRENGTHS

The pirate gains a number of advantages by taking levels in scholar.

- ☒ **Skill Points:** The sea chanter has more skill points than a straight class pirate, able to round out the knowledge and skill base of any given naval vessel.
- ☒ **Improved Will Save:** The sea chanter is more wilful than a straight class pirate. The bonus Iron Will feat gained at 9th level adds to the sea chanter's ability to resist manipulation.
- ☒ **Spells:** The sea chanter can use and abuse magic to aid his piracy and explorations.

WEAKNESSES

Levels in scholar dilute the pirate's combat ability, adding the following weaknesses:

- ☒ **Lower Base Attack Bonus:** The sea chanter is not an effective fighting man. His base attack bonus is lower than a straight class pirate.
- ☒ **Weaker Dodge and Parry Bonuses:** The sea chanter is simply not an effective combatant. His Dodge is significantly weaker than a straight classed pirate and his Parry is also weaker.
- ☒ **Lower Average Hit Dice:** The scholar's d6 Hit Die is inferior to the pirate's d8, diminishing the pirate's ability to survive prolonged combat.
- ☒ **Weaker Fortitude and Reflex saves:** The sea chanter is less likely to



make a Fortitude or Reflex save than a straight classed pirate. The lower Reflex save will hurt the sea chanter's Initiative.

RECOMMENDED OPTIONS

As the character combines pirate and scholar levels, there are some options he can take to optimise the mixture of both classes' abilities:

- ❖ The spells and sorcery styles presented in *Conan: Pirate Isles* are highly recommended for this class combination. Some supplemental spells are presented here for use as well.
- ❖ The class should have some ranks in Perform (drum) as well as Perform (ritual). Let Perform (ritual) cover the chanting aspect instead of requiring Perform (chant), as its use is more ritualistic than artistic. The Performer feat and Skill Focus (Perform (drum)) are recommended if the variant rules for this class combination are used. This will maximise the chances for success.

RACES

Characters combining the pirate and scholar classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Hyborians treat all class combinations as favoured classes and can use Adaptability and their choices of Background Skills to great benefit. Bossonians, Gundermen, Hyperboreans and Taurans, however, are exceptions, since pirate is a prohibited class to all of them at 1st level.
- ❖ Cimmerians cannot be sea chanters. Both classes are prohibited to them at 1st level.
- ❖ Pelishtim could make good sea chanters but they must start the progression off with scholar, as pirate is prohibited to them at 1st level.
- ❖ Khitans and Stygians make good sea chanters because the scholar class is favoured for them.
- ❖ Argosseans, Barachans, Southern Islanders, Southern Black Kingdom tribesmen and Zingarans make excellent sea chanters. The pirate class is favoured for them.

VARIANT RULES

The following rules variants are intended for multiclass pirate/scholars only and reflect the special training an sea chanter might receive in the course of his adventuring career.

- ❖ **Timing Chant:** Instead of taking a bonus spell, the sea chanter can learn the Timing Chant. In order to initiate the timing chant, the sea chanter must chant for a full minute while accompanying himself on a percussion instrument. During this time, all who wish to be affected must join the chant and continue to accompany the chanter for the duration of the effect. The effect of this chanting is to increase the speed and production capabilities of the affected crewmen. A chanter confers a +2 bonus per combined pirate and scholar level to any checks related to the activities at hand on deck. Oarsmen may gain a bonus to Constitution checks on a forced 'march' or a group of sailors may receive a bonus to their Profession checks.

The timing chant is not without a physical toll for those involved, however. At the beginning of each new hour the chanter must make a Perform check (DC 10 + number of hours worked). If successful, he continues to inspire his fellows. If he fails his check, however, the chant falters. Anyone affected by the timing chant (including the sea chanter) must make a Fortitude save (DC 5 + number of hours worked) or be forced to stop whatever he is doing and rest as if the timing chant had ended. The sea chanter may continue the chant with another Perform check (DC 20); if he fails, the timing chant fails immediately.

At the end of a timing chant, all affected individuals are considered dazed until they rest completely for one hour per hour worked.

- ❖ **War Chant:** Instead of taking a bonus spell, the sea chanter can learn the War Chant. The sea chanter is

able to inspire his pirate allies and demoralise his foes by leading a fearsome chant in combat. The war chant provides bonuses to his allies and imposes penalties on his enemies due to the fearsome effect of the chant. Allies of the sea chanter must participate in the chant and be able to hear the sea chanter to be affected; enemies must only be able to hear the chanting. Affected allies gain a +1 morale bonus to attack rolls, damage rolls and saving throws vs. Terror and fear effects. Enemies suffer a -1 penalty to Initiative and a -2 morale penalty to attack and damage rolls. During the war chant, the sea chanter may fight, but he cannot cast spells or activate magic items. This ability can be used three times per day, for up to one minute per use.

PRIVATEER [PIRATE/SOLDIER]

A privateer is a pirate who works for the benefit of a king or noble. In essence, they are professional pirates. They do not prey on their employer's shipping (hopefully) but may harass any other nations. By adding levels of soldier, the pirate bolsters his fighting ability – after all he is part of the military force of a maritime nation. Similar to marines (see *Conan: The Free Companies*), the privateer is basically a mercenary hired to hunt pirates and commit piracy against rival nations.



STRENGTHS

A privateer gains a number of benefits from adding soldier levels to his pirate class.

- ❖ **Bonus Feats:** The soldier's bonus feats add materially to the pirate's ability to fight.
- ❖ **Improved Base Attack Bonus:** The soldier has an improved base attack bonus, giving the privateer a slightly improved average base attack bonus than a straight classed pirate, earning iterative attacks faster.
- ❖ **Fortitude Save:** Privateers are tough and have a better Fortitude save than a straight class soldier. This increases his chances against massive damage and other endurance tests.
- ❖ **Improved Parry:** The privateer is more apt at Parrying than Dodging.

WEAKNESSES

A privateer has a few drawbacks when adding pirate levels to his soldier class.

- ❖ **Weaker Dodge:** Slower initial Dodge and Parry bonuses; overall dodge will be slightly lower for the privateer, but parry will be slightly higher.
- ❖ **Formation Combat:** The pirate nature of the privateer slows down the character's ability to learn formation combat compared to a straight class soldier. Many of the basic formations given in *Conan the Roleplaying Game* are inappropriate for the privateer (such as cavalry formations). See the recommended options and variant rules below for advice on this situation.
- ❖ **Reflex Save:** The privateer has a lower Reflex save than a straight classed pirate, reducing his Initiative modifier.
- ❖ **Reduced Skill Base:** The soldier has half the skills of a pirate, so the privateer has some hard choices to make when it comes to choosing skills. The privateer's focus is on combat, not working the ship.

RECOMMENDED OPTIONS

As the privateer combines soldier and pirate levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ A privateer usually must swear allegiance to a lord or country before being granted the letters of marquis to become a privateer, so these characters must have at least one Allegiance along those lines (see *Conan the Roleplaying Game* for information on Allegiance).
- ❖ Privateers should take the Marine Formation (see *Conan: Pirate Isles*) at 6th level instead one of the standard formations presented in *Conan the Roleplaying Game*.
- ❖ A privateer should probably emphasise his Strength score. His

The Privateer (Pirate/Soldier)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Pirate 1	+0	+0	+0	+2	+2	+0	Seamanship +1, Ferocious Attack, (character feat)
2 nd	Soldier 1	+1	+0	+0	+4	+2	+0	Bonus Feat
3 rd	Pirate 2	+2	+1	+1	+5	+3	+0	Pirate Code, To Sail a Road of Blood and Slaughter, (character feat)
4 th	Soldier 2	+3	+2	+2	+6	+3	+0	Bonus Feat, (single ability increase)
5 th	Pirate 3	+4	+3	+2	+6	+3	+1	Sneak Attack +1d6, Sneak Subdual
6 th	Soldier 3	+5	+3	+3	+6	+4	+2	Formation Combat, (all ability increase, character feat)
7 th	Pirate 4	+6/+1	+4	+4	+7	+5	+2	Uncanny Dodge
8 th	Soldier 4	+7/+2	+5	+5	+8	+5	+2	Bonus Feat, (single ability increase)
9 th	Pirate 5	+7/+2	+5	+5	+8	+5	+2	Mobility, (character feat)
10 th	Soldier 5	+8/+3	+5	+5	+8	+5	+2	(All ability increase)
11 th	Pirate 6	+9/+4	+6	+6	+9	+6	+3	Sneak Attack +2d6, Seamanship +2
12 th	Soldier 6	+10/+5	+7	+7	+10	+7	+4	Bonus Feat, (single ability increase, character feat)
13 th	Pirate 7	+11/+6/+1	+8	+7	+10	+7	+4	Bite Sword, Ferocious Attack (additional attack)
14 th	Soldier 7	+12/+7/+2	+8	+8	+10	+7	+4	Formation Combat, (all ability increase)
15 th	Pirate 8	+13/+8/+3	+9	+9	+11	+8	+4	Improved Uncanny Dodge, Poison Resistance +1, (character feat)
16 th	Soldier 8	+14/+9/+4	+10	+10	+12	+8	+4	Bonus Feat, (single ability increase)
17 th	Pirate 9	+14/+9/+4	+10	+10	+12	+8	+5	Sneak Attack +3d6
18 th	Soldier 9	+15/+10/+5	+10	+10	+12	+9	+6	(All ability increase, character feat)
19 th	Pirate 10	+16/+11/+6/+1	+11	+11	+13	+10	+6	Improved Mobility, Navigation
20 th	Soldier 10	+17/+12/+7/+2	+12	+12	+14	+10	+6	Bonus Feat, (single ability increase)

Parry is higher than a straight classed pirate at most levels but his Dodge is lower. Having a high Strength score will enhance an already strong defence style. Taking the Parry feat is another good idea to further enhance this defence. Athletic is another good choice of feat, bolstering both Climb and Swim checks, both of which use Strength as its modifier.

- ☒ Useful feats for the privateer include Improved Bull Rush. Bull rushing opponents off the edge of ships is an excellent choice of tactic, especially if the opponent is heavily armoured.
- ☒ Take ranks in either Jump or Tumble, take ranks in Swim, increase the character's Reputation, take feats such as Improved Grapple and Combat Reflexes.
- ☒ Take skills that improve the class features of the pirate, such as combining Tumble with Mobility.

RACES

Characters combining the pirate and soldier classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ☒ Hyborians treat all class combinations as favoured classes and can use Adaptability and their choices of Background Skills to great benefit. Bossonians, Gundermen, Hyperboreans and Taurans,

however, are exceptions, since pirate is a prohibited class to all of them at 1st level.

- ☒ Argosseans, Barachans, Southern Islanders, Southern Black Kingdom tribesmen and Zingarans make excellent privateers. The pirate class is favoured for them.

VARIANT RULES

The following rules variants are intended for multiclass pirate/soldier only and reflect the special training a privateer might receive in the course of his adventuring career.

- ☒ **Deadly Opponent:** On reaching 3rd or 7th level as a soldier, if the character has three levels of pirate, the privateer may take Deadly Opponent instead of Formation Combat. The privateer is skilled enough in combat to deny an enemy the chance to attack him. He may always remove one attack from an enemy in melee combat at the expense of one of his own. Both removed attacks must be at the lowest base attack bonus possible for each combatant. The use of this ability must be declared at the start of a combat round.

SMUGGLER [PIRATE/THIEF]

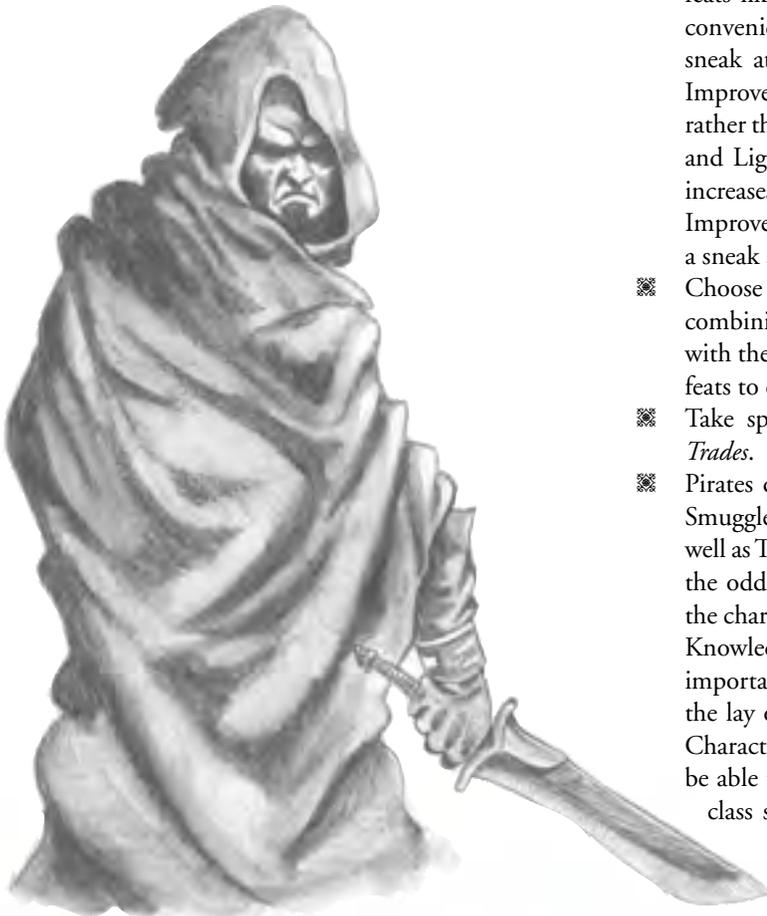
Smugglers fill a needed niche by providing merchants the means to escape a tax, shirk a prohibitive law or evade a Merchant Guilds' restrictive clause. He is fast and light on

his feet and an expert at bribery, disguise, double-talk and hiding. The smuggler can pilot a ship through a blockade, get goods past customs and tax collectors and get criminals out of cities ahead of the guards.

STRENGTHS

By taking levels of thief in addition to his pirate class, the smuggler maximises his ability to hide and move unseen in urban sprawls. Some of the most important benefits offered to the pirate from this combination of classes follow:

- ❖ **Eyes of the Cat:** The ability to see in the dark is invaluable to the smuggler.
- ❖ **Improved Reflex Saves:** The smuggler relies on his reflexes more than a standard pirate and adding thief levels to the pirate has the benefit of increasing the Reflex saves at the cost of diminishing Fortitude saves slightly. This also has the added advantage of improving his Initiative, which is useful in light of his sneak attack ability.
- ❖ **Sneak Attack:** The smuggler strikes fast and hard. He often has time for one attack before he must flee, thus the sneak attack is perfect for the smuggler fighter, providing the pirate with a truly devastating attack.
- ❖ **Skills:** The thief's large skill base provides the pirate with the means to hide and scurry effectively. He also has more defensive options, especially with the Tumble skill.



WEAKNESSES

In addition to diluting the pirate's combat ability by taking thief levels, the smuggler also suffers from the following weaknesses:

- ❖ **Decreased Dodge Bonus:** The smuggler, more concerned with escape than defence, has a lower Dodge bonus than a straight class pirate. His Parry bonus, however, is only slightly slowed.
- ❖ **Base Attack:** The combined base attack bonus of the pirate/thief is not as strong as the pirate's, thus lowering the character's chances to hit a target.
- ❖ **Fortitude Saves:** The character's Fortitude saves are slightly diminished compared to a straight class pirate but his Reflex saves are improved.

RECOMMENDED OPTIONS

As the character combines pirate with thief levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ The sneak attack is the supreme advantage of combining pirate and thief levels. Feats should be chosen so that they complement the sneak attack's chance to hit and damage an opponent. These range from the simple attack bonus feats like Weapon Focus and Point Blank Shot (which conveniently has the same maximum range as ranged sneak attacks), to more sophisticated manoeuvres like Improved Feint to create the chances for sneak attacks rather than wait for them to happen. Improved Initiative and Lightning Reflexes both improve Initiative, which increases the odds of successfully getting a sneak attack. Improved Feint also enhances the capabilities of gaining a sneak attack later in combat.
- ❖ Choose feats that work well with thief skills, such as combining Mobility with Tumble or Skill Focus (Bluff) with the Bluff skill. Alertness and Stealthy are also good feats to choose.
- ❖ Take special abilities such as *Evasion* and *Jack-of-all-Trades*.
- ❖ Pirates do not have as many skill points as thieves do. Smugglers should take ranks in Hide and Move Silently, as well as Tumble, Spot and Listen. Ranks in Bluff increases the odds of later sneak attacks. Ranks in Climb allow the character access to difficult to reach places. Ranks in Knowledge (local) and Knowledge (geography) are important for the smuggler, who needs to know the lay of the land and where aid can be found. Characters with a high score in Intelligence will be able to treat some of those thief skills as class skills in *Conan the Roleplaying Game*.

Smuggler (Pirate/Thief)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Pirate 1	+0	+0	+0	+2	+2	+0	Seamanship +1, Ferocious Attack, (character feat)
2 nd	Thief 1	+0	+0	+0	+2	+4	+0	Sneak Attack Style, Sneak Attack +1d6/+1d8, Trap Disarming
3 rd	Pirate 2	+1	+1	+1	+3	+5	+0	Pirate Code, To Sail a Road of Blood and Slaughter, (character feat)
4 th	Thief 2	+2	+2	+2	+3	+6	+0	Eyes of the Cat, (single ability increase)
5 th	Pirate 3	+3	+3	+2	+3	+6	+1	Sneak Attack +2d6/+1d8 +1d6, Sneak Subdual
6 th	Thief 3	+4	+3	+2	+4	+6	+2	Sneak Attack +3d6/+2d8 +1d6, (all ability increase, character feat)
7 th	Pirate 4	+5	+4	+3	+5	+7	+2	Uncanny Dodge
8 th	Thief 4	+6/+1	+5	+4	+5	+8	+2	Sneak Attack Style, Light-Footed, (single ability increase)
9 th	Pirate 5	+6/+1	+5	+4	+5	+8	+2	Mobility, (character feat)
10 th	Thief 5	+6/+1	+5	+4	+5	+8	+2	Sneak Attack +4d6/+3d8+1d6, (all ability Increase)
11 th	Pirate 6	+7/+2	+6	+5	+6	+9	+3	Sneak Attack +5d6/+3d8+2d6, Seamanship +2
12 th	Thief 6	+8/+3	+7	+6	+7	+10	+4	Trap Sense +2, Special Ability, (single ability increase, character feat)
13 th	Pirate 7	+9/+4	+8	+6	+7	+10	+4	Bite Sword, Ferocious Attack (additional attack)
14 th	Thief 7	+10/+5	+8	+6	+7	+10	+4	Sneak Attack +6d6/+4d8+2d6, (all ability increase)
15 th	Pirate 8	+11/+6/+1	+9	+7	+8	+11	+4	Improved Uncanny Dodge, Poison Resistance +1, (character feat)
16 th	Thief 8	+12/+7/+2	+10	+8	+8	+12	+4	Sneak Attack Style, Poison Use, (single ability increase)
17 th	Pirate 9	+12/+7/+2	+10	+8	+8	+12	+5	Sneak Attack +7d6/+4d8+3d6
18 th	Thief 9	+12/+7/+2	+10	+8	+9	+12	+6	Sneak Attack +8d6/+5d8+3d6, Trap Sense +3 (all ability increase, character feat)
19 th	Pirate 10	+13/+8/+3	+11	+9	+10	+13	+6	Improved Mobility, Navigation
20 th	Thief 10	+14/+9/+4	+12	+10	+10	+14	+6	Special Ability, (single ability increase)

- ☒ Skills such as Bluff, Disguise, Escape Artist, Hide, Knowledge (local), Move Silently and Sleight of Hand are typical skills the smuggler emphasises. Feats enhancing these skills are common among successful smugglers.

RACES

Characters combining the pirate and thief classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ☒ Hyborians treat all class combinations as favoured classes and can use Adaptability and their choices of Background Skills to great benefit. Bossonians, Gundermen, Hyperboreans and Taurans, however, are exceptions, since pirate is a prohibited class to all of them at 1st level.
- ☒ Argosseans, Barachans, Southern Islanders, Southern Black Kingdom tribesmen and Zingarans make excellent smugglers. The pirate class is favoured for them.

VARIANT RULES

The following rules variants are intended for multiclass pirate/thief only and reflect the special training a smuggler might receive in the course of his adventuring career.

