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AQUILONIA - FLOWER OF THE WEST



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Introduction

Welcome to Aquilonia

AQUILONIA, A LAND rife with intrigue, murder, horror and the setting for untold campaigns. From the palatial splendour of the capital, Tarantia, to the rural tranquillity of the Tauran and the brooding nobles of Poitain, this sourcebook for *Conan the Roleplaying Game* details Hyboria's greatest kingdom, Aquilonia, the Flower of the West, destined to be ruled over by the mighty Conan himself!

Aquilonia is the wealthiest and most powerful of the Hyborian kingdoms, peopled with a proud population better off than most in that distant epoch. Its barons and counts maintain ancient feuds from generation to generation and the frontiers fight Picts, Cimmerians, Nemedians, Ophireans and each other. Throughout the chronicles of Conan, Aquilonia plays a dominant role in the history of the Hyborian Age. From stories such as *Phoenix on the Sword* and *The Scarlet Citadel* where Conan is King to others like *Beyond the Black River* and *Wolves Beyond the Borders*, featuring Aquilonia's struggles with the Picts, all draw their readers into the provinces and streets of Aquilonia and the rule of its barbarian king.

Unlike many of the other nations of the era, Aquilonians is described as being comprised of many different racial types: Gundermen, Poitainians, Bossonians, Taurans and others appear in the various tales of Conan, all of them Aquilonians. What characteristics do these races have in common? What characteristics make these races different? How are these heterogeneous populations controlled by a single Aquilonian king? This volume attempts to answer those questions and more.

The early chapters of this book discuss what an Aquilonian is like, including details of appearance, the importance of honour, the function of allegiance, the role of women, love and marriage, how property is acquired and managed, the existence of slavery, the part occupations and guilds play in society, how trade works, what taxes are normally paid and who pays them and the social strata of Aquilonians. Information concerning government and politics, feudalism and the manorial system, Aquilonian history, law, military, government as well as

information on the inclusion of Aquilonia in your games can be found in the later chapters of this book.

Throughout this text appear sample Non-Player Characters appropriate to the section they are attached to. More Non-Player Characters appear in the *Notables of Aquilonia* chapter. The Non-Player Characters used in this sourcebook are not given fate points or languages. There are several reasons for this omission. First, if Non-Player Characters' use fate points as much as Player Characters, no one would ever get killed and the Player Characters' jobs will be that much harder. Fate Points exist primarily as an opportunity for players to influence the game in a favourable direction. Games Masters do not need that particular contrivance. Second, who knows what a Non-Player character has been through in his life? In both cases, the Games Master's discretion is required. If the Games Master wants to give the Non-Player Characters described throughout this book Fate Points, he is at leave to do so. Languages function in a similar manner. If the Games Master wants a character to speak a given language or not, then the character speaks or does not speak the given language. The needs of the game is paramount here, not a whimsical choice of mine. Thus, both Fate Points and Languages are left off the statistic blocks of the characters throughout this text.

The tantalisingly vague descriptions and hints given about the various Hyborian nations serve as a springboard for the imagination. As even a casual perusal of *The Hyborian Age* shows, these are not stagnant cultures, forever framed by a single phrase in a story. These cultures and kingdoms should live and breathe. Borders should change and waver. Every Game Master should not fear to put a bit of themselves into this world. Take these seeds and see what grows from your own imagination. Not everyone's Aquilonia needs to be the same, with the same borders and culture. If you want Aquilonia to wipe Nemedias off the map, then do it. If you want Tarantia to burn to the ground, then let it burn. Just because some Nemedian scribe hyped up Conan to be the greatest hero of the age, do not let that stop your players from being greater.

Let the Hyborian Age live and never let it stagnate. We are the kings of the world tonight!

The Proudest Kingdom

Life in Aquilonia

AQUILONIA'S PEOPLE ARE varied and interesting in appearance. The original Hyborians were tawny-haired and grey-eyed, though by the time of Conan, intermarriage has diversified their appearance considerably. Overall, Aquilonians have a long head and are a tall, rangy race. The people of southern Aquilonia have mixed with the brown Zingarans until black hair and brown eyes are the dominant type in Poitain, the southernmost province. The people of Gunderland have kept their race pure, leaving them tawny-haired and grey-eyed. Bossonians are of medium height and complexion, with brown or grey eyes and are descended from an aboriginal race, conquered by a tribe of Hyborians early in the first ages of the Hyborian drift. They have medium-size, normal heads. Taurans are of medium height and also tend to have tawny hair. City dwellers tend to be portly in rich Aquilonia and relatively few suffer from hunger.

The Aquilonians were a tall race, averaging five feet, ten and three-fourths inches in height, and were generally inclined to be rangy, though in the last generations the city dwellers inclined toward portliness. They varied in complexion largely according to locality. Thus the people of Gunderland were uniformly tawny-haired and gray-eyed, while the people of Poitain were almost uniformly dark as their neighbors, the Zingarans. All were inclined to be dolichocephalic, except a sprinkling of peasantry along the Bossonian border, whose type had been modified by admixture with the latter race, and here and there in the more primitive parts of the kingdom where remnants of unclassified aboriginal races still existed, absorbed into the surrounding population.

Robert E. Howard, *Notes on Various Peoples of the Hyborian Age*

CLOTHING

Most people in Aquilonia wear woollen outer clothing and undergarments made of linen. Most merely wear simple tunics with hose and soft leather boots. The wealthy all across Aquilonia dress well, preferring brighter colours, better materials and longer lengths than styles worn by the peasants. Elaborate silken jupons, close-fitting jackets, with gilt-braided skirts and jagged sleeves are typical outfits worn in the courts of Aquilonia. Hair is usually curled and scented, bound with cloth-of-silver or cloth-of-gold bands. Plumed caps adorn the head of most of the male aristocrats. Most nobles wear a sword, though many of them are merely ceremonial weapons. Aquilonian fashion for men often includes a moustache. Despite these similarities, clothing styles vary from region to region in Aquilonia.

In the Tauran and the central baronies and counties, women wear woollen hose fastened to a belt to cover their legs. A cote, a long-sleeved, low-waisted, long-skirted dress, is added over the hose. A short-sleeved surcoat is worn over the cote and a cloak is fastened over one shoulder. Wealthy women wear a wimple, a scarf worn over the head, and a gorget, a scarf covering the neck. Men in the central regions wear hose and a pleated jacket. The wealthier the family, the more ornate and exotic the

designs and material are for these clothes, although the basic designs change little.

In Gunderland and Bossonia, women wear a pelicon, which is a short, sleeveless slip, as an undergarment. A long-sleeved, ankle-length chainse is worn over the pelicon. A shorter-skirted kirtle with long, flaring sleeves is worn over the chainse. A cloak or cape is often worn fastened at the throat. Hair is worn braided, although unmarried women and girls may wear their hair down. Men wear a tunic with a surcoat.

In Poitain, the undergarment for women is a low-necked, long-sleeved chemise. Over the chemise is worn a short-sleeved corset that displays the chemise. A houppelande is worn by wealthier women, a voluminous dress with long, flaring sleeves. Waistlines are worn high in Poitain. In poor weather, a mantle is worn, fastened by a strap across the collarbone. The women also wear elaborate headwear, often tall steeple caps with gauzy veils. Men wear hose and a skirted jacket. The longer the skirt, the wealthier the man.

In the Westermarck, clothing is a difficult problem. With all the hard labour performed by the

settlers, clothing brought with them from the east doesn't last long. Boots last a few weeks, and other clothing ends up in tatters in a far shorter amount of time. Stores and merchants are few and far between, so clothing must be replaced and they must be replaced often. Due to the necessity occasioned by the scarcity of shops, virtually all clothing worn by the Westermarck settlers are homemade. Frontiersmen and women often fashion garments from soft animal-hides: buckskin boots laced halfway to the knee; leathern breeks; deerskin shirts and jackets; fur or straw hats. The buckskin clothing is not without its own problems. The Westermarck is a wet land, filled with rivers, creeks and swamps. Repeated wettings and subsequent dryings eventually will stiffen buckskin to unwieldy shapes, so such clothing needs to be replaced often. Wealthier frontier Aquilonians might trade with the Bossonians for linen or silk cloth from the central provinces and dress in more traditional, Aquilonian fashions, though generally few borderers are concerned about fashion and decoration.

Prostitutes are usually required by the cities to dress in a distinctive fashion, although this varies from region to region – even from city to city. Many Aquilonian cities simply require skimpy, minimal clothing modelled after Eastern fashions. Other require gloves or a cloak of a certain colour or a particular type of scarf worn in a certain manner.

Typically, fashion is not a large concern for young Aquilonians. The Hyborian age is not an age where ready-to-wear clothing is available and stylish. It takes years and decades for styles to really change. Peasant styles tend to remain the same for centuries. Also, given the cost of elaborate clothing, most wealthy young women will still only have a few gowns.

HONOUR

Aquilonians in general tend to hold to the civilised code of honour (see the rules on Honour in the *Conan the Roleplaying Game*). Some Aquilonians hold to the mercenary or to the chivalrous codes of honour (see pg. 188). Few merchants bother with codes of honour for reasons discussed later. Honour for the Aquilonians is a very real concept, built of the character's reputation, moral identity and self-perception. This sense of honour is the guiding principle of Aquilonian society and is never a matter of mere lip-service. Indeed, honour is an all-important issue. Aquilonians of honour are always alert for insults. Actual or suspected, insults will impugn an Aquilonian's honour. An Aquilonian's honour

also extends to his wife, his family and his beloved. Impugned honour will usually result in a duel or other form of violent redress. Among the aristocracy and the knighthood, honour is his measure of standing among his peers, setting him apart from the common man. To those who hold a code of honour, it is as real as a castle, yet vastly more important, for a castle can be rebuilt if destroyed and honour is wounded forever if stained. Honour is so important that, in matters of honour, acts normally criminal are excused. For example, a man is allowed to kill his betrothed or wife if he suspects her of adultery without facing criminal charges because the man's honour and integrity had been tarnished.

In the case of 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 Aquilonia, virginity is a form of performed, gendered identity. Essentially, for an Aquilonian woman, a modest demeanour is a sign, a proof of virginity. Girls who dress in pretty clothes (ornate above their station) and are free with their wit are often thought unchaste. Essentially, if a virgin learns to have frank discussions with men, she disgraces herself in the eyes of others. True virginity is endangered by verbal intercourse. Unfortunately, since Aquilonian society holds



the bulk of its wealth in private, aristocratic hands and passes that wealth from father to son, there is a cultural need for women to retain virginal honour – just to prove paternity when she marries and bears children. 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 Aquilonian scholars locate virginity in the will, 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 Aquilonians 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. Aquilonian women are taught to avoid certain occasions, letters, 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.

Aquilonian honour is a throwback to their barbaric, Hyborian heritage. Although civilised now, there is little government or law enforcement can really do to stop the stealing of valuable property and the barbaric method of handling such things is simple: swift and disproportionate revenge. Honour is a method of inspiring fear, which tends to be a better strategy than promoting friendship. Honour is especially important on the fringes of Aquilonia and among aristocrats, all of whom have little recourse to the law. Civilised honour also appears among the Aquilonian criminal element, whom cannot complain to the law if contraband and stolen goods are in turn stolen.

Although Aquilonia is moving toward a culture of law, this is a slow process, requiring people to back down and refuse immediate retaliation, but the change is occurring. Honour and loyalty are still dominant forces, but the increasing power of the merchant class is changing this. As trade and merchants become a dominant force in Aquilonian culture, the concepts of freedom and equality begin to emerge.

Characters from the Bossonian Marches, Gunderland, Poitain and the Westermarck should almost always have codes of honour, save possibly for wealthy merchants, who tend to rely on the law more than they do concepts of immediate vengeance. Characters from central Aquilonia are slowly becoming aware of law and the merchant classes there rarely bother with codes of honour. Knights and the aristocracy will almost always adhere to a code of honour even in the central baronies and counties. Priests of Mitra and many other religions will also have codes of honour.

ALLEGIANCE

Alliance is vital in Aquilonia. The entire society hangs upon it. The economics of Aquilonia depends on the concept of Allegiance. The social orders rely upon its members swearing allegiances. Allegiance is a pledge, a promise and oath, taken faithfully and with full realisation that it may mean giving up everything, including but not limited to time, property, even lives in support of one thing. Feudal lords pledge allegiance to the lord of their manor and their allegiance changes according to whom wears the crown. Characters also pledge allegiances to loves, wives, families, comrades, cities and gods. An allegiance to family can be complicated in its own right because, to an Aquilonian, family extends out farther than just parents, children and siblings. Family can mean any kin whatsoever.

Alliance is usually a reciprocal tie between individuals and between families. Allegiances involve obligations on both sides and are regarded as being as binding as formal law. In some cases an allegiance is considered *more* binding than formal law. Written contracts count for nothing in Aquilonia. Most of the nation is illiterate, so only an oath taken before peers is worth anything. These oaths are taken more seriously than any public law. This sometimes creates problems in society in the form of escalating violent vendettas as people avenge each other and counter-avenge in never-ending cycles of blood and war.

Alliance ties in with honour as well. Honourable Aquilonians almost always have one or more allegiances; indeed, Aquilonians define themselves by lines of allegiance. Usually their immediate feudal lord is their primary allegiance. Of course, many nobles are pledged to more than one lord. Common allegiances include family, household, neighbourhood, feudal lords, province and/or nation.

A character may have up to three allegiances, listed in order from most important to least important. These allegiances are indications of what the character values in life and may encompass people, organisations or ideals. A character may have no allegiances, being either a free spirit or a lone wolf, or may change allegiances as he goes through life. Also, just because the character fits into a certain category of people does not mean the character has to have that category as an allegiance. Characters with no allegiances are often not trusted in Aquilonia nor are they protected by anyone save themselves. Characters who take the Trustworthy feat (from *Conan: The Road of Kings* and reprinted on pg. 138) gain a +1

bonus to Reputation in addition to the other benefits of the feat.

Ceremonies of allegiance often runs thus: Those who had previously been enfeoffed by a former lord travel to the new lord, taking with them their fiefs and offices which belonged rightfully to them. The new lord will ask each if he is willing to become completely his man and the man must reply that he is willing. The new vassal clasps his hands and the new lord surrounds those hands with his own. Thus bound, the new vassal makes an oath to be faithful to the new lord and to observe his homage to him completely, in good faith and without deceit. A typical oath of allegiance runs as follows:

‘By Mitra, I will to (insert name of person or institution) be true and faithful, and love all which he loves and shun all which he shuns, according to the laws of Mitra and the order of the world. Nor will I ever with will or action, through word or deed, do anything which is displeasing to him, on condition that he will hold to me as I shall deserve it, and that he will perform everything as it was in our agreement when I submitted myself to him and chose his will.’

If a vassal must offer allegiance to several lords, which was often the case in Aquilonia, that vassal must specify the order in which he owes loyalty to them. An example of such an oath is, ‘I, Gulielmus, count of Degher, do come before all of those present to state that I have given in fee to Onfridus and his heirs the manor which is called Asclmcourt; and whatever the same Onfridus shall be able to acquire in the same manor I have given to him and his heirs in addition of that fief I have granted, moreover, I promise to Onfridus that I shall in no free manor of mine retain any men who are of this gift. The same Onfridus, on account of this gift, is my liege man, saving his allegiance to Count Trocero and to Baron Garhelm and to Conan, King of Aquilonia.’

An allegiance in Aquilonia creates an empathic bond with others of the same allegiance. Characters with allegiance gain a +2 circumstance bonus on Charisma-based skill checks when dealing with someone of the same allegiance, so long as the character concerned has had some interaction with the other character, allowing the connections to be discovered and thus bring the bonus into play. Further, public declarations of allegiance enhance an Aquilonian’s Reputation, giving the character giving the allegiance a +1 bonus to Reputation. Characters receiving the allegiance gain a +2 to his Reputation and a +1 modifier

to his Leadership score, as mentioned in the section on Property on page 9.

WOMEN IN AQUILONIA

In Aquilonia, women, whether noble or peasant, hold a difficult position in society. Often assigned such tasks as cooking, baking bread, sewing, weaving, and spinning, Aquilonian women are also expected to use weapons to defend their homes and families. Aquilonian women, although few ever become masters, do learn to use weapons to defend their homes and castles. As with any Hyborian, most Aquilonian women are proficient with the greatsword. Regardless of the normal position society attempted to pigeon-hole women into, some Aquilonian women hold occupations typically reserved for men. Women outnumber the men in Aquilonia, so it is not unheard of to encounter well-respected female blacksmiths, merchants, apothecaries, midwives, field hands, writers, musicians, dancers and painters. Many learn a trade from a father or husband and simply carry on the male’s work when he dies. Women tend to have an easier time in rural settings. Urban Aquilonian women tend to be more pigeonholed, as many guilds will not admit women save via their husbands. As a result, establishing oneself as a single woman in a field is difficult and many young women moving to the cities and failing to find domestic situations often turn to prostitution (see pg. 15).

Peasant girls work with their mothers when they were about eight years of age, doing such tasks as sewing, cleaning and tending livestock. During harvest time the peasant girls would join their brothers or husbands in the fields. Girls of the merchant or craftsmen classes are often apprenticed out when they are eight. Usually these girls are apprenticed to another woman but it was not uncommon to apprentice a girl to a man. These girls learn their master or mistress’s trade until they earn the right to perform on their own or find a husband. Girls of the noble classes are often fostered out to other wealthy homes and estates to learn sewing, embroidery, manners, music and other leisure skills. Regardless of class, all of these activities revolved around one single goal – marriage.

Women are under the control of their fathers until they marry. Although peasants have more free choice in marriages because their dowries are either small or non-existent, aristocratic women are subject to arranged marriages. Their lands and potential children are too important to noble families to be given away indiscriminately. Unfortunately, because there are more women than men in Aquilonia, many noble women find themselves marrying beneath

their station. However, unlike women in many of the Hyborian age nations, the aristocratic women of Aquilonia are more than just appendages, more than just objects of exchange or necessary only for reproduction. Landholding women, which includes countesses down to the wives of Poitainian knights, have a surprising number of rights and can exercise power rather liberally. A common marital gift to noble women is feudal property and these women can control and oversee their own property. Wealthy women can inherit property and become fully vested feudal lords. They can settle disputes over vassals, castles and other property. Women can even field armies, leading them into battle.

Peasant women have no voice in Aquilonian politics but the aristocratic women can and do involve themselves in politics – even on an international level. One reason for this lies in the feudal system itself. When a woman marries, the lands that come with the bride are valued commodities. Thus, daughters tend to represent a potential loss of feudal lands, while sons represent the potential gain of land. While this was minimal or nothing in the case of a poor family, in an aristocratic family, this could be considerable, so in this way the noble lady becomes a political tool. Even though the woman could hold property, receive inheritances, engage in commerce and attend court, she is always under a man’s guardianship, be it her father, her husband or another male relative. Still, intelligent women realise that if they marry young, weak, ignorant, absent or uxorious men, they could take control of all the property, as well as the politics that accompany the property.

Women of Aquilonia, except in the rarest of cases, take a code of honour, usually the civilised code. Almost all women also hold allegiances. These allegiances are usually to their fathers before marriage and to their husbands after marriage, as well as to any other feudal lords of importance. Most women want an Honest, Talented or Marriageable Reputation. Any woman with a sizeable dowry (see Love and Marriage) gains an enhancement to Reputation if unmarried.

Dowry Effects on Reputation Table

Dowry Size Examples	Bonus to Reputation
None	-1
Livestock or 1 manor	+0
2-9 manors	+1
10 – 29 manors	+2
30 – 39 manors	+3
40+ manors	+4
A kingdom	+5

LOVE AND MARRIAGE

Marriage is an event in Aquilonia, one which occupies a lot of people’s attention. Young girls in Aquilonia are brought up to expect to be married. Only noble girls of means and wealth could afford to remain single, usually by devoting themselves to Mitra. Since women outnumber men in Aquilonia, women often must marry men of lower status than themselves and if they could not find a husband, they learned an occupation in order to support themselves. The need to marry well has promoted an industry of marriage-brokers and match-makers throughout Aquilonia. Many women maintain consanguinity charts showing their marriageability by displaying their kinship ties.

Romance: Romantic love plays very little role in Aquilonian marriages – marriages are far too political and economic to leave such things to mere attraction and choice. Indeed, some Aquilonian philosophers argue that it is impossible for a husband and wife to love each other because everything is shared between them, allowing for no jealousy; and without jealousy, there cannot be love. Aquilonian troubadours avow true love can have no connection with the practicality of marriage. However, many peasant marriages in Aquilonia do seem to evidence a certain amount of attraction and romance in the couple’s choice of spouse. King Conan, in marrying Zenobia, a Nemedian slave-girl without a dowry, in return for her help in freeing him, angered many noble families. Even as king, Conan showed his barbaric heritage by flouting Aquilonian tradition and expectations.

Pre-Marriage: Marriages, except among the poor, are almost always arranged by parents to ensure the prosperity of their children. Marriage begins with a betrothal ceremony almost as formal as the wedding itself and just as legally binding. The betrothal is so formal that many couples begin marital relations at this time. The betrothal could happen at any time past the age of seven and marriages were encouraged after the age of twelve for girls, fourteen for boys. After this, a wedding notice is placed on the door of the local temple or other central place to ensure there are no grounds for prohibiting the marriage. If any come forward with a valid ground, then the wedding would be prohibited. Valid reasons include consanguinity (too closely related), if the boy or girl had taken a religious vow, if the boy or girl took an oath of celibacy, baseborn ancestry, rape, adultery or incest.

The Dowry and Dower: The family of the bride is responsible for providing a dowry, which is usually a portion of land, a fief or a manor (or more).

Peasant dowries can also include money or livestock if land is not available. The truly poor marry without dowries and often managed to marry for love. A groom is also expected to provide a dower, which often consisted of land as well. Marriage serves as a form of wealth redistribution in Aquilonia, which in turn puts more pressure on wealthy girls to marry well than peasant girls. Having a large dowry or dower can affect one's Reputation.

The Wedding Day: A girl wears her best clothes (not necessarily white) on her wedding day and, if the wedding is to be blessed by clergy, leads a procession to wherever the marriage ceremony is to take place. Often wedding ceremonies are performed on the steps of the local temple to Mitra. Weddings do not have to be performed by clergy in Aquilonia as the priest is merely there to bless the couple. Private celebrations, marked with a ring, an oath and an exchange of dowry and dower, are common and legal. The only thing needed to create a marriage is for both partners to give consent to being spouses toward each other. Witnesses and clergy are not necessary. A wedding feast takes place after the ceremony, complete with food, wine and entertainment. This feast lasts hours, days or weeks, depending on the wealth of the families involved. After this the bride is taken into the groom's home.

Post-Marriage: After marriage, women are expected to manage the households. For peasant women, this means a life of drudgery as they join in all the labours of their husbands, feed and clothe the family, care for children and, time or need permitting, carry on a side industry. Merchant class women are expected to do the housework in addition to the above, although they rarely need to engage in a side occupation. Noble women command an army of servants as they manage the household and are required to run the estates of their husbands when the husbands are away. Some noble women managed as many as ninety manors or industries, looking after breweries, bakeries, dairies and other stores of wealth and industry.

Marital Obligations: Just as the feudal system is set up as a network of reciprocal obligations, so to is marriage. Sex on demand, called the marital debt, is an obligation either party might claim. Thus each has an equal right to demand payment of the marital debt and each has an equal obligation to comply. Further, just as each spouse is entitled to sexual service on demand, each is also empowered to demand sexual fidelity from the other.

Cessation of marital relations does not break the bond of marriage, however, as marriage is a contractual union not a sexual union.

Although the married couple are equal in bed, outside of the bedroom, men are



the acknowledged masters. Aquilonian women of all classes are expected to be subservient to their husband and husbands have a legal right to beat their wives so long as the husbands stop short of death. Divorce could be obtained on grounds of adultery, desertion or even the discovery of baseborn ancestry.

Marital Advantages: Getting married in Aquilonia gains a character a +1 modifier to Reputation as it is the socially responsible thing to do. Also marriage increases a character's circle of acquaintances, allowing his reputation to be spread even further. Marrying someone socially superior gives the character a +2 modifier to Reputation. Marrying a noble is one of the easiest ways for a character to multi-class into the noble class.

Adventures in Love and Marriage: Love and marriage can be the foundation for hundreds of adventures in Aquilonia (or any other kingdom or land). Listed below are a few to spark the imagination.

- ❖ An innocent girl is the victim of ambitious intrigue. A lowly girl with no dowry, she is betrothed to one of the nobility. She is excited and ecstatic as the day of betrothal approaches. She does not know she is but a pawn in a game of intrigue, a tool to make someone else jealous or angry, or a means to dishonour her father. She may even be scheduled for a human sacrifice to some demon.
- ❖ A knight has been rebuffed in pursuing the betrothal of his beloved by her family. He conceives a plan to carrying off his beloved. The beloved person may or may not be willing. The player characters may be involved in stopping or

aiding the abduction – or in hunting down the abducted and the abductor after the fact.

- ❖ A person's wife or daughter has been abducted and the person wants her back.
- ❖ A person wants to marry off his youngest daughter but he has no more dowry left. He arranges to have her carried off or disposed of. Alternatively, a man may want to marry another, but needs to get rid of his wife first, so he arranges to have her carted off or disposed of.
- ❖ A wealthy heiress proposes a quest for her hand – whoever wins the most glory on a field of battle is one possible objective. Perhaps searches for rare books, artefacts or spices are other objectives. The Player Characters could be interested in her hand so they can multi-class into the noble class or to increase their holdings, or perhaps the Player Characters are hired to assist a noble in winning the contest.
- ❖ A character goes mad and murders his betrothed. The character may have been under the influence of magic or may have gone insane from encountering magic or a demon. Both families are outraged (the character's family because of the loss of dowry, and the other because of the loss of dower and daughter) and do not accept the 'madness' theory. They organise a manhunt to bring the character to justice.
- ❖ A character goes mad and murders an innocent bystander at his wedding. The loss of Reputation and honour for the family is more than either family can bear. No one accepts the madness theory. They organise a manhunt to bring the character (and possibly his wife if she fled with him) to justice. An alternate version may have the groom murdering the wife at the ceremony or the wedding feast.
- ❖ A dowry is lost a few days before the wedding. A rival lord has conquered the manors in the dowry. The bride's family must rush to recover the lost lands before the wedding is called off. Perhaps the rival lord is in love with the bride and took the dowry to stop the wedding. Perhaps the incident is coincidental to the marriage.
- ❖ A father, who long ago divorced his wife, has taken a new bride. Years later, the oldest son, a product of the first marriage, is betrothed to a beautiful countess. The Player Characters come into possession of the knowledge that the son is about to marry his half-sister, the daughter of his mother and her new husband. The Player Characters can invalidate the marriage or use the information for their own ends.

- ❖ An erotic vice is tempting a valiant knight, destroying his sense of duty, of honour and of allegiance. His growing greed has caused him to withdraw his daughter's dowry, forcing her to marry among the peasantry instead of among the gentry as she would like. The Player Characters need to intervene.
- ❖ A noble spouse is betrayed for a commoner lover. The spouse plots revenge or he goes to war to destroy the peasantry of a rival lord.
- ❖ A man has accepted a young lady as his wife but upon receipt of the dowry realises he has been deceived. He kills the wife, so as to be marriageable again, and goes to war against the offending family. Alternatively, he may imprison the wife, sell her into slavery or give her to pirates while on a trip to Argos.
- ❖ A proud noble family arranges a marriage for their only child with another noble family of equal rank. They discover the dowry offered is fraudulent. The other family does not actually possess the lands proffered. War is imminent, hurting the plans of other lords and/or the Player Characters.
- ❖ A man discovers that his betrothed or wife, formerly a prostitute, has returned to her former life. His honour is at stake if anyone finds out. Someone has and is blackmailing him for manors and noble status.
- ❖ A man discovers that his wife had previously been a prostitute. She has not resumed the practice but he is still bitterly shamed and hurt. He is worried about the reputation of his house and his young child. Once people find out, there may be whispers in court that the child may not be his (it is, but you know how rumours go).
- ❖ A young couple wish to marry, but marriage is prevented by an inequality of social rank.
- ❖ A young couple wish to marry, but marriage is prevented by an inequality of fortune. The young girl's family cannot raise the necessary dowry for their daughter to marry the young man she wishes to marry.

PROPERTY

Land and property are sources of wealth and social prestige. The feudal lords of Aquilonia are key players in politics and economy because they own land. These lords often seek to increase their holdings and their power. Player Characters can also become involved in this political manoeuvring by

acquiring land. In Aquilonia, property acquisition is accomplished through the relationship between the lord and vassal over a benefice such as land, mills, ovens, tanneries, mines, quarries, rivers, forests and rights, or any combination. This can include ownership or simply be a bestowment of administration. Essentially a knight or noble pledges military service and council to a feudal lord in exchange for a benefice. The lord gains a fighting force without having to personally support it and the vassal knight or noble gains property. Some lords accept coin or another benefice in exchange for their benefice. Loyalties and politics eventually become complicated and confused, with nobles who are pledged to more than one lord, which leads to occasional conflicts of interest. These nobles may become lords themselves, parcelling out smaller tracts of land to lesser knights and nobles.

Aquilonian lords create vassals, splitting up his own lands, in order to make the holdings he maintains direct control over more secure. The Aquilonian lord who creates a vassal gains military might without spending a single silver coin and gains noble men who are indebted to him and willing to vouch for him whenever the need might arise. Further, by giving land to vassals, the lord creates a social connection to the vassal's family and relatives that may be exploitable. Also, a lord's social standing is dependent upon how many vassals and sub-vassals he has. Another advantage to creating a vassal is one of management. The lord gains a competent man who will pay attention to the small, yet important, local issues of the benefice; it is easier to deal with a vassal than with an entire manor or vast eminent domain.

How does a character become a vassal? Characters can acquire another lord's land through challenges, duels, bets, tournaments, conquest, marriage, inheritance, purchase or reward. Characters may do a service for a king, lord or other high-ranking social figure in exchange for a benefice. Other methods include a royal charter or a land grant. With a royal charter, the land still belongs to the king and the characters are simply administering the land. A land grant gives the characters the land, although it comes with an implicit understanding that service, money or obligation is due the lord giving the grant. Both charters and land grants can be revoked. It is actually fairly easy for Player Characters to gain land, as Non-Player Character lords love to obligate powerful Player Characters to them, giving the bequeathing lords significant control over the Player Characters, both socially and economically.

If a character wants land but is not interested in beholding himself to the aristocracy, the characters can align themselves with land-holding institutions outside the feudal lords and nobles. Guilds and temples own land and can bestow that land in a similar manner as a feudal lord. These groups may have obligations to other sources of secular power, but this rarely transfers to the characters.

For every vassal a lord creates, he gains a +2 to his Reputation and a +1 modifier to his Leadership score. For every sub-vassal, created when a lord's vassal creates a vassal, the lord gains a +1 to his Reputation. If the vassals have a higher Reputation than the bequeathing lord, the Reputation bonus doubles. Gaining a benefice, royal charter or land grant gives the receiving character a +1 bonus to Reputation. Almost all receipts of manors or other forms of benefice requires the character to give an oath of allegiance.

SLAVERY

Slavery is rare in Aquilonia, but it does exist in the form of household slaves and personal attendants. Using slaves for labour on the land is a Zingaran practise, not an Aquilonian one. In Gunderland and most portions of the Westermarck, slaves are not typically kept at all, for even the mere idea of slavery is either distasteful or impractical in those regions. Under the feudal system, slaves are deemed unnecessary by most Aquilonians, although a few who travel abroad bring slaves back. Rarely, an Aquilonian lord will conquer a neighbouring lord's lands and enslave some of the conquered people. Slaves have no rights and no property. Slaves are entirely at the mercy of their masters, who have the power of life and death over the slaves. Tales of Shemite slavers and the fate of those enslaved during night raids are told to children at night to frighten them. Parents might threaten to sell their children to Zingaran plantation-owners if they fail to behave.

In *The Phoenix on the Sword*, Thoth-Amon, the greatest sorcerer in the world, lived as a slave in Aquilonia. The cult of Asura in Aquilonia keeps slaves; one of them routinely pilots their boats of the dead down the Khorotas river. Although there are few active slave markets in Aquilonia as there is in Zamora or Turan, no one in Aquilonia particularly cares if the existing slaves are freed or not. Owning a slave does not enhance or reduce an Aquilonian's Reputation score. It is a non-issue in Aquilonia. Slaves are mostly likely to be owned in the cities, where serf labour is not common. Note that Aquilonia strictly forbids forcing slaves to fight each other or animals for entertainment or business.

Aquilonian Urban Occupations Table

Advocate	Alchemist	Armourer	Artist	Astrologer	Baker
Barber	Basket Maker	Beggar	Bell Maker	Bell-Ringer	Blacksmith
Book seller	Bookbinder	Bowyer/Fletcher	Brewer	Brothel Keeper	Buckle Maker
Butcher	Candle-Maker	Carpenter	Carter	Cartographer	Chandler
Clothier, New	Clothier, Used	Cobbler	Cooper	Copyist	Craft Merchant
Cutler	Dairy Seller	Diplomat	Distiller	Domestic Servant	Draper
Dye Makers	Dyer	Engineer	Engraver	Fishmonger	Flower seller
Fuller	Furniture Maker	Furrier	Gardener	Girdler	Glass Maker
Glove Maker	Goldsmith	Governess	Grain Merchant	Grocer	Guard
Guide/Tout	Haberdasher	Harness Maker	Hay Merchant	Historian	Illuminator
Importer	Instrument Maker	Jeweller	Judge	Kidnapper	Laundress
Leatherworker	Limner	Lock Smith	Lotus Merchant	Mason	Mercer
Official	Painter	Paper Maker	Pastry Maker	Pawnbroker	Perfumer
Potter	Prostitute	Purse Maker	Ratcatcher	Road Mender	Rope Maker
Rug Maker	Saddler	Satirist	Scabbard Maker	Scholar	Sculptor
Servants	Silversmith	Skinner	Soap Maker	Soothsayer	Spice Merchant
Student	Tailor	Tanner	Tax Collector	Taxidermist	Thief
Tiler	Tinker	Toy maker	Undertaker	Vestment Maker	Vintner
Warehouser	Weaponsmith	Weaver	Wheelwright	Wood Carver	Wool Gatherer

OCCUPATIONS

The people of Aquilonia generally assume everyone should be employed by the age of fourteen or fifteen. Some occupations require skill at some craft. For example, people may craft their own goods and sell them themselves from storefronts built in front of their own homes or in moveable carts or by hawking their goods in the streets. Some occupations merely require a reputation. For example, anyone who could attract students could set himself up as a teacher. Regardless of what it is a person does to earn a living, people are expected to earn one.

Women in Aquilonia also practice trades and many work more than one trade at a time. Many midwives also are weavers, for example. In the Westermarck, laundresses often double as prostitutes. Knowing a profession or craft practicable at home adds to a woman's value in the marriage market because any extra money brought in by the wife into the home only helps the household. Many of the cottage industries ran by the women of Aquilonia angers the local guilds and occasionally contribute to their exclusion from certain guilds.

This section is intended to provide the Games Master with ideas to present a lively city and for the players to choose Profession skills if one is needed beyond the standards every gaming group tends to have. The list below is by no means complete or exhaustive but serves as a fair starting point.

People in these professions or crafts can be of any class, though most are Commoners. Each takes ranks in the

appropriate Craft or Profession skill and the best craftsmen also take Skill Focus feats in their craft or profession. Diplomacy, Bluff and Sense Motive are also important skills for people making a living in Aquilonian cities. Characters who have a developed Profession or Craft skill gain a +1 bonus to Reputation while in Aquilonia. Characters who are known to have no ability to make a regular living at all suffer a -1 penalty to Reputation while in Aquilonia.

Craft Guilds

As Aquilonia's specialisation of industry become more and more prominent, the city's bakers, cobblers, stone masons and carpenters associated with one another and banded together for protection and mutual trade protection. As these associations, or guilds, grew larger and more important in Aquilonia, the guild leaders petitioned the King of that era for more rights and these rights were granted to them in order to protect Aquilonia against outsiders so long as the craftsmen upheld some measure of civic service and duty.

The guilds protect themselves against outsiders by barring or restricting trade, forcing merchants and traders in foreign goods of a type made by a local guild to pay a stipend or tariff for the right to sell the goods in that particular Aquilonian city. The tariff is then split between all the relevant craftsmen in the guild with a portion given to the feudal lord for the right to charge the tariff. The only exception to this is on annual fairs or on established market days, when anyone can buy and sell

to the public. Women generally join guilds when their fathers or husbands join. They become independent guild members at the death of the applicable male.

Guilds often use secret signs to communicate basic information to other members, as well as mysterious gestures to identify fellow guild members and their ranks. Many guilds incorporate religious and philosophical concepts and traditions into their meetings, making them mystery cults of a sort. During festivals the guilds often put on trademark plays to emphasise their preferred themes and religious stories. For example, the Goldsmiths, every year, may put on a complex play illustrating the creation of gold myths present in the religious traditions of Mitra.

Guild Craftsmen

The craftsmen usually live in neighbourhoods of similar skilled craftsmen, although this may vary somewhat depending on the size of the city. Often the master craftsmen of a particular craft all belong to the same family. They share apprentices between them, working together to regulate competition and promote prosperity for the entire family and, by extension, the prosperity of Aquilonia as a whole.

Apprentices: Throughout Aquilonia, the basic economic assumption is that everyone is employed by the time they are fourteen or fifteen, an expert in their craft. Becoming an expert is difficult, as is entering any select inner circle of a group or cult. A craftsman begins his life as an apprentice to a master, a young youth or girl of about seven or eight years old who works in exchange for food, clothing, shelter and an education. It is illegal in most of Aquilonia to apprentice anyone older than twelve who had been working in agriculture prior to age twelve to prevent mass migrations to the cities. Usually the parents of a youth pay the master a fee to entice him to take on the child as an apprentice. An apprentice is not paid money in any circumstance and this position lasts for about five to nine years. During his apprenticeship he is not permitted to marry, as the master would then be required to feed and house additional people without due compensation. Some girls negotiate the ability to marry provided some sort of forfeit payment is made to their master or mistress. Also, trips to taverns, brothels and inns are often regulated or banned as well. Most apprentices live in the attic of the master's house, furthest away from the valuable tools and raw materials of the shop located on the ground floor. Apprenticeship is not without its dangers, especially for girls. Female apprentices are easy prey for the sexual advances of their masters and they might even be sold into prostitution by their mistresses.

Journeyman: Once the master has given his approval of the apprentice's overall work and skill level, the apprentice leaves the home of his master and goes out into the world as a hired hand, carrying a letter of recommendation from his apprentice master. He is called a journeyman because he journeys from town to town, working for master after master to learn different techniques. A journeyman is allowed to work for any master he wants and is paid with wages for his labours. He also collects letters of recommendations from all the masters he has worked with. Only a journeyman or master may use his Profession skill or Craft skill to earn an income. He works six day weeks from sun-up to sun-down. Most journeyman live on the third floor of a master's house. This stage of his career as a craftsman lasts around seven years. In order to rise above the status of journeyman to master, the journeyman must choose a specific town to settle in, then he has to produce a masterpiece. This masterpiece must be created on his own time with his own materials and tools, both of which are difficult to procure on their modest wages. This is further made more difficult to accomplish as most journeymen work for various masters six or more days per week from sunrise to nightfall and most Aquilonian cities forbid craftsmen to work after nightfall because unattended artificial light is a fire hazard. In addition to the need to craft an unqualified masterpiece to rise to the rank of master, the journeyman must also prove he has accumulated wealth and reputation. Once a journeyman has produced his masterpiece and has proved his social worth, he is granted the rank of master and accorded the privileges of that class.

Masters: A master is a full citizen of a town. As such, he is also expected to be a respectable member of that town, which usually implied that he be a family man. This often means he has to find a wife, which is enough of a hurdle sometimes to keep some men as an eternal journeyman, forever working for other masters. Masters are allowed to establish their own workshops, hire journeymen and train apprentices. Masters usually build three story homes. Their workshop is on the ground floor. The master and his family live on the second floor. Journeymen live on the third floor. Apprentices are often given a bed in the attic. Masters are also given a say in rules, regulations and other matters pertaining to the guild. Most guilds have a restriction on how many masters can operate in the city, so some journeymen are denied the position for economic reasons until an opening is present.

Along with the social and economic benefits associated with the rank of master, there come responsibilities. Craftsmen must perform public duties, such as patrolling their district, donate time, work and effort for the King and his projects, donate time and work to the Temples

as needed and provide dowries for poorer craftsmen's daughters. The masters look after sick and elderly guildsmen if necessary, investigate sabotage, provide for the families of dead craftsmen in perpetuity (or until the family leaves Aquilonia or otherwise becomes capable of providing for themselves) as well as two other important duties: the protection of the secrets of their craft and the assurance of their craft guild's quality in the city.

The guild masters are charged with protecting the secrets of their craft. Aquilonian apprentices and journeymen are rarely allowed to leave their city to maintain the valuable secrets of their craft. In the same manner that Akbitana protects its trademark industries, the craft guilds of Aquilonia virtually chains its craftsmen to their cities. If a journeyman flees Aquilonia, the craft masters are expected to expend due effort in hunting down and slaying the fugitive craftsman. They record the individual marks of all craftsmen working in the city. The mark of a master must accompany the mark of a journeyman to prove the quality of the workmanship.

Guild masters also make sure their craft is represented fairly and with due quality. Craftsmen who produce inferior products or are found to cheat the public are punished. Fines, reduction in status and expulsion are all common punishments for defrauding the people of Aquilonia. Jobs in Aquilonia need to be done right the first time, and the master craftsmen ensure this happens by overseeing the training and practise of all craftsmen in the city.

Additional Information

Joining a guild is an honour and earns an apprentice an immediate +2 bonus to Reputation. Simply being in a guild results in a perceived increase in social status and class. Most craft guildsmen attempt to gain a talented Reputation. Becoming a journeyman for a guild earns the craftsman another +2 bonus to Reputation. Becoming a master requires at least a 20 Reputation and, if attained, earns the craftsman a +4 bonus to Reputation, making him one of the movers and shakers of Aquilonia's economy.

Most craftsmen in Aquilonia are of the Commoner or Scholar class (non-sorcerous, generally speaking). Skill Focus and other feats designed to enhance skills are typical feats for the craftsmen to take. Craftsmen do not make a living from combat, so combat-oriented feats are rare. Craft masters take the Leadership feat to attract apprentices and journeymen, although few can afford to house and maintain their full allotment of 1st level apprentices. Craftsmen tend to have an allegiance toward their guild, giving them a +2 Charisma bonus when dealing with other guild members who share their allegiance.

Player Characters who successfully apprentice and become journeymen in any Craft skill (Usually with the accumulation of at least 6 skill points in a craft) may find themselves barred from leaving the city where they apprenticed, depending on guild laws in that city. Their ability to adventure may also become hampered, although this may be alleviated by allowing some amount of time to lapse between adventures. Also, if a Player Character becomes a master craftsman (after completing a DC 30 masterpiece), he will find he has additional duties to perform and, if found lax, may be fined. This fine may well be part of the 'high living' spending of treasure or it may be on top of that.

Adventure Hooks: Several adventures suggest themselves involving the various craft guilds of Aquilonia. Some sample adventure hooks to whet your imagination follow.

- ❖ Player Characters could be hired by one of the Craftsman Guilds to collect tariffs from foreign traders in the relevant goods. Strong arm tactics, including the destruction of inventory, is often required, so adventurers and mercenaries are usually employed for this purpose.
- ❖ A journeyman smith is robbed of one of his hands either by intent or accident. He hires the Player Characters to avenge his loss as he can no longer produce an income for himself. Perhaps a master he is working for is jealous of the journeyman's talent and arranged for the dismemberment.
- ❖ A new craft family has moved into an Aquilonian city and is denied membership into the guild. This family hires the Player Characters to devastate the existing family, leaving a vacuum in the city and paving the way for the new family to join the elite of the Craftsman District.
- ❖ The Player Characters kill a craftsman (either by intent or accident) and the craft guild must now support the deceased craftsman's family. The guild decides the Player Characters now owe the guild for their loss and is intent to take out the debt in blood or, if one of the Player Characters is wealthy, in protection money.
- ❖ A talented journeyman is denied master status because the city has plenty of masters already. The journeyman hires the Player Characters to kill one of the existing masters. On the other side of the coin,

the existing masters might feel paranoid about the journeyman and hire the Player Characters to protect them against any assassins hired by the journeyman.

Merchant Guilds

Merchants early in Aquilonia's history had difficulties because of feudal obligations. Difficulties in procuring the right to leave a manor or fief was but one of the hurdles faced by early merchants. This resulted in foreign merchants dominating the marketplace. Obviously, a career in trade was hampered by feudal obligations, so many merchants sought to become free. This, however, had its own problems. The price of freedom from a feudal lord was that the merchants and their property were no longer protected by the feudal lords. Without that protection, merchants risked more than they could reasonably recover in profit. Thus the merchants found they needed to band together to achieve the protection they had lost in the gaining of their freedom. Seeing the accomplishments of the craft guilds, the merchants used the same model, creating their own guilds for the same privileges of protection and support. However, these guilds have their own price, for they can set prices, arrange trade and regulate working hours. In much of Aquilonia, a work day is up to 16 hours in the summer and 12 hours in the winter; essentially guild members worked during all available daylight hours. High-ranking members of guilds usually wear medallions on silver chains.

Benefits to Guild Members: The merchant guild establishes rights and norms to ensure guild members, called burghers in Gunderland, the Westermarck and the Bossonian Marches, enjoy an income, an income the feudal lords had taxed heavily prior to the establishment of the guilds. Rules and regulations for merchants are determined by the guilds and the merchant guilds have the power to impose sanctions on members who violated those rules. The advantages of the merchant guilds are similar to those of the craft guilds. Merchant guilds are noted for their charity toward disadvantaged members, providing aid to members who fall into poverty, taking care of funeral expenses of dead members and looking after a dead member's family.

Benefits to Feudal Lords: Feudal lords found many advantages to granting rights to cities to form guilds. Guilds proved structure and self-regulation for the cities, allowing the cities to almost run themselves without siphoning too much direct power from the control of the feudal lord. The guilds levy dues from its members and used them to pay the feudal lords

in lump sum payments. Fief-holders have found that tax collection is easier from central guilds as opposed to sending collectors and agents out to each and every merchant in the city. Guilds also sponsor community events and often form private theatre troops to demonstrate their wealth and influence. Many guilds are also charged with public defence, members taking turns to man the walls of the smaller cities and towns.

Rights of the Guilds: The merchant guild has the power to exclude and discriminate against foreign merchants. Foreign merchants are forced to unload their wares in Aquilonia's warehouses where members of the merchant guild have the right to purchase the goods at privileged prices. Foreign merchants are also required to pay special tolls, fees and taxes that the merchant guild members are exempt from paying. The merchant guild also sets up a system of brokering, wherein foreign merchants are forbidden to deal directly to the customers but have to employ local brokers chosen by the merchant guild. The guild also has the right to limit its membership based on any number of qualifications. Women are often excluded from guilds that require long-distance travel. This is largely to protect the women. Women on long trade journeys face abduction, rape or murder from bandits who are likely to leave a male merchant alone. Aquilonia's feudal lords have given the merchant guilds the power to punish those who break the laws of the guilds. The guilds have the power to assess a fine or fee against all traders who are not members of the appropriate guild. Those who cheat the public unduly are also punished by the guild. Fines and confiscations are common sanctions. Other punishments include imprisonment, flogging, shaving or any number of tortures. The merchant guilds usually have their own appointed magistrates who arbitrate disputes among the merchants of a given guild. The guild checks weights and measures and often fixes prices on certain goods and services. The guilds have a familial aspect as well, although not as strongly pronounced as the craft guilds. The eldest sons of a guild member is admitted into the guild as a matter of law. Younger sons of guild members are required to pay a small fee to join.

Guild Structure: Aquilonia's various merchant guilds are run by one or two aldermen who answer to the manorial lord. Different guilds in Aquilonia have different means of choosing their aldermen. Some are merely appointed by the feudal lord while others assume the position by popularity or even heredity. The aldermen are in turn aided by two to four wardens. Beneath the wardens sat a council of a dozen to two dozen of the more prominent merchants of that guild. The aldermen, wardens and the council preside over guild meetings, religious rituals, funds and estates.

Other guilds: Craft and merchant guilds are so successful in Aquilonia in promoting their members' well-being that many guilds are being established for nearly every conceivable trade. Tutors, philosophers, ratcatchers, road menders, domestic servants, bell ringers, thieves, beggars and even prostitutes are beginning to form guilds in the largest Aquilonian cities, jealously defending their members against freelance competition.

PROSTITUTION

Aquilonia has institutionalised prostitution as a form of rape control. Men and women marry young in rural Aquilonia, but men tend to marry later in the cities and towns, often as late as 24 years old. Women are also valuable as potential sources of property and social climbing – but only if the women are unspoiled. The aldermen or feudal lords of the cities recognise the need to protect their wives and daughters from the lusts of young men. Thus, the leaders of the cities provide for regulated and organised prostitution, setting aside specific parts of towns for this trade. Many Aquilonian towns and cities label these parts of town with street names bearing the word 'rose' in them. Certain types of buildings, taverns or bath houses are licensed as brothels and certain kinds of women are allowed to become prostitutes. Thus, a character is more likely to encounter a prostitute in the cities and larger towns than in a rural village.

Although some women engage in private prostitution, most of Aquilonia's urban prostitutes are officially licensed. The women allowed to become prostitutes must be single or widowed and they must be 'foreign.' The women do not have to actually be from another country but they must at least be from another city or region. Prostitution, after all, is to protect local women from rape and other forms of dishonourable behaviour. Young women are often brought in for this purpose. In Aquilonia, Brythunian and Zamorian women are especially popular as prostitutes. The Brythunian women are prized for their blonde hair and overall beauty and the Zamorian women are sought out because of their special (and often eager) skills as prostitutes.

Aquilonian prostitutes are beautiful as a general rule. If men are not attracted to the prostitute, then the men might turn their attentions to local women, defeating the purpose of the institution. Also, in Mitrans philosophy, it is less of a dishonour to fornicate with a beautiful woman than with less attractive women. The logic runs that the prettier the woman is, the more she arouses a man, thus it is the beautiful woman's fault the man is driven to fornication out of wedlock, so there is no dishonour for the man, as he cannot help himself. Further, houses of

prostitution are seen as training grounds for young men, helping them to develop the skills necessary to properly provide Aquilonia with children after they marry.

Prostitutes are usually required by the cities to dress in a distinctive fashion in order to set them apart from local, decent women. The particular dress code varies from province to province – even from city to city. Many Aquilonian cities simply require skimpy, minimal clothing modelled after Eastern fashions. Other require gloves or a cloak of a certain colour or a particular type of scarf worn in a certain manner. Anyone who finds a prostitute dressed otherwise has the right to strip the girl on the spot.

Many cities require a certain percentage of earnings and several set up laws restricting the number of customers a prostitute might have in one day or prohibiting the beatings of whores by brothel owners. Some brothels cater only to the nobility, others only to guild members. Others accept all comers.

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 prostitutes 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. Prostitutes 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. If a diseased customer comes to them, a quick Spot (DC 18) or Heal (DC 12) check can usually give the prostitute 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.

Concubines

Aquilonia has a system of concubinage wherein formal contracts, usually involving oaths of sexual fidelity, support, etc., are drawn up between partners not married to each other. Often a wealthy landowner, not desiring his wife, but not wanting

to risk the disease element involved in prostitution, uses this system to satisfy his lusts. This system is also a way for poorer families to make beneficial social connections, not to mention a manner of supporting unmarried daughters. Prior to Conan's taking Zenobia as his queen, King Conan kept a seraglio of concubines. Before he left Aquilonia to fetch Zenobia from Nemedía, he discretely disbanded his hours and found husbands for many of them. There is no limit to the number of concubines a person might have, save unless one of the contracts specifies a limit.

TRADE

Most Aquilonian trade is relatively local. As farms and manors expand, more and more villages find they have a relative advantage in the production of a few goods and trading for other goods. So most Aquilonian merchants and peddlers travel from village to village selling goods. In the large towns and cities, trade is dominated by the craft and merchant guilds. The guildsmen tend to band together for mutual trade protection. The guildsmen work together to bar or restrict trade in whatever merchandise is protected by the guild, forcing merchants and traders in foreign goods to pay a stipend or fee for the right to sell the goods in the city. The tariff is then split between all the relevant merchants with a portion given to the feudal lord or to the city for the right to charge the tariff.

Aquilonia is the wealthiest nation of the Hyborian age but it is not a trading giant. The greatest commercial kingdoms of the era are Zingara, Argos, Koth and Shem. However, as most of the trade during this epoch is conducted via overland routes, Aquilonia is well situated to take advantage of the trade of other nations. The Road of Kings, for example, runs right through Aquilonia, as do other overland routes.

The Road of Kings passes through Tarantia from Belverus in Nemedía. It then moves southward along the Khorotas River toward Messantia in Argos. From Tarantia to Poitain, most of the commercial trade travels the Khorotas until the unnavigable southern portions are reached. Once the Khorotas moves east to skirt the Poitainian Mountains, traders move along an old road toward Messantia. Trade traffic also moves along the Tybor river, although the Alimane is largely too shallow in too many places for it to move much cargo in boats. As Aquilonia grows wealthier, demand for foreign trade items will increase. As demand increases, merchants become more familiar with the complex issues involved, such as contracts, accounting and foreign diplomacy.

Some items available in Aquilonia from foreign lands include sugar, spices, wine and olive oil. Aquilonia trades coal, timber, wood, iron and copper for these items. Any foreign or exotic good is likely to be plagued by fluctuating prices, unlike goods such as bread and ale, whose prices tend to be fairly stable.

AQUILONIAN BANDITS

Bandits and robbers are a danger to Aquilonian trade and traders as they are in most nations of this age. In chapter 11 of *The Hour of the Dragon* by Robert E. Howard, Poitainian robbers slew the thief who stole the Heart of Ahriman. The chief of the robbers sold it to the Kothic merchant Zorathus. Bandits are raiders who ambush unwary travellers, extolling money and/or goods to maintain their free and violent lives.

Signs and Portents #12, Aquila 2004, published an official *Conan the Roleplaying Game* bandit class. Players and Game Masters without this resource can create bandits from the core classes published in *Conan the Roleplaying Game*. Displaced commoners, criminal thieves and deserter soldiers often make up the robber rabble plaguing the roads. Borderers, commoners, soldiers and thieves are all common classes among the bandits of Aquilonia.

Creating a Bandit Character: Bandits rely on stealth and speed to bring down their prey. Bandits are not particularly brave and will not engage in sustained brawls and melees. Their goal is terror and intimidation, to strike and vanish before a counterstroke can be engaged.



Bandit characters emphasise their Dexterity scores. If a bandit does not begin play with a high Dexterity, he often begins raising the score with his allotted increases due to level improvements as described in *Conan the Roleplaying Game*. Charisma is important for the bandit chiefs to avoid unnecessary fights, while Strength and Constitution help the bandit defeat tougher foes.

Skills such as Bluff, Gather Information, Hide, Intimidate, Knowledge (geography), Knowledge (local) and Tumble are usually maximised. If the character is a Hyborian, choose from among those skills for the Adaptability ability and for background skills, unless the character is intended to have some other sort of background for role-playing purposes. Gather Information and Knowledge (local) help the bandits find prey or succour. Hide aids in ambushing prey or avoiding patrols. Intimidate is useful to avoid some combats and to demoralise the opponent. Tumble helps the bandit avoid attacks of opportunity. Most bandits would do well to multi-class into thief or the bandit class to avail themselves of the Sneak Attack ability. Bandits need to strike quickly and disable the foe; Sneak Attack works admirably toward this end.

Feats such as Improved Initiative, Light-footed, Menacing Aura, No Honour, Quick Draw, Stealthy, Steely Gaze, Striking Cobra and Track are often preferred feats for bandits, helping them to enhance their own abilities and to achieve their own goals. Few bandits hold to a code of honour and most do not have allegiances, save perhaps to a robber chief. Many have taken to the lifestyle to avoid feudal obligations in the first place and will not allow even a bandit chief to emulate a feudal lord too much.

AQUILONIA'S TRADE ECONOMY

Aquilonia's economy is not as static as the equipment charts in *Conan the Roleplaying Game* might seem to indicate. In Aquilonia there simply is no set price for any good or service. Every transaction is between a seller and a buyer so prices vary from transaction to transaction. Further, goods tend to be individualised and unique in Aquilonia. Perhaps this broadsword has an engraving of a ram on its blade and perhaps that one has a gold pommel. No two items are alike, so it is unlikely prices will be alike. Price is determined by demand. Sellers do not put price tags on items. If a person wants it, that person will pay what is necessary to get it.

Buying and selling in Aquilonia is usually a function of Diplomacy and Sense Motive, although Intimidation or Profession (merchant) can be used as a substitution for those skills. Most merchants in Aquilonia maximise all

four of these skills to be sure they are on top of their game, buying for the lowest prices and selling for the highest prices.

Buying in Aquilonia: To buy an item in Aquilonia, a Diplomacy or Intimidate check is required against a seller's Sense Motive or Profession (merchant). This check will either succeed or fail.

If Check Succeeds: If the buyer's initial Diplomacy or Intimidate check is successful, then he finds a bargain, based on how well he beat the seller's roll; see the Bargains table for details. If Valerian Emilius, a Bossonian, approaches a sword smith to buy a broad sword (base price 125 sp) and begins negotiations. Gasparus, after all modifiers are applied, beats the smith's Sense Motive by 9 points. He gets the sword for 112.5 silver pieces (125 sp X 0.90).

Bargains Table

Skill Check Difference in Player Character's Favour	Price Modification Multiplier
24+	0.70
20-23	0.75
16-19	0.80
12-15	0.85
8-11	0.90
4-7	0.95
0-3	1.00

Hard Sell Table

Buyer's Final Renegotiation Modifier	Price Modification Multiplier
+1	1.25
+2	1.50
+3	1.75
+4	2.00
+5	3.00
+6	4.00

If Check Fails: If the seller's check is higher than the buyer's, then the buyer's initial offer (the base price offered in *Conan the Roleplaying Game*) is not accepted. The buyer may renegotiate with a +1 cumulative modifier with each check until a +6 modifier fails. At that point, no offer will be accepted or the item is unavailable. If a renegotiated check succeeds, the core price suggested in *Conan the Roleplaying Game* is multiplied by the Price Modification Multiplier found on the Hard Sell table for the final price. Cordara de Oto, a Zingaran, approaches the sword smith to purchase a broad sword but fails on his Diplomacy check. He decides to renegotiate with a +1 modifier. Still he fails the following check. He

renegotiates again with a +2 modifier. He succeeds this time and pays the smith 187.5 silver pieces for the sword (125 sp X 1.50).

Player Characters as Merchants: Selling loot in Aquilonia can be difficult if one does not have any contacts. A player character cannot just haul in a bunch of loot to the bazaar and set up shop. The local merchants will get angry as will many of the craftsmen who make items similar to what is being sold. Aquilonian armourers, for example, will not take kindly to Player Characters selling foreign armour in the bazaars where the guild armours are sold. If a merchant or craftsman is not a member of the appropriate guild, the person is simply not allowed to sell within the city except on designated festival or open-market days, which are usually held but once per year. People are not permitted to openly practise a craft unless they are a member of the associated guild.

SOCIAL STANDING

There are four distinct social orders in Aquilonia, each with its own unspoken rules and hidden habits. These four orders are the labourers, the townsmen, the aristocracy and the clergy. These orders are social and political in nature, not economic, for status and position are not determined by money. Feudalism is a political structure, not an economic structure (see pg. 66 for a discussion on the manor system, the economic system of Aquilonia). The unnamed rules of these social orders affect everyone in one manner or another. Social status is not a ladder to be climbed up and down. The typical method of looking at feudal societies is pyramidal, with a king on top, royalty beneath him, nobility beneath them, followed by merchants and serfs. This is not a correct view. Social order is more like a web than a ladder or a pyramid – and it is always in motion, much as a web is moved by the winds or by a black spider spinning new threads and moving or breaking old ones.

Characters from Aquilonia should decide on their character's social standing. Is the character of the labourer order, the religious order or of the aristocracy? These rankings do not necessarily apply to Player Characters from other lands but may be of some help in describing characters the Player Characters come into contact with. Is the Non-Player Character stereotypical of his social ranking or is something different about him?

Treat these as general trends and not hard rules.

Aquilonian feudalism is more complicated than this work can properly display, so there are always folk who do not fit neatly into these categories.

LABOURERS

90% of the population of Aquilonia are the people who labour for a living. These people work the land for food, drink and clothing. They work not only to survive but to support those who do not labour, such as the clergy and the aristocracy. Indeed, having a job at all disqualified one from the nobility, for nobles do not labour. Cities and towns rely heavily on the labouring order, as do travelling mercenaries and standing armies. Wealthy Aquilonia is an agrarian society and those who do not farm must rely upon those who do for survival. Labourers may be found in all provinces of Aquilonia. Thus a labourer may be a Bossonian, Gunderman, Tauran, Poitainian or Westermarcker, as well as a generic Aquilonian from the central provinces. Almost all labourers are illiterate. Labourers are comprised of peasants, serfs, yeomen and cottagers.

Peasant

A peasant is a free man who lives in a village or more rural setting and owns his own land or, at most, owes rent on his land. Most peasants are farmers, although some are more specialised, such as village blacksmiths, coopers or millers. Peasants only owe a lord labour obligations during harvest time. Peasants do not need to pay the various fees and fines imposed by the feudal lord, although they do pay taxes. Most peasants swear fealty to the lord of the land in order to obtain the lord's protection, but they also obligate themselves to pay all the various fees and fines like a serf. Peasants often managed to attain a modest amount of wealth. In any one given village there will be some peasants who are better off and more powerful than others. The wealthier and more powerful peasants usually have better homes and better harvests. The more powerful families often have members who serve as aldermen, or elders. Often these elders have no formal identity bestowed upon them, so membership is cliquish. Certain families, it seems, are considered to have 'always' been among the elders. Many of the well-to-do can lend money, seed or livestock to the poorer members of the village. Well-off families collect on defaulted loans by repossessing property and extend its own holdings.

Peasants who own land in the fields but live within a lord's demesne are often employed permanently as manorial labourers. They serve the lord's lands and protect his interests, thereby increasing their lord's industries and profits. These permanent labourers are paid with any combination of grain, money, labour obligation relief or given peasants to help them with their own lands. These peasants take Profession skills to reflect the amount of income they earn and to reflect the jobs they do on the manor grounds. These are Profession (ploughman),

Profession (carter), Profession (shepherd), Profession (dairymaid), Profession (cowman), Profession (overseer) or Profession (household servant). Ploughmen plough up most of a lord's fields as serfs with labour obligations harrow and weed. Carters carry grain and goods to and from market and do any other deliveries as needed. Carters are usually paid very well to keep them honest and are especially important to lords with multiple manors. Shepherds tend to the lord's sheep. Dairymaids milk the lord's cows, goats and sheep, make butter and cheese, tend to poultry, collect eggs and make mid-day meals for the other manorial labourers. Cowmen receive the least amount of pay among the permanent labourers for they do odd jobs around the manor. Overseers manage peasant labour and prevent theft, especially among a lord's groves, orchards, vineyards or cash crops. Household servants are peasants without farmland. They usually receive room and board as partial pay, although some manors pay in grain or money exclusively. Household servants include chambermaids, cleaners, marshals, grooms, messengers, pages, washwomen, slaughterers, poulterers, cooks, butlers, pantlers, brewers, bakers, cupbearers, fruiterers and their helpers. Only the largest of manors would employ all of the above types of household servants.

About half the peasants in Aquilonia own ten or fewer acres of land, which is at the subsistence level for a typical family. A third of the peasants own 12 to 16 acres (a half-virgate). About 12% of the peasants are so poor they own no land save for their home and the soil immediately surrounding the one roomed daub-and-wattle home. These are the poorest peasants. The remainder are the wealthiest peasants who own more land than they can work and hire the poorest peasants to work their land. Rarely is the land owned by peasants neatly divided up into contiguous plots. A single peasant may own a strip in this field and a strip of land in another field and so forth, and all the strips and plots of land are mingled with those of other peasants as well as with those still owned by the feudal lord and worked by the serfs.

The homes of the peasants are usually one roomed timber-framed houses. Depending on wealth, some peasants have a second room. The walls are made of woven twigs packed with mud, then covered in lime wash. The roofs are thatched and the floors are tamped-down mud or clay, often with straw on top. An open hearth in the centre is where the food is prepared. Often, the only furniture is a table, a chest and a bench or two. The small homes are also homes for the family's chickens, pigs and sheep if a separate barn cannot be afforded. The animals are kept in a fenced-off section of the home. Peasants usually sleep on straw pallets. Privacy does not exist and comfort is not a priority. Peasants eat breads, cheese, eggs, porridge, soup

and vegetable stews. Most households brew their own ale for drinking.

Peasants may be of any class except noble or those classes prohibited by their race. Most peasants are of the commoner class from *Conan the Roleplaying Game*. Commoner peasants from the central provinces, Poitain or the Westermarck tend to be more capable than peasants from the other regions of Aquilonia because any class is a favoured class for characters from those regions, including commoner. Borderer, soldier and thief are the next most common classes for a peasant to take. Peasants who learn how to read may take the scholar class. Peasants may also be of the bandit class offered in *Signs and Portents*. Class combinations are also allowable. For example, peasant soldiers may also be scouts (soldier/borderer), adjutants (soldier/scholar) and guerrillas (soldier/thief). Although not specifically disallowed by the rules for Hyborians, Games Masters should consider Barbarian, Noble, Nomad and Pirate classes to be forbidden to Aquilonian peasants. Barbarians lie outside the feudal system. A character with the noble class is, by default, part of the aristocracy and not a peasant. The agrarian culture of Aquilonia does not support a nomadic lifestyle portrayed by the nomad class. Since Aquilonia is landlocked, pirates are creatures of romance and legend, not a reality.

Peasant characters should always take a Profession or Craft skill regardless of class. The most common profession is Profession (farmer), although most professions and crafts are open to them. Those peasants who are permanent labourers on a lord's land take professions as ploughmen, carters, shepherds, dairymaids, cowmen, overseers or household servants. The profession skill determines how much money the peasant makes at these jobs on the lord's demesnes. Many have multiple Profession or Craft skills. Survival is a common skill for peasants in frontier lands, for most of them know how to hunt for food. Handle Animal is another common skill, for herding farm animals is a typical necessity of peasant life. High level peasant commoners often take additional professions as reeves, bailiffs, aldermen, beadles or haywards. As peasants become wealthier, skills such as Appraise, Gather Information, Diplomacy and Intimidate are often focused on. Craft and Profession skills tend to be left to stagnate as the skills designed to widen their circle of acquaintances are developed.

Serf

A serf is a man who lives in a village or more rural setting but, unlike the peasant, has had his freedom restricted by a feudal lord, owing labour duties.

Most serfs are farmers but, like peasants, may also be craftsmen. A serf is not a slave because no one owns him. He is, however, tied to a plot of land owned by someone else. Serfs cannot leave the land he is tied to without his feudal lord's permission. In addition to working their own lands, they are required to labour on the lord's estates as well, giving up also a portion of their own personal harvest to the feudal lord. They may be asked to perform other labour services as well, such as repairing a road or building a bridge. Serfs are otherwise free. They may accumulate personal wealth, for the social constraint is not an economic constraint. Serfs may raise whatever they see fit on their land and could sell any surplus at the local market. A serf may also bequeath an inheritance to his heirs. Also, the tie to the feudal lord goes both ways. The feudal lord is not only obligated to protect the serf, the feudal lord cannot dispossess the serf without due cause.

A serf, once again, is not a slave. The distinction is important. The serf can buy, sell and inherit land and livestock. A slave, by contrast, owns nothing; everything he has, including himself, belongs to his owner. The feudal lord of a serf cannot deny that serf certain rights, including the right to self-defence if the lord attempts to kill the serf or withhold the necessities of life from the serf or his family. The owner of a slave owns the power of life and death and can kill the slave at any time for any reason. A lord cannot work a serf on holy days or demand immoral actions of the serf. The slave owner can work a slave whenever and however he likes and can demand anything of the serf. Other liberties also belong to the serf that do not belong to slaves. A serf can buy and sell anything other than produce his lord has declared a monopoly on. He can marry other tenants of the lord's lands and give dowers and dowries (for his daughters) without the lord's permission, although he does have to pay a tax on the right to marry freely. The serf's unfree status is more of a social stigma than an economic one, although the serf is subject to the fines and fees the lord enacts on the manor and they owe a substantial amount of labour obligations; the larger the land he lives on, the more his obligation is, usually about five days per year per acre. If a serf sells land, even to a free man, the labour obligation is sold with it. The labour obligation is tied to the land not to the person. Serfs who accumulate some wealth may pay off their labour obligation to their lord in coin, who, in turn, uses that money to purchase hired labour from wanderers, yeomen, cottagers or peasants.

Serf homes are indistinguishable from a peasant home. One or two roomed timber-framed wattle-and-daub houses with



thatched roofs and clay floors is the norm. The home usually has a fenced off area for chickens, pigs and sheep, as well as an open hearth in the centre for heating and cooking. The home usually has a table, a chest and a few benches. Straw mats serve as beds. Privacy and comfort are not priorities for serfs, for they have neither.

Serfs can be of any class except noble unless prohibited by racial restrictions, however almost all serfs are commoners. Borderers, infantry soldiers and thieves all make good serfs. Characters of the noble class or who have the Noble Blood feat from *Conan: The Scrolls of Skelos* may not be serfs. Nobles are, by default, members of the aristocracy. In addition to the noble class, Games Masters should consider barbarian, nomad and pirate classes to be forbidden to Aquilonian serfs. Barbarians are hardly willing to be beholden to a lord to the degree a serf is. The agrarian culture of Aquilonia does not support a nomadic lifestyle portrayed by that class. Since Aquilonia is landlocked, pirate serfs are unlikely.

Serf characters, regardless of class, should always take a Profession or Craft skill. The most common profession is Profession (farmer), although most professions and crafts are open to them.

Yeoman

Yeomen are freeholders who own no land or owe a feudal duty. Many of these people live in a village but are not of the village, considered outsiders or dependants

instead of full members of the community. They are the first to be rejected or hounded out of a village during ill times. Peasants who lose their lands or come to the village landless are yeomen. Many make their way as hired hands, moving from one village to another. Journeymen are in this category. Some yeomen hire and are employed permanently as manorial labourers. They serve the lord's lands and protect his interests, thereby increasing their lord's industries and profits. These permanent labourers are paid with any combination of grain, money, labour obligation relief or given peasants to help them with their own lands. These peasants take Profession skills to reflect the amount of income they earn and to reflect the jobs they do on the manor grounds. These are Profession (ploughman), Profession (carter), Profession (shepherd), Profession (dairymaid), Profession (cowman), Profession (overseer) or Profession (household servant) (see the entry under Peasants for descriptions of these professions). Most of the people in this category are extremely poor and rarely are far from another run of bad luck and/or starvation. Shepherds and woodcutters (adults who do such work for a living for a wealthy landowner, not children tending their parents' flocks or a peasant who goes into the woods for firewood) fit into this category, but they are literally on the fringes of village society, considered too close to the wild to be comfortably safe or entirely sane.

Yeomen can be of any class except noble unless prohibited by racial restrictions. Barbarians, borderers, mercenary soldiers and thieves all make good yeomen, as does the standard commoner class. Barbarians and borderers are good classes for yeoman shepherds and woodcutters. Characters of the noble class or who have the Noble Blood feat from *Conan: The Scrolls of Skelos* may not be yeomen. Nobles are, by default, members of the aristocracy. Yeomen who learn how to read may take the scholar class and may serve as wandering tutors or teachers. Yeomen may also be of the bandit class offered in *Signs and Portents*. Class combinations are also allowable. For example, yeoman soldiers may also be scouts (soldier/borderer), adjutants (soldier/scholar) and guerrillas (soldier/thief). Although not specifically disallowed by the rules for Hyborians, Games Masters consider Noble, Nomad and Pirate classes to be forbidden to Aquilonian yeomen. The agrarian culture of Aquilonia does not support a nomadic lifestyle portrayed by that class. Since Aquilonia is landlocked, pirates are a subject for tales in the evening, not a useful life's calling for an Aquilonian yeoman.

Yeoman characters should always take a Profession or Craft skill. Most villages do not welcome wanderers who cannot earn their own keep. The most common profession

is Profession (shepherd) or Profession (woodcutter), although most professions and crafts are open to them. Those yeomen who are permanent labourers on a lord's land take professions as ploughmen, carters, shepherds, dairymaids, cowmen, overseers or household servants. The profession skill determines how much money the yeoman makes at these jobs on the lord's demesnes. Many have multiple Profession or Craft skills that they have picked up on their journeys. Survival is a common skill for yeomen in frontier lands, for most of them know how to hunt for food.

Cottagers

Cottagers are persons who own no land but at least own or rent a residence. They are usually employees of wealthier peasants who have more land than they can work by themselves. They may also be permanent employees of feudal lords. Essentially, a cottager is someone who accepts a building to live in, even if it is little more than a shed, and moves in with his family. He works on the land owned by the wealthier peasant or the feudal lord in return for being allowed to live in a residence. Cottagers live on the fringes of society and are often looked down upon by peasants and even serfs.

Cottagers can be of any class except noble unless prohibited by racial restrictions. Most are of the commoner class. Retired soldiers make up the next largest grouping of cottagers. Few borderers, scholars or thieves have the patience or desire to live as a cottager. Characters of the noble class or who have the Noble Blood feat from *Conan: The Scrolls of Skelos* may not be cottagers. Nobles are, by default, members of the aristocracy. Although not specifically disallowed by the rules for Hyborians, Games Masters should also consider Barbarian, Nomad and Pirate classes to be forbidden to Aquilonian cottagers. Barbarians are not terribly likely to squat in a house on an estate and then start working for the fief-holder. The agrarian culture of Aquilonia does not support a nomadic lifestyle portrayed by that class. Since Aquilonia is landlocked, pirate cottagers are about as likely as Barathan nomads.

Cottager characters should always take a Profession or Craft skill. The most common profession is Profession (farmer), although most professions and crafts are open to them. Those cottagers who are permanent labourers on a lord's land take professions as ploughmen, carters, shepherds, dairymaids, cowmen, overseers or household servants. The profession skill determines how much money the cottager makes at these jobs on the lord's demesnes.

FREE TOWNSFOLK (BURGHERS)

Free townsfolk are often considered part of the labour classification by the aristocracy but really do not belong there because they do not labour for the aristocracy or the clergy. They labour for themselves. Town life is distinct from country life, despite their interdependency on each other. This entry concerns those who are actual citizens of a town or city, which comprise anywhere from 10 to 50 percent of any given town. The citizens are skilled tradesmen and merchants. They are the economic lifeblood of an urban centre. This group is becoming increasingly significant in Aquilonia and many fear they may come to dominate the other orders. Townsfolk, also known as burghers, are the people who dwell in the large towns and cities as the social elite. They do not labour on the land as peasants and serfs do, but they are also not noblemen. The urban dwellers lurk in an awkward position in Aquilonian society and many of the older members of the aristocracy do not know what to do with them. The nobility of Aquilonia tend to simply ignore them.

Burghers tend to resolve their issues around the elements of work, achievement and material wealth. This is at variance with most of Aquilonia, who resolve their issues around honour. For townsfolk, work is done for the acquisition of wealth and position, not out of feudal obligation or honour. Townsfolk value freedom, not honour. Possessions are objects purchased with money, such as knick-knacks, mass-produced art objects, homes, clothing, drugs and similar items. The townsfolk tend to rationalise poor decisions instead of taking responsibility for them, although that is not a universal trait by any means. Most townsfolk do not bother with codes of honour. Instead, they prefer codified law and law enforcement.

Free townsfolk must be citizens, which is usually inherited, although citizenship could be granted in recognition for service to the city. Throughout most of Aquilonia, citizenship and guild membership amounts to nearly the same thing and guild membership is often a requirement for citizenship. Certain professions are usually not allowed citizenship, despite the necessities of their functions. These often include hangmen, gravediggers and prostitutes.

Also, clergy were usually forbidden citizenship as were nobility, although there are a few Aquilonian cities that require the nobles to be citizens as a means to control them. Once per year, the town's citizens must swear an oath of loyalty to the city, gathering in one of the city plazas to give the oath in public.

Citizens see themselves as caretakers of a city's prestige and reputation.

Citizenship offered both obligations and privileges. Citizens are required to serve in fire brigades and street patrols, manning the walls in times of war as militia. Citizens also had to pay taxes but they are free of the arbitrary taxation which serfs were subject. However, citizens are legally protected and can only be tried in town courts. Personal freedom is another privilege, considered an essential element of town life. Townspeople had to be free from obligations such as bind a peasant or serf. Merchants, for example, are free to move from place to place, which a serf could not do. Wealthy townsfolk usually have servants and a few even have actual slaves.

How was this freedom obtained? The cities and towns themselves bought the freedom of its citizens. Cities who deign to be free of feudal obligation pay their lord for a charter of liberties. This payment is usually in the form of a yearly gift, often on the order of tens of thousands of silver coins or its equivalent. This charter usually stipulates that everyone living in the town would be free if they lived there for more than a year. Other elements of a charter of liberties might include landholding by lease and rent as opposed to feudal tenure; freedom to wage war against neighbouring cities; own land surrounding the city; limitations on what a feudal lord will levy in regards to taxation, resulting in limited freedom from taxation; freedom from the lord's courts, giving town courts jurisdiction; and the right to form their own government. A lord can revoke charters or refuse to create a charter. If a charter is revoked, the city reverts to the feudal lord and he then controls the city and all of its holdings and inhabitants. All feudal obligations, restrictions and justice also revert to the lord. Strong and large cities may fight to remain free, but smaller towns have difficulty sustaining a revolt against a strong feudal lord, especially one with many vassals who may collectively send waves of soldiers to secure the town. Occasionally strong feudal lords declare cities or town within the demesne of other lords as free cities, providing them with charters. This will hamper a lesser lord's ambitions by lowering his income, reducing his vassalage and by forcing him to deal with a potentially rebellious city or town determined to keep its new freedom.

The daily life of a free townsman is shaped by the guilds. The guilds set the working day for its members. For most guild members the day begins at dawn and ends at dusk. Labour after dusk is forbidden in Aquilonian cities and towns because work by candlelight is both risky in terms of fire hazards and in terms of quality. The homes of the townsfolk are usually wooden and the upper

floors jut out over the street. Most sleep on straw cots. Wealthier townsfolk build their houses in the cities out of stone, sleeping on wooden beds and have glass in their windows.

Free townsfolk tend to focus on Profession, Perform and Craft skills, especially those belonging to the guilds. The cities have gardens, herds of livestock and even farms within their walls, so townsfolk often have skills relating to these things, yet they still see themselves as distinct from country folk.

Commoner and Scholar are two of the more common classes to belong to members of this social order. Barbarians and borderers are rarely found among the townsfolk, and the Games Master may disallow those two classes to first level townsfolk. Similarly, nomads are also never found among Aquilonian townsfolk. Nobles, even those with citizenship, are not of this order, but are part of the feudal aristocracy regardless of where they live. Those citizens who take the thief class usually do not concentrate on skills that allow them to break into houses or sneak away with things but instead focus on Bluff and other Charisma-based skills to take advantage of the unwary, stealing their time and money in a different manner. The Westemarck does not have any free cities yet, so they have not developed this social order among its people, although many merchants travel to the Westemarck to conduct trade.

THE ARISTOCRACY

The aristocracy belongs to those characters with the noble class from *Conan the Roleplaying Game* or the Noble Blood feat from *Conan: The Scrolls of Skelos*. This social order has an amazing amount of material security and political power; their time is usually spent in efforts to keep their station and improve it. Financial connections, social connections and political connections are the three most important elements involved in decision making. Who they know is far more important than what they know or what they can do as an individual. Everyone known is considered to be one or more of the above types of connections, otherwise the person is not worth knowing or even noticing. These connections establish safety and growth, both of which are important to the noble. Planning is strategic, extending out months or even years. Possessions tend to revolve around unique artefacts, legacies, estates, pedigrees and bloodlines. In this class, people do not introduce themselves. People are introduced by others with their name, then a small statement of who they are. For example, in *The Hour of the Dragon*, Orastes introduces himself and his companions to Xaltotun by saying, 'I am Orastes, once a priest of Mitra. This man is Amalric, baron of Tor, in Nemediā; this other is Tarascus,

younger brother of the king of Nemediā; and this tall man is Valerius, rightful heir of the throne of Aquilonia.' This type of introduction serves the purpose of not only identifying the noble but illustrating his connection at the same time. If an introduction is merely, 'This is (name), a very dear and close personal friend,' or something similar, then the unspoken understanding is that the person has no connections of worth.

The aristocracy contains a large and fluid social range. At the top were the royalty, which included the king and his family. Beneath the royalty are the upper nobility. Most of the upper nobility bear titles such as count or baron, but having such a title does not automatically place a character in the upper nobility. The ranks of the aristocracy are extremely fluid because the fortunes of war and marriage brought families up and cast them down quickly. Essentially, the only difference between upper nobility and lesser nobility was a matter of diplomacy and power. Those who enjoy the favour of the king, have a noble title, own a sizeable amount of land and are the bigshots of the time are upper nobility.

Lesser nobility includes the rest of the aristocracy. Much of the lesser nobility bear 'sir' or 'lady' as their only title. New nobility also falls into this category, for a noble only recently made noble via marriage or reward can never have the standing of a family that has been noble for generations upon generations. Owning land is important to the nobility. Although landless nobles exist, they can never be independent and they always owe their standing to some position held at court, being a noble only at the whim of the king or other feudal lord. The lowest station of the lesser nobility is the gentry. Members of the gentry are knights who hold land and exercise feudal rights. There are some knights (bachelor knights and unfree knights) who do not meet those qualifications. These bachelor knights are the least appropriate sort for marriage among the nobility as they have no land and only have a social position via their knighthood.

Oddly enough, wealth is not a real prerequisite for the aristocracy. Peasants, yeomen, townsfolk and clergy might all accumulate wealth, but that did not gain them entrance into the aristocratic circles. No one in Aquilonia would consider a wealthy person noble. Few nobles actually know the extent of their wealth or lack of it. They usually knew what estates they held and how many vassals they have, but few could tell a person if those manors ran at a profit or a loss. At best, a noble might know how much tangible coins and jewellery they have in their direct possession or in their

treasure box at home. Wealth only really came into play if the noble operates at a loss for too long (usually two or three generations) and he loses his landed properties due to debt, his jewels and coins spent. The noble family may find themselves living on a scrap of land and performing the labour of the land alongside his peasant neighbours. They may find themselves only able to marry commoners – and within a few generations the family's noble status becomes a memory only. To avoid this, many lesser noble families find that becoming a hired sword, a mercenary knight, is the best way to preserve family fortunes and honour.

All noblemen are expected to be knights and no one could be a knight unless he is also a noble. Of course, a knight is a mounted warrior. Early in Aquilonian history, anyone who fought on horseback was a knight, even if he was a peasant or other commoner. As time went on, knights became more specialised, becoming a mounted warrior who wore armour, wielded a lance in addition to a sword, mace or ax, and who specialised in the massed cavalry charge. Active knights seek glory through combat, prestige won through war. Glory to an Aquilonian is a public testimony of martial prowess. Winning or losing a battle is a separate issue from winning glory. So long as an individual knight had an opportunity for winning glory, the knight was satisfied, regardless of the win or loss of the battle. Plunder is also part of glory. Carrying off piles of loot is glorious, showing the depths of an enemy's defeat and allowing the knight to distribute gifts to his followers and friends.



The younger sons of the nobility have little wealth and virtually no share in his family's estates. Options tend to be limited for the younger sons. Some enter into the clergy to support themselves. Others become 'hearth sons,' a directionless member of an older sibling's household who swears an oath never to marry. Others take up arms and become professional men-at-arms, hungering for the glories of the battlefield and travelling from tournament to tournament or hiring on with various nobles willing to pay for his services. The pinnacle of service would be to earn the right to serve in the royal household as a Black Dragon. Eventually some of these professional knights could raise their own companies of knights wearing the coat of arms of the one raising the retinue.

Nobles tend to rise with the sun to eat a small breakfast, then to see to manorial business. Breakfast usually consists of bread and wine. Religious nobles hear a ceremony in his chapel at dawn, otherwise the noble consults with his counsellors, judges cases or deals with other business. Once the morning is consumed, the big meal of the day, dinner, is served. After dinner, the rest of the day is spent in recreation most of the time. Entertainment often followed dinner, especially if the noble has guests. Entertainment may include jugglers, acrobats, troubadours, gambling or games. If the weather is good, the rest of the day is spent hunting. Hunting for Aquilonian nobles is usually done from horseback and in groups. A rehearsal for war, nobles get physical exercise, practise riding, weapon practise and exercise in teamwork over various types of terrain. The hunt also took care of aristocratic obligations of protection of his subjects. Wolves, wild dogs and wild cats are among the targets of a hunt because they threaten livestock and people. Of course, deer and wild boar are the prized targets because of the tasty meat and the challenge. Some nobles keep kennels with hunting dogs, allowing some hunting of small game such as rabbits. A few nobles practise hawking or falconry, especially the ladies. A noble's day usually ended at sundown, as did most everyone else's, although occasionally late-night revels lit by candles, torches and fireplaces are engaged in.

The aristocracy build their manor houses out of stone with an enclosed courtyard. Often the manor houses include a gatehouse and a moat. The aristocracy prefer highly flavoured and spiced meals coloured with saffron or blood. Pepper, mustard and garlic are the most common spices to be found on a lord's table. Vegetables are frowned upon as the food of commoners. In Poitain and Attalus, raw fruit is frowned upon as medically unsound. Subtleties of sugar, jelly and paste sculpted into the forms of animals, saints or heroes made their way to meals as desserts.

Role-players of noble-blooded characters are advised to keep maximum ranks in Knowledge (nobility), Knowledge (local) and Ride. Games Masters should encourage games that allow use of who the nobles know to accomplish social story goals. Being skilled garners less respect than knowing skilled people. Skill ranks will largely be spent in Knowledge (nobility), Diplomacy and Gather Information skills. The ability to know and influence people is highly regarded among the aristocracy.

OUTCASTS AND BANDITS

There exist on the outskirts of Aquilonian society those elements who have either been cast out or those who have withdrawn voluntarily beyond societal borders. Among the outcasts are the itinerant poor, such as the wandering beggars or those who suffer from physical or mental handicaps. Unable (or unwilling) to labour, fight or pray, these persons are fair game for any sort of indignity or outrage because no one protects them. During times of famine or plague, their numbers swell, though at most times they are encountered as individuals or small groups or families. Occasionally a villager may give them a bit of food and a place to sleep, depending on the villager's moral sensibilities and sense of security. Foreigners and outlaws also fall into this unprotected category. Outlaws may be captured or killed by anyone. They are without lords and have no protectors. Thus outlaws tend to avoid villages, towns and cities, save to loot them. Even foreigners must be careful. They too have no protectors save their own sword arms.

SOCIAL MOBILITY

There is little social mobility in Aquilonia save via marriage. No matter how well one behaves, no matter how much one accomplishes, no matter how much wealth one accumulates, one cannot be elevated in status because of those things. Misbehaviour short of criminal also does not decrease one's social standing. Downward movement is certainly easier than upward movement. For example, if a noble takes a job, he is disqualified to be noble, for the aristocracy does not labour for a living. Also, criminal action could cause one to be outcast from society, leaving a character without legal protection.

Some occupations, though, are more prestigious than others, and a limited sort of upward mobility can be gained by apprenticing a son or daughter into a profession more respected than one's own. The only sure way to move upward in Aquilonian society is via marriage, to be granted noble status for extraordinary service to a feudal lord or, as in the case of Conan the Cimmerian, to take one's place in society with one's own bare hands and on one's own terms.

THE AQUILONIAN CALENDAR

The moon takes slightly over 29.53 days to orbit around the planet and return to the same phase, a period known to the Aquilonians. The Aquilonians also know how to measure the seasons and the solar year. The Aquilonians are aware that the solar year is eleven days longer than twelve lunar cycles. The Aquilonians also observe the stars and have a *zodiac* of their own. All of these factors have gone into the creation of the Aquilonian calendar.

In ancient times, just after the fall of Acheron and the founding of Aquilonia, the Hyborians had a nineteen year cycle in their calendar beginning with the Year of the Lion and ending with the Year of the Dog. The cycle ran thus: lion; dragon; snake; turtle; wildcat; wolf; eagle; hawk; bear; otter; alligator; mongoose; panther; rat; horse; lotus; gazelle; falcon; and dog. Most of these years had twelve months of 29 or 30 days, but would be eleven days short of a full solar year. To correct the resulting drift of seasons, seven of the years in the cycle included an intercalary month. The years with thirteen months were: snake; wolf; hawk, alligator; rat; gazelle; and dog. These thirteen month years fixed the errors caused by the difference in lunar and solar cycles to keep the seasons approximately on the same days. Months of 30 days were called full and 29 day months were called hollow. The full months were deemed auspicious and lucky and the hollow months were considered months of ill-repute and were unlucky.

As the centuries wore on, differing perspectives on calendars were proposed and, with occasional shifts in power, instituted. Thirteen month years fell into disfavour due to superstitions about the number thirteen. Also, even numbers are considered foul in some of the backwoods provinces of Aquilonia, so the calendar eventually shifted to months of 29 or 31 days. 29 day months are still known as hollow months and 31 day months are known as full months. Two additional years were added to the cycle, the Year of the Elephant and the Year of the Tiger, because of royal edicts based on nicknames of an Poitainian usurper and an Attalusian hero. The Year of the Snake was renamed the Year of the Cobra.

The current Aquilonian calendar has a 21 year cycle with twelve months in each year. The twelve months are based on the Aquilonian 'circle of animals', known to us today as the *zodiac*, the constellations that the sun passes through in each season. The night sky is seen as an enormous, revolving bubble

Aquilonian Astrology Table

Month	Constellation	Season	Element	Quality	Duality	Ruler	Days	Notes
Lacerta	Salamander	Spring	Fire	Cardinal	Male	Mars	Hollow	Vernal Equinox
Baquil	Bull	Spring	Earth	Fixed	Female	Venus	Full	
Aquila	Bird	Spring	Air	Mutable	Male	Mercury	Hollow	
Caris	Crab	Summer	Water	Cardinal	Female	Moon	Full	Summer Solstice
Balluan	Lion	Summer	Fire	Fixed	Male	Sun	Full	
Messor	Unicorn	Summer	Earth	Mutable	Female	Mercury	Hollow	
Valica	Vulture	Autumn	Air	Cardinal	Male	Venus	Full	Autumnal Equinox
Krinisa	Ray	Autumn	Water	Fixed	Female	Mars	Hollow	
Horuma	Drake	Autumn	Fire	Mutable	Male	Jupiter	Full	
Kapray	Goat	Winter	Earth	Cardinal	Female	Saturn	Full	Winter Solstice
Palagus	Cormorant	Winter	Air	Fixed	Male	Saturn	Hollow	
Kiphias	Fish	Winter	Water	Mutable	Female	Jupiter	Full	

surrounding the planet, taking a year to make a complete circle. The path of the sun, the ecliptic, also contains the path of the five known planets. The twelve Aquilonian months are: Lacerta; Baquil; Aquila; Caris; Balluan; Messor; Valica; Crinso; Horuma; Kapray; Palagus; and Kiphias.

Month: This is the name the Aquilonians have given to this month.

Constellation: This is the group of stars the sun passes through during this month. Early Hyborians assigned names to various stellar patterns according to the pictures suggested by the patterns.

Season: This column indicates whether the month is in the spring, summer, autumn or winter.

Element: The Aquilonians have assigned a fundamental substance to each of the constellations in the 'circle of animals.' Fire signs are lively and enthusiastic; earth signs are practical and steady; air signs are communicative and cerebral; and water signs are emotional and artistic.

Quality: This indicates the type of 'energy' the months fall under. A cardinal sign is innovative, vigorous and initiating. A fixed sign is said to be unrelenting, indomitable and creative. A mutable sign is supposedly versatile, adaptable and accommodating.

Duality: A masculine month is said to be indicative of action, energy and outward strength of arms. A feminine month is said to be a sign of receptivity, charisma, and inner strength of will.

Ruler: This is the planet or luminary that is said to have dominion over the month. The planets of

Uranus, Neptune and Yag have not been discovered yet by the Hyborians.

Days: If a month is full, it has 31 days. If a month is hollow, it has 29 days.

THE LABOUR CALENDAR

To add a bit of verisimilitude to your Aquilonian campaign, you can add labourer activities going on around the activities of the Player Characters. To understand the activities of the labouring order, a description of Aquilonian farming techniques needs to be shared. Early in Aquilonia's history, when the Hyborian barbarians began to settle down and create the foundations of civilisation, the technique used for preparing farmland was the 'slash and burn' technique. Although Aquilonia was built upon the ruins of Acheron, much of the land was still wild and overgrown. A Hyborian family or group of families moved into an area and just set fire to the forest and burned out a clearing. These people then planted and farmed for several years, planting the same crops in the same land year after year and finally leaving for newer pastures when the soil became exhausted of nutrients. This system eventually gave way to the two-field system of farming, wherein one part of the land was cultivated and the other part lay fallow for a year. This quickly evolved into the current Aquilonian practise of three-field farming. Aquilonia has rich soil and abundant rainfall and could withstand more planting than many kingdoms of the age. Aquilonians plant one type of crop on a third of the land, plant another type of crop on another third (usually a crop with a different harvest date) and let the final third lay fallow. The increase in productivity was substantial. Aquilonians also know fertilised land can be farmed more intensively than unfertilised land, but the only type of fertiliser known is manure and there is not enough of it, so the use of manure is usually restricted to gardens and for the portions of the fields allotted to the feudal lord.

Labour Calendar Table

Month	Field 1	Field 2	Field 3	Livestock	Other Concerns
Lacerta (spring)	Sow spring crops (barley, oats, peas, beans and vetch)	Plough (currently fallow)	Winter wheat growing from last years' Valica planting	—	—
Baquil	Harrow	—	—	Milk cows, shear sheep	Sow gardens, find wild swarms
Aquila (summer)	Weed and fertilise	Plough – mixing manure	Begin harvesting small portions of winter wheat	Shearing sheep, milk sheep, pasture livestock	Haying
Caris	Weed and fertilise	Final plough	—	—	Harvest flax and hemp
Balluan	—	—	Harvest remaining winter wheat	Meadow livestock	Harvest orchards, harvest cotton
Messor (autumn)	Harvest barley and oats, then peas, beans and vetch	—	Thresh, winnow, dry and store	—	Collect honey and wax, vat grapes, harvest orchards, accounting
Valica	Thresh, winnow, dry and store	Plant winter wheat. Field becomes 'field 3' next Lacerta.	Wheat stubble mixed winter fodder	Pannage, sell livestock, stop milking cows	Barrel wine, harvest olive grove
Krinisa	Field lies fallow. Field becomes 'field 2' next Lacerta.	—	—	Slaughter, sell livestock	Press and jar olive oil, collect firewood, gather weeds and bracken
Horuma (winter)	—	—	—	—	Repair and rebuild
Kapray	—	—	—	—	Repair and rebuild
Palagus	—	—	—	—	Prune and stake vines
Kiphias (spring)	—	—	Prepare field for spring crops. Field becomes 'Field 1' next Lacerta.	Livestock birthing	Sow cotton

Accounting: Accounting is done on the manor from the end of harvest to the end of harvest of the following year. Rent, taxes, and outstanding fines are also collected right after harvest, usually by the reeve or bailiff. The bulk of a lord's income from taxes, rent, and selling the surplus from his fields comes at harvest time. Income from forest, mines, fees, fines, justice (after autumn/winter), and industry are spread throughout the year.

Barrel wine: After the grape juice ferments, it stands for a month before being barrelled. Most wine does not ferment very long, yielding a sweeter less alcoholic wine than modern wine, though some manors specialise in making more alcoholic, higher quality wine.

Collect firewood: Wood is only for the lord and those living on the manor. The lord may sell firewood, but peasants often make do with dried peat, dead wood, or stolen wood.

Collect honey and wax: One swarm can make up to three gallons of honey, with 10% of the honey in the comb.

Some beekeepers are very destructive in collecting honey and wax, destroying the hive and killing the swarm in the collection process. Larger manors have beekeepers that manage to preserve the hive after harvesting the honey and wax. These manors usually have buildings to keep the hive through the winter.

Find wild swarms: In Baquil, peasants hunt for wild bee swarms and transplant them to the manor.

Harrow: Peasants break up the soil and cover the seedlings. Mallets are used on some of the bigger clods.

Harvest: Harvest occurs at different times of the year, depending on the crop. The earliest harvest is flax and hemp, along with the garden vegetables in late Caris. Cotton and certain fruit trees are harvested in Balluan. Though the bulk of winter wheat is harvested in Balluan, some of it is cut early in Aquila to tide hungry peasants. Spring crops are

harvested in Messor along with grapes, and the remaining fruit trees. Olive harvest is in Valica.

Haying: Any meadow or plains area is designated for haying in Aquila. Often mixed with the wheat stubble and straw, hay makes up the bulk of winter feed for the livestock. Most, if not all, of the hay goes to the lord, but some villages have common greens, where the hay is divided among the villagers. Haying involves cutting, binding and drying of the grass.

Gather reeds and bracken: Reeds are gathered, dried and bound to make thatch, while bracken is dried for winter bedding for livestock in the barn.

Livestock birthing: Kiphias is the month for baby sheep, cows, goats, oxen, and horses, as well as hatching eggs for geese and chickens.

Meadow livestock: The livestock graze on the stubble of the meadow one month after haying. Fences or hedges keep the livestock in the meadow and out of the fields.

Milk cows: Cows are not milked all year. Milking begins in Baquil and ends in late Messor after harvest. The milk usually goes to making cheese and butter by the dairymaid.

Milk sheep: Although they do not generate as much milk as their bovine counterparts, sheep's milk also turns into cheese. Sheep are not milked as long as cows.

Pannage: Pigs are driven into the forest to forage and fatten for sale or slaughter. The lord's swine forage for free, but peasants have to pay between 2 -10 sp, depending on the size of the pig and the peasant's ability to negotiate prices.

Pasture livestock: The lord's livestock, and sometimes the peasants', are taken to the fallow field for grazing, as well as fertilising the fields. The animals are fenced in so they do not wander into the other fields.

Plough: The fallow field gets ploughed 2-3 times a year. The lord's strips are fertilised with manure. Ploughing also prepares the fields for the seed on the winter wheat field and the spring crop field. A heavy plough is used.

Press and jar olive oil: The peasants press the olives, either by hand or by a mill. The olives produce 60% of their mass

in oil. Olives may be preserved in vinegar or eaten fresh from the harvest.

Prune and stake vines: Pruning produces larger better quality grapes, while staking keeps them off the ground, reducing the chance of rotten grapes.

Repair and rebuild: In the winter, villagers mend tools, hedges, and fences, clear ditches, and repair their houses and the lord's buildings.

Sell livestock: Most livestock that cannot be supported through the winter are sold at market in Valica and Krinisa.

Sheering sheep: Depending on the climate and when it warms up, sheep are sheered in Baquil or Aquila. The castrated males are reputed to have the softer, finer fleece.

Slaughter: Some livestock, particularly old or unproductive animals, are slaughtered for a harvest feast. Salting, smoking, and drying also preserve slaughtered animals for the long winter. A large percentage of slaughtered animals are pigs.

Sow garden: Most peasants' gardens are behind their houses, while the lord may have a larger garden worked by the peasants or his permanent staff. Crops like flax or hemp are grown for spinning, weaving, or making rope. Vegetables and herbs also grow in the garden.

Thresh, winnow, dry, and store: Threshing and winnowing separate the individual grains from the ear, making chaff and straw to mix with the fodder. This involves a leather thong, a flail, a hand staff and beater, but it's not as kinky as it sounds. However, it does require an immense amount of pure physical labour. The grain is thrown on a winnowing sheet, allowing the wind or a winnowing fan to blow chaff and straw off the grain. Sieved and stored, grain lasts much longer than flour and is the preferred method of keeping grain. Peas and beans are thoroughly dried and stored.

Vat grapes: After the grapes are harvested, they are crushed by stomping or by a mill. Yeast and other ingredients are added to the grape juice, while the solid bits are used for fertiliser in the lord's garden.

Weed and fertilise: Because of the timing, the spring crop is especially vulnerable to weeds. The lord's land is weeded and fertilised regularly. The peasants do the weeding, while the trusted manorial staff handles the manure to prevent theft.

A Breed Apart

Aquilonian Sub-Races

AQUILONIAN CHARACTERS ARE Hyborian and have Hyborian traits as detailed in the *Conan the Roleplaying Game*. However, to create characters from the different provinces of Aquilonia a few guidelines should be attended to. Paying attention to the unique traits of the various regions of Aquilonia helps create verisimilitude and emphasises the size and diversity of Aquilonia. Use these guidelines as a general reference, not as hard and fast rules. Creating a total stereotype of a character may not be as fulfilling as creating someone who varies slightly from the norm – or who goes totally against type.

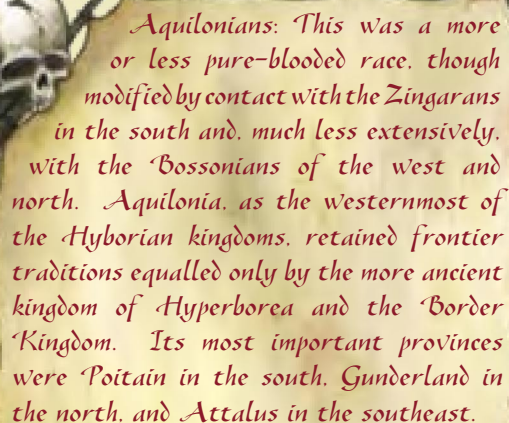
THE ATTALUSIANS

Attalus is one of the most important baronies of south-eastern Aquilonia, according to Robert E. Howard. It is Aquilonia's most culturally and commercially advanced barony, although little else is known about this rich province. The barony of Attalus is located in the southeast of Aquilonia. In 'Phoenix on the Sword', its baron was a fat noble named Dion who claimed royal blood from Numedides' dynasty. Baron Dion was killed by Thoth-Amon. In *The Hour of the Dragon*, Pallentides, the commander of the Black Dragons, holds a castle in Attalus.

SKILLS AND FEATS

Attalusians are Hyborians, and Hyborians are adaptable and may choose two skills that are always treated as class skills, whatever the character class. They may also choose any four skills as background skills. However, these choices are often determined by the character's social order. Rules concerning the Adaptable trait and Background Skills can be found in *Conan the Roleplaying Game*.

Labourers: For Attalusian labourers, they live and die by their ability to produce. The adaptable skill set and background skills should be Craft (any mundane) or Profession skills. Profession (farmer) is by far the most common of the skills known by the labouring class in Attalus. Since all classes are favoured classes for this type of Aquilonian, all characters have bonus feats. Labourers choose feats that enhance their skills, especially those enhancing their ability to produce. Examples include



Aquilonians: This was a more or less pure-blooded race, though modified by contact with the Zingarans in the south and, much less extensively, with the Bossonians of the west and north. Aquilonia, as the westernmost of the Hyborian kingdoms, retained frontier traditions equalled only by the more ancient kingdom of Hyperborea and the Border Kingdom. Its most important provinces were Poitain in the south, Gunderland in the north, and Attalus in the southeast.

Robert E. Howard, *Notes on the Various Peoples of the Hyborian Age*

Skill Focus (Craft (any mundane)), Skill Focus (Profession (any)), Craftsman (from *Conan: The Scrolls of Skelos*), True Professional, Animal Affinity and Self-Sufficient. A labourer's main focus is survival.

Free Townsmen: Attalusian free townsmen are tradesmen and merchants. The adaptable skill set and background skills set the character chooses from should be Appraise, Craft (any mundane), Perform or Profession skills. Profession (merchant) is by far the most common of the skills known by the free townfolk in Attalus. Other professions include guild masters, aldermen, bailiffs and prostitutes. Since all classes are favoured classes for this type of Aquilonian, all characters have bonus feats. Free townsmen choose feats that enhance their skills, including social skills. Examples include Appraise, Skill Focus (Craft (any mundane)), Skill Focus (Profession (any)), Craftsman (from *Conan: The Scrolls of Skelos*), True Professional, Negotiator, Performer and Persuasive.

Aristocrats: The adaptable and background skills for the Attalusian aristocrat should be chosen from Appraise, Diplomacy, Knowledge (nobility and royalty), Ride and Sense Motive. Noble blood is an appropriate feat for aristocrats



without the noble class. Feats enhancing both melee combat skills and social skills are appropriate to this social order. Note that members of this social order are forbidden to take the commoner class except in extreme circumstances.

Clergy: The adaptable and background skills for the Attalusian priesthood should be chosen from Heal and Knowledge skills. Attalusian priests of Mitra are expected to be physicians and leeches. Characters of this social order and with the commoner class must spend skill points on literacy. Feats such as Appraise, Knowledgeable, Leadership, Menacing Aura, Persuasive, Priest, Skill Focus (Knowledge (any)) and Steely Gaze are common with this social order.

HONOUR AND ALLEGIANCE

Attalusians should adhere to a civilised code of honour as detailed in the *Conan the Roleplaying Game*. The mercenary code of honour is another option for Aquilonian soldiers hailing from Attalus. Three allegiances should also be chosen for each

Attalusian character. Although allegiances vary from manor to manor, most settlers hold the following three allegiances: Aquilonia; Attalus; and their manorial feudal lord. Free townsmen have an allegiance to their guild and possibly to their aldermen.

CLASS GUIDELINES

Prohibited Classes: Technically, from a strict rules interpretation, there are no restricted classes for an Attalusian. However, the Games Master should forbid Barbarian, Nomad and Pirate in order to better capture the flavour of Robert E. Howard's world. Attalus is highly civilised, creating an unlikely environment to bring up a barbaric culture. Further, Attalus is an agricultural, feudal kingdom and a nomadic lifestyle is unlikely to develop. Attalus is also land-locked. A true pirate culture would be nearly impossible to sustain in Attalus.

Borderer: Attalus uses borderers either as expert huntsmen or as scouts in the military. Multiclass with soldier to create an excellent scout-type character. In addition to archery feats, feats such as Alertness, Sleep Mastery and Stealthy are often taken by Attalusian borderers and scouts. Those who serve in Attalus' armies usually bolster their Animal Handling skills. They are often charged with taking care of an army's horses if they are not being used as scouts. Most borderers from Attalus are peasants or yeomen.

Commoner: Commoners in Attalus are usually of the labourer orders, although a few low-level clergy may be of this order. Anyone from the aristocratic social order cannot take this class.

Noble: Attalusian nobles are among the wealthiest nobles in all of Aquilonia. They are apt to not pay any attention to those beneath them in station, such is their in-born arrogance. Many are superstitious and their great wealth leads them toward obesity. All nobles are from the aristocratic order. Some multiclass with soldier be more powerful knights or officers. Those nobles who move to the clerical order multi-class into scholar. Many Attalusian nobles have the idle time necessary to dabble into the occult arts, causing them to multi-class into scholar to improve their sorcery.

Scholar: Attalusian scholars are rarely sorcerous. Attalus is so advanced, many scholars work as tutors or teachers. The feudal courts often maintain scholar advisors. Some multi-class into soldier to become adjutants, while others multi-class into borderer to become explorers, the authors of bestiaries and other fabulous tomes. Scholars in Attalus are almost always aristocratic or clergy.

Soldier: Attalusian soldiers tend to be knights, especially if they have noble blood, or infantry-men if of common blood. Soldiers can be of any social order.

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

THE BOSSONIANS

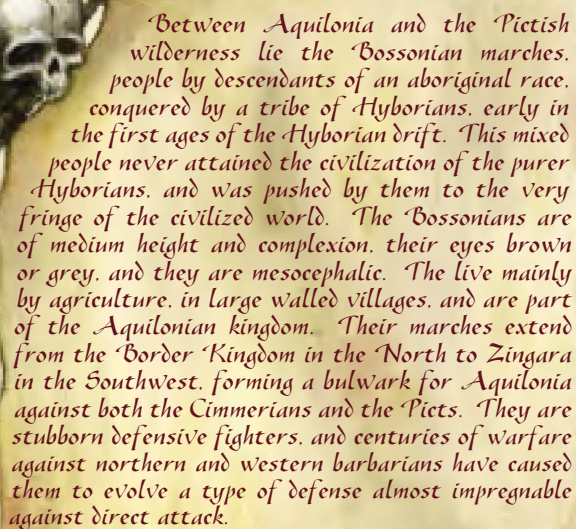
The Bossonians already have their own template in *Conan the Roleplaying Game*. Of medium height and complexion, the Bossonians are an agrarian culture famed for its archers and its defensive skills. Bossonians have brown or grey eyes and are descended from an aboriginal race, conquered by a tribe of Hyborians early in the first ages of the Hyborian drift. Many have a strong if rough sense of justice; the civilised code of honour is common among the Bossonian soldiery. Dexterity is the prized ability. The ability to move silently, hide and shoot accurately are all Bossonian specialities. Strength aids in pulling the larger Bossonian longbows and Intelligence aids in gathering the necessary skills to survive in their border situations.

SKILLS AND FEATS

Bossonians are Hyborians with the Bossonian template, and A Bossonian is adaptable and may choose two skills that for him are always treated as class skills, whatever his character class. However, these choices are often determined by the character's social order. Rules concerning the Adaptable trait and Background Skills can be found in *Conan the Roleplaying Game*.

Labourers: Adaptable and background skills for the brave Bossonian labourer character should be chosen from Craft (bowyer), Listen, Move Silently, Hide or Survival. He gains a +2 competence bonus to all checks with those two skills. A Bossonian may choose any two skills as Background skills in addition to Craft (bowyer). If of the labourer order, these should be chosen from Alertness, Hide, Knowledge (geography), Listen, Move Silently, Profession (farmer), Stealthy or Survival if the character is native to the Bossonian Marches. Ranged combat feats are also appropriate for a Bossonian commoner. Bossonia is mostly frontierland, so even the commoners are always on the lookout for skirmishes with barbarians and enemies.

Free Townsfolk: Bossonian free townsmen are daring tradesmen and bold merchants. The adaptable skill set and



Between Aquilonia and the Pictish wilderness lie the Bossonian marches, people by descendants of an aboriginal race, conquered by a tribe of Hyborians, early in the first ages of the Hyborian drift. This mixed people never attained the civilization of the purer Hyborians, and was pushed by them to the very fringe of the civilized world. The Bossonians are of medium height and complexion, their eyes brown or grey, and they are mesocephalic. They live mainly by agriculture, in large walled villages, and are part of the Aquilonian kingdom. Their marches extend from the Border Kingdom in the North to Zingara in the Southwest, forming a bulwark for Aquilonia against both the Cimmerians and the Picts. They are stubborn defensive fighters, and centuries of warfare against northern and western barbarians have caused them to evolve a type of defense almost impregnable against direct attack.

Robert E. Howard, *The Hyborian Age*

background skills set the character chooses from should be Appraise, Craft (any mundane), Perform or Profession skills. Profession (merchant) is by far the most common of the skills known by the free townfolk in Attalus. Other professions include guild masters, aldermen, bailiffs and prostitutes. Free townsmen choose feats that enhance their skills, including social skills, for such skills enhance their ability to produce income. Examples include Alertness, Appraise, Skill Focus (Craft (any mundane)), Skill Focus (Profession (any)), Craftsman (from *Conan: The Scrolls of Skelos*), True Professional, Negotiator, Performer and Persuasive. Bossonian townfolk never forget they are still in frontierland, regardless of the relative comforts of their cities. Ranged combat feats are also taken by Bossonian free townfolk, who defend their cities with archery. Bossonian townfolk hold archery tournaments and contests at nearly any available opportunity.

Aristocratic: There are no Bossonian aristocrats. In order to dominate the Bossonians and incorporate them into Aquilonia, all the land is owned by other types of Aquilonians. Some may have traces of blood from old blood-lines and may have the Noble Blood feat, but they are still not of this social order – at least not until some Player Character rises from the masses and leads a revolution.

Clergy: The adaptable and background skills for the plucky Bossonian priesthood should be chosen from Knowledge skills, especially Knowledge (nature). Survival is another good choice

because Bossonians are frontiersmen and pride themselves on their outdoor skills almost as much as they do their archery talents. Characters of this social order and with the commoner class must spend skill points on literacy. Feats such as Knowledgeable, Leadership, Menacing Aura, Persuasive, Priest, Skill Focus (Knowledge (any)), Stealthy and Steely Gaze are common with this social order. Many Bossonians with noble blood escaped to this social order when Bossonia was absorbed into Aquilonia, so Noble Blood is still a fairly common feat among the clergy. Bossonian clergy also practise archery with enthusiasm, so ranged combat feats are common among this social order.

HONOUR AND ALLEGIANCE

Bossonians should adhere to a civilised code of honour as detailed in the *Conan the Roleplaying Game*. This code is essential to their survival in the border lands. The mercenary code of honour is another option for Bossonian characters. Three allegiances should also be chosen for each Bossonian character. Although allegiances vary from manor to manor, most Bossonians hold the following three allegiances: Aquilonia; Bossonia; their manorial feudal lord. Free townsmen have an allegiance to their guild and possibly to their aldermen.

CLASS GUIDELINES

Prohibited Classes: Barbarian, Noble, Nomad and Pirate are Bossonians' prohibited classes. Bossonia is proud of its civilisation, so native barbarians are virtually non-existent. The nobles of the Bossonian Marchers tend to be central Aquilonians. Few Bossonians are ever granted noble status and even fewer are of royal or noble families. The Bossonians live by agriculture and tend to favour walled cities or villages. In order to maintain control of Bossonia, those who own the land are rarely Bossonians, so any nobles encountered in the Bossonian Marches are usually Aquilonians of other types. The nomadic lifestyle is both unnecessary and impractical for the Bossonians. As a land-locked nation, few Bossonians will ever have the opportunity to meet a pirate; much less become one at first level.

Of course, Bossonians often leave Aquilonia as mercenary soldiers, so they may have opportunity to take up these classes later. Few will abandon their civilised nature to embrace barbarism but one always hears tales of civilised men 'going native', taking up with savage tribes and living their lifestyle. Some few Bossonians may be granted the status of knights and officers or given noble status through bravery and armed combat. Bossonians have a keen eye for archery and are naturals to attempt

to learn Hyrkanian horse archery and learning a nomadic lifestyle. Pirates and military craft know the power of archery, so many Bossonians are recruited on ships as marines (soldier-pirates).

Favoured Class: The favoured class for the Bossonian is soldier. This is an excellent choice because of the bonus class feats and the bonus feats for choosing a favoured class. Bossonian soldiers tend to put ranks in Craft (bowyer), Knowledge (geography), Perform (guard mount) and Search, with Craft and Search being the predominate skills chosen. Bossonians are indifferent horsemen, so Ride is rarely invested in while serving in Bossonia. *Skirmisher* and *Heavy Infantry* are the favoured formation combat styles chosen by Bossonian soldiers. Archery feats, such as Point Blank Shot, Far Shot, Precise Shot, Ranged Finesse, Rapid Shot, Weapon Focus (Bossonian longbow), Weapon Specialisation (Bossonian longbow) and Improved Precise Shot are typical feats taken by the Bossonian soldiers. Bossonians are well known for their archery skills, although few learn to fire a bow from horseback, so Mounted Archery will be a rare feat for the Bossonian character. Bossonian characters are so soldier oriented that many who opt for other paths still take several levels in soldier. Some of the multi-class options are discussed below.



Borderer: Bossonia sponsors many borderers, whose Archery Combat Style is appreciated by the archery-minded Bossonians. The Bossonian racial bonus to defensive fighting and the borderer's favoured terrain bonuses to Dodge Defence work together wonderfully. Many Bossonians multiclass with soldier and borderer, creating an excellent scout-type character. Many of these scouts know Pictland and Cimmeria nearly as well as they know the Marches, so Knowledge (geography) is a natural choice of skill for these characters. Craft (bowyer), Hide, Listen, Move Silently, Spot and Survival are usually kept as high as possible to help these characters combat the Picts and the Cimmerians. In addition to archery feats, feats such as Alertness, Sleep Mastery and Stealthy are often taken by Bossonian borderers and scouts. Many feats from *Conan: Across the Thunder River*, such as Out of Thin Air, are highly appropriate for Bossonian borderers and scouts.

Scholar: Bossonian scholars are rarely sorcerous. Most Bossonian scholars will be engineers and adjutants. The engineers build cities or, if they are military minded, siege engines. The adjutants are scholar/soldiers, the advisors to military leaders. Instead of learning new sorcery styles, Bossonian scholars take skill focus feats to supplement their soldier bonus feats. The Bossonian engineer or adjutant knows his strength lies in his skills and knowledge. They know how to bring down walls and what lies beyond the next wooded hill. Their soldier bonus feats (if the character has multi-classed) will still focus on archery for most Bossonians.

Thief: There will be few thieves among the Bossonians save as 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.

CENTRAL AQUILONIANS

The central Aquilonians are the 'generic' type of Aquilonian, one who hails from any number of the opulent central baronies, counties and manors.

SKILLS AND FEATS

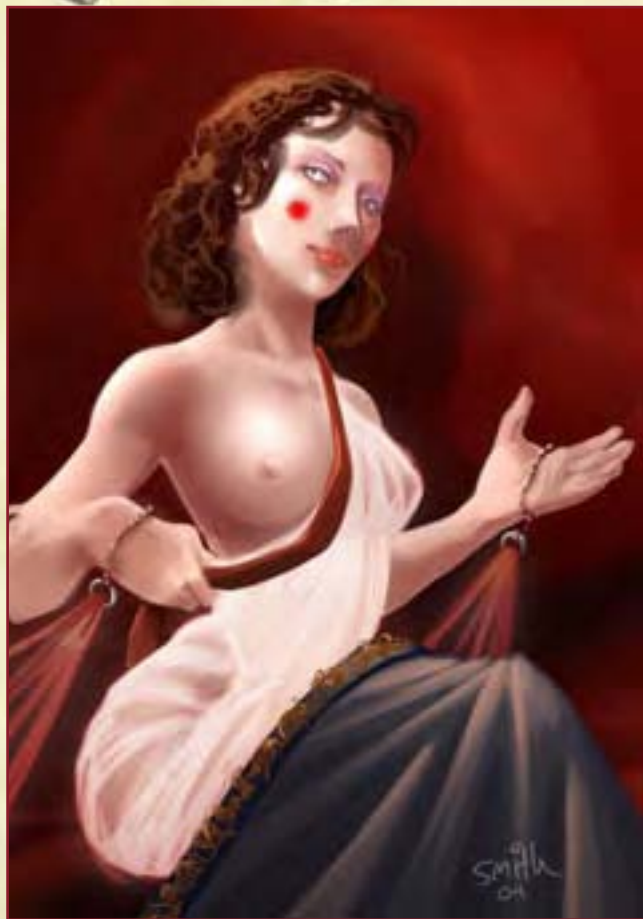
Central Aquilonians are Hyborians, and Hyborians are adaptable and may choose two skills that are always treated as class skills, whatever the character class. They may also choose any four skills as background skills. However, these choices are often determined by the character's social order. Rules concerning the Adaptable trait and Background Skills can be found in *Conan the Roleplaying Game*.

Labourers: For Central Aquilonian labourers, they live and die by their ability to produce. The adaptable skill set and background skills should be Craft (any mundane) or Profession skills. Profession (farmer) is by far the most common of the skills known by the labouring class in Central Aquilonia. Since all classes are favoured classes for this type of Aquilonian, all characters have bonus feats. Labourers choose feats that enhance their skills, especially those enhancing their ability to produce. Examples include Skill Focus (Craft (any mundane)), Skill Focus (Profession (any)), Craftsman (from *Conan: The Scrolls of Skelos*), True Professional, Animal Affinity and Self-Sufficient. A labourer's main focus is survival so combat skills are rare among the labourer social orders.

Free Townsmen: Central Aquilonian free townsmen are tradesmen and merchants. The adaptable skill set and background skills set the character chooses from should be Craft (any mundane), Perform or Profession skills. Profession (merchant) is by far the most common of the skills known by the free townfolk in Central Aquilonia. Other professions include guild masters, aldermen, bailiffs and prostitutes. Since all classes are favoured classes for this type of Aquilonian, all characters have bonus feats. Free townsmen choose feats that enhance their skills, including social skills. Examples include Skill Focus (Craft (any mundane)), Skill Focus (Profession (any)), Craftsman (from *Conan: The Scrolls of Skelos*), Negotiator, Performer and Persuasive.

Aristocrats: The adaptable and background skills for the Central Aquilonian aristocrat should be chosen from Appraise, Diplomacy, Knowledge (nobility and royalty), Ride and Sense Motive. Noble blood is an appropriate feat for aristocrats without the noble class. Bossonians are renowned for their archery skills, so feats enhancing both ranged combat skills and social skills are appropriate to this social order. Note that members of this social order are forbidden to take the commoner class except in extreme circumstances.

Clergy: The adaptable and background skills for the Central Aquilonian priesthood should be chosen from



Knowledge skills. Characters of this social order and with the commoner class must spend skill points on literacy. Feats such as Knowledgeable, Leadership, Persuasive, Priest and Skill Focus (Knowledge (any)) are common with this social order.

HONOUR AND ALLEGIANCE

Central Aquilonians should adhere to a civilised code of honour as detailed in the *Conan the Roleplaying Game*. The mercenary code of honour is another option for Aquilonian characters hailing from the central baronies and counties. Three allegiances should also be chosen for each Aquilonian character. Although allegiances vary from manor to manor, most settlers hold the following three allegiances: Aquilonia; their manor and feudal lord; any one other. Free townsmen have an allegiance to their guild and possibly to their aldermen.

CLASS GUIDELINES

Prohibited Classes: 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, barbarians, nomads and pirates should not be allowed for first level natives of the central regions. The central baronies and counties are highly civilised, creating an unlikely environment to bring up a barbaric culture. Further, the central regions are agricultural and a nomadic lifestyle is unlikely to develop. Aquilonia is also land-locked. A true pirate culture would be nearly impossible to sustain in central Aquilonia.

Other Classes: Other than the provisions above, virtually any other character class, including the bandit class offered in *Signs and Portents* #12, are fair game for a central Aquilonian.

GUNDERMEN

Gundermen already have their own template in *Conan the Roleplaying Game*. They are the most pure-blooded of the Hyborians and are excellent warriors. Strength and resolution in the face of combat are the most prized abilities for the Gundermen, thus most characters will put their highest scores in Strength and Wisdom. Feats such as Iron Will are also favoured among the Gundermen.

SKILLS AND FEATS

Gundermen are Hyborians with the Gundermen template added, and Hyborians are adaptable and may choose two skills that are always treated as class skills, whatever the character class. They may also choose any two skills as background skills. However, these choices are often determined by the character's social order. Rules concerning the Adaptable trait and Background Skills can be found in *Conan the Roleplaying Game*.

Labourers: Staunch Gundermen tend to be agrarian, so many of their skills reflect this background. Their adaptable skills, for the Gunderman character, should be chosen from Craft (any mundane), Craft (weaponsmith), Profession (farmer), Search or Survival. Gundermen labourers can also choose two skills as background skills in addition to Craft (weaponsmith). Listen, Profession (farmer), Spot or Survival are good choices for a Gunderman. Labourers choose feats that enhance their skills, especially those enhancing their ability to produce. Examples include Skill Focus (Craft (any mundane)), Skill Focus (Profession (any)), Craftsman (from *Conan: The Scrolls of Skelos*), True Professional, Animal Affinity and Self-Sufficient. A labourer's main focus is survival. Gunderland is frontierland so feats such as Alertness and Sleep Mastery are also appropriate.

Free Townsfolk: Gundermen free townsmen are resolute tradesmen and steadfast merchants. Gundermen townsfolk can choose two skills as background skills in addition to Craft (weaponsmith). The adaptable skill set and background skills set the character chooses from should be Appraise, Craft (any mundane), Perform or Profession skills. Profession (merchant) is by far the most common of the skills known by the free townsfolk in Gunderland. Other professions include guild masters, aldermen, bailiffs and prostitutes. Free townsmen choose feats that enhance their skills, including social skills. Examples include Appraise, Skill Focus (Craft (any mundane)), Skill Focus (Profession (any)), Craftsman (from *Conan: The Scrolls of Skelos*), True Professional, Negotiator, Performer and Persuasive.

Aristocrats: Gundermen aristocrats, persevering and proud, can also choose two skills as background skills in addition to Craft (weaponsmith). The adaptable and background skills for the Gunderland aristocrat should be chosen from Appraise, Diplomacy, Knowledge (nobility and royalty), Ride and Sense Motive. Skills that aid in hunting are also appropriate, as hunting is a common pastime in Gunderland. Noble blood is an appropriate feat for aristocrats without the noble class. Feats enhancing both melee combat skills and social skills are appropriate to this social order. Note that members of this social order are forbidden to take the commoner class except in extreme circumstances.

Clergy: Gundermen clergy can also choose two skills as background skills in addition to Craft (weaponsmith). The adaptable and background skills for the Gunderland priesthood should be chosen from Knowledge skills. Characters of this social order and with the commoner class must spend skill points on literacy. Feats such as Appraise, Knowledgeable, Leadership, Menacing Aura, Persuasive, Priest, Skill Focus (Knowledge (any)) and Steely Gaze are common with this social order. Gunderland priests pride themselves on being unshakeable in combat, so feats such as Iron Will are also appropriate. Melee combat feats are also in line with this racial/social order combination.

HONOUR AND ALLEGIANCE

Gundermen should adhere to a civilised code of honour as detailed in the *Conan the Roleplaying Game*. This code is essential to their survival in the border lands. The mercenary code of honour is another option for Gundermen characters. Three allegiances should also be chosen for each Gunderman character. Although allegiances vary from manor to manor, most settlers hold the following three allegiances: Gunderland; their manor

and feudal lord; any one other. Free townsmen have an allegiance to their guild and possibly to their aldermen.

CLASS GUIDELINES

Prohibited Classes: The nomad and pirate classes are prohibited to first level Gundermen. The Gundermen live by agriculture and tend to favour walled cities or villages. The nomadic lifestyle is both unnecessary and impractical for the Bossonians. As a land-locked nation, few Gundermen will ever have the opportunity to meet a pirate, much less become one at first 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 these classes later. Bossonians have a keen eye for military formations and fighting styles and are naturals to attempt to learn from the Shemite bandits and learning a nomadic lifestyle. The fighting mien of the Gundermen would be an asset to any pirate or military craft, so many are hired on to become marines (soldier/pirates).

Favoured Class: The favoured class for the stalwart Gunderman is soldier. This is an excellent choice for a Gunderman character because of the bonus class feats and the bonus feats for choosing a favoured class. Gundermen are renowned for their skill at arms, making the best infantry soldiers in the world. Reliable and unshakeable, Gundermen are especially known for their skills with pikes. Not only do they get a racial bonus for the pike, feats such as Gunderland Pike-and-Shield Fighting (see *Conan the Roleplaying Game*) accentuate their natural inclinations. Power Attack, Improved Sunder, Improved Bull Rush and Iron Will are common feats for a Gunderman. Most Gundermen choose *Heavy Infantry* and *Skirmisher* for their formation combat styles. Intimidate, Jump and Search are the skills Gunderland soldiers tend to emphasise. Gundermen are indifferent riders, so usually only the nobles bother to really learn the Ride skill. Gunderland characters are so soldier oriented that many who opt for other paths still take several levels in soldier. Another option for Gunderman soldiers is the Gunderland Mercenary prestige class found on page 140. Some of the multi-class options are discussed below.

Barbarian: This is an exceedingly rare class for a Gunderman. Most Gunderman barbarians are simply shepherds or woodcutters. The shepherds tend flock for a living, usually for a rich landowner. They live in shacks near the villages, but most also have one or more pitiful dwellings in the wilderness, often little more than a cave. The woodcutters spend their

time in the forests, cutting down trees for the feudal lords. The shepherds and the woodcutters live in the wild and are usually extremely poor. Living outside the boundaries of village and castle makes them deeply suspect in the hearts of the peasants and serfs, the very symbols of poverty and barbarity. These barbarians usually have Profession (shepherd) or Profession (woodcutter) among their skills. These barbarians may be peasants or yeomen but are rarely serfs. Gunderland is also home to more literal Hyborian barbarians, throwbacks to the original Hyborian settlers who never quite came to terms with civilisation. Living deep in the back-woods of Aquilonia, these advocates of natural savagery disdain the civilising effect Aquilonia has had on their homeland. These barbarians still worship Bori and continue to insist Gunderland is a separate nation from Aquilonia, refusing to offer allegiance to feudal lords or to the king.

Regardless of their origin as a barbarian, the Gunderman's innate resolution works well with the barbarian's Crimson Mist ability. Iron Will is a good option for a character feat. Both the soldier and the barbarian have poor Will saves, so bolstering this weakness will save the party from future frustrations by making sure their unstoppable war machine does not fail Terror checks or Will saves against magical attacks, especially *Domination* or similar Hypnosis spells. Further, succeeding on a Will save vs. Terror triggers the barbaric Crimson Rage ability, so bolstering the Will save makes this ability much more reliable. The worst Pictish monster or demon summoned by the horrific shamans merely enrage the Gunderland barbarians. Some Gunderland military units actually encourage some amount of savagery, building soldier-barbarians to hopefully beat the Picts or Cimmerians at their own game. Gunderland barbarians are potentially limited when compared to the neighbouring Cimmerians because the Gunderland barbarians are not allowed to take Fighting-Madness as a feat due to racial restrictions. Gunderland barbarians (especially barbarian-soldiers) make excellent trackers and shaman-slayers, often employed in the Westermarck or the Bossonian Marches to find hiding Picts.

Borderer: Gunderland sponsors many borderers, who often mount forays into forbidding Cimmeria. Like the barbarian class, many borderers are shepherds and woodcutters, living on the fringes of civilisation, and are feared by most villagers. Living outside the boundaries of village and castle makes them deeply suspect in the hearts of the peasants and serfs, the very symbols of poverty and barbarity. These borderers usually have Profession (shepherd)

or Profession (woodcutter) among their skills. Many Gundermen multiclass between soldier and borderer, creating an excellent scout-type character. Gunderland borderers often master two-weapon fighting techniques. Survival and Craft (weaponsmith) are popular skills for the Gunderman, who often must either live off the land or repair his own arms in the wild lands they roam through. Knowledge (geography) aids their role as a scout, and Spot/Listen skills help them to sense ambushes. 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 mid or high Dexterity score.

Noble: Gunderland does have a landed nobility. Predatory counts and hawk-like barons rule the various fiefs and manors of Gunderland. Many of the ruling class have served in Gunderland's military forces as officers, often using a noble/soldier or noble/borderer combination. Gunderland's nobles tend to have a military air about them, proud of their service and of their wars. They are strong willed, even for Gundermen, who are already stronger willed than most. Knowledge (local) and Knowledge



(nobility) are still valued skills, even for the most military-minded, backwoods Gunderland count. Who they know is far more important than what they know or what they can do as an individual. These connections establish safety and growth, both of which are important to the noble. Hunting is important to Gunderland nobles, emphasised by the regional bonus these characters gain in hunting bow. Role-players of noble-blooded characters are advised to keep maximum ranks in Knowledge (nobility) and Knowledge (local) to maintain this aspect of nobility. Possessions tend to revolve around unique artefacts, legacies, estates, pedigrees and bloodlines. Skill ranks will largely be spent in Knowledge (nobility), Diplomacy and Gather Information skills.

Scholar: Like the Bossonians, Gunderland's scholars are rarely sorcerous. Most Gunderland scholars will be engineers and adjutants. The engineers build cities or, if they are military minded, siege engines. The adjutants are scholar/soldiers, the advisors to military leaders. He is often the regimental staff officer who assists the commanding officer of a garrison. During character creation, the character should consider having a high Intelligence (in addition to Strength and Wisdom) in order to maximise the benefit of having a large skill selection. This also allows the character to increase skills that are not class skills for the soldier when taking levels of soldier, as bonus Intelligence skill points may be spent on any skill as though it were a class skill.

Thief: There will be few thieves among the Gundermen save as soldier/thieves, who are trained as guerrilla fighters, able to combine their sneak attacks with their infantry and woodland skills. The sneak attack is the supreme advantage of 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 the melee. Take special abilities such as *Crippling Strike* or *Opportunist* to maximise sneak attacks and quick hit-and-run 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.

POITAINIANS

Poitainians do not have a separate Hyborian sub-race template as do the Bossonians, Gundermen and Taurans. Poitainians are simply Hyborians and have all Hyborian traits. They are known to be chivalrous and noble.

SKILLS AND FEATS

Poitainians are Hyborians, and Hyborians are adaptable and may choose two skills that are always treated as class skills, whatever the character class. They may also choose any four skills as background skills. However, these choices are often determined by the character's social order. Rules concerning the Adaptable trait and Background Skills can be found in *Conan the Roleplaying Game*.

Labourers: For dour Poitainian labourers, they live and die by their ability to produce, especially on their agrarian lands. The adaptable skill set and background skills should be Craft (any mundane) or Profession skills. Profession (farmer) is by far the most common of the skills known by the labouring class in Poitain. Since all classes are favoured classes for this type of Aquilonian, all characters have bonus feats. Labourers choose feats that enhance their skills, especially those enhancing their ability to produce. Examples include Skill Focus (Craft (any mundane)), Skill Focus (Profession (any)), Craftsman (from *Conan: The Scrolls of Skelos*), True Professional, Animal Affinity and Self-Sufficient. A labourer's main focus is survival so combat skills are rare among the labourer social orders.

Free Townsmen: Poitainian free townsmen are bleak tradesmen and ominous merchants. The adaptable skill set and background skills set the character chooses from should be Craft (any mundane), Diplomacy, Knowledge (local), Perform or Profession skills. Profession (merchant) is by far the most common of the skills known by the free townfolk in Poitain. Other professions include guild masters, aldermen, bailiffs and prostitutes. Since all classes are favoured classes for this type of Aquilonian, all characters have bonus feats. Free townsmen choose feats that enhance their skills, including social skills. Examples include Skill Focus (Craft (any mundane)), Skill Focus (Profession (any)), Craftsman (from *Conan: The Scrolls of Skelos*), Negotiator, Performer and Persuasive.

Aristocrats: The adaptable and background skills for the brooding Poitainian aristocrat should be chosen from Appraise, Diplomacy, Knowledge (nobility and royalty), Ride and Sense Motive. Noble blood is an appropriate feat for aristocrats without the noble class. Poitainians are renowned

'But Conan shook his head. There is no nobler land on earth than Poitain. But it cannot stand alone, bold as are its sons.'

'It did stand alone for generations,' retorted Trocero, with the quick jealous pride of his breed. 'We were not always part of Aquilonia.'

Robert E. Howard, *The Hour of the Dragon*

for their mounted, martial skills, so feats enhancing both mounted combat skills and social skills are appropriate to this social order. Note that members of this social order are forbidden to take the commoner class except in extreme circumstances.

Clergy: The adaptable and background skills for the gloomy Poitainian priesthood should be chosen from Diplomacy, Heal and Ride skills. Poitainian clergy are expected to be healers and physicians. Characters of this social order and with the commoner class must spend skill points on literacy. Feats such as Knowledgeable, Leadership, Persuasive, Priest and Skill Focus (Knowledge (any)) are common with this social order.

HONOUR AND ALLEGIANCE

Poitainians, dour and proud, should either adhere to a civilised code of honour as detailed in the *Conan the Roleplaying Game* or to the chivalric code of honour detailed on page 66. The chivalric code is especially appropriate for this honourable people. Three allegiances should also be chosen for each Poitainian character. Although allegiances vary from manor to manor, most settlers hold the following three allegiances: Aquilonia; Count Trocero; and their manorial feudal lord. Free townsmen have an allegiance to their guild and possibly to their aldermen.

CLASS GUIDELINES

Prohibited Classes: There are no prohibited classes among the Poitainians, although several classes should be avoided by first level natives of Poitain in order to capture the atmosphere of Robert E. Howard's world. These classes are barbarian, nomad and pirate.



Barbarian: As mentioned above, a Poitainian barbarian does not make a lot of sense. The Poitainians are proud bastions of civilisation, guardians of chivalry and knighthood. Other than a Poitainian going native or being raised by wolves in the wilds of Vendhya, it is unlikely a Poitainian would embrace barbarism. The Games Master should feel free to disallow this option save in remarkable circumstances. However, if this option is taken, it is a favoured class for the Poitainian. Still, it is unlikely the character would rise high in status or achieve anything important, as he would spend most of his days hunted or in gaol.

Borderer: Poitainians are natural borderers, especially if the Poitainian chooses borderer skills for his adaptability ability. Borderer-soldier class combinations are particularly powerful with this sub-race because both classes are favoured. Poitainians know the value of intelligence and always use scouts before embarking on a crusade or war. Poitainian borderers are known huntsmen, keeping the wild forest lands of the nobles protected. Many Poitainian borderers are yeomen.

Noble: Poitainians are well known for their proud and brooding nobles of powerful character and indomitable charisma. Their innate chivalry and diplomacy make this

class a natural for them. Many Poitainian nobles become knights or officers by combining their noble class with that of soldier. Noble-borderers are extraordinary huntsmen, men so given to hawks and hunting dogs they spend most of their times outdoors, learning to track prey. Poitainian nobles have a regional ability that grants them a bonus to the hunting bow which aids this class combination nicely. Noble-thieves are nobles who have lost their lands due to war and survive as bandits. Virtually all Poitainian nobles have either the civilised code of honour or the chivalric code of honour, although a few of the lesser nobility making a living as a mercenary knight take the mercenary code of honour.

Nomad: Poitainian nomads also do not make sense. The Poitainians live in castles and walled cities with a fairly advanced culture, making a nomadic lifestyle less than useful. Although it is still a favoured class, the Games Master should disallow this class at first level.

Pirate: Poitainian pirates also do not make sense. Poitain, like all of Aquilonia, is landlocked. There are no Poitainian pirates at first level. Although it is still a favoured class, the Games Master should disallow this class at first level.

Scholar: There are Poitainian scholars, many of whom are advisors to the feudal lords or are feudal lords themselves. Scholar-soldiers serve as adjutants in the military and scholar-nobles serve as royal tutors. Scholar-borderers investigate the half-wild bandits roaming the Poitainian mountains or lurk around the vast forest lands of the nobles cataloguing the wild life and strange creatures found therein.

Soldier: The Poitainians make excellent soldiers. Their knights are renowned all the world over. A Poitainian soldier will concentrate his limited skill points on Ride and Intimidate.

Thief: Poitainians make excellent thieves, men and women who prey upon commerce as a bandit or live to break into the homes and castles of the wealthy. The Poitainian Mountains to the south offer excellent hide-outs for Poitainian thieves and bandits. Some Poitainians combine borderer with thief to become effective bounty hunters.

Prestige Classes: The Poitainian Knight on page 145 is a perfect prestige class for a Poitainian character.

THE TAURAN

Taurans already have their own template in *Conan the Roleplaying Game*. Dexterity and Wisdom will be their primary attributes, for they are known for their woodcraft and for their ability to track. Often armed with light weapons, a Tauran is somewhat backwards to the eyes of most other Aquilonians. To create a character native to the Tauran, a few guidelines should be followed. Balthus from *Beyond the Black River* (Robert E. Howard) was a Tauran and can be used as an example of the type of person this land develops.

SKILLS AND FEATS

Taurans are Hyborians with the Tauran template added, and, as Hyborians, Taurans are adaptable and may choose two skills that are always treated as class skills, whatever the character class. Also, a Tauran character has Profession (farmer), Move Silently, Survival and one other skill as background skills. However, the one choice of a Tauran's free background skill is often determined by the character's social order. Rules concerning the Adaptable trait and Background Skills can be found in *Conan the Roleplaying Game*.

Labourers: For peaceful Tauran labourers, they live and die by their ability to produce, especially on their tranquil agrarian lands. The adaptable skill set and the open background skill should be chosen from Craft (any mundane), Listen, Move Silently, Profession, Spot or Survival skills. Survival is a good choice because the competence bonus stacks with the Tauran's racial bonus. Move Silently is also a good choice because a Tauran character also receives a circumstance bonus to this skill which will also stack with the adaptability competence bonus. Listen or Spot makes a good choice for the other skill, allowing the Tauran to perhaps be aware of ambushes in the wild. Profession (farmer) is by far the most common of the skills known by the labouring class in The Tauran. Labourers choose feats that enhance their skills, especially those enhancing their woodland abilities. Examples include Skill Focus (Knowledge (nature)), Self-Sufficient, Stealthy and Track.

Free Townsmen: Tauran free townsmen are peaceful tradesmen and diplomatic merchants. The adaptable skill set and background skills set the character chooses from should be Craft (any mundane), Diplomacy, Knowledge (local), Perform or Profession skills. Profession (merchant) is by far the most common of the skills known by the free townfolk in The Tauran. Other professions include

guild masters, aldermen, bailiffs and prostitutes. Since all classes are favoured classes for this type of Aquilonian, all characters have bonus feats. Free townsmen choose feats that enhance their skills, including social skills. Examples include Skill Focus (Craft (any mundane)), Skill Focus (Profession (any)), Craftsman (from *Conan: The Scrolls of Skelos*), Negotiator, Performer and Persuasive.

Aristocrats: The adaptable and background skills for the composed Tauran aristocrat should be chosen from Diplomacy, Knowledge (nobility and royalty), Ride and Sense Motive. Noble blood is an appropriate feat for aristocrats without the noble class. Taurans are renowned for their woodland skills, so feats enhancing both hunting skills and social skills are appropriate to this social order. Note that members of this social order are forbidden to take the commoner class except in extreme circumstances.

Clergy: The adaptable and background skills for the cool, calm and collected Tauran priesthood should be chosen from Diplomacy, Knowledge (nature) and Survival skills. Mitran priests in the Tauran tend to emphasise the natural aspects of Mitra and are expected to know something of agriculture. Characters of this social order and with the commoner class must spend skill points on literacy. Feats and skills such as Heal, Knowledgeable, Leadership, Persuasive, Priest, Skill Focus (Knowledge (nature)) and Survival are common with this social order.

HONOUR AND ALLEGIANCE

Taurans should either adhere to a civilised code of honour as detailed in the *Conan the Roleplaying Game*. Three allegiances should also be chosen for each Tauran character. Although allegiances vary from manor to manor, most settlers hold the following three allegiances: Aquilonia; their manor and feudal lord; any one other. Free townsmen have an allegiance to their guild and possibly to their aldermen.

CLASS GUIDELINES

Prohibited Classes: Barbarian, Nomad and Pirate are all prohibited to a character from the Tauran at first level. Bossonia is proud of its civilisation, so native barbarians are virtually non-existent. The Bossonians live by agriculture and tend to favour walled cities or villages. The nomadic lifestyle is both unnecessary and impractical for the Bossonians. As a land-locked nation, few Bossonians will ever have the opportunity to meet a pirate; much less become one at first level.

Of course, Bossonians often leave Aquilonia as mercenary soldiers, so they may have opportunity to take up these classes

later. Few will abandon their civilised nature to embrace barbarism but one always hears tales of civilised men 'going native', taking up with savage tribes and living their lifestyle. Some Tauran may have wanderlust and a love for living out in the wild, so they may pick up a nomadic lifestyle elsewhere. Pirates and military craft may recruit a man of the Tauran on ships as marines (soldier-pirates).

Favoured Class: The borderer is the favoured class for men from the Tauran. This is an optimum class for this sub-race. Taurans are the best trackers and rangers in Aquilonia, earning a racial bonus to all Survival checks, as well as a circumstance bonus to other key borderer skills. Move Silently and Survival should be kept at maximum ranks. Feats such as Stealthy and Self-Sufficient are extremely appropriate for a Tauran as both are traits prized by this culture. Tauran characters are so woodland oriented that many who opt for other paths still take several levels in borderer.

Noble: Tauran nobles are land-owners and fief-holders. They still spend a lot of time hunting and sporting, learning a fair amount of woodcraft. The Tauran noble is especially able with the hunting bow, thanks to the Hyborian special regional feature. Survival as well as Knowledge (nobility) will tend to be maximised. A Tauran noble who is not known for his hunting skills is likely to suffer some Reputation damage.

Scholar: Tauran scholars are rare. Zoologists and botanists tend to make up a majority of these. This is not the most appropriate class for a Tauran character, but can make for an interesting choice nonetheless. On the quest for rare species, such as the elusive Poitainian satyr. Tauran scholars may make trips across the Westermarck to notate Pictish tribal customs or may simply be experts at mercantilism or some craft. Many Tauran scholars merely maximise their craft or professions, using their scholar bonus feats (in lieu of new sorcery styles) to boost their skills higher than most commoners can.

Soldier: Men from the Tauran make excellent scouts by combining levels of soldier with borderer. By itself, the soldier class is a weak option for men of the Tauran, but when combined with borderer, the strengths of both classes can be honed to an impressive precision. Most Tauran soldiers will put ranks in Knowledge (geography) and Search, and few will bother with ranks in Ride, at least so long as they remain in the Tauran.

Thief: Men from the Tauran are not known for their thievery, although a few borderer-thieves have made quite a living as bounty hunters, using their ability to track prey

and shoot at them with a sneak attack to bring down that prey for money.

Prestige Class: The forest runner prestige class from *Conan: Across the Thunder River* is appropriate for characters hailing from the Tauran.

THE WESTERMARCK

To create a character native to the Westermarck, a few guidelines should be followed (although there are always exceptions. It doesn't do to make every character identical). The Westermarck natives are a breed of forest-men capable of meeting the Picts at their own game, especially those growing up along the Pictish border. *Conan: Across the Thunder River* is an excellent resource for role-playing a character from the Westermarck.

As far as ability scores go, Wisdom is important. The foolsh tend to die young in the Westermarck. Skills are extremely important, so Intelligence should be appropriately placed. It is also important to be well-liked, but often just being white is enough in this back-woods land, so Charisma is less imperative than the other abilities. This land is also physically demanding, so a robust Constitution and Strength is also crucial.

Skills and Feats

The Westermarckers are Hyborians, and, as Hyborians, they are adaptable and may choose two skills that are always treated as class skills, whatever the character class. Also, a Westermarck character has four skills chosen by the player as background skills. However, the choices for background skills are often determined by the character's social order. Rules concerning the Adaptable trait and Background Skills can be found in *Conan the Roleplaying Game*.

When choosing skills, keep in mind the demands that daily life would have on these characters before they began their adventuring careers. Extremely self-sufficient, even the men have skills in cooking, sewing and other Craft skills. These are people who have built their own homes and tilled their own ground, defiant to the last and insistent upon living their own life on their own terms. Select several Craft skills to reflect this self-sufficiency. Most characters who live for any length of time on the frontier take a few ranks in Craft (clothing) or marry someone with such skills so they can make decent repairs on their clothing or make replacement clothes using crude, local materials. Most have some knowledge of home remedies, so should have a rank or two in Heal. Ranks in survival is a must. Some

may have professions such as logger, fur trader, trapper, merchant or prostitute. If your frontier character intends to fight the Picts in the wilderness, maximise Hide, Listen and Move Silently skills. Grim necessity has taught these people woodcraft.

Labourers: For nervous Westermarck labourers, they live and die by their ability to produce. The adaptable skill set and the open background skill should be chosen from Craft (any mundane), Listen, Move Silently, Profession, Spot or Survival skills. Move Silently is also a good choice because a Westermarck character also receives a circumstance bonus to this skill which will also stack with the adaptability competence bonus. Listen or Spot makes a good choice for the other skill, allowing the Westermarck to perhaps be aware of ambushes in the wild by Picts. Profession (farmer) is by far the most common of the skills known by the labouring class in The Westermarck. Labourers choose feats that enhance their skills, especially those enhancing their woodland abilities. Examples include Alertness, Skill Focus (Knowledge (nature)), Self-Sufficient, Stealthy and Track.

Free Townsmen: Westermarck free townsmen are anxious tradesmen and panicky merchants. The adaptable skill set and background skills set the character chooses from should be Craft (any mundane), Diplomacy, Knowledge (local), Perform or Profession skills. Profession (merchant) is by far the most common of the skills known by the free townfolk in The Westermarck. Other professions include guild masters, aldermen, bailiffs and prostitutes. Since all classes are favoured classes for this type of Aquilonian, all characters have bonus feats. Free townsmen choose feats that enhance their skills, including social skills. Examples include Skill Focus (Craft (any mundane)), Skill Focus (Profession (any)), Craftsman (from *Conan: The Scrolls of Skelos*), Negotiator, Performer and Persuasive.

Aristocrats: The adaptable and background skills for the worried Westermarck aristocrat should be chosen from Diplomacy, Knowledge (nobility and royalty), Ride and Sense Motive. Noble blood is an appropriate feat for aristocrats without the noble class. Westermarckers are renowned for their woodland skills, so feats enhancing both hunting skills and social skills are appropriate to this social order. Note that members of this social order are forbidden to take the commoner class except in extreme circumstances.

Clergy: The adaptable and background skills for the edgy Westermarck priesthood should be chosen from Diplomacy, Knowledge (nature) and Survival

skills. Mitran priests in the Westermarck tend to emphasise the defensive aspects of Mitra and are expected to know something of woodcraft. The culture of the Westermarck is centred around the Picts, disease, isolation and wild animals, so the clergy must be prepared to deal with these issues at all times. Characters of this social order and with the commoner class must spend skill points on literacy. Feats and skills such as Heal, Leadership, Priest, Skill Focus (Knowledge (nature)), Track and Survival are common with this social order. Some Mitran priests have got the idea into their head that they need to convert the Picts to a more civilised religion. Indeed, this attitude will eventually bring down the whole of Hyborian civilisation.

HONOUR AND ALLEGIANCE

The Westermarck character, even those not native to the land, should adhere to a civilised code of honour as detailed in the *Conan the Roleplaying Game*. This code is essential to their survival in this dark land they have chosen to settle. Their word is their bond and so is their proffered allegiances. As shown in *Wolves Beyond the Border*, the worst insult that can be given to a Westermarck man is to claim they are not honourable and patriotic. Three allegiances should also be chosen for each Westermarck character. Although allegiances vary from province to province, most settlers hold the following three allegiances: Aquilonia; their province and lord; their Hyborian race as a whole. Any Westermarcker who gives allegiance to any Pictish nation is deemed dishonourable and a renegade, subject to the settler's rude justice.

CLASS GUIDELINES

Prohibited Classes: Technically speaking, there are no prohibited classes for a Westermarck character, however, to capture the flavour of Robert E. Howard's world, barbarians, nomads, pirates and thieves should not be allowed for first level natives of the Westermarck.

Barbarian: People of the Westermarck are very protective of their civilisation, and Westermarck characters who have gone barbaric are likely to be deemed renegade, allies of the Picts. This is not a suitable class for first level natives of the Westermarck unless the characters were actually raised by the Picts since childhood.

Borderer: This is one of the most appropriate classes for a Westermarck native to take. Borderers from the Westermarck should maximise Hide, Listen and Move Silently skills to aid in the fight against the Picts. This works well in conjunction with his Favoured Terrain abilities. Westermarck

borderers are hardy, honourable, self-sufficient, proud and industrious. Ranks in Craft (clothing), Heal, Knowledge (geography), Knowledge (nature) and Survival are important in this wild land. Craft (clothing) is used to repair and make clothing in this land where little is available on the market. Heal is necessary because there are few physicians and with the Picts around, one needs to be able fight infections and wounds as one goes. The Knowledge skills are important so the character knows the lay of the land and what can be found there. Survival, of course, is needed to track and to live off the land. The entire culture of the Westermarck is dominated by fear of Picts, isolation, disease and animals, so the borderer is called upon to deal with all four of these dangers. He is a Pict-slayer, a finder of lost persons, a healer and a hunter, all rolled up into one extremely versatile class custom-made for the Westermarck.

Noble: Except in the province of Thandara, the Westermarck does have classes of nobles. Many of them are officers (soldier-nobles) but others are actual land-owners and fief holders. Characters native to Thandara may not take the noble class at first level. Hunting is particularly good in the Westermarck, although one must be wary of Picts at all times. Feats such as Awareness might help a noble avoid a disastrous ambush by the Picts. All nobles are aristocrats, although there are no typical knights in the Westermarck. The heat, humidity, swamps and Picts make wearing full plate armour and heavy warhorses impractical. As several unfortunate knights have found out, one does not have to run faster than the Picts, just faster than the fool in heavy armour.

Nomad: The danger from the Picts and the wilderness are too great to support a nomadic lifestyle, so this character class should be prohibited from Westermarck natives at first level.

Pirate: 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.

Scholar: There are few Westermarck scholars. Most of them are specialists in their craft or profession. For example, some blacksmiths or merchants may be of the scholar class. Priests of Mitra are usually of this class, although the priesthood has only a marginal presence in



these darksome lands. Most members of this class are of the free townfolk or clergy social orders, although some independent scholars venture here to study the Picts or, Mitra forbid, their horrible magic. The Westermarck culture has become dominated by the dangers from Picts, isolation, disease and animals, and so to has the scholar class. Many scholars in the Westermarck are physicians and clergy, travelling the countryside to heal the body and soul of its afflictions.

Soldier: This is probably the next best choice for a Westermarck character after borderer. Some Westermarck characters combine the soldier class with the borderer to create a military scout character. Others combine soldier with noble to create an officer. *Conan: The Free Companies* has particular advice for combining various classes with soldier for optimum effect. Soldiers should have ranks in Perform (guard mount) to simulate the various marches, parades and inspections the soldiers are put through. Horses are largely ineffective in the Pictish Wilderness (and too expensive to feed or to risk against Picts), so few Westermarck soldiers bother to learn to ride horses. Westermarck soldiers are charged with keeping the peace between the settlers and the Picts, so ranks in Intimidate are advised to keep local natives in line. Most soldiers wear lighter armours but few go with anything less than

mail shirts. Characters living in the Westermarck need to be fairly self-sufficient, so characters should have as high of an Intelligence as can be managed without sacrificing too much Strength or Constitution. Survival in the Westermarck and the Pictish Wilderness often depends on a character's skills, so getting as many skills as possible is essential. Most soldiers focus on the *Heavy Infantry* and *Skirmisher* formations.