- ☒ **Escape By The Skin of His Teeth:** The smuggler has almost a sixth sense while running from authority, predicting what his enemies will do next. Once per round, whenever hit with a weapon whilst running, the smuggler may make a Tumble check at DC 20 to dodge the shot, avoiding any resulting damage. This can be taken in lieu of any Ferocious Attack ability.
- ☒ **Vanish in the Blink of an Eye:** Smugglers can train themselves to be virtually undetectable to sight and hearing, making themselves all but invisible in even the most open terrain. Smugglers with this ability can use the Hide skill while being observed as long as there is a suitable feature within 30 feet for him to disappear behind and he can Move Silently while moving at any speed less than a full run. This ability is taken in lieu of the pirate ability To Sail a Road of Blood and Slaughter. The character must have at least one level of thief to take this ability.

By Guile & Grace

Tempress Multiclassing Options

THE TEMPTRESS CLASS is a versatile concept in *Conan the Roleplaying Game*. The skill rules in *Conan the Roleplaying Game* further permit customisation by allowing any skill points realised from high Intelligence scores to be spent on any skill as though it were a class skill. Still further, temptresses can take levels in other classes to compliment their own combat mastery or further expand their skills and special qualities. This chapter presents possible ways to combine the temptress with the rest of the classes presented in *Conan the Roleplaying Game*, presenting advice on feat and racial choices and other options available when the character gains new abilities from new levels in alternative classes.

With any sort of multiclassing, the character will lose access to the high level abilities of the temptress character class. All of these combinations include this inherent weakness. These character concepts lose additional sneak attacks, Above Suspicion, Use Weakness as Strength, Veiled In Darkness, Secret and Glorious.

This book assumes that the character's main focus is the temptress aspect, taking levels in other classes to alter their basic temptress concept slightly. Other character classes taking levels in temptress to compliment their primary focus will be covered in later chapters or in future *Conan the Roleplaying Game* supplements. The advancement rates offered herein are not to be taken as the final word on the subject but merely as guidelines to meet a particular character concept.

MANHUNTER

[TEMPTRESS/BARBARIAN]

The manhunter is a temptress who has added barbarian levels to her class. These women are both alluring and frightening. Manhunters can be located anywhere in the Hyborean world, hiding anonymously as small cults or social groups, enigmatic and unknown to the world around them, although there is a fully-fledged culture of these women deep in the Black Kingdoms known as Amazons. Manhunters are not exactly anti-male; instead they view men as inferior and as having no obvious purpose beyond breeding.

Manhunters exude superiority over men, which in male-dominated societies can be alarming and even a bit offensive. They view men as chattel and will openly comment on their



virtues or flaws. Confident warriors, they will always defend oppressed women and, in doing so, exhibit a defined set of barbaric ethics and savage nobility.

STRENGTHS

A manhunter gains a number of benefits from adding barbarian levels to her temptress class, the following being the most important for the role of the manhunter:

- ❖ **Much Stronger Fortitude Save:** The manhunter is tough and rigorous. She has a much tougher Fortitude save than a straight class temptress.

Manhunter (Temptress/Barbarian)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Temptress 1	+0	+0	+0	+0	+2	+2	Comeliness, Savoir-Faire, (character feat)
2 nd	Barbarian 1	+1	+0	+0	+2	+4	+2	Track, Fearless, Versatility (-2 penalty)
3 rd	Temptress 2	+2	+1	+0	+2	+5	+3	Seductive Art +1, Dance of Desire 1/day, (character feat)
4 th	Barbarian 2	+3	+2	+0	+3	+6	+3	Bite Sword, Crimson Mist, (single ability increase)
5 th	Temptress 3	+4	+2	+1	+4	+6	+3	Sneak Attack +1d6
6 th	Barbarian 3	+5	+3	+2	+4	+6	+4	Trap Sense +1, Endurance, (character feat, all ability increase)
7 th	Temptress 4	+6/+1	+4	+2	+4	+7	+5	Poison Use, Seductive Savant
8 th	Barbarian 4	+7/+2	+5	+2	+5	+8	+5	Uncanny Dodge, (single ability increase)
9 th	Temptress 5	+7/+2	+5	+2	+5	+8	+5	Binding Contract, Art of Distraction, (character feat)
10 th	Barbarian 5	+8/+3	+5	+2	+5	+8	+5	Mobility, (all ability increase)
11 th	Temptress 6	+9/+4	+6	+3	+6	+9	+6	Seductive Art +2, Dance of Desire 2/day
12 th	Barbarian 6	+10/+5	+7	+4	+7	+10	+7	Trap Sense +2, Diehard, (character feat, single ability increase)
13 th	Temptress 7	+11/+6/+1	+7	+4	+7	+10	+7	Sneak Attack +2d6, Admirers
14 th	Barbarian 7	+12/+7/+2	+8	+4	+7	+10	+7	Versatility (no penalty), (all ability increase)
15 th	Temptress 8	+13/+8/+3	+9	+4	+7	+11	+8	Inspire, (character feat)
16 th	Barbarian 8	+14/+9/+4	+10	+5	+8	+12	+8	Improved Uncanny Dodge, (single ability increase)
17 th	Temptress 9	+14/+9/+4	+10	+6	+9	+12	+8	Outrageous Flattery
18 th	Barbarian 9	+15/+10/+5	+10	+6	+9	+12	+9	Trap Sense +3, (character feat, all ability increase)
19 th	Temptress 10	+16/+11/+6/+1	+11	+6	+9	+13	+10	Seductive Art +3, Dance of Desire 3/day
20 th	Barbarian 10	+17/+12/+7/+2	+12	+6	+10	+14	+10	Improved Mobility, Damage Reduction 1/- (single ability increase)

- ❖ **Stronger Reflex Save:** The manhunter is also quick on her feet, boasting a stronger Reflex save progression than the straight class temptress. This also helps her Initiative.
- ❖ **Improved Combat Abilities:** The barbarian's savage attacks bolster the temptress' more reserved attacks, giving the manhunter an extra attack per round by 19th level, and a much stronger base attack bonus for most levels.
- ❖ **Improved Dodge:** A manhunter is more capable of dodging than a straight classed temptress.
- ❖ **Improved Hit Points:** The barbarian's d10 Hit Dice is an impressive improvement on the temptress' d6 Hit Dice.

WEAKNESSES

The manhunter has a few weaknesses:

- ❖ **Slower Will Save:** The manhunter has a slightly slower progression of Will saves than a single classed temptress. The manhunter is simply not as wilful as most temptresses.
- ❖ **Weaker Parry:** The manhunter is not as capable at the Parry Defence as a straight classed temptress.

- ❖ **Opposed Prime Abilities:** The temptress relies more on the mental statistics while the barbarian relies on the physical statistics. This makes it hard to appropriately balance this class for maximum efficiency.

RECOMMENDED OPTIONS

As the character combines barbarian and temptress levels, there are some options she can take to optimise the mixture of both classes' abilities.

- ❖ The manhunter should focus on Strength and Dexterity more than her other attributes, which is at odds with her temptress class.
- ❖ Many Amazon-type characters in literature and mythology are skilled archers and riders, so taking archery feats and ranks in Ride is appropriate for many of these characters.

RACES

Characters combining the temptress and barbarian classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ❖ A Cimmerian manhunter will not likely be an archer or a rider, as the culture disdains or discourages both, but they are still often extremely strong and violent. They may be a survivor of a Hyperborean, Aquilonian, Nordheimir or Pictish raid who has sworn vengeance and Fighting-Madness can be an impressive feat for this type of character. Nordheimir, Pictish and Himelian manhunters are similar.
- ❖ Hyborian manhunters are often women who have been oppressed by soldiers or nobles and have decided to beat men at their own game. Ride is a good choice for Background Skill and the Adaptability ability, however do not discount the use of the greatsword, which the manhunter is proficient with.
- ❖ Kushite manhunters often worship Derketa, Queen of the Dead. Fighting Madness is an appropriate feat for them.
- ❖ Deep in the verdant jungles of the Black Kingdoms, women have thrown off the chains of male supremacy and seized control of their own destiny. These are the Amazons of the Southern Black Kingdoms. They have a +2 bonus to Strength but are hampered by a -2 penalty to Charisma. Their racial bonus to Perform (dance) may come in handy for some of the temptress abilities.
- ❖ Darfari manhunters eat the men they despise. They often fight with bludgeoning weapons... and they bite.



VARIANT RULES

The following rules variants are intended for multiclass temptress/barbarians only and reflect the special training she might receive in the course of her adventuring career.

- ❖ **Amazon Attack +1:** A manhunter gains a +1 bonus to damage vs. human male foes and a +1 competence bonus to Bluff, Listen, Sense Motive, Spot and Survival when these abilities are pitted against human male enemies. However, manhunters with this ability suffer a -4 penalty to all Diplomacy checks against men. This is taken in lieu of Trap Sense +1. The bonus moves up to +2 whenever the character takes her 6th barbarian level (in lieu of Trap Sense +2) and to +3 when the character takes her 9th barbarian level (in lieu of Trap Sense +3).

NYPH

▣ TEMPTRESS/BORDERER ▣

A nymph is a beautiful temptress of the woodlands. Young and beautiful, nymphs are typically musical, playful and amorous. They also can be quite wild and vengeful, bent entirely on destruction. Some see themselves as protectors of the wildlands, others merely love the wilderness and want a carefree life away from the strictures of civilisation. Extremely charismatic, they often draw people away – sometimes for fun, sometimes for mischief. Nymphs enjoy the hunt. Their temptress nature enjoys hunting new lovers and their borderer nature enjoys hunting new enemies. Both classes have skills and abilities that play into the other.

Nymphs often run naked through the wilderness, enjoying all things natural, even themselves. Often loggers and other workers of the woodlands report seeing them. The sick and wounded who find themselves lost in the wildernesses of the Hyborian age, be they woodland, tundra, glacier or desert, occasionally speak of naked girls who nurse them back to health, then vanish with the morning mists. Others tell tales of naked women who entice them to the chase, only to lead them to ambushes. These accounts are usually credited to raving minds – yet the tales persist. Go far enough into the untamed wilderness, go where the paths run out and the trees are older than the hills and you will hear the songs of the nymphs as they dance in moonlit clearings or even on glittering glaciers far to the north...

STRENGTHS

A nymph gains a number of benefits from adding borderer levels to her temptress class.

- ❖ **Fortitude & Reflex Saves:** The nymph has a much improved rate of Fortitude and Reflex saves. The nymph is well-equipped to survive the rigours of wilderness travel compared to the straight class temptress.
- ❖ **Skills:** Both classes have a fair number of skills applicable to their needs.



Nymph (Temptress/Borderer)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Temptress 1	+0	+0	+0	+0	+2	+2	Comeliness, Savoir-Faire, (character feat)
2 nd	Border 1	+1	+0	+0	+2	+4	+2	Track, Favoured Terrain +1
3 rd	Temptress 2	+2	+1	+0	+2	+5	+3	Seductive Art +1, Dance of Desire 1/day, (character feat)
4 th	Border 2	+3	+2	+1	+3	+6	+3	Combat Style, (single ability increase)
5 th	Temptress 3	+4	+2	+2	+4	+6	+3	Sneak Attack +1d6
6 th	Border 3	+5	+2	+2	+4	+6	+4	Endurance, (character feat, all ability increase)
7 th	Temptress 4	+6/+1	+3	+2	+4	+7	+5	Poison Use, Seductive Savant
8 th	Border 4	+7/+2	+4	+3	+5	+8	+5	Favoured Terrain +2, (single ability increase)
9 th	Temptress 5	+7/+2	+4	+3	+5	+8	+5	Binding Contract, Art of Distraction, (character feat)
10 th	Border 5	+8/+3	+4	+3	+5	+8	+5	Improved Combat Style, (all ability increase)
11 th	Temptress 6	+9/+4	+5	+4	+6	+9	+6	Seductive Art +2, Dance of Desire 2/day
12 th	Border 6	+10/+5	+6	+5	+7	+10	+7	Diehard, (character feat, single ability increase)
13 th	Temptress 7	+11/+6/+1	+6	+5	+7	+10	+7	Sneak Attack +2d6, Admirers
14 th	Border 7	+12/+7/+2	+6	+5	+7	+10	+7	Second Favoured Terrain +1, Guide, (all ability increase)
15 th	Temptress 8	+13/+8/+3	+7	+5	+7	+11	+8	Inspire, (character feat)
16 th	Border 8	+14/+9/+4	+8	+6	+8	+12	+8	Favoured Terrain +3, (single ability increase)
17 th	Temptress 9	+14/+9/+4	+8	+7	+9	+12	+8	Outrageous Flattery
18 th	Border 9	+15/+10/+5	+8	+7	+9	+12	+9	Swift Tracker, (character feat, all ability increase)
19 th	Temptress 10	+16/+11/+6/+1	+9	+7	+9	+13	+10	Seductive Art +3, Dance of Desire 3/day
20 th	Temptress 11	+17/+12/+7/+2	+9	+8	+9	+13	+10	Sneak Attack +3d6, Exquisite, (single ability increase)

- ❖ **Combat Style and Free Feats:** The character can choose a combat style and receive free feats.
- ❖ **Improved Combat Abilities:** The borderer's superior attacks bolster's the temptress' more reserved attacks, giving the nymph an extra attack per round by 19th level, and a much stronger base attack bonus for most levels.
- ❖ **Improved Hit Points:** The borderer's d10 Hit Dice is an impressive improvement on the temptress' d6 hit dice.
- ❖ **Favoured Terrain:** The borderer's advantage in certain terrain is an asset to the temptress in the wild.

WEAKNESSES

The nymph character has a few weaknesses.

- ❖ **Weak Parry Bonus:** The nymph is much less capable of parrying attacks than a single class temptress through most levels, just slightly doing better by 20th level.
- ❖ **Slow Dodge Bonus:** The nymph has a slower dodge through most of the levels, but by the time she is 20th level, she is almost as capable of dodging a blow as a single class temptress.
- ❖ **Slow Will Save Progression:** Especially at lower levels, the Will save progression for the nymph is slow.

RECOMMENDED OPTIONS

As the character combines soldier with borderer levels, there are some options she can take to optimise the mixture of both classes' abilities.

- ❖ The borderer's combat style presents a chance for the character to gain feats she might not normally qualify for, provided she is willing to wear only light or no armour. The character should pick a combat style and complement it with simpler feats that complete the style.
- ❖ Nymphs are known to be stunningly beautiful. Charisma should be the highest statistic for this character concept and should be raised at every opportunity.
- ❖ Nymphs are also reputed to be able to stun (and even kill) with a look. Ranks in Intimidate and feats such as Steely Gaze and Menacing Aura duplicate these mythical abilities somewhat.
- ❖ Since they tend to run around in the nude, feats such as Dodge make sense to help protect the character. Alternatively, take at least five ranks in Tumble to earn a dodge bonus for the character.
- ❖ Nymphs are usually known for their musical skills, so most take at least a few ranks in Perform (song and/or any

musical instrument). Feats such as Performer and Skill Focus (Perform (song and/or musical instrument) are also common among nymphs. Many also take ranks in Perform (dance), skipping and twirling among the trees and glades of the wild, dancing orgies of delight in the nude.

- ☒ Survival is an essential skill for the nymph. Nymphs live in the wild and, thus, are often called upon to find water, track food, track enemies and a thousand other tasks requiring this skill. The nymph needs to keep this skill at maximum ranks to remain superior.
- ☒ Nymphs tend to have a rapport with animals, so ranks in Handle Animal are also appropriate. The Animal Affinity feat is also recommended.

RACES

Characters combining the temptress and borderer classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ☒ Hyborians make the best nymphs, as both classes are favoured by the adaptive Hyborian race. The adaptability and Background Skill options of the Hyborians also work heavily in favour of this combination. Perform (song or any musical instrument), Survival, Hide and Move Silently are recommended Background Skills. Any two of those make good choices for the Hyborian's Adaptability ability.
- ☒ Although borderer is not a favoured class, Zingarans make excellent nymphs because of their Charisma bonus.

VARIANT RULES

The following rules variants are intended for multiclass temptress/borderers only and reflect the special training she might receive in the course of her adventuring career.

- ☒ **Wild Empathy:** A nymph can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The nymph rolls 1d20 and adds her combined borderer and temptress levels and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the nymph and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time. A nymph can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check. This ability is taken instead of Sneak Attack at the 3rd level of temptress. The character must have at least 2 levels of borderer.
- ☒ **Nature Sense:** In lieu of Poison Use, a nymph gains a +2 bonus on Knowledge (nature) and Survival checks. Survival is now a class skill for the temptress class.

- ☒ **Trackless Step:** In lieu of a second sneak attack, a nymph can take Trackless Step. A nymph leaves no trail in her favoured terrain and cannot be tracked. She may choose to leave a trail if so desired.
- ☒ **Smouldering Glance:** A nude nymph can cause an irrational lust in another being just by looking at them. This ability can be used a number of times per day equal to her Charisma modifier. She makes a ranged touch attack against a living creature within 30 feet. The creature must make a Will save (DC 10 + her temptress level) or find themselves utterly captivated. A captivated victim walks directly towards her, taking the most direct route available. If the path leads into a dangerous area, such as through flames, over a cliff, into a lake and so on, the victim may make a second saving throw. Captivated victims can take no actions other than to defend themselves. A victim within five feet of the nymph stands unmoving and offers no resistance to any actions she makes against him. This effect continues for a number of rounds equal to the nymph's Charisma modifier. This is a mind-affecting charm taken in lieu of a third sneak attack at the 11th level of temptress.
- ☒ **Dabbler:** Games Masters might allow nymphs who take the Dabbler feat to choose Nature Magic as a sorcery style. Normally only Counterspells, Curses or Divination may be chosen.

MANIPULATOR □ TEMPTRESS/NOBLE □

There are few areas where temptresses and nobles come into their own as when they are manipulating people. Those who combine these classes have an innate knack for spotting someone's weakness and exploiting it to best effect and always know the right words to get others to do what they want. These manipulators are masters at affecting minds, egos and hearts. Sometimes, they do so with the best intentions, making them great leaders and ambassadors. Other times, they do so for their own nefarious ends.

STRENGTHS

A manipulator gains a number of benefits from adding noble levels to her temptress class, the following being the most important:

- ☒ **Special Regional Feature:** Most of the racial regional bonuses for the noble class include attack bonuses for certain weaponry, enhancing the attacks of the manipulator armed with weapons typical for her race. This may slightly offset some of the combat dilution that occurs with this mixture of classes.
- ☒ **Wealth:** Most temptresses are poor. Manipulators are not.



- ❖ **Improved Will Saves:** Manipulators are trained to be strong-willed. They tend to have Will saves equivalent to their Ref saves because the noble class has a good Will save and the temptress class has good Reflex and Will saves.
- ❖ **Feats:** The noble gains the Leadership feat for free, which allows a temptress to become a leader without having to spend a precious feat slot.
- ❖ **Slightly Improved Parry Bonus:** Manipulators are slightly better at parrying than an equivalent level temptress.
- ❖ **Improved Hit Points:** The noble's d8 Hit Dice is an improvement over the temptress' d6 Hit Dice, giving the character a slightly higher than average hit point total than a straight classed temptress.
- ❖ **Matching Ability Score Needs:** Both the noble and the temptress rely on mental abilities, so the two classes mesh well together in that respect.

WEAKNESSES

The manipulator has the following weaknesses:

- ❖ **Slower Base Attack Bonus progression:** Manipulators are not as well trained for combat as the typical Temptress. Although

the special regional feature of the noble class offsets this weakness somewhat, it is undeniable that the noble-born manipulator is less able to launch an attack than a straight class temptress of equal level.

- ❖ **Weak Dodge Bonus:** Manipulators are less capable of dodging attacks than single class temptresses of equal level.
- ❖ **Weak Fortitude Saves:** Manipulators are less able to endure hardship and physical stress than a temptress.
- ❖ **Slow Reflex Saves:** Manipulators do not react to danger as quickly as a temptress at most levels. This hurts the character's Initiative slightly.

RECOMMENDED OPTIONS

As the character combines temptress and noble levels, there are some options she can take to optimise the mixture of both classes' abilities.

- ❖ Due to the restrictions of multiclassing into the noble class, it is easier to start this progression off with the noble class at 1st level instead of the temptress class.
- ❖ Charisma is far and away the most important attribute for this class combination. This statistic should be as high as possible.
- ❖ A manipulator should put ranks into Bluff, Diplomacy, Disguise, Intimidate and Gather Information. Feats such as Deceitful, Improved Feint, Investigator, Leadership, Negotiator and Persuasive are appropriate for a manipulator character.

RACES

Characters combining the temptress and noble classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ❖ A Hyborian is an excellent choice for a manipulator because both classes are favoured. Bluff, Diplomacy, Disguise, Intimidate and Gather Information should be chosen for Background Skills, with two of those chosen for Adaptability.
- ❖ The barbaric races (Cimmerians, Picts, Black Kingdom tribesmen, etc) usually prohibit the noble class at 1st level. It is unlikely a character from these races would take up this class combination.
- ❖ Stygians and Vendhyans are exotic and appropriate choices for the manipulator class combination concept. Noble is favoured for both races and both races are known for their ability to pull the strings of others.

VARIANT RULES

The following rules variants are intended for multiclass temptress/noble only and reflect the special training she might receive in the course of her adventuring career.

- ❖ **Social Map:** The manipulator is an expert at recognising the ebb and flow of the social scene, so that she can

Manipulator (Temptress/Noble)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Temptress 1	+0	+0	+0	+0	+2	+2	Comeliness, Savoir-Faire, (character feat)
2 nd	Noble 1	+0	+0	+0	+0	+2	+4	Title, Rank Hath Its Privileges, Wealth
3 rd	Temptress 2	+1	+1	+0	+0	+3	+5	Seductive Art +1, Dance of Desire 1/day, (character feat)
4 th	Noble 2	+2	+1	+1	+0	+3	+6	Special Regional Feature +1, (single ability increase)
5 th	Temptress 3	+3	+1	+2	+1	+3	+6	Sneak Attack +1d6
6 th	Noble 3	+4	+2	+2	+2	+4	+6	(Character feat, all ability increase)
7 th	Temptress 4	+5	+3	+2	+2	+5	+7	Poison Use, Seductive Savant
8 th	Noble 4	+6/+1	+3	+3	+2	+5	+8	Social Ability, (single ability increase)
9 th	Temptress 5	+6/+1	+3	+3	+2	+5	+8	Binding Contract, Art of Distraction, (character feat)
10 th	Noble 5	+6/+1	+3	+3	+2	+5	+8	Lead By Example +2, (all ability increase)
11 th	Temptress 6	+7/+2	+4	+4	+3	+6	+9	Seductive Art +2, Dance of Desire 2/day
12 th	Noble 6	+8/+3	+5	+5	+4	+7	+10	Enhanced Leadership, (character feat, single ability increase)
13 th	Temptress 7	+9/+4	+5	+5	+4	+7	+10	Sneak Attack +2d6, Admirers
14 th	Noble 7	+10/+5	+5	+5	+4	+7	+10	Special Regional Feature +2, (all ability increase)
15 th	Temptress 8	+11/+6/+1	+6	+5	+4	+8	+11	Inspire, (character feat)
16 th	Noble 8	+12/+7/+2	+7	+6	+4	+8	+12	(Single ability increase)
17 th	Temptress 9	+12/+7/+2	+7	+7	+5	+8	+12	Outrageous Flattery
18 th	Noble 9	+12/+7/+2	+7	+7	+6	+9	+12	Social Ability, (character feat, all ability increase)
19 th	Temptress 10	+13/+8/+3	+8	+7	+6	+10	+13	Seductive Art +3, Dance of Desire 3/day
20 th	Temptress 11	+14/+9/+4	+8	+8	+6	+10	+13	Sneak Attack +3d6, Exquisite, (single ability increase)

navigate it better. With a Gather Information check (DC 20) and by spending one hour mingling, the character gains a perfect understanding of the relationships between the people present at a particular gathering (even if they are in different parts of the locale). Such knowledge includes even hidden relationships such as that between secret lovers, blackmailers (although it is never revealed what the blackmail is about), familiar and business ties, and suchlike. This is a social ability taken in lieu of the social abilities available for the noble class as listed in *Conan the Roleplaying Game*.

❖ **Social Shockwave:** The manipulator can speak words in someone's ears and have it affect someone else, for she understands the flow of gossip. The character can make Bluff and Diplomacy checks against people she is not actually interacting with, provided there are more people that could take the character's words to the intended target. The character suffers a -2 penalty on checks done this way as information degrades between gossipers. This is a social ability taken in lieu of the social abilities available for the noble class as listed in *Conan the Roleplaying Game*.

❖ **Deceptive Banter:** The manipulator has a honeyed tongue that can get anything done. Once per day per Charisma modifier, she can use a Bluff, Diplomacy or Perform check in lieu of a Disguise, as she literally hammers down her false

identity with words. The bluffed disguise will only last for the particular encounter that it was used; the character must make new checks for every one that sees her and has a reason to suspect the character. This is a social ability taken in lieu of the social abilities available for the noble class as listed in *Conan the Roleplaying Game*.

GYPSY PERFORMER ▣ TEMPTRESS/NOMAD ▣

The gypsy performer is a temptress who has added nomad levels to her class. These nomads travel the roads and camp in fields, travelling in family groups, with each family unit having its own caravan or covered wagon.

Temptress/nomads are renowned for their undisguised emotions. When they laugh, cry or rage, they do it with all their tempestuous might, but these bright fires of emotions burn out quickly. One can be insanely furious one second, fall asleep and awaken the next morning perfectly pleasant and even cordial to the object of her fury the night before. They tend to be excessive at everything they do and do not

respect those who cannot match their excesses. To stay on the good side of a gypsy performer, one must be able to drink as much, sing as loudly, dance as long and generally be able to go the distance with her. Those who cannot do so never have the temptress/nomad's respect.

Gypsy performers wear long, many-layered skirts, heavy earrings and, if married, a head scarf. Wealth is usually converted into jewellery and coins are usually worn on clothing as adornments. Their clothing tends to be brightly coloured.

STRENGTHS

A gypsy performer gains a number of benefits from adding nomad levels to her temptress class, the following being the most important:

- ❖ **Improved Combat Abilities:** The nomad's superior attacks bolster's the temptress' more reserved attacks, giving the gypsy performer an extra attack per round by 20th level, and a much stronger base attack bonus for most levels.
- ❖ **Improved Hit Points:** The nomad's d10 Hit Dice is an impressive improvement on the temptress' d6 Hit Dice.
- ❖ **Improved Fortitude Saves:** The nomad's strong Fortitude save is a boon to the temptress' save, boosting it overall.
- ❖ **Slightly Improved Reflex Save:** The nomad's strong Reflex save combines with the temptress' strong Reflex save to create an improved Reflex save for the gypsy performer, helping her Initiative as well.

WEAKNESSES

The gypsy performer has a few weaknesses:

- ❖ **Slower Will Save:** The gypsy performer has a slightly slower progression of Will saves than a single classed temptress, breaking even for many levels.
- ❖ **Weaker Defence:** Both Dodge and Parry are weaker at most levels, making the character less likely to dodge or parry an attack. The Long Routine variant rule below may help mitigate this weakness in some circumstances.

RECOMMENDED OPTIONS

As the character combines temptress and nomad levels, there are some options she can take to optimise the mixture of both classes' abilities.

- ❖ Gypsy performers are known traders and liars, so they often have high ranks in Bluff, Gather Information, Handle Animal and, among the more intelligent, Sense Motive. Most gypsy performers have at least a few ranks in Craft (herbalism) and Heal. Most Border Kingdom nomads choose Bluff, Craft (herbalism), Handle Animal and Sense Motive as Background Skills, often choosing Bluff

and Sense Motive as their adaptive skills. They are not accomplished woodsmen, so they rarely put ranks in Hide, Move Silently or Climb.

- ❖ Some take the Dabblers feat. Curses and Divination are the two most likely forms their dabbling is likely to take.

RACES

Characters combining the temptress and nomad classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Hyborians are well suited gypsy performers, as both classes can be treated as favoured classes.
- ❖ Shemites and Turanians make appropriate gypsy performers as well. Nomad is a favoured class for both races.

VARIANT RULES

The following rules variants are intended for multiclass temptress/nomads only and reflect the special training a gypsy performer might receive in the course of her adventuring career.

- ❖ **Quick Steps:** In lieu of Track, the gypsy performer may select Quick Steps. The dance of the nomads has its own rhythm and the gypsy performer can wilfully change that pace. When she uses this ability, with a successful Perform



Gypsy Performer (Temptress/Nomad)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Temptress 1	+0	+0	+0	+0	+2	+2	Comeliness, Savoir-Faire, (character feat)
2 nd	Nomad 1	+1	+0	+0	+2	+4	+2	Track, Favoured Terrain +1, Born to the Saddle
3 rd	Temptress 2	+2	+1	+0	+2	+5	+3	Seductive Art +1, Dance of Desire 1/day, (character feat)
4 th	Nomad 2	+3	+2	+1	+3	+6	+3	Bonus Feat (single ability increase)
5 th	Temptress 3	+4	+2	+2	+4	+6	+3	Sneak Attack +1d6
6 th	Temptress 4	+5	+3	+2	+4	+7	+4	Poison Use, Seductive Savant (character feat, all ability increase)
7 th	Temptress 5	+5	+3	+2	+4	+7	+4	Binding Contract, Art of Distraction
8 th	Temptress 6	+6/+1	+4	+3	+5	+8	+5	Seductive Art +2, Dance of Desire 2/day (single ability increase)
9 th	Nomad 3	+7/+2	+4	+3	+5	+8	+6	Endurance, (character feat)
10 th	Temptress 7	+8/+3	+4	+3	+5	+8	+6	Sneak Attack +2d6, Admirers (all ability increase)
11 th	Nomad 4	+9/+4	+5	+4	+6	+9	+6	Nomad Charge +1, Favoured Terrain +2
12 th	Temptress 8	+10/+5	+6	+5	+6	+10	+7	Inspire, (character feat, single ability increase)
13 th	Temptress 9	+10/+5	+6	+5	+7	+10	+7	Outrageous Flattery
14 th	Temptress 10	+11/+6/+1	+7	+5	+7	+11	+8	Seductive Art +3, Dance of Desire 3/day (all ability increase)
15 th	Nomad 5	+12/+7/+2	+7	+5	+7	+11	+8	Mobility (character feat)
16 th	Temptress 11	+13/+8/+3	+7	+6	+7	+11	+8	Sneak Attack +3d6, Exquisite, (single ability increase)
17 th	Temptress 12	+14/+9/+4	+8	+6	+8	+12	+9	Above Suspicion
18 th	Temptress 13	+14/+9/+4	+8	+6	+8	+12	+9	Use Weakness As Strength, (character feat, all ability increase)
19 th	Temptress 14	+15/+10/+5	+9	+7	+8	+13	+10	Seductive Art +4, Dance of Desire 4/day

(dance) check (DC 15) the gypsy performer can quicken her step so that the distance she covers with a five-foot step doubles with a graceful half-step. All the rules for five-foot steps remain in effect, the only thing that changes is that the gypsy performer covers ten feet. She must have at least four ranks in Perform (dance) to take this ability.

✎ **Long Routine:** In lieu of Poison Use, the gypsy performer learns the Long Routine. Certain dance routines have the dancer crossing the floor from one point to the next through one rapid, fluid movement. When using this ability, the gypsy performer's movements are performed as a quick and fluid dance that weaves through the battlefield unimpeded. The character can do this for a number of movements (whether a single move action, a hustle or a run, provided she does not stop) equal to her Charisma modifier in a single encounter. Every time she provokes an attack of opportunity for moving through and out of threatened areas, the character can make a Perform (dance) check, using her result as her Dodge Defence for that attack if it is higher than her actual Dodge Defence. While this might not always be enough to avoid being struck, it may well increase the gypsy performer's chances.

✎ **Mesmerise:** In lieu of Binding Contract, the nomad/temptress can take Mesmerise. A gypsy performer can use her dancing to cause one or more creatures to become mesmerized. Each creature to be mesmerized must be within 90 feet, able to see and hear the gypsy performer, and able to pay attention to her. The gypsy performer must also be able to see the creature. The distraction of nearby combat or other dangers prevents the ability from working. For every three levels a gypsy performer attains beyond 1st, she can target one additional creature with a single use of this ability. To use the ability, a gypsy performer makes a Perform check. Her check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the gypsy performer cannot attempt to mesmerize that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the gypsy performer continues (up to a maximum of 1 round per gypsy performer level). While mesmerized, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the gypsy

performer to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell or aiming a ranged weapon at the target, automatically breaks the effect. This is a mind-affecting ability.

- ✦ **Choreography:** Instead of taking Nomad Charge +1 the gypsy performer can take Choreography. A proficient dancer can adapt to the movement of even the most inept partner and, with her own sense of rhythm and stage presence, she can make others fall in step with her. The gypsy performer marks her movements with strong steps to be heard by all allies within 30 feet and then makes a Perform (dance) check against DC 15; for every point that the check result surpasses the DC, the dancer gains a 'dance point' (maximum of 12 dance points at any one time). She can then distribute dance points amongst allies that can hear or see her and that she can see in return. During the same round during which she received the points, an ally can translate a dance point into one of the following bonuses:

- ✦ +2 to Initiative place
- ✦ +1 to attack
- ✦ +2 to Dodge Defence
- ✦ +1 to Reflex saves
- ✦ +5 feet to movement

The gypsy performer must make a new Perform check every round and she can maintain this choreography for a maximum of ten rounds. She can keep and use dance points that she does not distribute.

- ✦ **Follow:** Instead of taking Above Suspicion, the nomad/temptress can take Follow. The gypsy performer gains a keen sense of the rhythm by which creatures move, adapting her own to match theirs. Instead of taking an attack of opportunity, the gypsy performer may make a Perform (dance) check (DC 10 + target's Reflex bonus). If she succeeds, she may move at the same time as the target performs their action (that provoked the attack of opportunity). The character can move up to five feet either away or toward the designated target. She can use this ability to avoid engaging in melee combat or to keep a target from escaping. This extra movement does not affect the character's normal movement options. Follow counts as an attack of opportunity in that a gypsy performer may not use Follow more than once per round (unless she has the Combat Reflexes feat).

- ✦ **Primal Urge:** Instead of Sneak Attack +4d6 the gypsy performer can take Primal Urge. Dancing awakens something in everyone who participates and even on those who only watch. She can awaken such feelings in one target. The gypsy performer can only try to affect creatures that are already suffering from her Mesmerise ability. She can awaken Fighting-Madness in others, even if they do not have

the feat, or she can awaken an irrational desire to dance within others. The choice of effect is hers. If she chooses to awaken rage, the subject acts as if they had activated the Fighting-Madness feat (see *Conan the Roleplaying Game*). If she chooses to touch upon their need to dance uncontrollably, the subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Defence and a -10 penalty on Reflex saves, and it negates any Defence bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn. Both effects can be avoided by a Will save (DC set by Perform (dance) check). The condition lasts for as long as the dancer keeps performing and stops immediately when she ceases to dance. This is a mind-affecting ability.

SIREN

□ TEMPTRESS/PIRATE □

A siren is a sea-pirate whose beauty and song can drive seamen mad with passion. Living on islands, ghost ships and other floating fortresses, she is a devilish monster who ensnares the hearts and minds of marines and pirates. Her songs can melt the coldest soul and inflame the stoniest heart. Her voice is a unique weapon, a weapon with which she can twist the hearts and mind of men and even affect the world around her.

STRENGTHS

The temptress gains a number of benefits from adding pirate levels to her temptress class, the following being the most important for the role of the siren:

- ✦ **Saving Throws:** The siren has impressive saving throws, especially Fortitude and Reflex saves.
- ✦ **Seamanship:** This helps the temptress with her weaker defence when onboard ship.
- ✦ **Ferocious Attack:** The initial boost to Initiative, melee attacks and damage gives the siren the edge over a standard temptress. The additional attack gained later is another advantage the siren has over the land temptresses.
- ✦ **To Sail a Road of Blood & Slaughter:** The free action *coup de grace* gives this temptress the ability to kill fallen opponents quickly.
- ✦ **Sneak Attack:** The sneak attacks of the pirate stack nicely with the temptress' sneak attacks.

WEAKNESSES

The temptress dilutes her seduction ability by taking up pirate levels, adding the following weaknesses:

- ✦ **Slower Base Attack Bonus Progression:** Although the siren has a slower early and mid-level progression for base attack bonus than a straight line temptress or pirate, the siren does regain ground by 13th level.

Siren (Temptress/Pirate)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Temptress 1	+0	+0	+0	+0	+2	+2	Comeliness, Savoir-Faire, (character feat)
2 nd	Pirate 1	+0	+0	+0	+2	+4	+2	Seamanship, Ferocious Attack
3 rd	Temptress 2	+1	+1	+0	+2	+5	+3	Seductive Art +1, Dance of Desire 1/day, (character feat)
4 th	Pirate 2	+2	+2	+1	+3	+6	+3	Pirate Code, To Sail A Road of Blood and Slaughter, (single ability increase)
5 th	Temptress 3	+3	+2	+2	+4	+6	+3	Sneak Attack +1d6
6 th	Pirate 3	+4	+3	+2	+4	+6	+4	Sneak Attack +2d6, Sneak Subdual, (character feat, all ability increase)
7 th	Temptress 4	+5	+4	+2	+4	+7	+5	Poison Use, Seductive Savant
8 th	Pirate 4	+6/+1	+5	+3	+5	+8	+5	Uncanny Dodge, (single ability increase)
9 th	Temptress 5	+6/+1	+5	+3	+5	+8	+5	Binding Contract, Art of Distraction, (character feat)
10 th	Pirate 5	+6/+1	+5	+3	+5	+8	+5	Mobility, (all ability increase)
11 th	Temptress 6	+7/+2	+6	+4	+6	+9	+6	Seductive Art +2, Dance of Desire 2/day
12 th	Pirate 6	+8/+3	+7	+5	+7	+10	+7	Sneak Attack +3d6, Seamanship +2, (character feat, single ability increase)
13 th	Temptress 7	+9/+4	+7	+5	+7	+10	+7	Sneak Attack +4d6, Admirers
14 th	Pirate 7	+10/+5	+8	+5	+7	+10	+7	Bite Sword, Ferocious Attack (additional attack), (all ability increase)
15 th	Temptress 8	+11/+6/+1	+9	+6	+7	+11	+8	Inspire, (character feat)
16 th	Pirate 8	+12/+7/+2	+10	+7	+8	+12	+8	Improved Uncanny Dodge, Poison Resistance +1, (single ability increase)
17 th	Temptress 9	+12/+7/+2	+10	+7	+9	+12	+8	Outrageous Flattery
18 th	Temptress 10	+13/+8/+3	+11	+7	+9	+13	+9	Seductive Art +3, Dance of Desire 3/day, (character feat, all ability increase)
19 th	Temptress 11	+14/+9/+4	+11	+8	+9	+13	+9	Sneak Attack +5d6, Exquisite
20 th	Temptress 12	+15/+10/+5	+12	+8	+10	+14	+10	Above Suspicion, (single ability increase)

- ❖ **Hit Die:** The pirate's d8 Hit Dice diminishes the temptress's ability to endure long battles or sustain damage.
- ❖ **Fewer bonus feats:** The siren has fewer bonus feats than a straight class temptress. The virtual feats of Mobility and Uncanny Dodge mitigate this loss somewhat.

RECOMMENDED OPTIONS

As the character combines temptress and pirate levels, there are some options she can take to optimise the mixture of both classes' abilities.

- ❖ Ranks in Swim are highly recommended for this character concept. She often lives on islands or ghost ships.
- ❖ Take ranks in Swim, Jump and Tumble, and take feats such as Improved Grapple, Leadership and Combat Reflexes.
- ❖ Take skills that improve the class features of the pirate, such as combining Tumble with Mobility. Tumble has its own advantages; five ranks offer a Dodge bonus to Defence.



RACES

Characters combining the temptress and pirate classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Hyborians treat all class combinations as favoured classes and can use Adaptability and their choices of Background Skills to great benefit.
- ❖ Pirate is a favoured class for Zingarans and they have a bonus to sneak attacks, giving the Zingaran siren a powerful advantage over low-level sirens of other races.

VARIANT RULES

The following rules variants are intended for multiclass temptress/pirates only and reflect the special training they might receive in the course of their adventuring career.