Thief: 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 the melee. Take special abilities such as *Crippling Strike* or *Opportunist* to maximise sneak attacks and quick hit-and-run attacks. This character will also want a high Dexterity.

Prestige Classes: The forest runner prestige class (from *Conan: Across the Thunder River*) is an appropriate prestige class for a Westermarck character. Forest runners make excellent messengers and scouts. Extremely fast, the forest runner can move through the Pictish wilderness and the various woods and forests in the Westermarck with relative ease, outrunning pursuing Picts.

As far as equipment goes, most of what the character owns will have been made by that character or his family. His starting budget will be lower than the average character's (probably the minimum in the ranges given in the *Conan the Roleplaying Game*). Few borderers will have armour because it makes too much noise, a circumstance that will kill them if the Picts are on the war-path. Arm the character with light weapons that make sense for the wilderness.

Might & Majesty

The Aquilonian Military

AQUILONIA POSSESSES THE most powerful military force of the Hyborian Age. Their troops are highly disciplined, well equipped, and supported by the logistical might of a wealthy kingdom. In time of national war, King Conan can command hosts in excess of 50,000 troops, as he did in *The Hour of the Dragon*. He can also call upon approximately 20,000 Free Companies and Shemite mercenaries if he needs additional forces.

These local lords maintain their own military, and can be ordered by the king to fight. These military men, knights and chevaliers, became their own class of citizenry by Conan's time. Often these fighting men had names for their units; the imperial troops were known as the Black Legion and the king's personal protective knights were known as the Black Dragons. The soldiers of Aquilonia include both a powerful cavalry commanded by heavily armed knights and an impressive infantry of trained soldiers. Aquilonia appears to be unique in the world in its recognition of the importance of a trained infantry. Most of the infantry are Gundermen, who excel at the spear and poleaxe, and Bossonian archers, who are without equal in the Hyborian age for bowmanship.

WAR FORMATIONS

The Aquilonian army favours a standard formation for Hyborian hosts. In marching, the archers are first, then the pikemen, then the knights. When they arrange their battle lines, the centre, featuring the heavily armoured knights, is the strongest section. The wings are composed of lesser cavalry units that are supported by pikemen and Bossonian archers. The wings move in advance of the centre. The archers unleash their stinging death and the pikemen and swordsmen move in afterward. The archers lift their aim to fire at the back ranks of the foe so as to avoid killing their own soldiers. The cavalry units move in next, followed by the knights on their immense horses.

The knights are arrayed in the centre and all the knights should have the *Heavy Cavalry* combat formation ability described in *Conan the Roleplaying Game* in order to fight most effectively. Although stories and tales seem to

The Aquilonian host had assumed the customary formation: The strongest part was the center, composed entirely of heavily armed knights: the wings were made up of smaller bodies of horsemen, mounted men-at-arms, mostly, supported by pikemen and archers. The latter were Bossonians from the western marches, strongly built men of medium stature, in leathern jackets and iron head-pieces.

Robert E. Howard, *The Hour of the Dragon*

indicate the individual nature of knightly combat, in truth knights fight as a team. The lesser cavalry units, mounted men-at-arms and landless knights, also have the *Heavy Cavalry* combat formation. The tactics used by these mounted warriors require great personal discipline and the ability to work as a unit.

Proud Aquilonia is almost unique in its attitude toward infantry. Most Hyborian kingdoms simply use conscripts, peasants or serfs forced to serve as military units instead of performing their customary work obligation. These conscripts are usually untrained (or minimally trained) and easily demoralised. Other kingdoms simply recruit mercenaries instead of training their own infantries. Aquilonia, however, knows a well-trained infantry can decimate even charging knights on heavy, thundering horses. To this end Aquilonia recruits its Gundermen to serve as pikemen and swordsmen. The Gundermen, as a whole, are strong willed and determined, ready to face down a crashing storm of armoured knights without giving an inch of ground, determined to spill blood, horse and knight alike. They know how to absorb a cavalry charge. The infantry and pikemen of Aquilonia have the *Heavy Infantry* combat formation described in *Conan the Roleplaying Game*. Much of the infantry is made up of mercenaries and professional soldiers that follow the noble knights.

The archers of Aquilonia are typically Bossonians. They arch their arrows to hit the back lines in attempts to demoralise their foes or they hit the front lines of pikemen to open up the way for cavalry. The Bossonians are well trained and fire their arrows in perfect unison. Aquilonia's armies rely on the archers to soften up the opposition before engaging them in hand-to-hand combat. In major confrontations, the arrows from Aquilonia's archers fly between the assembled hosts like stinging clouds that hide the sun. The clothyard shafts fine every crevasse of the enemies' harness and men and horses alike fall before the vicious death given by the archer units. In addition to Bossonians, most Aquilonian towns and manors have their own archer units to defend their homes.

More information on each section of an Aquilonian army can be found below. Also, sample knights, mounted men-at-arms, Gunderman pikemen and Bossonian archers for use in the game can be found in the *Non-Player Characters* chapter.

THE LIFE OF THE COMMON AQUILONIAN SOLDIER

Soldiers are awakened early in the morning, given an hour to awaken, eat and dress, followed by an hour of drills. After that, the soldiers not assigned to guard duty are assigned hours of fatigue duty, which consists

of such tedious work duties as road or bridge building, woodcutting, water barrel filling, garbage disposal, clean up details, garden cultivation, weeding and escorting various recruits, paymasters and settlers to and from the fort. Guard mount is called, an exacting Hyborian ritual where the men assigned guard duty are assembled for inspection by the first sergeant, then taken to the parade grounds for inspection by the sergeant major, then turned over to the officer of the day for assignment (Perform (guard mount) DC 10 to pass inspection. Failure indicates some sort of punishing detail assignment). The best-turned-out man (determined by a Perform (guard mount) check) is selected to be the officer's orderly for the day (a coveted position, for it allows the soldier to lounge in the officer's quarters when not carrying messages, to hang around the kitchens and the hired girls there, and exempts him from fatigue or guard duties that day) and the others were assigned their guard stations around the fort. After lunch, soldiers on fatigue duty returned to their chores, eventually coming back in the evening for another hour of drills, then going to bed. It is a monotonous life of drudgery for the most part.

The monotonous life, however, creates a sense of loyalty among the soldiers. The permanence of the routines, its units and its officers reinforce that loyalty. The daily routine has been part of Aquilonian military life for generations. Soldiers likewise serve in the same unit for their entire term of enlistment. These people serve together, drill together, work together, fight together and play together. Most Hyborian frontier soldiers have an Allegiance to their unit and to their feudal lord (see *Conan the Roleplaying Game* for details on Allegiance). Soldiers with useful skills are prized by the various units and could earn extra money. Most units appoint their own tailor, their own barber and their own cobblers. Some units even have their own blacksmith. Soldiers tend to be poor cooks, so any soldier with ranks in Craft (cooking) or Profession (cook) will find themselves in a good position, often making slightly more money than a regular soldier, and exempted from dangerous duties such as wood gathering and difficult chores such as filling the water barrels of the camp. Fortunately, only mercenaries and professional soldiers have to put up with this lifestyle on a daily basis. Most of the army are composed of nobles and their retainers serving their military obligation, which usually only lasts a few months out of each year. The Aquilonian army is at its strongest in



the autumn after the harvest, which is when most opt to serve their duty.

Rank is important in a soldier's life. Noble-born officers give orders and soldiers perform those orders. In Aquilonia there is a wide gulf between officers and soldiers that cannot be crossed save by the bridge provided by the first sergeant. Only by the permission of a first sergeant may a soldier even address an officer or knight. There are some differences in Westermarck etiquette covered in *Conan: Across the Thunder River*, however, but generally in Aquilonia this is true. Even in the army the social orders of Aquilonian society still hold sway. Most officers in the Aquilonian army are nobles, many soldiers can achieve only certain levels of rank. Rank can be earned or bought. Earning the rank of sergeant, for example, might require the leadership feat and 9 ranks of Perform (guard mount), as well as the purchase of certain arms and armour expected of an officer. Rank can also be earned through valour on the battlefield. Rank can be bought as well, usually with influence, wealth or recruits. For example, a man who recruits 50 men might be made an officer in charge of those men. Leaders have to be tough and be able to maintain order. Some keep order by earning their men's respect, being tough but fair; others keep order with their fists, brawling on duty and off. Yet others keep order with staggeringly harsh punishments for infractions. Most officers maintain high ranks in Intimidate as well as in Diplomacy.

In general, military discipline is a brutal, arbitrary affair. Men can be fined up to a month's pay for minor infractions, such as sleeping through roll-call, or can spend a month in the guardhouse or jail. Soldiers can be forced to march while carrying heavy weights, such as 40 pound logs, or forced to run in circles around a marching unit of soldiers. A recovered deserter may have to carry a heavy ball or log that is chained to his leg for a period of time. Deserters might also be branded or tattooed if caught. Striking an officer or sleeping on guard duty usually calls for the death penalty. The guard who was bribed in Robert E. Howard's first Conan short story, *The Phoenix on the Sword*, chose to flee instead of facing the dark death that awaited him when it turned out Conan survived the assassination attempt.

Entertainment among the soldiers encompasses far more than just drinking and gambling. Practical jokes, singing, music and story-telling are also prominent diversions for the soldiers. Soldiers who can sing, tell inspiring yarns or play an instrument are welcome additions to any unit. Men lounging in the parade fields

in the evening around dancing fires sing and carry on in a loud and boisterous fashion. On evenings just after the arrival of a paymaster, many soldiers pool their money and hire local girls to dance for them around the fires. Many soldiers also enjoy bartering and haggling for goods, either in the merchant stalls in the fort or from local settlers or towns. Hunting is used as training exercises, teaching teamwork and survival. No matter what the chosen entertainment, the Aquilonian military tries to be ready at a moment's notice to render aid to the region when called upon.

SIGNALS

Troops are identified by standards worn on their armour and shields, as well as on flags and pennants flown during combat. Troops in Aquilonia are often signalled via the oliphant, an ornate ivory instrument that a skilled performer can use to imitate everything from the roar of a lion or elephant to the gentle sound of a breeze. Commands such as 'Boots and Saddles,' 'To Horse,' 'To The Standard,' 'Forward,' 'Charge,' 'Parade,' 'Pitch Tents,' 'Retreat' and 'Watch' are typically blown on the oliphant. Many soldiers take ranks in Perform (oliphant), especially adjutants (soldier/scholars who serve as aids to the noble officers). Large, ornate oliphants are often status symbols among the Aquilonian military elite, and many times exquisite oliphants are offered as rewards for exceptional service by the feudal lords. Oliphants represent land ownership and wealth and so are often awarded along with a fief or manor. Picts have come to learn to know the value of oliphants among the Aquilonian troops, so many Picts stage attacks just to steal the oliphant as a trophy.

The oliphants sounded a fanfare of triumph all over the plain, and the hoofs of the victors crunched in the breasts of the vanquished as all the straggling, shining lines converged inward like the spokes of a glittering wheel, to the spot where the last survivor still waged unequal battle.

Robert E. Howard, *The Scarlet Citadel*

AFTERMATH OF WAR

Wounds sustained in war often become infected because of unsanitary conditions on the battlefield and poor medical care. Army surgeons are not usually scholarly Nemedian healers. Even though many wounds, such as shattered bones, may heal on their own, the wounded soldier may be crippled for life. The Games Master may require any character involved in a major, prolonged combat to make Fortitude saves vs. infection or disease, presuming the character probably sustained at least a few physical wounds. This save is especially appropriate if the character is healed by a person with less than 10 ranks in Heal – or if the Heal check fails, regardless of ranks. Some likely illnesses include blood poisoning (DC 10), gangrene (DC 14), malaria (DC 15), spotted fever (DC 17), sweating sickness (DC 16), tetanus (DC 14) or yellow fever (DC 14). A complete list of infections and diseases can be found on page 56.

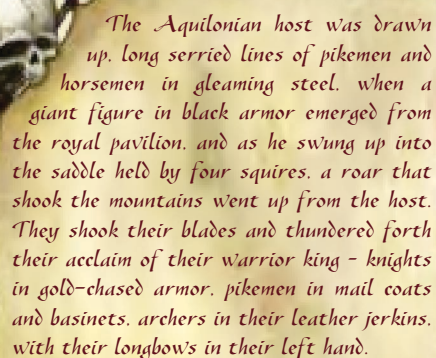


WOMEN IN WAR

The women of Aquilonia may surprise many non-Hyborian people who have been taught they are docile and subservient. Aquilonian women know how to defend their homes and their children and even they know the rudiments of swordplay – even having proficiency with the greatsword. When the men are away at war, women are expected to protect home and hearth. However, women generally do not serve in the military, although nothing in particular prohibits them from doing so. Indeed, many mercenary and manorial armies include female soldiers. There are even a few companies composed entirely of female soldiers, such as the Iron Maidens. Valeria is the most famous Hyborian woman in the Conan saga, appearing in Robert E. Howard's *Red Nails*.

REGULAR ARMY

The regular army are those knights and soldiers raised by the various feudal lords as part of their obligations to the barons, counts and the king himself. The regular army is comprised of knights, lesser cavalry, archers and infantry. These armies also have officers, adjutants, scouts and supporting trains.



The Aquilonian host was drawn up, long serried lines of pikemen and horsemen in gleaming steel. when a giant figure in black armor emerged from the royal pavilion, and as he swung up into the saddle held by four squires, a roar that shook the mountains went up from the host. They shook their blades and thundered forth their acclaim of their warrior king - knights in gold-chased armor, pikemen in mail coats and basinets, archers in their leather jerkins, with their longbow's in their left hand.

Robert E. Howard, *The Hour of the Dragon*

THE KNIGHTS

The armoured backbone of Aquilonia's army is her chivalry, her great knights mounted on massive warhorses. Aquilonia could easily field nearly 6,500 of these noble warriors in times of national war. Half of these knights will respond to the king's call immediately and the other half will arrive in 2d4 months after they have taken care of their own lands, manors and fiefs.

Early in Aquilonian history, anyone who fought on horseback was a knight, even if he was a peasant or other commoner. As time went on, knights became more specialised, becoming a mounted warrior who wore armour, wielded a lance in addition to a sword, mace or axe, and who specialised in the massed cavalry charge. A knight character requires a high Strength and Constitution score. The knights of Aquilonia are of the noble class or at least have noble blood (via the Noble Blood feat), although some commoners are knighted for various services rendered. A knight must also possess the arms and accoutrements of his station, including, but not limited to, a sword, armour and at least three horses. Role-players of noble-blooded knight characters are advised to keep maximum ranks in Knowledge (nobility), Knowledge (local) and Ride.

All noblemen are expected to be knights and no one could be a knight unless he is also a noble. Of course, a knight is a mounted warrior. Active knights seek glory through combat, prestige won through war. Glory to a knight is a public testimony of martial prowess. Winning or losing a battle is a separate issue from winning glory. So long as an individual knight had an opportunity for winning glory, the knight was satisfied, regardless of the win or loss of the battle. Plunder is also part of glory. Carrying off piles of loot is glorious, showing the depths of an enemy's defeat and allowing the knight to distribute gifts to his followers and friends.

The younger sons of the nobility have little wealth and virtually no share in his family's estates, so many of them take up arms and become professional men-at-arms, hungering for the glories of the battlefield and travelling from tournament to tournament or hiring on with various nobles willing to pay for his services. The pinnacle of service would be to earn the right to serve in the royal household as a Black Dragon. Eventually some of these professional knights can raise their own companies of knights wearing the coat of arms of the one raising the retinue.

The greater knights of wealthy Aquilonia wear gold-chased full plate, ride Hyborian warhorses, and wield heavy lances for their primary work. They use arming swords, war swords or greatswords as backup weapons. The most renowned knights of Aquilonian are the Poitainian knights, led by Prospero.

Care of Horses

Horses and equipment are central to a knight's success. Their life or death depends on the quality of his horses and equipment. The greater knights, who apprenticed as a page or squire, usually have high ranks in Appraise and Animal

Handling, and even the lesser cavalry care continually for their mounts and arms. Horses are required to train a minimum of 75 miles per week.

A note about the expense of military operations is in order here. Based on just the training needs of horses, a few conclusions can be drawn. Aquilonian horseshoes need six nails, weighing around 12 oz. A horseshoe lasts about 200 miles. So, with training alone, horses need to be reshod every two or three weeks. Each knight has at least three horses, one for riding, one for packing and one for combat. A combat force of one thousand knights might well bring 3,000 horses with them, requiring 12,000 horseshoes per horse (and 72,000 nails). This requires at least eight tones of iron to be forged every two to three weeks! This requires no less than ten blacksmiths working ten hours per day. Their forges require wood or charcoal, so the services of woodcutters and carts, which require its own maintenance. It does not take long to figure out why major military campaigns are few and far between. The expense of such an operation is immense. Even a lone knight must continually pay for the services of blacksmiths to keep their horses shod; players who balk at the High Living rules may do well to be reminded of these expenses. Those figures do not even begin to go into the expense of feeding the horses.

Aquilonian warhorses are stall-fed breeds that consume the agricultural output of nine serfs per horse per year. They require half-grain and half-hay for feed. Grass can be substituted for hay at a ratio of three to one due to the high water content of grass compared to hay, which is dry. Grazing takes a considerable length of time, so warhorses cannot obtain much forage while in service, either as a mode of transportation or on a campaign. A horse takes around 8 minutes to eat a pound of grain from a nosebag (it requires about 12 pounds per day) and about 18 minutes to eat a pound of hay from a feed box (it requires around 12 pounds per day). A horse also requires about two hours of watering per day to get its daily requirement of 8-12 gallons. That same horse requires nearly thirty minutes per pound of green grass if it is grazing. A horse requires about 40 pounds of grass per day, so if a knight expects his horse to forage and graze for its food, it will spend most of the day feeding. If an army required its horses to forage, the cavalry's range would be severely handicapped.

Thus, war commanders need to have their routes thoroughly scouted so that camps are established with plenty of available water. Also the routes needed to have access to supply trains of food water and iron. Aquilonians use oz-drawn two-wheeled carts with a carrying capacity of about half a ton because they are more manoeuvrable than four wheeled wagons with a capacity of 1,200 pounds. A cart

can haul a day's food ration for 40 horses or enough barrels of water for a dozen horses. Oxen are used to haul the carts because they required less food and water than horses, but they are slower, moving only ten miles per day (horse drawn carts can move 25 miles per day). An alternative is to use pack horses carrying about 200 pounds of supplies. A pack horse can carry the feed for itself and a single warhorse for two days if water can be found on the route – thus the need for scouts (borderers or borderer-soldiers) to reconnoiter the route beforehand. The packhorses also require shoeing as discussed above. If hay can be found along the route (by moving the route through farms), then the packhorses only need to carry grain, extending their range out to ten days. Each additional packhorse per knight increased the range by two days, however most knights can only handle three additional packhorses at most. At best, a knight prepared to fight at any time has an effective range of about 280 miles, which would take at least 14 days to cover. If a horse is to be kept combat-ready, it cannot be ridden for more than 20 miles per day.

Probably the worst logistical part of any sort of large military campaign involving horses is the waste. Horses produce about four and a half pounds of manure and half a gallon of urine per hundred pounds of body weight per day. A warhorse can conceivably produce 70 pounds of manure per day. Imagine a camp of several hundred horses and the problem of waste removal becomes evident or else health problems on the order of an epidemic will be the result. Even horses kept in cities, towns and other urban areas have to keep up with removal problems of horse waste.

Care of Equipment

Knights must take care of their arms and armour on an almost continual basis. Straps need replacing and armour needs to be scoured and/or oiled with olive oil to prevent rust. Any character proficient with armour also knows how to take care of his armour. A monthly Int check (DC 10) or Craft (armourer) check (DC 5) will take care of this maintenance. Failure to maintain armour reduces its Damage Reduction by 1 each month until maintenance is done. Each month with failed maintenance raises the DC of the check by 5. Once Damage Reduction is half of its original value, it must be repaired by a craftsman.

MOUNTED MEN-AT-ARMS

Aquilonia as a nation can field up to 7,500 of mounted men-at-arms, though no single feudal army is likely to have more than 500 in active service. Mounted men-at-arms function both as mounted infantry and as cavalry as the situation requires. Most are commoners who, through service and blood, have advanced themselves to a state

of some wealth and respect. Some are lesser nobles who lack the wealth to purchase the accoutrements of a knight. Regardless of origin, these men-at-arms form the bulk of Aquilonia's fighting forces.

Each mounted man-at-arms has a heavy lance, large shield and heavy mace. They wear brigandine coats over mail hauberks. Most have the *Heavy Cavalry* and *Heavy Infantry* combat formation abilities. They must also take care of their equipment and horses as a knight does, although they do not have squires or pages to assist them as the knights do. Most are soldiers, although many soldier-borderers serve in these units as scouts.

*Faintly in the ears of the king,
above the din of trumpets and clanging
steel, came the deep fierce shout of the
Bossonians as they drew and loosed in
perfect unison.*

Robert E. Howard, *The Hour of the Dragon*

THE ARCHERS

Bossonian longbowmen, especially in veteran units, can decimate opposing armies under a withering rain of steel tipped arrows. Aquilonia's armies rely on their Bossonian comrades to soften up the opposition before engaging them in hand-to-hand combat. Most of these units are stationed along various contested borders, providing support to garrisons that might come into combat at any moment. Aquilonia can field up to 2,500 of these impressive archers. They carry their longbows with poniards as back-up melee weapons. According to Robert E. Howard, most wear leather jerkins in battle.

THE INFANTRY

Although knights seem to gain the lion's share of glory, they are not the most important soldiers on the field of battle. Drawn from the ranks of labourers and commoners, the Aquilonian infantry is generally well-trained and armed, unlike those of most of the Hyborean kingdoms, who fight with conscripts deficient in training and insufficient armour. Aquilonia understands that if an enemy commander disdains the strength or resolve of a disciplined infantry and hurls his knights and cavalry at the infantry without adequate infantry or archer support, those horsemen are almost certainly doomed to become casualties.



Well-trained and disciplined infantry generally have the advantage against equally numerous (or even slightly superior) horsemen and knights.

Even though the infantry is not as celebrated as their nobles in their gleaming armour and on their massive mounts that thunder with every hoof-step, glory is not the number one reason a commoner joins the infantry. The number one reason a commoner dons armour and picks up a pike or sword for the glory of Aquilonia is wealth and loot. Conquering armies commonly pillage the dominated lands of their vanquished foes, allowing the commoners to have a shot at getting rich quick.

Most infantrymen keep their Search skill high just for this reason.

Of all Aquilonia's infantry, the most famed are the superbly trained
Gunderland pikemen.

These pike and shield wielding heavy infantry can rip apart cavalry charges, ignore punishing archery attacks, and withstand the worst another nation can throw. If the archers are the hammer, then the pikemen are the anvil upon which the hammer falls. Aquilonia can field up to 2,500 veteran Gunderland pikemen. Typically a feudal army contains no more than 250 of these impressive infantrymen. The majority of these troops serve on the frontiers alongside their Bossonian allies. Pikemen carry a pike and large shield. They wear steep caps and mail hauberks.

THE BLACK LEGION

The Black Legion is the king's personal army. The Legion's forces are not committed to garrison duty, palace protection, or any other task that might tie them down. Instead they exist to provide Aquilonia with a rapid response force in case of invasion or civil war. Before the events of *The Phoenix on the Sword*, the giant Bossonian Gromel was



the commander of the Black Legion. He was one of the Rebel Four. Most of the Black Legion was destroyed at the beginning of *The Scarlet Citadel* but had been restored to full power by the time of Howard's novel, *The Hour of the Dragon*.

Aquilonia almost always augments the Black Legion with 2,000 mercenary infantry and a unit of mercenary engineers. The Black Legion consists of:

- ❖ 500 Aquilonian Archers
- ❖ 1,000 Veteran Aquilonian Knights
- ❖ 1,250 Veteran Mounted Men-at-Arms
- ❖ 250 Raw Men-at-Arms

THE BLACK DRAGONS

If the Black Legion is the king's personal army, then the Black Dragons are his personal guard. Each member of

this elite unit is hand picked for their strength, fighting skill and dedication to the throne. Their presence on the field of battle does not promise victory, but it is certain to turn the tide in a close battle. Currently there are 350 1st level, 14 2nd level, five 3rd level, two 4th level and a single 5th level Black Dragons and support personnel following Conan.

The Black Dragons wear black plate armour with great horned helmets, ride Hyborian warhorses, and carry heavy lances as well as great swords into battle. The warhorses are as heavily armoured as the riders. The Black Dragons are led by General Pallantides (see page 92). He is assisted by Captain Neolides and Captain Tarquin, both of whom are killed by Picts later.

Pomp & Pageantry

Entertainment & Diversions

SOCIAL ACTIVITIES ARE important in Aquilonia. Every citizen of a town attends most public functions. Unfortunately for most of Aquilonia, a lot of the entertainment and diversions, save for going to the local tavern or pub, are reserved for the aristocracy or the clergy. Hunting for sport, many games, literature and entertainers are the privilege of the nobles. Singing or chanting with or without instrumental accompaniment is part of Mitran services, performed by the clergy. However, fairs and festivals, as well as a few sports, are enjoyed by all orders of Aquilonian society. Young and old, rich and poor, commoner and noble, all enjoy the troubadours and acrobats performing on the corners, the merchants selling goods from far and near, knights fighting in tournaments and games of chance held in local taverns.

FAIRS AND FESTIVALS

Fairs and festivals are popular throughout Aquilonia. A city or town fair attracts the rich and the poor. Many fairs and festivals last several weeks long, attracting traders from all over the Hyborian landscape. Dramas are staged in marketplaces, produced by the local guilds, many of which are religious in nature, dealing with topics important to the Mitran faith.

At the end of each year and the last of the grain had been threshed and winnowed, the dead season begins. Field work is suspended and for twelve days there are no obligations to be performed for the feudal lord. Many feudal lords give feasts and festivals during these twelve days of the winter solstice for his serfs and other manorial tenants. The lord of the manor or castle often gave bonuses of food, clothing, drink and firewood to servants.

The temples of Mitra also have many holy days which are also marked with fairs and festivals. Many of Mitra's holy days coincide with agricultural celebrations marking when certain crops should be planted or harvested.

During many holy days, no

work needs to be performed without additional compensation, even for serfs.

The two solstices and the two equinoxes are the prime festivals in Aquilonian towns and cities – and even among the rural inhabitants, giving ceremonial beginnings to various phases of the feudal obligations owed to the manorial lords. All four occasions are marked with feasts, fairs and markets. Each of these festivals begins with a feast and a week of vacation for most freemen. Several minor festivals are also celebrated throughout the year. During the first two weeks of Krinisa, when meat is smoked, salted and cured to prepare for the winter, harvest celebrations mark the period, which begins with a celebration of ghosts and dead spirits and ends with a fantastic feast. In Lacerta, a day known as 'Plough Day' takes place. The freemen of the village engage in a spirited plough race, beginning the cultivation of the town's common plot of land, with each man furrowing as many lines as possible. The lines furrowed by a man are the lines the man gets to sow during the coming year. Also on that day, the children are not left out of the fun. They play the role of the 'fool plough', moving from house to house, asking for coins or grain. Those who refuse to humour the children find the ground in front of their door ploughed up. The month of Baquil often sees celebrations of love and fertility. Villagers often venture into the woods in Baquil to cut wild flowers and other greenery to usher in a fertile season.

Festivals and fairs are also held in honour of weddings, births, deaths, ascensions, historical events, mythic events or stellar events such as eclipses, novas or the sighting of comets. Festivals and fairs take up a significant portion of the year, breaking up the passage of time and ensuring proper rituals are held. These festivals and rituals usually mark transitions in the year or in the lives of the people.

Festivals contain several elements. The first element is the concept of being a special time outside of normal life. For most festivals, the ordinary rules of social interaction do not always apply. Barriers between the social orders are removed or reversed and otherwise unthinkable behaviour is actually endorsed in many festivals. Commoners may shoot arrows shoulder to shoulder with a nobleman, for

example. The second element of a festival is the action(s) taken by the participants. They may take commemorative actions, such as putting on pageants or plays. They make take effective actions, by re-enacting whatever event is being celebrated, either actually or symbolically, such as the children playing the 'fool plough'. Some celebrations may have invocative actions, wherein the participants call upon Mitra to bless them or the event, such as a priest blessing a wedding. Some celebrations require protective actions, which may involve sacrifice or magical activities. Many festivals combine one or more of the above actions. Additional material for putting together a festival can be found in *Signs and Portents* #6, January 2004, in an article titled, 'Celebrating the Season.'

SPORTS AND GAMES

Aquilonians play and watch sports and games during rare times of rest and leisure. Many of these are also played during times of local feasts, fairs and festivals.

ARCHERY CONTESTS

Archery contests are popular events, especially in the Bossonian Marches. Archery contests are diversified and continuous to keep the public interested, using ceremonies to evoke old heroes. Each contest has its own prize, such as golden arrows, sides of meat or other trophies. Winning an archery contest gives the character a +1 bonus to Reputation. Several spectacles are usually arranged, including shooting on round targets made with straw, little targets to be struck true, blowing out candles without knocking the candle down, hitting rolling balls, targets gliding on ropes or just about any other target conceivable. The only limit to these archery contests is the imagination of the people. Some common contests include:

Distance Shooting: This is a long and tiring test of endurance for the archers. Two rounds of six arrows are shot at a target 50 paces distant, then four rounds of six arrows are shot on a target 75 paces away, and finally six rounds of six arrows are shot at a target a hundred paces away. The wind and the visual environment influence the shooting.

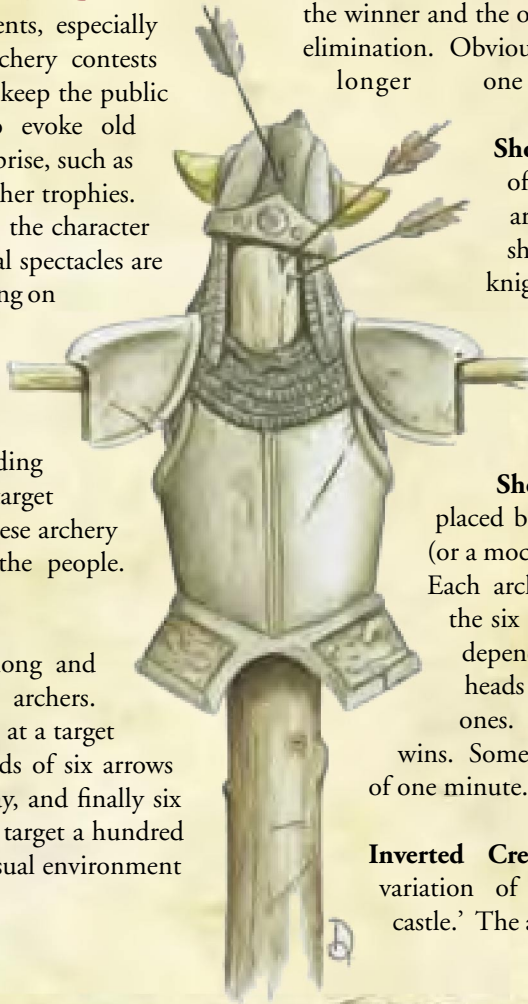
Speed Shooting: Requiring exceptional control of the bow, these contests are based on the speed of the archer. The archer must be able to take an arrow, nock it, pull the string to full draw length and send the arrow to the target repeatedly. The archer is given one minute to send as many arrows as possible toward a blazon on a straw target. Those arrows which touch the target count and those within the small blazon accrue additional points. A good archer can expect to send twelve arrows speeding to the target in that amount of time. Remarkable archers may send as many as 22 into the target. This contest is as popular as it is spectacular.

String Shooting: This contest tests the regularity of the archer and the excellence of his aim. The goal is to place arrows on the target with as little spread as possible. It does not matter where he hits the target, so long as his arrows are as near as possible to each other. The archer is given a nine foot length of string. He then shoots three arrows at the target. The archer and a referee measure out the base of the three arrows and cut that much string away. Any arrows that miss the target penalise the archer three feet of string. The cut portion of the string is eliminated and the archers shoot again. The last archer with string left is the winner and the other archers are classified by order of elimination. Obviously, if the arrows are shot tightly, the longer one stays in the competition.

Shooting at the Knight: A mock-up of a knight is used for this contest, his arms holding weapons. The archers shoot at the escutcheons on the knight's shoulders to make the weapons or arms fall. Each archer is allotted four arrows for this task. Some variations impose a time limit of one minute.

Shooting at the Castle: Six heads are placed between the battlements of the castle (or a mock-up of a castle wall) of varying sizes. Each archer is given six arrows to shoot at the six heads. The points granted per head depends on the size of the head, the smaller heads garnering more points than the larger ones. The archer with the most points wins. Some variations impose a time limit of one minute.

Inverted Crenulations: This is a variation of 'shooting at the castle.' The archer is behind



a wall with battlements and must shoot an arrow through nine different crenels or loopholes toward a single target made of straw with a blazon in the centre. The lower crenels require the archer to kneel down, which makes accuracy difficult as the position is strange. The distance is usually short, often around 18 paces. Points are scored for each arrow successfully shot through a different crenel and stuck to the target. Arrows striking the blazon earn bonus points.

Elimination Shooting: This is usually the final contest of the day. This is the most stressful of the contests as well as the most exciting. Each archer gets one arrow to shoot at the target. The worst arrow shot into the single target is eliminated. The remaining archers shoot a single arrow at the single target again. The worst arrow is again eliminated and so on goes the shoot until only one archer remains. This is usually a long and tense contest, becoming more tense as the remaining number of competitors is reduced and the arrows concentrate more and more in the centre of the target. Archers have to exceed themselves with every shoot as there is no forgiveness for errors, which is easy after a long day of shooting. The public is encouraged to shout and support the archers as they shoot, increasing the ambient noise.

BEAR BAITING

Bear-baiting is a spectator sport in Aquilonia, wherein a pack of dogs is set on a bear and people bet on the survival of the creatures, from the bear to the dogs, even down to the individual dogs at times.

BATTLEBALL

Battleball is a participative sport in Aquilonia played in the rural villages or in the streets of the larger towns. Often the whole village or neighbourhood, adults and children alike, organise into two teams, running and throwing a leather ball (or an enemy's severed head in some gory versions played after a battle or raid) toward opposing goals several miles or blocks apart.

Points are scored by physically capturing opponents or getting the ball into the goal.

The hunting trip into northern Gunderland had been Conan's idea... Now that Zenobia had regained much of her strength and Death had seemingly withdrawn his dark wings from the palace, Conan had suggested a few weeks of camping and hunting together, hoping to find a new closeness to his son.

And now the headstrong boy, wild with the excitement of his first grown up hunt, had ridden off alone into the gathering darkness of the unknown forest in crazy pursuit of the elusive snow-white stag they had vainly chased for hours.

L. Sprague de Camp and Lin Carter, *The Witch of the Mists*

HUNTING

Hunting is a favourite pastime for the aristocracy, seen as a way to teach young nobles courage, quick thinking and strategy. The clergy encourages hunting because it keeps the young nobles busy, preventing the young man or woman from turning his mind toward mischief. Hunts may take place on forested land on or near the manor or extended trips to allied manors or lands may be arranged. Hunting horns made of brass and leather are used to signal dogs and hunters, often as the hunting party closes in on its prey. Deer, wild boar, swan, heron, peacock, stork, vulture and rabbit are often hunted for, and most hunts end with a hunting feast wherein the meat from the kills



are served with wine. Any meat not served is dried, salted and stored in brine.

TOURNAMENTS

Other forms of entertainment in Aquilonia include tournaments, which are types of war games and very much blood sports. The *mêlée* tournament is popular in Aquilonia, especially among young knights eager to establish a reputation during times of relative peace. Tournaments are sponsored by great lords, who often hold feasts and festivities before and after. There are few, if any rules. Aquilonian knights view tournaments as just another rehearsal for war.

THE GRAND MÊLÉE

In Aquilonia, the tournament, or *mêlée*, is not as formal as those in Nemedra, which are more of a pageant than a blood-sport. In Aquilonia, two parties of knights assemble across an open field, often after opening festivities and several warm-up bouts of individual combat. When the oliphant sounds, both assemblies ride at each other and fight anyone and everyone who comes within range. These *mêlés* often last for hours. Essentially, the tournament give the knights a chance to exercise one's fighting skills, a chance to show off combat skills, a chance to engage in battle with other knights and a chance to capture a knight and hold him for ransom.

The *mêlée* gives the knight an opportunity to practise his fighting skills, a much needed exercise. The lance is a heavy, unwieldy weapon requiring a lot of practise to use efficiently. The mock combat of the *mêlée* forms a perfect opportunity to practise this and other weapons in simulated battle.

Many rising young knights find the tournaments to be an excellent opportunity to show off their skill at arms. Many are able to earn cash and weapons and others use the opportunities afforded to make themselves known as a professional man-at-arms, willing to offer his skills and loyalty to the highest noble bidder. This is particular appealing to the younger sons of the aristocracy who have little to no share in the family's wealth or estates.

The *mêlés* are dangerous for they are opportunities to engage in real combat with real weapons and real armour. Despite the simulated war atmosphere, the combats are quite real and real blood is often spilled, injuring or killing knights and kings regularly. In the heat of combat, angers flare and may find that the open field is an ideal place to settle old scores. The combats are quite real because only

in real combat could glory be won. The tournament field includes roped-off areas for armour repair and for the tired and injured to rest.

Another area of the tournament field is set aside for prisoners captured in the *mêlés*. Any knight knocked to the ground is considered captured. Captured knights are ransomed for the payment of a suit of armour or a horse, usually. If a captured knight could not raise his ransom on the spot, he could be released on his word (called *parole*) to return to his estates and raise the necessary payment.

JOUSTING

In Poitain, the individual combats prior to the main *mêlés* have developed into an event called the joust. This practise is beginning to gain popularity and may spread to other parts of Aquilonia later, but currently Poitain is the primary practitioner. The joust is mounted combat between two nobles who ride at each other with melee weapons. Swords, maces and lances are popular choices in Poitain. Held in the morning, the jousts are considered a prelude to the *mêlée*, which is the grand finale of the entire day. The jousts are arranged by the nobles among themselves. The goal of the jousts is to simply unhorse the opponent. Occasionally combat on foot follows if such is the arrangement of the nobles in question.

KNOCKING A RIDER FROM HIS MOUNT

Any rider can be knocked from his mount by a blow from an enemy. The enemy must make a successful trip attack to do so, on which the mounted character gains a +1 higher ground bonus. The mounted character can substitute a Ride check instead of a Strength or Dexterity check to oppose the trip attempt. On a success, the character is knocked or pulled from his saddle and suffers 1d6 points of damage, ending up prone on the ground next to his opponent.

A military saddle grants the mounted character a +2 on his opposed roll, an emergency belt grants a +8 bonus and a flat saddle imposes a -2 penalty on such checks. The opponent's mount may be no more than one size category larger than the character initiating the trip; otherwise he is out of reach.

Illnesses & Ungents

Medicine & Health in Aquilonia

MEDICINE IN AQUILONIA is better than most nations of the Hyborian age, but superstition and ignorance still predominate the practises of Aquilonian leeches and doctors. Health is often deemed to be a thing of the cosmos, controlled by the stars. Afflictions are often believed to be a curse from Mitra for impure behaviour. Disease is a constant concern, especially in the Westemarck where the Pictish swamps blow black winds of darksome miasmas across the settlements. Infection from injuries is another concern because hygiene is rarely a priority. The basic premise of Aquilonian medicine is that the human body is composed of four types of fluids – blood, phlegm, yellow bile and black bile. A good balance of internal fluids is essential for health. These fluids are balanced via diet, medicine and blood-letting.

DIET

Geographical location, personal economics and social status determines much of an Aquilonian's diet. Anyone with limited means cannot afford spices or sugar, so most people's diet consists of bread, meat, eggs or fish, with any available vegetables, fruit, butter or herbs grown during any particular season in the local garden. Drink is either water or ale for the poor and middle classes. The wealthy can usually afford wine. Most foods and drink are specified as being helpful for one type of fluid or another, useful to modify the amounts of fluid in a person. For example, sugar is believed to produce blood.

MEDICINE

Herbal remedies are the most common form of medicine available to Aquilonians. Healers specify the type and amount of food and exercise to be combined with the herbal remedy to heal the illness. Occasionally blood-letting, amputations or the setting of bones are needed in conjunction with medicine and diet. Gem therapy is used in some areas but the Mitran priests limit this (as well as some herbal remedies) to prevent the spread of foreign beliefs and barbarous heresies.

Some examples include laying pounded henbane and hemlock on pained limbs, using herbal potions to cure jaundice, chewing

laurel leaves, swallowing the juice and laying the leaves on the navel to cure stomach disorders. Medicine is usually supplied by local herbalists or trained apothecaries.

BLOOD-LETTING

Phlebotomy is a form of Aquilonian surgery developed by the Nemedians and adapted by most of the Hyborians. The belief is that letting the blood from a specific vein which leads to a specific organ can affect that organ. If an organ is having a problem, then it must have noxious fluids in it, so bleeding the bad fluids out cures the sick individual. To control the balance of fluids, blood-letting is done in one of two manners: derivation or revulsion. Derivation is the letting of blood near the affected area and revulsion is the letting of blood at the furthest point from the affected area. Choice is a matter of training and knowledge – different methods are used for different illnesses. The idea of blood circulation is not an accepted theory in Aquilonian medicine; blood is simply thought to exist in the body. The most common time for blood-letting is in the spring when the people are coming off their winter diet of salted meat. Blood-letting is practised with lancets, knives, scarificators, fleams or leeches. Scarificators and fleams are multi-bladed surgical knives. Leeches are small worm-like animals known to suck blood. Physicians known as 'leeches' place the leeches on the patient. The leeches are removed after they had drunk their fill to be stored in a jar for a few days, after which they can be used again. Leeches can be directed to small areas such as the mouth, ear or vagina by placing them in a small receptacle called a 'leech tube.'

DISEASES

When a character is placed at risk of disease, whether from attack, magic, being around an infectious character, or an infected area, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect—his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage. These Fortitude

Aquilonian Diseases Table

Disease	Infection DC	Incubation	Damage	Cure
Bilious fever	Ingested 13	1d4+1 days	1d3 Str	Derivation
Black vomit	Injury 17 ¹	1 day	1d8 Con	Diet, Medicine
Blood poisoning	Injury 10	1 day	1d3 Str	Derivation or Revulsion
Black plague	Inhaled 16, Contact 18	1d20+2 days	1d4 Dex, 1d6 Con	Medicine, Derivation
Bossonian measles	Contact 16	1 day	1d4 Dex	Diet, Medicine, Rest
Cholera	Ingested 17	1d4-1 days	1d4 Dex ³	Medicine, Rest
Diphtheria	Inhaled 15, Contact 16	1d4+1 days	1d4 Con	Medicine, Rest, Revulsion
Gangrene	Injury 14	1d4 days	1d6 Con	Medicine, Rest, Revulsion
Leprosy	Contact 8	1d12 months	1d6 Con, 1d4 Str, 1d6 Dex, 1d8 Cha	Medicine, Derivation
Malaria	Injury 15	1d4 weeks	1d4 Int, 1d4 Con	Medicine, Rest
Measles	Inhaled 12	1 day	1d3 Str	Medicine
Milk sickness	Ingested 16	1 day	1d4 Con	Diet, Medicine
Shakes	Contact 13	1 day	1d8 Dex	Derivation
Small pox	Contact 18	12 days ⁵	1d4 Dex, 1d3 Int, 1d2 Con ^{2,4}	Derivation
Spotted fever	Injury 17	1d8+6 days	1d3 Con, fatigue	Medicine, Exercise
Sweating sickness	Injury 16, Contact 17	1d4 days	1d8 Con	Medicine
Tetanus	Injury 14	1d20+2 days	1d8 Dex ⁸	Derivation, Exercise
Tuberculosis	Contact 13 ⁷	1d6 weeks	1d4 Con ⁴	Medicine, Derivation
Typhoid fever	Ingested 14	1d3 weeks	1d2 Int, 1d4 Con	Medicine, Rest
Whooping cough	Contact 19	1d4 days	1d2 Con	Medicine
Yellow fever	Injury 14	1d4+2 days	1d6 Dex	Medicine, Rest

¹ Victim must have taken damage from yellow fever to be at risk for this disease.

² Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.

³ When damaged, character must succeed on another saving throw or 1d4 points of temporary Con is lost in addition.

⁴ When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.

⁵ There is very little variation in the incubation period. It is nearly always 12 days. Infection results in permanent scarring.

⁶ Occurs when character suffers injury to the brain (Int damage).

⁷ Save DC increases by 1 per day of continued contact.

⁸ Recovery from Tetanus is prolonged. Characters heal 1 pt. of ability damage per week instead of 1 per day.

saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

DISEASE DESCRIPTIONS

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarised on the Aquilonian Diseases table.

Disease: Diseases whose names are printed in *italic* in the table are supernatural in nature. The others are extraordinary.

Infection: The disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

DC: The Difficulty Class for the Fortitude saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Incubation Period: The time before damage begins.

Damage: The ability damage the character takes after incubation and each day afterward.

Cure: Use of this cure or cures by a healer gives the affected character a +1 bonus to his Fort save.

Types of Diseases: Typical diseases include the following:

Bilious Fever: Fever due to a liver disorder. Victims suffer fatigue, vomiting and headache. When damaged, another saving throw must be made or the character falls into a coma and, when damaged again, dies.

Black Vomit: Vomiting old (black) blood due to yellow fever. Black vomit is one of the most fatal symptoms of yellow fever.

Blood Poisoning: Bacterial infection from wounds. Victims suffer high fever, chills and shivering, rapid breathing and headache, nausea, vomiting and

diarrhoea, low blood pressure and possible loss of consciousness.

Black Plague: The victim gets the chills, a fever, vomiting, diarrhoea, and then their skin turns black. They shrivel and die right before people's eyes.

Bossonian Measles: A highly contagious disease characterised by a rash, swollen glands and, especially in adults, joint pain. The rash usually lasts 1d4 days and may be accompanied by a low fever. Pregnant infected characters must make a DC 20 Fort save or baby will be stillborn.

Cholera: An acute, infectious epidemic that is highly contagious. Victims have severe symptoms of nausea, vomiting, spasms, chills, and thirst. It is caught from drinking infected water.

Diphtheria: This is a contagious disease of the throat.

Gangrene: Disease that kills tissues around it, resulting in either sweet-smelling or foul-smelling pus-discharges as it eats away at the flesh. Amputation stops the disease (although the amputating wound can then become infected if not done cleanly).

Leprosy: This horrible disease destroys nerve endings, blood vessels, ligaments, skin tissue, and even bone and can cause marked deformations of the extremities, face and voice because the body absorbs the calcium in the bones. These deformations often horrify others. Disfiguring nodules also appear all over the body as well as death of bodily. Leprosy is only mildly contagious; transmission usually takes close contact over a prolonged period of time. Sufferers of leprosy are considered to be the living dead by the Mitran church. Most lepers are expelled from temple and city. An Aquilonian ritual requires the leper to stand in an open grave as a priest of Mitra pronounces his doom, saying, 'I forbid you to ever enter a temple, fair, manor, city or the company of people, or to ever leave your house without your leper's dress, or to ever touch children or give them anything.'

Malaria: Deadly disease that causes kidney failure, seizures, mental confusion, coma, and death. It is transmitted by mosquito.

Measles: Victims, usually children, suffer fever, eye infections, sore throat, light sensitivity and headache. A rash appears 1d4+6 days after the victim was first exposed, but is contagious almost immediately.

Milk Sickness: Also known as Puking Fever or Sloes. This disease comes from the milk from cattle which had eaten poisonous weeds.

The Shakes: Causes involuntary twitches, tremors, and fits.

Smallpox: Victim suffers fever, headache, backache, vomiting, marked prostration and even delirium from this contagious disease characterised by fever and blisters.

Spotted Fever: Also known as Typhus or War Fever, this disease is spread through fleas from rodents and from lice and ticks. This disease is especially known for following around wars. Causes stupor, and mortality nears 100% in epidemics. Victims suffer from fever, headache, chills, and general pains that are followed by a rash on whole body except for the face, palms, and soles of the feet. Once you get this disease you are immune to it forever more.

Sweating Sickness: Victim suffers sudden headaches, muscle pain, fever, profuse sweating, and laboured respiration. Those who catch it die soon afterward. This deadly disease, thus far encountered only in the Westermarck, has confounded Aquilonian scholars, who argue viruses, Pictish magic, demonic possession, filth and ticks as the causes.

Tetanus: Victims of any dirty wound, often caused by arrows or spears, suffer stiffness of jaw, abdominal and back muscles, the contraction of facial muscles, fast pulse, fever, sweating, painful muscle spasms near the wound area, and will have difficulty swallowing.

Tuberculosis: Victims suffer prolonged cough, night sweats, unexplained weight loss, loss of appetite, weakness, fever/chills, and occasionally cough up blood. This disease is also called consumption.

Typhoid Fever: Brought on by eating contaminated food handled by a carrier, this life threatening disease causes sustained fever, severe headache, nausea, severe loss of appetite, constipation or sometimes diarrhoea and mental dullness.

Whooping Cough: Extremely contagious disease marked by severe coughing.

Yellow Fever: A deadly virus that turns the skin yellow from jaundice. Yellow fever is characterised by muscle pain, fever, vomiting and shivers. Kidney functions deteriorate. Often misdiagnosed as malaria or typhoid (Heal DC 25 to successfully diagnose and use Heal skill to help diseased

character). The disease is transmitted via mosquitoes. It may also cause black vomit.

DIAGNOSIS AND HEALING

Medical skills are largely reserved for the elite of society. Diagnosis involves the inspection of blood, faeces, urine and pulse. Rarely would all four inspections take place. Blood is inspected for viscosity, temperature, taste, foaminess, rapidity of coagulation and the characteristics of the layers it separates into after it is drawn. This is a measure of one of the four primary fluids. Inspection of faeces and urine checked the black and yellow biles of the body and was usually done by visual and olfactory inspection. Pulses are taken not to test circulation (as the Aquilonians do not know about blood circulation) but to check the strength of heart 'spasms.' Some healers believe in an antiquated theory known as the 'theory of opposites,' which declares that if it is cold outside, people should eat hot food and drink warm drinks and vice versa. Few trained healers of the clergy or noble orders perform surgeries as such is considered labour and not suitable for them. Educated labourers, such as barbers, can and will perform minor surgeries, including the removal of rotted teeth, amputations and cataract surgery.

Healing a Disease

Use of the Heal skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal check result is higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting. Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

HOME REMEDIES

The dearth of doctors, leeches and healers among the poor, especially in the younger regions, has brought about the industry and improvisation noted among pioneering Hyborians. They wear foul-smelling poultices to get rid of air-borne contagious diseases, tie roasted beef kidneys to their feet to reduce fever, put honey on cold sores, use heated bear fat to relieve aching joints and muscles, put spider webs into open wounds to facilitate healing, put mud on stings and insect bites and many others. Using a home remedy either adds a +1 circumstance bonus or a -1 penalty to saving throws to recover or avoid a disease or infection, depending the belief of the sick person and

the knowledge of the healer. A healer must make a DC 18 heal check to provide the saving throw bonus. A failed check bestows the -1 penalty.

LEECH BOOKS

Most professional healers in Aquilonia use leech books for medical consultation. A leech book informs the healer what kind of blood-letting is necessary, whether the patient needs rest or exercise, if a change in diet is needed or what sort of medicine is required. The most well known leech book is *Kester's Leechbook*, a comprehensive two-volume medical tome by a reputed Nemedian scholar. Using a leech book either adds a +2 competence bonus to the Heal check of the healer to recover or avoid a disease or infection.

CONTRACEPTION

Contraception is another item of concern, especially among the unmarried. By far the most common and the most successful form of contraception is abstinence. *Coitus interruptus* is a popular method in Aquilonia. A type of condom made of goat bladders is also used, especially in Gunderland and the Tauran. A kind of contraceptive sponge, a wool plug saturated with astringent solutions to contract the uterine opening around the plug, is used in Poitain and some of the central provinces. Witches and 'wise women' also are popular choices of birth control, utilising strange brews, curious potions, queer dances, odd positions and bizarre post-coital rituals to prevent pregnancy, all gleaned from books, ancient manuscripts and colleagues. Lotions made of mouse dung are to be rubbed into the skin according to some of these superstitious women, while others insist snail excrement mixed with oil and wine should be swallowed. Still others take the blood from a tick on a wild black bull and rub that one a woman's loins to prevent conception. Such is the state of many medical fields during the reign of King Conan.

ALTERNATIVE MEDICINE

Aquilonian medicine is not always efficacious. Given this, many Aquilonians prefer to use superstitious charms, certain rituals, specific prayers or, in a few extremely rare cases, magic. Many tales are told of miraculous healing. Local midwives, 'wise women' or hedge witches serve as rural healers where educated healers are scarce. Even wealthier persons, after consulting learned scholars and obtaining no real satisfaction from their methods, often turn to the supernatural for help in healing.

Faith & Fervour

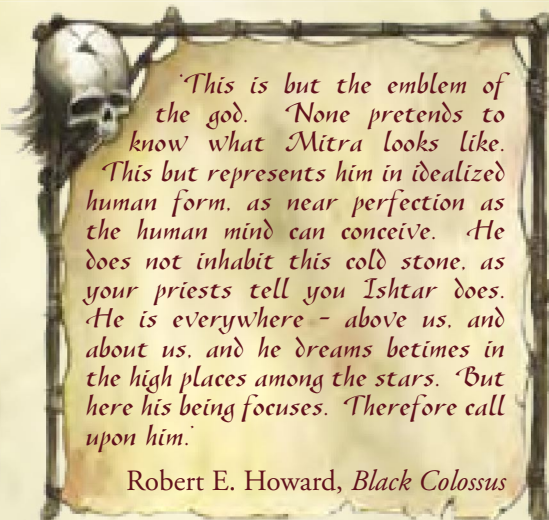
Aquilonian Religions

AN AQUILONIAN CHARACTER will usually worship Mitra, Bori or Asura. Some characters may be more or less undecided as to religion, though there are few adventurers in the Hyborian Age who are genuinely atheistic.

Almost all Aquilonians worship Mitra, the 'universal god of the Hyborians'. The Aquilonians are fervent in their devotion to Mitra and the Mitran priests completely dominate religious life in Aquilonia despite King Conan's refusal to persecute foreign religions. He is regarded as the one true god, standing in the universe with no pantheon nor even a consort to support his cosmic reign. He does command a heavenly host, however. The saints also stand with him, as evidenced by the exclamation from a Poitainian when Conan, thought dead, stood revealed in *The Hour of the Dragon*: "Saints of heaven!"

The religion of Mitra has a heaven and a hell, judging again from exclamations from Mitra's followers in the Canon, which implies a concept of Judgement. His followers are suspicious and intolerant of other cults, although certain cults raise their ire more than others. Most hated above all cults are the cults of Set and his entire pantheon of 'apish gods that squat on the shadowy altars of dim temples in the dark land of Stygia' (Robert E. Howard, *The Phoenix on the Sword*). Next on Mitra's list of devils are the Pictish gods.

In addition to their intolerance toward foreign religions, the Mitran religion frowns upon ostentatious religious displays, and their temples idealise this thought by their relatively symbol-free architecture. Mitra's temples are awesomely plain, yet stately, artistic and beautiful despite the lack of ornate symbols and massive, sweeping structural forms so prevalent in most Hyborian Age temples. The altar is a symbolic gesture at best, for the Mitran religion doesn't sacrifice humans or animals to their omnipresent deity. A single dignified statue is likewise permitted, but is not worshipped. Any statues of Mitra are considered attempts



by the faithful to visualise Mitra in and idealised form, for his true form was unknowable.

The religion of Mitra is one of forgiveness and peace. It is a religion of civilisation and pacification. It is taught that the wonders of the Hyborian world are the direct result of Mitra's power. Societal problems in Ophir, Corinthia, Brythunia and Koth are shown as the harvest reaped by those who are neglectful of Mitra's seeds by allowing other religions to share their land.

Despite the oppressiveness of the Mitran religion, a few small cults exist in Aquilonia. The Vendhyan god, Asura, has a small following, although few, if any, native Aquilonians worship this feared religion. The Gundermen originally worshipped Bori, a primitive god from their early polytheistic Hyborian origins and small cults of that ancient god still exist, for the Gundermen returned to worshipping this ancient god after Aquilonia fell. During King Conan's reign, religious tolerance was mandated.

BENEFITS OF WORSHIPPING MITRA

Each god or pantheon offers certain benefits to its worshippers, so long as they remain in good standing with

the cult and Mitra is no exception. Worshipping Mitra gives the benefits of Atonement and Faith.

Atonement: A character who has broken the terms of his code of honour, or who has broken one of the rules of Mitra, may seek out an ordained priest of his deity and ask for atonement. Usually the priest will expect a donation to the temple of around 50 sp multiplied by the character level of the character who desires atonement and then send him off on a suitable holy quest for Mitra. Once the quest is completed, the character regains his code of honour or is returned to his standing as a worshipper of Mitra, as appropriate. The priest who assists with the atonement must be in good standing at the temple.

Faith: All worshippers of Mitra gain a +2 morale bonus to all Will saving throws. This represents their faith in the religion, which can be a powerful source of spiritual strength when faced with evil sorcery or unnatural creatures.

Requirements of Worship: Pay a tithe worth 2 sp/level/month to the local temple of Mitra. Live an honest and virtuous life. Do not practice sorcery or associate with sorcerers. Oppose those who carry out human sacrifice or trafficking with demons.

Benefits of Worship: Faith, Atonement.

Requirements for Ordained Priesthood: May not know or learn any sorcery styles, or associate with sorcerers. Must lead the faithful in prayer. Must not tolerate any other religion. Must lead a still more honest and virtuous life than the faithful. Must arbitrate fairly in disputes whenever asked. Must not fall into superstitious ways.

Benefits of Ordained Priesthood: Standard.

Typical Punishments for Disloyal Priests: Usually excommunicated, but may be attacked by the virtuous worshippers of Mitra as a result.

BENEFITS OF WORSHIPPING BORI

Bori is the ancient god of the all the Hyborian tribes, when they were barbarians. He is thought to be a deified chieftain, a powerful war-leader who led the tribes to victory in their days of conquest. He is still worshipped in Hyperborea and occasionally in Gunderland, though most Gundermen have adopted the worship of Mitra. He offers faith and atonement just as Mitra does (see above for descriptions of faith and atonement).

Requirements of Worship: Pay a tithe worth 2 sp/level/month to the local priests of Bori.

Benefits of Worship: Atonement, Faith (similar to the benefits of Mitra, above)

Requirements for Ordained Priesthood: Standard; may not take money directly from worshippers other than their regular tithes.

Benefits of Ordained Priesthood: Standard.

Typical Punishments for Disloyal Priests: Removal of priestly status.

BENEFITS OF WORSHIPPING ASURA

Asura is a sharp-eyed god who keeps things running smoothly in the world. To begin with, this was the weather – he was a sky god, prayed to for rain in times of drought. Today his remit has expanded somewhat to govern all correct action. Some Aquilonians reveres the mystical religion of Asura, a religion born of enormously complex rituals derived from four great books, the compilations of centuries of religious thought and practices. The religion of Asura is largely an underground, secretive one, since many Hyborians regard Asura as no more than a demon; however, his cult stretches over most of the world from Vendhya across all the Hyborian kingdoms, his worshippers meeting in hidden safe-houses in every major city.

Aquilonia is home to one of these secretive cults of Asura, at least under King Vilerus – the later reformer King Conan extended freedom out to all religions in Aquilonia, much to the disgust of many ordinary Mitra-worshippers who still fear the cult of Asura. Pilgrim boats carry their dead out to the sea, down the great Khorotas river, in symbolic recognition of the cult's historic connection with water. The cult's influence extends throughout Aquilonia but no further south than the Khorotas. The cult has a secret, highly magical communications and spying network, based around the *sorcerous news* spell and other spells of the Divination sorcery style.

Requirements of Worship: Pay a tithe worth 3 sp/level/month to the local priests of Asura; keep secret about your membership of the cult; carry out duties for the priesthood as required; do not become Corrupt; oppose those who carry out human sacrifice or trafficking with demons.

Benefits of Worship: Atonement, Faith, Spells (Counterspells, Divination).

Requirements for Ordained Priesthood: Standard, plus as follows: scrupulous honesty is required in all things except in the matter of concealing the existence of the cult from outsiders; you must work for the greater good of the

cult and the god in everything you do; and you must avoid becoming personally wealthy.

Benefits of Ordained Priesthood: Standard, plus the following: Spot and Sense Motive become class skills (even if the priest gains levels in a non-scholar class); sorcery teaching is available (Counterspells, Divination, Oriental Magic, Prestidigitations, *master-words and signs*, and *summon elemental* only).

Typical Punishments for Disloyal Priests: Removal of priestly status.

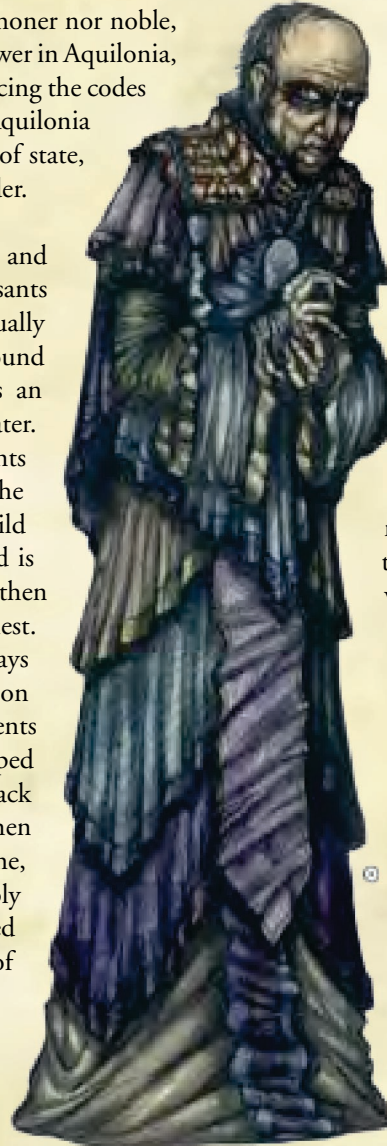
THE CLERGY

The village priest of Mitra holds a special position in Aquilonian hierarchies. He is held to a different standard of behaviour than commoners or nobles, and special expectations were held of the priest. The priests of Mitra perform the services that keep the spiritual order of society. Although many come from the upper classes, once a person became a member of the priesthood, all such secular concerns were repudiated. Neither commoner nor noble, the priesthood of Mitra became a third power in Aquilonia, a power of literacy and education, influencing the codes of honour developed and practised in Aquilonia as well as officiating at most ceremonies of state, granting legitimacy to the aristocratic order.

The priest always had certain privileges and responsibilities, regardless of what the peasants and serfs thought of him. The priest is usually a local boy who was sent to a temple around the age of seven to ten, who serves as an oblate, then returns as a priest few years later. To become an oblate as a child, the parents would bring the child, male or female, to the temple on the Day of Oblation. The child is brought to the altar and his right hand is wrapped in the altar cloth. The parents then kiss the hand and present it to the priest. If the priest accepts (and he almost always does), he takes the hand and pours water on the child's head or hand. After the parents leave, the child will be ceremonially stripped of all clothing and given the simple black robes of the priesthood. The child is then taken in and taught a new daily routine, one very different from the probably pampered lifestyle the child was used to prior to becoming an oblate of Mitra.

The oblates learn discipline, theology and philosophy. Members of the Mitran priesthood who began their careers as oblates usually have maximum ranks in Knowledge (religion) and Concentration. Prayers are offered at regular intervals and all of life is regimented. Even times for relieving oneself is proscribed and enforced. In the winter, the oblates were allowed one meal per day but for the rest of the year they were allowed a light dinner in the evening. Most of the meals, however, were relatively sumptuous compared to the rough fare of most commoners and non-nobles. The oblates are required to watch each other for infractions and to inform on their fellows if an infraction occurred. Thus, most Mitran priests who began their religious careers as oblates also have the Alertness feat. Characters who join the order late (which may be prohibited in some areas – allowing adults to join is a current point of contention among the theologians) may or may not have those skills or feats.

Priests of Mitra are taught many things at these temples in addition to theology and philosophy. Many learn practical aspects of their culture, such as smithy work, carpentry, stone work, mining, smelting, minting, marriage brokering, mercantilism and diplomacy. Although priests are not labourers, knowing something of these skills aids them in ministering to the village they will eventually return to. Small villages may only have one priest, while larger ones have a priest and an acolyte. He is exempt from labour obligations owed to the feudal lords and he was forbidden to become a citizen of most cities. Even though he is unable to become an alderman or part of the village government, his opinion is usually consulted. He is almost always considered to be in the upper cliques of the village, although this is sometimes tempered by his behaviour. For example, if the village priest is a known drunkard, his opinions may well be discounted and he may only be consulted on matters of ritual. The priests must lead a life even more virtuous than that demanded of Mitra's non-clerical followers. Although the Mitran clergy can marry, marriage is seen as a liability, so many keep concubines in secret. Members of the clergy are often asked to arbitrate disputes.



Some of the larger temples of Mitra commanded their own lands and fiefs, including attendant villages. In such cases, the temple was to the village as a baron is to his estates. In these cases the temples represent authority and are not considered part of the village, even if the temple was within the village or town. Even though the temples of Mitra are supposedly beyond such earthly concerns, the wealthy aristocrats donate lands and manors to the temples to ensure status among their neighbours, divine favour and a convenient place to settle relatives without means, inheritance, dowry or land. With these lands and treasures, the temples have become wealthy estates on their own, overseeing hordes of commoners and vast numbers of granaries. Some temples own as many as 3,000 manor houses and the one temple in central Aquilonia has at least 18,000 people living on its vast holdings. The high priest of a large temple is usually among the most powerful men in Aquilonia, wielding influence and clout as well as the most well-placed nobleman. There are no particular rules forbidding priests from becoming rich but society does frown on priests who blatantly flaunts his position for temporal pleasures.

Learning is the order of the day among the Mitran priests. Priests often hired out as tutors to the aristocratic order. The Mitran priesthood developed the standard Aquilonian script with clearly formed letters, replacing older, more jumbled, numerous and usually barely legible scripts. Mitran clergy leads the faithful in prayer, enjoining all to live an honest and virtuous life. The clergy of Mitra oppose human sacrifice and demon-worship. The clergy also collect the 2 silver piece per level tithe from the population each month. They battle oppression but often disdain actual violence. Priests of Mitra are encouraged to show mercy on the field of battle to fallen foes, a teaching the priests have passed on to the aristocracy, giving rise to the growing code of chivalry especially evident in Poitain. The priests also preach that honest hard work is appealing to Mitra and soldiering is not so appealing. Most Mitran priests are stationed at a temple but a few are known as wandering priests. Note that priests who have killed even a single man are not allowed to officiate over weddings.

Priests of Mitra wear black, knee-length robes with a hood or cowl. A heavy tunic is usually worn over the robe on cool or cold days and a light tunic is worn over it during comfortable or hot weather. Also, heavy woollen pants are worn in the winter. A belt and a pair of shoes or sandals are also worn. Most priests also carry a knife with them.

Priests of Mitra are cast of the order if they found to be practising black magic, as Orastes says he was in *The Hour*

of the Dragon. Any non-aristocrat found practising black magic is burned as a magician, including fallen priests. L. Sprague de Camp gave us the character of Dexitheus, a black-robed priest of Mitra, who found Conan via his occult arts, so some magic is allowable to Mitran priests. For purposes of *Conan the Roleplaying Game*, the following sorcery styles are considered black magic to the priests of Mitra: Curses; Hypnotism; Nature Magic; Necromancy; Oriental Magic; and Summonings. From *The Scrolls of Skelos*, the styles of Cosmic Sorcery and Immortality are also considered black magic.

Priests and clergy of foreign gods, as well as most wandering clergy of Mitra, are considered to be outsiders and are treated warily by the other orders of society. Most of Aquilonian society wonder if these priests are protected in any way, although the priests of Asura seem to be feared somewhat in Aquilonia. King Conan has mandated religious tolerance, although many feudal lords refuse to honour that particular mandate and Conan has had more important things to do than to send soldiers out to enforce religious freedoms among his feudal vassals.

Clergy characters are usually scholars or nobles in class. Some begin play with a level or two in noble, then multi-class into scholar when they join the temple. Others are scholars with the Noble Blood feat from *The Scrolls of Skelos*. Most clergy are younger sons of the aristocracy who, lacking prospects because of having neither inheritance nor dowry, had been placed in the temples as children in hopes they might find power and prestige in the Mitran hierarchy. Sometimes the younger children of wealthy commoners also place their children with the temples, so nobility is not a requirement for this social order if a player wants to play a Mitran priest. Although scholars can choose the 'lay priest' background at 1st level, a fully ordained priest must have selected the Priest feat at 4th level or above. In either case, the priest may have access to certain forms of sorcery through the temple but will usually be banned from learning other types of sorcery. Few scholarly priests pursue magic for fear that, even if they practise white magic, they may be misunderstood, cast out of the order and burned as a heretic or a sorcerer. Most Mitran sorcerers gain official approval from those higher in the hierarchy before indulging such studies. Those who are granted approval are carefully watched by the priesthood. All priests of Mitra take the civilised code of honour, at least initially.

Governance & Law

Aquilonian Politics & Government

AQUILONIA REPRESENTS THE pinnacle of Hyborian age societies, a realm of enlightenment and prosperity. Under the firm rule of King Conan, Aquilonia prospers. However, Aquilonia does not run itself. King Conan can only do so much in such a large kingdom. He may be king but the management and defence of the kingdom depends on the nobility, the prosperous work depends upon the labourers, the economic expansion depends upon the burghers and the spiritual well-being of the nation depends upon the Mitran clergy. King Conan is primarily little more than the cord binding together all of these disparate elements into a cohesive unit that functions for the overall betterment of the whole nation, but without that cord, Aquilonia would fall apart into civil wars between its barons. To control Aquilonia, Conan relies on a feudal form of government and a manorial form of economics.

FEUDAL GOVERNMENT

Even so, its forms of government and its treatment of the various economic classes of people fall back on ancient Hyborian traditions instead of a more efficient form of government. Aquilonia has a feudal government. It is ruled by a king, who divides up the land and responsibilities of the kingdom among various barons and counts, who then subdivide up their properties and responsibilities further. Currently the reigning monarch of Aquilonia is King Conan.

Aquilonia is an impressively large kingdom and is larger than its king can effectively rule. The king can not prevent local powers from rising except by sending valuable troops.

The king also does not have enough soldiers to enforce his will everywhere. Thus Aquilonia is left with a fragmented government by an aristocratic class of local powers, counts and barons, who perform civil and military functions in the name of the king for an equally fragmented kingdom subdivided into numerous fiefs and sub-fiefs.

Within the pillared hall richly clad nobles, silken courtiers, and stout burghers in plain cloth, with the medallions of the guilds on silver chains about their necks, stood in clusters while the king dispensed justice. Since the docket carried some cases of exceptional importance, half the high-born of Aquilonia were here.

L. Sprague de Camp and Lin Carter,
Conan of the Isles

The area of Aquilonia is broken up into smaller territories, or provinces. These in turn are broken up into even smaller pieces. Often the boundaries are not well defined nor do the various lands ruled by a count or baron need to be contiguous. This is extremely evident in the frontiers, where the Westermarck, which considers itself to be part of Aquilonia, is separated by Gunderland, which does not consider itself to be part of Aquilonia despite an agreement to the contrary. The divisions tend to undermine the sovereignty of the king and lead to inefficient government by the counts, barons and those subordinate to the upper nobility.

The counts and barons of Aquilonia hold noble titles and fiefs from the king granting them official power. The granting of these fiefs are done by a patent, or contract, wherein the noble swears fealty to the king and the king grants the noble all rights pertaining to the land proffered as fief. The fief includes both private property and a noble title. These noble titles are inherited through the male line, although the king may remove a title at his pleasure. The eldest son or the husband of an eldest daughter almost always inherits the noble title. The actual property of the fief, however, can be divided among the lord's heirs however he may see fit. If a dispute over inheritance occurs, especially in a case where a nobleman produced no heir, the king may intercede and name an heir.

The whole point of this system of government is the obligation of military service to a lord. The whole reason a lord parcels out his land is to obtain warriors he does not have to support. The vassal supports those troops. Vassals who have vassals suddenly find themselves with knights they can send to their lord. Most vassals in Aquilonia pay their military obligation in coin, allowing the lord to purchase more professional soldiers – mercenaries. A lord may accept or refuse this payment in coin, called scutage, but most accept it unless the specific military action requires a vassal's specific talents. A vassal is also expected to provide counsel to the lord. He is also obliged to appear when summoned; a vassal who ignores a summons risks losing his fief. The obligation of counsel cannot be bought with scutage. Aquilonian barons require their vassals to serve time in their courts as advisors. Further, most barons require their vassals to gather their own vassals and listen to their opinions.

In return for military obligations and counsel, a lord is obligated to perform certain duties for his vassals. One, a lord must keep good faith with his vassals, not acting in a manner which would injure the honour, life or property of his vassals. Second, a lord must offer protection to his vassals. The lord must come to the aid of his vassals if the vassal is unjustly attacked. Third, a lord must offer his vassals legal protection, vouching for his vassals, offering counsel and wealth to the vassal if needed. Fourth, a lord must provide his vassals with a means to support themselves – a manor. This entitles a vassal to become a lord himself if the means to support himself is land. A vassal who is supported at court is called a bachelor knight. Keep in mind that the vassal of a vassal is not technically a vassal to the original lord.

For every vassal a lord creates, he gains a +2 to his Reputation and a +1 modifier to his Leadership score. If the vassals have a higher Reputation than the bequeathing lord, the Reputation bonus doubles. Gaining a benefice, royal charter or land grant gives the receiving character a +1 bonus to Reputation. Almost all receipts of manors or other forms of benefice require the character to give an oath of allegiance.

The easiest way to acquire land and property in Aquilonia is to swear fealty to a lord in exchange for the land. Aquilonia, after centuries of this practice, has created an environment where many vassals have multiple lords. If a vassal needs more land, he simply swears fealty to another lord in addition to all previous lords. Simple enough, but what happens when two lords go to war and both call upon the vassal for aid? To avoid situations where the vassal must be forced to choose between his lords or simply ignore

both lords, Aquilonia has created a hierarchy of lordship called liegeancy, wherein one lord is the acknowledged liege lord and beneath him are simply lords. In essence, allegiances are given orders of precedence (discussed under Allegiance on pg. 5 and in the core rules for *Conan the Roleplaying Game*).

If a vassal or lord fails his obligation, there are three remedies available. One is a public declaration of loss of faith. This declaration tells society that there has been a failure in performance, resulting in a -10 penalty to Reputation to the accused. The accused may publicly explain his actions (resolved through a Diplomacy check). If successful, his Reputation is restored and the accuser accrues a -5 penalty to his Reputation. If unsuccessful, the accused must make immediate reparations to restore his reputation. If this method fails to resolve the situation, the other remedy is available. Combat is the next step in resolving such a failure. If military action is not favoured, there is a third solution for those whose vassals are the problem (this third one does not exist if the lord is the one failing to oblige his vassal). All lords have the social right of entertainment, by which a lord may visit his vassal's manor. When a lord travels, his entire entourage travels with him, including family, advisors, staff, servants, guards, huntsmen, courtiers and sycophants. The vassal must provide room and board for everyone. By forcing the vassal to host the lord indefinitely, a lord can financially make his point.

Vassalage is a contract between two people and it ends when one of the persons dies. Although inheritance is a guaranteed right in Nemedra, it is not in Aquilonia. If the heir of a vassal wishes to become a new vassal to the lord, he must pay relief to that lord in addition to swearing allegiance. Relief is equal to one year's income of the fief in question, which may include many manors. If an heir is not of age, a lord may claim wardship and pay the relief payment to hold the fief as his own until the heir comes of age, swears allegiance to the liege lord and claims the land. If a vassal dies without heirs or is unable to pay the relief, the fief escheats, or returns, to the liege lord. If the heir is female, the liege lord has the right to determine who the female vassal marries if she pays the relief to retain control of the fief. If she wishes to choose her own husband she must pay twice the relief for that right. If she wishes to remain unmarried, yet be a vassal, she has to pay three to five times the relief, as well as prove she can live up to the obligations of a vassal as well as a man. If she cannot afford the high relief, then she will be forced to marry whomever the liege lord chooses for her.

Unfortunately, the political and military structure of Aquilonia tends to maintain only the illusion of unity beneath the king. The counts and barons frequently can and do ignore the edicts and commands of the king. Although the king rules all of Aquilonia in theory, the true practice of power there shows that the king rules Tarantia and its surrounding manors only. Many times in Aquilonia's history have provinces take themselves outside of Aquilonia and had to be 'reacquired' by the king's force of arms. Aquilonia's borders swelled and shrank depending on the relative strength of the various kings. King Conan is a strong king, yet even he had his problems with the various provinces, nobles, peoples and manors across his great kingdom. The wars between the nobles, which once were many, are now few. King Conan intercedes as much as he can with barbaric ferocity. Rebels are usually executed under his rule.

MANORIAL ECONOMICS

The manor is the economic unit of life in bright Aquilonia. A manor is a lord's estate in its entirety, including the manor house, the surrounding communities, the fields and any nearby industries. It is also the term given to the great house used by the lord and his vassals. Manors may include defensive structures, farms, chapels, gardens, barns, mines, meadows, forests, marshes, rivers, mills, towns or villages. The inhabitants of any towns or villages in a manor become the lord's tenants. As tenants, they are indebted to the lord but are owed protection. These tenants, who may be peasants, serfs, cottagers or yeomen, are allowed to hold land or run industries.

Most manors are small, consisting of about 640 acres in one square mile of land, although some are considerably larger. There are well over 55,000 manors in Aquilonia. 75-90% of any given manor is arable, conducive toward growing staple crops. As discussed under The Labour Calendar on page 27, a third of the arable land lies fallow each season. Fully a third of the arable land is devoted to supporting the noble fief-holder and his retinue. The serfs who work the land are usually required to spend half their time working the portions set aside for the nobility, but have the rest of the time to work their own lands or to work on special projects, such as building bridges or roads, as required by the local lord. Two adults per acre of staple crops is the most common population density.

The staple crops maintain the population and the lord. Income is generated by the manors through cash crops and industry. Some common industries and cash crops include beehives, craftsmen, forests, gristmills, livestock,

millponds, mines, communal ovens, quarries, cotton, flax and hemp, lumber, olive groves, wool production and vineyards. Note that the king of Aquilonia owns all the mines, since keeping control over metals is vital for rulers. Rights to mine are given in benefices, with high taxes on anything the mine produces. A common arrangement is one third to King Conan, one third to the lord managing the mine, and the last third to the actual miners. The miners pay taxes on their portion, so the miners' cut ends up being less than a third.

Lords also own the forests, marshes and industry in the manor, as well as most of the pastures. Lords can have more than one manor, manors under the same lord do not have to be contiguous and one manor can contain more than one village. These villages are ruled from the manor house.

The Manor House

The lord of a manor usually rules from a manor house, controlling his fief, which is granted to him by a higher lord, who in turn held his lands from an even higher lord. The aristocracy build their manor houses out of stone with an enclosed courtyard. Middens and cisterns are built into the walls. A midden is a cesspit into which two privies empty into. The cistern is usually 3 feet wide, 12 feet long and 9 feet high, capable of holding almost 2,500 gallons of rainwater. Usually men-at-arms sleep in the Lower Hall. Kitchens are also on the first floor. Basements are often used for storage. The servants (see Manorial Staff for details on servants) often have a room set aside for them on the first floor. Most servants sleep two to a bed. Upstairs, there is a sitting room with a balcony, an Upper Hall, which is often two stories high, and, on the third floor, the master bedroom. Above the Upper Hall is a pitched timber roof with a battlemented walk. A tower may rise up above the master bedroom in some manors. Often the manor houses include a gatehouse and a moat. Almost all manor houses are somewhat fortified but they are not as secure as a castle.

The Castle

Many lords use castles as manorial homes. Aquilonia's royal maps reveal nearly 700 castles dotting the landscape. Most are seeing active use still, but some 180 fortifications have been ruined or long abandoned, either by war, famine or supernatural reasons. Entire campaigns could easily be built around the investigations of these haunted piles of ancient stone and timber. Castles are impressive and expensive structures of daunting functionality. They strengthen lines of supply to armies, aid in peacekeeping and provide a safeguard against marauders and barbarians. Built in stages over many years, castles quickly become central population centres. Lords must have the

permission of their own lords to build or capture a castle. Castles are distinctive and prestigious because they project wealth and power. Any noble possessing a castle gains a +5 bonus to his Reputation per castle. Few castles are built in their final entirety at once. Subsequent lords often add to castles, making them larger and more impressive. Increasing the size of a castle requires a lord's permission but gives a further +1 bonus to Reputation each time the castle is materially improved.

Manorial Staff

A manor does not run itself nor does the feudal lord have to manage the manor single-handedly, unless he is extremely poor (in other words, he must have done something to lose the wealth benefit of his class or has overstretched his resources). Feudal lords delegate authority much as the king delegates his authority to the barons of Aquilonia. The lord allows staff and a manorial labour pool to manage most of the day-to-day concerns of his manors. The manorial staff is from the Labourer order, so they are commoners. They take ranks in Profession (manorial staff). A common feat for a member of a lord's staff is Skill Focus (profession (manorial staff)).

The Primary Manor

Steward: The top of the hierarchy beneath the lord is the manorial steward, the most important member of the manor's staff. The steward exists to keep the lords from the trifles of daily life. Most often the steward is the lord's cohort (as determined by his Leadership score). The steward is in charge of all the lord's manors, overseeing each and every one. They are responsible for the accounting of each manor; they know how much a manor should produce and what the normal expenses are.



They are responsible also for the choosing of bailiffs and reeves for each manor. The steward also represents the lord when the lord is unavailable, appearing in manorial courts and even greeting visiting nobles.

To accomplish all of this, the steward spends much of his time travelling from manor to manor with an entourage of attendants and clerks, visiting each manor several times per year for a few days at a time. The steward attends the manorial courts as the lord's representative. He is in charge of the main manor if the lord is away. If the lord is present, the steward controls access to him. Many stewards also have the responsibility of hiring the rest of the staff. In the course of their rise to this station, most stewards know people, friends and previous peers, who can best fill the rest of the openings. Having ranks in Knowledge (local) can represent this circle of contacts. In essence, the steward can act on the lord's behalf at almost any instant, which is why cohorts work best in this position.

Stewards are most often of the commoner or scholar character classes. Barbarians are unlikely to have the diplomatic skills necessary to handle the position, borderers spend too much time in the wild to handle the domestic portions of the position, nobles simply do not labour, nomads wander too much, pirates usually lack the necessary temperament, soldiers usually find this sort of position too sedentary... until they are ready to retire and thieves have better ways to make money, although taking a position as a steward to gain access to easy wealth is not unheard of. Most stewards have at least 16 ranks in Profession (manorial staff); it takes that many ranks before a labourer is promoted this high. The steward also starts taking ranks in Knowledge (law) at this point if he has not already. A good steward needs ranks in Diplomacy, Sense Motive, Bluff, Knowledge (local) and Knowledge (nobility).

Chamberlain: The chamberlain is an assistant to the steward and is employed on the main manor. Barons often employ chamberlains for all of their important manors. The chamberlain is responsible for caring for the great chamber and the household of the lord, keeping the silver safe and the tablecloths clean. He also oversees the servants and the cooking staff. Like stewards, chamberlains are most often of the commoner or scholar character classes. His knowledge of etiquette is expected to be impeccable, so the character usually keeps ranks in Diplomacy at a maximum. A character also usually has at least 10 ranks in Profession (manorial staff) before he can achieve this rank; it takes that many ranks before a labourer is promoted.

this high. The chamberlain also starts taking ranks in Knowledge (law) at this point if he has not already. A good chamberlain needs ranks in Diplomacy, Sense Motive, Bluff and Knowledge (nobility).

Barber or Doctor: Barbers cut hair, of course, and double as surgeons and leeches. If the lord has a doctor on staff, the barber works as an assistant. Many lords employ private doctors to travel with the family when they go on trips to ensure the health of their families. Barbers and doctors are usually commoners or scholars. A good barber or doctor needs ranks in Craft (herbalism), Diplomacy, Heal, Profession (barber) and Sense Motive. Many also have ranks in Profession (surgeon) or Profession (leech).

Almoner: A lord's primary manor and large manors usually employ an almoner, whose job is to give gifts to the poor. These gifts include old livestock, table scraps, old clothing, old furniture and anything else the lord does not want or need any longer. These gifts, which can include full dinners on special holy days, are only given to the lord's tenants, not to wanderers or another lord's tenants. The presence of an almoner doing his job tends to endear the lord to his serfs and peasants and reduces the risk of peasant revolts. Most lords give away from 1 to 5% of the manor's annual income to care for the poor. Having an almoner on staff increases a lord's Reputation by +1. Giving to the poor gives a noble social prestige. A character also usually has at least 6 ranks in Profession (manorial staff) before he can achieve this rank. Most almoners are commoners. A good almoner needs ranks in Diplomacy, Profession (manorial staff) and Sense Motive. He must be able to turn away unreasonable requests with grace and be able to tell when someone is lying or simply trying to ingratiate himself.

Huntsmen: The huntsmen plan for the lord's hunts. He knows what animals are best for hunting and to be hunted. He trains and cares for the lord's hunting dogs. The more huntsmen a lord has, the wealthier he is, so a lord gains a +1 bonus to Reputation for every three huntsmen they have engaged. Huntsmen are usually borderers or commoners with ranks in Handle Animal, Profession (hunter), Knowledge (nature) and Survival. They also have the Track feat. A falconer is a specialised huntsman who trains and cares for the hunting birds of the lords.

Falconers are prestigious to lords, just as huntsmen are. Most are borderers or commoners with ranks in Handle Animal, Knowledge (nature) and Profession (falconer).

Other Household Staff: Lords employ chambermaids, marshals, grangers,

grooms, tailors, wardrobe keepers, messengers, pages, laundresses, cooks, butlers, bakers and many other servants in their manors. Most have the appropriate Profession skill and are commoners.

Other Manors

In addition to his primary manorial staff, a lord requires additional staff if he owns more than one manor or simply needs additional management.

Bailiff: The bailiff is the hands-on, day-to-day manager of a manor. Each manor has one, personally selected by the steward. The bailiff functions as a mini-steward, acting as the lord's representative on the manor all year around, watching over the lord's holdings. He records the manor's expenses, sells surplus and livestock and buys supplies for the entire manor. He is in charge of security, keeping the manor's property free from thieves and protecting any villages from bandits and other outside threats. Bailiffs often bribe travelling armies and mercenaries to move along to other villages for their grain. The bailiff is also charged with entertaining noble visitors, putting up room and board for the noble and his entourage, fodder and stabling for their horses and other animals. The bailiff also appoints his own assistants, such as Reeves, sergeants to oversee agricultural productions, foresters and grangers. He is usually chosen from a wealthy peasant family, although occasionally a younger son of the aristocracy may be appointed. To compensate him for his duties, the bailiff is allowed to live in the manor house in addition to his coin salary, meals paid for by the lord, furs, clothing, oats for his horse and gifts on holy days. Bailiffs are usually of the commoner class. He usually has at least 4 ranks in Profession (manorial staff). A good bailiff needs ranks in Diplomacy, Profession (manorial staff) and Sense Motive.

Reeve: Serving for one year, beginning just after harvest, the reeve is the next rung beneath the bailiff in manorial management. Chosen from among the villagers by lots, the reeve is closer to the peasants and serfs in economics and social level. He is relieved of all labour obligations during his year of service and receives some meals on the manor. Some are even paid a salary of coin or grain. In return, the reeve makes sure those who owe labour obligations actually perform them. He manages the villager's calendar, making sure all the tasks on the manor are accomplished on time. He is also in charge of the manorial accounting, including rents, the arrival of foods and goods, all receipts from the sale of surplus produce and livestock. If the lord has set a quota on the manor for production, he insures it is met, making up for any differences out of his own pocket. He reports to the steward or the bailiff as necessary. Multiple terms are permitted. After harvest, all interested persons cause their name to be on a lot, which is then chosen at

random. Reeves are expected to be literate. Reeves are usually of the commoner class. Reeves usually have at least 3 ranks in Profession (manorial staff). A good reeve needs ranks in Diplomacy, Profession (manorial staff) and Sense Motive.

Beadle: The beadle is an assistant to the reeve and is exempt from labour obligations. They receive a small stipend and partial board on the manor. The beadle saves the seed from the prior year for planting and helps the reeve oversee feof labour. The beadle also physically collects rent and fines. Beadles are usually of the commoner class. Beadles usually have at least 2 ranks in Profession (manorial staff). A good beadle needs ranks in Diplomacy, Intimidate, Profession (farmer), Profession (manorial staff) and Sense Motive.

Hayward: The hayward is an assistant to the reeve and is in charge of impounding stray cattle and sheep found in the lord's crops. He then fines the owners and takes care of all hedges and fences on the manor. Haywards are usually of the borderer or commoner class. Haywards usually have at least 1 rank in Profession (manorial staff). A good hayward needs ranks in Animal Handling, Profession (herdsman), Profession (manorial staff) and Sense Motive.

Forester: The forests on a lord's manor have a vital and economic role in the life of the village, providing forage for animals and wood for fires and building. Although the labouring orders were permitted to let their pigs run free in the forests, the darksome woods of Aquilonia are technically off-limits. This is fine for most of the serfs and peasants. The forests are dangerous, homes for wolves, wild boars, bears and the supernatural. Peasants and serfs never stay in the forests after dark. Although most labourers consider the forest to be a place of dire magic and evil shadows, a few desperate souls still insist on invading the forest land of a manor, causing the need for foresters. The forester protects the forests from poachers and bandits, tending to any matters concerning the forests of the manor. Foresters are usually of the borderer or commoner class. Foresters often take Track as a feat if it is not available as a bonus feat for their class. Foresters usually have at least 1 rank in Profession (manorial staff) or Profession (forester). A good forester needs ranks in Animal Handling, Profession (manorial staff or forester) and Survival. High ranks in Listen and Spot also aids their guardian role.

VILLAGE MANAGEMENT

Villages often have their own minor governmental forms to handle small, routine affairs. Virtually all elections are done by lot. Those interested in the position put

their name into a box and then a name (or more for a committee) is drawn. Terms of office tend to be short, rarely exceeding a year and often just for a few months. Villagers do not like leaving any one person in power for too long, afraid they will become feudal lords.

Aldermen: Aldermen are the village elders who are responsible to rouse the community when necessary, such as in times of crime or danger. They function as a council and they arbitrate petty disputes deemed too small for the manorial court, select jury members for the manorial courts if necessary, help with taxes, ensure families send appropriate members to war when the lords call for soldiers and answering for the village to the lord or any other outside authority. The aldermen are usually the ones at the head of any mob, leading the village to those responsible for chaos in the village. Most of the work is done by committees formed out of the aldermen of the village. The committees serve as executive councils and usually had six to ten members who took care of most of the day-to-day administrative duties. The control of these committees is at the heart of all the politics in Aquilonian towns. The one in control of most of these committees becomes a de facto maior. Other cities actually appoint or elect by lot a maior to organise the committees.

THE RIGHTS OF A MANORIAL LORD

Aquilonian lords have the right to homage and fealty of vassals, to knight service and military obligation of vassals, to bear arms, to have armed and liveried retainers, to tax his lands, vassals and tenants, to enjoy sole ownership and fiscal benefits of festivals, fairs and tournaments held in his fief, to the right of entertainment (the power to visit any of his vassals' manors), to enjoy hospitality in another noble's domain, to attend the King's court, to trial by his peers, to administer justice in any case less than capital treason and to demand free labour from his serfs to build roads, repair bridges, clear land or just about anything else. In return for these rights, the lord of the manor is expected to give to the poor, to protect the commoners in times of war and against bandits, wolves, boars, bears and any other animal threatening the livestock of the serfs and peasants. The character is also expected to uphold the nobility of the land and support the King, to behave in a manner befitting his station, to remain free of the suspicion of treason and to appear, in all ways, to be a peer of the realm. Should the character fail to uphold his responsibilities then at the best he will become a social outcast, at the worst he will be executed for treason. If a character is in doubt as to the

expected action in regards to rights and obligations, he can make a Knowledge (nobility) DC 15 check.

*I climbed out of
the abyss of naked
barbarism to the throne.
and in that climb I spilt my
blood as freely as I spilt
that of others.*

Robert E. Howard, *The
Scarlet Citadel*

HISTORY

To understand its government and laws one must first comprehend that which has gone before and necessitated the need for such things.

Aquilonia was founded some 2,500 – 3,000 years ago by some ancient Hyborian tribe. Extremely little is known about this shrouded time. The area where Aquilonia stands now was once part of Acheron. Bossonia and Gunderland were settled by Hyborians during the time of Acheron, driving the Picts to the west. From these early Hyborians Acheron raided for slaves and sacrifices. Acheron used the Gunderland Hyborians as a barrier against the Cimmerians just as the Bossonians were a bastion against the Picts. Sandwiched between Acheron and Cimmeria, the Bossonians were forced to keep their Hyborian blood pure. Thus the nations stood for two millennia.

Although even less is known about the fall of Acheron, according to Xaltotun the fall was precipitated by the theft of the Heart of Ahriman and a feathered barbarian shaman used its power to defeat the priests of Set. After the fall, the Hyborian tribes founded Aquilonia and Nemedias on Acheron's ruins. The constant dangers of intertribal wars brought about the need for a system of local defence. Aquilonia's feudal society began when Andromedus, a charismatic warlord, began granting estates for military service. His kingdom was being invaded by hostile barbarians and he could not gather a strong enough of a fighting force without giving the warriors something substantial in exchange for their blood. He hit upon the solution – he would give them the right to use land for their own purposes if they swore to defend those lands. He was soon

able to field armies powerful enough to conquer most of central Aquilonia, the name of Andromedus' kingdom. His army was originally an army of infantry who normally were farmers and herdsman. As his wars progressed, his fighting force became dedicated to military activity, giving rise to mounted cavalry called knights. In his day, a knight was any warrior who fought on horseback. There was no noble or aristocratic order at this time, either. Eventually, the knights would evolve into the aristocratic social order, but that would be a long time in the making.

Some historians consider Andromedus to be the greatest king to ever stride this troubled world. He was a man possessed of sweeping vision, vast intelligence and awesome strength. Before him, Aquilonia was wilderness and wasteland but he carved a kingdom, founding the capital city of Tamar and the city of Tarantia. He built a vault beneath Tarantia for his remains but was never buried there. He was known to have wielded a silver-edged war axe. He vanished on an expedition along the Khorotas River. Some believe King Andromedus was met and captured by a southern sorcerer named Xondar Kan. Xondar Kan is believed to have mystically preserved the king's soul, then perverting and strengthening that soul via certain rites of horror and magic. King Andromedus is remembered as a good and courageous ruler, the founder of Aquilonia's royal line that ended with Numedides.

From its original capital of Tamar, Aquilonia expanded violently, eventually extending to Gunderland, Poitain, Nemedias and the non-Hyborian realm of Bossonia. Nearly a thousand years after its founding, Aquilonia absorbed Gunderland and Bossonia and divided its territories up as fiefs for Aquilonian barons.

A religious upheaval shook the Hyborian kingdoms some four or five centuries later and Mitra became the dominant god. They Hyborian lands were again menaced by Set and his priests. For a period that lasted longer than the lifetime of three normal humans, Epemitreus the Sage battled Set and his priests, driving them at last back to Stygia. This successful war brought about the religious revolution that placed Mitra supreme among the Hyborian cultures. The priests of Mitra were unrelenting in rooting out Set's temples and, later, in driving out nearly any foreign religion.

Six hundred years later Epeus the Sword-wielder is the reigning king of Aquilonia, according to Howard's *Drums of Tombalku*. He battled the Nemedians when King Bragorus of that realm invaded. Sometime during the next four centuries the capital of Aquilonia was moved to the religious center of Tarantia during a period of intense fighting with the kingdom of Poitain.

Poitain was eventually brought into the Aquilonian fold, although it is not told whether they were subjugated or were diplomatically adjoined. Regardless, even in Conan's time, some five hundred years later, the people of Poitain barely regarded themselves as Aquilonian.

The acquisition of Poitain spelled a basic end to turmoil in the Aquilonian interior. War, though still prevalent on the frontiers, became largely unknown to the peasantry of the central provinces. Through peace, Aquilonia grew prosperous and rich. Poitain occasionally rose up and fought for independence when a weak king ruled Aquilonia, but strong kings would soon reacquire the kingdom and peace again would steal across the heartland of Aquilonia. Revolutions among the nobles occasionally boiled up and the crown changed hands many times across the royal families, but generally peace in the heartlands was the norm.

Early in Conan's life, Aquilonia tried to push its northern boundaries further into Cimmeria. This attempt at colonisation failed in one of the bloodiest battles in recent Aquilonian history. At Venarium, the Aquilonians built a fort, believing the scattered and disorganised Cimmerian tribes would never be able to throw them back as individual tribes. The Cimmerian tribes did what was thought to be impossible. They united and fought back. Venarium was sacked. Conan, the future king of Aquilonia, was among the savage hordes wading in Aquilonian blood on Cimmerian soil. The mighty Aquilonia was driven back.

During most of Conan's adventuring life, King Vilerus ruled Aquilonia. King Vilerus had dreams of imperial

conquest, desiring to rule by might and fear. Not learning from history, Vilerus declared the Pictish lands between the Thunder and Black Rivers to be a new Aquilonian province, the Westermarck, believing the disjointed and discordant Picts would never unite to stand against this colonisation effort. Shortly after he divided the new Pictish land up among some of his favoured vassals, he died and was replaced by his nephew, Numedides, who continued where Vilerus left off, pushing even further. This effort also failed when the Picts fought back as an allied force under the wizard Zogar Sag. The grim assault on Fort Tuscelan in Conajohara by the Picts left only one survivor. Even though Conan, a mercenary at the time, was able to lead Aquilonia into stopping the Pictish Invasion, the Aquilonians lost the new province of Conajohara.

King Numedides was not a strong king. Eight years after the events of *Beyond the Black River*, Aquilonia was embroiled in a bitter civil war, a war from which Conan rose to wrest the Aquilonian throne from the Hyborian scions that traditionally ruled. For reasons undisclosed by Robert E. Howard, Conan stormed Tarantia, strangled King Numedides on the steps of Aquilonia's throne and took the crown of the greatest of the Hyborian kingdoms for himself.

The events of *The Phoenix on the Sword* took place a year or so later. A plot to kill King Conan had arisen and might have succeeded if not for the magic of Thoth-Amon, whose summoned demon killed the leader of the rebels before he could score a deadly blow to the wounded king, and the intervention of the sage Epemitreus, whose magic sigil saved Conan from the same monster. Later, the events told in *The Scarlet Citadel* unfolded, and Conan was embroiled in a fight for his life against the plans of the kings of Ophir and Koth. Yet another pretender to the throne was slain and Conan reigned peacefully for two more years, ruling with a firm but tolerant hand.

According to L. Sprague de Camp, Conan ruled for some 20 years before abdicating to his son, Conan II, and leaving for a mysterious continent in the western hemisphere. The Games Master is free to make his own determination, for Robert E. Howard says little about it. Howard, in a letter to P. S. Smith, wrote, 'He travelled widely, not only before his kingship, but after he was king. He travelled to Khitai and Hyrkania, and to the even less known regions north of the latter and south of the former. He even visited a nameless continent in the western hemisphere, and roamed among the islands adjacent to it.'



Conan was about forty when he seized the crown of Aquilonia, and was about forty-four or forty-five at the time of 'The Hour of the Dragon'. He had no male heir at that time, because he had never bothered to formally make some woman his queen, and the sons of concubines, of which he had a goodly number, were not recognized as heirs to the throne.

He was, I think, king of Aquilonia for many years, in a turbulent and unquiet reign, when the Hyborian civilization had reached its most magnificent high-tide, and every king had imperial ambitions. At first he fought on the defensive, but I am of the opinion that at last he was forced into wars of aggression as a matter of self-preservation. Whether he succeeded in conquering a world-wide empire, or perished in the attempt, I do not know.

Robert E. Howard, *Letter to P. S. Smith*

Conan may or may not have returned from that epic journey. Howard does indicate that King Conan probably fought wars of aggression and expanded Aquilonia, but did he do it before L. Sprague de Camp's *Conan of the Isles*, or after? The future history of Aquilonia lies in the hands of the Games Master.

LAW

Although criminal activity happens more frequently in towns due to overcrowding and better opportunities (both for conducting a crime worth committing and for escape), people do break the king's peace anywhere and everywhere, especially during periods of war and social unrest. Criminal activity is known as 'disturbing the king's peace.' Criminals are rounded up by the sheriff, who kept them in a gaol to await trial. Minor crimes are handled in a lord's local court but more serious crimes are dealt with by justices appointed by the king.

Aquilonian law differs from modern law in several ways. First of all, some men are better than others in the eyes of justice. The inherent idea of worthiness is not only socially supported but is legally practised. The point of law is not to determine truth so much as it is to arbitrate disputes in a peaceful manner and generate further revenue for landowners. The laws vary depending on one's social order. Secondly, local law derives from local custom and local mores. The specifics of law vary from locality to locality. Even powerful kings and barons are wise to follow custom more often than not, although they can decree laws at

variance with local or national customs. Third, justice can also be slow in Aquilonia. Crimes intended to be tried in manorial courts must wait until the lord or his steward visit the manor, which may be once a year for some manors. The more powerful the wronged person is, the faster the wheels of justice tend to roll. Fourth, authority derives from strength in Aquilonia. A court is only as powerful as the lord dispensing justice. The lord must enforce his will, gather fines and see to it that the court mandates are followed. This becomes problematic as wealthy people are tried, as such people often have the power to ignore judgements.

Courts: Serfs and any others classified as unfree do not go to court. They must accept with justice as dispensed by the lord of the manor, which is usually both swift and brutal. If the lord or court cannot settle the case, it is settled via an ordeal by combat, wherein the accused battles the accuser. Whoever won is deemed the correct party. The other party is usually dead. Trials by jury are not popular in Aquilonia, as people feel their neighbours may have a grudge against them and use the trial as a means to gain revenge. There are three types of courts in Aquilonia for freemen.

The first type of court is the omnicompetent manorial court. A feudal lord or his steward presides, giving the court authority, but it is run primarily by villagers. This court meets once every three weeks to handle all litigation not handled by the other two courts, such as chicanery, petty theft, impositions on a lord's rights, marriage issues, estate issues, feudal obligation issues and farming complaints. These courts hear cases ranging from being wasteful with seed to arson and murder. It is the natural venue for trials and for a case to be heard in either the temple court or the royal court requires explanation and a royal order. Most murder, rape, kidnapping and mutilation cases are heard in the royal courts, for example. A suspect's neighbours usually detain him until a royal judge arrives to hold the third type of court (below). A manorial court usually has trial by juries composed of 3-6 persons with an honest Reputation. The jury merely acts as advisors for the most part as the final decision lies in the hands of the lord or his steward.

The second type of court is a temple court, which has jurisdiction over canon law, such as blasphemy or witchcraft. In addition, the temple courts usually claim exclusive right over mutilation, kidnapping or murder cases involving clergy. The temple courts often hold trials by ordeal. Some sample ordeals include carrying red-hot metal bars for three paces or pulling a heavy stone out of boiling water to see if the accused's hands are clearly healing in three days. If the wounds are getting worse, the

accused is pronounced guilty of the crime and punished. Another ordeal is to tie the accused up, then throw the accused into water. If the water rejects the accused (in other words, if he floats), he is guilty. Ordeals are limited only by the imagination of the priests of Mitra.

The third type of court is the royal court, which sees cases involving murder and treason. It is a court of special jurisdiction and requires a royal command to hear a case. This court is held by the king or his steward. This court also sees any cases concerning the division of lands or a seizure if the case is between the king's barons or counts. Similar conflicts between a baron or count's vassals are dealt with in the baron or count's manorial court.

Courts are an excellent opportunity for characters to pit their Diplomacy skills against a lord or judge's Sense Motive skill.

Marriage Laws: Couples cannot be married during religious fasts. Couples cannot be married by someone who has killed someone else. A husband may beat his wife so long as he does not kill her. Adultery committed by a woman is punishable by humiliation or death. Adultery by men is usually discreetly overlooked. In Bossonia, a man can kill his fiancée or his wife if he suspects her of adultery because his honour has been dirtied; the wronged man may also murder the lover legally.

Punishments: Punishments for breaking the king's peace are harsh to the point of savagery. People found guilty of minor crimes are fined, dragged along the ground by a horse, blinded or put into stocks but woe to those found guilty of something serious. Serious crimes can offer punishments such as being blinded, hanged, having limbs or extremities cut off or execution, often via beheading. Thieves can expect to have their hands cut off. People who hunt in the lord's forests illegally have their ears cut off. Public executions are common in Aquilonia for robbery, rustling, treason and murder. These executions attract large crowds and most are carried out by a headsman. Executions often begin with a public display of torture (meant as a deterrent), such as being partially hung, then disembowelled, then castrated. Once the display of torture is finished, the doomed is beheaded and his head is placed on a pole while his limbs are dispatched to the places affected by his actions. Most towns have a gibbet outside of it. People are hung on them and their bodies are left hanging for weeks as a warning. Few places imprison criminals as a punishment. Upkeep is simply too expensive for that; it is cheaper to execute or mutilate someone. Many courts punish those who accuse others but are unable to prove their cases.

AQUILONIAN GAOLS

Gaols are the dirty and crowded buildings where suspects are herded after being arrested by the sheriff or the military. Many prisoners die of diseases caught from the gaol before they ever make it to trial. Keep in mind that most stewards or royal judges only make the circuit once per year, so a wait in gaol can seem unending. Many gaols do not feed their prisoners – those incarcerated must rely on food brought by friends or kin lest they starve. If they have no friends or family they likely will starve.

Characters thrown into an Aquilonian gaol need to make a Fort saving throw every day of incarceration to avoid catching communicable diseases. Potential diseases include Bossonian measles (DC 16), diphtheria (DC 16), leprosy (DC 8), measles (DC 12), shakes (DC 13), small pox (DC 18), sweating sickness (DC 17), tuberculosis (DC 13) or whooping cough (DC 19). More diseases and more details about disease and healing can be found on page 56.

TAXES

Serfs and other unfree tenants have to pay taxes and fees to their feudal lords, often in addition to their labour obligations. Some free persons are also charged taxes, especially if these free persons intend to remain free. Listed below are some sample fees that an Aquilonian lord may demand. Some of these fees are waived for the poorest serfs who have only their house and garden with no holdings in the fields.

Chevage: A yearly fee assessed to serfs or other unfree persons who routinely leave the manor for extended periods of time. It usually amounts to two chickens or 10 sp per year.

Eggs: On special holidays, serfs who decide to pay their labour obligation in coin must pay 120 eggs per virgate of land.

Gersum: People who take possession of someone's holding must pay this tax. It is similar to an inheritance tax but the death of the previous tenant is not required. The tax is proportional to the size of the holding, usually amounting to 1 sp for a small house with no field lands up to 15 sp per virgate for a full manorial holding.

Heriot: If a serf of Aquilonia dies, then his heirs must pay this tax on chattel. The best animal must go to the king. The extremely poor are usually exempt

'I found Aquilonia in the grip of a pig like you - one who traced his genealogy for a thousand years. The land was torn with the wars of the barons, and the people cried out under suppression and taxation. Today no Aquilonian noble dares maltreat the humblest of my subjects, and the taxes of the people are lighter than anywhere else in the world.'

R. E. Howard, *The Scarlet Citadel*

from this tax as collecting it would cost more than the tax revenue itself.

Legerwite: This is a fine incurred when an unfree girl has sex out of wedlock. The serf's father usually pays this, which amounts to 1 to 3 sp. per occurrence.

Merchet: This marriage tax for serfs and other unfree commoners ranges from 1 sp for the poor to 240 sp for an heiress getting married.

Tallage: This yearly tax amounts to about 2 sp per person. Land-owners pay 1 sp per acre. Serfs and peasants who swear loyalty must pay this tax.

Rents: Every free person with housing or those leasing their land in Aquilonia must pay rent to the King. Rent usually ranges from 3 to 12 sp per season.

Silver: This tax is collected at the King's whim. Essentially if he wants a serf to give him something or perform his labour obligation, he calls this tax due by that individual. Fishsilver, for example, is called when the lord wants fish for his meal. Maltsilver is called when the lord wants malt made for his house. Vineyard silver is called when the lord wants the labour obligation to be performed in the lord's vineyards. Woolsilver is ordered when the lord wants his sheep sheared. Sometimes this is also called a penny tax, such as Wardpenny, when the lord orders a serf with a labour obligation to work as a watchman on his land.

Tariffs: These are fines on goods brought into the city. It usually amounts to 10% of the assessed value of the goods.

Tolls: These are fines for allowing the public to use the King's property. These are mostly raised during festivals or fairs.

LABOUR OBLIGATIONS

A serf's obligations to his lord include farming, harvesting and transporting the crops from the lord's fields. Serfs are also required to tend to the lord's livestock, repair or construct structures on the lord's demesne, mend the lord's tools, ploughs, harnesses, fences and hedges and virtually any other labour desired. The lord provides the materials for the serfs and the craftsmen and hires outside labour if there is a shortage of manorial workers.

GOVERNMENT

The head of the mighty Aquilonian government is the king. Known kings of Aquilonia mentioned by Robert E. Howard include Epeus, Vilerus, Numedides and Conan. In theory, the king owns all the land of Aquilonia and allows his counts and barons to manage portions of Aquilonia in his stead. In practice, the king usually only has direct control of the lands surrounding Tarantia. The current reigning monarch of Aquilonia is King Conan. This section details Conan and his family and staunchest supporters. Note that Conan and Zenobia both appear in *Conan: The Road of Kings*. These are variant or aged versions.

'The Barons who followed you loyally would not follow one of their own number, each holding himself as good as his neighbour, each fearing the ambitions of the others. You were the cord that held the fagots together. When the cord was cut, the fagots fell apart. If you had had a son, the barons would have rallied loyally to him. But their was no point for their patriotism to focus upon.'

Robert E. Howard, *Hour of the Dragon*

CONAN THE USURPER, THE KING OF AQUILONIA

Medium Humanoid (Cimmerian barbarian 15/soldier 1/thief 1/pirate 2/noble 1)

Hit Dice: 8d10+2d8+50+24+4 (131 hit points)

Initiative: +20 (+6 Dex, +14 Ref)

Speed: 30 ft. (25 ft. in plate armour)

Dodge Defence: 28 (+12 level, +6 Dex)

Parry Defence: 24 (+6 level, +8 Str)

DR: 14 (+10 plate armour, +2 visored helm, +2 natural)

Base Attack Bonus/Grapple: +17/+25

Attack: Greatsword +25 melee; or Broadsword +25 melee; or Poniard +25 melee; or Bossonian Longbow +23 ranged

Full Attack: Greatsword +25/+20/+15 melee; or Broadsword +25/+20/+15 melee; or Poniard +25/+20/+15 melee; or Bossonian Longbow +23/+18/+13 ranged

Damage: Greatsword 2d10+12/17-20 x2/ AP 12; or Broadsword 1d10+8/17-20 x2/ AP 11; or Poniard 1d6+8/17-20 x2/ AP 9; or Bossonian Longbow (+8) 1d12+8/19-20 x3/ AP 13

Special Attacks: Ferocious attack, versatility (no penalty, double threat range), crimson mist, sneak attack +1d6/+1d8, sneak attack style (broadsword), greater crimson mist, to sail a road of blood and slaughter

Special Qualities: Cimmerian traits, fearless, bite sword, trap sense +5, uncanny dodge, mobility, seamanship +1, trap disarming, improved uncanny dodge, improved mobility, damage reduction, pirate code (Barachan rockets and smoke), greater mobility, title, rank hath its privileges, wealth

Space/Reach: 5 ft./5 ft.

Saves: Fort +18, Ref +20, Will +14 (+17 vs. Corruption)

Abilities: Str 26, Dex 22, Con 21, Int 20, Wis 19, Cha 21

Skills: Balance +12, Bluff +28, Climb +20, Craft (blacksmith) +7, Decipher Script +8, Gather Information +7, Hide +13, Intimidate +14, Jump +18, Knowledge (arcana) +11, Knowledge (geography) +15, Listen +16, Move Silently +20, Perform (song) +7, Profession (sailor) +12, Ride +13, Search +8, Sense Motive +8, Spot +18, Survival +14, Swim +13, Tumble +10

Feats: Brawl, Combat Expertise, Dabber (counterspells), Diehard^{bonus}, Endurance^{bonus}, Fighting-Madness, Improved Sunder, Improved Trip, Leadership, Mounted Combat, Navigation, Power Attack, Sleep Mastery, Striking Cobra, Track^{bonus}

Reputation: 92 (Brave) (+9 bonus to Bluff and Intimidate Checks)

Leadership: 24/31 (12th level cohort; 350 1st level, 14 2nd level, 5 3rd level, 2 4th level, 1 5th level; known as the Black Dragons)

'Their present king is the most renowned warrior among the western nations. He is an outlander, an adventurer who seized the crown by force during a time of civil strife, strangling King Numedides with his own hands, upon the very throne. His name is Conan, and no man can stand before him in battle.'

Robert E. Howard, *Hour of the Dragon*

Code of Honour: Barbaric

Allegiances: Aquilonia

Possessions: Greatsword, superior black-painted plate armour (maximum Dex bonus +3), superior visored helm, broadsword, poniard, Bossonian longbow, 24 arrows

Conan the Cimmerian, in his mid-forties, is now king of Aquilonia, the mightiest empire of the Hyborian Age. He is described by Howard as a tall man with mighty shoulders and a deep chest, with a massive corded neck and heavily muscled limbs. He dresses in silk and velvet, with the royal lions of Aquilonia worked in gold upon his rich jupon, and the crown of Aquilonia shines on his square-cut black mane; but the great sword at his side seems more natural to him than the regal accoutrements. His brow is low and broad, his eyes a volcanic blue that smoulders as if with some inner fire. His dark, scarred, almost sinister face is that of a fighting-man, and his velvet garments can not conceal the hard, dangerous lines of his limbs (Howard, *The Hour of the Dragon*).

Conan is loud and vibrant, despising the ordinary and the dull. The key to his personality is *intensity*. Even when he appears impassive, turbulent passions are roiling invisibly behind the scenes. He never forgets a kindness and repays it handsomely. He never forgives injuries, either, and can wait years for vengeance. The word 'vengeance' is vital here. Conan of Cimmeria does not try to get 'even' – he conquers and destroys utterly those who betray or hurt him – he gets cold revenge. Conan is a dangerous enemy. When he sees a weakness in an opponent he moves in quickly for the kill. Even in his most mirthful moods there is always a hint of an imminent change of heart, a sense that there is, beneath the surface, a lurking and unpredictable violence

that can erupt at any time. However, this intense and explosive nature serves Conan well. He is incredibly adaptable, able to channel his unconquerable, intense energies into new paths as needed, without looking back. He embarks regularly on entirely different roads in life almost instantly, thus is explained his wide range of character classes, moving from barbarian to thief to pirate to soldier and, ultimately, to noble. As Conan himself once said, in Robert Howard's *The People of the Black Circle*, 'I was born in the Cimmerian hills where the people are all barbarians. I have been a mercenary soldier, a corsair, a *kozak*, and a hundred other things. What king has roamed the countries, fought the battles, loved the women, and won the plunder that I have?'

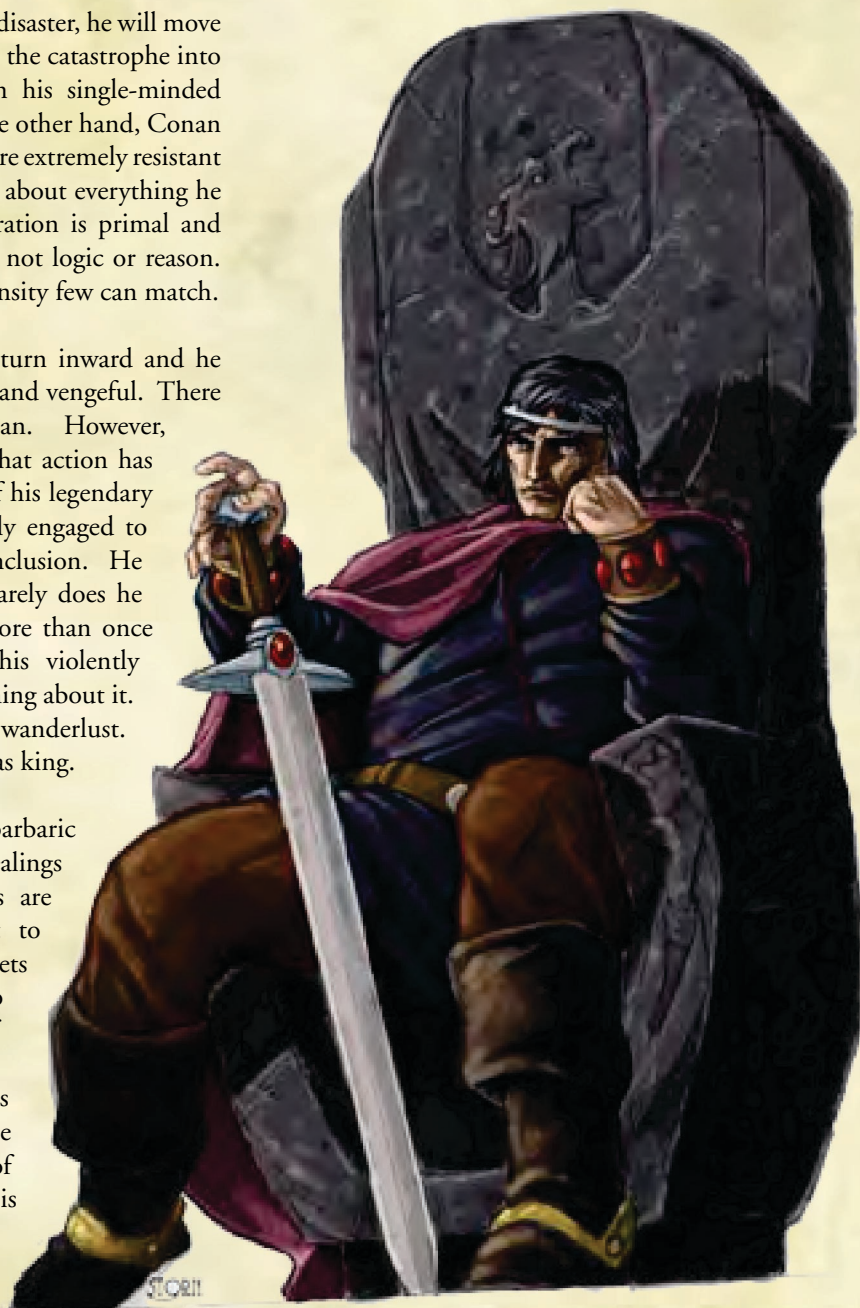
Whenever Conan is confronted with disaster, he will move the entire cosmos if necessary to turn the catastrophe into a success. Conan is formidable in his single-minded determination to win the day. On the other hand, Conan is also subject to obsessive drives that are extremely resistant to reason. He is intensely passionate about everything he does and his primary mode of operation is primal and violent. Conan is ruled by instinct, not logic or reason. He drinks, eats and kills with an intensity few can match.

Conan needs action or his feelings turn inward and he becomes brooding, jealous, resentful and vengeful. There is an underlying grimness to Conan. However, once a course of action is evident, that action has his unswerving dedication, and all of his legendary energy, drive and endurance are fully engaged to bring that action to a successful conclusion. He tends to accomplish things first – rarely does he announce his plans beforehand. More than once has an enemy become aware of his violently vigorous progress too late to do anything about it. His need for action gives rise to his wanderlust. He is a consummate wanderer, even as king.

Conan is fair, and, true to his barbaric heritage, somewhat blunt in his dealings with others. His diplomacy skills are minimal at best; he will attempt to dominate and control anyone who lets him. He tries to be just but will do what is necessary for the good of his kingdom. He cares about the people of his kingdom and is intensely loyal to them, but he is suspicious and wary of others at first. He is reluctant to

trust anyone fully but once he does, that trust is vibrantly intense. He adheres to high principles, his barbaric code of honour, and is a positive force for helping others. Even as king, Conan is still very much a man of action. If he discovers a threat to his rule, he will tend to ride out and meet it head-on – though these days he may ride out at the head of many thousands of armoured knights. He has learnt a certain degree of caution, and will certainly act in a manner befitting his high Intelligence; but given no other options, he would sooner be acting than sitting about in a council meeting.

Women are attracted to him quickly, sensing a powerful magnetic sexuality and an aura of strength and violence.



He is disturbing, unpredictable and a thoroughly masculine presence. Conan has so much energy and passion women have no problems seducing him, although it is much harder to form a relationship with him. His love affair with Bêlit is a legendary exception, probably because she could deal with the simmering danger lurking just barely beneath the surface. He will never allow a woman to dominate him and he will keep a woman only as long as he wants her. He is direct and forceful in approaching women and there are not too many who can avoid responding to his physical passion, as uncomplicated as it might be, because he brings out the full sensual potential in any woman he is with intimately. He has the uncanny ability to understand a woman's sensual needs and he makes his women feel as though they are at their best while they are with him.

On a religious level, Conan believes in Crom, although he does not pray to that grim god. He also swears by other Cimmerian, Æsir, Zamorian and Shemite gods, although he does not pray or sacrifice to them either. Crom and his race of gods despise weaklings who call on them for aid and would likely make the situation worse for the petitioner. The Cimmerians value individuality and self-worth; their gods expect them to take care of life themselves. Indeed, Crom only took pride in a Cimmerian if that Cimmerian never called upon him for aid in his life. Cimmerians are supposed to take what they want from life, not ask a god for blessings, wealth, health or anything else. Conan does not want to attract Crom's attention, or any god's, for Conan once said he would not want to walk on their shadow even. As Conan said, 'What use to call on him? Little he cares if men live or die. Better to be silent than to call his attention to you; he will send you dooms, not fortune! He is grim and loveless...' In Conan's experience, the actions of Crom, of any real supernatural entity, usually bring about the destruction of men, not the succour of man. Simply put, Conan does not pray to Crom... ever.

Conan is very different from most Cimmerians, despite his doomed moodiness. Most Cimmerians are depressive and dismal all the time and not usually given to wanderlust. Conan's mirth is as gigantic as his depressions are deep and, as stated earlier, Conan is a wanderer. As one of Conan's councillors says in *The Phoenix on the Sword*, 'I never saw another Cimmerian who drank aught but water, or who ever laughed, or ever sang save to chant dismal dirges.' Conan, in many ways, is more like the Æsir than he is like the typical Cimmerian.

King Conan's History: Conan was born on a battlefield, according to Robert E. Howard in a letter to P.S. Miller, during a fight between his Cimmerian tribe and a horde of raiding Vanir. The country claimed by and roved over by his clan lay in the northwest of Cimmeria, but Conan

was of mixed blood, although a pure-bred Cimmerian. His grandfather was of a southern tribe who had fled from his own people due to a blood feud. The tales of his grandfather, who had taken part in many raids of the southern Hyborian kingdoms, roused Conan's interest in travelling. His father was a blacksmith (hence Conan's ranks in Craft (blacksmith)). Presumably he learned some of the craft from his father). At Venarium, Conan was about 15 years old and was already a formidable barbarian warrior, growing in reputation. He soon encountered *The Frost Giant's Daughter* when he fought with the Æsir against the Vanir. Captured by Hyperboreans, he escaped and made his way into Zamora.

In Arenjun, a 2nd level barbarian/1st level thief, he learned something of thievery and encountered *The God in the Bowl* in Nemedra, then travelled to Zamora for *The Tower of the Elephant*. Still in Zamora, he investigated *The Hall of the Dead* and then travelled to the west of Zamora where he had the adventure related by Howard as *Rogues in the House*.

As a 5th level barbarian/1st level thief, Conan joined the Red Brotherhood of the Vilayet, taking a level of pirate for *Shadows in the Moonlight*. He becomes a mercenary, earning the name Conan the Throat-Slitter, and ends up in Khoraja in time to battle Natohk's horde in *Black Colossus*. Conan travelled to Argos and joined with Bêlit, *The Queen of the Black Coast*. He sailed with her for nearly three years and ended up on foot in the Black Kingdoms. He becomes a mercenary for *The Snout in the Dark*. His stint as a mercenary adds soldier levels to his total. He is now a barbarian 9/thief 1/soldier 1/pirate 1. Conan is next seen as part of a rebel uprising in Koth, travelling through Shem and Stygia to Kush and beyond. He encounters *Xuthal of the Dusk*. He continues as mercenary, making his way to Khauran for the events told in *A Witch Shall Be Born*. Conan then becomes a Zuagir chieftain, then Conan returns as a *kozak* for *The Devil in Iron* His horde is slaughtered at the Ilbars River. He is now a barbarian 10/thief 1/soldier 1/pirate 1.

He is next seen as a *hetman* among the Himelian tribesmen in *The People of the Black Circle*. He rescues the Devi of Vendhya from the Black Circle. After Yezdigerd is crowned king of Turan, replacing his father, Yildiz, Conan finds himself in Zamboula. After *Man-Eaters in Zamboula*, Conan heads toward Ophir. Later, Argos and Koth attacked Stygia, then Koth switched sides. He is a barbarian 11/thief 1/soldier 1/pirate 1. Conan fought in a mercenary army for Argos and ended up, again, in the Black Kingdoms

for *Drums of Tombalku* and *Vale of Lost Women*. In the black kingdoms he learned to dabble in the occult and learned the sign of Jhebbal Sag.

Conan then embarks on career as a Barachan Pirate, taking a second level in the pirate class. He is now a Cimmerian barbarian 12/thief 1/soldier 1/pirate 2. In *The Pool of the Black One*, Conan is forced to leave Tortage on a sinking boat. Conan continued his pirate activities. When his ships were sunk by the Zingarans, he became a mercenary. After King Numedides replaced King Vilerus as King of Aquilonia, Conan was in Pictland for the events of *Beyond the Black River* and *The Black Stranger*. He travelled to Sukhmet on the Darfar border as a Free Companion, leaving them for the adventure narrated in *Red Nails*, wherein Conan travels from Stygia back into the Black Kingdoms. He then seeks after the *Teeth of Gwahlur*. Conan left the black kingdoms and, eight years or more after his last stint in the Westermarck, became embroiled in the Aquilonian civil war detailed in *Wolves Beyond the Border*. Conan, at the age of 40, became king of Aquilonia, strangling Numedides on his own throne. The events of *The Phoenix on the Sword* and *The Scarlet Citadel* happened. He had a large seraglio and a 'goodly number' of sons and daughters born from these women, none of which are recognised as heirs to the throne. *The Hour Of The Dragon* details the last events given to us by Robert E. Howard. Conan is around 44 or 45 years old around the time of that novel, according to Howard. Afterwards he takes Zenobia to be his queen.

L. Sprague de Camp, Bjorn Nyberg, Roy Thomas and others have continued his adventures, taking him to Khitai to rescue Zenobia and to the far south to vanquish Thoth-Amon, then across the Western Ocean to a destination hinted at by Howard. He rules Aquilonia for approximately 20-22 years. These are, at the Games Master's discretion, apocryphal tales. Now it is time for the Games Master to plot Conan's course and the fate of Aquilonia.

ROYAL FAMILY

According to a letter written by Robert E. Howard, Conan had several sons from his concubines. Although none of them are recognised as his heirs, they are of his bloodline and may cause trouble for Conan or Aquilonia at some time. At the end of *The Hour of the Dragon*, Conan swears to bring Zenobia back to Tarantia and make her his queen. He does so and sires several children.

His first legitimate son, Conan II, issued from this union. Zenobia gave Conan two more children, Princess Radegund and Prince Taurus, before she died.

ZENOBIA, QUEEN OF AQUILONIA

Medium Humanoid (Nemedian noble 9)

Hit Dice: 9d8 (40 hp)

Initiative: +4 (+1 Dex, +3 Ref)

Speed: 30 ft.

Dodge Defence: 14 (+3 level, +1 Dex)

Parry Defence: 13 (+4 level, -1 Str)

DR: –

Base Attack Bonus/Grapple: +6/+5

Attack: Unarmed +7 finesse melee; or dagger +7 finesse melee

Full Attack: Unarmed +7/+2 finesse melee; or dagger +7/+2 finesse melee

Damage: Unarmed 1d4-1 subdual or Dagger 1d4-1/19-20 x2/ 0 AP

Special Attacks: +2 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear.

Special Qualities: Adaptability (Diplomacy and Sense Motive), weapon familiarity (greatsword), title, rank hath its privileges, wealth, special regional feature +2, social ability (*etiquette, savoir-faire*), lead by example +2, enhanced leadership

Space/Reach: 5 ft./5 ft.

Saves: Fort +3, Ref +4, Will +12

Abilities: Str 9, Dex 13, Con 11, Int 14, Wis 15, Cha 18

Skills: Appraise +5, Bluff +15, Diplomacy +23, Gather Information +16, Handle Animal +6, Hide +3, Intimidate +13, Knowledge (nobility) +6, Move Silently +3, Perform (Dance) +6, Sense Motive +21, Spot +7

Feats: Bond of Blood*, Iron Will, Leadership^{bonus}, Negotiator, Persuasive, Skill Focus (diplomacy), Skill Focus (sense motive)

Reputation: 30 (Honest. May apply +4 to her Bluff, Sense Motive, and Gather Information checks.)

Leadership: 17/21 (8th level cohort; 200 1st level, 8 2nd level, 3 3rd level, 1 4th level)

Code of Honour: Civilised

Allegiances: King Conan, Aquilonia, Her Children

Possessions: Superior noble's outfit, dagger

*Feat from *Conan: The Road of Kings*

Zenobia was once a slave in King Nimed's seraglio, and later of King Tarascus'. She is the daughter of a noble soldier, one who wanted a boy and made sure his girl could defend herself. Later, she was sold into slavery by her parents to Nemedias' king in hopes of royal favour. Unfortunately, her parents were forced to flee Nemedias later by King Tarascus. She helped Conan escape imprisonment in Belverus and showed her wisdom in her choice of weapons and horses to give Conan. She is regal and poised, though passionate. After Conan defeated Tarascus and Xaltotun, he claimed Zenobia as his queen. About a year later she

'There is a girl in your seraglio named Zenobia.'

'Why, yes, there is.'

'Very well.' The king smiled as at an exceedingly pleasant memory. 'She shall be your ransom, and naught else. I will come to 'Belverus for her as I promised. She was a slave in Nemedía, but I will make her queen of Aquilonia!'

Robert E. Howard, *The Hour of the Dragon*



was kidnapped by Yah Chieng, a Khitan sorcerer but Conan travelled to Khitai, slew the sorcerer and rescued his queen. Later she was nearly killed by a demon-god summoned by another sorcerer's daughter. She travelled with her husband on an expedition to the Khorotas River to find the lost soul of King Andromedus, one of Aquilonia's first rulers. Deep in a dormant volcano, she aided Conan in defeating the demon Xandor Kan. While on a trip to Argos, she was abducted by pirates. She was 'rescued' by a young pirate named Nestor, who resolved to fight Conan for her. Conan slew the man and brought his queen back to Aquilonia. Later, she assisted Conan in a hunt after her daughter, Radegund, was kidnapped by the traitor Crassus, she donned mail armour and took up a broadsword to help Conan hunt the villain down. She even had a tryst with her appointed guardian, Lysander, one of Conan's most trusted soldiers.

Zenobia is a slender and supple woman. As a slave in Nemedía, she wore naught but a wisp of silk twisted about her loins and a jewelled breast-plate. As a queen in Aquilonia, Zenobia dresses more regally, often in clinging, low-necked gowns to outline her perfect form. She seems to prefer greens in her clothing. She has dark eyes and white, alabaster limbs. Her hair is a mass of dark foam with a burnished lustre, often constrained only by a simple, silver circlet. She knows how to fight with a quarterstaff and bow as well as with a dagger and other noble weapons. When after her daughter, Princess Radegund, was kidnapped by the traitor Crassus, she donned mail armour and took up a broadsword to help Conan hunt the villain down.

Queen Zenobia is practical and determined. She is self-sufficient and grew up believing she could only depend on herself. She is reserved because of this, but lurking beneath that reserve is a sensitive girl who is sympathetic and needs to be loved. She is continually testing the loyalty of others with small ways to be sure she is both loved and appreciated. She always takes a hand in her own fate. She takes responsibility seriously and always takes responsibility for her own actions. In public she is always calm, cool and collected.

She has mastered the civilised skills of charm and diplomacy and King Conan is always impressed by her. She is interested in making sure her children are cultivated in civilised interests as well as in the arts of war and combat. She tends to handle most of Aquilonia's statecraft, using her diplomacy to Aquilonia's benefit, as Conan wearies quickly of such matters. Conan does, of course, handle affairs during Zenobia's infrequent absences. She occasionally goes to

diplomatic functions, such as noble weddings, in place of King Conan. She angers when Conan disappears on one of his adventures without telling anyone, leaving Aquilonia without a king for periods of time. Zenobia often faults Conan for being too direct.

Childbirth is difficult for Queen Zenobia. She nearly died when she gave birth to Radegund. Her fourth child is stillborn after another difficult labour. According to L. Sprague de Camp and Lin Carter, she will die before Conan's 65th year giving birth to his fifth legitimate child (She dies about 19 years after the events of *The Hour of the Dragon* at the age of 36 or so). The comic book series, *Conan the King*, has her live well past Conn's 20th year. The Games Master is free to determine what works best for his campaign.

Some of her personal attendants were named in the Saga. Shareen and Ariela are two of them.

Adventure Hooks Involving Queen Zenobia

- ❖ Someone has stolen a lock of Zenobia's hair and is racing toward Argos with it to sell to a sorcerer as a magical link.
- ❖ Someone or something has kidnapped Zenobia. The Player Characters are witness to someone quickly headed out of town bearing a large trunk or are hired as guards for a merchant transporting a large trunk – a trunk containing Zenobia or her corpse.
- ❖ King Conan has left, either to fight a battle or war or on a diplomatic mission, and Queen Zenobia is ruling in his stead in Tarantia. The Player Characters overhear a plot to assassinate or kidnap the queen.
- ❖ A character accuses Queen Zenobia of infidelity with one of the Player Characters. The Player Characters know he is lying, but King Conan cannot find any evidence; as king and judge, Conan may not champion her cause. Of course, he may opt to duel the Player Character anyway to prove Zenobia's innocence.
- ❖ A female Player Character successfully seduces King Conan (not a difficult thing to do – the Player Character may not even know she is sleeping with Conan) but is caught by Zenobia. She arranges to have the Player Character killed.
- ❖ Zenobia has fallen ill and only a rare herb can heal her. The Player Characters know where this herb is located.
 - ❖ Zenobia is hypnotised by a sorcerer and made to go out into the city as a prostitute. Her first potential

conquest is one of the Player Characters who does not recognise her. Before things can go too far, Conan arrives on the scene... or one of the other Player Characters recognises her and the potential danger if they allow the first Player Character to proceed.

- ❖ A sorcerer or a demon from the outer dark has assumed Zenobia's form and is ruining Zenobia's reputation.
- ❖ King Conan is away to fight a battle against a rebellious baron and Queen Zenobia has a nightmare about Conan's death. A Mitran oracle comes to Zenobia and tells her she must take a certain amulet to Conan to save his life. In actuality, this is an assassination attempt, but Zenobia falls for it. The Player Characters may be engaged to bring this deadly amulet to the king, or they may figure out the plot and need to race the messenger and reach Conan before it is too late.
- ❖ A baron has fallen in love with Zenobia. He continually gets girls to seduce Conan and he manages to steer Zenobia in such a manner that she discovers the betrayals... in hopes that she will fall into his arms for solace.

PRINCE CONAN II, CROWN PRINCE OF AQUILONIA, HEIR TO THE THRONE, SON OF THE BARBARIAN KING

Medium Humanoid (Nemedian/Cimmerian noble 3)
(Age 12)

Hit Dice: 3d8+9 (23 hp)

Initiative: +4 (+3 Dex, +1 Ref)

Speed: 30 ft.

Dodge Defence: 14 (+1 level, +3 Dex)

Parry Defence: 13 (+1 level, +3 Str)

DR: –

Base Attack Bonus/Grapple: +2/+5

Attack: Broadsword +6 melee; or dagger +5 finesse melee; or hunting bow +6 ranged

Full Attack: Broadsword +6 melee; or dagger +5 melee; or hunting bow +6 ranged

Damage: Broadsword 1d10+3/19-20 x2/ 6 AP; or Dagger 1d4+3/19-20 x2/ 4 AP; or Hunting Bow 1d8/AP 4

Special Attacks: +1 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear

Special Qualities: Adaptability (Diplomacy and Sense Motive), background skills (Climb, Diplomacy, Sense

Motive, Move Silently), weapon familiarity (greatsword), title, rank hath its privileges, wealth, special regional feature +1

Space/Reach: 5 ft./5 ft.

Saves: Fort +4, Ref +4, Will +6 (+9 vs. Corruption)

Abilities: Str 17, Dex 17, Con 16, Int 16, Wis 14, Cha 15

Skills: Bluff +8, Climb +5, Diplomacy +12, Handle Animal +8, Intimidate +4, Knowledge (history) +5, Knowledge (local) +5, Knowledge (nobility) +5, Move Silently +5, Ride +9, Sense Motive +10, Spot +4, Survival +8

Feats: Combat Expertise, Negotiator, Track

Reputation: 9 (Brave; he may add a +1 to his Bluff and Intimidate checks)

Leadership: –

Code of Honour: Civilised

Allegiances: King Conan, Aquilonia, Queen Zenobia

Possessions: Superior noble's outfit, dagger, broadsword, hunting bow, 12 arrows

Medium Humanoid (Nemedian/Cimmerian noble 6/thief 1/soldier 3 (Age 20) (Comic book version)

Hit Dice: 9d8+1d10+40 (86 hp)

Initiative: +9 (+4 Dex, +5 Ref)

Speed: 30 ft.

Dodge Defence: 17 (+3 level, +4 Dex)

Parry Defence: 19 (+5 level, +4 Str)

DR: –

Base Attack Bonus/Grapple: +7/+11

Attack: Broadsword +12 melee; or dagger +11 melee; or hunting bow +12 ranged

Full Attack: Broadsword +12/+7 melee; or dagger +11/+6 melee; or hunting bow +12/+7 ranged

Damage: Broadsword 1d10+4/19-20 x2/ 7 AP; or Dagger 1d4+4/19-20 x2/ 5 AP; or Hunting Bow 1d8/AP 5

Special Attacks: +1 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear, sneak attack style (broadsword), sneak attack +1d6/+1d8, trap disarming, formation combat (*heavy cavalry*)

Special Qualities: Adaptability (Diplomacy and Sense Motive), background skills (Climb, Diplomacy, Sense Motive, Move Silently), weapon familiarity (greatsword), title, rank hath its privileges, wealth, special regional feature +1, social ability (*savoir-faire*), lead by example +2, enhanced leadership

Space/Reach: 5 ft./5 ft.

Saves: Fort +9, Ref +9, Will +14 (+17 vs. Corruption)

Abilities: Str 19, Dex 19, Con 18, Int 18, Wis 17, Cha 18

Skills: Bluff +14, Climb +10, Diplomacy +17, Gather Information +10, Handle Animal +10, Heal +5, Hide +5, Intimidate +10, Jump +8, Knowledge (geography)

+7, Knowledge (history) +6, Knowledge (local) +6, Knowledge (nobility) +6, Move Silently +10, Ride +16, Sense Motive +15, Search +9, Spot +6, Survival +14, Tumble +5

Feats: Combat Expertise, Investigator, Iron Will, Leadership^{bonus}, Mounted Combat, Negotiator, Quick Draw, Self-Sufficient, Striking Cobra, Track

Reputation: 29 (Brave; he may add a +4 to his Bluff and Intimidate checks)

Leadership: 16/15 (8th level cohort; 60 1st level, 2 2nd level, 3 3rd level)

Code of Honour: Civilised

Allegiances: Aquilonia, Queen Zenobia

Possessions: Superior noble's outfit, dagger, broadsword, hunting bow, 12 arrows

Medium Humanoid (Nemedian/Cimmerian noble 10 (Age 20) (de Camp/Carter version)

Hit Dice: 10d8+40 (85 hp)

Initiative: +7 (+4 Dex, +3 Ref)

Speed: 30 ft.

Dodge Defence: 17 (+3 level, +4 Dex)

Parry Defence: 20 (+5 level, +5 Str)

DR: –

Base Attack Bonus/Grapple: +7/+12

Attack: Broadsword +15 melee; or dagger +12 melee; or hunting bow +13 ranged

Full Attack: Broadsword +15/+10 melee; or dagger +12/+7 melee; or hunting bow +13/+8 ranged

Damage: Broadsword 1d10+5/19-20 x2/ 8 AP; or Dagger 1d4+5/19-20 x2/ 6 AP; or Hunting Bow 1d8/AP 6

Special Attacks: +2 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear.

Special Qualities: Adaptability (Diplomacy and Sense Motive), background skills (Climb, Diplomacy, Sense Motive, Move Silently), weapon familiarity (greatsword), title, rank hath its privileges, wealth, special regional feature +2, social ability (*ally, family ties*), lead by example +4, enhanced leadership

Space/Reach: 5 ft./5 ft.

Saves: Fort +7, Ref +7, Will +13 (+16 vs. Corruption)

Abilities: Str 21, Dex 19, Con 18, Int 18, Wis 16, Cha 17

Skills: Bluff +16, Climb +7, Gather Information +10, Diplomacy +20, Handle Animal +9, Intimidate +5, Knowledge (history) +8, Knowledge (local) +6, Knowledge (nobility) +11, Move Silently +6, Ride +17, Sense Motive +18, Spot +12, Survival +10

Feats: Brawl, Combat Expertise, Leadership^{bonus}, Mounted Combat, Negotiator,

Ride-by Attack, Track, Weapon Focus (broadsword)

Reputation: 30 (Brave; he may add a +4 to his Bluff and Intimidate checks)

Leadership: 16/18 (8th level cohort; 100 1st level, 4 2nd level, 2 3rd level, 1 4th level)

Code of Honour: Civilised

Allegiances: King Conan, Aquilonia

Possessions: Superior noble's outfit, dagger, broadsword, hunting bow, 12 arrows

Prince Conan II, or Conn as he is more familiarly known, is the son of Conan the Cimmerian and Zenobia the Nemedian. Despite his mixed heritage, he is a native of Aquilonia.

He has the gift of Crom from his Cimmerian heritage and the adaptability of a Hyborian from his Nemedian blood. These statistics in the first column above reflect the prince shortly after the events related in the eleventh Lancer/Ace collection, *Conan of Aquilonia*, and just before the death of Zenobia, his mother. He is about 12 years old here. He is already fond of hunting. Later, he will become equally fond of wenching. Even at this young age, he has travelled the world due to his kidnapping and the subsequent search for Thoth-Amon.

His mother has taught him how to read people, making him a keen diplomat and hard to fool, traits that will likely serve him well when he takes the throne. Conan has taught him to track and hunt, as well as how to live off the land. Like his Cimmerian forebears, Conn is moody and often depressed. He is stubborn and determined. He has a fine, discriminating mind and does not pursue knowledge for the sake of learning. He figures out how to use what he learns. He is meticulous in sifting through information and questions most things told to him. Although characterised as stubborn, he does not hold onto theories once facts prove him wrong. He has a practical realism that causes him to deal with life as it is.

In many ways he is like his father, although he is more of a thinker and a philosopher than his father ever was.

He is nowhere near as primal as his barbarian father, although sometimes his barbarian heritage rears its raging head. Conn is tamer than Conan and a bit more sophisticated. He is more capable of logical thought than his father, a trait handed to him from his Nemedian mother. Without the advantage of Conan's Cimmerian lifestyle in youth, Conn has little opportunity to develop the animal-like instincts

In truth, Prince Conn was the very image of his sire in his younger days: the same scowling black brows over deep-set eyes of volcanic blue; the same swart, square-jawed face, framed by a square-cut mane of straight, coarse black hair; the same burly blacksmith's body, sheathed in massive muscles that bulged the silks and velvets at the broad shoulders and deep-arched chest; the same long, steel-thewed legs. Scarce out of his teens, the son of Conan towered head and shoulders over most of the men in the hall, save only his titanic sire, the greatest warrior the world had ever known.

L. Sprague de Camp and Lin Carter, *Conan of the Isles*

of his father. Unlike Conan, Prince Conn is more apt to think of a plan when faced with potential disaster or evident danger. Conan is a man of action; Conn is a man of reason.

Conn is not particularly religious. Taught by his father to respect Crom and the dour Cimmerian gods of the cold north and taught by his mother the truths of Mitra, Conn does not take religion seriously beyond its philosophical implications.

According to L. Sprague de Camp, Conn takes the throne of Aquilonia at the age of 20. His mother, Zenobia, is already dead at this point. According to the comic books, Conn is much older (about 24 years old) when he takes the throne and his mother doesn't die until Conn is about 22. Robert E. Howard, in a letter, surmises that Conan may have returned from the west to help his son fight in some of Aquilonia's greatest wars.

Conn's Future? For Games Masters interested in games set in Aquilonia after *Conan of Aquilonia* (and possibly the death of Queen Zenobia), here is a glimpse of Conn's potential future as detailed in the comic books: Conan takes Conn on a diplomatic mission into the Pictish Wilderness, then sends him to Fort Thandara to experience barracks life. When Conn is 15, he and his father disagree about the treatment of rebels. Conn argued for tolerance and Conan favoured execution. Count Trocero takes Conn on a journey and Conn learns the need for force. At age 18, Conn is sent to Gunderland to recruit infantrymen for Conan's army. Conn's party is ambushed and Conn is believed dead. Conn survives, however, and finds himself in the Border Kingdom with naught but a dagger. Slavers capture Conn and take him to Corinthia to be sold. He bought by a man named Runolfo. Conn escapes with the help of a girl. Conn makes his way to Numalia where he

engages in thievery and is arrested for murder (Conn takes a level of thief here). Conn is sentenced to be hung but interference by a spell lands him first in Aquilonia, then in Khitai. Conn becomes embroiled in a feud and meets his half-brother, an offspring of Conan from an earlier liaison during the rescue of Zenobia from Yah Chieng. Six months later, aged 19, Conn is married to Li-Tan and joins an army, taking levels in soldier, learning eastern styles of combat. Months later, Conn is a guerrilla fighter in Khitai under Chensu and Tsinje-Hushan. Chensu is slain and Conn disobeys orders and frustrates Tsinje's plans, so Conn is beaten and left naked in the wilderness. Conn, by this time, has pretty much begun to hate his father for cheating on his mother. Conan learns Conn is alive and travels to Khitai and retrieves him, but Conn escapes on horseback. Via magic he returns to Aquilonia and is reunited with his father after he learns how much alike the two of them are. He resumes taking levels in Noble. Still, a year or more later, Conn vanishes again and is believed dead, reappearing later with a Corinthian jester. Conn rescues his sister from a sorcerer named Crassus. Later still, he marries Queen Ilia of Corinthia. When Conan abdicates the throne to go to the west, Conn takes the Aquilonian throne as King Conan II.



Adventure Hooks Surrounding Prince Conan II (Prince Conn)

- ❖ Conan has left Aquilonia on some war or crusade and, in his absence, has been overthrown. The Player Characters, by accident, find young Prince Conn wandering the streets or the wilderness and decide to hide him from those seeking to kill all of Conan's family. The Player Characters must protect Conn until Conan returns and quells the rebellion.
- ❖ The Player Characters uncover a plot to kill Prince Conn. The plotters attempt to kill the Player Characters while setting their plan into action before the Player Characters can warn the royal family.
- ❖ Prince Conn is captured in a tournament and held for ransom.
- ❖ Prince Conn insists his father and mother are dead and begins plans for his coronation. Although he cannot see or hear Conan or Zenobia, they are obviously not dead. Questions about Conn's sanity arise. The Player Characters discover sorcery is involved... and a conspiracy.
- ❖ As a variation on the above, Conn can see Conan and Zenobia, but only as rotting, ghastly skeletons. He still cannot hear them.
- ❖ One of Conan's bastard sons, born of his seraglio before Zenobia, tricks Conn into a duel... or just ambushes him while Conn is out hunting.
- ❖ Conn falls in love with a beautiful girl a few years older than himself. None of them realise it, but she is Conn's half-sister, born from Conan's former seraglio-girls. The Player Characters stumble across this knowledge.
- ❖ An air elemental (see *Conan the Roleplaying Game*) swoops out of the sky and snatches Prince Conn as he is out for a ride or hunting. His Black Dragon guards and his tutor all die from horrible, black sorcery. The Player Characters are the only living witnesses.
- ❖ Annoyed at his father, Conn rides off and joins a mercenary army in disguise. The Player Characters either recognise him or they are sent to keep an eye on him by Zenobia.
- ❖ Akenak, son of Dekanawatha, a Pictish paramount chief, knows Prince Conn. He arrives in Tarantia seeking the young prince for a mysterious purpose.
- ❖ Conn organises an excursion to the Plateau of Mists and the Player Characters are engaged to accompany him.

- ❖ King Conan is poisoned and the evidence points to one or more of the Player Characters. Thinking his father dead (or maybe he is!), Conn tracks down and challenges the Player Characters, intending to avenge his father.
- ❖ A conspiracy almost succeeds in killing Prince Conn. King Conan is gone and Conn wants revenge. He hires the Player Characters to ride with him on his quest for vengeance.
- ❖ A sorcerer changes history and Conan is slain during his rebellious assault on Tarantia. Numedides still rules Aquilonia as a result. Prince Conn, by virtue of a shaman's necklace he is wearing, is still alive and remembers the 'true' history. Sounding quite mad, he hires the Player Characters to restore time to its correct path before he vanishes, having never really existed.
- ❖ Prince Conn is captured by Border Kingdom slavers on an excursion into Gunderland. The Player Characters either witness the abduction or come across him later and recognise him or learn who he is.

RADEGUND, PRINCESS OF AQUILONIA, DAUGHTER OF THE BARBARIAN KING

Medium Humanoid (Nemedian/Cimmerian noble 1)
(Age 8)

Hit Dice: 1d8+1 (6 hp)

Initiative: +3 (+3 Dex)

Speed: 30 ft.

Dodge Defence: 13 (+0 level, +3 Dex)

Parry Defence: 11 (+0 level, +1 Str)

DR: –

Base Attack Bonus/Grapple: +0/+1

Attack: Dagger +3 finesse melee

Full Attack: Dagger +3 finesse melee

Damage: Dagger 1d4+1/19-20 x2/2 AP

Special Attacks: –

Special Qualities: Adaptability (Diplomacy and Sense Motive), background skills (Diplomacy, Gather Information, Sense Motive, Craft (embroidery)), weapon familiarity (greatsword), title, rank hath its privileges, wealth

Space/Reach: 5 ft./5 ft.

Saves: Fort +1, Ref +3, Will +10 (+13 vs. Corruption)

Abilities: Str 12, Dex 17, Con 13, Int 16, Wis 15, Cha 17

Skills: Appraise +7, Bluff +7, Craft (embroidery) +7, Diplomacy +11, Gather Information

+7, Knowledge (nobility) +7, Perform (dance) +7, Perform (virgin) +7, Sense Motive +10

Feats: Iron Will, Negotiator

Reputation: 6 (Marriageable; she may add +0 to Diplomacy, Gather Information and Knowledge (nobility) checks)

Leadership: –

Code of Honour: Civilised

Allegiances: Queen Zenobia, King Conan, Aquilonia

Possessions: Superior noble's outfit, dagger

Medium Humanoid (Nemedian/Cimmerian noble 3)
(Age 16)

Hit Dice: 3d8+3 (17 hp)

Initiative: +4 (+3 Dex, +1 Ref)

Speed: 30 ft.

Dodge Defence: 14 (+1 level, +3 Dex)

Parry Defence: 12 (+1 level, +1 Str)

DR: –

Base Attack Bonus/Grapple: +2/+3

Attack: Dagger +5 finesse melee

Full Attack: Dagger +5 finesse melee

Damage: Dagger 1d4+1/19-20 x2/2 AP

Special Attacks: +1 bonus to attack rolls with

broadsword, hunting bow, heavy lance and war spear

Special Qualities: Adaptability (Diplomacy and Sense Motive), background skills (Diplomacy, Gather Information, Sense Motive, Craft (embroidery)), weapon familiarity (greatsword), title, rank hath its privileges, wealth, special regional feature +1

Space/Reach: 5 ft./5 ft.

Saves: Fort +2, Ref +4, Will +11 (+14 vs. Corruption)

Abilities: Str 12, Dex 17, Con 13, Int 16, Wis 15, Cha 17

Skills: Appraise +9, Bluff +9, Craft (embroidery) +8, Diplomacy +16, Gather Information +7, Knowledge (nobility) +9, Perform (dance) +9, Perform (virgin) +8, Sense Motive +12

Feats: Iron Will, Negotiator, Skill Focus (Diplomacy)

Reputation: 9 (Marriageable; she may add +1 to Diplomacy, Gather Information and Knowledge (nobility) checks)

Leadership: –

Code of Honour: Civilised

Allegiances: Queen Zenobia, King Conan, Aquilonia

Possessions: Superior noble's outfit, dagger

Medium Humanoid (Nemedian/Cimmerian noble 6)
(Age 20)

Hit Dice: 6d8+12 (39 hp)

Initiative: +6 (+4 Dex, +2 Ref)

Speed: 30 ft.