- ❖ **Passionate Performance:** Instead of Ferocious Attack, a siren can take Passionate Performance, but she must have at least one level of temptress. A siren can cause an irrational lust in another being just by singing. This ability can be used a number of times per day equal to her Charisma modifier. She sings a song, making a Perform (song) check. The creature must make a Will save against her Perform (song) check or find themselves utterly captivated. This is a mind-affecting charm. A captivated victim walks directly toward her, taking the most direct route available. If the path leads into a dangerous area, such as through flames, over a cliff, into a lake and so on, the victim may make a second saving throw. Captivated victims can take no actions other than to defend themselves. A victim within five feet of the siren stands unmoving and offers no resistance to any actions she makes against him. This effect continues for a number of rounds equal to the siren's Charisma modifier.
- ❖ **Shattering Voice:** Instead of Poison Resistance +1, a siren can take Shattering Voice. The intensity of the siren's song has the strength to shatter objects. Her voice creates a loud, ringing noise that breaks brittle, non-magical objects; sunders a single solid, non-magical object; or damages a crystalline creature. Used as an area attack, Shattering Voice destroys non-magical objects of crystal, glass, ceramic or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the ability. Objects weighing more than 1 pound per temptress level are not affected, but all other objects of the appropriate composition are shattered. Targeted against a crystalline creature (of any weight), Shattering Voice deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

VAMP

□ TEMPTRESS/SCHOLAR □

Often corrupt, the vamp uses her feminine wiles to advance her position by manipulating others to perform deeds for her in exchange for the promise of pleasure. The vamp is glamorous, exotic and dramatic. She has striking features, wears dark clothing and uses cosmetics to darken and accentuate her eyes and lips. Vamps rarely engage in direct combat or confrontation, preferring instead to let their would-be lovers bear the brunt of the danger. Vamps are typically callous and have little regard for others save as tools.

Vamps usually conceal their nature, feigning helplessness and weakness, appealing to the most pliant members of a group. Only through the most stalwart resistance and appealing to a higher moral code will her victim be able to overcome her magnetic will.

STRENGTHS

The temptress gains a number of advantages by taking levels in scholar.



Vamp (Temptress/Scholar)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Temptress 1	+0	+0	+0	+0	+0	+0	+2	Comeliness, Savoir-Faire, (character feat)
2 nd	Scholar 1	+0	+0	+0	+0	+0	+2	+4	New Sorcery Style, Scholar, Background, Base Power Points, Knowledge is Power
3 rd	Temptress 2	+1	+1	+0	+0	+0	+3	+5	Seductive Art +1, Dance of Desire 1/day, (character feat)
4 th	Scholar 2	+2	+1	+0	+1	+0	+3	+6	+1 Power Point, New Sorcery Style, (single ability increase)
5 th	Temptress 3	+3	+1	+1	+1	+1	+3	+6	Sneak Attack +1d6
6 th	Scholar 3	+4	+2	+2	+1	+2	+4	+6	Advanced Spell, Bonus Spell, (character feat, all ability increase)
7 th	Temptress 4	+5	+3	+2	+2	+2	+5	+7	Poison Use, Seductive Savant
8 th	Scholar 4	+6/+1	+3	+2	+3	+2	+5	+8	Advanced Spell, New Sorcery Style, (single ability increase)
9 th	Temptress 5	+6/+1	+3	+2	+3	+2	+5	+8	Binding Contract, Art of Distraction, (character feat)
10 th	Scholar 5	+6/+1	+3	+2	+3	+2	+5	+8	Advanced Spell, Iron Will, (all ability increase)
11 th	Temptress 6	+7/+2	+4	+3	+3	+3	+6	+9	Seductive Art +2, Dance of Desire 2/day
12 th	Scholar 6	+8/+3	+5	+4	+4	+4	+7	+10	Advanced Spell, +1 Power Point, Increased Maximum Power Points (triple), (character feat, single ability increase)
13 th	Temptress 7	+9/+4	+5	+4	+4	+4	+7	+10	Sneak Attack +2d6, Admirers
14 th	Scholar 7	+10/+5	+5	+4	+4	+4	+7	+10	Advanced Spell, Bonus Spell, (all ability increase)
15 th	Temptress 8	+11/+6/+1	+6	+5	+5	+4	+8	+11	Inspire, (character feat)
16 th	Scholar 8	+12/+7/+2	+7	+6	+6	+4	+8	+12	Advanced Spell, New Sorcery Style, (single ability increase)
17 th	Temptress 9	+12/+7/+2	+7	+6	+6	+5	+8	+12	Outrageous Flattery
18 th	Scholar 9	+12/+7/+2	+7	+6	+6	+6	+9	+12	Advanced Spell, (character feat, all ability increase)
19 th	Temptress 10	+13/+8/+3	+8	+6	+6	+6	+10	+13	Seductive Art +3, Dance of Desire 3/day
20 th	Scholar 10	+14/+9/+4	+8	+6	+7	+6	+10	+14	Advanced Spell, +1 Power Point, (single ability increase)

- ❖ **Spells:** The vamp's access to sorcery is a major boon for the temptress.
- ❖ **Improved Will Save:** The vamp is more wilful than a straight class temptress. The bonus Iron Will feat gained at 9th level adds to the vamp's ability to resist manipulation.

WEAKNESSES

Levels in scholar dilute the temptress's combat ability, adding the following weaknesses:

- ❖ **Low Base Attack Bonus:** The vamp is a lover, not a fighter. Her base attack bonus is lower than a straight class temptress.
- ❖ **Defence Values:** The vamp is severely hampered in her ability to defend herself compared to the straight class

temptress. Dodge is critically hampered and parry is only slightly less reduced.

- ❖ **Low Reflex Save:** Her Reflex save is slower and lower than a straight classed temptress. This also negatively impacts her Initiative as well.

RECOMMENDED OPTIONS

As the character combines temptress and scholar levels, there are some options she can take to optimise the mixture of both classes' abilities:

- ❖ Vamps should emphasise Bluff, Diplomacy, Intimidate, Perform and Sense Motive, usually keeping maximum ranks in these skills if possible.
- ❖ Although named after vampires, vamps rarely actually practise Necromancy. Usually Hypnotism, Nature Magic, Divination or Curses are performed by vamps. Hypnotism helps them control people, of course. Nature Magic gives them access to exotic animal allies and sorcerous gardens. Some vamps prefer to divine the future to give themselves an exotic air, able to perform parlour tricks and other popular predictions. Curses, of course, are what vamps are reputed to be masters of when crossed.

RACES

Characters combining the temptress and scholar classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Hyborians are suited for all class combinations, as all classes are treated as favoured. Background Skills should be along the lines of Bluff, Diplomacy, Intimidate and Sense Motive.
- ❖ Pelishtim vamps usually focus on the Immortality sorcery style (from *Conan: The Scrolls of Skelos*).
- ❖ Stygians, with their dark eye-makeup, pale skin and black hair, make almost stereotypical vamps. Scholar is favoured for the Stygians.

VARIANT RULES

The following rules variants are intended for a multiclass temptress/scholar only and reflect the special training she might receive in the course of her adventuring career.

- ❖ **Kiss:** In lieu of the Scholar ability, the vamp can take Kiss. Knowledge is not as important to the vamp as sensuality. The vamp can add +4 to her Magic Attack Roll or DC of any spell or effect by delivering it as a kiss. Any spell delivered in this fashion is treated as a touch attack with a range of Touch. The character must have at least one level of temptress before this substitution can be made.
- ❖ **Seductive:** In lieu of a bonus spell at the 3rd level of scholar, the vamp gains a +4 competence bonus to all Charisma checks involving members of the opposite gender. The vamp must have at least 3 levels of temptress to qualify for this ability.
 - ❖ **Force of Will:** Once per day the vamp may boost her Charisma by 1d4 plus 1 point per temptress level for 10 minutes plus 1 minute per Power Point spent. This is often used in difficult bargaining situations. This

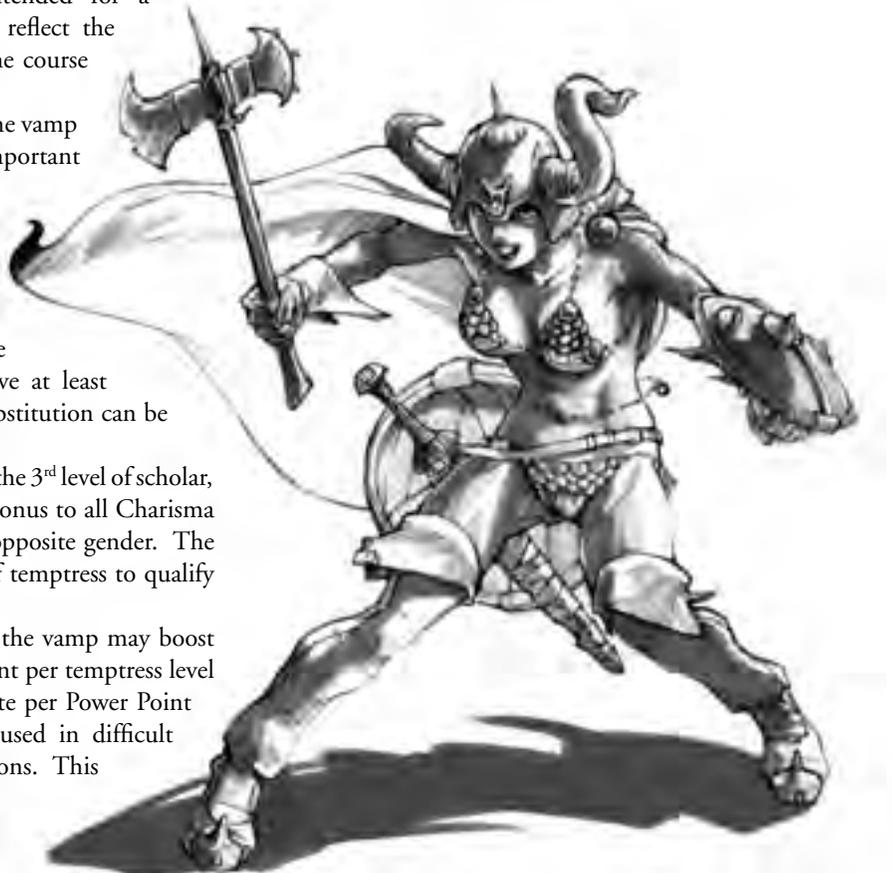
is taken in lieu of the Iron Will bonus feat available to the 5th level scholar.

- ❖ **Powerful Presence:** In lieu of the bonus spell offered at the 7th level of scholar, the vamp can take Powerful Presence. The vamp's proficiency in dealing with members of the opposite gender now extends to both genders. When dealing with members of the same gender, she benefits from a +4 competence bonus to all Charisma checks. The vamp must have at least 5 levels of temptress to qualify for this ability.
- ❖ **True Seduction:** In lieu of a new advanced spell, the vamp can take True Seduction. The vamp is able to completely enthrall a target with her own sexuality. If the vamp succeeds in using Diplomacy to seduce someone (see page 50), the target also acts as if under the effect of a *domination* spell (regardless of Hit Dice), although the target gets a bonus of +4 when resisting a command that goes against their nature.

SHIELD MAIDEN

□ TEMPTRESS/SOLDIER □

Shield maidens are female warriors who bear shields for great warlords or fight in armies alongside the men. Often found in Nordheim as unmarried women who bear arms, the concept exists in some fashion throughout Hyboria. Some dress in functional armour, others, like a red-haired Hyrkanian of some repute, wear armour-like clothing designed to distract a foe instead of protect the body



Shield Maiden (Temptress/Soldier)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Temptress 1	+0	+0	+0	+0	+2	+2	Comeliness, Savoir-Faire, (character feat)
2 nd	Soldier 1	+1	+0	+0	+2	+2	+2	Bonus Feat
3 rd	Temptress 2	+2	+1	+0	+2	+3	+3	Seductive Art +1, Dance of Desire 1/day, (character feat)
4 th	Soldier 2	+3	+2	+1	+3	+3	+3	Bonus Feat, (single ability increase)
5 th	Temptress 3	+4	+2	+2	+4	+3	+3	Sneak Attack +1d6
6 th	Soldier 3	+5	+2	+3	+4	+4	+4	Formation Combat, (character feat, all ability increase)
7 th	Temptress 4	+6/+1	+3	+3	+4	+5	+5	Poison Use, Seductive Savant
8 th	Soldier 4	+7/+2	+4	+4	+5	+5	+5	Bonus Feat, (single ability increase)
9 th	Temptress 5	+7/+2	+4	+4	+5	+5	+5	Binding Contract, Art of Distraction, (character feat)
10 th	Soldier 5	+8/+3	+4	+4	+5	+5	+5	(All ability increase)
11 th	Temptress 6	+9/+4	+5	+5	+6	+6	+6	Seductive Art +2, Dance of Desire 2/day
12 th	Soldier 6	+10/+5	+6	+6	+7	+7	+7	Bonus Feat, (character feat, single ability increase)
13 th	Temptress 7	+11/+6/+1	+6	+6	+7	+7	+7	Sneak Attack +2d6, Admirers
14 th	Soldier 7	+12/+7/+2	+6	+7	+7	+7	+7	Formation Combat, (all ability increase)
15 th	Temptress 8	+13/+8/+3	+7	+8	+7	+8	+8	Inspire, (character feat)
16 th	Soldier 8	+14/+9/+4	+8	+9	+8	+8	+8	Bonus Feat (single ability increase)
17 th	Temptress 9	+14/+9/+4	+8	+9	+9	+8	+8	Outrageous Flattery
18 th	Soldier 9	+15/+10/+5	+8	+9	+9	+9	+9	(Character feat, all ability increase)
19 th	Temptress 10	+16/+11/+6/+1	+9	+9	+9	+10	+10	Seductive Art +3, Dance of Desire 3/day
20 th	Soldier 10	+17/+12/+7/+2	+10	+10	+10	+10	+10	Bonus Feat, (single ability increase)

STRENGTHS

A temptress/soldier gains a number of benefits from adding temptress levels to her soldier class.

- ❖ **Improved Combat Advancement:** The soldier improves the combat capabilities of the temptress.
- ❖ **Bonus Feats:** Additional feats are useful for nearly any class of character. This allows the character to be more martial than most temptresses.
- ❖ **Improved Parry:** Temptress/soldiers have an improved rate of base parry bonuses.
- ❖ **Fortitude Save:** Temptress/soldiers are tough and have a better Fortitude save than a straight class temptress. This better increases her chances against massive damage and other endurance tests.

WEAKNESSES

A temptress/soldier has a few drawbacks when adding soldier levels to her temptress class.

- ❖ **Weaker Reflex & Will Saves:** Slow and overall weak Reflex and Will saves are a drawback. The weak Reflex save negatively impacts her initiative.
- ❖ **Skills:** The soldier has few skill points and few class skills, reducing both for the temptress character.

RECOMMENDED OPTIONS

As the shield maiden combines soldier and temptress levels, there are some options she can take to optimise the mixture of both classes' abilities.

- ❖ Lightning Reflexes and Improved Initiative are also strong options for character feats, permitting the character to improve her chances of being the first into combat and to be the first to splatter the life's blood of her opponents before her own is spilled.
- ❖ Shield maidens are watchful and alert. They usually take maximum ranks in Listen and Spot.
- ❖ Alertness and Sleep Mastery are important qualities for a shield maiden, so these are wonderful feats to take.
- ❖ Power Attack, Cleave and Great Cleave are also good choices for bonus feats, improving her ability to drop opponents quickly.

RACES

Characters combining the temptress and soldier classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Hyborians favour both classes. Background skills should be Listen, Spot, Search and any other. Listen

and Spot are good choices for the Hyborian Adaptable ability. If the character also takes Alertness and the Vigilance ability (see Variant Rules), her ability to Spot and Listen for danger and ambushes will be nothing short of amazing.

- ❖ Meadow Shemites have shield maidens among their *Asshuri*, although they are uncommon. Soldier is a favoured class for the Meadow Shemites.
- ❖ Nordheimir shield maidens are almost definitive. Although soldier is not favoured, this is still a powerful class combination. The ability to wield war swords, plus the racial bonus to damage and the racial bonus to Listen and Spot make this an incredible choice for such a character. The shield maidens of the Nordheimir are sometimes referred to as Valkyrie.

VARIANT RULES

The following rules variants are intended for the multiclass temptress/soldier only and reflect the special training she might receive in the course of her adventuring career.

- ❖ **Aura of Authority:** The character is less about seduction than about war. Instead of gaining Seductive Art, she may take Aura of Authority. She begins to exude an air of power that demands respect. She gains a +2 bonus on both Intimidate checks and to Will saves. This ability increases to +3 at 6th temptress level and +4 at 10th temptress level. She must have at least one level in soldier to take this ability.
- ❖ **Spurn Seduction:** In lieu of Poison Use, the shield maiden may take Spurn Seduction. The shield maiden is immune to any skill checks that attempt sexual seduction or use sexuality to influence her behaviour. All opposed skill checks used in this way against the character automatically fail.
- ❖ **Vigilance:** The shield maiden often fights alongside important soldiers. The character adds her soldier and temptress class levels to all Listen and Spot checks. She may take this ability when she takes her 5th soldier level if she already has five temptress levels.

BLACK WIDOW □ TEMPTRESS/THIEF □

The black widow is one of the most notorious serial killer types, named after the toxic spiders that kill their mates when their usefulness is at an end. Most of the time, they kill for profit. They live off blood money gained from the sudden deaths of close relations and many marry wanted criminals, then kill them and turn in the corpses for the reward. Others quietly marry guildsmen, then slowly kill them and live off of the money of the guild, who are required to look after the families of dead members. Eventually the black widow sets her sights on a higher standard of living and changes

her identity to strike again. Many, at higher levels, aim for the nobility. Once married to a noble, the black widow is considered noble and might gain access to the wealth of generations.

A black widow, with the right charming words and with the right charming smile, envelopes men in her deadly arms, earning their trust and their money. Black widows are usually subtle killers, rarely creating scenes of bloody rampage, but instead deliberately calculating their murders and cold-bloodedly carrying them out. Staged domestic accidents and poison are the two most common methods of murder. Black widows also manage to convince others to carry out their murders for them, often promising would-be lovers that they cannot go on seeing each other unless he 'gets rid' of her pesky husband.

STRENGTHS

By taking levels of thief in addition to her temptress class, the black widow maximises her ability to strike terror into her opponents. Some of the most important benefits offered to the temptress from this combination of classes follow:

- ❖ **Eyes of the Cat:** The ability to see in the dark allows the black widow more opportunities to stage domestic accidents without being caught.
- ❖ **Improved Reflex Saves:** The black widow relies on her reflexes more than a standard temptress, and adding thief levels to the temptress has the benefit of increasing the Reflex saves at the cost of diminishing Fortitude saves. This also has the added advantage of improving her Initiative, which is useful in light of her sneak attack ability.
- ❖ **Sneak Attack:** The black widow strikes fast and hard. She often has time for one attack before she must flee, thus the sneak attack is perfect for the black widow, providing the temptress with a truly devastating attack.
- ❖ **Skills:** The thief's large skill base provides the temptress with the means to hide and scurry effectively. She also has more defensive options, especially with the Tumble skill.
- ❖ **Hit Die:** The thief's d8 Hit Die is larger than the temptress's d6.

WEAKNESSES

In addition to diluting the temptress's combat ability by taking thief levels, the black widow also suffers from the following weaknesses:

- ❖ **Decreased Parry Bonus:** The black widow, more concerned with offence than defence, has a slightly lower Parry bonus than a straight class temptress. Her Dodge bonus, however, is only slightly slowed.
- ❖ **Base Attack:** The base attack bonus of the thief is not as strong as the temptress's, thus lowering the character's chances to hit a target.
- ❖ **Fortitude Saves:** The character's Fortitude saves are slightly diminished compared to a straight class temptress but her Reflex saves are improved.

- ❖ **Feats:** The character will have fewer bonus feats than a straight class temptress but the thief does offer several virtual feats in lieu of the bonus feats.
- ❖ **Armour Restrictions:** In order to best utilise the thief skills, including Light-Footed, the character must limit her armour options, especially if the Evasion special ability is chosen.

RECOMMENDED OPTIONS

As the character combines temptress with thief levels, there are some options she can take to optimise the mixture of both classes' abilities.

- ❖ The sneak attack is the supreme advantage of combining temptress and thief levels. Feats should be chosen so that they complement the sneak attack's chance to hit and damage an opponent. These range from the simple attack bonus feats like Weapon Focus and Point Blank Shot (which conveniently has the same maximum range as ranged sneak attacks), to more sophisticated manoeuvres like Improved Feint to create the chances for sneak attacks rather than wait for them to happen. Improved Initiative and Lightning Reflexes both improve Initiative, which increases the odds of successfully getting a sneak attack. Improved Feint also enhances the capabilities of gaining a sneak attack later in the melee.
- ❖ Black widows are noted for their skill at looking 'normal' when necessary for planning and survival. They almost always have high ranks in Disguise, Forgery and Perform (acting). Many black widows relocate as soon as one husband dies, changing their names and personalities, fabricating a new background and beginning again. Each new persona is played to the hilt with flawless precision. The Deceitful feat is highly recommended.
- ❖ Black widows completely lack a conscience so they should not have codes of honour.
- ❖ Choose feats that work well with the thief skills, such as combining Mobility with Tumble or Skill Focus (Bluff) with the Bluff skill. Alertness and Stealthy are also good feats to choose.
- ❖ Craft (alchemy) and Craft (herbalism) should be taken to aid in the use of poison and manufacture of drugs and herbal preparations (such as the love potion from *Conan: The Scrolls of Skelos*).
- ❖ Take special abilities such as Crippling Strike or Opportunist to maximise sneak attacks and quick hit-and-run attacks.

RACES

Characters combining the temptress and thief classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ❖ This class, like all class combinations, is perfectly suited for Hyborians, who treat all classes as favoured classes for purposes of determining bonus feats.
- ❖ Zamorians favour the thief class, making this a perfect class for that black-hearted race. Black widows fit right in among the shining Zamorian cities such as Shadizar.

VARIANT RULES

The following rules variants are intended for the multiclass temptress/thief only and reflect the special training she might receive in the course of her adventuring career.

- ❖ **Black Widow:** The black widow's first sneak attack style is poison; the black widow instead applies her sneak attack damage to any poison she uses in food or drink (poisoned weapons do not count). Also, instead of gaining the Trap Disarming ability of the thief, she gains Poison Use, regardless of prerequisites.

- ❖ **Veiled In Darkness:** An 8th level temptress with at least 6 levels of thief can take Veiled in Darkness if she already has the Black Widow ability (above).



Black Widow (Temptress/Thief)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Temptress 1	+0	+0	+0	+0	+2	+2	Comeliness, Savoir-Faire, (character feat)
2 nd	Thief 1	+0	+0	+0	+0	+4	+2	Sneak Attack Style, Sneak Attack +1d6/+1d8, Trap Disarming
3 rd	Temptress 2	+1	+1	+0	+0	+5	+3	Seductive Art +1, Dance of Desire 1/day, (character feat)
4 th	Thief 2	+2	+2	+1	+0	+6	+3	Eyes of the Cat, (single ability increase)
5 th	Temptress 3	+3	+2	+2	+1	+6	+3	Sneak Attack +2d6/+1d8+1d6
6 th	Thief 3	+4	+2	+2	+2	+6	+4	Sneak Attack +3d6/+2d8+1d6, Trap Sense +1, (character feat, all ability increase)
7 th	Temptress 4	+5	+3	+2	+2	+7	+5	Poison Use, Seductive Savant
8 th	Thief 4	+6/+1	+4	+3	+2	+8	+5	Sneak Attack Style, Light-Footed, (single ability increase)
9 th	Temptress 5	+6/+1	+4	+3	+2	+8	+5	Binding Contract, Art of Distraction, (character feat)
10 th	Thief 5	+6/+1	+4	+3	+2	+8	+5	Sneak Attack +4d6/+3d8+1d6, (all ability increase)
11 th	Temptress 6	+7/+2	+5	+4	+3	+9	+6	Seductive Art +2, Dance of Desire 2/day
12 th	Thief 6	+8/+3	+6	+5	+4	+10	+7	Trap Sense +2, Special Ability, (character feat, single ability increase)
13 th	Temptress 7	+9/+4	+6	+5	+4	+10	+7	Sneak Attack +5d6/+3d8+2d6, Admirers
14 th	Thief 7	+10/+5	+6	+5	+4	+10	+7	Sneak Attack +6d6/+4d8+1d6, (all ability increase)
15 th	Temptress 8	+11/+6/+1	+7	+6	+4	+11	+8	Inspire, (character feat)
16 th	Thief 8	+12/+7/+2	+8	+7	+4	+12	+8	Sneak Attack Style, Poison Use, (single ability increase)
17 th	Temptress 9	+12/+7/+2	+8	+7	+5	+12	+8	Outrageous Flattery
18 th	Thief 9	+12/+7/+2	+8	+7	+6	+12	+9	Sneak Attack +7d6/+5d8+2d6, Trap Sense +3, (character feat, all ability increase)
19 th	Temptress 10	+13/+8/+3	+9	+7	+6	+13	+10	Seductive Art +3, Dance of Desire 3/day
20 th	Thief 10	+14/+9/+4	+10	+8	+6	+14	+10	Special Ability, (single ability increase)

A black widow who is veiled in darkness puts people off their guard. She may kiss a partner as a move action and force a Will save (DC set by Bluff check) or the character is considered unaware and flat-footed for any attack she may make this round or the next. She may also have sex with a partner, sex that is so energetic and exhausting that her partner falls into a deep, hard slumber. After having sex with a character with the Black Widow ability, the partner must make a Fortitude save (DC 10 + temptress' Con bonus + temptress' Cha bonus) or fall into a deep, peaceful sleep.

☞ **Murder Most Rare:** At 8th thief level, in lieu of another application of Poison Use, the black widow gains Murder Most Rare. The black widow may perform a *coup de grace* as a free action up to once per round upon subjects immediately following a kiss or other sexual act. This *coup de grace* never provokes an attack of opportunity, as the black widow is so used to despatching smitten opponents that she can do so before an opponent can react. The *coup de grace* can be combined with the sneak attack. This often takes

the form of a knife in the back during a kiss or a knife in the chest while she straddles her opponent.

DERVISH

□ NOMAD/TEMPTRESS/ BARBARIAN/SCHOLAR □

The dervish is a nomad who has added temptress, barbarian and scholar levels to his class. He begins his life as a member of a nomad tribe. He knows the desert but knows there is something more. The dervish leaves his tribe and goes out, on foot, into the desert, where he sees the faces of the gods. He reflects on his role in the grand scheme of things and he learns to allow the spirit of the desert, the personified force of inhuman nature to seize his soul, causing him to become a raging machine of death and magic. The dervish becomes a whirl of dancing manoeuvres, chants, whirls and shouts.

The dervish is both beautiful and terrible to behold. Usually found in the deserts, dervishes are regarded to be at least on the cusp of madness, if not entirely insane.

STRENGTHS

A dervish gains a number of benefits from adding barbarian, nomad and scholar levels to his temptress class, the following being the most important:

- ❖ **Much Stronger Fortitude Save:** The dervish is tough and rigorous. He has a much tougher Fortitude save than a straight class temptress.
- ❖ **Improved Combat Abilities:** The dervish, by adding powerful martial classes such as nomad and barbarian, has a greater attack ability than a straight classed temptress.
- ❖ **Improved Hit Points:** The d10 Hit Dice of the barbarian and nomad is an impressive improvement on the d6 Hit Dice of the temptress and scholar, giving the dervish a slight boost in hit points compared to a straight classed temptress.

WEAKNESSES

The dervish has a few weaknesses:

- ❖ **Weaker Defence:** The dervish is not as capable at the Parry and Dodge Defences as a straight classed temptress.



RECOMMENDED OPTIONS

As the character combines temptress, nomad, barbarian and scholar levels, there are some options he can take to optimise the mixture of all the classes' abilities.

- ❖ The dervish is a religious fanatic. The character should maintain maximum ranks in Knowledge (religion) to reflect this aspect of the dervish.
- ❖ The dervish is a dancer. He should maintain maximum ranks in Perform (dance). Ranks in Perform (ritual) are also appropriate, depending on the types of sorcery the character chooses to cast. Feats such as Performer are also appropriate.
- ❖ Dervishes can survive in the deserts of Hyboria, so ranks in Survival are important.
- ❖ Many dervishes are consulted by sultans and chieftains as holy and wise men. Ranks in Diplomacy are recommended, as is the Divination sorcery style. They are often expected to be able to predict the future.
- ❖ A dervish's dancing is often described as hypnotic, so the Hypnotism sorcery style is also relevant and appropriate for this class combination concept.

RACES

Characters combining this string of classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Hyborians technically excel at this because all of the classes count toward favoured class bonus feats. However, this is primarily a desert-based class progression and is not appropriate for most Hyborian races from a roleplaying standpoint.
- ❖ Any race with nomad as a favoured class is the most appropriate race for this progression, although, with only one level in nomad, the character will earn only one favoured class bonus feat. This includes Turanians, Hyrkianians, Iranistani, Ghanata and Shemite.
- ❖ Stygians make excellent dervishes as scholar is a favoured class for them. They often serve as mystical advisors for the kings of Stygia and sources of instruction for many of the sorcerers living in that dusky realm.
- ❖ This progression is not at all suitable for races that are prohibited to take nomad at 1st level. Their culture does not support this sort of character archetype. This includes Argosseans, Barachans, Bossonian, Gundermen, Taurans, Khitans, Nordheimer, Picts, Southern Islanders, Southern Black Kingdom tribesmen, Vendhyans and Zingarans.
- ❖ Although the progression would start off with barbarian instead of nomad, a 'dervish' of the glaciers would make an interesting character. A Nordheimir or Hyperborean who wanders into the most uninhabitable reaches of the northern world to see the face of Ymir and stretch

Dervish (Nomad/Temptress/Barbarian/Scholar)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Nomad 1	+1	+0	+0	+0	+2	+2	+0	Track, Favoured Terrain +1, Born to the Saddle, (character feat)
2 nd	Temptress 1	+1	+0	+0	+0	+2	+4	+2	Comeliness, Savoir-Faire
3 rd	Temptress 2	+2	+1	+0	+0	+2	+5	+3	Seductive Art +1, Dance of Desire 1/day, (character feat)
4 th	Scholar 1	+2	+1	+0	+0	+2	+5	+5	New Sorcery Style, Scholar, Background, Base Power Points, Knowledge is Power, (single ability increase)
5 th	Barbarian 1	+3	+1	+0	+0	+4	+7	+5	Skill Focus (Survival), Fearless, Versatility (-2 penalty)
6 th	Scholar 2	+4	+1	+0	+1	+4	+7	+6	+1 Power Point, New Sorcery Style, (character feat, all ability increase)
7 th	Temptress 3	+5	+1	+1	+1	+5	+7	+6	Sneak Attack +1d6
8 th	Barbarian 2	+6/+1	+2	+1	+1	+6	+8	+6	Bite Sword, Crimson Mist, (single ability increase)
9 th	Scholar 3	+7/+2	+3	+2	+1	+7	+9	+6	Advanced Spell, Bonus Spell, (character feat)
10 th	Temptress 4	+8/+3	+4	+2	+2	+7	+10	+7	Poison Use, Seductive Savant (all ability increase)
11 th	Barbarian 3	+9/+4	+5	+3	+2	+7	+10	+8	Trap Sense +1, Endurance
12 th	Scholar 4	+10/+5	+5	+3	+3	+7	+10	+9	Advanced Spell, New Sorcery Style, (character feat, single ability increase)
13 th	Temptress 5	+10/+5	+5	+3	+3	+7	+10	+9	Binding Contract, Art of Distraction,
14 th	Barbarian 4	+11/+6/+1	+6	+3	+4	+8	+11	+9	Uncanny Dodge, (all ability increase)
15 th	Scholar 5	+11/+6/+1	+6	+3	+4	+8	+11	+9	Advanced Spell, Iron Will, (character feat)
16 th	Temptress 6	+12/+7/+2	+7	+4	+4	+9	+12	+10	Seductive Art +2, Dance of Desire 2/day, (single ability increase)
17 th	Barbarian 5	+13/+8/+3	+7	+4	+4	+9	+12	+10	Mobility
18 th	Scholar 6	+14/+9/+4	+8	+5	+5	+10	+13	+11	Advanced Spell, +1 Power Point, Increased Maximum Power Points (triple), (character feat, all ability increase)
19 th	Temptress 7	+15/+10/+5	+8	+5	+5	+10	+13	+11	Sneak Attack +2d6, Admirers
20 th	Barbarian 6	+16/+11/+6/+1	+9	+6	+5	+11	+14	+12	Trap Sense +2, Diehard, (single ability increase)

his mind to the point of madness could easily work in the Hyborian world.

VARIANT RULES

The following rules variants are intended for multiclass temptress/barbarian/scholar/nomad only and reflect the special training he might receive in the course of his adventuring career.

☒ **Frenzied Dance:** Instead of taking Comeliness, the dervish may opt to take Frenzied Dance when he takes his first level in

temptress. He must have at least one level in nomad or barbarian. Once per day, a dervish may work himself into a terrible, whirling dance, similar to Fighting-Madness. Engaging in this dance is a full-round action. Once the dance is complete, the frenzied dervish is immune to all mind-affecting spells or supernatural abilities. In addition, the dervish acts as if he had the Diehard feat. This effect lasts for a number of rounds equal to his temptress level + Constitution modifier, after he stops dancing.

☒ **Holy Fervour:** In lieu of Savoir-Faire, the dervish may instead take Holy Fervour. Once per day, the dervish can enter a holy fervour. The dervish temporarily gains +4 to Strength, +4 to Constitution and a +2 morale

bonus on Will saving throws but suffers a -2 penalty to Defence. While in a holy fervour, the dervish cannot use skills or abilities that require patience and concentration, including sneak attacks and finesse fighting. The dervish can use any feat the dervish might have except for Combat Expertise, sorcery feats and Skill Focus, if the latter is tied to a skill that requires patience or concentration. Holy Fervour lasts for a number of rounds equal to 3 + his Constitution bonus. The dervish may prematurely end the Holy Fervour voluntarily. Bonus hit points go away at the end of the Holy Fervour. Entering a holy fervour is a free action. The dervish may not enter a holy fervour if he is under the effect of the barbarian class feature Crimson Mist and vice versa. When the character is available to take Seductive Art +2, he may perform Holy Fervour twice per day.

☒ **Whirling Frenzy:** Instead of Seductive Art +1, the dervish takes Whirling Frenzy. He must have a level in either nomad or barbarian to take this option, as well as five ranks in Perform (dance). A dervish with this variant



does not gain the normal bonuses when he enters a Holy Fervour or comes under the effects of Crimson Mist. Instead, the dervish gains a +4 bonus to Strength and a +2 dodge bonus to Dodge Defence and on Reflex saves (thus, also to Initiative). While in a Whirling Frenzy, the dervish may make one extra attack in a round at his highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made this round. This penalty applies for 1 round, so it also affects attacks of opportunity the dervish might make before his next action.

☒ **Whirlwind Attack:** The dervish may select the Whirlwind Attack feat instead of Poison Use even if he does not have the necessary prerequisite feats, but he must have at least 13 ranks in Perform (dance).

☒ **Unsettling Steps:** In lieu of Trap Sense +1, the dervish may select Unsettling Steps. The dervish has achieved such a degree of mastery over his ability to fight while dancing he may now use Expertise and the Total Defence action while in a Fighting-Madness, Holy Fervour or Crimson Mist. The dervish must have at least 13 ranks in Perform (dance) to take this ability.

☒ **Distracting Litany:** Instead of taking Binding Contract, a dervish can take Distracting Litany. Whenever the dervish enters into the Holy Fervour, he begins to chant and mutter. By dancing, the dervish leaves ego behind and opens himself up to a resonance with the universe's soul, the presence of the entity at the centre of the cosmos. He speaks of the conundrums of the cosmos as though channelling the voices of the Great Old Ones themselves. Those capable of hearing the dervish who are within 30 feet must make a pair of Will saves against a DC 10 + the character's Charisma modifier + ½ character level. The number of dervishes present further modifies the DC. For every additional dervish using this ability, the DC is increased by 1 to a maximum of 10. All targets within the area of affect failing the first saving throw are shaken for 2d10 rounds, suffering a -2 morale penalty on attack rolls, weapon damage rolls and saving throws. All targets failing the second save gain a minor insanity as detailed in *Conan the Roleplaying Game*. Individuals who are immune to fear or mind-affecting spells or effects are immune to Distracting Litany.

☒ **Quick Steps:** In lieu of Trap Sense +2, the dervish may select Quick Steps. The holy fervour has its own rhythm and the dervish can wilfully change that pace. When he goes into a Holy Fervour, he can quicken his step so that the distance he covers with a 5-foot step doubles with a graceful half-step. All the rules for 5-foot steps remain in effect, the only thing that changes is that the dervish covers ten feet. The dervish must have at least 20 ranks in Perform (dance).

By Dark of Night

Thief Multiclassing Options

THE THIEF CLASS is a versatile concept in *Conan the Roleplaying Game*. The skill rules further permit customisation by allowing any skill points realised from high Intelligence scores to be spent on any skill as though it were a class skill. Still further, thieves can take levels in other classes to compliment their own combat abilities or further expand their skills and special qualities. This chapter presents possible ways to combine the thief with the rest of the classes presented in *Conan the Roleplaying Game*, presenting advice on feat and racial choices and other options available when the character gains new abilities from new levels in alternative classes.

With any sort of multiclassing, the character will lose access to the high level abilities of the thief character class. All of these combinations include this inherent weakness. These character concepts lose additional sneak attacks, additional special abilities, improved Trap Sense and additional sneak attack styles.

This chapter assumes that the character's main focus is the thief aspect, taking levels in other classes to alter their basic thief concept slightly. Other character classes taking levels in thief to compliment their primary focus will be covered in other chapters or in other *Conan the Roleplaying Game* supplements. The advancement rates offered herein are not to be taken as the final word on the subject but merely as guidelines to meet a particular character concept.

RUFFIAN

[THIEF/BARBARIAN]

From the streets of Shadizar to the frontier villages of the Westermarck, ruffians are thieves who are barbaric in their nature. They are support combatants and stealth attackers, dirty fighters and backstabbers. They are tough and deadly, using ingenuity and deception to place opponents at a disadvantage, attacking

with surprise when they can and making optimum use of the available terrain. Ruffians can be hot-tempered, fuelled by rage and frustration.

STRENGTHS

A ruffian gains a number of benefits from adding barbarian levels to his thief class.

- ✦ **Fortitude & Reflex Saves:** The ruffian has much improved rate of Fortitude and Reflex saves. The ruffian is well-equipped to survive the rigours of the urban wilderness compared to the straight class thief. The improved Reflex save has the added bonus of improving the character's Initiative.



Ruffian (Thief/Barbarian)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Thief 1	+0	+0	+0	+0	+2	+0	Sneak Attack Style, Sneak Attack +1d6/+1d8, Trap Disarming, (character feat)
2 nd	Barbarian 1	+1	+0	+0	+2	+4	+0	Track, Fearless, Versatility (–2 penalty)
3 rd	Thief 2	+2	+1	+1	+2	+5	+0	Eyes of the Cat, (character feat)
4 th	Barbarian 2	+3	+2	+1	+3	+6	+0	Bite Sword, Crimson Mist, (single ability increase)
5 th	Thief 3	+4	+2	+1	+4	+6	+1	Sneak Attack +2d6/+2d8, Trap Sense +1
6 th	Barbarian 3	+5	+3	+2	+4	+6	+2	Trap Sense +2, Endurance, (character feat, all ability increase)
7 th	Thief 4	+6/+1	+4	+3	+4	+7	+2	Sneak Attack Style, Light Footed
8 th	Barbarian 4	+7/+2	+5	+3	+5	+8	+2	Uncanny Dodge, (single ability increase)
9 th	Thief 5	+7/+2	+5	+3	+5	+8	+2	Sneak Attack +3d6/+3d8, (character feat)
10 th	Barbarian 5	+8/+3	+5	+3	+5	+8	+2	Mobility, (all ability increase)
11 th	Thief 6	+9/+4	+6	+4	+6	+9	+3	Trap Sense +3, Special Ability
12 th	Barbarian 6	+10/+5	+7	+5	+7	+10	+4	Trap Sense +4, Diehard, (character feat, single ability increase)
13 th	Thief 7	+11/+6/+1	+7	+5	+7	+10	+4	Sneak Attack +4d6/+4d8
14 th	Barbarian 7	+12/+7/+2	+8	+5	+7	+10	+4	Versatility (no penalty), (all ability increase)
15 th	Thief 8	+13/+8/+3	+9	+6	+7	+11	+4	Sneak Attack Style, Poison Use, (character feat)
16 th	Barbarian 8	+14/+9/+4	+10	+7	+8	+12	+4	Improved Uncanny Dodge, (single ability increase)
17 th	Thief 9	+14/+9/+4	+10	+7	+9	+12	+5	Sneak Attack +5d6/+5d8, Trap Sense +5
18 th	Barbarian 9	+15/+10/+5	+10	+7	+9	+12	+6	Trap Sense +6, (character feat, all ability increase)
19 th	Thief 10	+16/+11/+6/+1	+11	+8	+9	+13	+6	Special Ability
20 th	Barbarian 10	+17/+12/+7/+2	+12	+8	+10	+14	+6	Improved Mobility, Damage Reduction 1/–, (single ability increase)

- ❖ **Versatility:** This barbarian's adaptability power meshes well with the thief's sneak attack ability, allowing the thief to use almost any weapon with only slightly diminished effectiveness.
- ❖ **Trap Sense:** Both the barbarian class and the thief class have Trap Sense, which stacks, so the thief does not lose out on this ability by multiclassing with barbarian.
- ❖ **Improved Base Attack Bonus:** The ruffian has a more powerful attack capability than a straight classed thief, ultimately earning more iterative attacks.
- ❖ **Improved Dodge:** Although he has a slow start, ultimately, the ruffian is better at Dodge Defence than a straight classed thief. Five ranks in Tumble and feats such as Dodge enhance this strength further.