Dodge Defence: 16 (+2 level, +4 Dex)

Parry Defence: 14 (+3 level, +1 Str)

DR: –

Base Attack Bonus/Grapple: +4/+5

Attack: Dagger +8 finesse melee

Full Attack: Dagger +8 finesse melee

Damage: Dagger 1d4+1/19-20 x2/2 AP

Special Attacks: +1 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear

Special Qualities: Adaptability (Diplomacy and Sense Motive), background skills (Diplomacy, Gather Information, Sense Motive, Craft (embroidery)), weapon familiarity (greatsword), title, rank hath its privileges, wealth, special regional feature +1, social ability (*comeliness*), lead by example +2, enhanced leadership

Space/Reach: 5 ft./5 ft.

Saves: Fort +4, Ref +6, Will +14 (+17 vs. Corruption)

Abilities: Str 13, Dex 18, Con 14, Int 17, Wis 16, Cha 19

Skills: Appraise +12, Bluff +15, Craft (embroidery) +11, Diplomacy +20, Gather Information +11, Intimidate +6, Knowledge (nobility) +10, Perform (dance) +11, Perform (virgin) +10, Sense Motive +19

Feats: Iron Will, Leadership ^{bonus}, Negotiator, Persuasive, Skill Focus (Diplomacy), Skill Focus (Sense Motive)

Reputation: 16 (Marriageable; she may add +2 to Diplomacy, Gather Information and Knowledge (nobility) checks)

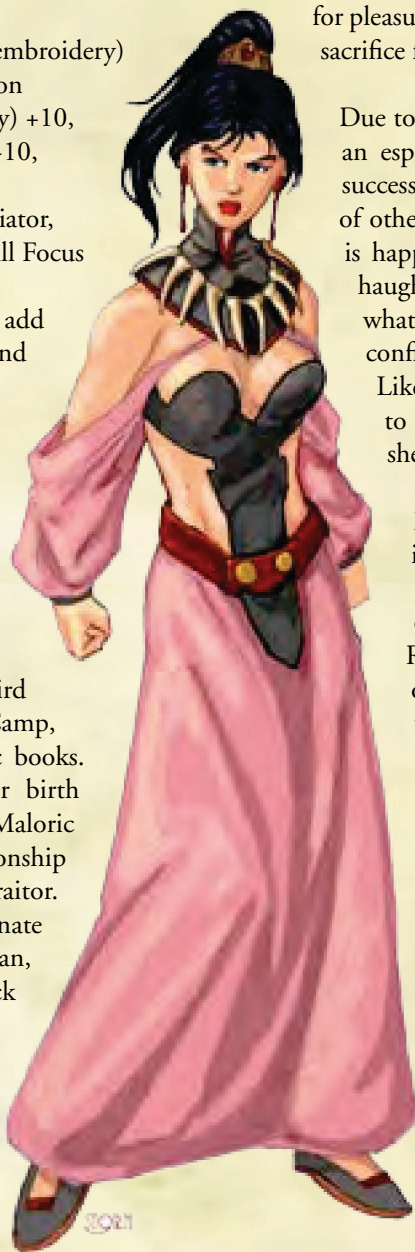
Leadership: 12/14 (6th cohort; 50 1st level, 2 2nd level, 1 3rd level)

Code of Honour: Civilised

Allegiances: Queen Zenobia, King Conan, Aquilonia

Possessions: Superior noble's outfit, dagger

Radegund is Conan and Zenobia's third child, according to L. Sprague de Camp, or his second, according to the comic books. Radegund was betrothed shortly after birth to Pepin, the newborn son of Baron Maloric and Lady Ladunia, although this relationship is annulled later after Maloric turns traitor. Viscount Pepin turns out to be an effeminate boor. Half-Cimmerian and half-Nemedian, Radegund has long, thick, shining black hair, slightly slanted, glittering blue eyes beneath a glowering brow, a dazzling smile with perfectly rounded lips and a lithe, stately mien. She often wears a bear-claw necklace, despite its barbaric appearance, because it is one of the few gifts her father ever gave her.



Princess Radegund can be hot-tempered and longs for more of Conan's attentions, feeling she gets ignored because she is just a girl. She is often puzzled and hurt by meanness and stinginess. When faced with such rude behaviour, she puts on regal airs and makes sure the offender knows the level of contempt and low regard he is held in her eyes. Radegund is strong willed and civilised. Despite her 'barbaric' temper, she tends to take after her mother, excelling in diplomacy and grace. She falls in love quickly and can attract almost instant warm feelings on the part of others without actually doing anything. She is magnetic and likeable in a charismatic, irresistible way. She is affectionate and generous, but she demands intense devotion, loyalty and lots of attention in return for her love and praise. Radegund is emotional and dramatic, self-indulgent and almost hedonistic in her search for pleasures. Still, she is quite capable of great self-sacrifice for the happiness of someone else.

Due to her charismatic nature, Radegund is not an especially hard worker, tending to achieve success more through the influence and pull of others. She is an exceptional diplomat. She is happiest in the role of leader and can turn haughty and temperamental if she is not given what she feels is owed to her. She is self-confident and has complete faith in herself. Like her brother, she has the gift of Crom due to her Cimmerian heritage, but otherwise she is considered Hyborian.

Radegund's Future? For Games Masters interested in games set in Aquilonia after *Conan of Aquilonia* (and possibly the death of Queen Zenobia), here is a glimpse of Radegund's potential future: Pepin turns out to be a wimp and Baron Maloric a traitor, so the betrothal is annulled. Around age 16, she meets one of Conan's Black Dragons, Leonidas, son of Publius, and begins a clandestine romance. More than a year later, Leonidas is killed in an ambush by Picts. She renounces her name to serve Mitra, intending to join the clergy, although she will be unduly influenced by black lotus given to her by Crassus, a Stygian posing as a Mitran priest. She is rescued by Conn and Deryck, an Æsir warlord. She marries Deryck and gives Conan his first grandchild.

She is approximately four years younger than Conn according to the comic series. Following L. Sprague de Camp's chronology, Radegund will be about 16 years old when Conan II assumes the throne. She will be about 18 or a bit older using the comics chronology. The Games Master, of course, is free to determine his own course of events as Robert E. Howard said nothing about the matter.

Adventure Hooks Surrounding Princess Radegund

- ❖ Radegund fall in love with one of the Black Dragons, a young nobleman. Conan does not know, nor does Zenobia. Radegund (or the Dragon) convinces the Player Characters to find ways for the pair to meet on different nights. Of course, if the Player Characters are caught, King Conan may let his heart do his thinking for him and the Player Characters may be in for a deadly fight.
- ❖ After Conn rises to power as Conan II, Radegund organises a rebellion to become the Queen of Aquilonia.
- ❖ Radegund, intent on making Conan love her as he does his eldest son, dresses up in armour and rides out with the king on a campaign. The Player Characters discover her among the rank and file troops.
- ❖ Radegund discovers a plot against her parents but she must flee the castle. During her flight she encounters the Player Characters and tells them she is pursued by villains.
- ❖ Radegund falls in love with one of the Player Characters and Conan and Zenobia do NOT approve in the least.
- ❖ Princess Radegund suffers an outrage of some sort and engages the Player Characters in her game of vengeance.
- ❖ Princess Radegund has lost her memory and is wandering the wilds of Aquilonia when she encounters the Player Characters. At least one of the Player Characters recognise her. Bossonian hunters are on her trail, sent by Conan to find her. They believe the Player Characters are her kidnappers and they attack before asking questions.
- ❖ Princess Radegund is cursed by a sorcerer, but the priests of Mitra insist her affliction is sent by Mitra because of her supposed sins. The priests mistakenly insist only a certain darksome artefact can cure her, but in truth the wizard simply needs to be slain.

- ❖ Someone has stolen a lock of Radegund's hair and is racing toward Argos with it to sell to a sorcerer as a magical link.
- ❖ Someone or something has kidnapped Princess Radegund. The Player Characters are witness to someone quickly headed out of town bearing a large trunk or are hired as guards for a merchant transporting a large trunk – a trunk containing Radegund or her corpse.
- ❖ Radegund is pregnant and names one of the Player Characters as the father (probably an untruth). Conan insists they marry and the Player Character needs to come up with an appropriate dower.
- ❖ Radegund dies and returns as a vampire intent on slaying her family, beginning with Taurus and working her way up to King Conan.

PRINCE TAURUS

Medium Humanoid (Nemedian/Cimmerian noble 1)
(Age 7)

Hit Dice: 1d8+1 (6 hp)

Initiative: +3 (+3 Dex)

Speed: 30 ft.

Dodge Defence: 12 (+0 level, +2 Dex)

Parry Defence: 11 (+0 level, +1 Str)

DR: –

Base Attack Bonus/Grapple: +0/+1

Attack: Dagger +2 finesse melee

Full Attack: Dagger +2 finesse melee

Damage: Dagger 1d4+1/19-20 x2/2 AP

Special Attacks: –

Special Qualities: Adaptability (Knowledge (arcana) and Sense Motive), background skills (Gather Information, Intimidate, Knowledge (arcana), Sense Motive), weapon familiarity (greatsword), title, rank hath its privileges, wealth

Space/Reach: 5 ft./5 ft.

Saves: Fort +1, Ref +2, Will +2

Abilities: Str 12, Dex 14, Con 13, Int 15, Wis 10, Cha 8

Skills: Bluff +5, Gather Information +5, Intimidate +5, Knowledge (arcana) +8, Knowledge (history) +6, Ride +6, Search +8, Sense Motive +6

Feats: Investigator, Persuasive

Reputation: 1 (Trickster)

Leadership: –

Code of Honour: None

Allegiances: None

Possessions: Superior red noble's outfit, dagger

Medium Humanoid (Nemedian/Cimmerian noble 3/scholar 3)
(Age 14) (Changeling)

Hit Dice: 3d8+3d6+12 (36 hp)

Initiative: +4 (+2 Dex, +2 Ref)
Speed: 20 ft. (goat leg and cane)
Dodge Defence: 14 (+2 level, +2 Dex)
Parry Defence: 13 (+2 level, +1 Str)
DR: –
Base Attack Bonus/Grapple: +4/+5
Attack: Dagger +6 finesse melee
Full Attack: Dagger +6 finesse melee
Damage: Dagger 1d4+1/19-20 x2/2 AP
Special Attacks: +1 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear, sorcery, advanced spells
Special Qualities: Adaptability (Knowledge (arcana) and Sense Motive), background skills (Gather Information, Intimidate, Knowledge (arcana), Sense Motive), weapon familiarity (greatsword), title, rank hath its privileges, wealth, special regional feature +1, new sorcery style x2, scholar, background (acolyte), base power points, knowledge is power, +1 power point, advanced spell, bonus spell
Space/Reach: 5 ft./5 ft.
Saves: Fort +4, Ref +4, Will +6
Abilities: Str 13, Dex 15, Con 14, Int 17, Wis 11, Cha 9
Skills: Bluff +6, Craft (alchemy) +4, Craft (herbalism) +4, Decipher Script +7, Gather Information +10, Intimidate +10, Knowledge (arcana) +14, Knowledge (history) +10, Knowledge (nobility) +8, Perform (ritual) +4, Ride +6, Search +14, Sense Motive +10, Sleight-of-hand +6
Feats: Dabblers (Summonings), Investigator, Persuasive
Reputation: 5 (Trickster)
Leadership: –
Code of Honour: None
Allegiances: Mad Zandra, Thoth-Amon
Base Power Points: 5 (2 base +0 Wis +1 bonus +2 scholar base pp) (10 Maximum)
Magical Attack: +0 (+1 level, -1 Cha)
Sorcery Styles: Curses, Prestidigitation
Spells Known: *Burst Barrier, Conjuring, Ill-Fortune, Lesser Ill-Fortune*
Corruption: 2
Insanity: None
Possessions: Superior red noble's outfit, dagger

Medium Humanoid (Nemedian/Cimmerian scholar 12) (Age 15) (Actual Child)
Hit Dice: 12d6+24 (66 hp)
Initiative: +4 (+2 Dex, +2 Ref)
Speed: 30 ft.
Dodge Defence: 17 (+4 level, +3 Dex)
Parry Defence: 16 (+4 level, +2 Str)
DR: –

Base Attack Bonus/Grapple: +9/+11
Attack: Dagger +12 finesse melee
Full Attack: Dagger +12/+7 finesse melee
Damage: Dagger 1d4+2/19-20 x2/ 3 AP
Special Attacks: Sorcery, Advanced Spells
Special Qualities: Adaptability (Knowledge (arcana) and Sleight-of-Hand), background skills (Gather Information, Intimidate, Knowledge (arcana), Sleight-of-Hand), weapon familiarity (greatsword), new sorcery style x5, scholar, background (acolyte), base power points, knowledge is power, +3 power point, advanced spell x11, bonus spell x3, increased maximum power points (triple)
Space/Reach: 5 ft./5 ft.
Saves: Fort +4, Ref +4, Will +8
Abilities: Str 14, Dex 16, Con 15, Int 18, Wis 13, Cha 16
Skills: Bluff +10, Concentration +17, Craft (alchemy) +21, Craft (bowyer) +21, Craft (herbalism) +21, Decipher Script +19, Gather Information +7, Intimidate +10, Knowledge (arcana) +19, Knowledge (nature) +19, Knowledge (religion) +19, Perform (ritual) +18, Search +5, Sense Motive +8, Sleight-of-Hand +18
Feats: Adept (curses), Craft Magic Item¹, Craftsman¹, Foul is Fair², Hexer, Iron Will^{bonus}, Noble Blood¹, Ritual Sacrifice, Steely Gaze, Tortured Sacrifice
Reputation: 10 (Villain)
Leadership: –
Code of Honour: None
Allegiances: Priests of Set
Base Power Points: 8 (4 base +1 Wis +3 bonus) (24 maximum)
Magical Attack: +9 (+6 level, +3 Cha) (he gains an additional +2 bonus when casting curses)
Sorcery Styles: Counterspells, Curses, Necromancy, Prestidigitation, Summonings
Spells Known: *Agonising Doom, Animate Statue¹, Animate Swords¹, Awful Rite of the Werebeast, Burst Barrier, Conjuring, Curse of Yizil, Death Touch, Greater Ill-Fortune, Greater Telekinesis, Greater Warding, Ill-Fortune, Lesser Ill-Fortune, Magic Builder¹, Master Warding¹, Master Words and Signs, Raise Corpse, Telekinesis, Warding*
Corruption: 3
Insanity: Delusion (King Conan is evil and must die)
Possessions: Superior green noble's outfit, dagger
¹ = feat or spell from *Conan: The Scrolls of Skelos*
² = feat from *Conan: The Road of Kings*

Prince Taurus is the second son of King Conan the Usurper. At the default time of the campaign (a few years after *The Hour of the Dragon*), he has not

been born yet, though individual Games Masters may have their campaign set later. Half Cimmerian-half Nemedian, he normally has black hair like his siblings, although, if the Games Master follows the comics continuity, the changeling has reddish hair. Unlike his other siblings, Taurus is relatively weak-willed and does not have the gift of Crom. He does have his father's blunt manner and takes a -2 racial penalty to all Diplomacy and verbal-based Bluff checks because of his Cimmerian heritage. Otherwise he is Hyborian like his mother. He often dresses in a red tunic with brown boots.

As the younger son, Prince Taurus is head-strong and suffers from a constantly bruised ego from lack of attention by Conan. Believed by his father to be a snivelling, wimpy coward, Taurus has fostered a long-standing hatred for his brother, Conn. He sees himself winning his way to power and will take whatever route he can to get people's attention. He has a strong tendency toward dabbling in the black arts. He is more bookish than any of his siblings.

The second and third columns are potential statistics for Taurus if the comic book chronology is followed for his life. If that path is averted or otherwise discarded by Players or the Games Master, he will most likely take levels in Noble or Scholar. There is a good chance that if he causes too many problems, Conan's counsellors will advise putting the boy into the clergy. Conan's inclination may be to send him off with a body of mercenaries to make him a man via war and strife.

Prince Taurus' Future? Shortly after Prince Taurus was born, he was abducted from his crib and a sorcerous changeling left in his place by Crassus, a Stygian posing as a priest of Mitra. The real Taurus (column three above) was spirited to Khemi where he was trained from infancy as a sorcerer, loyal to the priests of Set and possibly to the Black Ring. The changeling also has a sorcerous mindset and practises magic on his own, showing considerable talent. When he is 13 years old, the changeling secretly visits the home of Mad Zandra to buy supplies for some darksome spell. He invokes Set and a bird of flame carries him back to Zandra. He becomes Zandra's apprentice. When Conan learns where he is, he tromps off to bring the boy back. Zandra turns Taurus into a goat and Taurus manages to turn himself back, mostly. He retains a single goat leg. Later he makes friends with a weird golden-haired Stygian lad who turns up at the palace. Taurus helps rescue a Shemite queen from Vendhyan assassins, but flubs it up later when she is killed by drunks on the way back to



the palace. Taurus takes the Stygian to meet Mad Zandra and she recognises Thoth-Amon's ring on the golden-haired boy's finger. Taurus tries to warn his father and the rest of his family but they do not believe him. This leads to Thoth-Amon's return when Taurus tells Baron Maloric about the ring. Maloric is allied with a strange Stygian wizard who turns out to be Thoth-Amon. Thoth kills the golden-haired boy and regains his former power. Thoth-Amon offers to make Taurus his apprentice, but Taurus flees. Thoth-Amon tries again to win Taurus over but this time Taurus attacks the wizard. Taurus later agrees to be

his apprentice if Thoth spares Zenobia and Radegund. At age 14, Taurus is now First Servant to Thoth-Amon, but he betrays his master and douses a mystical flame powering Thoth's magic. He aids his father in killing Thoth-Amon (again) but Conan is more interested in the older son afterward. A year later, Taurus is in league with Crassus, the Stygian posing as a Mitran priest who engineered the changeling exchange years earlier. The changeling Taurus helps Crassus drug Radegund and capture her. Taurus the changeling is later executed. The real Taurus then shows up, trained in Khemi as a sorcerer and conditioned to kill Conan, his father. He crafted a Conan-bane arrow and shot his father. The real Taurus is defeated by Crassus and dies in Zenobia's arms.

Adventure Hooks Surrounding Prince Taurus

- ❖ Player Characters witness Crassus bringing the changeling baby to the palace and stop the switch from taking place, erasing the future mapped out above.
- ❖ Prince Taurus, in practising his sorcery, makes Radegund his slave.
- ❖ Prince Taurus becomes a mass murderer, sacrificing dozens to Set in return for magical energy.
- ❖ Prince Taurus unleashes a magical backlash and he vanishes from Tarantia... appearing wherever the Player Characters are.
- ❖ Prince Taurus arranges to be kidnapped to see if anyone notices his absence. The Player Characters are hired to be the kidnappers.
- ❖ Prince Taurus accidentally kills an important noble and has to flee Aquilonia. He hires the Player Characters to smuggle him out of the country.
- ❖ Prince Taurus accidentally kills an important noble and has to flee Aquilonia. King Conan or another noble hires the Player Characters to find the boy.
- ❖ Prince Taurus turns renegade and becomes a friend of the Picts, accepting the Mark of Brotherhood (a feat described in *Conan: Across the Tunder River*) to study darksome magic under a savage shaman.

KING CONAN'S COUNSELLORS

King Conan maintains several nobles and personages in his court. King Conan's counts and barons are required to provide counsel to him, obligated to appear when summoned. These listed here are generally required to spend a good portion of their year in Conan's court as an advisor.

DEXITHEUS, ARCHPRIEST OF MITRA

Medium Humanoid (Aquilonian Scholar 18)

Hit Dice: 10d6+30+8 (73 hp)

Initiative: +9 (+3 Dex, +6 Ref)

Speed: 30 ft.

Dodge Defence: 19 (+6 level, +3 Dex)

Parry Defence: 17 (+6 level, +1 Str)

DR: –

Base Attack Bonus/Grapple: +13/+14

Attack: Dagger +16 finesse melee

Full Attack: Dagger +16/+11/+6 finesse melee

Damage: Dagger 1d4+1/19-20 x2/ 2 AP

Special Attacks: Sorcery styles, advanced spells

Special Qualities: Adaptability (Diplomacy and Sense Motive), background skills (concentration, diplomacy, search, sense motive), weapon familiarity (greatsword), +5 power point, increased maximum power points (quadruple), new sorcery styles x6 (he took four bonus feats in lieu of four of these styles), advanced spells x3, +26 bonus skill points, bonus spells x5, scholar, background (acolyte), base power points, knowledge is power

Space/Reach: 5 ft./5 ft.

Saves: Fort +9, Ref +9, Will +18 (+21 vs. Corruption)

Abilities: Str 13, Dex 17, Con 16, Int 20, Wis 19, Cha 20

Skills: Concentration +16, Craft (herbalism) +26, Decipher Script +26, Diplomacy +24, Gather Information +28, Heal +29, Intimidate +21, Knowledge (arcana) +28, Knowledge (geography) +28, Knowledge (nobility) +31, Knowledge (religion) +28, Listen +13, Perform (ritual) +29, Profession (royal counsellor) +12, Search +16, Sense Motive +32

Feats: Investigator, Iron Will ^{bonus}, Knowledgeable, Leadership, Menacing Aura, Negotiator, Noble Blood, Priest, Skill Focus (diplomacy), Skill Focus (heal), Skill Focus (knowledge (nobility)), Skill Focus (Perform (ritual)), Skill Focus (Profession (royal counsellor)), Skill Focus (sense motive), Steely Gaze

Reputation: 30 (Honest. May apply +4 to his Bluff, Sense Motive, and Gather Information checks.)

Leadership: 23/24 (11th level cohort; 350 1st level, 14 2nd level, 5 3rd level, 2 4th level, 1 5th level)

Code of Honour: Civilised

Allegiances: King Conan, Aquilonia, Mitra

Base Power Points: 13 (4 base + 4 Wis +5 bonus); 52 maximum

Magical Attack: +14 (+9 level, +5 Cha)

Sorcery Styles: Counterspells, Divination

'In Mitra's name, lord king, be silent! It was the high-priest of Mitra who cried out, and his countenance was ashen.

Conan threw up his head like a lion tossing back its man, and his voice was thick with the growl of the angry lion.

'Am I a slave, to shut my mouth at your command?'

'Nay, nay, my lord! The high-priest was trembling, but not through fear of the royal wrath.

Robert E. Howard, *The Phoenix on the Sword*

Spells Known: *Astrological Prediction, Dream of Wisdom, Greater Sorcerous News, Greater Warding, Incantation of Amalric's Witchman, Mind Reading, Psychometry, Sorcerous News, Visions, Warding*

Corruption: 0

Insanity: None

Possessions: Superior black clergy's outfit, dagger

Wise and learned, Dexitheus is described as a lean, bald, snowy-bearded ancient dressed in the black robes of a Mitran priest-physician. In *The Treasure of Tranicos* he is ascribed occult powers. He lives an honest and virtuous life. He does not tolerate other religions or blasphemy, willing to even chastise the king for such behaviour. He is humble, referring to Mitra's glories rather than dwelling on his own successes. His serenity is as a deep well, but dark dreams often cast pebbles into that otherwise calm pool. He believes Lord Mitra gives him these dreams and prophetic messages for him to decipher. Dexitheus also makes a hobby out of unravelling heraldic symbols.

Dexitheus appears in L. Sprague de Camp's *Treasure of Tranicos*, *Conan the Liberator* and *Conan of the Isles*. He also appears in the Conan the King comic books, but

he was killed in the comics by Crassus, a Stygian posing as a Mitran priest. Obviously, as *Conan of the Isles* takes place after the Conan comics, one or the other continuity is correct, depending on the Games Master's preference. He may well also be the unnamed high priest at the end of Robert E. Howard's *The Phoenix on the Sword*.

COUNT TROCERO OF POITAIN, SENESCHAL OF AQUILONIA

Medium Humanoid Male (Poitainian Noble 17)

Hit Dice: 10d8+34+20 (99 hp)

Initiative: +11 (+2 Dex, +5 Ref, +4 Imp. Init.)

Speed: 25 ft.

Dodge Defence: 18 (+6 level, +2 Dex)

Parry Defence: 26 (+8 level, +4 Str, +4 large shield)

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

Base Attack Bonus/Grapple: +12/+19

Attack: Broadsword +21 melee

Full Attack: Broadsword +21/+16/+11 melee

Damage: Broadsword 1d10+4/19-20 x2/ 7 AP

Special Attacks: +4 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear

Special Qualities: Hyborian traits, title, rank hath its privileges, wealth, special regional feature +4, *ally, family-ties, Savoir-Faire*, lead by example +6, enhanced leadership, do you know who I am?, rally, adaptability (+2 circumstance bonus to Diplomacy and Ride), background skills (diplomacy, intimidate, ride, survival), weapon familiarity (greatsword)

Space/Reach: 5 ft./5 ft.

Saves: Fort +7, Ref +7, Will +15 (+18 vs. Corruption)

Abilities: Str 18, Dex 14, Con 15, Int 13, Wis 14, Cha 17

Skills: Appraise +4, Bluff +8, Diplomacy +25, Gather Information +8, Intimidate +10, Knowledge (history) +6, Knowledge (nobility) +9, Ride +24, Search +7, Sense Motive +12, Spot +8, Survival +4

Feats: Improved Initiative, Leadership^b, Mounted Combat, Power Attack, Quick Draw, Ride-by



Attack, Spirited Charge, Steely Gaze, Trample, Weapon Focus (broadsword)

Reputation: Brave 85 (+9 to Bluff and Intimidate if person has heard of him)

Leadership: 25/26 (12th level cohort named Ghord; 500 1st level, 20 2nd level, 6 3rd level, 3 4th level 1 5th level)

Code of Honour: Chivalrous

Allegiances: King Conan, Poitain, Aquilonia

Possessions: Superior noble's outfit, plate armour, visored helm, shield, broadsword, dagger

Sir Trocero, the Count of Poitain, is a staunch supporter of King Conan the Usurper. During periods of Conan's absence from the mighty kingdom of Aquilonia, Count Trocero is usually given the role of steward. During Conan's various captures during *The Scarlet Citadel* and *The Hour of the Dragon*, Trocero commanded the nation, wielding the baton of power in Conan's name, until overthrown and sent back to Poitain. He is utterly loyal to Conan, willing to even surrender his own kingdom to his rule, either as King of Aquilonia or a King of Poitain. Prior to the rebellion that placed Conan on the throne, Trocero was known as a rebellious leader, and had led his armies against the throne of Aquilonia more than once. He may be a noble by birth, but he is a warrior by his heart. His warlike nature probably accounts for his closeness to Conan. The barons of Aquilonia tend to be jealous of Count Trocero; he is in high favour with the king and is in control of the wealthiest of Aquilonia's counties. He owns more castles than any other Aquilonian.

Count Trocero is a lithe, waspish man. He has broad shoulders and thin hips. He wears silvered armour with the three crimson leopards of Poitain worked curiously



in gold. He has dark hair tinged with grey and a long, drooping moustache. He is older than he looks, and a

keen swordsman. He has no compunctions about putting enemies and their lands to torch and sword. He likes to hunt and is an able marksman. He also has a keen eye for valuable objects and collects art. He surrounds himself with beautiful things. His armour is a work of art, for example, described as curious in its

Conan sat on a silken divan in a rich chamber whose filmy curtains the warm breeze billowed. Trocero paced the floor like a panther, a lithe, restless man with the waist of a woman and the shoulders of a swordsman, who carried his years lightly.

'Let us proclaim you king of Poitain!' urged the count. 'Let those northern pigs wear the yoke to which they have bent their necks. The south is still yours. Dwell here and rule us, amid the flowers and the palms.'

'But Conan shook his head. 'There is no nobler land on earth than Poitain. 'But it cannot stand alone, bold as are its sons.'

'It did stand alone for generations,' retorted Trocero, with the quick jealous pride of his breed. 'We were not always part of Aquilonia.'

Robert E. Howard, *The Hour of the Dragon*

craftsmanship. Trocero is energetic and vital when he deems it time to be so. That energy is not used at another's command, but his and only his. At his worst, Trocero is dogmatic, stingy, opinionated and mysterious. At his best, he is loyal to a fault, ready to give everything he can to aid those he loves. Count Trocero tends to pin his hopes on one idea, pursuing that idea with a single-minded doggedness and unshakeable commitment. He suffers from feelings of loneliness, but conceals this with a dry humour. His wife, Amanda, remains at his primary castle in Poitain while he serves in Tarantia on King Conan's council as seneschal.

Count Trocero is a person who perseveres when all others fall to the side and lose spirit. He has a pronounced stubborn streak. His strength is in his tenacity and his relentless drive. He can be described as being both an immovable object and an irresistible force at the same time. He is not fond of change and he has a fiery temper, although he rarely shows it. On the surface, Trocero is patient and it takes a lot of pushing to get him to show his anger. He does not look to challenge people but it is a fatal mistake for people to challenge him. His feelings are private and self-contained. He is steadfast and faithful. Although shy and reserved with strangers, he is an excellent host.

Trocero's general is a Poitainian named Prospero. Unlike most Hyborians, Trocero and Prospero understand the value of a well-trained infantry, using unbreakable lines of footmen along with their mounted forces. The Count can call up as many as 60 units of knights. Most Poitainian lords could call up at most three units of vassal knights.

PALLANTIDES, COMMANDER OF THE BLACK DRAGONS

Medium Humanoid Male (Attalusian Noble 9/Soldier 9)

Hit Dice: 5d8+5d10+40+12+8 (110 hp)

Initiative: +8 (+2 Dex, +6 Ref)

Speed: 25 ft.

Dodge Defence: 19 (+7 level, +2 Dex)

Parry Defence: 31 (+11 level, +6 Str, +4 large shield)

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

Base Attack Bonus/Grapple: +15/+21

Attack: Broadsword +23 melee

Full Attack: Broadsword

+23/+18/+13/+8 melee

Damage: Broadsword

1d10+6/19-20 x2/ 10 AP

Special Attacks: +2 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear, formation combat (*heavy cavalry, heavy infantry*)

Special Qualities: Hyborian qualities, adaptability, background skills, title, rank hath its privileges, wealth, special regional feature +2, social ability (*ally, reputation*), lead by example +2, enhanced leadership

Space/Reach: 5 ft./5 ft.

Saves: Fort +13, Ref +8, Will +13 (+16 vs. Corruption)

Abilities: Str 23, Dex 14, Con 18, Int 17, Wis 12, Cha 16

Skills: Bluff +16, Diplomacy +15, Handle Animal +16, Intimidate +27, Knowledge (geography) +7, Knowledge (local) +7, Knowledge (nobility) +4, Listen +6, Ride +24, Sense Motive +6, Search +13, Spot +6

Feats: Cleave, Drive Your Enemy Before You, Improved Bull Rush, Improved Sunder, Leadership ^{bonus}, Menacing Aura, Mounted Archery, Mounted Combat, Persuasive, Power Attack, Power Bull Rush, Ride-by Attack, Sleep Mastery, Spirited Charge, Steely Gaze, Trample

Reputation: Brave 85 (+9 to Bluff and Intimidate if person has heard of him)

Leadership: 24/26 (12th level cohort; 500 1st, 20 2nd, 6 3rd, 3 4th, 1 5th level followers)

Code of Honour: Civilised

Allegiances: King Conan, Baron of Attalus, Black Dragons

Possessions: Superior noble's outfit, plate armour, visored helm, shield, broadsword, dagger

Pallantides is the commander of King Conan's Black Dragons. He was once a soldier-of-fortune and had once trained with Turanian horse-archers. During the Rebellion, Pallantides deserted from the royalists with a unit of Bossonian cavalry to join General Conan. After the death of Gromel in *The Phoenix on the Sword*, he took command of the Black Legion as well, making him general of all Conan's armies. He is a powerful knight dressed in intimidating black armour. He has a fine facial bone structure with a prominent nose, thick and dark brows, hypnotic eyes and a shining, healthy head of hair. His

'Pallantides was sorely wounded at Valkia. was ransomed by his family. and now lies in his castle in Attalus. He will be fortunate if he ever rides again.'

Robert E. Howard, *The Hour of the Dragon*



movements are always decisive and ominous, adding to his intimidating look.

Pallantides can discuss topics in great detail and is an activist – he likes things done immediately. He is exciting, vibrant and talkative. He is a sharp, shrewd thinker with common sense. He gravitates toward the centre of the action and is a natural leader with self-confidence. He can pursue a goal with irresistible enthusiasm and his most likeable trait is his sheer courage in the face of incredible odds. He has a hot temper and his threshold for boredom borders on the childishly low, but his independent spirit and enthusiasm for new projects pushes him forward ever again. If he comes up to a superior opponent, he will bend but will not break. His aggression and combativeness

cannot be broken by anyone but himself. When crossed, Pallantides is cruel and biting. He will use any weapon at his disposal. He will ridicule enemies or play on a person's fears or challenge a foe to a duel. His general attitude is one of victory and in the heat of any given moment he searches for the weapon that will grant him the win.

Pallantides owns a castle and 42 manors in Attalus. His steward is a 12th level commoner (peasant order) and is his cohort. He has three 4th level squires. His followers are his manorial staff members.

PROSPERO

Medium Humanoid Male (Poitainian noble 2/soldier 3/Poitainian knight 10)

Hit Dice: 2d8+8d10+30+15 (98 hp)

Initiative: +6 (+2 Dex, +4 Ref)

Speed: 25 ft.

Dodge Defence: 18 (+6 level, +2 Dex)

Parry Defence: 28 (+10 level, +4 Str, +4 large shield)

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

Base Attack Bonus/Grapple: +14/+18

Attack: Broadsword +19 melee (+23 if mounted) or Greatsword +18 melee (+22 if mounted)

Full Attack: Broadsword +19/+14/+9 melee (+23/+18/+13 if mounted) or Greatsword +18/+13/+8 (+22/+17/+12 if mounted)

Damage: Broadsword 1d10+4/19-20 x2/ 8 AP or Greatsword 2d10+6/ 19-20 x2 / 10 AP

Special Attacks: +1 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear, formation combat (*heavy cavalry*), +4 to attack rolls while mounted, lance charge +2, improved heavy cavalry
Special Qualities: Hyborian qualities, adaptability (diplomacy and gather information), background skills (bluff, diplomacy, gather information, and sense motive), title, rank hath its privileges, wealth, special regional feature +1, born to the saddle (4x per round), horsemanship +4, armour tolerance +5

Space/Reach: 5 ft./5 ft.

Saves: Fort +13, Ref +6, Will +11 (+14 vs. Corruption)

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

Skills: Appraise +5, Bluff +13, Diplomacy +23, Gather Information +21, Handle Animal +15, Intimidate +15, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (local) +12, Knowledge (nobility) +12, Listen +5, Ride +23, Search +6, Sense Motive +12, Spot +5

Feats: Alertness, Cleave, Knowledgeable, Mounted Combat,



Negotiator, Persuasive, Power Attack, Ride-by Attack, Skill Focus (diplomacy), Skill Focus (gather information), Spirited Charge

Reputation: Brave 65 (+8 to Bluff and Intimidate if person has heard of him)

Leadership: 24/26 (12th level cohort; 500 1st, 20 2nd, 6 3rd, 3 4th, 1 5th level followers)

Code of Honour: Chivalrous

Allegiances: King Conan, Count Trocero, Aquilonia

Possessions: Superior noble's outfit, gold-chased plate armour, visored helm, shield, broadsword, dagger

Prospero the Poitainian is the general of Count Trocero's armies. He wears gold-chased armour. He has long, dark hair and dark eyes. He is a slender but powerful man. He appears in all three of Howard's King Conan stories: *The Phoenix on the Sword*, *The Scarlet Citadel* and *The Hour of the Dragon*.

Prospero is quick in thought and action, clever with words and diplomacy, brimful with new ideas and fresh inspirations. Intelligent, adaptable and communicative, Prospero is a distinguished noble, commanding 57 manors in Poitain (he manages 41 himself and uses the rest for vassals). He is curious about everything and can

Prospero, shining in his armor, rode among them, trying to pacify them, bidding them trust Count Trocero, urging them to man the wall and aid his knights in defending the city. They turned on him, shrieking with fear and unreasoning rage, howling that he was Trocero's butcher, a more evil foe than Amalric himself. Offal and stones were hurled at his knights.

Robert E. Howard, *The Hour of the Dragon*

make connections between anything that tend to be more accurate than not. He was born with the gift of persuasion, able to explain any action, defend any position and justify any course. He listens and picks up information in one place, gossip in another and bits of everything everywhere else. He makes an ideal conversationalist because he seems to know a little about everything – along with a firm opinion on it all. However, he is willing to revise his opinion on a moment's notice. His weakness lies in his ability to quickly grasp an idea or size up a situation – often he is so quick with his opinion, he merely skims the surface and does not always investigate deeply.

He has a personality that is amazingly adaptable, able to adapt to many kinds of people. He is usually a success at dealing with the public. He has an amusing wit and has a talent for lifting people out of their depressions. He gets impatient at people who are not as quick to grasp things as he is or who cannot keep up with his rapid thoughts. Prospero and King Conan have an easy familiarity with each other that none else have, even Count Trocero.

PUBLIUS, THE CHANCELLOR OF AQUILONIA

Medium Humanoid Male (Aquilonian noble 12)

Hit Dice: 10d8+4+20 (69 hp)

Initiative: +5 (+1 Dex, +4 Ref)

Speed: 30 ft.

Dodge Defence: 15 (+4 level, +1 Dex)

Parry Defence: 16 (+6 level, +0 Str)

DR: –

Base Attack Bonus/Grapple: +9/+9

Attack: Broadsword +12 melee

Full Attack: Broadsword +12/+7 melee

Damage: Broadsword 1d10/19-20 x2/ 4 AP

Special Attacks: +3 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear

Special Qualities: Hyborian qualities, adaptability (sense motive, spot), background skills (bluff, diplomacy, gather information, sense motive), title, rank hath its privileges, wealth, special regional feature +3, social ability (*refuge, etiquette*), enhanced leadership, lead by example +4, do you know who I am?

Space/Reach: 5 ft./5 ft.

Saves: Fort +6, Ref +5, Will +16 (+19 vs. Corruption)

Abilities: Str 10, Dex 12, Con 14, Int 19, Wis 16, Cha 16

Skills: Appraise +9, Bluff +23, Diplomacy +23, Disguise +6, Gather Information +20, Intimidate +20, Knowledge (history) +12, Knowledge (local) +12, Knowledge (nobility) +12, Search +8, Sense Motive +25, Spot +14

Feats: Investigator, Iron Will, Knowledgeable, Leadership ^{bonus}, Negotiator, Persuasive, Skill Focus (bluff), Skill Focus (diplomacy), Skill Focus (sense motive)

Reputation: Observer 65 (+7 to Gather Information, Sense Motive and Spot checks against those who know him)

Leadership: 19/21 (9th level cohort; 120 1st, 5 2nd, 2 3rd, 1 4th level followers)

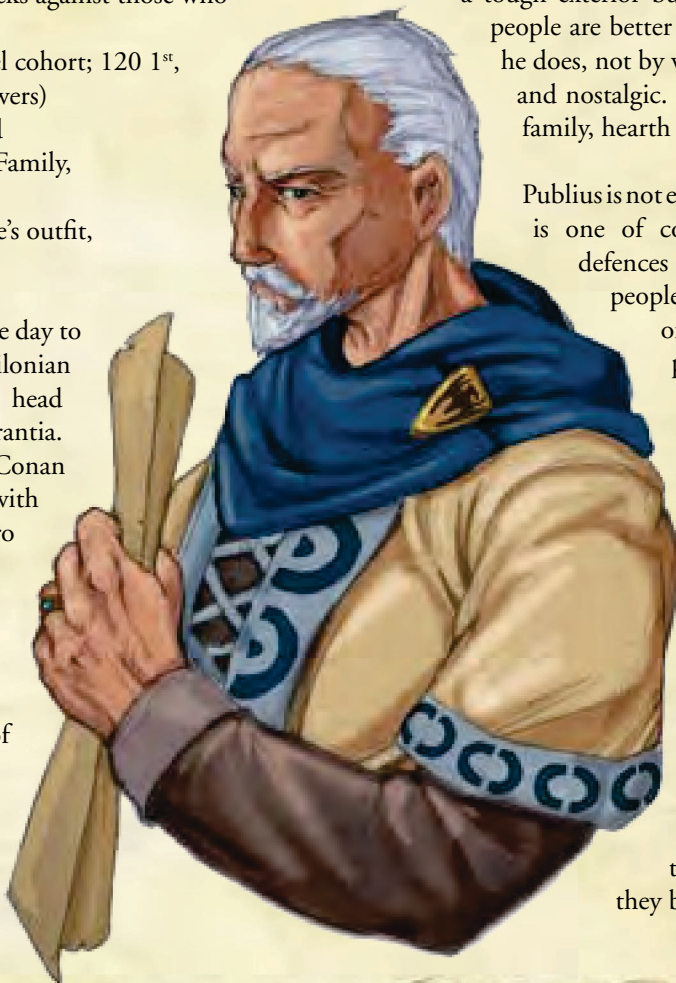
Code of Honour: Civilised

Allegiances: King Conan, Family, Aquilonia

Possessions: Superior noble's outfit, broadsword, dagger

Publius is entrusted with the day to day operations of the Aquilonian government, the absolute head of the civil service in Tarantia. He is answerable to King Conan only. He works closely with Count Trocero, Prospero and Conan's other advisors. Nearly every member of the governmental bureaucracy serves Publius, organising tax collection, politics and the public announcement of all royal decrees.

Publius appears as a gentle, patient and even sympathetic listener but he is often



'I wish I might ride with you to 'Nemedia,' said Conan enviously. 'It seems ages since I had a horse between my knees - but 'Publius says that affairs in the city require my presence. Curse him!'

Robert E. Howard, *The Phoenix on the Sword*

preoccupied with his own problems and often times complains endlessly about how mistreated he is by everybody. Still, he manages to be helpful and ready to go to work to get things done. He needs constant support and encouragement and resents needing those things so desperately. He is utterly loyal to those who continually give him that support and encouragement. He is a worrier and a brooder. He also guards his secrets well. He has a tough exterior but is a softie on the inside – people are better off to judge Publius by what he does, not by what he says. He is possessive and nostalgic. He is devoted to the idea of family, hearth and home.

Publius is not easily deceived. His personality is one of complex defences, and these defences give him the ability to read people well. He has intense powers of observation that border on psychic. He is also indirect and diplomatic in his approach to people. He never takes the direct approach, always stepping to one side, then another, occasionally going completely around an issue, but he always gets where he intends to go. He is shrewd in business and possesses a strong sense of public taste and opinion. Publius can always sense new trends as they begin.

Beyond the Gardens

An Expanded Aquilonian Gazetteer

AQUILONIA IS A beautiful temperate land, slowly conquered by Hyborian civilization since the fall of Acheron some 3,000 years ago. The combination of a pleasant climate with rich and fertile land has promoted agriculture for centuries. Agriculture has transformed much of the arable land into precious fields of wheat, barley and other vegetables. Forests also abound, although most of the eastern woodlands are reserved for the nobility and are protected by wardens, who keep out rogues and dangerous animals. The vast western forests are still wild, filled with panthers, apes, bears, wolves and, if one goes far enough west, Picts. The most notable geographic features are the rivers.

Alimane River – The Alimane is a river marking the border between Aquilonia and Zingara. It was too shallow in places to allow much, if any, navigable river trade. In *The Hour of the Dragon*, Conan can walk his horse across the river. A caravan trail followed along the banks of the Alimane. The road crosses the road to the Khorotas at the village of Pedassa. The Ford of Nogara is a common route for trade from the Saxula Pass to cross the Alimane. A road passes from here to Culario, the capital of Poitain.

Bitaxa River – The Bitaxa is a turbulent tributary of the Alimane, flowing over the Imirian Escarpment into the Brocellian Forest below.

Black River – This river is the frontier border of Aquilonia and the site of many battles with the savage Picts. The river has a swift current, yet is quite deep and rather wide, carrying a large volume of water. The river's source is somewhere in the mountains of northern Pictland. It then flows southward along the border of the Bossonian Marches, then along the frontier border of Westermarck.

Eventually it curves to the West as it flows into Zingara on its course to the open sea. The Zingaran capital of Kordava sits at its mouth.

Border Range – These are deeply forested, fairly low mountains between Aquilonia and Nemedias. They extend from the Cimmerian border to the Tybor River. It is an extremely scenic range of

ridge after ridge. Several passes exist through these mountains and most of them are patrolled and guarded by the Aquilonians and Nemedians. Many superstitions exist about things that live in these mountains and about in-bred settlements hidden in out-of-the-way portions of the range. It is actually made up of several ranges, such as the Mountains of Thanza. Several marshy lakes are hidden in the arms and valleys of this forested range

- ❖ The Cave of Zelata is located in this range just west of the Nemedian border on the rough southern pass route to Tarantia.
- ❖ The ruins of Karutonia, a great city of Acheron once lived in by a million people, can be found in the foothills of the Border Range on the Aquilonian side of the range. The town of Croton is built upon these ruins, which appear to be low hills.
- ❖ Mount Golamira, also called the Mount of Eternal Time, is in the northern reaches of this timbered range.
- ❖ The Mountains of Thanza are one of the ranges comprising the Border Range. They are located on the southern end of the Aquilonian side of the Border Range. No one is exactly sure what Thanza refers to in the name, but it apparently has been called that since time immemorial and is named thus on the earliest known Aquilonian maps still surviving in the great libraries of Tarantia.
- ❖ The Valley of Valkia, with attendant river, lies in eastern Aquilonia about ten miles from Nemedias' border. The Border Mountains lie to the west of it. This was the site of the great battle lost by Conan's army in the beginning of *The Hour of the Dragon*.

Brocellian Forest – The Brocellian forest lies between the southern Poitain cities and the Imirian Escarpment. The peasants believe supernatural beings lurk in these woods. The nobles of Poitain encourage these beliefs, as it preserves the woods for their hunting pleasures. A road runs through it toward the Imirian Escarpment where the Bitaxa River carves out the Giant's Notch, a large gorge through the escarpment that the road follows. It takes a day to cross the width of the forest from the edge to the escarpment. Satyrs are rumoured to live in this dark

forest, but Trocero and his barons do not encounter them while hunting in the forest.

Ford of Mevano – The Ford of Mevano crosses the Alimane River. It is the northernmost of the three fords leading from Argos to Aquilonia and is to the west of the Nogara Ford.

Ford of Nogara – The Ford of Nogara is a ford of the Alimane River. It is the middle of the three fords leading from Argos to Aquilonia. Conan and Trocero fought a pitched battle against Ascalante, the Count of Thune, and Gromel during the Aquilonian civil war.

Ford of Tunais – The Ford of Tunais is ford of the Alimane River. It is the southern most of the three fords leading from Argos to Aquilonia.

Fury River – This river, flowing southwest past Sicas, eventually joins the Khorotas River.

Golamira, Mount – This is the Mount of Eternal Time, called 'black-hearted' because it is made of black stone, in Aquilonia's Border Range. The legendary prophet Epemitreus' body was laid to rest here 1,500 years ago in a magically protected tomb. He sends forth his ghost on unseen wings when Aquilonia is in dire need. The tomb is a great dark corridor cut into the solid black stone of



Golamira. The floor, ceiling and walls are highly polished and carved with the figures of ancient heroes and the shadowy outlines of the Nameless Old Ones. Though there are no lights, dream-visitors can see plainly. After this great corridor, a wide stair is cut out of the black rock, engraved with esoteric symbols both ancient and horrific. Characters approaching this stair must make a Terror check (DC 19). The steps are carved with the figure of Set so that at each step a character plants his foot on the head of the Old Serpent. Beyond the steps is the crypt of Epemitreus.

Goralian Hills – These hills are in north-western Aquilonia above the Shirki River. These hills had served as the last stand of several Aquilonian kings. Amid the crags and tortuous peaks of these hills hides the Valley of Lions, a fan-shaped valley with steep hills on either side that cannot be easily climbed. It was here that Valerius was betrayed and killed during the events of *The Hour of the Dragon*.

☛ **Valley of Lions** – a fan-shaped valley in the Goralian hills in northwestern Aquilonia.

Imirian Escarpment – This escarpment lies in northern Poitain. It is part of the fief belonging to Baron Roaldo of Imirus. It is passable through the Giant's Notch, where the Bixta River cuts through it. The Imirian Plateau is above it. The haunted Brocellian Forest is below it.

Khor Valley – Khor is a great, fertile valley in Aquilonia and the mighty Khorotas River flows through this valley on its way past Tarantia.

Khorotas River – This is a major river of Aquilonia and is navigable in its middle reaches and flows within a mile of Tarantia. Once in Poitain and its mountains, the river falls in a series of beautiful and scenic falls, cascades and rapids. The Tybor and the Alimane merge with it and it flows to the Western Ocean at Messantia in Argos. The Road of Kings crosses the Khorotas near its confluence with the Tybor. Fishermen and merchant boats are the usual craft seen on the river, but occasionally a slender, black craft bearing one of the dead of Asura floats down the river. The Road of Kings crosses the road to the Alimane at the village of Pedassa.

Ossar River – This is a swift flowing river that eventually joins with the Fury at the wicked city of Sicas. Its source is somewhere in the hills around Tarantia.

Plateau of Mist – This plateau, described in *King Conan #10*, rises



from the flat, forested landscape surrounding it like a squat, brooding monument. This flat-topped mountain is isolated from the other Aquilonian ranges but is the closest mountain to Tarantia. Its top is always wreathed in slow-moving, mysterious fogs and vapours. Huge dinosaurs live on top of the plateau, although they are different from historical dinosaurs. For example, the triceratops are carnivorous. The primordial top of the plateau is jungled and humid, creating the perennial mist. The mist is extremely thick, reducing vision considerably.

Poitainian Mountains – The Poitainian Mountains are a range of high mountains to the west of Poitain, running along the northern border of Zingara. These ranges often hide bandits and other men without liege lords or honour.

Shirki River – The Shirki River is an important waterway through Aquilonia, although it is largely not navigable. It is swift and turbulent from its source in the mountains of Cimmeria all the way past Tanasul, although the rocks at Tanasul are high enough to afford a crossing into Gunderland most of the time. Another crossing existed at Galparan, although it was less certain than the Tanasul crossing. The lower reaches of the Shirki could be crossed by ferries.

Rapids and cascades typify this river through the Tauran.

Thunder River – The Thunder River is another important river for Aquilonia and is a border against Pictland. It was named the Thunder River for the long stretches of white-water rapids in northern Zingara and southern Bossonia. The hills and mountains in the southern stretches of the river that creates the rapids also creates an almost perpetual fog throughout the immense forests between the Thunder and the western coast.

Tybor Gap – a level, emerald plain, broken by knee-high grass, flowering thickets and lone trees, set amid the kingdoms of Aquilonia, Nemedra, and Ophir. It is the floodplain of the mighty Tybor River, and makes for an easy, dangerous route between the three mighty nations. (Conan the Great)

Tybor River – The Tybor River is described by Howard in *The Scarlet Citadel* as a placid river marking the border between Aquilonia and Ophir. There is no bridge at Shamar crossing the river, so it must be both deep and wide, allowing for river traffic. King Conan later extended the border of Aquilonia to the Red River as part of its concessions for losing the war described in that Howard-penned short story.

IMPORTANT AQUILONIAN URBAN CENTRES

Most Aquilonian settlements are built in the shadow of great baronial castles and county strongholds. Over the centuries, a network of towns, cities and villages have grown around the many towers and citadels of the great Hyborian nation. Approximately 24,616,350 people live in the various counties, baronies, manors, villages, towns, and cities of Aquilonia. Most Aquilonian communities never grow larger than villages. However, Aquilonia supports two Hyborian metropolises, Tarantia (pop. 80,256) and Shamar (pop. 42,825). King Conan's last census reveals 52 other cities with an average population of 11,834 people; over 296 towns with an average population of 4,800 people; over 31,290 villages with an average population of 700; and nearly a half million residents living in innumerable hamlets, thorps or individual homesteads. Most of the small, rural communities are within a mile or two of each other, and most are within five miles of a larger village or town, where markets and fairs are held, giving the people a chance to buy and sell surplus. Most of these people will never leave an area within five or six miles of their homes and towns their entire lives.

The cities and towns themselves often buy the freedom of its citizens. Cities who deign to be free of feudal obligation pay their lord for a charter of liberties. This payment is usually in the form of a yearly gift, often on the order of tens of thousands of silver coins or its equivalent. This charter usually stipulates that everyone living in the town would be free if they lived there for more than a year. Other elements of a charter of liberties might include landholding by lease and rent as opposed to feudal tenure; freedom to wage war against neighbouring cities; own land surrounding the city; limitations on what a feudal lord will levy in regards to taxation, resulting in limited freedom from taxation; freedom from the lord's courts, giving town courts jurisdiction; and the right to form their own government.

A lord can revoke charters or refuse to create a charter. If a charter is revoked, the city reverts to the feudal lord and he then controls the city and all of its holdings and inhabitants. All feudal obligations, restrictions and justice also revert to the lord. Strong and large cities may fight to remain free, but smaller towns have difficulty sustaining a revolt against a strong feudal lord, especially one with many vassals who may collectively send waves of soldiers to secure the town. Occasionally strong feudal lords declare cities or town within the demesne of other lords as free cities, providing them with charters. This will hamper a lesser lord's ambitions by lowering his income, reducing his vassalage and by forcing him to deal with a potentially rebellious city or town determined to keep its new freedom.

DESCRIPTION OF TERMS

All the urban centres listed here are presented in the following format:

Population

Population is at the heart of most factors about the urban centre, determining much about the town in terms of vital statistics. The population statistic reflects the permanent populace, not transients.

Size

Urban centres in Aquilonia are fairly small, less than a single square mile in area (about 640 acres). The size of a town or city does not include fields for growing food, although less dense urban centres, such as villages and towns, may have garden plots next to many of the homes. The number of acres and corresponding square mileage are given parenthetically.

Average Population Density

This statistic gives the average number of adults per acre. This does not reflect children or animals. The larger the city grows, the more dense it becomes.

Average Number of Structures

This statistic gives the average number of structures per acre of space. Structures can be pavilions, stalls, barns, sheds, houses, wells, fountains, temples, civic buildings, barracks, cemeteries, cisterns, coliseums, corrals, granaries, inns, libraries, mills, offices, plazas, shops, stables, taverns, tenements, theatres, warehouses and workshops. The larger the city grows, the more dense it becomes. The approximate total number of buildings is given parenthetically.

Wealth Limit

This is determined by the community size. This determines the maximum priced items that may be found in a community.

Ready Cash

This is the amount of coin and kind available in the community. Most of this wealth is in the hands of the aristocracy and the guilds.

Government

This lists the type of lord the town is controlled by.

Income for the Feudal Lord

A lord's income from urban centres are percentages of the wealth of the city. The aristocrat in charge may not be the soul recipient of this money – he may have a liege lord he must pass on some of the wealth to. This is money from taxation or it may be from an annual gift if it is a free city.

Religion

This lists the primary god or gods worshipped in the community.

Imports and Exports

Towns and cities are rarely self-supporting and must import food and supplies from elsewhere. Some urban centres have traders who take excess items from the city and return with needed items.

Code of Honour

This lists the typical code of honour its citizens adhere to.

Fortifications and Military Strength

This describes the fortifications and military strength of the city.

Administration and Power Centres

This lists the administrator and any other persons or entities holding the reins of power in the city.

Districts

Every town and city has wards, which are neighbourhoods or communities. Most ward or district information is based on the acre, which is 43,560 sq. feet or a roughly 210 ft. by 210 ft. square.

BORDER-TOWN

Border-town is a hamlet one day's ride northwest of the Border Range. A large lake with marshy edges lies to the northeast of the town. Border-town has a small market, a craftsman area and a few businesses. There is 1 livestock merchant, 1 prostitute, 1 weaver, 1 bricklayer, 8 elderly, 2 guards, a priest and an acolyte, 10 general labourers, 1 woodworker and 1 journeyman living among the people of this little provincial town.

Population: 100 (100% Hyborian)

Size: Hamlet (3 acres of land)

Number of Structures: 54 buildings total

Wealth Limit: 1,000 silver coins

Ready Cash: 5,000 silver coins

Government: Feudal Lord

Income for the Lord: 50 silver coins per year

Religion: Mitra

Code of Honour: Civilised

CULARIO

Culario is the capital of Poitain. It is located in the south.

Population: 15,223 (98% Hyborian, 2% Other)

Size: Large City (112 acres of land; approx. 0.18 sq. miles)

Average Population Density: 135 adults per acre

Average Number of Structures: 63 buildings per acre (approx. 7,056 buildings total)

Wealth Limit: 400,000 silver coins

Ready Cash: 30,446,000 silver coins

Government: County

Income for the Count: 76,115 silver coins per year

Religion: Mitra, Asura

Imports: Manorial surplus

Exports: Horses and Craft Goods

Code of Honour: Chivalric

Fortifications and Military Strength

Culario is a walled city built around a massive castle in Poitain. The walls have ballistae mounted on them. It is a strategic and powerful city. 152 mercenaries are typically employed in the city by the various aristocrats. In addition, Culario employs 153 full time archers to man the walls and can call 761 conscripts into service within a few hours. He can summon more if he calls upon the military obligations of his enfeoffed lords. The citizens of Culario have the right to arm themselves and protect themselves, a right the Count does not give his manorial inhabitants in the villages and residences surrounding the city.

Administration and Power Centres

Ruler: The city is governed by a mayor, one of the commoners chosen from the citizenry. The city holds elections for its mayor, although these are not popularity elections. Every commoner interested in the position buys the right to put their name into the bucket and one of Trocero's judges draws out the name. The mayor functions as a chief executive, making sure the decrees of the council are carried out.

The Great Council: The Great Council of Culario consists of two hundred land-owners in the city with citizenship. It rarely meets as an entire body and is more of a pool from which the Small Council draws its members.

The Small Council: This is an executive council of six members and the mayor, making most of the tough decisions. It decided matters of alliances and war. The Small Council also puts together committees; The Small Council tends to spawn committees for just about everything, and much of the detailed politics of a town centre around control of these.

Guilds: Guilds in Culario form around commonality, such as professions or crafts. Any profession with more than forty members has its own guild. The most prominent guilds are listed below.

- ❖ **Artist's Guild:** This guild is comprised of 15 artists, 13 painters, 5 satirists, 10 sculptors and 5 writers.
- ❖ **Barbers Guild:** 61 barbers belong to this guild.
- ❖ **Bricklayer's Guild:** 87 bricklayers in Culario belong to this guild.
- ❖ **Clothiers Guild:** This guild has 122 clothiers as members.

- ❖ **Forger's Guild:** 17 blacksmiths, 13 cutlers, 7 armourers, 10 locksmiths and 7 weaponsmiths comprise this powerful guild.
- ❖ **Hostelers Guild:** All 61 taverns belong to this guild, as do the 12 innkeepers and 10 brothel keepers of Culario.
- ❖ **Livestock Guild:** This guild has 76 livestock merchants, 13 harness makers, 19 saddlers and 10 hay merchants serve as members of the livestock guild.
- ❖ **Masons Guild:** 43 masons belong to this guild.
- ❖ **Merchant's Guild:** 15 beer merchants, 8 booksellers, 4 grain merchants, 10 millers, 6 perfumers, 15 spice merchants, 4 tobacco merchants, 25 wine merchants and 17 wool merchants serve as members of this guild.
- ❖ **Performer's Guild:** 10 acrobats, 10 jesters, 10 minstrels, 10 story tellers, and 30 dancers have joined forces in this guild.
- ❖ **Potters Guild:** 60 potters belong to this guild.
- ❖ **Prostitutes Guild:** This guild is in the process of forming, but so far has been disallowed. There are currently 95 prostitutes in Culario.

Layout of Culario

The streets are narrow, and the flags of Poitain fly proudly from the battlements. Splendid civic buildings and mansions of the wealthy are typically grouped around market squares. The towers of the castles and palaces of the aristocracy create a breathtaking skyline. The residential streets are tightly packed and pollution is a possibility. At one time, the poor of Culario lived in meagre hovels, isolated and alone. Now the poor find themselves packed into a slum.

Districts of Culario

Culario is segregated into sprawling wards and districts used to separate the city into manageable social units and neighbourhoods. People in these wards and districts know each other, vouch for each other, celebrate with each other and work with each other. People native to a particular ward with Knowledge (local) of at least one rank know everyone else in the ward, so Reputation bonuses always apply when a character is in his home ward and dealing with other natives of that same ward.

Slum Wards: Inside the walls are two slum wards, each around 2 acres in size, boasting a total of 280 wattle and daub or wooden tenements to house the city's 580 poorest adult labourers and immigrants.

Gate Wards: The four massive city gates are the main entries into the bustling gate wards of Culario, where traders line up to enter the city as sellers hawk their wares and vendors sell food on sticks. Only the market ward has more activity than this vibrant section of Culario. Inspectors and tax collectors swarm through the crowds as they enter the city. Guilds purchase goods from foreign merchants for sale in the market wards here.

- ❖ North Gate covers four acres of land, with 272 structures and 576 people living and working there. This gate sees the most traffic and is the main gate into the city for most travellers as it is part of the road to Tarantia.
- ❖ East Gate covers three acres of land, with 204 buildings and 432 people;
- ❖ West Gate covers two acres of land, with 136 buildings supporting 285 people;
- ❖ South Gate covers one acre of land, with 69 buildings and 147 people.

Market Ward: The market ward is where wealthier shops, guild houses, the Great Temple of Mitra, pavilions, merchant offices and trading stalls are located. There is a main market and four smaller commodity markets.

- ❖ The largest market ward is the main market and teems with warehouses, shops, offices, fountains and impressive displays of architecture. The main market covers a staggering 12 acres of land, boasting 780 buildings and 1,680 residents working here. Public trials, executions and festivals take place here in this main market.
- ❖ The horse market has 585 structures and 1,260 people contained within nine acres of space. Poitain is known for its quality horses, especially draft and war horses.
- ❖ A grain and spice market covers eight acres in town, with 520 structures and 1,120 people.
- ❖ A vegetable market, with 7 acres devoted to it, 455 structures dedicated to it and its population of 980.
- ❖ A cloth market fills 4 acres of the city within 260

structures. 560 people live and work the cloth market.

Craftsman Wards: There are 6 non-contiguous craftsman wards in the city, each about nine acres in size and most devoted to a different craft. All total, there are 41 acres devoted to craftsmen among the five craft districts. There are a total of 2,583 workshops, homes and warehouses devoted to the craftsmen of Culario and 5,535 craftsmen, journeymen and apprentices.

❖ **Crafthall:** Crafthall is the largest of the six craftsmen wards and is a rather generic ward in that many types of crafts are practiced here. There are 15 artists, 13 painters, 5 satirists, 76 weavers, 15 herbalists, 25 midwives among the various craftsmen of this ten acre ward. All totalled, there are 1,450 people living and working in 602 structures.

❖ **Builder Ward:** The builder ward is comprised of 87 bricklayers, 43 masons, 61 potters, 6 tilers, 1 plasterer, 13 roofers, 27 engravers and 61 carpenters work amid 1,080 people and 504 buildings. This ward is 8 acres in size.

❖ **Forgers and Smiths Ward:** 17 blacksmiths, 14 buckle makers, 13 cutlers, 7 armourers, 10 locksmiths, 7 weaponsmiths, and 22 scabbard makers are all masters of their craft here, amid nearly a hundred journeymen. Nine acres of forges, 567 structures and 1,215 people comprise this ward.

❖ **Caster Ward:** The Caster Ward is home to 675 people, including 17 goldsmiths, 22 silversmiths, 3 bellmakers and others. It has 305 buildings and is built on five acres of the city.

❖ **Brewer's Ward:** This ward is home to 38 soapmakers, 30 chandlers, 14 leatherworkers, 3 alchemists, 8 skimmers, 14 tanners, 4 taxidermists, 43 bakeries, 27 pastry makers, 9 bleachers, 61 dyers, 3 dye makers, 13 fullers, 10 rug makers, 13 harness makers, 19 saddlers, distillers, 95 laundresses. The city cemetery is in this ward.

❖ **Wicker Ward:** 127 wood workers, 12 wood carvers, 29 coopers, 10 instrument makers, 127 furniture makers, 61 basket makers all work amid 9 acres of land, 1,214 people and 565 structures.

The Royal Ward: This ward covers 8 acres of land in the centre of the city and boasts the largest buildings, the widest and cleanest streets, the royal governor's mansion and the Count Trocero's castle. Here is concentrated the aristocracy and their palaces and mansions. 400 buildings fill this expanse of land (the castle comprises most of these with all of its crenellated towers and spires) and is home to 1,000 noblemen and their servants and labourers.

CANTRIUM

Cantrium is a baronial city of western Aquilonia near Bossonia.

Population: 5,127 (99% Hyborian, 1% Zingaran, 1% Other)

Size: Small City (46 acres of land; approx. 0.07 sq. miles)

Average Population Density: 110 adults per acre

Average Number of Structures: 54 buildings per acre (approx. 2,517 buildings total)

Wealth Limit: 150,000 silver coins

Ready Cash: 38,452,500 silver coins

Government: Barony

Income for the Baron and his Liege Lord: 192,262 silver coins per year

Religion: Mitra

Imports: Surplus

Exports: Surplus and Craft Goods

Code of Honour: Civilised

Fortifications and Military Strength

The primary fortification is the city wall and the baronial castle. The baron has 50 mounted men-at-arms available at all times and can call 256 conscripts into service within a few hours. Of course, he can summon more if he declares war by calling upon the military obligations of his enfeoffed lords.

Administration and Power Centres

Ruler: Cantrium is the seat of Baron Maloric, his wife Laduna and their foppish son Pepin. At one time, Pepin was betrothed to Princess Radegund, the daughter of the barbarian king. Baron Maloric is a traitor and is plotting to kill King Conan.

Aldermen: There are 427 elderly and infirm in Cantrium, many of whom are retired merchants and craftsmen. Baron Maloric does not allow guilds to form, so the aldermen perform the same functions for the craftsmen and professionals of the small city. Every two months, an election is held by lots to determine the 51 members of this council.

Districts of Cantrium

Cantrium is segregated into sprawling wards and districts used to separate the city into manageable social units and neighbourhoods. People in these wards and districts know each other, vouch for each other, celebrate with each other and work with each other. People native to a particular ward with Knowledge (local) of at least one rank know everyone else in the ward, so Reputation bonuses always apply when a character is in his home ward and dealing with other natives of that same ward.

Shanty Town: 10 acres of land are homes and shacks thrown up outside Cantrium's moat. There are no roads or streets, merely muddy paths and water is drawn from the moat. Nearly 600 ramshackle homes and buildings can be found here, providing shelter to over 1,200 adults.

The Crater: Inside the walls is the slum ward, which is called the Crater, because the castle is built next to an ancient crater and the original city was built in the six acre crater. The city since expanded and the old city became the slum land of Cantrium. There are 348 old buildings or wooden tenements to housing 708 labourers and immigrants, not counting the teeming hordes of children belonging to those adults.

Gate Ward: The massive city gate is the main entry into the bustling gate ward of Cantrium, where traders line up to enter the city as sellers hawk their wares and vendors sell food on sticks. Only the market ward has more activity than this vibrant section of Cantrium. Inspectors and tax collectors swarm through the crowds as they enter the city. It covers five acres of land, with 255 structures and 580 people living and working here.

Market Ward: Nine acres of the town is devoted to wealthier shops, temples to Mitra, pavilions, merchant offices and trading stalls. This district, wrapping around half the perimeter of the Crater, teems with warehouses, shops, offices, fountains and a few daring displays of architecture. 450 structures exist here and 900 residents work here. Public trials, executions and festivals take place here as well. Around the central square squats the council hall where the aldermen meet.

Craftsman Wards: There are 3 craftsman wards in the city, each about two to four acres in size and most devoted to a different craft. All total, there are 10 acres devoted to craftsmen. There are a total of 444 workshops, homes and warehouses devoted to the craftsmen of Cantrium and 886 craftsmen, journeymen and apprentices.

❖ **Labourer Ward:** Here the builders, artists, tailors, wheel wrights, wicker workers and others work and live. This is about four acres of land, with

184 buildings and workshops and 360 people. The people here want to organise into a guild but the baron will not hear of it and responds with violence if the desire to organise becomes too serious.

❖ **Dyers Ward:** The dye makers, forgers, smiths, butchers, skimmers, tanners, brewers, distillers, laundresses, and any other odoriferous businesses work. They are nearest the outer wall and farthest away from the castle. About four acres of land is filled with these odious enterprises, with 176 structures and it houses 352 people. The city cemetery is in this ward.

❖ **Food Court:** 84 bakers, farmers, pastry makers, and other purveyors of food live and work here among the three story tall structures.

The Baron's Ward: This ward covers 2 acres of land and boasts the largest buildings, the widest and cleanest streets and the Cantrium Castle, built on the highest point in the city, near its centre. Here is concentrated the aristocracy and their palaces and mansions. 80 buildings fill this expanse of land (the castle comprises most of these with all of its crenellated towers and spires) and is home to 160 noblemen and their servants and labourers.

CROTON

Croton is an amazingly cosmopolitan and wicked town on the borderlands between Aquilonia and Nemedra near the border range. It is claimed by both Hyborian nations and garrisoned by neither. It is a gathering-place for outlaws and criminals of all kinds.

Population: 1,025 (70% Hyborian, 10% Shemite, 10% Zamorian, 5% Hyrkanian, 1% Other)

Size: Small Town (29 acres of land; approx. 0.045 sq. miles)

Average Population Density: 35 adults per acre

Average Number of Structures: 18 buildings per acre (approx. 522 buildings total)

Wealth Limit: 8,000 silver coins

Ready Cash: 410,000 silver coins

Government: Lawless

Income for the Lord and his Liege Lord: 4,100 silver coins per year if a lord is established

Religion: Any, especially wicked or lurid deities.

Imports: Smuggled Goods and Slaves

Exports: Smuggled Goods and Slaves

Code of Honour: No Honour

The Aquilonian rode up even with his leader. A quarter-league from here a road branches off to the east. If we take that road before nightfall we will be in Croton. It is in territory claimed by both Aquilonia and Nemediá and garrisoned by neither. All the rogues of the border gather there, and it is as wicked a town as you could wish for.

John Maddox Roberts, *Conan the Bold*

Fortifications and Military Strength

The wall is ruined and animals are pastured all around the town, mostly horses and mules, but even camels find their way here. There is no military presence here.

Administration and Power Centres

Ruler: There is no ruler of Croton. Individual gangs may run things here, but mostly if people want protection, they hire their own mercenaries to do it.

Layout of Croton

The great Acheronian city of Karutonia once stood here. The ruins appear as hills surrounding the town. The town is winding and old, with thin, serpentine streets and old cobblestones predating Acheron in some places. The town is largely a huge market with few craftsmen or labourers.

Districts of Croton

Croton is segregated into sprawling wards and districts used to separate the city into manageable social units and neighbourhoods. People in these wards and districts know each other, vouch for each other, celebrate with each other and work with each other. People native to a particular ward with Knowledge (local) of at least one rank know everyone else in the ward, so Reputation bonuses always apply when a character is in his home ward and dealing with other natives of that same ward.

Gate Ward: The massive city gate is the main entry into the bustling gate ward of Croton, where smugglers line up to enter the city as sellers hawk their wares and vendors sell food on sticks. Only the market ward has more activity than this

vibrant section of Croton. As there is no authority in this town, no one challenges those who enter or leave the town. Slums and tenements crowd the crumbling walls. There are 180 structures here, with 360 people living among them. The city cemetery is in this ward.

Market Ward: Shops, pavilions, merchant offices and trading stalls are located here. The town teems with warehouses, shops, offices, fountains and other structures. The main market covers a staggering 20 acres of land, boasting 360 buildings and 665 residents working here. Slaves can be bought and sold here, and a common pastime is betting on slaves forced to fight other slaves or animals, an illegal practise. There are four caravansaries in the town. The Traveller's Paradise on the Street of All Possible Delights is one of them.

❖ **Temple of the Ancient Ones:** This darksome temple causes a Terror check to look upon and those who enter on a friendly errand are forced to make a Corruption check. This temple predates the Acheronians and the Atlanteans and once sat on the bottom of the ocean floor. The carvings are so weathered and ancient that the details are obscured. The whole look of the place provides one with the uncomfortable feeling that ophidian forms are lurking in the darkness within. A single priest, a scholar of darksome power, maintains the temple.

❖ **Street of All Possible Delights:** This street, providing visitors with temples and brothels, is a popular street in the town.

❖ **Traveller's Paradise:** This inn is huge, with a wide timber doorway. It is built in eastern fashion, with three stories, a huge open area on the ground floor and two tiers of galleried balconies rising above it. The centre of the roof is open to the sky and a fountain bubbles on one side of the flagstoned floor. On the other side is a pit for slave fighting. The centre court is filled with tables and naked girls dance on a platform above the fountain.

ELYMIA

Elymia is a small village squatting in a shallow vale astride the Road of the Kings between Tarantia and Poitain in Aquilonia. A small stream sluggishly flows past the mud-brick houses and dreaming willow trees on its way to the Khorotas. Conan was once ambushed here by loyalist troops during his campaign to usurp the throne of Aquilonia.

Population: 198 (100% Hyborian)

Size: Hamlet (20 acres of land; approx. 0.032 sq. miles)

Average Population Density: 10 adults per acre
Average Number of Structures: 5 buildings per acre (approx. 100 buildings total)
Wealth Limit: 1,000 silver coins
Ready Cash: 9,900 silver coins
Government: Feudal Lord
Income for the King: 99 silver coins per year
Religion: Mitra
Imports: Surplus from surrounding manors and trade items from the Road of Kings
Exports: Craft Items
Code of Honour: Civilised

Fortifications and Military Strength

Elymia lacks protection. It has known peace for so long its sun-dried brick wall has long since crumbled. Four retainers for the feudal lord serve as mounted guards for his manor. In crisis situations, he sends them to the village to take care of the rare bandit or slaver intent upon preying on his serfs.

Administration and Power Centres

Ruler: 17 elderly aldermen govern the town for the feudal lord who lives in a nearby manor house.

Layout of Elymia

It has a village ale-shop to take care of the traffic on the Road of Kings. Otherwise it is a small provincial village.

GALPARAN

Galparan is a small city on the furious Shirki river and is the site of a risky crossing. It is just north of Tanasul.

Population: 10,512 (99% Hyborian, 1% Other)
Size: Small City (105 acres of land; approx. 0.16 sq. miles)
Average Population Density: 100 adults per acre
Average Number of Structures: 50 buildings per acre (approx. 5,256 buildings total)
Wealth Limit: 150,000 silver coins
Ready Cash: 78,840,000 silver coins
Government: Free City
Income for the King: 107,062,500 silver coins per year as a gift to the nearest feudal lord and King Conan.
Religion: Mitra
Imports: Surplus
Exports: Craft Items
Code of Honour: Civilised

Fortifications and Military Strength

The city has a series of walls built consecutively as the town grew around the original fortified manor house and tower. 105 soldiers are routinely employed by the city

to watch the walls and 525 of its citizens can be called to duty by the maior within a few hours as a militia.

Administration and Power Centres

Ruler: A maior, serving for one year beginning just after each harvest, serves the executive function.

The Great Council: The Great Council of Galparan consists of three hundred elected guild members in the city with citizenship. It rarely meets as an entire body and is more of a pool from which the Small Council draws its members.

The Small Council: This is an executive council of six members and the mayor, making most of the tough decisions. It decided matters of alliances and war. The Small Council also puts together committees; The Small Council tends to spawn committees for just about everything, and much of the detailed politics of a town centre around control of these.

Guilds: An early king of Aquilonia gave the city the right to form guilds, and successive kings have renewed that right in exchange for annual gifts to the king. Membership in the guilds is the only way to become a citizen of Galparan. A member of a guild is called a burgher. Citizens of Galparan are tax exempt from most goods sold in the city and gain a +1 circumstance bonus to Diplomacy, Gather Information and Intimidation checks while in the city. Becoming a citizen of Galparan also grants a +1 bonus to Reputation. The guilds primarily function to regulate trade in the city but are a powerful influence. Prostitutes, gravediggers and other unsavoury jobs are not allowed to become guilds, nor are those who practise such professions allowed to become citizens. The 66 prostitutes of Galparan protest this treatment but there is little they can do about it. A few of the guilds in Galparan are listed below.

- ❖ **Artist's Guild:** This guild is comprised of 11 artists, 9 painters, 4 satirists, 7 sculptors and 4 writers.
- ❖ **Bakers Guild:** Galparan has a baker's guild with 30 bakers and 19 pastry makers as members.
- ❖ **Barbers Guild:** The barbers of Galparan united to form this guild, which currently counts 42 barbers, 4 dentists, 8 doctors and 18 midwives as members.
- ❖ **Chandlers Guild:** 26 soap makers and 21 chandlers belong to this guild.
- ❖ **Dairy Guild:** 66 dairy sellers are members of this guild.
- ❖ **Dyer Guild:** 6 bleachers, 42 dyers, 2 dye makers comprise this guild.

With the news of the invasion from the south there also came word, brought by hard-riding couriers, that a host of Gundermen was moving southward, reinforced by the barons of the northwest and the northern Bossonians. Tarascus marched with thirty-one thousand men to Galparan, on the river Shirki, which the Gundermen must cross to strike at the towns still held by the Nemedians. The Shirki was a swift, turbulent river rushing southwestward through rocky gorges and canyons, and there were few places where an army could cross at that time of the year, when the stream was almost bank-full with the melting of the snows. All the country east of the Shirki was in the hands of the Nemedians, and it was logical to assume that the Gundermen would attempt to cross either at Galparan, or at Tanasul, which lay to the south of Galparan.