WEAKNESSES

The ruffian character has a few weaknesses.

- ❖ **Weak Parry Bonus:** The ruffian is much less capable of parrying attacks than a single class thief.

- ❖ **Slow Will Save Progression:** Especially at lower levels, the Will save progression for the ruffian is slow.

RECOMMENDED OPTIONS

As the character combines barbarian with thief levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ A high Dexterity is desirable not only because of the bonus to Dodge Defence value it provides, but also to improve the Initiative of the character as ruffians like to hit first. Finesse weapons are a good option when the character has a mid or high Dexterity score.
- ❖ Most of these characters take ranks in Balance, Escape Artist, Jump and Tumble. Remember to take at least five ranks in Tumble to gain an additional +1 dodge bonus to Dodge Defence.

- ❖ Common feats include Acrobatic, Acrobatic Attack*, Agile, Athletic, Dodge, First Strike*, Greater Combat Reflexes*, Greater Initiative*, Improved Initiative, Lightning Reflexes, Mobility, Striking Cobra, Weapon Finesse and any feat with a Dexterity prerequisite.
- ❖ Strength is also usually high for these characters. Physical brutality is common among ruffians. Skills that are related to their Strength score are usually maximised, such as Climb, Jump and Swim.
- ❖ In addition to the Dexterity based feats listed above, consider also taking feats such as Athletic, Brawl, Cleave, Great Cleave, Greater Overrun*, Improved Bull Rush, Improved Critical, Improved Overrun, Improved Sunder, Power Attack, Stunning Attack and any other feat with a Strength prerequisite.

*Indicates a new feat presented in this volume.

RACES

Characters combining the thief and barbarian classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Hyborians make the best ruffians, as both classes are favoured by the adaptive Hyborian race. The adaptability and Background Skill options of the Hyborians also work heavily in favour of this combination with that race.
- ❖ Cimmerians, Himelian tribesmen, Kushites, Nordheimir, Picts, Southern Islanders and Darfari, all with barbarian as a favoured class, make excellent ruffians. When appropriate, these characters may want to take Fighting-Madness as one of their bonus feats.
- ❖ Zamorian street toughs, predators of the cities, also make for good ruffians, as thief is a favoured class for the Zamorian race.

VARIANT RULES

The following rules variants are intended for multiclass thief/barbarians only and reflect the special training a ruffian might receive in the course of his adventuring career.

- ❖ **Dirty Grapple:** Upon gaining 2nd barbarian level, the character may elect to take Dirty Grapple instead of Bite Sword or Crimson Mist. The power of the barbarian's grip combined with the thief's knowledge of vital organs and weak spots makes for a deadly adversary. When grappling a creature susceptible to

critical hits or sneak attacks, he may make a dirty grapple instead. By winning an opposed grapple attempt (in which the ruffian suffers a -2 penalty), the character can stun his opponent for 1d6 rounds – he need not maintain the grapple for the creature to remain stunned for the duration.

- ❖ **Feint Hearted:** Upon gaining 8th thief level, the character may elect to take Feint Hearted. The character is now utterly used to tricking and conniving his way around the battlefield. Feinting in combat is now a free action, though it may only be used once against any one enemy in a round. The character's vigorous concentration on developing this ability reduces his other thief skills however; Decipher Script and Open Locks become cross-class skills.
- ❖ **Waiting for the Chance:** Upon gaining 6th thief level, the character may elect to take Waiting For The Chance instead of gaining Trap Sense +3. If the character spends an entire round in total defence when facing a single enemy, he may make a feinting in combat check next turn with a circumstance bonus equal to his own base attack bonus. His Defence gains a +2 dodge bonus versus that opponent only for one round if the feinting in combat check is successful. This variant rule may only be taken at 6th thief level in lieu of Trap Sense +3. The character must be at least a 4th level barbarian before selecting this variant.

BOUNTY HUNTER [THIEF/BORDERER]

The bounty hunter is a man who hunts down his prey for money. Using his skills in wilderness tracking and the power of stealth he can hunt down a fugitive and subdue him with ease. These men take various forms, some simply recovering stolen property for desperate merchants, others taking public bounties and contracts for powerful lords. Bounty hunters can be found the length and breadth of the Thurian landscape.

STRENGTHS

By taking levels of borderer in addition to his thief class, the bounty hunter maximises his ability to strike terror into his opponents. Some of the most important benefits offered to the thief from this combination of classes are:

- ❖ **Combat Style and Free Feats:** The character can choose a combat style and receive free feats, such as Endurance and Diehard.

- ❖ **Hit Dice:** The borderer's d10 Hit Dice gives the bounty hunter a slightly higher average hit point total than a straight classed thief.
- ❖ **Improved Fortitude Save:** The bounty hunter has a better Fortitude save than a straight classed thief, making him more likely to survive massive damage and other physical exertions than most thieves.
- ❖ **Improved Base Attack Bonus:** The bounty hunter has a more powerful attack capability than a straight classed thief, ultimately earning more iterative attacks.

WEAKNESSES

In addition to diluting the borderer's combat ability by taking thief levels, the bounty hunter also suffers from the following weaknesses:

- ❖ **Slow Parry and Dodge:** The bounty hunter has a slightly slower Parry and Dodge, which evens out with an equivalent thief level approximately every four character levels.



RECOMMENDED OPTIONS

As the character combines borderer with thief levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ The sneak attack is the supreme advantage of the thief class. Feats and combat styles should be chosen so that they complement the sneak attack's chance to hit and damage an opponent. These range from the simple attack bonus feats like Weapon Focus and Point Blank Shot (which conveniently has the same maximum range as ranged sneak attacks), to more sophisticated manoeuvres like Improved Feint to create the chances for sneak attacks rather than having to wait for them to happen. Improved Initiative and Lightning Reflexes both improve Initiative, which increases the odds of successfully getting a sneak attack. Improved Feint also enhances the chance of gaining a sneak attack later in combat. Sneak Subdual is a good choice of feat, allowing the bounty hunter to take prey alive.
- ❖ Choose feats that work well with the thief skills, such as combining Mobility with Tumble or Skill Focus (Bluff) with the Bluff skill and Improved Feint. Also, take feats such as Athletic, Brawl, Carouser, Endurance, Diehard, Great Fortitude, Hard*, Pain Driven*, Self-Sufficient and Toughness.
- ❖ Crippling Strike is a good special ability to choose at 5th or 10th thief level.
- ❖ Bounty hunters need to be dogged and unflagging. A high Constitution will pay dividends for this character concept. Once they have their eye on a target, they do not let him escape. They work toward their mark one step at a time, taking pride in seeing a job done. They have high personal standards of health and efficiency, looking with contempt at those who prefer to blow their stolen wealth on health-destroying pleasures such as lotus and drink. Bounty hunters do not usually make friends easily as they prefer to focus on the job at hand.
- ❖ Ranks in Concentration, Climb, Swim and Survival are appropriate for a bounty hunter. These sorts of physical skills may be called upon while hunting for bounties.

*Indicates a new feat presented in this volume.

Bounty Hunter (Thief/Borderer)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Thief 1	+0	+0	+0	+0	+2	+0	Sneak Attack Style, Sneak Attack +1d6/+1d8, Trap Disarming, (character feat)
2 nd	Borderer 1	+1	+0	+0	+2	+4	+0	Track, Favoured Terrain +1
3 rd	Thief 2	+2	+1	+1	+2	+5	+0	Eyes of the Cat, (character feat)
4 th	Borderer 2	+3	+2	+2	+3	+6	+0	Combat Style, (single ability increase)
5 th	Thief 3	+4	+2	+2	+4	+6	+1	Sneak Attack +2d6/+2d8, Trap Sense +1
6 th	Borderer 3	+5	+2	+2	+4	+6	+2	Endurance, (character feat, all ability increase)
7 th	Thief 4	+6/+1	+3	+3	+4	+7	+2	Sneak Attack Style, Light Footed
8 th	Borderer 4	+7/+2	+4	+4	+5	+8	+2	Favoured Terrain +2, (single ability increase)
9 th	Thief 5	+7/+2	+4	+4	+5	+8	+2	Sneak Attack +3d6/+3d8, (character feat)
10 th	Borderer 5	+8/+3	+4	+4	+5	+8	+2	Improved Combat Style, (all ability increase)
11 th	Thief 6	+9/+4	+5	+5	+6	+9	+3	Trap Sense +2, Special Ability
12 th	Borderer 6	+10/+5	+6	+6	+7	+10	+4	Diehard, (character feat, single ability increase)
13 th	Thief 7	+11/+6/+1	+6	+6	+7	+10	+4	Sneak Attack +4d6/+4d8
14 th	Borderer 7	+12/+7/+2	+6	+6	+7	+10	+4	Second Favoured Terrain +1, Guide, (all ability increase)
15 th	Thief 8	+13/+8/+3	+7	+7	+7	+11	+4	Sneak Attack Style, Poison Use, (character feat)
16 th	Borderer 8	+14/+9/+4	+8	+8	+8	+12	+4	Favoured Terrain +3, (single ability increase)
17 th	Thief 9	+14/+9/+4	+8	+8	+9	+12	+5	Sneak Attack +5d6/+5d8, Trap Sense +3
18 th	Borderer 9	+15/+10/+5	+8	+8	+9	+12	+6	Swift Tracker, (character feat, all ability increase)
19 th	Thief 10	+16/+11/+6/+1	+9	+9	+9	+13	+6	Special Ability
20 th	Borderer 10	+17/+12/+7/+2	+10	+10	+10	+14	+6	Bonus Feat, (single ability increase)

RACES

Characters combining the thief and borderer classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ☒ This class, like all class combinations, is perfectly suited for Hyborians, who treat all classes as favoured classes for purposes of determining bonus feats. Taurans are also well suited to be a bounty hunter as borderer is a favoured class in that agricultural woodland. They usually excel at tracking.
- ☒ Zamorians, who often have questionable morals, also make for skilled bounty hunters, as thief is a favoured class for the Zamorian race. Many often have urban contacts to help them track their prey.

VARIANT RULES

The following rules variants are intended for multiclass thief/borderers only and reflect the special training a bounty hunter might receive in the course of his adventuring career.

- ☒ **Bring Them Back Alive Combat Style:** You know you earn the greatest reward when you bring prisoners and slaves back alive. The bounty hunter may take

this style instead of the normal options given in *Conan the Roleplaying Game*.

- ☒ **2nd level:** You learn to strike with the flat of your blade or otherwise insure that your attacks are as non-lethal as possible. You do not suffer the normal -4 penalty to attack rolls when striking to inflict nonlethal damage.
- ☒ **5th level:** You gain a +2 bonus to nonlethal damage rolls made against flat-footed opponents or those who are denied their Dexterity bonus for any reason.
- ☒ **11th level:** You gain a +4 bonus to Heal skill checks, allowing you to stabilise dropped bounties more easily. This stacks with bonuses earned from Skill Focus (Heal) and Self-Sufficient feats.

- ☒ **Black Feather Combat Style:** With a ranged weapon, you have learned to take down the mark. The bounty hunter may take this style instead of the normal options given in *Conan the Roleplaying Game*.

- ☒ **2nd level:** You have learned to place an arrow into the leg or foot of a fleeing enemy in order to slow them down. When carrying out a full attack action, you may forgo any additional ranged attacks to make one crippling attack roll. If you hit, damage is caused as normal but

the victim must also make a Fortitude save at DC 20. Failure will result in their speed being halved until they are healed, as the well-placed arrow all but cripples them, making it painful to move. This ability may not be used on any creature immune to critical hits.

- ✦ **5th level:** You are a superb marksman, able to shoot a variety of small and fast moving targets, such as birds and swinging ropes. All penalties for range, size and movement are halved whenever you shoot a ranged weapon. This ability may only be used in conjunction with one attack per round.
- ✦ **11th level:** You have learned to overdraw your bow, pulling it back further than it needs to be pulled in order to gain more power at the expense of accuracy. You may overdraw your bow on any shot. In doing so, you suffer a -2 penalty to your attack roll, but gain a +2 bonus to your damage roll and a +2 bonus to AP.

CRIME LORD

□ THIEF/NOBLE □

A crime lord is the master of the underworld, the dark and seedy side of the urban community. He enforces a brutal regime with the force of his personality and the power of his devious mind. At high levels, he has become as important and influential in a city as the wealthiest merchant princes and the most powerful aristocrats. Crime lords thrive in urban environments such as Shadizar, Tarantia, Messantia, Aghrapur and Kordava. They are often members of crime families (see page 58).

The crime lord is a tough leader. He never admits to weakness, never allows another person to push him around and will never give way before his enemies do. He does not give way on a negotiation and he does not believe in bargaining. Things are done his way or not at all. Although known for brutality and bullying, he can be warm and generous to those he trusts. Family is usually important to him.

The crime lord begins life as a thief in a crime family or other organisation until he earns a spot as a minor leader (and takes the Leadership feat, most likely). At this point, he begins to take levels in noble and is given a title such as lieutenant or captain. The progression offered here is an example, not an exact template.

STRENGTHS

A crime lord gains a number of benefits from adding noble levels to his thief class, the following being the most important for the role of the thief:

- ✦ **Special Regional Feature:** Most of the racial regional bonuses for the noble class include attack bonuses for certain weaponry, enhancing the attacks of the crime lord. This may slightly offset some of the combat dilution that occurs with this mixture of classes.
- ✦ **Wealth:** Most thieves are poor. Crime lords are not. Folk in the city pay protection money and those working for the crime lord give a cut of their take. This translates into the noble's Wealth ability. Not all of this wealth is cash or jewels as some of it involves free food, goods and other services.
- ✦ **Improved Will Saves:** Crime lords are trained to be strong-willed. They tend to have Will saves equivalent to their Reflex saves because the noble class has a good Will save and the thief class has good Reflex saves.
- ✦ **Feats:** The noble gains the Leadership feat for free, which allows a thief to become a leader without having to spend a precious feat slot.

WEAKNESSES

The crime lord dilutes his combat ability by taking up noble levels, adding the following weaknesses.

- ✦ **Slower Base Attack Bonus progression:** Crime lords are not as well trained in combat as the typical thief. Although the special regional feature of the noble class offsets this weakness somewhat, it is undeniable that the crime lord is less able to launch an attack than a straight class thief of equal level.
- ✦ **Weak Dodge Bonus:** Crime lords are less capable of dodging attacks than single class thieves of equal level.
- ✦ **Weak Fortitude Saves:** Crime lords are less able to endure hardship and physical stress than a thief.
- ✦ **Slow Reflex Saves:** Crime lords do not react to danger as quickly as a thief at most levels. This also impacts his Initiative.

RECOMMENDED OPTIONS

As the character combines thief and noble levels, there are some options he can take to optimise the mixture of both classes' abilities.

Crime Lord (Thief/Noble)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Thief 1	+0	+0	+0	+0	+2	+0	Sneak Attack Style, Sneak Attack +1d6/+1d8, Trap Disarming, (character feat)
2 nd	Thief 2	+1	+1	+1	+0	+3	+0	Eyes of the Cat
3 rd	Thief 3	+2	+1	+1	+1	+3	+1	Sneak Attack +2d6/+2d8, Trap Sense +1, (character feat)
4 th	Thief 4	+3	+2	+2	+1	+4	+1	Sneak Attack Style, Light Footed, (single ability increase)
5 th	Thief 5	+3	+2	+2	+1	+4	+1	Sneak Attack +3d6/+3d8
6 th	Thief 6	+4	+3	+3	+2	+5	+2	Trap Sense +2, Special Ability, (character feat, all ability increase)
7 th	Noble 1	+4	+3	+3	+2	+5	+4	Title, Rank Hath Its Privileges, Wealth
8 th	Thief 7	+5	+3	+3	+2	+5	+4	Sneak Attack +4d6/+4d8, (single ability increase)
9 th	Noble 2	+6/+1	+3	+4	+2	+5	+5	Special Regional Feature +1, (character feat)
10 th	Noble 3	+7/+2	+4	+4	+3	+6	+5	(All ability increase)
11 th	Noble 4	+8/+3	+4	+5	+3	+6	+6	Social Ability
12 th	Noble 5	+8/+3	+4	+5	+3	+6	+6	Lead By Example +2, (character feat, single ability increase)
13 th	Noble 6	+9/+4	+5	+6	+4	+7	+7	Enhanced Leadership
14 th	Noble 7	+10/+5	+5	+6	+4	+7	+7	Special Regional Feature +2, (all ability increase)
15 th	Thief 8	+11/+6/+1	+6	+7	+4	+8	+7	Sneak Attack Style, Poison Use, (character feat)
16 th	Noble 8	+12/+7/+2	+7	+8	+4	+8	+8	(Single ability increase)
17 th	Thief 9	+12/+7/+2	+7	+8	+5	+8	+9	Sneak Attack +5d6/+5d8, Trap Sense +3
18 th	Noble 9	+12/+7/+2	+7	+8	+6	+9	+9	Social Ability, (character feat, all ability increase)
19 th	Thief 10	+13/+8/+3	+8	+9	+6	+10	+9	Special Ability
20 th	Noble 10	+14/+9/+4	+8	+10	+6	+10	+10	Lead By Example +4, (single ability increase)

☒ This class combination represents characters who strive to become an important player in the world of crime. This generally does not require skills in picking locks, sneak attacking or picking pockets. His Charisma is his tool and weapon, promising prosperity to his allies and pain to his enemies. He works to build a powerful criminal gang around him, or he was born into a powerful crime family and is training to take over the reins of authority. His spies need to be everywhere and his thugs need to be loyal. A crime lord should put ranks into Diplomacy and Intimidate in order to influence thieves and superiors. Profession (racketeer) could indicate his ability as an 'earner'.

☒ Feats such as Negotiator and Persuasive are appropriate for a crime lord character.

☒ Crime lords should choose social abilities that will help them build their reputation and their criminal network. Ally, Refuge and Reputation are excellent social ability choices for crime lord characters. Reputation is very important as his power of command depends on

it. There should always be rumours in circulation about the crime lord and what he has done to those who have displeased him.

☒ Many can afford Sorcerous Protection, so that is a common special ability for the thief class. Jack-of-all-Trades and Skill Mastery are also appropriate choices.

☒ Almost all crime lords have an Allegiance to their family (see *Conan the Roleplaying Game* for rules on Allegiance).

☒ Iron Will is a good choice of feat for the character. A crime lord is not as susceptible to fear as others are. He will stand his ground and face down anything that tries to intimidate him.

☒ Even though the crime lord can wait and get the Leadership feat for free, he should still take the feat as soon as possible. Having a network of assuredly loyal thieves and associates pays dividends in the long run.

☒ Once the Leadership feat is taken, a good choice for a cohort is some form of minder – a soldier or soldier/thief – as a bodyguard and look-out (see page 125 for a sample progression for a minder).

RACES

Characters combining the thief and noble classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ❖ A Hyborian is an excellent choice for a crime lord because both noble and thief are favoured classes. The Hyborian character should choose Diplomacy and Intimidate for his Adaptable skills.
- ❖ Stygians have noble as a favoured class, although their Background Skills and racial bonuses are not all that helpful. Being a crime lord in a society driven by insane theocrats and priests who like to feed criminals to giant snakes takes a bit of intestinal fortitude. Most likely a Stygian crime lord is working in a foreign land.
- ❖ Vendhyans have noble as a favoured class, making this a good option for them. Their racial bonus to Diplomacy, Sense Motive, Bluff and Gather Information serves them in good stead. They also have a bonus to their Will saves (except against hypnotism), which further enhances an already strong save for this class combination.
- ❖ Zamorians do well as crime lords. Their circumstance bonus to Gather Information checks comes in handy. Thief is a favoured class, which helps them as well.



VARIANT RULES

The following rules variants are intended for multiclass thief/nobles only and reflect the special training a crime lord might receive in the course of his adventuring career.

- ❖ **Information Network:** The crime lord has a network of contacts and informants keeping him up-to-date. When he needs information, this network provides it for him. The crime lord chooses a particular city to be the centre of his network, earning a +2 competence bonus to Gather Information checks within his network's reach. The crime lord uses his Gather Information skill without spending his own time and effort because lackeys do the legwork for him. This can take time, depending on how expansive the network becomes. It normally takes 1d12 hours. If the crime lord has 13 ranks in Knowledge (local), the range of the network expands from city-sized to encompass an entire province. Information about the city now takes 1d6 hours and provincial knowledge takes up to a week. If the crime lord has 17 ranks in Knowledge (local), the range of the network expands from the province to an entire nation. At this point, city-wide information takes 1d3 hours to gather, provincial information takes 1d3 days and national information takes one week to reach the crime lord's ear. If the crime lord has 22 ranks in Knowledge (local), the range of the network covers the whole of Hyboria. At this point, it takes but an hour to gather city information, a day to gather provincial information, 1d3 days to gather national information and two weeks to gather continental information. Any loss of Reputation within the last month that has not been regained adds an additional hour/day/week to the time, as appropriate. This is an expensive ability; easily giving the Games Master an excuse to enforce the High Cost of Living rules against the crime lord (see *Conan the Roleplaying Game*). This can be taken as a noble's social ability or a thief's special ability. The character must have at least one level of noble to take this.
- ❖ **Secret:** The crime lord has information that would embarrass or endanger someone he wishes to influence. This gives him leverage with that person as long as it is not overused and nobody else finds out. The crime lord may choose a Non-Player Character he wishes to influence and he learns a secret about that character (the Games Master will work out exactly what that secret is if

necessary). Once per game session, the crime lord may invoke that secret to gain a +4 circumstance bonus on one Diplomacy or Intimidate check opposed by the target character. The crime lord may also choose to 'burn the evidence' in order to automatically succeed at a single Diplomacy or Intimidate check opposed by the target character. If this is done, the crime lord loses the benefit of this ability. The benefit is also lost if the secret controlled becomes public, worthless or irrelevant. This ability may be chosen multiple times to gain multiple secrets over the target character or over several different target Non-Player Characters. Having multiple secrets about a single target does not allow the crime lord to stack the bonus for a single roll, but allows the crime lord to use the benefit more than one time per session. This can be taken as a noble's social ability or a thief's special ability. The character must have at least one level of noble to take this.

WOLF OF THE DESERT

□THIEF/NOMAD□

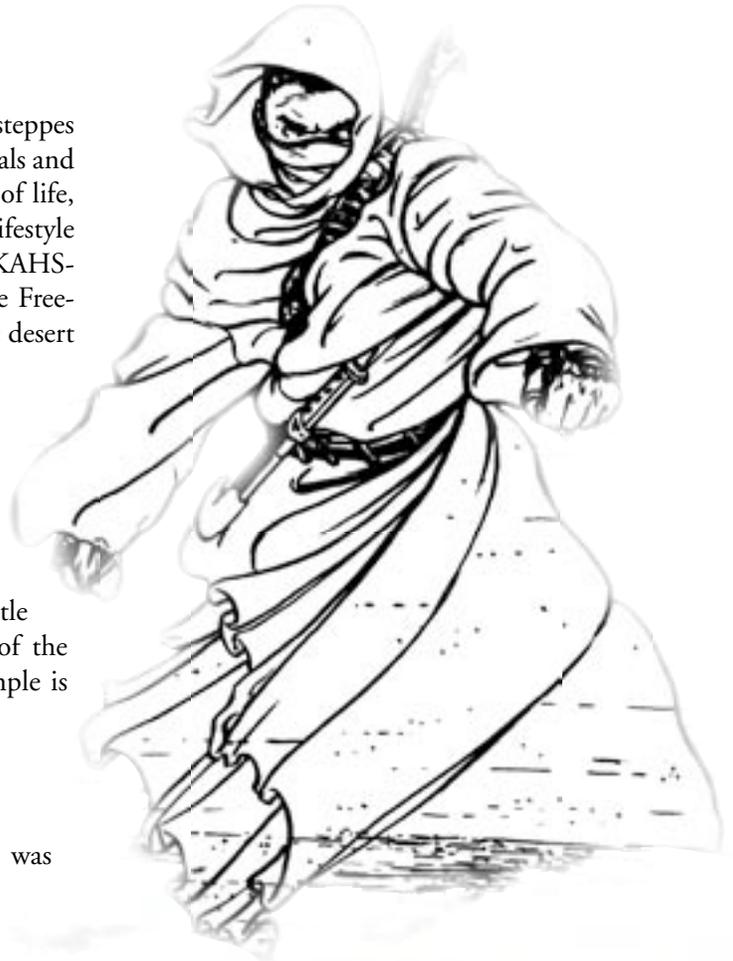
Although not part of Hyrkania proper, the wild steppes north and west of Turan are populated by criminals and soldiers who have taken up the Hyrkanian way of life, living on horseback in a nomadic and bloody lifestyle of violence and looting. Called the *kozak* (KAHS-ak) by the Turanians, they called themselves the Free People. Whether *kozak* or *Zuagir*, wolves of the desert are superior horsemen and exceptional warriors, ready for battle at any moment.

Anybody can become a wolf of the desert, if the other wolves of the desert consider him a worthy warrior. Wolves of the desert are independent and known for their free-spirit. Men of all nations, each with a score to settle against mighty Turan, live among the wolves of the desert on the vast steppe. This particular example is of a fleeing criminal who has taken up the nomadic lifestyle among the wolves of the desert.

The region in which they dwell was originally peopled by non-Hyrkanian pastoral folk of unclassified or mixed heritage.

The Hyrkanians are cruel masters, especially the Turanians, and the dregs of their society have fled into the steppe to be absorbed by these aboriginal people. The wolves of the desert would probably number in the tens of thousands if they were ever to unite, but unity is a difficult dream to realize with such independently minded folk. As it stands, the wolves of the desert are split into multiple communities, with each having their own *hetman* (leader). These *hetmen* are not chosen by virtue of noble lineage or any other hereditary fact. Wolf of the desert leaders are chosen for being dynamic, vital and powerful, willing to attack their hated foe, Turan.

The *kozaki* (one type of wolf of the desert) prey upon the Turanians almost exclusively, targeting outposts, villages and caravans. They live primarily on the Steppe, but sometimes they pitch their camps as far east as the Zaporoska River. They raid caravans going to or coming from Khitai, Vendhya and Iranistan. *Kozaki* take Turanian captives and the Turanians take *kozaki* captives. Each ransoms their captives to the other, meeting at Fort Ghori in force for these distrustful summits.



Wolf of the Desert (Thief/Nomad)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Thief 1	+0	+0	+0	+0	+2	+0	Sneak Attack Style, Sneak Attack +1d6/+1d8, Trap Disarming, (character feat)
2 nd	Nomad 1	+1	+0	+0	+2	+4	+0	Track, Favoured Terrain +1, Born to the Saddle
3 rd	Thief 2	+2	+1	+1	+2	+5	+0	Eyes of the Cat, (character feat)
4 th	Nomad 2	+3	+2	+2	+3	+6	+0	Bonus Feat, (single ability increase)
5 th	Thief 3	+4	+2	+2	+4	+6	+1	Sneak Attack +2d6/+2d8, Trap Sense +1
6 th	Nomad 3	+5	+2	+2	+4	+6	+2	Endurance, (character feat, all ability increase)
7 th	Thief 4	+6/+1	+3	+3	+4	+7	+2	Sneak Attack Style, Light Footed
8 th	Nomad 4	+7/+2	+4	+4	+5	+8	+2	Nomad Charge +1, Favoured Terrain +2, (single ability increase)
9 th	Thief 5	+7/+2	+4	+4	+5	+8	+2	Sneak Attack +3d6/+3d8, (character feat)
10 th	Nomad 5	+8/+3	+4	+4	+5	+8	+2	Mobility, (all ability increase)
11 th	Thief 6	+9/+4	+5	+5	+6	+9	+3	Trap Sense +2, Special Ability
12 th	Nomad 6	+10/+5	+6	+6	+7	+10	+4	Diehard, (character feat, single ability increase)
13 th	Thief 7	+11/+6/+1	+6	+6	+7	+10	+4	Sneak Attack +4d6/+4d8
14 th	Nomad 7	+12/+7/+2	+6	+6	+7	+10	+4	Bonus Feat, (all ability increase)
15 th	Thief 8	+13/+8/+3	+7	+7	+7	+11	+4	Sneak Attack Style, Poison Use, (character feat)
16 th	Nomad 8	+14/+9/+4	+8	+8	+8	+12	+4	Favoured Terrain +3, (single ability increase)
17 th	Thief 9	+14/+9/+4	+8	+8	+9	+12	+5	Sneak Attack +5d6/+5d8, Trap Sense +3
18 th	Nomad 9	+15/+10/+5	+8	+8	+9	+12	+6	Second Favoured Terrain +1, (character feat, all ability increase)
19 th	Thief 10	+16/+11/+6/+1	+9	+9	+9	+13	+6	Special Ability
20 th	Nomad 10	+17/+12/+7/+2	+10	+10	+10	+14	+6	Improved Mobility, (single ability increase)

Wolves of the desert, just like the Hyrkanians, are superb horsemen. They can remain mounted for extremely long periods of time, even sleeping in the saddle. Their horsemanship is a necessity for survival; their guerrilla tactics require impressive mobility. They raise horses, stealing them from caravans or buying them from the Zuagirs, the bandits who live in the deserts to the south of the steppes.

Wolves of the desert are often named for the rivers they operate around. *Kozaki* around the Zaporoska River, for example, are called Zaporoskans. The *kozaki* typically dress as Hyrkanians, wearing their daggers and weapons girdled high on their hips. Other wolves of the desert dress more like Shemites or desert nomads.

STRENGTHS

A wolf of the desert gains a number of benefits from adding nomad levels to his thief class, the following being the most important for the role of the thief:

- ❖ **Much Stronger Fortitude Save:** The wolf of the desert is tough and rigorous. He has a much tougher Fortitude save than a straight class thief.
- ❖ **Much Stronger Reflex Save:** The wolf of the desert is also quick on his feet, boasting of a much stronger

Reflex save progression than the straight class thief. This also helps his Initiative.

- ❖ **Improved Combat Advancement:** The nomad improves the base attack bonus of the thief so the character's combat capacity is increased.
- ❖ **Favoured Terrain:** The wolf of the desert gains bonuses to Dodge Defence as well as circumstance bonuses to several useful skills.
- ❖ **Nomad Charge:** The wolf of the desert can charge his mount with greater skill than a straight class thief mounted on a horse.

WEAKNESSES

The wolf of the desert has a few weaknesses:

- ❖ **Slower Will Save:** The wolf of the desert has a slightly slower progression of Will saves than a single classed thief, breaking even for many levels.
- ❖ **Feats:** The nomad and the thief gain a few free feats, but they are fixed, which limits the character's options related to his particular fighting style.

RECOMMENDED OPTIONS

As the character combines thief and nomad levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ The wolf of the desert needs his mount, so he should choose some skills that create synergies with other skills and feats to protect his mount. An excellent combination is to put five ranks in Handle Animal, maximise his Ride skill and take Mounted Combat and Skill Focus (Ride) for feats (especially if thief or nomad is a favoured class). The Mounted Combat feat allows a character to negate a successful melee hit against his mount by making a Ride check. Putting five ranks into Handle Animal gives the wolf of the desert a +2 synergy bonus in Ride. Taking the Skill Focus (Ride) gives the character a further +3 bonus to the Ride check. By taking Animal Affinity, the Ride check gains another +2 bonus. By second level, a wolf of the desert could be making Ride checks at +12, not counting Dexterity or any further racial bonuses.
- ❖ He should take feats to enhance his mounted capabilities. Mounted Combat, Mounted Archery, Animal Affinity, Weapon Focus (heavy lance) and Improved Critical (heavy lance) are all useful feats for the mounted warrior.
- ❖ Heal and Survival are both good skills for the wolf of the desert, who must not only care for himself but also his mount.
- ❖ Life on the steppe is hard and is skill-dependent. Most wolves of the desert take Skill Mastery for their special ability at 6th thief level. Many take this ability multiple times but others opt for Crippling Strike at 10th thief level.

RACES

Characters combining the thief and nomad classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Hyborians are well suited wolves of the desert, as both classes can be treated as favoured classes.
- ❖ Turanians and Hyrkanians are excellent candidates for the wolf of the desert combination. The nomad is the favoured class for these races, plus they have bonuses to archery and have Ride and Survival as Background Skills.

- ❖ The Ghanata are well known as expert riders and they also make fantastic wolves of the desert. Like the Hyrkanians, nomad is a favoured class of the Ghanata, plus Ride and Survival are Background Skills. Further, though, the Ghanata gain a racial bonus to Ride and circumstance bonuses to Spot and Survival.
- ❖ Likewise the Shemites make renowned wolves of the desert. Again, nomad is the favoured class and Ride and Survival are Background Skills. Their bonuses with bows and Spot checks only increase their abilities with this class combination.

VARIANT RULES

The following rules variants are intended for multiclass thief/nomads only and reflect the special training a wolf of the desert might receive in the course of his adventuring career.

- ❖ **Steady As The Breeze:** Since a great proportion of a wolf of the desert's life is spent in the saddle and he has learned to compensate for the movement of his mount. They are as accurate on horseback as they are on solid ground. When firing from a mount, the wolf of the desert suffers no penalty for making ranged attacks if the horse is taking a double move and only a -4 penalty if the horse is running. This replaces Trap Sense +1 at 3rd thief level; the character must have at least one level of nomad.
- ❖ **Height In Shot:** Using the height of their mount and their skill in arcing arrows over cover, wolves of the desert have learned how to partially negate the effects of cover when mounted. Instead of firing directly at a target they fire in a high arc that will bring their arrow straight down upon their target. When mounted and attacking an opponent behind cover, the wolf of the desert gains a +2 circumstance bonus to his attack roll. This replaces Trap Sense +2 at 6th thief level; the character must have at least four levels of nomad. He must be mounted to use this ability.
- ❖ **Far As The Wind Blows:** The wolf of the desert is deadly at range. If mounted, he may make a ranged sneak attack at double the normal range (usually only 30 feet, so he can now sneak attack at 60 feet). This replaces Trap Sense +3 at 9th thief level; the character must at least have six levels of nomad. He must be mounted to use this ability.

WASTREL

[THIEF/PIRATE]

Wastrels are sea-going scum; cruel, callous and capricious, who will do practically anything for loot. They are prone to betray anyone if it will materially benefit them to do so. They often fight with daggers and short swords, swinging from rigging and sneaking to attack their enemies unawares.

STRENGTHS

The thief gains a number of benefits from adding pirate levels to his thief class, the following being the most important for the role of the wastrel:

- ❖ **Saving Throws:** The wastrel has impressive saving throws, especially Fortitude and Reflex saves. The improved Reflex save aids in Initiative.
- ❖ **Seamanship:** This helps the thief with his weaker defence when on board ship.
- ❖ **Ferocious Attack:** The initial boost to Initiative and melee attacks and damage gives the wastrel the edge over a standard thief. The additional attack



gained later is another advantage the wastrel has over the land thief.

- ❖ **To Sail a Road of Blood & Slaughter:** The free action *coup de grace* gives this thief the ability to kill fallen opponents quickly.
- ❖ **Continued Sneak Attack:** Both classes offer sneak attack.
- ❖ **Improved Dodge Defence:** The wastrel is uncommonly fast and excels at dodging.
- ❖ **Two-Weapon Fighting:** Because pirates are proficient with two-weapon fighting, the wastrel is also.

WEAKNESSES

The thief dilutes his combat ability by taking up pirate levels, adding the following weaknesses:

- ❖ **Slower Base Attack Bonus Progression:** The wastrel has a slower rate of progression for base attack bonus than a straight line thief.

RECOMMENDED OPTIONS

As the character combines thief and pirate levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ Useful feats for the wastrel include Improved Bull Rush. Bull rushing opponents off the edge of ships is an excellent choice of tactic, especially if the opponent is heavily armoured. Athletic is another good choice of feat, bolstering both Climb and Swim checks. Weapon Focus is a good feat to use, especially in conjunction with a finesse weapon.
- ❖ Take ranks in Jump, Tumble and Swim and take feats such as Improved Grapple, Leadership and Combat Reflexes.
- ❖ Take skills that improve the class features of the pirate, such as combining Tumble with Mobility. Definitely take at least five ranks of Tumble to gain the bonus to Dodge Defence, which improves an already strong character trait.
- ❖ Any feat which adds to the near-preternatural speed of this class is appropriate, such as Dodge, Lightning Reflexes, Improved Initiative, and/or Quick Draw.
- ❖ Wastrels are opportunists, so the Opportunist special ability is recommended, as well as Crippling Strike. Evasion is also appropriate, since that ability emphasises the speed and quickness of the character.

Wastrel (Thief/Pirate)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Thief 1	+0	+0	+0	+0	+2	+0	Sneak Attack Style, Sneak Attack +1d6/+1d8, Trap Disarming, (character feat)
2 nd	Pirate 1	+0	+0	+0	+2	+4	+0	Seamanship +1, Ferocious Attack
3 rd	Thief 2	+1	+1	+1	+2	+5	+0	Eyes of the Cat, (character feat)
4 th	Pirate 2	+2	+2	+2	+3	+6	+0	Pirate Code, To Sail a Road of Blood and Slaughter, (single ability increase)
5 th	Thief 3	+3	+2	+2	+4	+6	+1	Sneak Attack +2d6/+2d8, Trap Sense +1
6 th	Pirate 3	+4	+3	+2	+4	+6	+2	Sneak Attack +3d6/+2d8 +1d6, Sneak Subdual, (character feat, all ability increase)
7 th	Thief 4	+5	+4	+3	+4	+7	+2	Sneak Attack Style, Light Footed
8 th	Pirate 4	+6/+1	+5	+4	+5	+8	+2	Uncanny Dodge, (single ability increase)
9 th	Thief 5	+6/+1	+5	+4	+5	+8	+2	Sneak Attack +4d6/+3d8 +1d6, (character feat)
10 th	Pirate 5	+6/+1	+5	+4	+5	+8	+2	Mobility, (all ability increase)
11 th	Thief 6	+7/+2	+6	+5	+6	+9	+3	Trap Sense +2, Special Ability
12 th	Pirate 6	+8/+3	+7	+6	+7	+10	+4	Sneak Attack +5d6/+4d8 +1d6, Seamanship +2, (character feat, single ability increase)
13 th	Thief 7	+9/+4	+7	+6	+7	+10	+4	Sneak Attack +6d6/+4d8 +2d6
14 th	Pirate 7	+10/+5	+8	+6	+7	+10	+4	Bite Sword, Ferocious Attack (additional attack), (all ability increase)
15 th	Thief 8	+11/+6/+1	+9	+7	+7	+11	+4	Sneak Attack Style, Poison Use, (character feat)
16 th	Pirate 8	+12/+7/+2	+10	+8	+8	+12	+4	Improved Uncanny Dodge, Poison Resistance +1, (single ability increase)
17 th	Thief 9	+12/+7/+2	+10	+8	+9	+12	+5	Sneak Attack +7d6/+5d8 +2d6, Trap Sense +3
18 th	Pirate 9	+12/+7/+2	+10	+8	+9	+12	+6	Sneak Attack +8d6/+5d8 +3d6, (character feat, all ability increase)
19 th	Thief 10	+13/+8/+3	+11	+9	+9	+13	+6	Special Ability
20 th	Pirate 10	+14/+9/+4	+12	+10	+10	+14	+6	Improved Mobility, Navigation, (single ability increase)

RACES

Characters combining the thief and pirate classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Hyborians treat all class combinations as favoured classes and can use Adaptability and their choices of Background Skills to great benefit.
- ❖ Zingarans make fantastic wastrel characters for two reasons. One, the character has pirate as a favoured class. Two, the Zingarans have an innate bonus to sneak attack. Zingarans also have the innate treacherousness that makes for a good wastrel character.
- ❖ Argosseans, Barachans, Southern Islanders and Southern Black Kingdom tribesmen make excellent wastrels. The pirate class is favoured for them.
- ❖ Zamorians not only have thief as a favoured class but they also have a natural bonus to Dexterity, making them extremely fast, aiding their Reflex save, Dodge Defence and Initiative.