Robert E. Howard, *The Hour of the Dragon*

- ❖ **Fishmongers Guild:** Fishermen ply the Shirki for food. 11 fishers and 13 fishmongers are the sole members of this dwindling guild.
- ❖ **Forger's Guild:** There are 12 blacksmiths, 5 weaponsmiths, 9 buckle makers, 9 cutlers, 5 armourers and 7 locksmiths in Galparan.
- ❖ **Grocer's Guild:** This guild has 84 grocers in it.
- ❖ **Hostellers Guild:** All 42 taverns, 7 brothels and 8 inns belong to this guild. The 18 grooms are also members.
- ❖ **Livestock Guild:** This guild has 53 livestock merchants, 3 grain merchants and 7 hay merchants as members.
- ❖ **Merchant's Guild:** 5 booksellers, 84 used clothiers, 42 flower sellers, 7 millers, 4 perfumers, 2 slavers, 11 spice merchants, 3 tobacco merchants, 17 wine merchants, 8 woodsellers and 12 wool merchants comprise this guild.
- ❖ **Weaver Guild:** 9 fullers, 7 rug makers and 53 weavers are members of this craft guild.

Districts of Galparan

Galparan is segregated into sprawling wards and districts used to separate the city into manageable social units and neighbourhoods. People in these wards and districts know each other, vouch for each other, celebrate with each other and work with each other. People native to a particular ward with Knowledge (local) of at least one rank know everyone else in the ward, so Reputation bonuses always apply when a character is in his home ward and dealing with other natives of that same ward.

Shanty Town: Eight acres of land are homes and shacks thrown up outside Galparan's walls. There are no roads or streets, merely muddy paths and clean water is a problem. Nearly 484 ramshackle homes and buildings can be found here, providing shelter to over 960 adults.

Slum Wards: Inside the walls is the slum ward, which is around eight acres in size, boasting a total of 479 wattle and daub or wooden

tenements to house the city's 1,012 poorest labourers and immigrants, not counting the children and orphans.

Gate Wards: The two colossal city gates are the main entries into the lively gate ward of Galparan, where traders line up to enter the city as sellers hawk their wares and vendors sell food on sticks. Only the market ward has more activity than this vibrant section of Galparan. Inspectors and tax collectors swarm through the crowds as they enter the city. Guilds purchase goods from foreign merchants for sale in the market wards here.

- ❖ Donato Gate covers eight acres of land, with 409 structures and 944 people living and working there.
- ❖ Fausto Gate covers another eight acres of land, with 464 buildings and 920 people.

Market Ward: In the Galparan Market Ward, wealthier shops, guild houses, the Great Temple of Mitra, pavilions, merchant offices and trading stalls can be found. This market teems with warehouses, shops, offices, fountains and a few splendid displays of architecture. The main market covers 14 acres of land, boasting 798 buildings and 1,624 residents working here. Public trials, executions and festivals take place here.

Shirki Ward: This river ward resembles docks, with many warehouses, offices and shops to accommodate trade crossing the ford over the Shirki river. Several watermills operate here. The guilds buy and sell goods to foreign merchants here. This ward covers 14 acres along the length of the Shirki River. People dump their waste into the river here, personal or industrial, and the place is extremely crowded, smelly and noisy. 770 buildings line the narrow, twisting lanes. The Shirki Ward is home to 1,610 people.

Craftsman Wards: There are four craftsman wards in the city, each about ten acres in size and most devoted to a different type of craft. All total, there are 40 acres devoted to craftsmen. There are a total of 2,040 workshops, homes and warehouses devoted to the craftsmen of Galparan and its 4,030 craftsmen, journeymen and apprentices.

- ❖ **Gaetano Ward:** This ward has 500 structures and 1,000 people. It is devoted to builders, forges and metal workers.
- ❖ **Corrado Ward:** This ward has 520 structures and 1,100 people. This is a general craft ward and hosts most crafts not covered by the other wards.
- ❖ **Venitea Ward:** This craft ward has 490 structures and 900 people. This ward is for artists and performers. Two theatres have also been built here for plays and orations.
- ❖ **Trillare Ward:** This ward has 530 structures and 1,130 people. This ward covers dyers, butchers, skimmers and tanners.

Merchant Ward: This ward houses the merchants and the merchant guilds with shops, warehouses and offices. This ward covers ten acres of land and has 480 buildings. 1,103 merchants live and work in this ward. It is located adjacent to the main market ward.

The Ambrosi Ward: This ward covers 5 acres of land devoted to the aristocracy and wealthy of Galparan. This ward boasts the largest buildings, the widest and cleanest streets and the Galparan Castle, built on the highest point in the city, near its centre. The castle is no longer in official use, save for a steward who maintains it in case of siege.



Here is concentrated the aristocracy and their palaces and mansions. 200 structures fill this expanse of land (the castle comprises most of these with all of its crenellated towers and spires) and is home to 400 noblemen and their servants and labourers.

PALAEA

Palaea is a city in the Tauran on the eastern frontier. A placid Tauran river flows past the castle and through the city around the castle.

Population: 8,502 (99% Hyborian, 2% other)

Size: Small City (91 acres of land; approx. 0.14 sq. miles)

Average Population Density: 90 adults per acre

Average Number of Structures: 51 buildings per acre (approx. 4,650 buildings total)

Wealth Limit: 150,000 silver coins

Ready Cash: 61,485,000 silver coins

Government: Feudal Lord

Income for the King: 307,425 silver coins per year

Religion: Mitra

Imports: Surplus from surrounding manors

Exports: Craft Items

Code of Honour: Civilised

Fortifications and Military Strength

The Fourth Tauranian Regiment is stationed at Palaea. 1,000 soldiers and borderers under the command of a noble officer, a knight of Tauran, live in the castle of Palaea. The regiment is divided into four battalions: one of light cavalry, one of archers, one of mounted infantry and one of infantry. The forces are augmented by at least 25 knights at all times, but sometimes as many as 50, varying slightly as the military obligations of the enfeoffed lords comes due.

Administration and Power Centres

Ruler: Baron Phineas holds court here and is one of the great landholders of the Tauran, with total of 70 manors. He personally manages only 45 of those manors, using the 25 other manors to acquire vassals. The baron is a large man with a beard and half of a moustache. The other half will not grow due to scar tissue on the left side of his face, where a Pictish war club once

bashed him and ripped apart the skin there. He has no upper teeth on that side of his face, either. The scarring has given him a permanent scowl.

Commander of the Fourth Tauranian Regiment: Lord General Cutbartus Gaspar's Son commands the regiment at the castle. The commander is a reputed Pict killer, although in the wild he is only moderately capable. His skill is in using scouts to find Pictish settlements, then ordering his regiment to ambush them when they least expect it and kill every man, woman and child in cold blood. Born of noble blood, but a lesser son, he found he enjoyed the military life. He was a squire to a knight in Poitain until he became a knight on his own. He has one manor in the Tauran and is enfeoffed to Baron Phineas.

Guilds: Membership in the guilds is the only way to become a citizen of Palaea. A member of a guild is called a burgher. Citizens of Palaea are tax exempt from most goods sold in the city and gain a +1 circumstance bonus to Diplomacy, Gather Information and Intimidation checks while in the city. Becoming a citizen of Palaea also grants a +1 bonus to Reputation. The guilds primarily function to regulate trade in the city but are a powerful influence. Prostitutes, gravediggers and other unsavoury jobs are not allowed to become guilds, nor are those who practise such professions allowed to become citizens. A few of the guilds in Palaea are listed below.

- ❖ **Bakers Guild:** Palaea has a baker's guild with 23 bakers and 15 pastry makers as members.
- ❖ **Barbers Guild:** The barbers of Palaea united to form this guild, which currently counts 33 barbers, 3 dentists, 6 doctors and 14 midwives as members.
- ❖ **Dairy Guild:** 51 dairy sellers are members of this guild.
- ❖ **Grocer's Guild:** This guild has 66 grocers in it.
- ❖ **Hostellers Guild:** All 33 taverns, 5 brothels and 6 inns belong to this guild.
- ❖ **Livestock Guild:** This guild has 41 livestock merchants, 2 grain merchants and 5 hay merchants as members.
- ❖ **Merchant's Guild:** 8 beer merchants, 4 booksellers, 66 used clothiers, 33 flower sellers, 5 millers, 3 perfumers, 8 spice merchants, 2 tobacco merchants, 13 wine merchants, 7 woodsellers and 9 wool merchants comprise this guild.
- ❖ **Weaver Guild:** 7 fullers, 5 rug makers and 41 weavers are members of this craft guild.

Districts of Palaea

Palaea is segregated into sprawling wards and districts used to separate the city

into manageable social units and neighbourhoods. People in these wards and districts know each other, vouch for each other, celebrate with each other and work with each other. People native to a particular ward with Knowledge (local) of at least one rank know everyone else in the ward, so Reputation bonuses always apply when a character is in his home ward and dealing with other natives of that same ward.

Slum Wards: Inside the walls is the slum ward. There are no roads or streets, merely muddy paths and clean water is a problem. Nearly 464 ramshackle homes and buildings can be found here, providing shelter to over 896 adults. It covers eight acres.

Gate Wards: The gigantic city gate is the main entry into the sparkling gate ward of Palaea, where traders line up to enter the city as sellers hawk their wares and vendors sell food on sticks. Only the market ward has more activity than this vibrant section of Palaea. Inspectors and tax collectors swarm through the crowds as they enter the city. Guilds purchase goods from foreign merchants for sale in the market wards here. There are 336 structures supporting 624 inhabitants. It covers six acres.

Market Ward: In the Palaea Market Ward, wealthier shops, guild houses, the Great Temple of Mitra, pavilions, merchant offices and trading stalls can be found. This market teems with warehouses, shops, offices, fountains and a few splendid displays of architecture. The main market covers 10 acres of land, boasting 960 buildings and 540 residents working here. Public trials, executions and festivals take place here.

River Ward: This river ward resembles docks, with many warehouses, offices and shops to accommodate trade crossing the ford over the Shirki river. Several watermills operate here. The guilds buy and sell goods to foreign merchants here. This ward covers 14 acres along the length of the river. People dump their waste into the river here, personal or industrial, and the place is extremely crowded, smelly and noisy. 728 buildings line the narrow, twisting lanes. The River Ward is home to 1,288 people.

Craftsman/Merchant Wards: There are four craftsman wards in the city, each about ten acres in size and most devoted to a different type of craft. All total, there are 33 acres devoted to craftsmen.

- ❖ **Craftsman Ward:** This ward has 600 structures and 1080 people. This is a general craft ward and hosts most crafts not covered by the other wards.
- ❖ **Livestock Ward:** This ward has 500 structures and 900 people.

- ❖ **Armour Ward:** This craft ward has 400 structures and 720 people. It is devoted to builders, forges and metal workers. It is also restricted to the military except for the first acre (out of 8).
- ❖ **Tanner Ward:** This ward has 240 structures and 440 people. This ward covers dyers, butchers, skimmers and tanners.

Military Ward: Unusual in most cities, Palaea does host a military district to house its regiment, giving them room to practice and live. This ward is essentially a fortified castle and has its own mess hall, market, laundresses, gardens and blacksmiths, all for the use of the soldiers and mercenaries. The ward also employs healers, carpenters, armourers and a pair of bookkeepers. This area has a parade ground and stables as well. The soldiers also have their own shrine to Mitra. While Aquilonian officers, usually minor nobles, are given three or four rooms to live in, the regular infantry have a much more drab and uncomfortable situation, crammed into barracks that are small, poorly built, badly ventilated and generally overcrowded. This ward covers 18 acres of land and has 792 buildings. Including merchants and support personnel, this ward houses 1,512 people.

PEDASSA

Pedassa is a village of Poitain where roads leading to the Khorotas and the Alimane rivers cross.

Population: 792 (100% Hyborian)
Size: Village (40 acres of land; approx. 0.06 sq. miles)
Average Population Density: 20 adults per acre
Average Number of Structures: 12 buildings per acre (approx. 480 buildings total)
Wealth Limit: 2,000 silver coins
Ready Cash: 79,200 silver coins
Government: Feudal Lord
Income for the King: 1,584 silver coins per year
Religion: Mitra
Imports: Surplus from surrounding manors
Exports: Craft Items
Code of Honour: Civilised

Fortifications and Military Strength

Pedassa has a small wall and several hedges. Eight professional soldiers and 16 retired soldiers are employed by the feudal lord as guards at the manor house – they also are charged to protect the village if necessary.

Administration and Power Centres

Ruler: A feudal lord named Sir Belviro lives in a nearby manor house and this village falls in his fief, although a neighbouring lord claims it is part of his fief. However,

Sir Belviro has a stronger liege lord, so the other lord has not yet pressed his claim beyond the occasional muttering when drunk. Sir Belviro is a virile knight of good cheer and indefatigable enthusiasm. He is genuinely concerned about his feudal responsibilities toward his serfs and tenants. He manages three manors and Pedassa is his primary manor.

Aldermen: 40 elderly aldermen govern the town for Sir Belviro who lives in a nearby manor house. The aldermen form committees for almost everything, which annoys Sir Belviro to some degree, although he usually manages to find amusement in the annoyance. The aldermen tend to do idiotic things, at least to Sir Belviro's mind, which also amuses him greatly. He often jokes that he has Brythunian blondes for aldermen, but the aldermen swear to Mitra they are Poitainian through and through.

Layout of Pedassa

It has three taverns and an inn because of its placement on the crossroads. Otherwise it is a small provincial village. It has but one blacksmith, no weaponsmiths or armourers and one brothel with five prostitutes. The temple of Mitra has a strong presence, however, with 16 priests and acolytes. 33 merchants line the crossroads, trying to sell their wares to travellers.

SICAS

Known as the City of Silver, this is one of the most wicked Aquilonian cities known. It is located between Shamar and Tarantia in southeastern Aquilonia. Sicas is on a triangular strip of land bordered by the River Ossar and River Fury. The major source of wealth is from a great silver mine that lies near the city, just across the Ossar.

Population: 10,402 (95% Hyborian, 5% Other)
Size: Small City (104 acres of land; approx. 0.17 sq. miles)
Average Population Density: 100 adults per acre
Average Number of Structures: 50 buildings per acre (approx. 5,200 buildings total)
Wealth Limit: 150,000 silver coins
Ready Cash: 78,000,000 silver coins
Government: King's Reeve
Income for the King's Reeve and his Liege Lord: 390,000 silver coins per year
Religion: Bel, Mother Doorgah
Imports: Trade Goods
Exports: Silver, woven and dyed wool
Code of Honour: None

'There are two easy routes to Sicas. The southern road will take you into northwestern Ophir; then it swings north and crosses the Tybor at Shamar. From there, you could take the royal high road toward Tarantia. About halfway to Tarantia, a road branches southwestward, and Sicas lies only a few miles beyond. However, there is civil war in Ophir just now and the border crossings are heavily guarded. You would be best advised to take the northerly route. The high road between Belverus and Tarantia is a good one, with many towns, villages, and wayside inns along the way. It intersects the Aquilonian high road just south of Tarantia, and from there you must proceed southward to Sicas.'

John Maddox Roberts, *Conan the Bold*

throw them in the donjon until they can pay a fine. He wants the gang leaders removed from the city and will pay handsomely for such a service. He is growing paranoid about King Conan's attention on the town and believes if it grows too lawless, Conan will send troops. Bombas makes most of his wealth through embezzlement, as the money and wealth from the city flow directly to the king. He receives a quarter cut from all illegal transactions in the city that he knows of.

Fortifications and Military Strength

The King's Reeve is given a cash allowance from Tarantia to employ a hundred mounted soldiers to enforce the King's Will. Bombas, however, steals the money, keeping it for himself, and hires a handful of unskilled, ragged men-at-arms who work cheap and with minimal arms. These men largely watch the gates and collect tolls more than doing any sort of law enforcement. At any one time, there will be 15 men-at-arms of 1st level on duty. He maintains a few skilled men-at-arms as personal bodyguards.

Administration and Power Centres

The King of Aquilonia has classified Sicas as a royal burgh; he retains ownership of the city because it contains a silver mine. He appoints a reeve from the labouring classes to oversee the city and administer to it. The silver mine is overseen by a mine factor. Both the reeve and the mine factor report to the King's Inspector in Tarantia.

Town Administrator: Sicas is ruled by a Gunderman named Bombas, the King's Reeve, who is charged with administering justice and commanding the royal garrison. Bombas is a fat, greedy and nervous free townsman of considerable wealth and influence. He was once a junior officer in Gunderland, so he has some noble blood. He killed his rival, mine factor Xanthus, by choking him to death. Bombas keeps one set of books for the King's Inspector in Tarantia and another set, more accurate, locked at the old fort. Bombas is interested in all new arrivals who look dangerous. Troublemakers, potential or actual, are brought to his office for questioning. If he does not like the answers he gets, or just does not like the look of the man, he will

Mine Administrator: When discovered three centuries ago, the silver deposits from the silver mine were vast. After a few decades, these early deposits played out, and ever since then, the ore yields a more modest but still quite respectable poundage of silver annually. The mine factor administers this mine and accounts for the silver drawn out of it. The mine currently yields about a ton and a half of silver per year. This creates an income of 165,000 silver coins per year. King Conan keeps a third, gives the King's Reeve and the mine factor a third, and allows the miner's guild the other third. The mine factor oversees the thirty men who operate the mine.

Guilds: An early king of Aquilonia gave the city the right to form guilds, and successive kings have renewed that right. Membership in the guilds is the only way to become a citizen of Sicas. A member of a guild is called a burgher. Citizens of Sicas are tax exempt from most goods sold in the city and gain a +1 circumstance bonus to Diplomacy, Gather Information and Intimidation checks. Becoming a citizen of Sicas also grants a +1 bonus to Reputation. The guilds primarily function to regulate trade in the city but are a powerful influence.

✦ **Miner's Guild:** There are 30 men operating the silver mine, which yields about a ton and a half of silver per year. This creates an income of 55,000 silver coins per year for the guild, before taxes are paid. The miners are all freemen but are under the thumb of the mine factor. Depending on who holds that position, the miners may do well or they may suffer. Any shortfalls in the profits requires increased production. Several decades ago, the miners attempted a strike, but the current mine factor hired a mercenary unit to break the strike

by burning down their guildhall and kidnapping the guild members' families as hostages.

- ❖ **Dyers and Weavers Guild:** There are 6 bleachers, 42 dyers, 2 dye makers, 9 fullers, 7 rug makers and 52 weavers in Sicas protected by this guild. They purchase all of the surplus wool produced on the manors outside of Sicas.
- ❖ **Merchant's Guilds:** 10 ale merchants, 5 booksellers, 83 used clothiers, 65 dairy sellers, 42 flower sellers, 3 grain merchants, 83 grocers, 17 haberdashers, 7 hay merchants, 52 livestock merchants, 7 millers, 4 perfumers, 10 spice merchants, 3 Zingaran tobacco merchants, 17 wine merchants, 8 wood sellers, 12 wool merchants and 2 slavers comprise these guilds. All of their imposing guild halls line the main street in the Square.

Gangs: Criminal gangs are a constant problem in Sicas. Some of the most notorious are listed below. The Games Master may create others.

- ❖ **The Jackals:** This gang has grown over the decades and is involved in organised gambling in Sicas. A favoured game among them is 'Shemithis Suicide', a gambling game played with dice. This gang was founded by Copper-Nose decades ago. They hang out at the Wyvern.
- ❖ **The Red Butchers:** This gang is a bunch of burglars and murderers. They wear red leather armour. They are notorious for wielding Khorajan sabres, large, two handed exotic weapons designed to kill in one stroke. This band was founded by Ingas of Tarantia, a fallen nobleman. The Iron Skull Inn is their choice of hangout.
- ❖ **The Wyverns:** These thugs were originally a gang of burglars, but they did not murder their victims. Most of them adhered to the Thieves Code of Honour outlined in *Signs and Portents* when Lisip, the founder of the gang, led it. Currently the Wyverns operate as slavers. The Wyvern is their headquarters.

Layout of Sicas

Sicas is a boom town that quickly exploded, then died down. Many of the buildings are not lived in or used anymore. The only way into its walls is through one of two gates by crossing a stone bridge over the rivers. The section known as the Pit was built first. Narrow, winding streets, little more than dirt roads about 15 feet wide, meander along the natural contours of the land. The streets are clearly intended for foot traffic. The buildings are built so that work and domestic life intermingle. Shopkeepers live above their shops and workshops are the same as the home. Later, after the mines opened, the northern part of

the city was built during the boom period. The buildings are nicer, the roads straighter and wider. The buildings are of stone on the lower floors and half-timbered on the upper two stories.

Districts of Sicas

Sicas is segregated into different wards and districts used to separate the city into manageable social units and neighbourhoods. People in these wards and districts know each other, vouch for each other, celebrate with each other and work with each other. People native to a particular ward with Knowledge (local) of at least one rank know everyone else in the ward, so Reputation bonuses always apply when a character is in his home ward and dealing with other natives of that same ward.

Shanty Town: 2 acres of land are homes and shacks thrown up around the silver mine. There are no roads or streets, merely muddy paths and water is drawn from the moat. Nearly 120 ramshackle homes and buildings can be found here, providing shelter to over 30 miners and 210 family members and support persons (laundresses, cooks, etc).

The Pit: Inside the southern part of the city walls is the Pit, the most notorious part of town. The Pit has about 28 acres of slums, boasting a total of 1,088 wattle and daub or wooden tenements to house the city's 1,420 poorest labourers and immigrants, not counting the children and orphans. In addition to the slums, there are 5 craftsman wards in the northern reaches of the Pit, each about ten acres in size and most devoted to a different craft. All total, there are 50 acres devoted to craftsmen. There are a total of 2,500 workshops, homes and warehouses devoted to the craftsmen of Sicas and 2,750 craftsmen, journeymen and apprentices. The city cemetery is in this ward.

- ❖ **Iron Skull Inn:** This is a notorious inn.
- ❖ **Street of the Bakers:** 480 buildings and 500 inhabitants (including 30 bakers and 19 pastry makers)
- ❖ **Street of the Locksmiths:** 490 buildings and 528 inhabitants (including 65 laundresses, 12 blacksmiths, 6 joiners, 5 locksmiths, 5 weaponsmiths, 26 soapmakers, 9 leatherworkers, 2 apothecaries, 5 skinners, 9 tanners, 7 armourers, 13 saddlers, 9 harness makers and 3 taxidermists).
- ❖ **Street of the Masons:** 520 buildings and 600 inhabitants, including 59 bricklayers, 30 masons, 42 potters, 4 tilers, 1 plasterer, 9 roofers and 19 engravers.
- ❖ **Street of the Weavers:** 510 buildings; 6 bleachers, 42 dyers, 2 dye makers, 9 fullers, 12 wool merchants, 7 rug makers

and 52 weavers live among the 562 inhabitants of this ward.

- ❖ **Street of the Woodworkers:** 500 buildings; 87 furniture makers, 8 woodsellers, 42 carpenters, 20 coopers and 8 wood carvers live among the 550 inhabitants of this ward.
- ❖ **The Temple of Bel:** The temple of Bel is run by a priest who traditionally functions as the city fence. There are two vaults in the temple. The outer vault contains the mundane stolen goods of the city and the inner vault holds the art, gems and jewellery stolen in the city. The temple has a secret exit to the river. Two acolytes assist the priest and the temple pays for six armed guards.
- ❖ **The Wyvern:** The tavern is three steps below street level. The door opens to a landing and more steps lead down to the floor. Half-naked prostitutes wander the tables here.

Bridge Wards: The massive city gates are the main entry into the city of Sicas, where traders line up to enter the city as sellers hawk their wares and vendors sell food on sticks. It costs 2 silver coins per person to enter Sicas. Guilds purchase goods from foreign merchants for sale in the market wards here. One guard is on duty here at all times. He obtains all names of visitors and writes down their business. The two gate wards cover a combined 8 acres and have 448 structures and 800 people. One is in the north and enters into the Square and the other gate is in the south, entering into the Pit.

The Square: Wealthier shops, guild houses, the Temple of Bel, the Temple of Mother Doorgah, pavilions, merchant offices, warehouses, shops, offices, fountains and trading stalls are located here. The market of Sicas covers 14 acres of land, boasting 560 buildings and 1,120 residents working here. Public trials, executions and festivals take place here in this main market. The Square is notable for having a sewer system beneath its streets.

- ❖ **House of Rista Daan:** This is the home of a wealthy spice merchant.
- ❖ **House of Xanthus:** Although still called the House of Xanthus, this is more properly the house of the mine factor. Xanthus was a particularly notorious factor at one time.
- ❖ **Inn:** This inn once housed Conan long before he became king.
- ❖ **Merchant Ward:** This ward houses the merchants and the merchant guilds with shops, warehouses and offices. This ward covers 8 acres of land and has 336 buildings. 440 merchants and families live and work in this ward. It is technically

part of The Square district. 10 ale merchants, 5 booksellers, 83 used clothiers, 65 dairy sellers, 42 flower sellers, 3 grain merchants, 83 grocers, 17 haberdashers, 7 hay merchants, 52 livestock merchants, 7 millers, 4 perfumers, 10 spice merchants, 3 Zingaran tobacco merchants, 17 wine merchants, and 2 slavers all live here.

- ❖ **Reeve's Headquarters:** This is the expansive home of the aging King's Reeve. It is located on an overly large open, public square surrounded by splendid mansions, temples and civic buildings, as well as a number of fine statues. The Reeve's headquarters is the one with the royal lions of Aquilonia over its main gate.
- ❖ **Temple of Mother Doorgah:** This temple was once a temple to Mitra, but it was taken over by a team of con-artists who brought the Vendhyan religion here to form a cult. The cult uses malnutrition, sleep-deprivation and drugs to keep the cult strong. Mother Doorgah is worshipped as a huge-breasted naked woman who disdains material wealth. The statue of Mother Doorgah is mobile and can be manipulated to rotate, move its arms or appear to tremble through lighting effects. There is also concealed and well ventilated vault in the base of the statue where people can hide.

Beyond Sicas

In the nearby countryside, the usual manors can be found, ruled by feudal lords. Most of the land is cultivated and there is river fishing.

- ❖ **Old Fort:** An old fort can be found outside of Sicas. The fort is barred from the outside, making the guards have to use ladders to climb down to open the gate.

SHAMAR

Shamar is an ancient city, possibly older than Atlantis itself and is one of the largest cities in Aquilonia.

Population: 42,825 (98% Hyborian, 1% Shemite, 1% Other)

Size: Metropolis (225 acres of land; approx. 0.35 sq. miles)

Average Population Density: 190 adults per acre

Average Number of Structures: 63 buildings per acre (approx. 14,175 buildings total)

Wealth Limit: 1,000,000 silver coins

Ready Cash: 2,141,250,000 silver coins

Government: Dukedom

Income for the Duke and his Liege Lord: 1,070,625 silver coins per year

Religion: Mitra, Asura

Imports: Trade Goods

Exports: Fine, exquisite wines

Code of Honour: Civilised

Fortifications and Military Strength

Shamar is a walled city built around a massive castle on the Tybor River's banks and the river itself supplies the water for its moat as two ends of it are connected to the river. The southern walls are against the river. The walls have ballistae mounted on them. It is a strategic and powerful city, and has been attacked many times. Ophir has laid siege to it at least three times. Nemedra has attempted to capture it twice. Aquilonia even attacked it once during a rebellion. Its duke maintains a large militia force that exceeds 2,500 soldiers, having grown since the time described in *The Scarlet Citadel*. The citizens of Shamar have the right to arm themselves and protect themselves, a right the duke does not give his manorial inhabitants in the villages and residences surrounding the city.

Administration and Power Centres

Ruler: Despite its size and age, Shamar is not a free-city; the city is governed by a duke, who gives the city a charter. The development of Shamar is due to the Dukes of Shamar, who have always provided protection, backing and surplus to the city, which are filled with townsfolk who do not work the land and need such provisions. The city, however, runs itself. The duke receives its wealth without having to deal with the details of administration and management. In return for the flow of wealth, the duke allows the city to run itself. Much of the wealth comes from the free townsfolk who pay coin instead of labour or military obligations. The Duke hires labour he needs from the urban labour pool, which is considered more efficient and more skilled than labour from manorial obligates. An advantage for the Duke of Shamar is the moveable wealth of the city, which is not directly tied to the land. He gets coin from bribes, payments, citizenship, rents, people wanting certain positions and the buying and selling of surplus. Any serf who lives in the city for a year and a day becomes a freeman, losing his feudal obligations and giving the former serf freedom of movement, protected property and freedom of profession. The urban dwellers of Shamar do not till the land, so they must buy the surplus grain and produce from the duke's manors outside the city, giving the duke insurance that his surplus grain will always find a buyer.

Guilds: Beneath the duke, the most powerful forces in Shamar are the guilds, with the Vintner's Guild being the most powerful. A Duke of Shamar gave the city the right to form guilds several hundred years ago, and successive dukes have renewed that right. Membership in the guilds

is the only way to become a citizen of Shamar. A member of a guild is called a burgher. Citizens of Shamar are tax exempt from most goods sold in the city and gain a +1 circumstance bonus to Diplomacy, Gather Information and Intimidation checks. Becoming a citizen of Shamar also grants a +1 bonus to Reputation. The guilds primarily function to regulate trade in the city. The influence of the guilds in Shamar rival the influence of the duke. Below are a few of the guilds operating within Shamar.

- ❖ **Vintner's Guild:** There are 22 Vintner masters in Shamar. 17 distillers, 69 wine merchants and 20 brewers round out the rest of this guild. The wines of Shamar are almost unique in that the vintners of Shamar actually age their wine. Other than Shamar, only Kyros and Ghaza in Shem produce aged fine wines in the Hyborian Age; no one else of this period bothers with fine wines or ages their wines as inferior wine over a year old usually goes bad. Wine is the common drink of the aristocracy as ale is considered the drink of the labouring orders. The lords of Shamar drink at least 20% of the wine produced here, selling the surplus, earning around 1,170 silver pieces per acre of vineyard. The Vintner Guild of Shamar is one of the wealthiest craft guilds in Aquilonia.
- ❖ **Artist's Guild:** This guild is comprised of 43 master artists, 36 master painters, 14 satirists, 29 master sculptors, 14 writers, 27 acrobats, 29 instrument makers, 27 jesters, 27 jongleurs, 27 minstrels and 29 storytellers. This is the maximum amount allowed in the charter. Apprentices and journeymen are not members.
- ❖ **Forger's Guild:** There are 47 master blacksmiths in Shamar. There are 20 weaponsmiths in Shamar, and 11 are masters.
- ❖ **Grocer's Guild:** This guild has 343 grocers in it.
- ❖ **Hostelers Guild:** All 171 taverns belong to this guild.
- ❖ **Laundress Guild:** This guild has 267 laundresses as members; this guild spends a lot of time defending their members against charges of prostitution.
- ❖ **Livestock Guild:** This guild has 214 livestock merchants, 6 grain merchants and 29 hay merchants as members.
- ❖ **Medical Guild:** This guild has 171 barbers, 14 dentists, 31 doctors/leeches, 43 herbalists and 71 midwives registered as members.
- ❖ **Merchant's Guild:** 21 booksellers, 338 used clothiers, 267 dairy sellers, 171 flower sellers, 5 grain merchants, 29 millers, 43 ale merchants, 43 spice merchants, 11

tobacco merchants, 34 woodsellors, 48 wool merchants and 17 perfumers comprise this guild.

City Council: There is also a city council. The duke assigns the officials of the council, usually based on their ability to pay him a certain fee, insuring rule by the wealthy. The council is charged to tax the city and take care of civic matters. If the city can track the movement of a good, it taxes it. The ford crossing the Tybor is a tax checkpoint for incoming goods. In order to rebuild the city after the events of Howard's *The Scarlet Citadel*, the city called for a war tax. That tax was never revoked. The city council once had the right to administer justice but the present duke took that right back. Those who seek justice in the city must use the duke's court and his judges.

Layout of Shamar

The city of Shamar has grown in leaps and bounds throughout the long centuries. The original castle has been extended many times, creating a sprawling edifice of walls, towers and strongholds in the centre of the city. Surrounding the castle, the city has grown, needing new city walls constantly. The remnants of old city walls still can be found in sections of the city, and in some places old city walls form walls around the different districts. Built on high ground, the city overlooks the vineyards and agricultural manors surrounding the city for miles in all directions.

The streets of Shamar are a virtual spider web of curved streets formed from ancient paths where people and animals naturally walked. Most of the winding streets are only five to ten feet wide. The widest street in Shamar is only 17 feet wide, and a fountain with a large tree sits at the centre of that street, effectively turning it into two streets half as wide. The main streets are cobbled but the alleys and small streets are still little more than dirt paths. The streets bear the names of the original craftsmen who founded the districts, but the names currently have little to do with the people currently living on those streets because of the constant shifting of population centres as the city grows. For example, there are no vintners living on Vintner Avenue anymore.

The buildings are built in block fashion, groups of homes sharing external walls, with the wall of one home built right against the wall of another, making the homes safer from crime by eliminating alleys.

Open spaces within the blocks once were gardens but are now mostly sheds, workshops or shanty housing. The blocks are rarely square or rectangular in Shamar.

Around the newer parts of

Shamar, nearest the newest outer wall, the houses are wattle and daub with thatch roofs. Moving inward, the houses become wooden with thatch roofs, then wooden with wooden roofs, and finally in the older sections the homes are built of stone with slate roofs. The grandest sections of town are comprised of the towers and spires of the wealthy.

Districts of Shamar

Shamar is segregated into sprawling wards and districts used to separate the city into manageable social units and neighbourhoods. People in these wards and districts know each other, vouch for each other, celebrate with each other and work with each other. People native to a particular ward with Knowledge (local) of at least one rank know everyone else in the ward, so Reputation bonuses always apply when a character is in his home ward and dealing with other natives of that same ward.

Shanty Town: 10 acres of land are homes and shacks thrown up outside Shamar's moat. There are no roads or streets, merely muddy paths and water is drawn from the moat. Nearly 800 ramshackle homes and buildings can be found here, providing shelter to over 2,000 adults.

Slum Wards: Inside the walls are three slum wards, each around 6 acres in size, boasting a total of 1,422 wattle and daub or wooden tenements to house the city's 3,600 poorest labourers and immigrants, not counting the teeming hordes of children and orphans. The three wards are named after founding craftsmen early in the city's history: Aegidius, Antonius and Cutbartus. The city cemetery is in this ward.

Gate Wards: The three massive city gates are the main entries into the bustling gate ward of Shamar, where traders line up to enter the city as sellers hawk their wares and vendors sell food on sticks. Only the market ward has more activity than this vibrant section of Shamar. Inspectors and tax collectors swarm through the crowds as they enter the city. Guilds purchase goods from foreign merchants for sale in the market wards here.

- ❖ North Gate covers nine acres of land, with 702 structures and 1,764 people living and working there. This gate sees the most traffic and is the main gate into the city for most travellers as it links straight into the main market ward;
- ❖ East Gate covers six acres of land, with 468 buildings and 1,188 people;
- ❖ West Gate covers four acres of land, being the newest section of Shamar, with 280 buildings supporting 600 people.

Market Ward: Not many people live in the market ward. Instead wealthier shops, guild houses, the Great Temple of Mitra, pavilions, merchant offices and trading stalls are located here. The largest market ward is the main market and teems with warehouses, shops, offices, fountains and such displays of architecture to leave most visiting Hyborians slack-jawed. The main market covers a staggering 36 acres of land, boasting 2,592 buildings and 6,840 residents working here. Public trials, executions and festivals take place here in this main market. Nine smaller, commodity based market wards exist throughout the city, totalling 16 acres of land use, 1,152 buildings and 2,120 people. The nine smaller markets are a vegetable market, a horse market, a wood market, a wool market, a grain market, a spice market, a prostitute market (called the Tulip Ward because the brothels of Shamar once were required to display tulips in their windows. Although this requirement ended five decades ago, the name has stuck), a slave market (rare in Aquilonia, but Shamar has one) and a cloth market.

Tybor Ward: This river ward resembles docks, with many warehouses, offices and shops to accommodate trade. Several watermills operate here. The guilds buy and sell goods to foreign merchants here. This ward covers 27 acres along the length of the Tybor River on the south side of the city. People dump their waste into the river here, personal or industrial, and the place is extremely crowded, smelly and noisy. 4,536 buildings line the narrow, twisting lanes. The Tybor Ward is home to 5,049 people.

Craftsman Wards: There are 36 craftsman wards in the city, each about an acre or three in size and most devoted to a different craft. All total, there are 61 acres devoted to craftsmen. There are a total of 4,209 workshops, homes and warehouses devoted to the craftsmen of Shamar and 11,590 craftsmen, journeymen and apprentices. There is a cobbler ward, a furniture maker ward, a furrier ward and several vintner wards. Other craftsman wards in Shamar include basket makers, carpenters, parchment makers, potters, wheelwrights, jewellers, masons, bakers, soapmakers, chandlers, coopers, silversmiths, saddlers and spurriers, blacksmiths, goldsmiths, toymakers, artists, leatherworkers, buckmakers, cutlers, fullers, tanners, armourers, sculptors, tapestry makers, bookbinders, weaponsmiths, distillers, vestment makers and dye makers.

Council Ward: This ward houses the administration buildings of Shamar, some of the largest buildings in the city, including the council building, the duke's courts, and record-keeping buildings as well as homes for the city's civic administrators. Three acres in size, this ward has 195 large

buildings and keeps 489 aldermen, bankers, historians, judges, librarians, moneychangers, pawnbrokers and tax collectors.

Military Ward: Unusual in most cities, Shamar does host a military district to house its mercenary armies, giving them room to practice and live. This ward is essentially a fortified castle and has its own mess hall, market, laundresses, gardens and blacksmiths, all for the use of the soldiers and mercenaries. The ward also employs healers, carpenters, armourers and a pair of bookkeepers. This area has a parade ground and stables as well. The soldiers also have their own shrine to Mitra. While Aquilonian officers, usually minor nobles, are given three or four rooms to live in, the regular infantry have a much more drab and uncomfortable situation, crammed into barracks that are small, poorly built, badly ventilated and generally over-crowded. This ward covers 18 acres of land and has 1,084 buildings. Including merchants and support personnel, this ward houses 2,720 people.

Merchant Ward: This ward houses the merchants and the merchant guilds with shops, warehouses and offices. This ward covers 17 acres of land and has 1,105 buildings. 3,060 merchants live and work in this ward. It is located adjacent to the main market ward.

The Duke's Ward: This ward covers 28 acres of land and boasts the largest buildings, the widest and cleanest streets and the Shamar Castle, built on the highest point in the city, near its centre. Here is concentrated the aristocracy and their palaces and mansions. 1,680 buildings fill this expanse of land (the castle comprises most of these with all of its crenellated towers and spires) and is home to 4,200 noblemen and their servants and labourers.

Beyond Shamar

To the southwest of Shamar is a broad plain boasting of some of Aquilonia's finest vineyards, producing an exquisite wine exported and traded as far east as Zamora. An acre of grapes make about 20 gallons of wine. Each barrel of wine shipped out of Shamar contains 50 gallons of common, un-aged wine, which is still considered superior wine. Their fine wines are sold in jugs. Beyond Shamar and its vineyard plains, the landscape runs up quickly into a maze of low hills, the whole surrounded by a network of small villages and towns supplying labourers for the vineyards and manors. The manors supply the food for the villages, towns and the city itself.

STONE HILL

Stone Hill is a Bossonian village atop a high, rocky hill.

Population: 892 (100% Hyborian)

Size: Village (35.6 acres of land; approx. 0.055 sq. miles)

Average Population Density: 25 adults per acre

Average Number of Structures: 13 buildings per acre (approx. 463 buildings total)

Wealth Limit: 2,000 silver coins

Ready Cash: 89,200 silver coins

Government: Feudal Lord

Income for the King: 1,784 silver coins per year

Religion: Mitra

Imports: Surplus from surrounding manors

Exports: Craft Items

Code of Honour: Civilised

Fortifications and Military Strength

Stone Hill has a small stone wall and several hedges. Nine Bossonian archers and 18 Gunderland pikemen are employed by the feudal lord as guards at the manor house – they also are charged to protect the village if necessary.

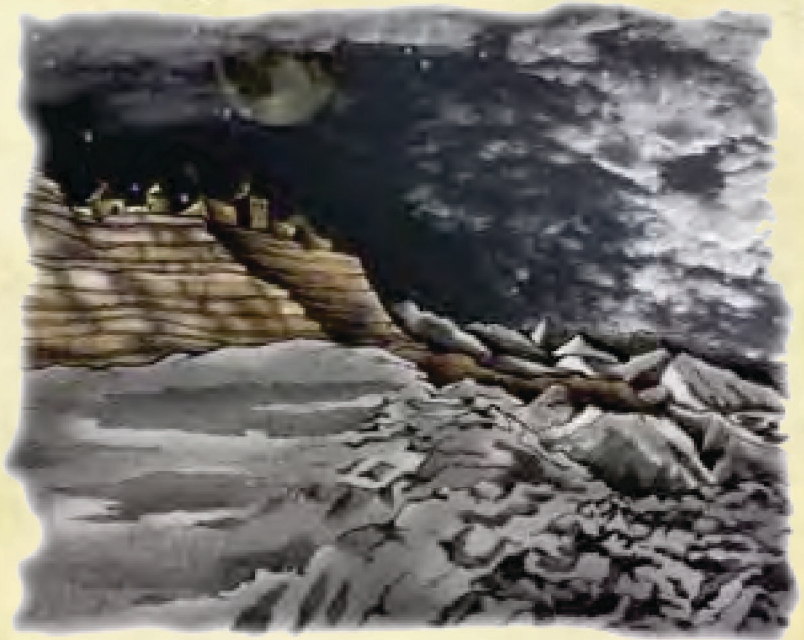
Administration and Power Centres

Ruler: A Tauran feudal lord named Baron Phineas manages this manor by enfeoffing his nephew, Lord Oliverus of the Tauran as lord of the manor. Lord Oliverus watches over his uncle's manor like a hawk and wrings as much profit as he can from the little village and the surrounding manorial lands and farms.

Beadle: A beadle runs most of the day to day concerns in the village but defers to the feudal lord when appropriate. The beadle is elected from the craftsmen, holding the position for at least one year, from harvest to harvest. The election is by lots, with all interested persons putting in their names.

TAHREM

Tahrem northern Aquilonian town from *King Conan* #16. Tahrem is located above the Shirki River. It once rebelled against King Conan. The paranoid king of Zamora (named Malakon during King Conan's reign) sent Zamorian soldiers to Tahrem to stage the rebellion, hoping to trick King Conan into laying siege to one of his own cities and slaying loyal Aquilonian citizens.



Population: 4,194 (99% Hyborian, 1% Other)

Size: Large Town (81 acres of land; approx. 0.126 sq. miles)

Average Population Density: 51-52 adults per acre

Average Number of Structures: 25 buildings per acre (approx. 522 buildings total)

Wealth Limit: 30,000 silver coins

Ready Cash: 6,057,000 silver coins

Government: Free City

Income for the King: 60,570 silver coins per year

Religion: Mitra

Imports: Surplus

Exports: Craft Items

Code of Honour: Civilised

Fortifications and Military Strength

It is walled with a wooden palisade. 40 Gunderland mercenaries and 81 guards are maintained for public defence.

Administration and Power Centres

Ruler: A mayor, serving for one year beginning just after each harvest, serves the executive function.

The Great Council: The Great Council of Tahrem consists of two hundred elected guild members in the city with citizenship. It rarely meets as an entire body and is more of a pool from which the Small Council draws its members.

The Small Council: This is an executive council of six members and the mayor, making most of the tough decisions. It decided matters of alliances and war. The

Small Council also puts together committees; The Small Council tends to spawn committees for just about everything, and much of the detailed politics of a town centre around control of these.

Guilds: An early king of Aquilonia gave the city the right to form guilds, and successive kings have renewed that right in exchange for annual gifts to the king. Membership in the guilds is the only way to become a citizen of Tahrem. A member of a guild is called a burgher. Citizens of Tahrem are tax exempt from most goods sold in the city and gain a +1 circumstance bonus to Diplomacy, Gather Information and Intimidation checks while in the city. Becoming a citizen of Tahrem also grants a +1 bonus to Reputation. The guilds primarily function to regulate trade in the city but are a powerful influence. Prostitutes, gravediggers and other unsavoury jobs are not allowed to become guilds, nor are those who practise such professions allowed to become citizens. A few of the guilds in Tahrem are listed below.

- ❖ **Craftsmen's Guild:** This guild ineffectively tries to protect all the craftsmen of Tahrem.
- ❖ **Merchant's Guild:** 2 booksellers, 32 used clothiers, 3 millers, 4 spice merchants, 1 tobacco merchant, 7 wine merchants, 3 woodsellers and 4 wool merchants comprise this guild.

Districts of Tahrem

Croton is segregated into sprawling wards and districts used to separate the city into manageable social units and neighbourhoods. People in these wards and districts know each other, vouch for each other, celebrate with each other and work with each other. People native to a particular ward with Knowledge (local) of at least one rank know everyone else in the ward, so Reputation bonuses always apply when a character is in his home ward and dealing with other natives of that same ward.

Slum Wards: Inside the walls is the slum ward. There are no roads or streets, merely muddy paths and clean water is a problem. Nearly 232 ramshackle homes and buildings can be found here, providing shelter to over 472 adults. It covers eight acres.

Gate Wards: The wooden city gate is the main entry into the sparkling gate ward of Tahrem, where traders line up to enter the city as sellers hawk their wares and vendors sell food on sticks. Only the market ward has more activity than this vibrant section of Tahrem. Inspectors and tax collectors swarm through the crowds as they enter the city. Guilds purchase goods from foreign merchants for sale in the market wards here. There are 168 structures supporting 348 inhabitants. It covers six acres.

The Craft Wards: There is one huge craft ward of 35 acres with 1,740 people living and working among 870 structures. The Craftsmen's Guild has its operations here as well.

Merchant Ward: The merchants and the Merchant Guild have offices and workspaces and homes here. Six acres in size, the merchant ward is home to 252 people among 126 structures.

Patriciate Ward: The aristocrats of Tahrem live on this two acre plot. 80 people live among 40 structures, including a couple of wood and stone mansions.

Market Ward: In the Tahrem Market Ward, wealthier shops, guild houses, the Great Temple of Mitra, pavilions, merchant offices and trading stalls can be found. This market teems with warehouses, shops, offices, fountains and a few splendid displays of architecture. The main market covers 10 acres of land, boasting 270 buildings and 560 residents working here. Public trials, executions and festivals take place here.

River Ward: This river ward resembles docks, with many warehouses, offices and shops to accommodate trade crossing the ford over the river. Several watermills operate here. The guilds buy and sell goods to foreign merchants here. This ward covers 14 acres along the length of the river. People dump their waste into the river here, personal or industrial, and the place is extremely crowded, smelly and noisy. 364 buildings line the narrow, twisting lanes. The River Ward is home to 742 people.

TANASUL

This is a fortified town in northern Aquilonia. It sits on a reef of rocks, a natural bridge, on the turbulent Shirki River. It guarded one of the only fordable places on that powerful river. The other ford lay at Galparan, north of Tanasul. During periods of flooding, this ford joined the rest of the river in impassability. This was a strategic place during Conan's war against Tarascus and Xaltotun, and events here revealed to Xaltotun's allies that the Acheronian was not invincible.

Population: 4,989 (99% Hyborian, 1% Other)

Size: Large Town (100 acres of land; approx. 0.16 sq. miles)

Average Population Density: 53 adults per acre

Average Number of Structures: 26 buildings per acre (approx. 2,613 buildings total)

Wealth Limit: 30,000 silver coins

Ready Cash: 7,483,500 silver coins

Government: Free City

Income for the King: 74,835 silver coins per year

Religion: Mitra, Asura

Imports: Trade Goods

Exports: Woodwork

Code of Honour: Civilised

Fortifications and Military Strength

Tanasul has a fortified wall. 50 mercenaries and 100 guards are employed to aid in the defence of the city.

Administration and Power Centres

Ruler: An alderman, elected from the ranks of the guilds, guides the city in its development, functioning as a steward to a lord. The position lasts for four months at a time and elections are done by lots. He presides over the Council of Guilds.

Guilds: Guilds in Culario form around commonality, such as professions or crafts. Any profession with more than forty members has its own guild. The most prominent guilds are listed below.

- ❖ **Healers' Guild:** 20 barbers belong to this guild, as do 2 dentists, 5 herbalists, 8 midwives and 4 doctors.
- ❖ **Hostelers Guild:** All 20 taverns belong to this guild, as do the 12 innkeepers and 3 brothel keepers of Culario.
- ❖ **Livestock Guild:** This guild has 25 livestock merchants, 31 dairy sellers, 4 harness makers, 6 saddlers and 3 hay merchants serve as members of the livestock guild.
- ❖ **Masons Guild:** 43 masons belong to this guild.
- ❖ **Trader's Guild:** 5 beer merchants, 2 booksellers, 1 grain merchant, 8 haberdashers, 3 millers, 2 perfumers, 5 spice merchants, 1 tobacco merchant, 8 wine merchants and 6 wool merchants serve as members of this guild.
- ❖ **Woodworker's Guild:** 42 wood workers, 4 woodcarvers, 20 carpenters, 4 woodsellers and 10 coopers belong to this guild.

Districts of Tanasul

Tanasul is segregated into sprawling wards and districts used to separate the city into manageable social units and neighbourhoods. People in these wards and districts know each other, vouch for each other, celebrate with each other and work with each other. People native to a

They came to Tanasul, a small fortified village at the spot where a reef of rocks made a natural bridge across the river, passable always except in times of greatest flood.

Robert E. Howard, *The Hour of the Dragon*

particular ward with Knowledge (local) of at least one rank know everyone else in the ward, so Reputation bonuses always apply when a character is in his home ward and dealing with other natives of that same ward.

Slum Wards: Inside the walls is the slum ward, each around 13 acres in size, boasting a total of 377 wattle and daub or wooden tenements to house the city's 767 poorest adult labourers and immigrants.

Gate Wards: The three massive city gates are the main entries into the bustling gate ward of Tanasul, where traders line up to enter the city as sellers hawk their wares and vendors sell food on sticks. Only the market ward has more activity than this vibrant section of Tanasul. Inspectors and tax collectors swarm through the crowds as they enter the city. Guilds purchase goods from foreign merchants for sale in the market wards here.

- ❖ North Gate covers two acres of land, with 282 structures and 132 people living and working there.
- ❖ Falcon's Gate covers six acres of land, with 396 buildings and 846 people.
- ❖ South Gate covers four acres of land, with 264 structures and 564 people living and working there.

Market Ward: Not many people live in the market ward. Instead wealthier shops, guild houses, the Great Temple of Mitra, pavilions, merchant offices and trading stalls are located here. The market ward teems with warehouses, shops, offices, fountains and such displays of architecture to leave most visiting Hyborians slack-jawed. The main market covers a large 20 acres of land, boasting 540 buildings and 792 residents working here. Public trials, executions and festivals take place here in this main market.

River Ward: This river ward resembles docks, with many warehouses, offices and shops to accommodate trade. Three watermills operate here. The guilds buy and sell goods to foreign merchants here. This ward covers 14 acres along the length of the River. People dump their waste into the river here, personal or industrial, and the place is extremely crowded, smelly and noisy. 364 buildings line the narrow, twisting lanes. The River Ward is home to 742 people.

Craftsman Wards: There are four craftsman wards in the city, each about ten acres in size and most devoted



to different crafts. All total, there are 35 acres devoted to craftsmen.

- ❖ **Woodworker's Ward:** This ward is 12 acres in size, with 600 people and 300 structures.
- ❖ **Builders and Forgers' Ward:** This ward is 10 acres in size, with 500 people and 350 structures.
- ❖ **Tanner's Ward:** This ward is but five acres in size, with 120 structures and 240 people.
- ❖ **Theros' Ward:** This ward, named after one of the greatest and most famous bakers to ever come out of Tanasul, is for the rest of the craftsmen. It is eight acres in area, with 200 buildings and 400 people.

Merchant Ward: This ward houses the merchants and the merchant guilds with shops, warehouses and offices. This ward covers six acres of land and has 126 buildings. 252 merchants live and work in this ward. It is located adjacent to the main market ward.

TARANTIA

The most princely city of the West, Tarantia serves as the capitol of Aquilonia.

Population: 80,256 (96% Hyborian, 1% Zingaran, 3% Other)

Size: Metropolis (446 acres of land; approx. 0.69 sq. miles)

Average Population Density: 180 adults per acre

Average Number of Structures: 69 buildings per acre (approx. 30,706 buildings total)

Wealth Limit: 1,000,000 silver coins

Ready Cash: 4,000,000,000 silver coins

Government: Monarchy

Income for the King of Aquilonia:

3,210,240 silver coins per year

Religion: Mitra, Asura

Imports: Trade Goods

Exports: Surplus

Code of Honour: Civilised

Fortifications and Military Strength

Tarantia is the capital of Aquilonia and is a walled city built around a massive castle not far from the Khorotas River. The southern walls are against the river. The walls have ballistae mounted on them. It is a strategic and powerful city, and has been attacked many times. The Imperial troops based here are called the Black Legion, and the king's personal bodyguard are known as the Black Dragons. The citizens of Tarantia have the right to arm themselves and protect themselves, a right the king does not give

his manorial inhabitants in the villages and residences surrounding the city. In addition, the town employs 800 mercenaries and 1,600 guards as additional protection.

Administration and Power Centres

Ruler: Despite its size and age, Tarantia is not a free-city; the city is governed by King Conan. The development of Tarantia is due to the kings of Aquilonia, who have always provided protection, backing and surplus to the city, which are filled with townsfolk who do not work the land and need such provisions. The city, however, runs itself. The king receives its wealth without having to deal with the details of administration and management. In return for the flow of wealth, the king allows the city to run itself. Much of the wealth comes from the free townsfolk who pay coin instead of labour or military obligations. The King hires labour he needs from the urban labour pool, which is considered more efficient and more skilled than labour from manorial obligates. An advantage for the King of Aquilonia is the moveable wealth of the city, which is not directly tied to the land. He gets coin from bribes, payments, citizenship, rents, people wanting certain positions and the buying and selling of surplus. Any serf who lives in the city for a year and a day becomes a freeman, losing his feudal obligations and giving the former serf freedom of movement, protected property and freedom of profession. The urban dwellers of Tarantia do not till the land, so they must buy the surplus grain and produce from the king's manors outside the city, giving the king insurance that his surplus grain will always find a buyer.

Chancellor of Tarantia: Beneath the king is Publius. He is the absolute head of Tarantia's civil service and is in complete charge of the day to day operations of the city. He meets with the heads of the guilds and the city council and attempts to resolve their needs before Conan has to be bothered with them.

Guilds: Beneath the king, the most powerful forces in Tarantia are the guilds. A King of Aquilonia gave the city the right to form guilds several hundred years ago, and successive kings have renewed that right. Membership in the guilds is the only way to become a citizen of Tarantia. A member of a guild is called a burgher. Citizens of Tarantia are tax exempt from most goods sold in the city and gain a +1 circumstance bonus to Diplomacy, Gather Information and Intimidation checks. Becoming a citizen of Tarantia also grants a +1 bonus to Reputation while in the city. The guilds primarily function to regulate trade in the city. Below are a few of the guilds operating within Tarantia.

Artist's Guild: This guild is comprised of 80 master artists who use the guild to push their nudes.

Beer Guild: 80 beer merchants, 42 brewers and 32 distillers have banded together in this guild.

Booksellers' Guild: 40 booksellers and 45 book binders, as well as local parchment makers (321 of them), have decided to work together in this interesting guild.

Bricklayer's Guild: 457 bricklayers have united to push their needs and crafts.

Chandlers Guild: 200 soap makers and 160 chandlers are involved with this guild.

Clothiers' Guild: 640 used clothiers are in this large guild.

Cooks' Guild: Led by Porcus, King Conan's personal cook, this guild has 229 bakers and 143 pastry makers as members.

Dyers' Guild: This guild is the centre of life for 320 dyers and 16 dye makers

Forger's Guild: There are 89 master blacksmiths in Tarantia.

Fullers' Guild: Tarantia's 67 fullers have recently founded this guild.

Grocer's Guild: This guild has 640 grocers in it.

Healers' Guild: This guild has 320 barbers, 27 dentists, 59 doctors/leeches, 80 herbalists and 133 midwives registered as members.

Hostelers Guild: All 320 taverns and 62 inns belong to this guild.

Labourers' Guild: 8,000 labourers are members of this guild.

Laundress Guild: This guild has 502 laundresses as

King Conan sat on the judgement throne in the Hall of Justice in his palace at Tarantia, the royal capital of Aquilonia. Beyond windows of stained glass, blue skies curved over green gardens bright and fragrant with blossoms. And beyond the gardens, square towers of white stone thrust into the sky, and domes of green copper, and the shapes of houses, temples, and palaces roofed with red tiles. For this was the most princely city of the world's West in these ancient days of the Hyborian Age.

And beyond the gardens, too, the well-scrubbed streets of Tarantia swarmed with traffic: men and women afoot, on the backs of horses, mules, and asses, in litters and chariots and oxcarts and carriages. Along the waterfront, river boats plied the Khorotas like swarms of water insects.

L. Sprague de Camp and Lin Carter, *Conan of the Isles*

members; this guild spends a lot of time defending their members against charges of prostitution.

Leatherworkers Guild: 73 leatherworkers, led by a Corinthian master craftsman of great renown, have teamed with 67 harness makers and 100 saddlers to regulate the leather trade of Tarantia.

Livestock Guild: This guild has 400 livestock merchants, 20 grain merchants, 134 grooms and 53 hay merchants as members.

Masons Guild: 229 masons belong to this guild.

Milk Men: 500 dairy sellers have united to push their needs.

Millers' Guild: This guild protects and serves 53 millers.

Painter's Guild: 67 master painters are in this guild.

Performer's Guild: 50 acrobats, 50 instrument makers, 50 jesters, 50 jongleurs, 50 minstrels and 50 storytellers. This is the maximum amount allowed in the charter. Prostitutes often apply for membership but are still denied.

Potters Guild: 320 potters belong to this guild.

Sculptors Guild: 53 master sculptors use this guild for protection.

Spice Merchants' Guild: 80 spice merchants call this guild theirs.

Tanners' Guild: 73 tanners and 40 skinners make up this guild.

Tutors' Guild: 32 historians, 23 professors, 40 sages and 49 teachers are involved with this guild.

United Merchants' Guild: 320 flower sellers, 20 tobacco merchants, 64 woodsellers, and 32 perfumers comprise this guild.

Weaponsmiths' Guild: 38 weaponsmiths, 67 cutlers and 114 scabbard makers use this guild.

Weavers' Guild: 400 weavers have woven this guild.

Winers and Vintners: 129 wine merchants and 42 vintners make up this guild.

Woollers' Guild: 89 wool merchants are members of this guild.

Writer's Guild: 27 satirists and 27 writers use the safety of this guild.

City Council: There is also a city council. The king assigns the officials of the council, usually based on their ability to pay him a certain fee, insuring rule by the wealthy. The remainder of the council is chosen from among twelve of the guilds. The council is charged to tax the city and take care of civic matters. If the city can track the movement of a good, it taxes it. Much of the politics centres around being chosen as one of the twelve guilds to be represented on the council.

Layout of Tarantia

The city of Tarantia has grown in leaps and bounds throughout the long centuries. The original castle has been extended many times, creating a complex, sprawling edifice of walls, towers and strongholds in the centre of the city upon a great acropolis. Around the acropolis sprawls the Old City, also called Tamar. Beyond the great stone walls of Tamar lies the outer city, which continues to grow, necessitating the building of new walls as it expands. The remnants of old city walls still can be found in sections of the city, and in some places old city walls form walls around the different districts.

The streets of Tarantia are a virtual spider web of curved streets formed from ancient paths where people and animals naturally walked. Most of the winding streets are only five to ten feet wide. The widest street in Tarantia, the Avenue of Lions, is 167 feet wide however, and several grand statues of lions line the centre of the street. The main streets are cobbled but the alleys and small streets are still little more than dirt paths. The streets bear the names of the original craftsmen who founded the districts, but the names currently have little to do with the people currently living on those streets because of the constant shifting of population centres as the city grows. For example, there are no fullers living on Fuller Street anymore.

The buildings are built in block fashion, groups of homes sharing external walls, with the wall of one home built right against the wall of another, making the homes safer from crime by eliminating alleys. Open spaces within the blocks once were gardens but are now mostly sheds, workshops or shanty housing. The blocks are rarely square or rectangular in Tarantia. Around the newer parts of Tarantia, nearest the newest outer wall, the houses are



wattle and daub with thatch roofs. Moving inward, the houses become wooden with thatch roofs, then wooden with wooden roofs, and finally in the older sections the homes are built of stone with slate roofs. The grandest sections of town are comprised of the towers and spires of the wealthy.

Districts of Tarantia

Tarantia is segregated into sprawling wards and districts used to separate the city into manageable social units and neighbourhoods. People in these wards and districts know each other, vouch for each other, celebrate with each other and work with each other. People native to a particular ward with Knowledge (local) of at least one rank know everyone else in the ward, so Reputation bonuses always apply when a character is in his home ward and dealing with other natives of that same ward.

Shanty Town: 12 acres of land are homes and shacks thrown up outside Tarantia's moat. There are no roads or streets, merely muddy paths and water is drawn from the moat. Nearly 960 ramshackle homes and buildings can be found here, providing shelter to over 2,400 adults.

Slum Wards: Inside the walls are five slum wards, each around five acres in size, boasting a total of 1950 wattle and daub or wooden tenements to house the city's 4,850 poorest labourers and immigrants, not counting the teeming hordes of children and orphans. The five wards are named after founding craftsmen early in the city's history: Ottobrand, Armiro and Delvyn. The largest public cemetery is in this ward.

Gate Wards: The four majestic and impressive city gates are the main entries into the bustling gate wards of Tarantia, where traders line up to enter the city as sellers hawk their wares and vendors sell food on sticks. Only the market ward has more activity than these vibrant section of Tarantia. Inspectors and tax collectors swarm through the crowds as they enter the city. Guilds purchase goods from foreign merchants for sale in the market wards here. The gates are guarded by great bronze portals.

- ❖ **North Gate** covers ten acres of land, with 760 structures and 1,880 people living and working there.
- ❖ **Patriciate Gate** covers six acres of land, with 456 buildings and 1,128 people. This gate leads from the new city to the Old City (Tamar). It also links with the Avenue of Lions.
- ❖ **West Gate** covers eight acres of land, being the newest section of Tarantia, with 608 buildings supporting 1,504 people. This area is known for its constant riot of colours and almost eternal festive atmosphere. Most of the inns are in this area of the city. The West Gate links to the lesser end of the Avenue of Lions and is on the Road of Kings.
- ❖ **South Gate** sees the most traffic and is the main gate into the city for most travellers as it links straight into the Avenue of Lions, the largest thoroughfare in Tarantia, connecting the Road of Kings. 3,008 people work among 1,216 structures.

Market Ward: This city is a formidable center of commerce. 86 acres of city land are set aside for markets. The largest market is on the Avenue of Lions. Seven smaller, commodity based market wards exist throughout the city. Even though the markets are based around a broad avenue, the markets extend along minor side streets branching off the avenues as well.

- ❖ **The Avenue of Lions Market** is the main market and teems with warehouses, shops, offices, fountains and such colossal and Cyclopean displays of architecture to leave most visiting Hyborians weak with

awe. The wealthier shops, guild houses, the Great Temple of Mitra, pavilions, palaces, merchant offices and trading stalls are located here. The Avenue of Lions Market covers a staggering 42 acres of land, boasting 3,108 structures and 7,644 residents working here. Public trials, executions and festivals take place here in this main market.

- ❖ **Chancellery (Publius' Palace):** This mansion is almost a castle in its own right and belongs to the Chancellor of Aquilonia.
- ❖ **The Mitraeum (The Great Temple of Mitra):** The temple of Mitra in Tarantia has a statue of Numedides so people can burn incense to his memory. It is treated as the holy effigy of a saintly monarch. Oracles and priests seem to constantly swarm around this colossal but magnificently austere temple.
- ❖ **Traitor's Common:** This is the public execution area of Tarantia. Hangings, beheadings and tortures are practised here. In *The Scarlet Citadel*, Conan threatened to leave Prince Arpello's headless corpse here to rot.
- ❖ **The Avenue of Anteus I** is a wool market of five acres. 910 people work amid 370 structures.
- ❖ **The Avenue of Honour Market** is a vegetable, grain and spice market covering 5 acres of land. 910 people work amid 370 structures.
- ❖ **The Avenue of Nations** is a market for healing services. Six acres in length it houses 1,092 people and 444 buildings, including a sizable university for scholarly studies.
- ❖ **The Avenue of Roses** is a prostitute ward. The city prefers to segregate its prostitutes. It covers three acres, contains 222 structures and holds 546 workers. 49 of the city's 53 brothels are located here and 482 of the city's 500 prostitutes work in this district.
- ❖ **The Avenue of the Beast** is a horse and livestock market covering 9 acres. 1,638 people work here under 666 structures.
- ❖ **The Avenue of the Python** is a cloth market. Six acres in size, it houses 1,092 people within 444 structures.
- ❖ **The Avenue of the Smiths** is actually a wood market and not a single smith can be found here. The name is a remnant of a prior stage of development in the city's growth. It is four acres in size, with 296 structures and 910 people.
- ❖ **The Temple of Asura** is located here.

Khorotas Ward: This river ward is actually outside of Tarantia and is along the shores of the Khorotas River. It resembles docks, with many warehouses, offices and

shops to accommodate trade. 47 mills operate here. Also, many of the more odorous occupations, such as tanners, dyers and laundresses operate here. The guilds buy and sell goods to foreign merchants here. This ward covers 15 acres along the length of the Khorotas River. People dump their waste into the river here, personal or industrial, and the place is extremely crowded, smelly and noisy. 1,080 buildings line the narrow, twisting lanes. The Khorotas Ward is home to 2,640 people.

❖ **The Bridge of Vilerus I:** This great bridge moves the Road of Kings across the mighty Khorotas. King Vilerus I had it built. The bridge is upraised on six stone piers and has a wooden deck. A steeply sloping ramp is on either end and the whole towers over the river. Tarantia collects a toll from all non-aristocrats and non-citizens for the use of the bridge. Those who would not pay the toll must pay the ferrymen to cross the river, which amounts to almost the same expenditure.

Craftsman Wards: There are 42 craftsman wards in the city, each about an acre or two in size and most devoted to a different craft. All total, there are 88 acres devoted to craftsmen. There are a total of 6,140 workshops, homes and warehouses devoted to the craftsmen of Tarantia and 15,350 craftsmen, journeymen and apprentices. There is a cobbler ward, a furniture maker ward, a furrier ward and several vintner wards. Other craftsman wards in Tarantia include basket makers, carpenters, parchment makers, potters, wheelwrights, jewellers, masons, bakers, soapmakers, chandlers, coopers, silversmiths, saddlers and spurriers, blacksmiths, goldsmiths, toymakers, artists, leatherworkers, buckmakers, cutlers, fullers, tanners, armourers, sculptors, tapestry makers, bookbinders, weaponsmiths, distillers, vestment makers and dye makers.

Chancellor's Ward: This ward is adjacent to the Avenue of Lions Market, extending into it insofar as it also includes the Chancellery. This ward houses the administration buildings of Tarantia, some of the largest buildings in the city, including the council building, the royal courts, and record-keeping buildings as well as homes for the city's civic administrators. 18 acres in size, this ward has 1,188 large buildings, smaller support structures and keeps 2,970 aldermen, bankers, historians, judges, librarians, moneychangers, pawnbrokers and tax collectors busy.

The Black Fortress Ward: Unusual in most cities, Tarantia does host a military district to house its mercenary armies, knights and troops, giving them room to practice and live. This ward is essentially a fortified castle attached to the Old City and has its own mess hall, market, laundresses, gardens and blacksmiths, all for the use of the soldiers and

mercenaries. The ward also employs healers, carpenters, armourers and a pair of bookkeepers. This area has a parade ground and stables as well. The soldiers also have their own shrine to Mitra. While Aquilonian officers, usually minor nobles, are given three or four rooms to live in, the regular infantry have a much more drab and uncomfortable situation, crammed into barracks that are small, poorly built, badly ventilated and generally overcrowded. This ward covers 50 acres of land, has its own dedicated gates with bronze portals into the Old City, onto the Avenue of Lions and to the outside. This military fort has 3,200 buildings. Including merchants and support personnel, this ward typically houses 11,914 people.

Merchant Ward: This ward houses the merchants and the merchant guilds with shops, warehouses and offices. This ward covers 32 acres of land and has 1,984 buildings. 4,960 merchants, apprentices and support people live and work in this ward. It is located adjacent to the Avenue of Lions ward and has fingers extending out toward the various market wards, giving the ward an irregular shape. Many of the citizens of Tarantia live in this ward.

Tamar (The Old City): Tamar is the oldest, wealthiest and grandest section of Tarantia. Tamar is also known as the Old City. The power and prestige of this ward is evident as Tamar is often used as the name for the city instead of Tarantia. This section is renowned for its tall spires and gleaming domes protected by 1,500 Poitainian knights clad in steel. Blue and golden, the towers of Tamar are a showcase of Hyborian architecture. Many of the aristocracy and clergy, as well as scholars, refer to Tarantia as Tamar, so powerful and beautiful is this section of the city. The wealthy travel about in chariots. This ward is 80 acres in size, including the area of the acropolis where the Citadel sits. The bronze-portalled Patriciate Gate opens into the Avenue of Lions. 4,800 structures support the 12,000 nobles, servants, slaves and soldiers who live here.

❖ **Pleasure Palace:** Once the home of Conan's seraglio of dark-eyed Poitainian damsels, slim black-haired wenches from Zamora, Zingara and Hyrkania and Brythunian girls with tousled yellow hair and once used as the main citadel by Prince Arpello when he declared himself king during the events of *The Scarlet Citadel*, the pleasure palace is an architectural delight. After *The Hour of the Dragon*, Conan disbanded his seraglio and now uses the former pleasure palace as a place to house visiting dignitaries.

❖ **Pontrero's Demesne:** This virtual palace is one of the wealthiest manors in Tamar. Although Pontrero was killed as a

traitor by the King, the mansion is still referred to by that name.

- ❖ **Avenue of Lions:** This broad street, flanked by colossal lion statues, leads to the southern gates.
- ❖ **Graveyard:** The nobles' graveyard lies on the shortest path between the outer city and the Citadel. This place of bones is haunted by many dark legends about shades, ghouls and vampires. It is due north of the acropolis.
- ❖ **The Citadel** – The king's palace with blue and golden towers is surrounded by thick walls and battlements. The Citadel is built upon an acropolis. Gunderland pikemen and Bossonian archers protect the walls. The walls are penetrated via a barbican. Passing through that gatehouse leads one to a drawbridge, then the inner barbican where an iron portcullis and massive double doors defended the outer ward. This outer ward keeps the servant's quarters, stables, wells, forges, groves, fields, and other castle support. An interior wall surrounds the keep, where Conan and his family lives. A gate allows access to the inner ward where the more direct castle support can be found, such as the kitchens and bakeries, the private gardens and royal stables. The keep itself is the strongest portion of the entire royal citadel.
- ❖ **The Iron Tower** – 'The grim Iron Tower stood apart from the citadel, amid a maze of narrow streets and crowding houses where the meaner structures, appropriating a space from which the more fastidious shrank, had invaded a portion of the city ordinarily alien to them. The Tower was in reality a castle, an ancient, formidable pile of heavy stone and black iron, which had itself served as the citadel in an earlier, ruder century.' (Robert E. Howard, *The Hour of the Dragon*). The infamous Iron Tower is used now to execute Aquilonia's political enemies, although a thousand years ago or more it was the primary castle of the Hyborian king who originally ruled these lands. The interior of the Tower is as forbidding and gloomy as the exterior.

Other Facts

Tarantia has a total of 320 taverns spread throughout the districts, as well as 53 brothels (with around 500 prostitutes total). 100 unlicensed doctors practice science and medicine. The Great Mitraeum and the various temples in Tarantia provide work for 1,600 clergymen. 6,667 people in Aquilonia qualify as elderly or infirm.

Beyond Tarantia

Tarantia is the centre of a very wealthy web of manors and farms. For miles

around Tarantia are the royal forests and manors of the king and his direct vassals. To the east, the Khorotas River flows nearby the capital and the Road of Kings passes through the Avenue of Lions.

Temple of R'shann – The ruins of this temple hoard a fabulous treasure. Once a temple belonging to devotees of the Hidden Ones, the users of the Flame Knife, it is now a darksome ruin haunted by supernatural forces. The smoke from the seed cones of the Jubla tree supposedly controls and puts to rest these supernatural forces. In truth, the smoke unleashes wind ghosts, spirits from Hell. The temple lies two days ride from Tarantia in a shadow-haunted forest. The temple itself is made of granite. A giant skull hangs above the door, its mouth agape, flanked by symbols of the Flame Knife. Once inside the temple, it leads to a ruined underground city where the Haunters of the Maze lurk. The Haunters are snow apes from forbidden Pathenia, adapted to the temperate climate of Aquilonia. The three Haunters guard the treasure and the city, wielding flame-shaped swords.

VOLSINO

Volsino is an Aquilonian town on the eastern frontier. Its reeve occasionally sells prisoners in the gaol to slavers for extra income, claiming the prisoners commit suicide. The royal executioner has reported the reeve more than once for this practice.

Population: 1,216 (99% Hyborian, 1% Other)

Size: Small Town (32 acres of land; approx. 0.05 sq. miles)

Average Population Density: 38 adults per acre

Average Number of Structures: 19 buildings per acre (approx. 611 buildings total)

Wealth Limit: 8,000 silver coins

Ready Cash: 972,800 silver coins

Government: Feudal Lord and Lord's Reeve

Income for the Reeve and his Liege Lord: 9,728 silver coins per year

Religion: Mitra

Imports: Trade Goods

Exports: Prisoners, Surplus

Code of Honour: Civilised

Fortifications and Military Strength

Volinsino has a wooden palisade. Twelve mercenaries and 24 guards protect the town.

Administration and Power Centres

Ruler: The city is governed by a Lord's Reeve named Guillelminus. The reeve occasionally sells prisoners in the gaol to slavers for extra income, claiming the prisoners

commit suicide. The royal executioner has reported the reeve more than once for this practice.

Districts of Volsino

Volsino is segregated into sprawling wards and districts used to separate the city into manageable social units and neighbourhoods. People in these wards and districts know each other, vouch for each other, celebrate with each other and work with each other. People native to a particular ward with Knowledge (local) of at least one rank know everyone else in the ward, so Reputation bonuses always apply when a character is in his home ward and dealing with other natives of that same ward.

Slum Wards: Inside the walls is the slum ward of 20 acres, boasting a total of 390 wattle and daub or wooden tenements to house the city's 780 poorest adult labourers and immigrants.

Gate Wards: The unimpressive city gate of Volsino is also a bustling gate ward, where traders line up to enter the city as sellers hawk their wares and vendors sell food on sticks. Only the market ward has more activity than this vibrant section of Tanasul. Inspectors and tax collectors swarm through the crowds as they enter the city. Guilds purchase goods from foreign merchants for sale in the market wards here. There is two acres of land here, devoted to supporting 38 structures and 76 people.

Market Ward: Contained neatly within five acres, wealthier shops, guild houses, the Great Temple of Mitra, pavilions, merchant offices and trading stalls are located here. The market ward teems with warehouses, shops, offices, fountains and a few displays of architecture. The market contains 92 buildings and 185 residents working here. Public trials, executions and festivals take place here in this main market.

Craftsman Wards: There is one craftsman ward in the city, and is about five acres in size. There are 90 structures supporting 175 people.

AQUILONIAN PROVINCES

There are approximately 54 baronies, counties and principalities in Aquilonia. Few of these have been named in the Saga, but below is a list of several of the better known ones. Most of these provinces are small, around 2,500 square miles (50 miles by 50 miles) but a couple are as large as 10,000 square miles (100 miles x 100 miles). The capitals of most of these places bear the name of the

region. The capital of Albiona County, for example, is the city of Albiona.

Albiona – Albiona is a county in Aquilonia. Its ruling family is kin to the Theringo fief-holders of Ophir. Marala, Countess Albiona, was once Queen of Ophir but now lives in exile in Aquilonia. Countess Albiona was rescued by Conan from execution in *The Hour of the Dragon*.

Aluvia – In *Conan the King #52*, Aluvia is a northern barony of Aquilonia. It attempted to secede from Aquilonia during a revolt led by Timon Flavius. Flavius was cousin to Baron Aemilius, whom Conan once blamed for the apparent death of his son, Conn.

Amilius – A barony of Aquilonia. It is located in northern Aquilonia. It was once ruled by Tiberias until he was brought down by Valerius. Tiberias later avenged himself against Valerius toward the end of Howard's *The Hour of the Dragon*.