VARIANT RULES

The following rules variants are intended for multiclass thief/pirates only and reflect the special training a wastrel might receive in the course of his adventuring career.

- ❖ **Greater Whole:** Pirates are naturally proficient with two-weapon fighting. The wastrel is downright deadly with two weapons. In lieu of Trap Sense +1, a wastrel with Combat Reflexes can learn Greater Whole. Wastrels train themselves to strike at their enemies with both weapons in tandem and are thus able to overcome the defences of creatures much stronger than themselves. This ability can turn the relatively inoffensive short sword or dagger into a potentially lethal tool, especially in conjunction with a sneak attack. When attacking an enemy who possesses Damage Resistance, the wastrel may total all the damage he deals against it in a single round. This total is then compared to Damage Resistance, rather than each individual attack separately. The wastrel must have at least one level of pirate to

take this ability and must also possess the Combat Reflexes feat.

- ❖ **Shield of Blades:** The wastrel, in lieu of Trap Sense +2, learns to block with his off-hand weapon (usually a dagger) rather than his cutlass, short sword or other primary weapon, leaving their primary weapon to attack. While carrying out a full attack action, the wastrel gains a +2 deflection bonus to Dodge and Parry Defences as he constantly parries with his off-hand. He may not make any attacks with his off-hand weapon whilst he uses Shield of Blades.
- ❖ **Degrading Strike:** In lieu of Trap Sense +3, the wastrel may take Degrading Strike. No dirty trick is below the wastrel and he is able to launch devastating surprise attacks from the shadows, often slaying his prey before the victim is even aware of his presence. He deals an extra 2d6 points of damage on top of his normal bonus amount for a sneak attack. The character must have a base attack bonus of at least +11 before he can take this ability.

GRIMALKIN

[THIEF/SCHOLAR]

The path of the thief and the scholar often intertwine naturally. Both live on the peripheries of society, one for his lawless ways and the other for his unnatural dealings with dark and frightening supernatural powers. Often both have a preference for solitary work and a certain disregard for law, order, ethics and morality.

Highly charismatic, the grimalkin is always a person of strong personality and intense presence. Often hateful people, they flourish in the dark side of society and use their black sorceries to augment their criminal behaviour. Grimalkins revel in the fear others feel towards them and may lead a pack of lesser thieves, using both the force of their personalities and sorcery to keep them in line.

STRENGTHS

The thief gains a number of advantages by taking levels in scholar.

- ❖ **Skill Points:** The scholar and thief classes have the highest number of skill points. By taking the +2 skill points option in lieu of advanced spells, this strength is even further bolstered. This character is well-suited to survive in Hyboria via his skill base.
- ❖ **Improved Reflex & Will Saves:** The grimalkin is more wilful and nimble than a straight class thief, which helps his Initiative as well. The bonus Iron



Will feat gained at 9th level adds to the grimalkin's ability to resist manipulation.

WEAKNESSES

Levels in scholar dilute the thief's combat ability, adding the following weaknesses:

- ❖ **Low Base Attack Bonus:** The grimalkin is not a fighting man. His base attack bonus is lower than a straight class thief.
- ❖ **Hit Die:** The scholar's d6 Hit Die is inferior to the thief's d8, diminishing the thief's ability to survive prolonged combat.
- ❖ **Defence Values:** The grimalkin is severely hampered in his ability to defend himself compared to the straight class thief.

RECOMMENDED OPTIONS

As the character combines thief and scholar levels, there are some options he can take to optimise the mixture of both classes' abilities:

Grimalkin (Thief/Scholar)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Thief 1	+0	+0	+0	+0	+0	+2	+0	Sneak Attack Style, Sneak Attack +1d6/+1d8, Trap Disarming, (character feat)
2 nd	Scholar 1	+0	+0	+0	+0	+0	+2	+2	New Sorcery Style, Scholar, Background, Base Power Points, Knowledge is Power
3 rd	Thief 2	+1	+1	+1	+0	+0	+3	+2	Eyes of the Cat, (character feat)
4 th	Scholar 2	+2	+1	+1	+1	+0	+3	+3	+1 Power Point, New Sorcery Style, (single ability increase)
5 th	Thief 3	+3	+1	+1	+1	+1	+3	+4	Sneak Attack +2d6/+2d8, Trap Sense +1
6 th	Scholar 3	+4	+2	+2	+1	+2	+4	+4	Advanced Spell, Bonus Spell, (character feat, all ability increase)
7 th	Thief 4	+5	+3	+3	+2	+2	+5	+4	Sneak Attack Style, Light Footed
8 th	Scholar 4	+6/+1	+3	+3	+3	+2	+5	+5	Advanced Spell, New Sorcery Style, (single ability increase)
9 th	Thief 5	+6/+1	+3	+3	+3	+2	+5	+5	Sneak Attack +3d6/+3d8, (character feat)
10 th	Scholar 5	+6/+1	+3	+3	+3	+2	+5	+5	Advanced Spell, Iron Will, (all ability increase)
11 th	Thief 6	+7/+2	+4	+4	+3	+3	+6	+6	Trap Sense +2, Special Ability
12 th	Scholar 6	+8/+3	+5	+5	+4	+4	+7	+7	Advanced Spell, +1 Power Point, Increased Maximum Power Points (triple), (character feat, single ability increase)
13 th	Thief 7	+9/+4	+5	+5	+4	+4	+7	+7	Sneak Attack +4d6/+4d8
14 th	Scholar 7	+10/+5	+5	+5	+4	+4	+7	+7	Advanced Spell, Bonus Spell, (all ability increase)
15 th	Thief 8	+11/+6/+1	+6	+6	+5	+4	+8	+7	Sneak Attack Style, Poison Use, (character feat)
16 th	Scholar 8	+12/+7/+2	+7	+7	+6	+4	+8	+8	Advanced Spell, Bonus Spell, (single ability increase)
17 th	Thief 9	+12/+7/+2	+7	+7	+6	+5	+8	+9	Sneak Attack +5d6/+5d8, Trap Sense +3
18 th	Scholar 9	+12/+7/+2	+7	+7	+6	+6	+9	+9	Advanced Spell, (character feat, all ability increase)
19 th	Thief 10	+13/+8/+3	+8	+8	+6	+6	+10	+9	Special Ability
20 th	Scholar 10	+14/+9/+4	+8	+8	+7	+6	+10	+10	Advanced Spell, +1 Power Point, (single ability increase)

✎ The grimalkin character would do well with the Hypnotism sorcery style. It allows him to influence others, aiding him in his criminal activities. Also, the Curses style allows him to effectively terrorise others. Divination can be useful to set out on jobs underneath auspicious omens. Prestidigitation can allow a grimalkin to burst through doors or otherwise aid in thefts, breaking and entering or confidence games. Choose a style based on the character's preferred type of crime.

✎ During character creation, the character should consider having a high Charisma in order to

maximise his Magic Attack Roll, which is hampered by the mixing of the two classes.

✎ Skills, feats and alchemy are the secrets to a successful scholar. A bit of Escape Artist, and a scholar has 'magically' escaped his bonds. Some Sleight of Hand and the scholar has 'magically' transported something from one place to another. Alchemical items such as flame-powder are not that difficult to create, requiring only 50 sp, 4 ranks in Craft (alchemy) and a Craft check of DC 15 – a bit of effort, and there is the sorcerer's 'fireball'. A puff of smoke, a Hide check and the sorcerer has just 'teleported' to safety.

- ❖ To compensate for the poor Dodge and Parry bonuses, the grimalkin should consider relying on ranged weapons. Avoid combat as much as possible. When combat is inevitable, try to stay at range to avoid being hit by powerful melee weapons. Pick feats to maximise the character's ability to fight with ranged weapons. The grimalkin's fighting style should emphasise avoiding blows, so feats such as Dodge, Mobility, Parry, Combat Expertise and Archer's Bane are recommended. Spending at least five skill points from Intelligence on Tumble is not a bad idea because of the bonus to Dodge.
- ❖ The Improved Feint feat is a major boon for a grimalkin. His high Charisma and frequent opportunities to improve his Bluff skill (as it is a class skill for both thieves and scholars) make feinting a worthwhile option. With Improved Feint, so long as his Bluff skill is up to the job, the grimalkin may stay in one place and make sneak attack after sneak attack against the same target or other targets within reach.

RACES

Characters combining the thief and scholar classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Pelishtim favour the scholar class, making this an opportune class. Their Knowledge (arcana) bonus can also come in handy in regards to stealing magical treasures. They also have a bonus to Appraise and Spot, which aids them in committing crimes and picking the best goods to steal.
- ❖ Stygians make workable grimalkins, as scholar is a favoured class for their race. Their racial bonuses work well also. Some may work for the priests of Set, stealing rare treasures or committing terrorism in foreign lands; others may be rogues stealing from the priesthood and their pyramids deep in Stygia itself.
- ❖ Zamorians favour the thief class and make excellent grimalkins, hiding deep in the dark recesses of Zamorian cities such as Shadizar. Their racial bonuses work very much in favour of this class combination.

VARIANT RULES

The following rules variants are intended for the multiclass thief/scholar only and reflect the special training a grimalkin might receive in the course of his adventuring career.

- ❖ **Shifting Magic:** Upon gaining 8th thief level, the character may elect to take Shifting Magic instead of Poison Use. Grimalkins are nothing if not slippery opponents and this is reflected in their sorcery. The character may select a number of spells equal to his Charisma modifier; and gains a +1 bonus to his Magical Attack Rolls when using these spells. His sneak attack damage is also reduced by one die.

MINDER [THIEF/SOLDIER]

A minder is the bodyguard of a crime lord or fence. He is the brute force behind the mastermind, the hired heavy whose presence ensures that nobody tries to take more from the crime lord or fence than he is willing to give. It is interesting work, bringing the minder into contact with all manner of dubious people but it is also a dangerous job as the minder is expected to stand between his boss and the consequences of his criminal activity. Some minders are ex-soldiers who have taken up a life of crime, others are trained and brought up to be minders by their crime family.

STRENGTHS

A minder gains a number of benefits from adding thief levels to his soldier class.

- ❖ **Improved Combat Advancement:** The soldier class improves the thief's combat capabilities, ultimately giving him more attacks per round.
- ❖ **Bonus Feats:** The character is versatile in terms of combat style because of the soldier bonus feats.
- ❖ **Fortitude Save:** Minders are tough and have a better Fortitude save than a straight class thief. This better increases his chances against massive damage and other endurance tests.

WEAKNESSES

A minder has a few drawbacks when adding thief levels to his soldier class.

- ❖ **Dodge and Parry:** Slower initial Dodge and Parry bonuses; overall dodge will be slightly higher for the minder, but parry will be considerably lower. The minder is less capable of defending himself than a straight class soldier or thief.
- ❖ **Skill Points:** The minder's focus on combat has limited his skill selection. The soldier class barely has skill points allotted



to it, in stark contrast to the amount of skill points gained from the thief class.

- ❖ **Slow Reflex Saves:** The minder has a lower overall Reflex save than a straight class thief, which also reduces his Initiative.

RECOMMENDED OPTIONS

As the minder combines soldier and thief levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ Minders are generally expected to be loyal and act in the best interest of the crime lord or fence, thus most require the minder to swear allegiance. A minder should have an Allegiance to his employer (see *Conan the Roleplaying Game* for rules on Allegiance). A minder who grew up within a crime family should have his family as his second Allegiance.

- ❖ Alertness, Lightning Reflexes and Improved Initiative are also strong options for character feats, permitting the character to improve his chances of being the first to react in the case of a life-threatening situation and to be the first to splatter the life's blood of his opponents before his own or his boss' is spilled.
- ❖ Charisma and Strength are probably the two most needed statistics for this class. Charisma is needed for Intimidate and Strength is needed to inflict any necessary punishments if conflict arises.
- ❖ Many minders have ranks in Profession (minder) to earn wages.
- ❖ The minder should maintain maximum ranks in Intimidate.

RACES

Characters combining the thief and soldier classes can come from any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Hyborians make excellent minders because both classes are favoured for them. Intimidate should be an Adaptive skill for them to gain the +2 bonus.
- ❖ Bossonians and Gundermen have soldier for a favoured class and make excellent minders. Bossonians gain a bonus while fighting defensively and Gundermen are possibly the most reliable and unshakable soldiers in the world.
- ❖ Hyperboreans also have soldier for a favoured class; they earn a +2 racial bonus to Intimidate checks making them unparalleled minders. Their bonus to Constitution helps their overall impressiveness, although the penalty to Charisma offsets their racial bonus to Intimidate somewhat.
- ❖ Meadow Shemites and Pelishtim are sought after as minders. Soldier is a favoured class for these Shemites. They are known to be merciless, stone-cold killers and their bonus to *coup de grace* attacks can help them in this career.
- ❖ Vendhyans, especially with their martial arts and hand-to-hand expertise, make workable minders. Soldier is a favoured class for them. Their racial Sense Motive skill check bonus works in their favour also.
- ❖ Zamorians have thief as a favoured class. Their bonus to Listen and Spot checks will come in handy as they keep an eye on any encounter involving their boss. Their bonus to Dexterity makes finesse weapons a natural choice for them.

Minder (Thief/Soldier)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Thief 1	+0	+0	+0	+0	+2	+0	Sneak Attack Style, Sneak Attack +1d6/+1d8, Trap Disarming, (character feat)
2 nd	Soldier 1	+1	+0	+0	+2	+2	+0	Bonus Feat
3 rd	Thief 2	+2	+1	+1	+2	+3	+0	Eyes of the Cat, (character feat)
4 th	Soldier 2	+3	+2	+2	+3	+3	+0	Bonus Feat, (single ability increase)
5 th	Thief 3	+4	+2	+2	+4	+3	+1	Sneak Attack +2d6/+2d8, Trap Sense +1
6 th	Soldier 3	+5	+2	+3	+4	+4	+2	Formation Combat, (character feat, all ability increase)
7 th	Thief 4	+6/+1	+3	+4	+4	+5	+2	Sneak Attack Style, Light Footed
8 th	Soldier 4	+7/+2	+4	+5	+5	+5	+2	Bonus Feat, (single ability increase)
9 th	Thief 5	+7/+2	+4	+5	+5	+5	+2	Sneak Attack +3d6/+3d8, (character feat)
10 th	Soldier 5	+8/+3	+4	+5	+5	+5	+2	(All ability increase)
11 th	Thief 6	+9/+4	+5	+6	+6	+6	+3	Trap Sense +2, Special Ability
12 th	Soldier 6	+10/+5	+6	+7	+7	+7	+4	Bonus Feat, (character feat, single ability increase)
13 th	Thief 7	+11/+6/+1	+6	+7	+7	+7	+4	Sneak Attack +4d6/+4d8
14 th	Soldier 7	+12/+7/+2	+6	+8	+7	+7	+4	Formation Combat, (all ability increase)
15 th	Thief 8	+13/+8/+3	+7	+9	+7	+8	+4	Sneak Attack Style, Poison Use, (character feat)
16 th	Soldier 8	+14/+9/+4	+8	+10	+8	+8	+4	Bonus Feat, (single ability increase)
17 th	Thief 9	+14/+9/+4	+8	+10	+9	+8	+5	Sneak Attack +5d6/+5d8, Trap Sense +3
18 th	Soldier 9	+15/+10/+5	+8	+10	+9	+9	+6	(Character feat, all ability increase)
19 th	Thief 10	+16/+11/+6/+1	+9	+11	+9	+10	+6	Special Ability
20 th	Soldier 10	+17/+12/+7/+2	+10	+12	+10	+10	+6	Bonus Feat, (single ability increase)

☛ Zingarans perhaps make the finest minders in the world. They have a natural bonus to Charisma, boosting their Intimidate checks, plus they have a bonus to Sense Motive, which helps them in predicting hostile behaviour in those approaching their bosses. Expert swordsmen, they also have a bonus to sneak attack.

VARIANT RULES

The following rules variants are intended for multiclass thief/soldiers only and reflect the special training a minder might receive in the course of his adventuring career.

☛ **Face Down:** Minders can avoid a fight through sheer presence alone. Without even saying so much as a word or lifting a finger, minders give off a strong message that they are not to be messed with. Even burly barbarians, who by rights should be the more intimidating of the two, often find themselves compelled to back down just by the hard look in the minder's eye. The force of the minder's personality drives home the belief that if he is

harmed, far worse things will happen to the culprit than physical punishment alone. If combat has not already begun (which means no attack rolls have been made), a minder with this ability may attempt to face down a potential opponent. To do this, he makes an opposed Charisma ability score check with the adversary. He does not have to speak, though at the Games Master's discretion, a suitable line or two could add a circumstance bonus to his check. The minder may add a cumulative +2 synergy bonus to the Charisma check for every five ranks of Intimidate he has. If the minder is successful, the potential enemy is disinclined to attack and will back off unless he has a pressing reason to attack the thief anyway. If the minder is attacked anyway, the faced-down opponent suffers a -2 penalty to attack and damage rolls when attacking him. This ability only works on humanoid creatures with an Intelligence ability score higher than 6. It may not be used on more than one person at a time. The minder may take this ability instead of one of his bonus feats.

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CONAN[®]

HYBORIA'S FALLEN PIRATES, THIEVES & TEMPRESSSES

I HAVE ROAMED FAR; FARTHER THAN ANY OTHER OF MY RACE EVER WANDERED, I SUSPECT. I HAVE SEEN ALL THE GREAT CITIES; I HAVE ROAMED IN THE UNKNOWN COUNTRIES SOUTH OF THE BLACK KINGDOMS OF KUSH, AND EAST OF THE SEA OF VILAYET. I HAVE BEEN A MERCENARY, A CORSAIR, A NOMAD, A VAGABOND AND A GENERAL - BY ALL THE GODS I KNOW, I HAVE BEEN EVERYTHING EXCEPT A KING, AND I MAY BE THAT, BEFORE I DIE. THIS IS AS GOOD LIFE AS ANY. I DO NOT KNOW HOW LONG I WILL STAY IN THE SHADOWS, BUT IT IS AS WELL IN THE SHADOWS AS ANYWHERE ELSE I KNOW.

Pirates, thieves and temptresses: the fallen classes of the Hyborian age who live amongst the shadows, lurking and hiding in the dark recesses of every city. Civilised people often presume the light of the law comes from the gods or even from strange and arcane tomes wherein such truths are written. To such people, actions are either correct or incorrect and a culture of guilt arises from violating those tenets laid down by society. However, societies who try to live by the light of the law inherently breed shadows, those individuals who live outside the light of the laws of their way of life. These are Hyboria's fallen, by-products of all the impulses contrary to a given society's definitions of truth and order. Some consider these people evil; other, more philosophical minds see them as a necessity. Many who openly condemn them secretly long to give in to their shadows. As Hyboria's fiercest are forces of nature impacting upon society and her finest are the guardians of civilisation, so Hyboria's fallen represent impulsive temptation; those who reject the restraints insisted upon by the finest and challenged by the fiercest. To be one of the fallen is to be hunted and to have your deeds and beliefs treated as sinful, criminal or worse.

This book introduces a new core class to the world of Conan, that of the temptress, those men and women who subvert authority with their charms and who refuse to give in to the laws dictated to them by those who dominate Hyborian society. Commonly labelled whores and Lotharios, these ignorant classifications are borne of fear and an attempt to belittle those who have the strength to stand up to the establishment.

This book discusses how the various cultures of Conan's age look at the pirate, thief and temptress classes and gives advice on those skills and feats that emphasise each culture's iconic interpretations of the three classes. Within are the secrets of Hyboria's Fallen, including information, tips and rules for using one's body to its utmost, archetypal roles, and details of Hyboria's crime families and thieves' guilds. New poisons and rules regarding shock and surprise are given, along with new combat manoeuvres to vary both combat and character concepts, allowing you to create entirely individual pirates, thieves and temptresses.

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