Armavir – A barony in northern Aquilonia mentioned in L. Sprague de Camp's *Conan the Liberator*. It is ruled by the fat Baron Justin.

Attalus – Called one of the most important as well as Aquilonia's most culturally and commercially advanced baronies of Aquilonia by Howard, little else is known about this rich province. The barony of Attalus is located in the southeast of Aquilonia. In 'Phoenix on the Sword', its baron was a fat noble named Dion who claimed royal blood from Numedides' dynasty. Baron Dion was killed by Thoth-Amon. In *The Hour of the Dragon*, Pallentides is shown to have a castle in Attalus. It was in Attalus that parchment was first developed back in antiquity.

Bossonia – Bossonia is also called the Bossonian Marches and is a frontier province between the Aquilonian heartland, the Pictish Wilderness and the Cimmerians. Recent expansion westward has placed the Westermarch between the Marches and the Picts, but the Bossonians are still Aquilonia's primary defence against Pictish assault. The rustic Bossonians are matchless warriors, frontiersmen of formidable skill and serve as the premier soldiers of Aquilonia's expansionist armies. People in Bossonia live behind walled forts and villages where they can defend themselves against barbarian assaults, be they Cimmerian or Pictish. The Bossonians are well known as archers and hunters, although the Bossonians also practice subsistence farming.

Cantrium – One of the central baronies of Aquilonia ruled by

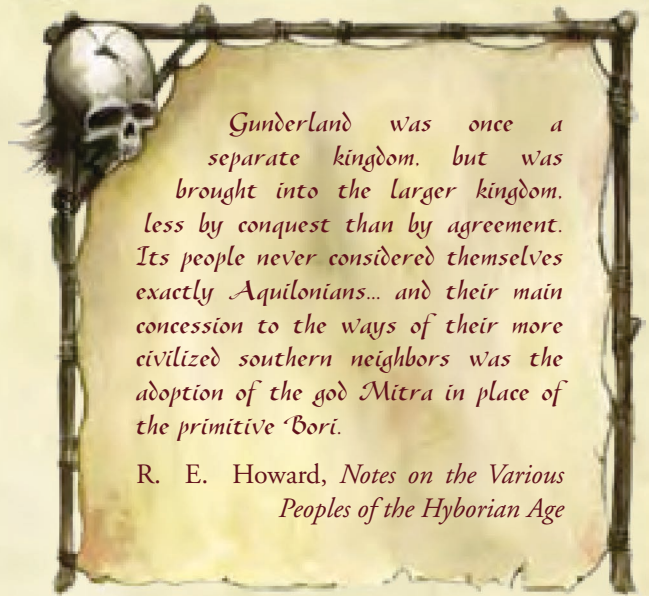


Baron Maloric. This barony was visited by King Conan in Marvel's *Conan the King*, issue 25.

Castria – A barony of Aquilonia mentioned in *Red Moon of Zembabwei*. It is one of the central provinces. Conan offered it as a reward to the Zingaran Murzio, one of Conan's spies. It is governed by Baron Murzio if your campaign is set after the events of *Conan of Aquilonia*.

Couthan - A county of Aquilonia mentioned in Björn Nyberg's *Return of Conan* and L. Sprague de Camp's *Conan of the Isles*. It is located in the heart of Aquilonia and is one of the central provinces. During Conan's reign this province was governed by Baron Monargo.

Gunderland – Gunderland is a northern province between the Aquilonian heartland and Cimmeria. Gunderland was once a separate kingdom but chose to become Aquilonian vassals to avoid capture as a subject people. Despite the concessions afforded to Aquilonia, the people of Gunderland view themselves as relatively independent. After the fall of Aquilonia, Gunderland will again become its own sovereign state. The people here are tawny-haired and grey-eyed. They keep no slaves and have interbred with other



Gunderland was once a separate kingdom, but was brought into the larger kingdom, less by conquest than by agreement. Its people never considered themselves exactly Aquilonians... and their main concession to the ways of their more civilized southern neighbors was the adoption of the god Mitra in place of the primitive 'Bori.

R. E. Howard, *Notes on the Various Peoples of the Hyborian Age*

racial types only minimally, thus remaining the purest of the Hyborian blood-lines.

✠ **Raman** – Raman is a barony of Aquilonia located along the border of northern Gunderland. Many border wars are fought here. The old Baron of Raman is named Ulric and he fought against Conan in the civil war. He is a grey-haired warrior, a veteran of those border wars with the wild Cimmerians and peoples of the Border Kingdom. He is a survivor of Venarium. According to Roy Thomas, only two Aquilonians survived the sack of that city, Gaeric the Gunderman and a girl named Tamera. Thus, the Count of Raman may be this self-same Gaeric the Gunderman under a different name. If Roy Thomas is correct in the number of survivors of Venarium, then Baron Ulric has a nephew named Balthus of Tauran.

Karaban – A county of Aquilonia. It is located in the heart of Aquilonia and is one of the central provinces. Its count, dwarfish Volmana, was killed by King Conan in *The Phoenix on the Sword*.

Kormon – A barony of Aquilonia. It is located in the heart of Aquilonia and is one of the central provinces. Baron Thasperus governs this barony. He also has the fief of Schohira.

Lor – A barony of Aquilonia mentioned in Björn Nyberg's *Return of Conan*. It is located in the heart of Aquilonia and is one of the central provinces.

Manara - A county of Aquilonia mentioned in Björn Nyberg's *Return of Conan*. It is located in the heart of Aquilonia and is one of the central provinces.

Pellia – Although most of Aquilonia is ruled by either counts or barons, this province was, at one time, governed by a prince claiming a royal blood-line, presumably the same thousand year old blood line that produced Numedides. Prince Arpello of Pellia had imperial designs, and was the strongest prince of the central regions. In ‘The Scarlet Citadel’ Conan referred to the prince of Pellia as a butcher. Conan threw Prince Arpello off the palace walls to fall a hundred and fifty feet before smashing into the streets. Pellia is now governed by a baron placed by King Conan. Captain Valannus, from *The Hour of the Dragon*, who impersonated King Conan and died at Valkia, was the captain of Pellian spearmen in Conan’s army.

Poitain – Poitain, ruled by Count Trocero of Culario, is in the far southwestern corner of Aquilonia, and is Conan’s most loyal province. In addition, Poitain is one of Aquilonia’s most important provinces. Less than two decades ago, Trocero himself led the Poitainians against Tarantia, and many Aquilonians remember the devastation Poitain is capable of causing if they should rise up again.

Poitain’s landscape is of rolling plains and picturesque meadows. Agriculture flourishes in Poitain. Crops of wheat, roses, and palms are common. Orchards of oranges are also known. The heraldic emblem of Poitain is a golden leopard. The people here are dark and long-headed, except for some of the peasantry along the Bossonian border, who resemble the Bossonians. These are hardy folk, bred to war from a life time of protecting their wealth from greedy neighbours. Also there exist remnants of an aboriginal race in the more primitive parts. The Saxula Pass through the Rabirian Mountains provides access to Argos.

❖ **Imirus** – A barony of Aquilonia mentioned in Björn Nyberg’s *Return of Conan* and L. Sprague de Camp’s *Conan the Liberator* and *Conan of the Isles*. This demesne is located in northern Poitain. It is governed by the fat Baron Guilaime during the reign of Conan, who took it over from Baron Roaldo. Baron Guilaime is brave and supports the king.

South of the ranges the rich and beautiful plains of Poitain stretched to the river Alimane: but beyond the river lay the land of Zingara.

Even now, when winter was crisping the leaves beyond the mountains, the tall rich grass waved upon the plains where grazed the horses and cattle for which Poitain was famed. Palm trees and orange groves smiled in the sun, and the gorgeous purple and gold and crimson towers of castles and cities and reflected the golden light. It was a land of warmth and plenty, of beautiful women and ferocious warriors. It is not only hard lands that breed hard men. Poitain was surrounded by covetous neighbors and her sons learned hardihood in incessant wars. To the north the land was guarded by the mountains, but to the south only the Alimane separated the plains of Poitain from the plains of Zingara, and not once but a thousand times had that river run red. To the east lay Argos and beyond that Ophir, proud kingdoms and avaricious. The knights of Poitain held their lands by the weight and edge of their swords, and little of ease and idleness they knew.

Robert E. Howard, *The Hour of the Dragon*

- ❖ **Ronda** – A barony in northern Poitain mentioned in L. Sprague de Camp’s *Conan the Liberator*. Baron Ammian is its governor. This province is primarily a farming area.
- ❖ **Armavir** – Armavir is a barony of Aquilonia mentioned in L. Sprague de Camp’s *Conan the Liberator*. It is located in the north of Poitain. It has a fat baron named Justin and is another farming province.

The Tauran - This province in the northwest Aquilonia is a land of “open groves and sun-dappled meadows” (Howard, *Beyond the Black River*) dotted with forests. Although they are not a border province, the people of the Tauran feel they are as important to the defence of Aquilonia as any of the frontier provinces. They consider themselves superior woodsmen, but the Bossonians view the Taurans as “ox-eyed yokels” who mean well, but ultimately lack in serious woodcraft. The Tauran is famed for its hunting, and the deer and panther native to this region are favoured targets. This is a civilized realm, yet the posturing of its people as some sort of frontiersmen give a rustic flavour that is quite charming. Homes in this province are thatched cottages with glazed windows. The economy is agricultural, based on its extensive fruit groves and based on the herding of domesticated farm animals in its beautiful pastures.

Thune – Thune is an eastern county of Aquilonia. In ‘Phoenix on the Sword’ Count Ascalante of Thune led the Rebel Four in an unsuccessful assassination attempt against King Conan.

Torh – A barony of Aquilonia. The overlord of Conawaga, Baron

Brocas, governed here during the civil war that led to

Conan becoming king. Baron Brocas supported King Numedides.

Westermarck – The Westermarck is a region east of the Thunder River between the Pictish Wilderness and the Bossonian Marches. The Westermarck was established by the order of King Vilerus. This important frontier supplies troops to provide a buffer between the Picts and Aquilonia's heartlands. It contains the following fiefs:

❖ **Oriskonie** – The northernmost province, Oriskonie or Oriskawny (Howard spelled it both ways), is ruled by a royal patent under the jurisdiction of a baron of the western marches. It is the least populated of the three primary provinces of the Westermarck. For years the Aquilonians and Bossonians have coveted this beautiful land and its rich, fertile lands that yield incredible quantities of food for the Picts. Blood, sweat and fear filled the dark, forested valleys of Oriskonie for years as the Aquilonian soldiers forcibly decimated or relocated the Oriskonie Picts. The fighting was especially hard for the Raven tribe, who lived in the Karihton Valley, the most fertile area of this lush land.

The Pict tribes of the Bear, the Owl and the Mongoose clans are closest to Oriskonie, although occasionally Hawks, Wolves and Snakes are encountered in those regions. The Mongooses give the Oriskonie settlers the most difficulties and are the least likely to parlay with traders or missionaries. The Mongooses resent the settling the most, as their tribes bore the brunt of the Aquilonian relocation. As the Mongooses were pushed out of Oriskonie, they had to fight the Turtle for territory, resulting in even worse clan feuding than normal. The Mongoose clan recalls clearly that for hundreds of years they inhabited the Oriskonie lands. Having spent such a long time against the Bossonian Marches, the Mongooses have become skilled marksmen and archers; although their bows are no match for the Bossonians' their archery skills are nearly their equivalent. Extremely small Pictish tribes, such as the Sonhatsi (Black Duck) tribe, still live in Oriskonie in the least settled regions.

This province, during the civil war that put Conan in power, supported Conan by driving out the baron-appointed governor and savagely fighting those loyal to King Numedides. The baron and his governor brutally

These barons [of the Westermarck] were accountable only to the king of Aquilonia. Theoretically they owned the land and received a certain percentage of the gain. In return they supplied troops to protect the frontier against the Picts, built fortresses and towns, and appointed judges and other officials. Actually, their power was not nearly so absolute as it seemed.

R. E. Howard, *Notes on the Various Peoples of the Hyborian Age*

abused their positions and their people, trying to wring from the land every drop of profit that could be twisted through industry and labour. Conan, after he usurped the throne, banished the old baron and rewarded another with the title. Baron Flavius, a former military leader who fought Picts in Conajohara, currently has the fief of Oriskonie. The new governor, Lord Glyco, appointed from a popular leader with some noble blood and military experience against Conajoharan Picts, respects the Picts and their potential power. He recruits scouts heavily from the Black Duck clan, although they have not always proven trustworthy, and from the Tauran. His soldiers are trained to fight in a box formation, with pikemen ringing a center of archers. Other than the scouts, the soldiers are required to wear harness in the wilderness to give them an advantage over the numerically superior Picts.

The province is not as primitive as Thandara, but is still an extremely pioneer province. Logging operations have started, and the fur trade is an active industry. Farming is by far the largest segment of this fertile land and is promising to become the 'bread basket' of the Westermarck. Settlements are small in general, especially in the north, but grow larger toward the south. In its political makeup, the Oriskonie landowners prefer to be left alone and are not terribly interested in the happenings of the south, except in matters that might mean the difference between life and death. However, the commoners and settlers of the region are apt to band together in grass-roots movements to make changes in their

region, something the current governor is well aware of. The settlers of Oriskonie do not trust the Aquilonian nobility, a class of people many of the settlers wish stayed in the east.

The terrain is heavily forested and hilly, especially in the northern reaches, where the hills reach staggering heights. Rivers, creeks and streams are plentiful. Overall, the land has a hauntingly beautiful majesty in its appearance. Several sites sacred to the Picts can be found throughout the land, such as the Howling Caverns, a frightening cave system believed by the Mongoose Picts to be the opening to the lands of the dead.

❖ **Conawaga** – Located between Oriskonie and Schohira, Conawaga is ruled by a royal patent under the jurisdiction of a baron of the western marches. Conawaga is the largest, richest, and most thickly settled province of the Westermarck. Baron Brocas of Torh ruled Conawaga during the rebellion, and forced the province to support Numedides. Conawaga is one of the earliest settled regions of the Westermarck, with a class of landed gentry, wealth derived from logging and agriculture, and is near several tribes of Picts.

One of the earliest settled regions, Conawaga's original crude frontier trappings, such as log houses and fur mattresses, have long since been replaced with the glossy trappings of civilisation: frame houses with glass windows; ornate woodwork; beautiful furniture; feather beds; and other imported luxuries. The towns and cities of Conawaga are prosperous, boasting of general stores filled with goods, blacksmiths, silversmiths, taverns, tanneries, sawmills, gristmills and other industries. Wheat fields, dairy farms, towns and government has transformed this once deprived wild timberland into a prosperous civilised province. Conawaga is the only province where landed gentry have settled in any substantial amount.

A large class of titled land-holders lives in Conawaga and these nobles wield a lot of power and wealth, much more than in any other province of the Westermarck. A player wishing to play a native noble probably should base his character in Conawaga, for that would give him more use out of his class abilities. These land-owners are not fully behind King Conan because the Aquilonian king does not support further expansion into

the Pictish Wilderness and this policy limits the power and wealth of the nobles somewhat. Many of the nobles would like to annex one or more of the other provinces, or extend their power across the Thunder River. These nobles tend to mistreat the commoners and settlers, overtaxing them and treating them like serfs as they strive to remake the frontier into Aquilonia. Many expend a vast amount of wealth to import stone into the region to build manor houses and castles such as central Aquilonian nobles build. Much of this wealth is due to the logging of Conawaga's extensive forests.

Extensive logging operations have largely cleared the lands and have brought in vast amounts of wealth for many entrepreneurs, from mill-owners, to exporters, to tavern and brothel operators and many others who have been able to take advantage of this industry. The factors of the region have secured treaties with the Hawkmen to do a limited amount of logging across the Thunder River, but this remains a risky prospect at best, and no Pict will ever again allow a Hyborian into the region formerly known as Conajohara. Even after all these years, the Picts have a festering anger regarding that area of land, and will throw aside tribal rivalries in an instant to wage bloody wars if word of a Hyborian in Conajohara is heard.

Conawaga is located near the Hawk and Raven clans, both of which are large tribes consisting of several clans each. A peace has been arranged with the Hawk clans, but the Ravens occasionally raid across the Thunder River, stealing children, women and animals. The Games Master may put other, lesser tribes in the region as well. The commoners and nobles of Conawaga tend to treat the Picts as unwashed savages who could easily be wiped from the Wilderness; most cannot conceive of the Picts actually uniting against them.

❖ **Scandaga** – The brave capital of Conawaga is a prosperous town that is approaching the size of a true city. Scandaga has a population of approximately 3,500 Hyborians (not including transients and visitors) and is continually growing. It boasts frame homes and a fine, albeit austere, temple to Mitra. Scandaga originally was a small logging village with a saw mill, a

trading post, a barber and fourteen taverns and brothels. It has since grown into a bustling city that is slowly developing a true urban atmosphere. The daring municipality as a whole resembles the pompous home of a passionate hunter, decorated with trophies from fishing, hunting, and logging. The plucky city is surrounded by a high palisade, though the governor often petitions the baron for permission to build a stone curtain wall in its place.

Scandaga is a lively city, filled with activity. The major source of wealth here comes from the various logging industries. Three saw mills are in almost constant operation along the wide river and teams of oxen, dragging massive logs from the distant wilderness or cut lumber from smaller logging villages, are a constant sight on the wide, dirt streets. Vast fields tilled and sown surround the city in a horseshoe shape, tended by sturdy farmers making a living by providing food to the city. The baron's presence is largely limited to the tax collector and the appointed governor of Scandaga, much as the Judge of Scandaga is primarily the king's sole representative.

Scandaga maintains a platoon of 36 full-time soldiers led by a 11th level noble (ranking officer, garrison commander) who answers to the governor. Two 5th level nobles serve the ranking officer as lieutenants. Four 3rd level soldiers serve as sergeants. Eight 2nd level soldiers hold specialised positions around the post (healer, courier, orderly, et. al.). The remaining 24 are 1st level soldiers, made up of a squad of Bossonian archers, a squad of Gunderland pikemen and a squad of Aquilonian cavalry, with each squad consisting of 8 soldiers and a sergeant. In addition to the regular soldiers, 175 mercenaries, largely borderers and infantry units, form the rest of the military force to protect Scandaga in the case of an invasion. A 7th level Tauranian noble (ranking officer, captain) is in charge of organising the mercenary units and is answerable to the governor. Of course, in the event of a major battle fought at Scandaga's doorsteps, troops from neighbouring forts will be brought in if possible. Scandaga has not been attacked by Picts in several decades, so most

of the province's military is stationed on the frontier forts. Being assigned duty in Scandaga is considered a plush assignment. The soldiers live in the section of Scandaga called Soldiersfort.

❖ **Schohira** – Schohira, the smallest province of the Westermarck, just north of Thandara and the Little Wilderness, is ruled by a royal patent under the jurisdiction of a baron of the western marches. This barony also supported Conan during the civil war. It's fief-holder is Baron Thasperas of Kormon. Schohira's standard is a spreading winged hawk. Schohira's geography, demographics, military and Pict relations are discussed below.

Bounded on the south by Knife Creek and another Creek on the north, the settlements of Schohira are scattered throughout the wooded regions contained therein. Much of northern Schohira has been logged and cleared, while the centre sections have been somewhat cleared by farmers and settlers, though large stretches of lush forest snake languidly between the farms and villages. The primeval southwest regions Schohira is heavily forested and has not been thickly settled yet, although patrols from Fort Kwanyara and other frontier forts strive to keep the Picts out of that dense woodland. Compared to the mighty Thunder and Bossonian rivers that gird the land on the east and west, the interior rivers seem to be mere creeks, although most are rivers in their own right.

Schohira is home to more than just woods, creeks and rivers. About 10,000 men, women and children live and work there. In total, there are two towns and 27 villages. The towns and villages in Schohira are less advanced than those in Conawaga, but not by much. Frame houses in the north are becoming more commonplace, and land owners are becoming more powerful. Much of the best land in the north and the centre regions is either already claimed or in dispute. Villages in the north are larger than southern hamlets, and many people live in individual farm settlements. There are probably 240 or so loggers, trappers and other roaming inhabitants. About 1% of the population are nobles and 4% are wealthy factors and land-owners hoping to become part of the new aristocracy. There are approximately 500 borderers working with the military to keep the peace between the settlers and the Picts.

Schohira has more military troops per square mile of border than anywhere else in the Westermarck. In addition to the armoured soldiers sent from Aquilonia to man the frontier forts, another type of warrior is becoming renowned in the region – the ranger. Borderers in Schohira and Thandara are known as rangers. Rangers in Schohira form a separate branch of duty from the archers, pikemen and cavalry units most soldiers serve as. Armoured columns of troops work well enough against the Picts, but lone scouting requires a different sort of man, and the rangers are of that sort. Dressed in buckskins and not hampered down with heavy weaponry, they are trained to move quietly and live off the land. They have commanding officers, and are based out of towns and forts, but are largely on their own recognisance. The rangers tend to be more skilled and more able to make decisions on their own than a common soldier, who is trained to obey orders and little else. The rangers rarely ask the business of travelling Hyborians, as their job is to look for Picts, but in times of war or civil unrest they are also called upon to watch the border for spies.

Schohira has a peace treaty with most of the Picts in their region and conduct some trading with them. The nearest Pict tribes to them are the Hawks, Wildcats, Turtles and Panthers. Schohira maintains treaties the Hawk, Wildcat and Turtle tribes, but the aggressive Panthers refuse to come to an accord, tending to kill Hyborian diplomats and factors before ever speaking to them. Although any Pictish tribe is potentially dangerous, other than occasional raiding, the three treaty-bound tribes tend to hold off on making war against Schohira. King Conan has bolstered the number of soldiers in the region to help maintain the peace – on both sides of the Thunder River. One of the most well known of the border forts that keep an eye on the Picts is Fort Kwanyara.

❖ **Thenitea** – This This is a logging village on Ogaha Creek, and is the rallying point of the army of Schohira. The population is about 856 permanent inhabitants, although nearly a hundred transient loggers and trappers can be found in the village at any one time. The village has a saw mill and several businesses geared toward a loggers and trappers. There is a fort at the town for housing the military, and nearly 200 borderers are stationed here, although it is a rare chance when all of them are at the fort at the same time..

❖ **Coyaga** – The landholders of Schohira dwell in this provincial town lying ten miles beyond Ogaha Creek. The land-owners dwell in castles built of stone and wood. It has a population of 1,234 Hyborians living lives similar to that found in the marches to the east of Bossonia, complete with serfs, knights and nobles. There are a dozen soldiers permanently stationed here by the king of Aquilonia, although the various land-owners have royal permission to garrison their own estates with their own soldiers. The land-owners prefer Gundermen over other soldiers, feeling they make the best guards. Over 60 borderers use this town as a base of operations as they patrol the region and the Pict lands, helping the soldiers maintain peace and order. The commander of the Coyaga Garrison is a disgraced noble who was given this position by King Conan after his family petitioned the king to give him a second chance. The officer is trying hard to regain honour so that he can eventually return to duty with the Black Legion. During the Liberation of Aquilonia, Coyaga was captured by Baron Brocas and used to wage war against Schohira. To this day, Coyagans and eastern Schohirans are bitter in their attitudes about Conawaga.

❖ **Schondara:** Schondara is a handsome frontier town in south-western Schohira with a population of 1,100 Hyborians. The verdant forest comes within a half mile of it. It is built of neat houses of squared logs, some painted, but also some fine frame houses. There is no ditch or palisade protecting this village despite its nearness to the dire forests of the Picts. A fort is built to the right of the village with a palisade and ditch, and is larger than Fort Kwanyara. To the left of the village, near the forest, is a large house amid gardens and orchards called the Hall. It was once owned by Lord Valerian, the richest land-owner in western Schohira. Lord Valerian was slain after it was discovered he turned renegade and was in league with the Picts. The haughty and stubborn governor of Schohira, Jon Storm's son (renamed Jon Marko's son by L. Sprague de Camp if you prefer), resides here in a fortified manor house. There is no doubt of his ability to rule here in the name of Baron Thasperas. He is extremely intelligent

and knowledgeable, and is able to dispense justice fairly. The gaol here is naught but a small affair of logs with four cells. The land around Schondara has been cleared, and a few cavalry units can be found here. There are about 50 soldiers and borderers stationed at the fort, under the command of Dirk Strom's son, who takes charge of the whole town when Jon Storm's son is absent. Dirk Strom's son, also the commandant of Fort Kwanyara, is known to also be stubborn and haughty, although more than capable. Two stentorian fifth level nobles (lieutenants) serve Commander Dirk Strom's son, and they are in turn served by four stern 3rd level soldiers (sergeants), who oversee the remainder of the soldiers.

- ❖ **Fort Kwanyara:** Fort Kwanyara is the southernmost outpost of Schohira. It is a square fortress of hewn logs with a palisade on the banks of Knife Creek. The forest is cleared away for a few hundred yards in each direction. Several paths lead from the fort to outlying farms. It lies just a few miles west of Schondara, a town. Built of logs and split boards, this frontier fort is a primitive construction built by the soldiers that originally manned it. The fort has plenty of water, some land that has been cleared for grazing the animals, and more than enough timber for fuel and construction. The fort is built on level ground above the flood plain of the Knife Creek. The walled fort is spartan in its design, lacking ornamentation and luxuries. The sharpened log palisade is set up against the defending edge of a ditch that fills up with water when it rains. Ditches run off from the defensive ditch to divert water from the Knife Creek when it floods to keep the fort itself dry.

Inside the tall palisade, barracks, officer's quarters, privies, storehouses, wagon sheds, stables, gardens, a mess hall and a parade ground comprise the home of the soldiers. While the officer's quarters are small private houses with two to four rooms each (depending on the officer's rank) that are reasonably comfortable, the soldiers have to make do with a crowded, common barracks that is too small, poorly built, overcrowded and horribly ventilated, providing a stifflingly warm environment in the hot Pictish summers and a biting cold home

during the frontier winters. The sergeants live in small shacks built next to the barracks of the companies they are in charge of. Although built little better than the barracks themselves, at least they provide privacy. The worst part about life at Fort Kwanyara are the snakes and spiders. While most of the spiders are non-poisonous, many of the vipers that find their way into the fort are – and they show up in some of the most unexpected places, such as boots, beneath bunks, and in storage chests.

In addition to the military buildings for the troops, Fort Kwanyara sports a sutler's store. A sutler is a merchant that is specifically licensed to operate within an Aquilonian military establishment. This store stocks whisky, beer, tobacco, needles, combs, soap, boots, moccasins, blankets and other goods that the soldiers can buy on credit, with each soldier's balance due and payable when the pay chest arrives (theoretically every two months, although an eight month wait is not unheard of this far south). In addition to the sutler's store, the fort also provides laundresses for the men's needs.



Throughout most of Aquilonia, the military pattern is almost universal – Officers, who are usually nobles, speak to sergeants, who, in turn, speak to the soldiers. On the frontier, such snobbery, while lamented by many nobles and knights as being ignobly ignored, cannot be afforded most of the time. If a borderer comes in from the wilderness with news of Picts in war paint on the way, he does not have the time to waste with eastern protocols. However, in most day-to-day matters, the snobbish military pattern is usually maintained at Fort Kwanyara, largely due to the stubbornness of the commandant.

The commandant of the fort is Dirk Strom's son, a haughty and stubborn leader who also commands the fort at Schondara. Dirk has a brother named Hakon Strom's son. Both dress as borderers, despite their nobility, for such dress is practical and necessary this close to the wilderness, and necessity drives most choices made on the frontier.

The military forces of Fort Kwanyara are divided into regulars and irregulars. The regulars, largely comprised of Gundermen and Bossonians, are the Aquilonian soldiers led by noble officers. The number varies according to need, but is usually maintained at around 150 soldiers. The irregulars are borderer volunteers called rangers who come and go as they please, scouting and patrolling the wilderness. The rangers also escort and protect soldier duty details that take the soldiers outside the palisade of the fort.

❖ **Thandara** – Thandara is, according to Robert E. Howard, 'the most purely pioneer province' of the Westemarck. Unlike the other provinces, this one is not ruled by an eastern baron and an appointed governor. Their situation is the most precarious of the provinces, as shown by their history, their geography, their demographics, their military and their Pictish neighbours.

The history of Thandara illuminates some of the precarious elements inherent in the nature of the province. The province of Thandara is the most recent of the Westemarck provinces, largely settled only after the fall of Conajohara. Fort Thandara, an isolated outpost on Warhorse River, was the first settlement in Thandara, where many of the displaced settlers of Conajohara

settled after Conajohara fell. The fort was built and manned by the King's soldiers, who dutifully kept watch on the Panther, Alligator and Otter Picts, when the region was suddenly overrun by the displaced Conajoharan settlers. The settlers decided they were staying there regardless of the wishes of the soldiers, and held onto their lands by force of arms. They did not ask for a royal patent and the king never gave them one. In return for this seeming independence from Aquilonia's nobility, the king demands the right to approve their choice of governor, who serves as the fort's military commander. Also, the people have to raise their own defensive troops and build their own forts. The royal troops were recalled and the Thandaran people formed companies called Rangers to serve as their militia. During the civil war that ultimately placed Conan on the throne of Aquilonia, Thandara was one of the first provinces to support the barbarian usurper. At each step of the way in its history, Thandara has chosen the less sure route, the most precarious and, ultimately, the most powerful route.

Thandara has its own unique geography that punctuates its precarious nature. Thandara is the southernmost province of the Westemarck and is separated from the other provinces by a stretch of deep forests and swamps known as the Little Wilderness, a virtual microcosm that resembles the Pictish Wilderness as a whole. A safe road runs through it into the Bossonian marches and then into the other provinces, but it is a long and tedious road. Only the bravest of borderers or the direst of needs sends people into the Little Wilderness, as dictated by necessity, but that route is the most direct. This separation makes life in Thandara a little less secure, because help is not easy to obtain. In addition to the Little Wilderness, the Thandaran fort is built on Warhorse River, which, at one time, formed the southern boundary of the Westemarck. Now settlements and farms litter both sides of the Warhorse, which provides both water, travel and danger. Streams and smaller creeks feed the Warhorse, providing water for crops and orchards, and the river itself floods annually, providing fertile soil to the land. This flooding is dangerous, and often destroys structures built too near the river banks. The river also provides a means of travel for both settlers

and Picts, who use it to gain quick access to the settlements.

Its history and geography gives rise to Thandara's demographics. There are no villages or towns in the whole of Thandara, but every cabin is built like a tiny fort, complete with ditches and palisades, until late into Conan's reign. Thandara has no powerful class of titled landholders, a point of pride with the Thandarans. All the settlers are pretty much commoners and borderers, all of whom remember, either from first hand experience or from stories, tales of Conajohara and Conan's role in fighting the Picts there. There is no logging, nor any frontier stores. Settlers here must truly live off the land, having to travel to Schohira or into the Bossonian Marches to find a store or mercantile. The settlers must all also look to themselves for defence.

There are virtually no soldiers in Thandara, another precarious element in Thandaran society. Since the people there rule without a royal patent and are not taxed, Tarantia does not bother to send troops. The Thandaran prefer this, however, as they have more faith in their own companies created by their own settlers. These military companies are called Rangers, and are formed almost exclusively of borderers, trappers and hunters. The Rangers are an organised military unit found in Thandara and, to a lesser extent, in Schohira. They number around 700 men, although that number varies considerably. Since Thandara has no treaties with the Panther, Alligator and Otter tribes that live in the swamps and forests near them and war is a constant state of life in Thandara. The Rangers patrol the lands, including the lands of the Picts, because knowledge of the Picts and their doings is essential to survival in Thandara. The current military commander of Thandara is Brant Drago's son. A council of captains serves as his advisors. The rangers of Thandara spend much of their time fighting the Picts or defending the land from the Bossonians, who have invaded in the past to claim their lands as their own.

The closest Pict tribes are the Panther, the Alligator, and the Otter. All three of these belligerent tribes are aggressive and warlike, and do not sign peace treaties with intruding Hyborians. The rangers often scout their lands, knowing full well that if they are caught by a member of these three tribes, their skulls will adorn

the Pict's blackened pedestals within the altar huts. Occasionally the south Hawks join the Panther, Alligator and Otter tribes in their wars and raids against Thandara.

Through history, geography, demographics, military design and the Picts, the Thandarans are brave and strong, persisting despite the precariousness of their existence. The smallest province of the Westermarck, Thandara may well be the stoutest.

- ❖ **Fort Thandara:** This fort was the original 'settlement' in Thandara, and was originally simply an Aquilonian outpost designed to watch the Picts. Maintained now by the Thandarans themselves, this is probably the strongest and most defensible fort on the frontier, for they do not depend on Aquilonian funds to build and man it. The foresters of Thandara maintain it and improve it using the land around them, and do not ask the baron or the king permission to do so. This is the base of operations for over seven hundred rangers, all commanded by Brant Drago's son, a borderer himself without noble blood, a man who pulled himself up by his bootstraps to command



the most powerful frontier army in the Westemarck.

❖ **Conajohara** – Conajohara is the most infamous of the Westemarck provinces, although it no longer is part of the Westemarck. Like Thandara, Conajohara was a gamble, an uncertain excursion in expansionism. Also, like Thandara, its history, geography, demographics and military strength played a large part in what befell it, and in what is happening there now.

Conajohara was once a northern Westemarck province, a 'narrow wedge thrust into the untamed wilderness' (Howard, *Beyond the Black River*), and its history is illuminating in regards to its eventual downfall. Aquilonia had successfully settled Conawaga, Oriskonie and Schohira. Aquilonia had even built Fort Thandara far to the south with an eye toward a further settlement. Encouraged by their successes against the Picts, Aquilonia decided to push forward the frontier. Trappers and a few loggers had already crossed the Thunder River and knew some of the Pict tribes there. Using their information, King Vilerus of Aquilonia decided on a strip of land that seemed most defensible – a piece of land between two stretches of foul marsh bounded by creeks. The location of the new province being settled, Aquilonia then sent across its soldiers. With whisky and force of arms, the soldiers hacked out the new province of Conajohara. The soldiers built Fort Tuscelan and Valannus was named governor of Conajohara. Valannus argued for two forts, one at each of the creeks, but Numedides had ascended the throne during the establishing of the province, and he did not understand the danger. They had beaten the Picts time and again. Unlike the Cimmerians, the Picts were not a force to be reckoned with, merely a nuisance to be swept aside. The Picts, already somewhat resentful of the loss of the rest of the Westemarck, had no intention of submitting any further. A line had been drawn and now it had been crossed. Once the settlers started streaming in, King Numedides didn't see the point in having so many soldiers in Conajohara, so most were recalled back to Aquilonia. Across the Black River, thousands upon thousands of Picts waited, slowly being united by a charismatic shaman – Zogar Sag. Zogar Sag led the Picts across the river and drove the underprotected Aquilonians back across the Thunder River.

Historical mismanagement partially doomed Conajohara; geography also had a role.

Conajohara is bounded on the north by the aptly named North Creek, and on the south by the equally imaginatively named South Creek. The area between North and South creek is about nineteen miles wide. The land north and south of Conajohara is impassable marsh; Fort Tuscelan was built to protect its western border. Its capital, Velitrium, was on the Thunder River. At the edges of the marshes, about nine miles away to the north of the main road, were the salt licks. Near Black River, just north of South Creek, sit the monoliths known as the Council Rocks, where Hawk Picts of old gathered and held council. Massacre meadow, a marshy place thick with grasses and brush but few trees, lies along South Creek, near the Council Rocks. This geography ultimately proved fatal for the province. Once the Picts came across the river and destroyed Fort Tuscelan, the settlers had nowhere to go except back toward the Thunder – the swamps to the north and the south had bottled them in.

Demographically, Conajohara had weaknesses as well. There was only one major settlement and one fort and a bunch of settlers. Most of the settlers were east of Scalp Creek, a creek that ran north/south about five miles east of the Black River. Although Velitrium stood against the onslaught, it was built on the Thunder River, and was not out in the middle of nowhere, like many of the settlers. The single fort was undermanned and overextended, creating a poor military situation.

Conajohara was also doomed because of its woeful military situation. When King Numedides recalled most of the troops, he left behind a pitifully small force of 300 pikemen, 400 archers and about 50 scouts to protect all of Conajohara, which was about 9,000 square miles of forest land. Even with Conan as one of the scouts, there were not enough soldiers to route the Picts. The only thing that saved Velitrium was the eerie death of Zogar Sag. However, because of all of these elements, Conajohara fell, a hard lesson for Aquilonia.

Conajohara is now a realm for the Picts. Hawk Picts live and hunt there freely, and they will not tolerate any Hyborian in that region for any reason whatsoever. They will attack first and never bother with the questions. Stories of Zogar Sag and the taking back of Conajohara are told in

Pictish villages and entire cycles of myth around the entire tale is slowly being generated among the Picts. The success there emboldens the Picts, encouraging them into believing they can conquer the Hyborians... someday soon.

- ❖ **Velitrium:** Velitrium was the capital of Conajohara. It is now little more than a powerful border fort and frontier town on the Thunder River, watching for Picts, fearful that they will use Conajohara as a staging ground for an attack on Conawaga. King Conan has bolstered the amount of troops stationed at Velitrium and tends to be responsive to concerns from Velitrium. Although technically on the lands of Conawaga, it is a separate fief and is not bound to the baron of Torh.

Built on the shores of the Thunder River, this city was once the staging point for the colonisation and settling of Conajohara. Now it is little more than a massive frontier fort and a raucous logging town. The Thunder River is used to float logs down to Velitrium mills, and, once the logs are sawed and milled, exported back into Aquilonia. The town itself numbers around 900 inhabitants, not including the outlying villages and farms that support Velitrium. There are four main districts in Velitrium: a waterfront outside the walls; Skidtown; Landeners; and the fort.

Outside the protective palisade of Velitrium, the Waterfront is built, a shanty-town that supports the logging industry. Two log mills and a grist mill are powered by the Thunder River. Merchants, laundresses, prostitutes, barbers, taverns and even a couple of uncomfortable inns cater to the trappers and loggers that come in. A long skid road (called that because of the logs spaced evenly along it to help oxen pull logs along the road) runs into the forests to the north. This is a noisy, brawling part of Velitrium, and even though they are outside the walls, three towers have been built to watch the river and sound an alarm which will send each person running for their lives into the palisade, directly into Skidtown.

Skidtown is named because this was the original location of the logger's villages, and

the skid road ran right through here. When Conajohara fell, Velitrium extended its walls to encompass this area, turning it almost overnight into tenements for displaced settlers and farmers. Now it functions as a huge market and redlight district. Many off duty soldiers find their way here to spend their pay, and most of the businesses will extend credit to the soldiers (and to soldiers only) of Velitrium.

The fort is garrisoned with 1,000 cavalry units, 2,000 Gundermen pikemen, 4,000 Bossonian archers, and 500 scouts born and bred in the Westermarck or the Tauran. The land around Velitrium has been meticulously cleared of trees, allowing room for fields and agriculture, but also giving the cavalry a place to fight if needed. The cavalry is also used to ride messages inland to quickly warn settlers and villages of oncoming Picts. Along with the pikemen and archers 300 armoured knights work to wreak havoc among Picts, and the scouts fight guerrilla style, much as the Picts do, in the forests. The fort also mans the walls of Velitrium, which are heavily armed with ballistae and catapults.



Ways & Means

Aquilonian Feats & Manoeuvres

ALL CHARACTERS WITHIN *Conan the Roleplaying Game* will select at least one feat at 1st level, and more as they rise in levels. Feat selection is a crucial part of customising each character, and care should be taken to choose feats that complement the character's class features, racial traits and other capabilities.

BULL STRIKE (GENERAL)

You learn to make vicious attacks after throwing yourself into an opponent.

Prerequisites: Dex 13+, base attack bonus +6, Improved Bull Rush

Benefit: When you perform a successful bull rush you may also follow it up with one melee attack against that opponent. This melee attack uses your highest base attack bonus and is a free action. If the opponent is knocked down or falls down during the bull rush, he is considered to be prone for the attack.

Normal: See the rules for bull rush in *Conan the Roleplaying Game*.

DRIVE YOUR ENEMY BEFORE YOU (GENERAL)

You charge with driving force.

Prerequisites: Improved Bull Rush

Benefit: When you charge you leap onto an opponent with such force that you gain a +4 bonus to attack and damage rolls, as well as driving your opponent back as if he had performed a bull rush (use your attack roll as your bull rush total). This feat can only be used with melee weapons.

HUNTER'S WISDOM (GENERAL)

Your knowledge of animals makes you more skilled at killing them.

Prerequisites: Knowledge (nature) 5 ranks

Benefit: Whenever you are in combat with an animal, you can make a Knowledge (nature) check at a DC of 10 + the creature's hit dice. If you succeed, the threat range of any weapon you use against that creature is increased by +1.



MASTER TRACKER (GENERAL)

You have mastered the ways of the hunter, allowing you to follow enemies through even the most difficult terrain.

Prerequisites: Track, Wisdom 15+

Benefit: You gain a +4 bonus to all Search checks and Survival checks while tracking.

POWER BULL RUSH (GENERAL)

You know how to use weight in a charge to your advantage.

Prerequisites: Improved Bull Rush

Benefit: You gain a +1 bonus to melee damage when charging and a +5 bonus to the opposed Strength check when the character initiates a Bull Rush.





PRESSING ATTACK (GENERAL)

You are skilled at seizing every advantage and keeping your opponent on the defensive.

Prerequisites: Combat Reflexes

Benefit: This feat allows you to follow an opponent who tries to step back from an area you threaten. The opponent must be in an area you threaten at the beginning of his action. If the opponent takes a five foot step to an area you do not threaten, you may immediately take a five foot step of your own to any unoccupied space where you again threaten the opponent. If no such space is available, you cannot use this feat. You may only use this feat once per round.

RIPOSTE (GENERAL)

You may attempt to turn a successful parry into an additional attack against your opponent.

Prerequisites: Base attack bonus +6 or higher, Parry

Benefit: If you are using your Parry Defence and an opponent misses you this round, you may make a free melee attack against the opponent you parried. The attack is at your highest base attack bonus and all normal modifiers apply. No matter how many times an opponent misses you due to your Parry Defence, you can make no more than one riposte per round.

TRUE PROFESSIONAL (GENERAL)

You have devoted yourself completely to your craft or profession, limiting your opportunities in other areas but gaining impressive abilities in your chosen life-style. This is most often taken by labourers or free townsmen.

Benefit: You may ignore level-based rank limits imposed upon any one Craft or Profession skill.

TRUSTWORTHY (GENERAL)

Your upstanding nature allows you to broaden your Allegiances.

Prerequisites: Diplomacy 5 or more ranks, You must have an intact Code of Honour

Benefit: You may establish a number of additional allegiances equal to your charisma modifier.

Normal: You may only have up to three allegiances.

Special: If you break your Code of Honour, you lose this bonus. All but three of your allegiances will be considered broken. The Games Master may dictate which groups or people shun you as a result of your dishonourable actions.

UNEXPECTED CHARGE (GENERAL)

You know that an opponent caught off guard is easier to fight.

Prerequisites: Lightning Reflexes, Improved Initiative

Benefit: You charge without telegraphing your intent. You can take a charge action without suffering attacks of opportunities from creatures whose threatened squares you charge through.

COMBAT MANOEUVRES

The following are specialised combat manoeuvres that may be performed by anyone who meets their requirements. Unless otherwise stated, you may only perform one of the following Combat Manoeuvres per turn.

Unless otherwise noted, the following combat manoeuvres can only be used in melee combat.

CHARGED JUMP

Your horsemanship helps your mount leap over obstacles.

Prerequisite: Ride 5 or more ranks.

Circumstance: Your mount must make a full double move in a straight line before attempting a jump.

Effect: If an experienced rider's mount makes a full double move in a straight line before attempting a jump, the rider can make a Ride check (DC 10) to aid the mount's Jump check. If you make your check, then the mount you are riding gets a +2 bonus to his check, as per the rule for favourable conditions. You cannot take 10 on a skill check to aid another.

COAX THE BEAST

You can push a mount to run even after it is exhausted.

Prerequisite: Ride 5 or more ranks.

Circumstance: Your horse is exhausted and you need to keep going.

Effect: An experienced rider can push his mount to run even after it is exhausted. By making a successful Ride check (DC 20 + number of previous checks) the character can delay one point of Constitution damage to his mount from pushing its movement. This does not actually negate the damage, but delays it until the rider and mount stop. Once stopped, the horse takes all of the Constitution damage at once, often killing the mount on the spot. A rider can only coax the beast one time for every three Constitution points the mount has. After this point, the mount begins losing Constitution at a rate of one point per minute until it has reached its total current ability damage, at which time it collapses.

DEFT DODGING

You and your horse can dodge blows.

Prerequisite: Mounted Combat, Ride 5+ ranks.

Circumstance: You and/or your mount is being attacked and you perform nothing but a single move this round.

Effect: By focusing on dodging opponents and defensive manoeuvres, the character grants both he and his mount a bonus to Defence. If both he and his mount perform nothing but a single move in a round, the mount gains a +4 dodge bonus to Defence and the rider gains a +2 dodge bonus to his Dodge Defence.

HIT AND RUN

You make excellent ride-by attacks.

Prerequisite: Ride 10 or more ranks, Ride-By Attack.

Circumstance: You approached an enemy in the previous round

Effect: The mounted character can make an attack with a -1 penalty against any adjacent enemy that he approached in the previous round and then move away without suffering an attack of opportunity.

LEAPING ONTO YOUR HORSE

You can jump onto your waiting horse from above.

Prerequisite: Ride 5 or more ranks, Jump 5 or more ranks, Dex 13+

Circumstance: You need to leave and your horse is below you.

Effect: A character can leap from a 20 foot height or less into the saddle of his horse without damage to him or the animal. Characters must make a successful Ride check (DC 20) in order to land safely and avoid spooking the animal. On a failed check, the character and the horse both take 1d6 points of damage and the animal spooks. The character's armour check penalty, if any, does apply to this roll.

RIDER'S LEAP

You can jump onto a moving horse with a rider.

Prerequisite: Ride 8 or more ranks, Dex 13+

Circumstance: You are within 5 feet of a mount that is both in motion and being ridden by another character and on an elevation at least equal to the target mount's back.

Effect: The character can combine riding skill, agility and a bit of luck to manage to jump onto a horse (or any other animal the character can ride) that is both in motion and being ridden by another character. To do this, he must get to within 5 feet of the target animal and on an elevation at least equal to the target mount's back. This can be accomplished by riding net to it, by leaping from a branch as it passes underneath or any other such means. The character then makes a Jump check (DC 15). If the check succeeds, the character is now perched on the target animal, behind the current rider. The rider may not use his Dodge Defence and loses any shield bonus to his Parry Defence. Either rider can make an opposed Ride check as a standard action to attempt to unseat the other. If a defender loses this check, he falls from the mount, taking damage as appropriate.

SIDESWIPE

You can knock over a smaller creature with your mount.

Prerequisite: Ride 8 or more ranks, Ride-By Attack

Circumstance: You need to slam into a smaller creature with the side of your mount.

Effect: A mounted character can try to knock over a smaller creature by slamming into it from the side as part of the movement action. To perform a sideswipe, the mount makes a melee touch attack against an opponent that is at least one size category smaller. If the touch attack succeeds, the mount

and target must make opposed Strength checks. If the mount wins, the target falls to the ground and takes 1d8 points of subdual damage. If the target wins, the mount fails to knock the target down and takes 1d6 points of subdual damage. After the touch attack, regardless of the outcome of the Strength checks, the character must make a Ride check (DC 20) or the mount stops moving for the round. If this check succeeds, the mount can finish its move normally.

SNATCH AND GO

You can lean over the side of a moving mount and pick something up.

Prerequisite: Dex 13+, Ride 8 or more ranks

Circumstance: The character cannot have any weapons drawn when performing this manoeuvre.

Effect: As a standard action, a character can lean over the side of a moving mount and pick something up. If the object is on the ground, the rider must make an unarmed attack against a Defence of 10. If the character attempts to grab an object or weapon from an opponent's hand, he must make a standard disarm attempt, except the opponent has a -4 penalty to his attack of opportunity. If this attempt fails, the opponent does not get the opportunity to disarm the character.

STRADDLING TWO HORSES

You can control two horses.

Prerequisite: Ride 8 or more ranks, Balance 8 or more ranks, Dex 15+

Circumstance: Requires two horses of roughly the same size.

Effect: A character can straddle two horses and control them simultaneously. This manoeuvre can also be used to bring harnessed animals to a stop or to help control a horse whose rider has been incapacitated. In order to straddle two horses, the character must make a successful Ride check (DC 20). Failure indicates that he is unable to control the horses and falls prone, taking 1d6 points of normal damage and 1d6 points of subdual damage.

SUDDEN HALT

You can stop a charging horse quickly.

Prerequisite: Ride 4 or more ranks

Circumstance: The horse must be running or charging.

Effect: If a rider pushes his mount into a run or charge, he can use a full round action to bring the mount to a complete halt rather than slowing it down to a trot first. The rider must make a Balance check (DC 12) or fall off the mount as it rears itself back. The rider may dismount as a free action in the same round.

TACKLE

You can jump off of a horse and onto an opponent.

Prerequisite: Ride 5 or more ranks, Jump 3 or more ranks

Circumstance: Attacking character must be on a mount.

Effect: A character using this manoeuvre can leap off his mount to initiate a trip or grapple attack on an opponent without provoking an attack of opportunity. The character gains a +2 bonus to the touch attack to initiate a grapple or trip, and a +4 bonus to the Strength check to resolve a trip. If the character fails to trip or successfully initiate a grapple, he automatically falls prone in a square next to his opponent.



Lords & Masters

Aquilonian Prestige Classes

THIS SECTION PRESENTS new Prestige classes embodying the new codes of honour as well as the spirit of Aquilonia. Other prestige classes appropriate to western Aquilonians can be found in *Conan: Across the Thunder River*.

NEW PRESTIGE CLASSES

Prestige classes offer a new form of multiclassing. Unlike the basic classes, characters must meet certain requirements before they can take their first level of a prestige class. The rules for level advancement apply to this system, meaning the first step of advancement is always choosing a class. If a character does not meet the Requirements for a prestige class before that first step, that character cannot take the first level of that prestige class.

DEFINITIONS OF TERMS

Here are definitions of some terms used in this section.

Base Class: One of the standard eleven classes.

Caster Level: Generally equal to the number of class levels (see below) in a spellcasting class. Some prestige classes add caster levels to an existing class.

Character Level: The total level of the character, which is the sum of all class levels held by that character.

Class Level: The level of a character in a particular class. For a character with levels in only one class, class level and character level are the same.

A sample of each prestige class can be found in *Serfs & Sell-swords* on page 156.

GUNDERLAND MERCENARY

As a young man it is almost a rite of passage for a Gunderman to leave home and take up service as a mercenary. Many of these adventurous youths are never seen again. Those who return home do so as grizzled

veterans of foreign campaigns, dangerous, shrewd and wealthy.

Hit Die: d8

REQUIREMENTS

To qualify to become a Gunderland mercenary, a character must fulfil the following criteria:

Base Attack Bonus: +6

Codes of Honour: A Gunderland mercenary must have the mercenary code of honour.

Feats: Toughness

CLASS SKILLS

The Gunderland Mercenary's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (local) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis) and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the Gunderland mercenary prestige class.

Weapon and Armour Proficiency: A Gunderland mercenary is proficient with all simple and martial weapons, two-weapon combat, light, medium and heavy armour and shields.

Blood Money: A Gunderland mercenary is motivated not by patriotism, love nor discipline but money. The listed number of times per day, a mercenary being paid a substantial sum may gain a +2 morale bonus to any one attack roll, damage roll, skill check or saving throw. To activate this ability the 'substantial sum' must be at least 100 silver pieces per character level if the sum is to

Gunderland Mercenary

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+0	+2	+2	+0	Blood Money 1/day
2	+2	+1	+1	+0	+3	+3	+0	At Home in Armour
3	+3	+1	+2	+0	+3	+3	+1	Patchwork Armour +1
4	+4	+2	+3	+1	+4	+4	+1	Cheap Shot +1d6
5	+5	+2	+3	+1	+4	+4	+1	Blood Money 2/day
6	+6	+3	+4	+1	+5	+5	+2	Patchwork Armour +2
7	+7	+3	+5	+1	+5	+5	+2	Cat Nap
8	+8	+4	+6	+2	+6	+6	+2	Cheap Shot +2d6
9	+9	+4	+6	+2	+6	+6	+3	Patchwork Armour +3
10	+10	+5	+7	+2	+7	+7	+3	Blood Money 3/day, Cheap Shot 2/day



The Gunderland mercenary must either have received the sum already, have been paid a due share of it that day, be in line to receive the sum within 30 days, or some combination of these.

At Home in Armour: A mercenary is at home in his armour, wearing it until it becomes almost a second skin. Whether constant wear of the armour makes it more flexible or the mercenary's skin more rough is a topic of some debate. Regardless of the cause, Gunderland mercenaries are renowned for their ease and comfort in their armour. A Gunderland mercenary with this ability reduces the armour check penalty by -1 for any suit of armour he has owned for more than one month. Once the mercenary has owned a suit of armour long enough to reduce the armour check penalty, he can sleep in that armour without being fatigued.

Patchwork Armour: Gunderland mercenaries constantly work on their armour, repairing tears and dents and adding pieces of metal, hide and armour of their opponents to shore up any weak spots. A Gunderland mercenary with this ability adds the listed bonus to the DR of any suit of armour he has owned for more than one month. However, the maximum DR a suit of armour can gain with this ability is equal to the character's Gunderland mercenary class level. For example, a 6th level Gunderland mercenary is given a quilted jerkin as part of his 'signing bonus' with a local militia. After a month the DR of this armour becomes five, as the Gunderland mercenary has added to the armour. Later, this mercenary kills a soldier wearing a scale corselet. After taking a few pieces to add to his armour, he leaves the armour on the corpse, as his quilted jerkin provides just as much protection and is

be delivered as a lump on completion of the work, or three silver pieces per character level if the character is being paid on a daily basis.

lighter. As he explains to his comrades, 'it's a part of me.'

Cheap Shot: Mercenaries have no concept of fair play or chivalry in battle. The Gunderland mercenary seeks an edge in battle and no target is off limits. Gunderland mercenaries also look for any weakness in an opponent's armour and will repeatedly strike at a weaker area, such as a shoulder, attempting to wear through armour. Once per day a Gunderland mercenary may add the listed bonus to the damage of a successful attack. This damage also adds to the damage dealt for the purposes of damaging armour, since the Gunderland mercenary will try to exploit and open up any weaknesses. At 10th level the Gunderland mercenary may use this ability twice per day.

Cat Nap: Gunderland mercenaries learn to sleep when they can. This ability functions exactly as the sleep mastery feat, except that the Gunderland mercenary does not need to meet the prerequisites for that feat. If the mercenary already has sleep mastery, he gains alertness instead.

GUNDERLAND PIKEMAN

Gundermen are renowned for their skills with pikes. Gundermen Pikemen are reputed to be the bravest of the brave, the stoutest of the stout. They are deadly with their pikes and can quickly dispatch those who move within the reach of their pikes. They are almost barbaric as they defend their fields of battle, showing no quarter because they know that when an enemy cavalry charges, they will be given none. They see themselves as the ultimate defenders, a role they live up to even off the battlefield. They are the first to defend a friend's honour in a tavern. They are the first to volunteer to defend a neighbour's home from man, beast or weather.

Abilities: Those who specialise with the Gunderland pike depend mostly on the strength and dexterity of their bodies. Some feel that one must be able to take as much as one can dish out and focus on constitution. Yet, others who are destined to be leaders focus on charisma.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Gunderland Pikeman, a character must fulfil all the following criteria.

Race: Gunderman

Feat: Gunderland Pike-and-shield Fighting

Weapon Proficiency: Must be proficient with the standard pike.

Base Attack Bonus: 5+

CLASS SKILLS

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

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Gunderland Pike: At 1st level, a Gunderland Pikeman gains Exotic Weapon Proficiency (Gunderland Pike) as a bonus feat. All of the best pikemen that Gunderland has to offer carry true Gunderland Pikes.

Pike Mastery: Beginning at 1st level and again at 5th and 10th level, the Gunderland Pikeman gains better proficiency when wielding a pike. This correlates to a +1 bonus to attack and damage. These bonuses stack with all other applicable bonuses, such as those from Weapon Focus and Weapon Specialisation.

Close Combat Weapon: At 2nd level, the Gunderland Pikeman learns to quickly respond to any threat lucky enough to get past the area threatened by his pike. This allows him to drop his pike on the ground and draw a secondary weapon to attack adjacent foes as a free action. He may only do so during his turn. Reclaiming his pike from the ground or sheathing his secondary weapon is a move equivalent action as normal. However, the Gunderland Pikeman may stick his secondary weapon in the ground (if possible) and retrieve his pike from the ground as a single move equivalent action. The secondary weapon may then be utilised using this ability the next time as necessary.

Pike Bash: Beginning at 3rd level, the Gunderland Pikeman learns to use the haft of his pike to attack opponents 10 feet away from

Gunderland Pikeman

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+0	+2	+0	+0	Gunderland Pike, Pike Mastery
2	+2	+1	+1	+0	+3	+0	+0	Close Combat Weapon
3	+3	+1	+2	+0	+3	+1	+1	Pike Bash, Bonus Feat
4	+4	+2	+3	+1	+4	+1	+1	Charge Barricade
5	+5	+2	+3	+1	+4	+1	+1	Pike Mastery
6	+6	+3	+4	+1	+5	+2	+2	Bonus Feat
7	+7	+3	+5	+1	+5	+2	+2	Greater Gunderland Pike-and-shield fighting
8	+8	+4	+6	+2	+6	+2	+2	Supreme Bravery
9	+9	+4	+6	+2	+6	+3	+3	Bonus Feat
10	+10	+5	+7	+2	+7	+3	+3	Pike Mastery

him, but not those adjacent to him. The damage for this attack is half as much as the base damage for the pike being wielded and the damage is bludgeoning, not piercing. If the character has multiple attacks and uses the full attack action, this ability may be used as many times as he has attacks.

Bonus Feat: At 3rd, 6th, and 9th levels, the Gunderland Pikeman may choose a bonus feat. These feats may be chosen from the soldier bonus feats list. The feats that may be selected as Gunderland Pikeman bonus feats are indicated as soldier bonus feats in the Feats table in the Feats chapter of *Conan the Roleplaying Game*. A Gunderland Pikeman must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Charge Barricade: At 4th level, the Gunderland Pikeman is always ready against a charge from an opponent. As a free action, even if it is not currently his turn, he may set his pike against a charge versus any opponent who initiates a charge against the Gunderland Pikeman. The Gunderland Pikeman's attack is resolved before the attack of the charging opponent and does double damage (triple damage on a critical hit). Charge Barricade is an attack of opportunity and follows the normal rules for attacks of opportunity.

Greater Gunderland Pike-and-shield Fighting: At 7th level, the Gunderland Pikeman's shield bonuses, when used in conjunction with a pike are increased by +1.

Supreme Bravery: Gundermen are some of the bravest warriors in all of Hyboria. Gunderland Pikemen are even braver, standing steadfast on the front lines of most any conflict. If the pike wall fails, the rest of the army could quickly falter. At 8th level, Gunderland Pikemen gain a +3 bravery bonus to will saves versus fear effects. If they do succumb to fear, the severity of the fear is lessened by two categories.



NEW WEAPON

Gunderland Pike: Any weaponsmith can fashion a pike. Those fashioned by the great weaponsmiths of Gunderland are the weapons most sought after by Gunderland Pikemen. These pikes are of exceptional quality. The Gunderland pike is an exotic two-handed melee weapon. The Gunderland pikes are slightly heavier and thicker than a standard pike. The tips are reinforced to deal more damage and more easily rip through armoured opponents. In all other aspects, they are identical to normal pikes.

Gunderland Pike

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment	Hardness	Hit Points	Weight	Type
Gunderland Pike	50 sp	2d8	x2	4	-	8	12	20 lb.	Piercing

POITAINIAN KNIGHT

The kingdom of Poitain has always had to defend itself from its neighbours in incessant wars with Zingara, Argos and Ophir. To protect its people, the tiny kingdom has developed a long and proud history of chivalry and knighthood and produces some of the finest heavy cavalry of the Hyborian Age. This training begins as young as the age of six, when a boy is enlisted to become a page to an established nobleman. At ten the boy can graduate to become a squire, a harsh and sometimes brutal life, often fighting at the side of an established knight. Only after long service and hardship is the squire named a true knight.

Hit Die: d10

REQUIREMENTS

To qualify to become a Poitainian knight, a character must fulfil the following criteria.

Base Attack Bonus: +5

Code of Honour: A Poitainian knight must possess the chivalrous code of honour.

Skills: Ride 8 ranks

Feats: Mounted Combat

Special: A Poitainian knight must possess the heavy cavalry formation combat ability by the Soldier class.

CLASS SKILLS

The Poitainian knight's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int) and Ride (Dex).

Skill Points at Each Level: 4 + Int modifier

CLASS FEATURES

All of the following are features of the Poitainian Knight prestige class.

Weapon and Armour Proficiency: A Poitainian knight is proficient with all simple and martial weapons, light, heavy, and medium armour and shields.

Born to the Saddle: A Poitainian knight is nothing without a good horse. During any jousting tournament or battlefield encounter, the wise Poitainian knight (also known as an old Poitainian knight) knows his mount is often the difference between victory and defeat. Selecting the best mount is therefore extremely important. If a Poitainian knight makes a successful Handle Animal or Ride check (DC 15), he can determine the precise number of hit points and hit dice of any horse. Unlike the nomad ability of the same name, a Poitainian knight cannot use this ability on a camel or pony. This extraordinary ability takes 1d6 rounds to perform and the Poitainian knight must be within 5 feet of the creature to be assessed.

At 7th level a Poitainian knight may also determine a horse's precise ability scores (Strength, Dexterity, and so forth) if he succeeds at the Handle Animal or Ride check.

At 10th level a Poitainian knight can determine all of the above as a free action for any horse he can see, for a number of times per round up to his Wisdom modifier + 3.

Horsemanship: Poitainian knights spend tremendous amounts of time in the saddle. Tilting, jousting, sword fighting, mounting and

Poitainian Knight

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+0	+2	+0	+0	Born to the Saddle; Horsemanship +1
2	+2	+1	+1	+0	+3	+0	+0	Armour Tolerance +1
3	+3	+1	+2	+0	+3	+1	+1	Horsemanship +2
4	+4	+2	+3	+1	+4	+1	+1	Armour Tolerance +2; Lance Charge +1
5	+5	+2	+3	+1	+4	+1	+1	Born to the Saddle
6	+6	+3	+4	+1	+5	+2	+2	Armour Tolerance +3; Horsemanship +3
7	+7	+3	+5	+1	+5	+2	+2	Improved Heavy Cavalry
8	+8	+4	+6	+2	+6	+2	+2	Armour Tolerance +4; Lance Charge +2
9	+9	+4	+6	+2	+6	+3	+3	Horsemanship +4
10	+10	+5	+7	+2	+7	+3	+3	Armour Tolerance +5; Born to the Saddle

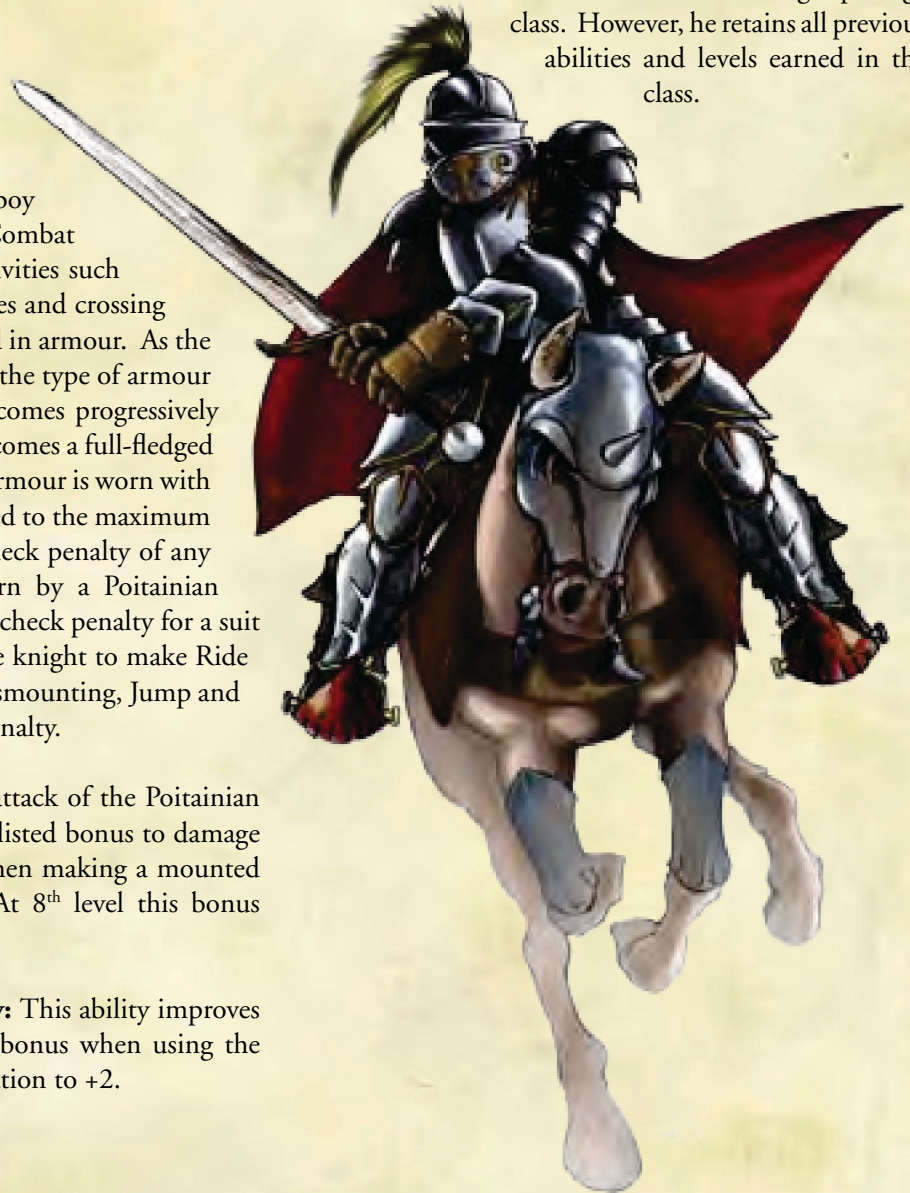
dismounting are all treated as vital combat skills. The Poitainian knight adds the listed bonus to all attack rolls while mounted and to all Handle Animal and Ride checks.

Armour Tolerance: A Poitainian knight's training begins in earnest when he is as young as ten, when the boy is referred to as a squire. Combat practice and other vigorous activities such as horsemanship, climbing fences and crossing muddy ditches are all performed in armour. As the squire progresses in his training the type of armour worn during these activities becomes progressively heavier. By the time a squire becomes a full-fledged Poitainian knight, the heaviest armour is worn with ease. The listed modifier is added to the maximum Dexterity bonus and armour check penalty of any medium or heavy armour worn by a Poitainian knight. The maximum armour check penalty for a suit of armour is -0. This allows the knight to make Ride checks for fast mounting and dismounting, Jump and Climb checks with a reduced penalty.

Lance Charge: The signature attack of the Poitainian knight, at 4th level he gains the listed bonus to damage rolls and to armour piercing when making a mounted charge attack with a lance. At 8th level this bonus improves to +2.

Improved Heavy Cavalry: This ability improves the Poitainian knight's bonus when using the heavy cavalry formation to +2.

Ex-Knights: Should a character lose or renounce the chivalrous code of honour, he cannot gain any further levels in the Poitainian knight prestige class. However, he retains all previous abilities and levels earned in the class.



Foes & Fiends

An Aquilonian Bestiary

ALL THE CREATURES listed here are presented in the following format:

SIZE AND TYPE

Information on the creature's size and its creature type, which determines many of the creature's characteristics and abilities, as described below.

HIT DICE

This entry gives the number and type of Hit Dice the creature has and any bonus hit points. A parenthetical note gives the creature's average hit points. A creature's Hit Dice total is also its level, for purposes of determining how spells affect the creature, its rate of natural healing and its maximum ranks in a skill.

INITIATIVE

This entry shows the creature's modifier to initiative rolls. A parenthetical note tells where the modifier comes from.

SPEED

This entry gives the creature's tactical speed. If the creature wears armour that reduces its speed, this fact is given along with a parenthetical note indicating the armour type; the creature's base unarmoured speed follows.

DODGE DEFENCE

The Dodge Defence entry gives this rating for the creature and includes a parenthetical mention of the modifiers contributing to it; usually Dexterity and natural dodge bonuses. Size modifiers to Base Defence are also included here. All creatures are assumed to dodge rather than parry, as the use of weapons and armour is an entirely human invention. Creatures gain natural dodge bonuses based on their Hit Dice and Reflex Saves as follows:

Good Reflex Save: Barbarian progression for dodge bonus.

Poor Reflex Save: Scholar progression for dodge bonus.

DAMAGE REDUCTION

This entry indicates the creature's typical Damage Reduction score. Further information in parentheses shows the source of the Damage Reduction, revealing whether it is due to the creature's tough skin or other natural protection, manufactured armour, some entirely different factor, or a combination of several factors.

ATTACKS AND DAMAGE

These entries give all the creature's physical attacks, whether with natural or manufactured weapons and the damage each attack deals. If any attacks also cause some special effect other than damage (poison, disease and such like) that information is given here. Natural attacks do not usually have an armour piercing effect but when they do, that information is given after the damage and includes the creature's Strength bonus.

SPACE/REACH

This is written in the format [feet (spaces)/feet (spaces)]. The numbers before the slash show the space the creature takes up when fighting. The number after the slash is the area the creature threatens in combat. Each number has a further parenthetical entry, which gives the number of 5-foot by 5-foot spaces the creature takes up or can threaten.

SPECIAL ATTACKS AND QUALITIES

These entries give the creature's special attacks and qualities, in the order they are most likely to be used. One special defence not covered elsewhere by these rules is invisibility, a quality possessed by some demons and similar creatures (see below). Certain animals and monsters sometimes have the Improved Grab special attack, allowing them to start a grapple as a free action.

Improved Grab: If the creature hits with a melee attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch

attack is required. Improved grab works only against opponents of Medium-size or smaller. Each successful grapple check the creature makes during successive rounds automatically deals damage. See the individual creature entries for precise damage amounts. When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The creature is not considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move (possibly carrying away the opponent) provided it can drag the opponent's weight.

Invisibility: Invisible creatures cannot be seen but they can be heard, smelled, or felt. Invisibility makes the creature immune to extra damage from sneak attacks.

A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check. The observer gains a hunch that 'something's there' but cannot see it or target it accurately with an attack. A creature holding still is very hard to notice (DC 30). An inanimate object, an unliving creature holding still, or a completely immobile creature is even harder to spot (DC 40). It is practically impossible (+20 DC) to pinpoint an invisible creature's location with a Spot check; even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance). However, a creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature's Move Silently check result reveals its presence. A successful check lets a character hear an invisible creature 'over there somewhere.' A Listen check that beats the DC by 20 pinpoints the invisible creature's location.

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature's current location. If the invisible creature moves, then its location, obviously, is once again unknown.

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him until, of course, the invisible creature moves. The only exception is if the invisible creature has a reach greater than 5 feet.

In this case, the struck

Listen Check DCs To Detect Invisible Creatures

Invisible Creature Is . . .	DC
In combat or speaking	0
Moving at half speed	Move Silently check result
Moving at full speed	Move Silently check result -4
Running or charging	Move Silently check result -20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally but the invisible creature still benefits from full concealment and thus a 50% miss chance. A particularly large and slow creature might get a smaller miss chance.

If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy is not there, roll the miss chance as if it were there, do not let the Player see the result and tell him that the character has missed. That way the Player does not know whether the attack missed because the enemy is not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position, until the flour fell off or blew away. An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location.

An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment.

A creature with the scent ability can detect an invisible creature as it would a visible one.

A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice and he misses only if both rolls indicate a miss. Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls. A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility.

Invisible creatures cannot use gaze attacks, including spells with a range of Evil Eye.

SAVES

This entry gives the creature's Fortitude, Reflex and Will saving throw modifiers.

SKILLS AND FEATS

These entries list all the creature's feats and skills by name along with each skill score.

CLIMATE/TERRAIN

This entry describes the locales where the creature is most often found.

ORGANISATION

This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of non-combatants, expressed as a percentage of the fighting population. Non-combatants can include young, the infirm, slaves, or other individuals who are not inclined to fight. A creature's Society entry may include more details on non-combatants.

ADVANCEMENT

This book lists only the weakest and most common version of each creature. The Advancement line shows how tough the creature can get, in terms of extra Hit Dice. This is not an absolute limit but exceptions are extremely rare.

HYDRAGON

Huge Animal

Hit Dice: 18d8+99 (180 hp)

Initiative: +12 (+1 Dex, +11 Reflex)

Speed: 40 ft. (8 squares)

DV: 14 (-2 size, +1 Dex, +5 natural)

DR: 5

Base Attack/Grapple: +13/+30

Attack: Bite +20 melee (3d6+13)

Full Attack: Bite +20 melee (3d6+13)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Low-light vision, scent, curse

Saves: Fort +16, Ref +12, Will +8

Abilities: Str 28, Dex 12, Con 21, Int 2, Wis 15, Cha 10

Skills: Hide -2, Listen +14, Spot +14

Feats: Alertness, Improved Natural Attack (bite), Run, Toughness, Track



Climate/Terrain: Pictish Wilderness

Organisation: Solitary

Advancement: 19-36 HD (Huge); 37-54 HD (Gargantuan)

A cruel beast living in the wilds of the Bossonian Marches, it has a monstrous, green reptilian head not unlike a Vendhyan cobra, gleaming red eyes, and a veritable nest of light green vipers for living hair. Otherwise it has the green body of a dinosaur. It has long red claws on three fingers and opposable thumbs.

This is a cursed monster lurking in the wilds of the Bossonian Marches and the Pictish Wilderness. It is a strange hybrid of dinosaur, snake and dragon. It is ravenous and lore suggests it can only be killed by a single warrior of the purest heart and the utmost bravery. All stories suggest it cannot be killed by more than one person. The beast does tend to flee armed groups but will approach a single character.

Improved Grab (Ex): To use this ability, a hydragon must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A hydragon can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed

creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the hydragon's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (DC 10, DR 2). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge hydragon's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Curse (Su): Anyone who kills the hydragon becomes the hydragon. It takes a Fort save DC to avoid the physical effects (replacing the character's physical statistics with the hydragon's) and a Will save DC to avoid the mental effects (replacing the character's mental statistics with the hydragon's). Anyone who touches the blood of the hydragon takes the same risk if the killer of the hydragon makes his saves.

Skills: A hydragon has a +2 racial bonus on Listen and Spot checks.

THE LOTUS-THING

Large Aberration (mix between Black Lotus/1st level Hyborian commoner/demon)

Hit Dice: 4d8+32 (68 hit points)

Initiative: +5

Speed: 20 ft. (4 squares)

DV (dodge): 20 (+4 base, +3 Dex, +3 natural)

DV (parry): 20 (+4 base, +3 Dex, +3 natural)

DR: 4

BAB/Grapple: +3/+3

Attack: Touch +6 melee finesse (poison)

Full Attack: Touch +6 melee finesse (poison)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Poison, miasma, magical poison

Special Qualities: Low-light vision, aberration traits

Saves: Fort +1, Ref -1, Will -1 (cursed by gods to have a -4 to all saves)

Abilities: Str 10, Dex 14, Con 18, Int 8, Wis 9, Cha 22

Skills: Hide +12

Feats: Skill Focus (Hide), Endurance

Corruption: 5

From a cluster of green, curiously leafed stalks, and great black blossoms, a pair of dark eyes peer out.

The man-thing is a horrible amalgamation of man, black lotus and demon created by an Aquilonian sorcerer. A failure, it is cursed by the gods and it lurks in the forests of the Tauran, wandering from place to place, looking for a kind soul.

Magical Poison (Su): The poisonous miasma (see below) given off by the Lotus-Thing is partially physical and partially magical in effect. The Man Thing has a strangely seductive quality that seems to make passers-by deliberately want to inhale its poison. This allows the Lotus-Thing to add its Charisma bonus to the save DC of its miasma attack (see below).

Miasma (Su): The Man-Thing constantly gives off a heady scent that forces all within 20 feet of the plant to make Fortitude saves (DC 25) or be affected as by inhaling black lotus blossom (see the *Conan the Roleplaying Game*). The save DC is Constitution-based, but due to the effects of the black lotus's magical poison special attack, it may also add its Charisma bonus to the save DC.

Poison (Ex): Contact, DC 17, initial and secondary damage 1d4 Con. The save DC is Constitution-based. Note that this poison is essentially a less concentrated form of black lotus juice (see the *Conan the Roleplaying Game*).

Traits: An aberration possesses the following traits (unless otherwise noted in a creature's entry).

- ☒ Darkvision out to 60 feet.
- ☒ Immunity to all physical attack forms except for silver and fire.



- ❖ Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.
- ❖ Proficient with whatever type of armour (light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armour are not proficient with armour. Aberrations are proficient with shields if they are proficient with any form of armour.
- ❖ Aberrations eat, sleep, and breathe.

SATYR

Medium Monstrous Humanoid

Hit Dice: 5d6+5 (22 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Defence Value: 16 (+1 Dex, +4 natural, +1 dodge)

DR: 2

Base Attack/Grapple: +2/+2

Attack: Head butt +2 melee (1d6) or shortbow +3 ranged (1d6/x3)

Full Attack: Head butt +2 melee (1d6) and dagger -3 melee (1d4/19-20); or shortbow +3 ranged (1d6/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Pipes

Special Qualities: low-light vision

Saves: Fort +2, Ref +5, Will +5

Abilities: Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13

Skills: Bluff +9, Diplomacy +3, Disguise +1 (+3 acting), Hide +13, Intimidate +3, Knowledge (nature) +9, Listen +15, Move Silently +13, Perform (wind instruments) +9, Spot +15, Survival +1 (+3 aboveground)

Feats: Alertness ^{Bonus}, Dodge, Mobility

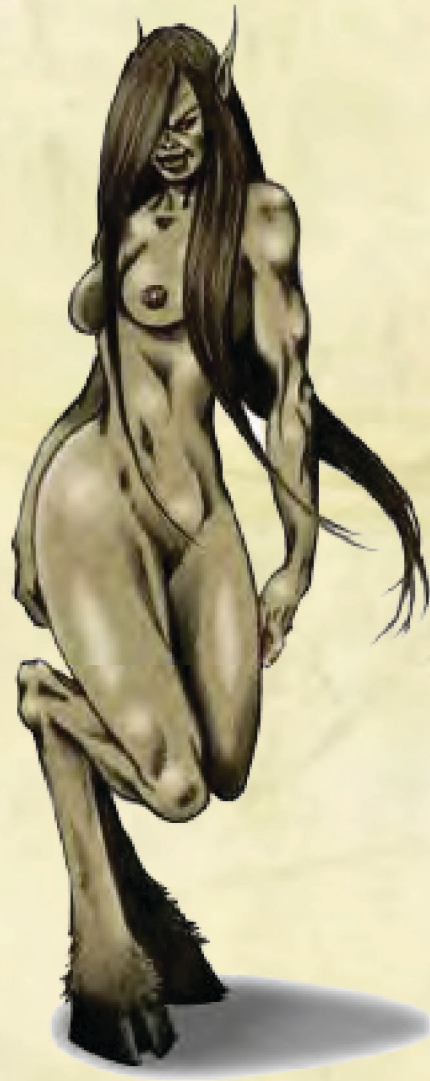
Magic Attack Bonus: +6 (+5 natural, +1 Cha)

Environment: Temperate forests

Organization: Solitary, pair, band (3-5), or troop (6-11)

Advancement: 6-10 HD (Medium)

Five mounted men, unarmoured but wearing white surcoats adorned with the black eagle of Aquilonia, paused to stare. All but one led captive creatures by cruel ropes noosed tightly about their necks. The captives- three males and a female - were no larger than half-grown children, their nakedness partly veiled by a thin coat of fawnlike, light-brown fur. Above each snub-nosed, humanoid face rose a pair of pointed ears. When their captors dropped the leashing robes to draw their swords, and the freed creatures turned to run, Trocero saw each bore a short, furry tail, like that of a deer, white on the underside.



The satyrs live in the Brocellian Forest below the Imirian Escarpment. They are allies to King Conan and Count Trocero. They are rarely seen and are regarded as legend by locals.

The keen senses of a satyr make it almost impossible to surprise one in the wild. Conversely, with their own natural grace and agility, satyrs can sneak up on travellers who are not carefully watching the surrounding wilderness. Once engaged in battle, an unarmed satyr attacks with a powerful head butt. A satyr expecting trouble is likely to be armed with a bow and a dagger and typically looses arrows from hiding, weakening an enemy before closing.

Pipes (Su): Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all

creatures within a 60-foot spread (except satyrs) must succeed on a Will save or be affected by hypnotism or Terror (based on its magical attack roll; the satyr chooses the tune and its effect). A satyr has a natural +5 to his magical attack.

In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save DC is Charisma-based.

Skills: Satyrs have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

THE SPIDER THING OF POITAIN

Medium Aberration (mix between Giant Spider/10th level Argossean soldier/demon)

Hit Dice: 8d8+32 (68 hit points)

Initiative: +5

Speed: 40 ft. (6 squares), climb 30 ft. (4 squares)

DV (dodge): 20 (+4 base, +3 Dex, +3 natural)

DV (parry): 20 (+4 base, +3 Dex, +3 natural)

DR: 3

BAB/Grapple: +6/+8

Attack: Shemite Bow (+2) +11 (1d10+4/ x3 / AP 6)

Full Attack: Shemite Bow (+2) +11/+6 (1d10+4/ x3 / AP 6)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Web

Special Qualities: Immunities, allergies, bonus feats as soldier, aberration traits

Saves: Fort +6, Ref +5, Will +8

Abilities: Str 14, Dex 16, Con 19, Int 10, Wis 14, Cha 8

Skills: Climb +14, Hide +5, Jump +12, Listen +4, Move Silently +5, Spot +4

Feats: Stealthy, Alertness, Fleet-footed, Point Blank Shot, Exotic Weapon Proficiency (Shemite bow), Weapon Focus (Shemite bow), Weapon Specialisation (Shemite bow)

Corruption: 5

In the dark places of Poitain lurks an escaped monster from a mad scholar's laboratory. With the upper torso of a man and the lower body of a Zamorian giant spider and the horns of a demon, his whole

body black and bristling with hairs, the spider thing of Poitain is a monster from a madman's dream.

Web (Ex): The Spider Thing of Poitain often waits in his webs or in trees, then lowers himself silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. The Spider Thing of Poitain can throw a web eight times per day. This has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the Spider Thing. An entangled creature can escape with a successful Escape Artist check (DC 16) or burst the web with a Strength check (DC 20). Both are standard actions. The Strength check DC includes a +4 racial bonus. The Spider Thing of Poitain often creates sheets of sticky webbing around 20 feet square. He usually positions these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 6 hit points, and sheet webs have damage reduction 5/—. The Spider Thing of Poitain can move across his own web at its climb speed and can pinpoint the location of any creature touching his web.

Immunities (Su): The Spider Thing of Poitain is immune to all physical damage, except that dealt by either fire or objects made from silver. Silver weapons are not generally manufactured during the Hyborian Age, though improvised weapons made from silver benches, candlesticks, mugs etc. could be used. Due to a partial failure during his creation, The Spider Thing of Poitain also is especially subject to magic, suffering a -4 penalty to all saves vs. magic.



Allergies (Ex): The Spider Thing of Poitain is allergic tobacco. Tobacco makes him sneeze, giving him a -2 penalty to Listen and Spot checks, and a -5 penalty to Move Silently and Hide.

Traits: An aberration possesses the following traits (unless otherwise noted in a creature's entry).

- ☒ Darkvision out to 60 feet.
- ☒ Immunity to all physical attack forms except for silver and fire.
- ☒ Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.
- ☒ Proficient with whatever type of armour (light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armour are not proficient with armour. Aberrations are proficient with shields if they are proficient with any form of armour.
- ☒ Aberrations eat, sleep, and breathe.

WIND GHOSTS

Medium Elemental (air) Swarm

Hit Dice: 5d8+5 (27 hp)

Initiative: +1

Speed: fly 100 ft. (20 squares)

Defence Value: 24 (+10 Dex, +4 natural)

DR: 20 (air-like body)



"You young fool! We've unleashed spirits from Hell! Wind-ghosts - attacking that tree, stripping it down! And now - look! The smoke winds twine together, flowing into the stump of the branch you hacked off!" said King Conan.

The fresh wound begins to glow and as the howling wind dies to a sibilant whisper, rough bark ripples into a leer. The two remaining branches flow shiftingly into new shapes. The base of the trunk splits thunderously upward. And from wind fury's death a grotesque, gnarled monster is born.

Doug Moensch, *The Looters of R'shann*

Base Attack/Grapple: N/A

Attack: None

Full Attack: None

Space/Reach: 10 ft./10 ft.

Special Attacks: Animate objects

Special Qualities: Manifest

Saves: Fort +2, Ref +5, Will +5

Abilities: Str 10, Dex 30, Con 12, Int 10, Wis 13, Cha 13

Skills: Intimidate +9, Spot +9

Feats: Dodge, Mobility

Magic Attack Bonus: +6 (+5 natural, +1 Cha)

Environment: Any land and sea

Organisation: Swarm (2-200)

Advancement: 6-10 HD (Medium)

Wind ghosts are a swarm of small air elementals that are not be particularly dangerous in small groups, but can be terrible foes when gathered in sufficient numbers. For game purposes a swarm is defined as a single creature with a space of 10 feet—gigantic hordes are actually composed of dozens of swarms in close proximity. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Defence Value. In order to attack, a single swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity. Unlike other creatures with a 10-foot space, a swarm is malleable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one

Wind Ghost Animated Objects

	Animated Object, Tiny	Animated Object, Small	Animated Object, Medium
	Tiny Construct	Small Construct	Medium Construct
Hit Dice:	1/2 d10 (2 hp)	1d10+10 (15 hp)	2d10+20 (31 hp)
Initiative:	+2	+1	+0
Speed:	Fly 40 ft. (8 squares); walk 40 ft., 50 ft. legs, 60 ft. multiple legs; 80 ft. wheels	Fly 30 ft. (6 squares); walk 30 ft. (6 squares), 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels	30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels
Defence Value:	14 (+2 size, +2 Dex)	12 (+1 size, +1 Dex)	10
Damage Reduction:	Varies by material: 0 (cloth, paper etc), 1 (wood)	Varies by material: 0 (cloth, paper etc), 2 (wood)	Varies by material: 0 (cloth, paper etc), 3 (wood)
Base Attack/Grapple:	+0/-9	+0/-4	+1/+2
Attack:	Slam +1 melee (1d4-1)	Slam +1 melee (1d6)	Slam +2 melee (1d8+1)
Full Attack:	Slam +1 melee (1d4-1)	Slam +1 melee (1d6)	Slam +2 melee (1d8+1)
Space/Reach:	2-1/2 ft. (1/2)/0 ft. (0)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Attacks:	See text	See text	See text
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text
Saves:	Fort +0, Ref +2, Will -5	Fort +0, Ref +1, Will -5	Fort +0, Ref +0, Will -5
Abilities:	Str 8, Dex 14, Con —, Int —, Wis 1, Cha 1	Str 10, Dex 12, Con —, Int —, Wis 1, Cha 1	Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1
Skills:	—	—	—
Feats:	—	—	—
Environment:	Any	Any	Any
Organisation:	Group (4)	Pair	Solitary
Advancement:	—	—	—

of its component creatures. Their biggest danger is when they animate objects with supernatural power.

The wind ghosts fly out of whatever contains them and into the largest object they can, altering it into something of horrible aspect. The wind ghosts cannot animate stone or metal, however. Wind ghosts must enter the space occupied by the object for it to animate. Statistics for animated objects are listed below. It takes two wind ghosts to animate a tiny object, six to animate a small object, twelve to animate a medium object, 24 to animate a large object, 48 to animate a huge object, 96 to animate a gargantuan object and 192 to animate a colossal object. Destroying the animated object destroys the wind ghosts within. It takes a wind ghost 1d10 minutes to vacate an object.

Animated objects fight only as directed by the animator. They follow orders without question and to the best of their abilities. Since they do not need to breathe and never tire, they can be extremely capable minions.

An animated object can have one or more of the following special abilities, depending on its form.

Blind (Ex): A sheetlike animated object such as a carpet or tapestry can grapple an opponent up to three sizes larger than itself. The object makes a normal grapple check. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

Constrict (Ex): A flexible animated object such as a rope, vine, or rug deals damage equal to its slam damage value plus 1- 1/2 times its Strength bonus with a successful grapple check against a creature up to one size larger than itself. An object of at least Large size can make constriction attacks against multiple creatures at once, if they all are at least two sizes smaller than the object and can fit under it.

Hardness (Ex): An animated object has the same hardness it had before it was animated.

Improved Speed (Ex): The base land speed given in the statistics block assumes that an animated object lurches, rocks, or slithers along. Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a +10 foot bonus to speed. Objects with multiple legs (tables, chairs) have a +20 foot bonus to speed. Wheeled objects have a +40 foot bonus to speed. Objects might have additional modes of movement. A wooden object can float and has a swim speed equal to half its land speed. A rope or similar sinuous object has a climb speed equal to

	Animated Object, Large	Animated Object, Huge	Animated Object, Gargantuan
	Large Construct	Huge Construct	Gargantuan Construct
Hit Dice:	4d10+30 (52 hp)	8d10+40 (84 hp)	16d10+60 (148 hp)
Initiative:	+0	-1	-2
Speed:	20 ft. (4 squares); 30 ft. legs, 40 ft. multiple legs, 60 ft. wheels	20 ft. (4 squares); 30 ft. legs, 40 ft. multiple legs, 60 ft. wheels	10 ft. (2 squares); 20 ft. legs, 30 ft. multiple legs, 50 ft. wheels
Defence Value:	10 (-1 size, +1 natural)	10 (-2 size, -1 Dex, +3 natural)	10 (-4 size, -2 Dex, +6 natural)
Damage Reduction:	Varies by material: 1 (cloth, paper etc), 4 (wood)	Varies by material: 2 (cloth, paper etc), 5 (wood)	Varies by material: 3 (cloth, paper etc), 6 (wood)
Base Attack/Grapple:	+3/+10	+6/+19	+12/+31
Attack:	Slam +5 melee (2d6+4)	Slam +9 melee (2d8+7)	Slam +15 melee (3d6+10)
Full Attack:	Slam +5 melee (2d6+4)	Slam +9 melee (2d8+7)	Slam +15 melee (3d6+10)
Space/Reach:	10 ft. (2)/5 ft. (1) (long) 10 ft. (2)/10 ft. (2) (tall)	15 ft. (3)/10 ft. (2) (long) 15 ft. (3)/15 ft. (3) (tall)	20 ft. (4)/15 ft. (3) (long) 20 ft. (4)/20 ft. (4) (tall)
Special Attacks:	See text	See text	See text
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text
Saves:	Fort +1, Ref +1, Will -4	Fort +2, Ref +1, Will -3	Fort +5, Ref +3, Will +0
Abilities:	Str 16, Dex 10, Con —, Int —, Wis 1, Cha 1	Str 20, Dex 8, Con —, Int —, Wis 1, Cha 1	Str 24, Dex 6, Con —, Int —, Wis 1, Cha 1
Skills:	—	—	—
Feats:	—	—	—
Environment:	Any	Any	Any
Organisation:	Solitary	Solitary	Solitary
Advancement:	—	—	—

	Animated Object, Colossal
	Colossal Construct
Hit Dice:	32d10+80 (256 hp)
Initiative:	-3
Speed:	10 ft. (2 squares); 20 ft. legs, 30 ft. multiple legs, 50 ft. wheels
Defence Value:	11 (-8 size, -3 Dex, +12 natural)
Damage Reduction:	Varies by material: 4 (cloth, paper etc), 7 (wood)
Base Attack/Grapple:	+24/+49
Attack:	Slam +25 melee (4d6+13)
Full Attack:	Slam +25 melee (4d6+13)
Space/Reach:	30 ft. (6)/20 ft. (4) (long) 30 ft. (6)/30 ft. (6) (tall)
Special Attacks:	See text
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision; also see text
Saves:	Fort +10, Ref +7, Will +5
Abilities:	Str 28, Dex 4, Con —, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organisation:	Solitary
Advancement:	—

half its land speed. Any object of Tiny or Small size can fly (clumsy manoeuvrability) at the indicated speed.

Trample (Ex): An animated object of at least Large size and with a Damage Reduction of at least 8 can trample creatures two or more sizes smaller than itself, dealing damage equal to the object's slam damage + 1-1/2 times its Strength bonus. Opponents who do not make attacks of opportunity against the object can attempt Reflex saves (DC 10 + 1/2 object's HD + object's Str modifier) to halve the damage.

Weapon Attack (Ex): An animated object which is or which incorporates a weapon, such as a sword animated with the *animate swords* spell or a statue of a pikeman which includes his weapon, will deal damage appropriate to the size and nature of the weapon, rather than slam damage. A statue which picks up a weapon will also deal appropriate damage. The animated object's Strength bonus is added to this damage as usual. Generally 1.5 x Strength bonus will be used, though in the case of a humanoid or multi-armed statue with several weapons 1 x Strength bonus for the primary weapon and 0.5 x Strength bonus for any additional weapons will apply. An animated object wielding more than one weapon has the usual -5 penalty to all attack rolls made with weapons other than its primary weapon.

Serfs & Sell-Swords

Non-Player Characters

AQUILONIA IS NOT just a collection of buildings surrounding a mountainous spire on the middle of the Aquilonian plains. The city is a collection of people. With so many people living and working in Shadizar, it is impossible to create every person in a city a Player Character may decide to interact with, so this section provides additional Non-Player Characters for the Games Master to use in his games, either directly or as inspiration.

The Non-Player Characters used in this sourcebook are not given fate points or languages. There are several reasons for this omission. First, if Non-Player Characters' use fate points as much as Player Characters, no one would ever get killed and the Player Characters' jobs will be that much harder. Fate Points exist primarily as an opportunity for players to influence the game in a favourable direction. Games Masters do not need that particular contrivance. Second, who knows what a Non-Player character has been through in his life? In both cases, the Games Master's discretion is required. If the Games Master wants to give the Non-Player Characters described throughout this book Fate Points, he is at leave to do so. Languages function in a similar manner. If the Games Master wants a character to speak a given language or not, then the character speaks or does not speak the given language. The needs of the game is paramount here, not a whimsical choice of mine. Thus, both Fate Points and Languages are left off the stat blocks of the characters throughout this text.

GENERIC NON-PLAYER CHARACTERS

Bandits: Bandits rely on stealth and speed to bring down their prey. Bandits are not particularly brave and will not engage in sustained brawls and melees. Their goal is terror and intimidation, to strike and vanish before a counterstroke can be engaged.

Few bandits hold to a code of honour and most do not have allegiances, save perhaps to a robber chief. Many have taken to the



lifestyle to avoid feudal obligations in the first place and will not allow even a bandit chief to emulate a feudal lord too much.

Bandits (version II): These bandits have not made a life-long career as such. They are deserted soldiers, thieves who fled their homes due to their crimes and other unsavoury sorts who have taken refuge in the dark wildernesses of Aquilonia to prey upon those who are weaker than they. Like those of the bandit class, these sometime bandits operate on intimidation and terror, striking fast and getting out before any of them get hurt.

Healers: Aquilonian medicine, although still mired in superstition and myth, has a fairly advanced medicinal society. Midwives, leeches and apothecaries are but a few of the types of healing available in Aquilonia. Surgeons, barbers, personal doctors and dentists are also available healing professionals. Simply change the Profession skill and the rest should fall into place. Most are free townfolk,

Sample Bandits

Medium	Aquilonian	Bandit 1	Bandit 6	Bandit 10
Hit Dice:		1d8+1 (5 hit points)	6d8+12 (39 hit points)	10d8+20 (65 hit points)
Initiative:		+8 (+2 Dex, +2 Ref, +4 Imp. Initiative)	+12 (+3 Dex, +5 Ref, +4 Imp. Initiative)	+15 (+4 Dex, +7 Ref, +4 Imp. Initiative)
Speed:		30 ft.	30 ft.	25 ft. (brigandine coat)
DV Dodge:		12 (+0 level, +2 Dex)	17 (+4 level, +3 Dex)	23 (+7 level, +4 Dex, +2 favoured terrain)
DV Parry:		12 (+0 level, +2 Str)	15 (+3 level, +2 Str)	18 (+5 level, +3 Str)
DR:		4 (leather jerkin)	5 (mail shirt)	6 (brigandine coat)
BAB/Grapple:		+0/+2	+4/+6	+7/+10
Attack:		Arming Sword +2 melee or Hunting Bow +2 ranged	Arming Sword +7 melee finesse or Hunting Bow +7 ranged	Arming Sword +11 melee finesse or Hunting Bow +11 ranged
Full Attack:		Arming Sword +2 melee or Hunting Bow +2 ranged	Arming Sword +7 melee finesse or Hunting Bow +7 ranged	Arming Sword +11/+6 melee finesse or Hunting Bow +11/+6 ranged
Damage:		Arming Sword 1d10+2/19-20 x2/AP 4 or Hunting Bow 1d8/x2/AP 3 ranged	Arming Sword 1d10+2/19-20 x2/AP 4 or Hunting Bow 1d8/x2/AP 3 ranged	Arming Sword 1d10+3/19-20 x2/AP 5 or Hunting Bow 1d8/x2/AP 4 ranged
Space/Reach:		5 ft. x 5 ft.	5 ft. x 5 ft.	5 ft. x 5 ft.
Special Attacks:		Ferocious attack	Ferocious attack, to ride a road of blood and slaughter, sneak attack +2d6, sneak subdual	Ferocious attack (additional), to ride a road of blood and slaughter, sneak attack +3d6, sneak subdual
Special Qualities:		Hyborian qualities, adaptable (bluff, intimidate), background skills (bluff, hide, intimidate, tumble), favoured terrain (any) +1	Hyborian qualities, adaptable (bluff, intimidate), background skills (bluff, hide, intimidate, tumble), favoured terrain (any) +2, uncanny dodge, mobility	Hyborian qualities, adaptable (bluff, intimidate), background skills (bluff, hide, intimidate, tumble), favoured terrain (any) +2, uncanny dodge, mobility, favoured terrain (another), improved uncanny dodge, human compass, improved mobility
Saves:		Fort +3, Ref +4, Will -1	Fort +7, Ref +8, Will +4	Fort +9, Ref +11, Will +6
Abilities:		Str 14, Dex 15, Con 13, Int 10, Wis 8, Cha 12	Str 15, Dex 17, Con 14, Int 11, Wis 9, Cha 13	Str 16, Dex 19, Con 15, Int 12, Wis 10, Cha 14
Skills:		Appraise +2, Bluff +5, Escape Artist +4, Hide +8, Intimidate +5, Knowledge (local) +2, Move Silently +4, Search +4, Spot +1, Survival +1, Tumble +4	Appraise +2, Bluff +7, Escape Artist +5, Gather Information +6, Hide +14, Intimidate +14, Knowledge (local) +7, Move Silently +5, Search +4, Spot +1, Survival +1, Tumble +5	Appraise +4, Bluff +12, Escape Artist +8, Gather Information +11, Hide +15, Intimidate +17, Knowledge (local) +8, Move Silently +6, Search +7, Spot +2, Survival +2, Tumble +6
Feats:		Improved Initiative, Stealthy	Improved Initiative, No Honour, Persuasive ^{bonus} , Stealthy, Steely Gaze	Improved Initiative, Leadership, No Honour, Persuasive ^{bonus} , Stealthy, Steely Gaze, Striking Cobra
Code of Honour:		None	No Honour	No Honour
Reputation:		2 (villain)	7 (villain)	12 (villain)
Leadership:		–	–	12 (6 th cohort; 32 1 st , 1 2 nd)
Allegiances:		Bandit chief	Bandit chief	None

but some peasants and serfs may serve as healers. Those in the towns are usually members of guilds.

Almoner: A lord's primary manor and large manors usually employ an almoner, whose job is to give gifts to the poor. These gifts include old livestock, table scraps, old clothing, old furniture and anything else the lord does not want or need any longer. These gifts, which can include full dinners on special holy days, are only given to the lord's tenants, not to wanderers or another lord's tenants.

The presence of an almoner doing his job tends to endear the lord to his serfs and peasants and reduces the risk of peasant revolts.

Chamberlain: The chamberlain is an assistant to the steward and is employed on the main manor. Barons often employ chamberlains for all of their important manors. The chamberlain is responsible for caring for the great chamber and the

Sample Bandits (variant build)

Medium Aquilonian	Soldier 1 / Thief 1	Soldier 2 / Thief 4	Borderer 2/ Soldier 2/ Thief 6
Hit Dice:	1d10+1d8+2 (12 hit points)	2d10+4d8+12 (41 hit points)	4d10+6d8+20 (69 hit points)
Initiative:	+8 (+2 Dex, +2 Ref, +4 Imp. Initiative)	+13 (+3 Dex, +6 Ref, +4 Imp. Initiative)	+18 (+4 Dex, +10 Ref, +4 Imp. Initiative)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	12 (+0 level, +2 Dex)	16 (+3 level, +3 Dex)	20 (+5 level, +4 Dex, +1 favoured terrain)
DV Parry:	12 (+0 level, +2 Str)	15 (+3 level, +2 Str)	18 (+5 level, +3 Str)
DR:	4 (leather jerkin)	5 (mail shirt)	6 (brigandine coat)
BAB/Grapple:	+1/+3	+5/+7	+8/+11
Attack:	Arming Sword +3 melee	Arming Sword +8 melee finesse or Hunting Bow +8 ranged	Arming Sword +12 melee finesse or Hunting Bow +12 ranged
Full Attack:	Arming Sword +3 melee	Arming Sword +8 melee finesse or Hunting Bow +8 ranged	Arming Sword +12/+7 melee finesse or Hunting Bow +10/+5/+10 ranged
Damage:	Arming Sword 1d10+2/19-20 x2/AP 4	Arming Sword 1d10+2/19-20 x2/AP 4 or Hunting Bow 1d8/x2/ AP 3	Arming Sword 1d10+3/19-20 x2/AP 5 or Hunting Bow 1d8/x2/ AP 4
Space/Reach:	5 ft. x 5 ft.	5 ft. x 5 ft.	5 ft. x 5 ft.
Special Attacks:	Sneak attack style (arming sword), sneak attack +1d6/+1d8	Sneak attack style (arming sword, hunting bow), sneak attack +2d6/+2d8	Sneak attack style (arming sword, hunting bow), sneak attack +3d6/+3d8 plus ability damage, combat style (archery)
Special Qualities:	Hyborian qualities, adaptable (bluff, intimidate), background skills (bluff, hide, intimidate, tumble), trap disarming	Hyborian qualities, adaptable (bluff, intimidate), background skills (bluff, hide, intimidate, tumble), trap disarming, trap sense +1	Hyborian qualities, adaptable (bluff, intimidate), background skills (bluff, hide, intimidate, tumble), trap disarming, trap sense +2, special ability (<i>crippling strike</i>), track, favoured terrain +1
Saves:	Fort +3, Ref +4, Will -1	Fort +6, Ref +9, Will +3	Fort +10, Ref +14, Will +5
Abilities:	Str 14, Dex 15, Con 13, Int 10, Wis 8, Cha 12	Str 15, Dex 17, Con 14, Int 11, Wis 9, Cha 13	Str 16, Dex 19, Con 15, Int 12, Wis 10, Cha 14
Skills:	Appraise +4, Bluff +9, Escape Artist +6, Gather Information +5, Hide +8, Intimidate +10, Knowledge (local) +4, Move Silently +4, Search +5, Sleight-of-Hand +6, Tumble +6	Appraise +8, Bluff +11, Escape Artist +11, Gather Information +9, Hide +13, Intimidate +12, Knowledge (local) +8, Move Silently +5, Search +7, Sleight-of-Hand +9, Tumble +9	Appraise +12, Bluff +15, Escape Artist +12, Gather Information +14, Hide +16, Intimidate +16, Knowledge (local) +12, Move Silently +8, Search +11, Sleight-of-Hand +13, Survival +4, Tumble +13
Feats:	Improved Initiative, Persuasion, Stealthy	Eyes of the Cat ^{bonus} , Improved Initiative, Light-footed ^{bonus} , No Honour, Persuasion, Sneak Subdual, Stealthy, Steely Gaze	Eyes of the Cat ^{bonus} , Improved Initiative, Leadership, Light-footed ^{bonus} , No Honour, Persuasion, Rapid Shot ^{bonus} , Stealthy, Steely Gaze, Striking Cobra, Track ^{bonus}
Code of Honour:	None	No Honour	No Honour
Reputation:	3 (villain)	7 (villain)	12 (villain)
Leadership:	–	–	12 (6 th cohort; 32 1 st , 1 2 nd)
Allegiances:	Bandit chief	Bandit chief	None

household of the lord, keeping the silver safe and the tablecloths clean. He also oversees the servants and the cooking staff. Like stewards, chamberlains are most often of the commoner or scholar character classes.

Steward: The top of the hierarchy beneath the lord is the manorial steward, the most important member of the manor's staff. The steward exists to keep the lords from the trifles of daily life. Most often the steward is the lord's cohort (as determined by his Leadership score). The steward is in charge of all the lord's manors,

Sample Healers

Medium Aquilonian	Commoner 1 (Midwife)	Scholar 1 (Leech)	Scholar 1 (Apothecary)
Hit Dice:	1d4+1 (3 hit points)	1d6-1 (3 hit points)	1d6-1 (3 hit points)
Initiative:	-1 (+0 Ref, -1 Dex)	+1 (+0 Ref, +1 Dex)	+1 (+0 Ref, +1 Dex)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	9 (+0 level, -1 Dex)	12 (+0 level, +1 Dex)	12 (+0 level, +1 Dex)
DV Parry:	10 (+0 level, +0 Str)	10 (+0 level, +0 Str)	10 (+0 level, +0 Str)
BAB/Grapple:	+0/+0	+0/+0	+0/+0
Attack:	Dagger +0 melee	Dagger +1 melee finesse	Dagger +1 melee finesse
Full Attack:	Dagger +0 melee	Dagger +1 melee finesse	Dagger +1 melee finesse
Damage:	Dagger 1d4/ 19-20 x2 / AP 1	Dagger 1d4/19-20 x2/ AP 1	Dagger 1d4/19-20 x2/ AP 1
Space/Reach:	5 ft (1)/5 ft (1)	5 ft (1)/5 ft (1)	5 ft (1)/5 ft (1)
Special Qualities:	Illiteracy, Hyborian traits, adaptability (heal, profession (midwife)), weapon familiarity, background skills (bluff, diplomacy, gather information, sense motive)	Hyborian traits, adaptability (heal, profession (leech)), weapon familiarity, background skills (bluff, diplomacy, gather information, sense motive), bonus feat, base power points, scholar, background (<i>independent</i>), knowledge is power	Hyborian traits, adaptability (craft (alchemy), profession (apothecary)), weapon familiarity, background skills (bluff, diplomacy, gather information, sense motive), bonus feat, base power points, scholar, background (<i>independent</i>), knowledge is power
Saves:	Fort +1, Ref -1, Will +5 (+8 vs. corruption)	Fort -1, Ref +1, Will +6 (+9 vs. corruption)	Fort -1, Ref +1, Will +6 (+9 vs. corruption)
Abilities:	Str 10, Dex 8, Con 12, Int 14, Wis 15, Cha 13	Str 10, Dex 12, Con 8, Int 14, Wis 13, Cha 15	Str 10, Dex 12, Con 8, Int 14, Wis 13, Cha 15
Skills:	Bluff +3, Craft (herbalism) +6, Diplomacy +3, Gather Information +3, Heal +11, Knowledge (local) +6, Listen +4, Profession (midwife) +11, Sense Motive +4	Bluff +6, Craft (alchemy) +6, Craft (herbalism) +6, Diplomacy +6, Gather Information +6, Heal +10, Intimidate +6, Knowledge (local) +8, Knowledge (medicine) +8, Knowledge (nature) +8, Profession (leech) +10, Sense Motive +5	Bluff +6, Craft (alchemy) +11, Craft (herbalism) +6, Diplomacy +6, Gather Information +6, Heal +5, Intimidate +6, Knowledge (local) +8, Knowledge (medicine) +8, Knowledge (nature) +8, Profession (apothecary) +10, Sense Motive +5
Feats:	Skill Focus (profession (midwife)), Skill Focus (heal)	Knowledgeable, Skill Focus (profession (leech)) ^{bonus} , Skill Focus (heal)	Knowledgeable, Skill Focus (profession (apothecary)) ^{bonus} , Skill Focus (craft (alchemy))
Code of Honour:	Civilised	Civilised	Civilised
Reputation:	4 (Talented)	5 (Talented)	5 (Talented)
Leadership:	-	-	-
Alliances:	Guild Master, Guild, Guild members	Guild Master, Guild, Guild members	Guild Master, Guild, Guild members

overseeing each and every one. They are responsible for the accounting of each manor; they know how much a manor should produce and what the normal expenses are. They are responsible also for the choosing of bailiffs and reeves for each manor. The steward also represents the lord when the lord is unavailable, appearing in manorial courts and even greeting visiting nobles.

Merchants: Merchants work as accountants, writers, warehousemen and general managers for their businesses. At higher levels, the merchant may have accumulated enough wealth to buy favour from a noble, or perhaps even to marry into a minor noble family and become lesser nobility. Few, however, manage to accumulate that much wealth.

Mitran Priest: The priests of Mitra holds a special position in Aquilonian hierarchies. He is held to a different standard of behaviour than commoners or nobles, and special expectations were held of the priest. The priests of Mitra perform the services that keep the spiritual order of society. Although many come from the upper classes, once a person became a member of the priesthood, all such secular concerns were repudiated. Neither commoner nor noble, the priesthood of Mitra became a third power in Aquilonia, a power of literacy and education, influencing the codes of honour developed and practised in Aquilonia as well as officiating at most ceremonies of state, granting legitimacy to the aristocratic order.

Sample Manorial Staff

Medium	Commoner 3 (Almoner)	Commoner 7 (Chamberlain)	Commoner 10 / Scholar 3 (Steward)
Humanoid	Commoner 3 (Almoner)	Commoner 7 (Chamberlain)	Commoner 10 / Scholar 3 (Steward)
Hit Dice:	3d4-3 (4 hit points)	7d4 (17 hit points)	10d4+3d6 (35 hit points)
Initiative:	+1 (+0 Dex, +1 Ref)	+2 (+0 Dex, +2 Ref)	+4 (+1 Dex, +3 Ref)
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
DV Dodge:	11 (+1 level, +0 Dex)	13 (+3 level, +0 Dex)	17 (+6 level, +1 Dex)
DV Parry:	12 (+1 level, +1 Str)	14 (+3 level, +1 Str)	18 (+6 level, +2 Str)
BAB/Grapple:	+1/+2	+3/+4	+7/+9
Attack:	Knife +2 melee	Knife +4 melee	Knife +9 melee
Full Attack:	Knife +2 melee	Knife +4 melee	Knife +9 melee
Damage:	Knife 1d4+1/ x2 / AP 1	Knife 1d4+1/ x2 / AP 1	Knife 1d4+2/ x2 / AP 2
Space/Reach:	5 ft (1)/5 ft (1)	5 ft (1)/5 ft (1)	5 ft (1)/5 ft (1)
Special Attacks:	–	–	–
Special Qualities:	Illiteracy, adaptability (sense motive, profession (manorial staff)), weapon familiarity, background skills (bluff, diplomacy, knowledge (local), sense motive)	Illiteracy, adaptability (sense motive, profession (manorial staff)), weapon familiarity, background skills (bluff, diplomacy, knowledge (local), sense motive)	Adaptability (sense motive, profession (manorial staff)), weapon familiarity, background skills (bluff, diplomacy, knowledge (local), sense motive), bonus scholar feat x2, scholar, base power points, knowledge is power, +1 power point, +2 skill points
Saves:	Fort +0, Ref +1, Will +6 (+9 vs. corruption)	Fort +2, Ref +2, Will +7 (+10 vs. corruption)	Fort +4, Ref +5, Will +13 (+16 vs. corruption)
Abilities:	Str 12, Dex 10, Con 8, Int 15, Wis 14, Cha 13	Str 13, Dex 11, Con 10, Int 16, Wis 15, Cha 14	Str 14, Dex 12, Con 11, Int 18, Wis 16, Cha 16
Skills:	Bluff +5, Diplomacy +7, Handle Animal +5, Intimidate +3, Knowledge (local) +4, Listen +4, Profession (farmer)+6, Profession (manorial staff) +11, Sense Motive +10, Spot +4	Bluff +6, Diplomacy +12, Handle Animal +6, Intimidate +11, Knowledge (local) +7, Knowledge (nobility) +6, Listen +4, Profession (farmer)+6, Profession (manorial staff) +15, Sense Motive +14, Spot +8	Bluff +10, Diplomacy +19, Gather Information +11, Handle Animal +7, Intimidate +18, Knowledge (law) +16, Knowledge (local) +14, Knowledge (nobility) +13, Listen +5, Profession (farmer)+7, Profession (manorial staff) +22, Search +15, Sense Motive +24, Spot +12
Feats:	Negotiator, Persuasive, Skill Focus (profession (manorial staff))	Knowledgeable, Negotiator, Persuasive, Skill Focus (diplomacy) ^{bonus} , Skill Focus (intimidate), Skill Focus (profession (manorial staff))	Investigator, Knowledgeable, Negotiator, Persuasive, Skill Focus (diplomacy) ^{bonus} , Skill Focus (gather information), Skill Focus (intimidate), Skill Focus (knowledge (law)) ^{bonus} , Skill Focus (knowledge (local)) ^{bonus} , Skill Focus (knowledge (nobility)), Skill Focus (profession (manorial staff)), Skill Focus (sense motive) ^{bonus}
Code of Honour:	Civilised	Civilised	Civilised
Reputation:	6 (Honest)	11 (Honest)	18 (Honest)
Leadership:	–	–	–
Allegiances:	Feudal Lord	Feudal Lord	Feudal Lord

Priests of Mitra wear black, knee-length robes with a hood or cowl. A heavy tunic is usually worn over the robe on cool or cold days and a light tunic is worn over it during comfortable or hot weather. Also, heavy woollen pants are worn in the winter. A belt and a pair of shoes or sandals are also worn. Most priests also carry a knife with them.

Noblemen: The aristocracy contains a large and fluid

social range. At the top were the royalty, which included the king and his family. Beneath the royalty are the upper nobility. Most of the upper nobility bear titles such as count or baron, but having such a title does not automatically place a character in the upper nobility. The ranks of the aristocracy are extremely fluid because the fortunes of war and marriage brought families up and cast them down quickly. Essentially, the only difference between upper nobility and lesser nobility was a matter of diplomacy and power. Those who enjoy the favour of the

Sample Merchants

Medium Aquilonian	1 st level Commoner	5 th level Commoner	10 th level Commoner
Hit Dice:	1d4+1 (3 hit points)	5d4+5 (19 hit points)	10d4+20 (46 hit points)
Initiative:	-1 (+0 level, -1 Dex)	+0 (+1 level, -1 Dex)	+3 (+3 level, +0 Dex)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	9 (+0 level, -1 Dex)	11 (+2 level, -1 Dex)	15 (+5 level, +0 Dex)
DV Parry:	10 (+0 level, +0 Str)	12 (+2 level, +0 Str)	16 (+5 level, +1 Str)
BAB/Grapple:	+0/+0	+2/+2	+5/+6
Attack:	Hatchet +0 melee	Hatchet +2 melee	Hatchet +6 melee
Full Attack:	Hatchet +0 melee	Hatchet +2 melee	Hatchet +6 melee
Damage:	Hatchet 1d6/ x3 / AP 3	Hatchet +2 melee 1d6/ x3 / AP 3	Hatchet +6 melee 1d6+1/ x3 / AP 4
Space/Reach:	5 ft (1)/5 ft (1)	5 ft (1)/5 ft (1)	5 ft (1)/5 ft (1)
Special Qualities:	Illiteracy, adaptability (decipher script, appraise), weapon familiarity, background skills (diplomacy, gather information, bluff, sense motive)	Illiteracy, adaptability (decipher script, appraise), weapon familiarity, background skills (diplomacy, gather information, bluff, sense motive), skill focus (bluff)	Illiteracy, adaptability (decipher script, appraise), weapon familiarity, background skills (diplomacy, gather information, bluff, sense motive), skill focus (profession), skill focus (intimidate)
Saves:	Fort +1, Ref -1, Will +5 (+8 vs. corruption)	Fort +2, Ref +0, Will +6 (+9 vs. corruption)	Fort +5, Ref +3, Will +9 (+12 vs. corruption)
Abilities:	Str 10, Dex 8, Con 12, Int 15, Wis 14, Cha 13	Str 10, Dex 8, Con 12, Int 16, Wis 14, Cha 13	Str 12, Dex 10, Con 14, Int 18, Wis 16, Cha 16
Skills:	Appraise +8, Bluff +3, Decipher Script +8, Diplomacy +5, Gather Information +3, Knowledge (local) +4, Profession (merchant) +9, Sense Motive +6, Spot +6	Appraise +15, Bluff +8, Decipher Script +11, Diplomacy +7, Gather Information +7, Knowledge (local) +7, Profession (merchant) +12, Sense Motive +6, Search +5, Spot +6	Appraise +21, Bluff +12, Decipher Script +12, Diplomacy +11, Gather Information +11, Intimidate +6, Knowledge (local) +10, Profession (merchant) +18, Sense Motive +7, Search +6, Spot +12
Feats:	Skill Focus (profession), Negotiator	Skill Focus (profession), Negotiator, Diligent, Investigator	Skill Focus (profession), Negotiator, Diligent, Investigator, Sleep Mastery, Endurance, Leadership
Code of Honour:	Civilised	Civilised	Civilised
Reputation:	2 (Talented)	6 (Talented)	13 (Talented)
Leadership:	–	–	–
Allegiances:	Guild Master, Guild, Guild members	Guild Master, Guild, Guild members	Guild Master, Guild, Guild members

king, have a noble title, own a sizable amount of land and are the big-shots of the time are upper nobility.

Noblewomen: Women are under the control of their fathers until they marry, subject to arranged marriages. Their lands and potential children are too important to noble families to be given away indiscriminately. Unfortunately, because there are more women than men in Aquilonia, many noble women find themselves marrying beneath their station. However, unlike women in many of the Hyborian age nations, the aristocratic women of Aquilonia are more than just appendages, more than just objects of exchange or necessary only for reproduction. Landholding women, which includes countesses down to the wives of Poitainian knights, have a surprising number of rights and can exercise power rather liberally. A common marital gift to noble women is feudal

property and these women can control and oversee their own property. Wealthy women can inherit property and become fully vested feudal lords. They can settle disputes over vassals, castles and other property. Women can even field armies, leading them into battle.

Prostitute: Aquilonia has institutionalised prostitution as a form of rape control. Men and women marry young in rural Aquilonia, but men tend to marry later in the cities and towns, often as late as 24 years old. Women are also valuable as potential sources of property and social climbing – but only if the women are unspoiled. The aldermen or feudal lords of the cities recognise the need to protect their wives and daughters from the lusts of young men. Thus, the leaders of the cities provide for regulated

Sample Mitran Priests

Medium	Aquilonian	Scholar 1 (Acolyte)	Scholar 6 (Priest)	Scholar 10 (Oracle)
Hit Dice:	1d6 (3 hit points)	1d6 (3 hit points)	6d6 (21 hit points)	10d6+10 (45 hit points)
Initiative:	+1 (+1 Dex, +0 Ref)	+1 (+1 Dex, +0 Ref)	+3 (+1 Dex, +2 Ref)	+5 (+2 Dex, +3 Ref)
Speed:	30 ft.	30 ft.	30 ft.	30 ft.
DV Dodge:	11 (+1 Dex)	11 (+1 Dex)	13 (+1 Dex, +2 level)	15 (+2 Dex, +3 level)
DV Parry:	9 (-1 Str)	9 (-1 Str)	11 (-1 Str, +2 level)	13 (+0 Str, +3 level)
BAB/Grapple:	+0/-1	+0/-1	+4/+3	+7/+7
Attack:	Dagger +1 melee finesse	Dagger +1 melee finesse	Dagger +5 melee finesse	Dagger +9 melee finesse
Full Attack:	Dagger +1 melee finesse	Dagger +1 melee finesse	Dagger +5 melee finesse	Dagger +9/+4 melee finesse
Damage:	Dagger 1d4-1/19-20 x2 /AP 0	Dagger 1d4-1/19-20 x2 /AP 0	Dagger 1d4-1/19-20 x2 /AP 0	Dagger 1d4/ 19-20 x2 /AP 1
Space/Reach:	5 ft (1)/5 ft (1)	5 ft (1)/5 ft (1)	5 ft (1)/5 ft (1)	5 ft (1)/5 ft (1)
Special Qualities:	Hyborian traits, adaptability (decipher script, profession (priest)), background skills (craft (illumination), knowledge (religion), perform (ritual), profession (priest)), bonus feat, base power points, scholar, background (<i>lay priest</i>), knowledge is power	Hyborian traits, adaptability (decipher script, profession (priest)), background skills (craft (illumination), knowledge (religion), perform (ritual), profession (priest)), 3 bonus feats, base power points, scholar, background (<i>lay priest</i>), knowledge is power, +2 power point, +8 skill points, increased maximum power points (triple)	Hyborian traits, adaptability (decipher script, profession (priest)), background skills (craft (illumination), knowledge (religion), perform (ritual), profession (priest)), 3 bonus feats, base power points, scholar, background (<i>lay priest</i>), knowledge is power, +2 power point, +8 skill points, increased maximum power points (triple)	Hyborian traits, adaptability (decipher script, profession (priest)), background skills (craft (illumination), knowledge (religion), perform (ritual), profession (priest)), 3 bonus feats, base power points, scholar, background (<i>lay priest</i>), knowledge is power, +3 power point, +10 skill points, increased maximum power points (triple)
Saves:	Fort +0, Ref +1, Will +6 (+9 vs. corruption)	Fort +0, Ref +1, Will +6 (+9 vs. corruption)	Fort +2, Ref +3, Will +12 (+15 vs. corruption)	Fort +4, Ref +5, Will +14 (+17 vs. corruption)
Abilities:	Str 8, Dex 12, Con 10, Int 15, Wis 13, Cha 14	Str 8, Dex 12, Con 10, Int 15, Wis 13, Cha 14	Str 9, Dex 13, Con 11, Int 17, Wis 14, Cha 15	Str 10, Dex 14, Con 12, Int 18, Wis 15, Cha 17
Skills:	Appraise +4, Bluff +6, Craft (herbalism) +6, Craft (illumination) +6, Decipher Script +10, Gather Information +6, Heal +5, Knowledge (arcana) +6, Knowledge (religion) +6, Knowledge (local) +6, Perform (ritual) +6, Profession (priest) +10, Sense Motive +5	Appraise +4, Bluff +6, Craft (herbalism) +6, Craft (illumination) +6, Decipher Script +10, Gather Information +6, Heal +5, Knowledge (arcana) +6, Knowledge (religion) +6, Knowledge (local) +6, Perform (ritual) +6, Profession (priest) +10, Sense Motive +5	Appraise +8, Bluff +11, Craft (herbalism) +7, Craft (illumination) +7, Decipher Script +16, Diplomacy +4, Gather Information +11, Heal +11, Knowledge (arcana) +14, Knowledge (religion) +14, Knowledge (local) +14, Perform (ritual) +11, Profession (priest) +16, Sense Motive +13	Appraise +9, Bluff +16, Concentration +3, Craft (herbalism) +8, Craft (illumination) +11, Decipher Script +21, Diplomacy +5, Gather Information +16, Heal +18, Knowledge (arcana) +19, Knowledge (religion) +19, Knowledge (local) +19, Knowledge (nobility) +10, Perform (ritual) +14, Profession (priest) +20, Sense Motive +17
Feats:	Diligent ^{bonus} , Noble Blood, Skill Focus (profession (priest))	Diligent ^{bonus} , Iron Will ^{bonus} , Knowledgeable, Leadership, Negotiator, Noble Blood, Priest ^{bonus} , Skill Focus (knowledge (religion)) ^{bonus} , Skill Focus (profession (priest))	Diligent ^{bonus} , Iron Will ^{bonus} , Knowledgeable, Leadership, Negotiator, Noble Blood, Priest ^{bonus} , Skill Focus (knowledge (religion)) ^{bonus} , Skill Focus (profession (priest))	Diligent ^{bonus} , Iron Will ^{bonus} , Knowledgeable, Leadership, Negotiator, Noble Blood, Priest ^{bonus} , Skill Focus (heal), Skill Focus (craft (illumination)), Skill Focus (knowledge (religion)) ^{bonus} , Skill Focus (profession (priest))
Code of Honour:	Civilised	Civilised	Civilised	Civilised
Reputation:	5 (any)	5 (any)	10 (any)	22 (any)
Leadership:	N/A	N/A	8/11 (1 4 th level cohort; up to 25 1 st level followers)	13/16 (1 6 th level cohort; up to 70 1 st level followers, 3 2 nd level and 1 3 rd level)
Allegiances:	Temple, High Priest, Study	Temple, High Priest, Study	Temple, Followers, GM's choice	Temple, Followers, GM's choice
Base Power Points:	5 (10 maximum)	5 (10 maximum)	8 (24 maximum)	9 (27 maximum)
Magical Attack:	+2 (+0 level, +2 Cha)	+2 (+0 level, +2 Cha)	+5 (+3 level, +2 Cha)	+8 (+5 level, +3 Cha)
Sorcery Styles:	–	–	–	Divination
Spells Known:	None	None	None	<i>Astrological Prediction, Psychometry, Sorcerous News, Visions</i>
Corruption:	0	0	0	1
Insanity:	–	–	–	One minor insanity (<i>delusion, phobia or sleeplessness</i>)

Sample Nobleman

Medium	Aquilonian	Noble 1	Noble 6	Noble 10
Hit Dice:	1d8-1 (3 hit points)	6d8-6 (21 hit points)	10d8 (45 hit points)	
Initiative:	+0 (+0 Dex, +0 Ref)	+2 (+0 Dex, +2 Ref)	+4 (+1 Dex, +3 Ref)	
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)	
DV Dodge:	10 (+0 level, +0 Dex)	12 (+2 level, +0 Dex)	14 (+3 level, +1 Dex)	
DV Parry:	12 (+0 level, +2 Str)	20 (+3 level, +3 Str, +1 parry, +3 Cha)	23 (+5 level, +3 Str, +1 parry, +4 Cha)	
BAB/Grapple:	+0/+2	+4/+7	+7/+10	
Attack:	Broadsword +3 melee	Broadsword +9 melee	Broadsword +13 melee	
Full Attack:	Broadsword +3 melee	Broadsword +9 melee	Broadsword +13/+8 melee	
Damage:	Broadsword 1d10+2 /19-20 x2/ AP 5	Broadsword 1d10+3 /19-20 x2/ AP 6	Broadsword 1d10+3 /19-20 x2/ AP 6	
Space/Reach:	5 ft. x 5 ft.	5 ft. x 5 ft.	5 ft. x 5 ft.	
Special Attacks:	–	+1 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear	+2 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear	
Special Qualities:	Hyborian qualities, adaptability (diplomacy, knowledge (nobility)), weapon familiarity, background skills (bluff, diplomacy, knowledge (nobility), sense motive), title, rank hath its privileges, wealth	Hyborian qualities, adaptability (diplomacy, knowledge (nobility)), weapon familiarity, background skills (bluff, diplomacy, knowledge (nobility), sense motive), title, rank hath its privileges, wealth, special regional feature +1, social ability (<i>ally</i>), lead by example +2, enhanced leadership	Hyborian qualities, adaptability (diplomacy, knowledge (nobility)), weapon familiarity, background skills (bluff, diplomacy, knowledge (nobility), sense motive), title, rank hath its privileges, wealth, special regional feature +2, social ability (<i>ally, refuge</i>), lead by example +4, enhanced leadership	
Saves:	Fort -1, Ref +0, Will +6 (+9 vs. corruption)	Fort +1, Ref +2, Will +9 (+12 vs. corruption)	Fort +3, Ref +4, Will +12 (+15 vs. corruption)	
Abilities:	Str 14, Dex 10, Con 8, Int 13, Wis 12, Cha 15	Str 16, Dex 11, Con 9, Int 14, Wis 13, Cha 16	Str 17, Dex 12, Con 10, Int 15, Wis 14, Cha 18	
Skills:	Bluff +4, Diplomacy +8, Gather Information +6, Intimidate +6, Knowledge (local) +5, Knowledge (nobility) +7, Ride +4, Sense Motive +3	Bluff +5, Diplomacy +14, Gather Information +12, Intimidate +12, Knowledge (local) +6, Knowledge (nobility) +13, Ride +9, Sense Motive +6	Bluff +8, Diplomacy +21, Gather Information +17, Intimidate +17, Knowledge (local) +6, Knowledge (nobility) +17, Ride +14, Sense Motive +9	
Feats:	Combat Expertise, Weapon Focus (broadsword)	Combat Expertise, Leadership ^{bonus} , Parry, Improved Disarm, Intricate Swordplay, Weapon Focus (broadsword)	Combat Expertise, Leadership ^{bonus} , Parry, Improved Disarm, Intricate Swordplay, Negotiator, Steely Gaze, Weapon Focus (broadsword)	
Code of Honour:	Civilised	Civilised	Civilised	
Reputation:	5 (any)	11 (any)	16 (any)	
Leadership:	–	11 (5 th cohort; 25 1 st)	17 (8 th cohort; 85 1 st , 3 2 nd , 1 3 rd)	
Allegiances:	Liege lord, Vassals, Tenants	Liege lord, Vassals, Tenants	Liege lord, Vassals, Tenants	

and organised prostitution, setting aside specific parts of towns for this trade. Many Aquilonian towns and cities label these parts of town with street names bearing the word 'rose' in them. Certain types of buildings, taverns or bath houses are licensed as brothels and certain kinds of women are allowed to become prostitutes. Thus, a character is more likely to encounter a prostitute in the cities and larger towns than in a rural village. Although some women engage in private prostitution, most of

Aquilonia's urban prostitutes are officially licensed. The women allowed to become prostitutes must be single or widowed and they must be 'foreign.' The women do not have to actually be from another country but they must at least be from another city or region. Prostitution, after all, is to protect local women from rape and other forms of dishonourable behaviour. Young women are often brought in for this

Sample Noblewoman

Medium			
Aquilonian	Noble 1	Noble 6	Noble 10
Hit Dice:	1d8-1 (3 hit points)	6d8-6 (21 hit points)	10d8 (45 hit points)
Initiative:	+2 (+0 Dex, +2 Ref)	+5 (+3 Dex, +2 Ref)	+10 (+3 Dex, +3 Ref, +4 Imp. Initiative)
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
DV Dodge:	12 (+0 level, +2 Dex)	16 (+2 level, +3 Dex, +1 Dodge)	17 (+3 level, +3 Dex, +1 Dodge)
DV Parry:	10 (+0 level, +0 Str)	13 (+3 level, +0 Str)	16 (+5 level, +1 Str)
BAB/Grapple:	+0/+0	+4/+4	+7/+8
Attack:	Stiletto +2 melee finesse	Stiletto +7 melee finesse	Stiletto +10 melee finesse
Full Attack:	Stiletto +2 melee finesse	Stiletto +7 melee finesse	Stiletto +10/+5 melee finesse
Damage:	Stiletto 1d4 / x4/ AP 1	Stiletto 1d4 / x4/ AP 1	Stiletto 1d4 +1/ x4/ AP 2
Space/Reach:	5 ft. x 5 ft.	5 ft. x 5 ft.	5 ft. x 5 ft.
Special Attacks:	–	+1 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear	+2 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear
Special Qualities:	Hyborian qualities, adaptability (diplomacy, knowledge (nobility)), weapon familiarity, background skills (bluff, diplomacy, knowledge (nobility), sense motive), title, rank hath its privileges, wealth	Hyborian qualities, adaptability (diplomacy, knowledge (nobility)), weapon familiarity, background skills (bluff, diplomacy, knowledge (nobility), sense motive), title, rank hath its privileges, wealth, special regional feature +1, social ability (<i>comeliness</i>), lead by example +2, enhanced leadership	Hyborian qualities, adaptability (diplomacy, knowledge (nobility)), weapon familiarity, background skills (bluff, diplomacy, knowledge (nobility), sense motive), title, rank hath its privileges, wealth, special regional feature +2, social ability (<i>comeliness, etiquette</i>), lead by example +4, enhanced leadership
Saves:	Fort -1, Ref +2, Will +6 (+9 vs. corruption)	Fort +1, Ref +5, Will +9 (+12 vs. corruption)	Fort +3, Ref +6, Will +14 (+17 vs. corruption)
Abilities:	Str 10, Dex 14, Con 8, Int 13, Wis 12, Cha 15	Str 11, Dex 16, Con 9, Int 14, Wis 13, Cha 16	Str 12, Dex 17, Con 10, Int 15, Wis 14, Cha 18
Skills:	Bluff +8, Craft (embroidery) +5, Diplomacy +10, Gather Information +6, Intimidate +4, Knowledge (nobility) +7, Perform (virginity) +6, Sense Motive +7	Bluff +9, Craft (embroidery) +11, Diplomacy +19, Gather Information +12, Intimidate +5, Knowledge (nobility) +13, Perform (virginity) +12, Sense Motive +13	Bluff +10, Craft (embroidery) +15, Diplomacy +24, Gather Information +17, Intimidate +6, Knowledge (nobility) +17, Perform (virginity) +18, Sense Motive +14
Feats:	Negotiator, Persuasive	Dodge, Leadership ^{bonus} , Negotiator, Persuasive, Skill Focus (diplomacy), Skill Focus (sense motive)	Dodge, Improved Initiative, Iron Will, Leadership ^{bonus} , Negotiator, Persuasive, Skill Focus (diplomacy), Skill Focus (sense motive)
Code of Honour:	Civilised	Civilised	Civilised
Reputation:	5 (marriageable)	11 (marriageable)	16 (any)
Leadership:	–	11 (5 th cohort; 25 1 st)	17 (8 th cohort; 85 1 st , 3 2 nd , 1 3 rd)
Allegiances:	Liege lord, Father	Liege lord, Father or Husband	Liege lord, Father or Husband

purpose. In Aquilonia, Brythunian and Zamorian women are especially popular as prostitutes. Prostitutes are usually required by the cities to dress in a distinctive fashion, although this varies from region to region – even from city to city. Many Aquilonian cities simply require skimpy, minimal clothing modelled after Eastern fashions. Other require gloves or a cloak of a certain colour or a particular type of scarf worn in a certain manner.

Peasant: A peasant is a free man who lives in a village or more rural setting and owns his own land or, at most, owes rent on his land. Most peasants are farmers, although some are more specialised, such as village blacksmiths, coopers or millers. Peasants only owe a lord labour obligations during harvest time. Peasants do not need to pay the various fees and fines imposed by the feudal lord, although they do pay taxes. Most peasants swear fealty to the lord of the land in order to obtain the lord's protection, but they also obligate themselves to pay all the various fees and fines like a serf. Peasants often managed to attain a modest amount of wealth.

Sample Prostitute

Medium Commoner	Commoner 1 (Brythunian)	Commoner 1 (Zamorian)
Hit Dice:	1d4 (3 hit points)	1d4 (3 hit points)
Initiative:	+0 (+0 Dex, +0 Ref)	+2 (+2 Dex, +0 Ref)
Speed:	30 ft.	30 ft.
DV Dodge:	10 (+0 Dex, +0 level)	12 (+2 Dex, +0 level)
DV Parry:	9 (-1 Str, +0 level)	9 (-1 Str, +0 level)
BAB/Grapple:	+0/-1	+0/-1
Attack:	Knife +0 finesse melee	Unarmed Strike +2 finesse melee
Full Attack:	Knife +0 finesse melee	Unarmed Strike +2 finesse melee
Damage:	Knife 1d4-1 / x2 / AP 0	Unarmed Strike 1d4-1 /x2 / subdual
Space/Reach:	5 ft (1)/5 ft (1)	5 ft. (1)/5 ft. (1)
Special Qualities:	Illiteracy, adaptability (profession (prostitute), sense motive), weapon familiarity, background skills (bluff, profession (prostitute), perform, diplomacy)	Zamorian traits, illiteracy
Saves:	Fort +0, Ref +0, Will +2 (+5 vs. corruption)	Fort +0, Ref +2, Will -1
Abilities:	Str 9, Dex 10, Con 11, Int 12, Wis 8, Cha 13	Str 8, Dex 14, Con 11, Int 9, Wis 8, Cha 13
Skills:	Bluff +3, Diplomacy +5, Listen +3, Profession (prostitute) +10, Perform (dance) +3, Sense Motive +5, Spot +3, Use Rope +4	Disable Device +6, Open Locks +6, Profession (prostitute) +6, Sense Motive +1, Sleight-of-Hand +6
Feats:	Skill Focus (profession (prostitute)), Negotiator	Skill Focus (profession (prostitute))
Code of Honour:	Civilised	None
Reputation:	4 (Talented)	2 (talented)
Leadership:	–	–
Allegiances:	Brothel keeper	Brothel keeper



Tavern Employees: Tavern wenches are the girls who bring food and drink to the patrons. Most put skill points into Balance to aid in moving among the patrons, tables, corpses and chairs in their way as they make their way to their customers with food and drink in their hands. Skill points in Escape Artist helps them evade unwanted gropes and hugs. Bartenders are imposing but polite men. Always dressed in an apron, they are ready to discuss anything except topics that might get their heads split open (such as religion or politics). They rarely object to rowdy behaviour or loud boisterousness, but prefer brawls be taken outside. If a guest starts a brawl (or even threatens to), the bartender may offer a polite warning and, if unheeded, a nod to the bouncers who throw the brawlers into the street. The bouncers will grapple or bull rush brawling patrons right out the door.

Beadle: The beadle is an assistant to the reeve and is exempt from labour obligations. They receive a small stipend and partial board on the manor. The beadle saves the seed from the prior year for planting and helps the reeve oversee serf labour. The beadle also physically collects rent and fines. Beadles are usually of the commoner class.

Sample Peasants

Medium Humanoid	Commoner 1	Commoner 5	Commoner 10
Hit Dice:	1d4+1 (3 hit points)	5d4+10 (24 hit points)	10d4+30 (56 hit points)
Initiative:	+0	+1	+4
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	10	12	16
DV Parry:	11	13	17
BAB/Grapple:	+0/+1	+2/+3	+5/+7
Attack:	Hatchet +1 melee	Hatchet +3 melee	Hatchet +7 melee
Full Attack:	Hatchet +1 melee	Hatchet +3 melee	Hatchet +7 melee
Damage:	Hatchet 1d6+1/ x3 / AP 3	1d6+1/ x3 / AP 3	1d6+2/ x3 / AP 4
Space/Reach:	5 ft (1)/5 ft (1)	5 ft (1)/5 ft (1)	5 ft (1)/5 ft (1)
Special Attacks:	–	–	–
Special Qualities:	Illiteracy, adaptability (survival, profession (farmer)), weapon familiarity	Illiteracy, adaptability (survival, profession (farmer)), skill focus (profession (farmer)), weapon familiarity	Illiteracy, adaptability (survival, profession), skill focus (profession (farmer)), skill focus (craft), weapon familiarity
Saves:	Fort +1, Ref +0, Will +1	Fort +3, Ref +1, Will +2	Fort +8, Ref +4, Will +6
Abilities:	Str 12, Dex 10, Con 13, Int 11, Wis 9, Cha 8	Str 12, Dex 10, Con 14, Int 11, Wis 9, Cha 8	Str 14, Dex 12, Con 16, Int 13, Wis 12, Cha 10
Skills:	Craft (woodworking) +2, Handle Animal +1, Knowledge (nature) +2, Profession (farmer) +5, Spot +0, Survival +2, Use Rope +1	Craft (woodworking) +3, Handle Animal +3, Heal +3, Knowledge (geography) +3, Knowledge (nature) +6, Profession (farmer) +10, Spot +1, Survival +5, Use Rope +2	Craft (woodworking) +9, Handle Animal +6, Heal +7, Knowledge (geography) +6, Knowledge (local) +5, Knowledge (nature) +9, Listen +4, Profession (farmer) +13, Spot +6, Survival +8, Use Rope +4
Feats:	Endurance, Iron Will	Endurance, Iron Will, Self-Sufficient, Knowledgeable	Endurance, Iron Will, Self-Sufficient, Knowledgeable, Great Fortitude, Alertness
Code of Honour:	Civilised	Civilised	Civilised
Reputation:	2 (Honest)	5 (Honest)	11 (Honest)
Leadership:	–	–	–
Allegiances:	Feudal Lord	Feudal Lord	Feudal Lord

Reeve: Serving for one year, beginning just after harvest, the reeve is the next rung beneath the bailiff in manorial management. Chosen from among the villagers by lots, the reeve is closer to the peasants and serfs in economics and social level. He is relieved of all labour obligations during his year of service and receives some meals on the manor. Some are even paid a salary of coin or grain. In return, the reeve makes sure those who owe labour obligations actually perform them. He manages the villager's calendar, making sure all the tasks on the manor are accomplished on time. He is also in charge of the manorial accounting, including rents, the arrival of foods and goods, all receipts from the sale of surplus produce and livestock. If the lord has set a quota on the manor for production, he insures it is met, making up for any differences out of his own pocket. He reports to the steward or the bailiff as necessary. Multiple terms are permitted. After harvest, all interested persons cause their name to be on a lot, which is then chosen at

random. Reeves are expected to be literate. Reeves are usually of the commoner class.

Bailiff: The bailiff is the hands-on, day-to-day manager of a manor. Each manor has one, personally selected by the steward. The bailiff functions as a mini-steward, acting as the lord's representative on the manor all year around, watching over the lord's holdings. He records the manor's expenses, sells surplus and livestock and buys supplies for the entire manor. He is in charge of security, keeping the manor's property free from thieves and protecting any villages from bandits and other outside threats. Bailiffs often bribe travelling armies and mercenaries to move along to other villages for their grain. The bailiff is also charged with entertaining noble visitors, putting up room and board for the noble and his entourage, fodder and stabling for their horses and other animals. The bailiff also appoints his own assistants, such as reeves, sergeants to oversee agricultural productions, foresters and grangers. He is usually chosen from a wealthy peasant family,

Sample Tavern Employees

Medium	Commoner 1 (Tavern Wench)	Commoner 2 (Barkeep)	Commoner 6 (Bouncer)
Aquilonian			
Hit Dice:	1d4-1 (2 hit points)	2d4 (5 hit points)	6d4+6 (21 hit points)
Initiative:	+2 (+2 Dex, +0 Ref)	+0 (+0 Dex, +0 Ref)	+8 (+2 Dex, +2 Ref, +4 Imp. Init)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	12 (+2 Dex, +0 level)	10 (+0 Dex, +0 level)	15 (+2 Dex, +3 level)
DV Parry:	8 (-2 Str, +0 level)	9 (-1 Str, +0 level)	14 (+1 Str, +3 level)
BAB/Grapple:	+0/-2	+0/-1	+3/+4
Attack:	Unarmed attack +2 finesse melee	Hatchet +1 melee	Unarmed attack +4 melee
Full Attack:	Unarmed attack +2 finesse melee	Hatchet +1 melee	Unarmed attack +4 melee
Damage:	Unarmed attack 1d3-1 subdual/x2	Hatchet 1d6+0/x3 / AP 2	Unarmed attack 1d6+1/ x2
Space/Reach:	5 ft (1)/5 ft (1)	5 ft (1)/5 ft (1)	5 ft (1)/5 ft (1)
Special Qualities:	Illiteracy, Aquilonian qualities	Illiteracy, Aquilonian qualities	Illiteracy, Aquilonian qualities, skill focus (escape artist)
Saves:	Fort -1, Ref +2, Will +3 (+6 vs. corruption)	Fort +0, Ref +0, Will +2 (+5 vs. corruption)	Fort +3, Ref +4, Will +5 (+8 vs. corruption)
Abilities:	Str 6, Dex 14, Con 9, Int 11, Wis 10, Cha 13	Str 9, Dex 10, Con 10, Int 13, Wis 9, Cha 12	Str 13, Dex 14, Con 13, Int 9, Wis 10, Cha 11
Skills:	Balance +5, Disable Device +6, Escape Artist +5, Listen +2, Open Locks +6, Profession (serving girl) +4, Sleight-of-Hand +6, Spot +2	Disable Device +4, Gather Information +3, Knowledge (local) +5, Listen +3, Open Locks +4, Profession (bartender) +3, Sleight-of-Hand +4, Spot +3	Disable Device +6, Escape Artist +6, Intimidate +4, Open Locks +6, Sense Motive +1, Sleight-of-Hand +6
Feats:	Agile	Alertness	Brawl, Improved Initiative, Improved Unarmed Strike
Code of Honour:	Civilised	Civilised	Civilised
Reputation:	2 (Talented)	3 (Gossip)	8 (Observer)
Leadership:	–	–	–
Allegiances:	None	None	None

although occasionally a younger son of the aristocracy may be appointed. To compensate him for his duties, the bailiff is allowed to live in the manor house in addition to his coin salary, meals paid for by the lord, furs, clothing, oats for his horse and gifts on holy days. Bailiffs are usually of the commoner class.

MILITARY FORCES

Aquilonia has extensive military forces and is probably the most militarily powerful nation in all the Hyborean kingdoms. All in all, it could probably muster fifty-five thousand trained soldiers, including knights, archers, and men-at-arms.

Aquilonian Archers: Although regarded as less expert than the Bossonian archers, these ordinary Aquilonian soldiers also train with the Bossonian longbow. Most are equipped only with leather or quilted jerkins and steel caps, along with their longbows and a variety of cheap but effective backup weapons. These men are a mix of 1st level soldiers and 1st level commoners (it is normal practice to

levy any commoners who have spent a feat to learn how to use a Bossonian longbow) and number some 3,000 in total. Aquilonian archers provide ranged support to town garrisons. They only go into battle if, for some reason, the Bossonian Archers or mercenary archer groups are not available.

Aquilonian Knights: These are ordinary knights from most of the Aquilonian provinces, mustered for war. These knights are generally equipped with heavy armour, often full plate, along with heavy lances, large shields and arming swords. Treat as 2nd to 3rd level characters, with most having at least one level each of soldier and noble. There are some 6,500 Aquilonian knights in total.

Aquilonian Officers: The Aquilonian officer commands units of armed forces, legions of death-dealing mercenaries and entire armies of cities and nations. Strategy is a game to prove one's intellect and war is a means to honour and glory. An officer's worth is based on ratio of wins to losses. An

Sample Village Management

Medium	Commoner 2 (Beadle)	Commoner 3 (Reeve)	Commoner 4 (Bailiff)
Humanoid			
Hit Dice:	2d4-2 (3 hit points)	3d4-3 (4 hit points)	4d4-4 (6 hit points)
Initiative:	+0 (+0 Dex, +0 Ref)	+1 (+0 Dex, +1 Ref)	+1 (+0 Dex, +1 Ref)
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
DV Dodge:	11 (+1 level, +0 Dex)	11 (+1 level, +0 Dex)	12 (+2 level, +0 Dex)
DV Parry:	12 (+1 level, +1 Str)	12 (+1 level, +1 Str)	13 (+2 level, +1 Str)
BAB/Grapple:	+0/+1	+1/+2	+2/+3
Attack:	Knife +1 melee	Knife +2 melee	Knife +3 melee
Full Attack:	Knife +1 melee	Knife +2 melee	Knife +3 melee
Damage:	Knife 1d4+1/ x2 / AP 1	Knife 1d4+1/ x2 / AP 1	Knife 1d4+1/ x2 / AP 1
Space/Reach:	5 ft (1)/5 ft (1)	5 ft (1)/5 ft (1)	5 ft (1)/5 ft (1)
Special Attacks:	–	–	–
Special Qualities:	Illiteracy, adaptability (diplomacy, intimidate), weapon familiarity, background skills (bluff, diplomacy, knowledge (local), sense motive)	Adaptability (diplomacy, intimidate), weapon familiarity, background skills (bluff, diplomacy, knowledge (local), sense motive)	Adaptability (diplomacy, intimidate), weapon familiarity, background skills (bluff, diplomacy, knowledge (local), sense motive)
Saves:	Fort -1, Ref +0, Will +5 (+8 vs. corruption)	Fort+0, Ref +1, Will +6 (+9 vs. corruption)	Fort+0, Ref +1, Will +6 (+9 vs. corruption)
Abilities:	Str 12, Dex 10, Con 8, Int 15, Wis 14, Cha 13	Str 12, Dex 10, Con 8, Int 15, Wis 14, Cha 13	Str 12, Dex 10, Con 8, Int 16, Wis 14, Cha 13
Skills:	Bluff +3, Diplomacy +9, Handle Animal +3, Intimidate +9, Knowledge (local) +4, Knowledge (nature) +4, Profession (farmer)+6, Profession (manorial staff) +4, Sense Motive +6	Bluff +3, Diplomacy +13, Handle Animal +3, Intimidate +10, Knowledge (local) +4, Knowledge (nature) +4, Profession (farmer)+6, Profession (manorial staff) +5, Sense Motive +6 <i>(Note: 2 skill points spent on literacy)</i>	Bluff +4, Diplomacy +14, Handle Animal +3, Intimidate +11, Knowledge (local) +6, Knowledge (nature) +5, Profession (farmer)+6, Profession (manorial staff) +6, Sense Motive +7 <i>(Note: 2 skill points spent on literacy)</i>
Feats:	Negotiator, Persuasive	Negotiator, Persuasive, Skill Focus (diplomacy)	Negotiator, Persuasive, Skill Focus (diplomacy)
Code of Honour:	Civilised	Civilised	Civilised
Reputation:	5 (Honest)	6 (Honest)	7 (Honest)
Leadership:	–	–	–
Allegiances:	Feudal Lord	Feudal Lord	Feudal Lord

officer on a post can expect to have three or four rooms to live and work in (as opposed to the line soldier's bunk bed in a shared barracks). The officers are expected to call the soldiers to drills each morning, assign duties and details, perform inspections (called guard mount) and maintain discipline. Officers give orders and soldiers perform those orders. In many Hyborian nations there is a wide gulf between officers and soldiers that cannot be crossed save by the bridge provided by the first sergeant (a high level, non-noble soldier). Only by the permission of a first sergeant may a soldier even address an officer in many Hyborian age armies. Officers have to be tough and be able to maintain order. Some keep order by earning their men's respect, being tough but fair; others keep order with their fists, brawling on duty and off. Yet

others keep order with staggeringly harsh punishments for infractions. Most officers are assigned orderlies to assist in their daily duties. Some orderlies become cohorts.

Aquilonian Scout: Every army relies on intelligence to make war. Scouts provide that intelligence. Nearly every mercenary group has characters who function as scouts. The best military scouts are those who are good at surviving in the wild, comfortable sleeping under the sky, finding routes and enemy locations, yet are also trained in military life. The scout must understand the importance of the chain of command, military strategies and the military mindset. The scout also understands the importance of awareness, improvisation and the will to live. The scout also makes for a superior sniper or assassin.

Aquilonian Archers

Medium Aquilonian	Soldier 1	Commoner 1	Commoner 1/Soldier 1
Hit Dice:	1d10+1 (6 hit points)	1d4+1 (3 hit points)	1d4+1d10+2 (10 hit points)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)	+1 (+1 Dex)	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	11 (+0 level, +1 Dex)	11 (+0 level, +1 Dex)	11 (+0 level, +1 Dex)
DV Parry:	10 (+0 level, +0 Str)	10 (+0 level, +0 Str)	10 (+0 level, +0 Str)
DR:	5 (+4 leather jerkin, +1 steel cap)	5 (+4 leather jerkin, +1 steel cap)	5 (+4 leather jerkin, +1 steel cap)
BAB/Grapple:	+1/+1	+0/+0	+1/+1
Attack:	Bossonian longbow +3 or Hatchet +2 melee finesse	Bossonian longbow +2 or Hatchet +1 melee finesse	Bossonian longbow +3 or Hatchet +2 melee finesse
Full Attack:	Bossonian longbow +3 or Hatchet +2 melee finesse	Bossonian longbow +2 or Hatchet +1 melee finesse	Bossonian longbow +3 or Hatchet +2 melee finesse
Damage:	Bossonian longbow 1d12/ x3/AP 5, Hatchet 1d6/x3/AP 1	Bossonian longbow 1d12/ x3/AP 5, Hatchet 1d6/x3/AP 1	Bossonian longbow 1d12/ x3/AP 5, Hatchet 1d6/x3/AP 1
Space/Reach:	5 ft. x 5 ft.	5 ft. x 5 ft.	5 ft. x 5 ft.
Special Qualities:	Hyborian qualities, adaptable (intimidate, search), background skills (intimidate, knowledge (local), perform (guard mount), search)	Hyborian qualities, adaptable (intimidate, search), background skills (intimidate, knowledge (local), profession (farmer), search), illiteracy	Hyborian qualities, adaptable (intimidate, search), background skills (intimidate, knowledge (local), profession (farmer), search)
Saves:	Fort +3, Ref: +1, Will +3 (+6 vs. corruption)	Fort +1, Ref: +1, Will +3 (+6 vs. corruption)	Fort +3, Ref: +1, Will +3 (+6 vs. corruption)
Abilities:	Str 10, Dex 13, Con 12, Int 9, Wis 11, Cha 8	Str 10, Dex 13, Con 12, Int 9, Wis 11, Cha 8	Str 10, Dex 13, Con 12, Int 9, Wis 11, Cha 8
Skills:	Climb +2, Intimidate +3, Jump +2, Knowledge (local) +1, Perform (guard mount) +1, Search +3	Handle Animal +1, Intimidate +3, Knowledge (local) +1, Listen +1, Profession (farmer) +4, Search +3, Spot +1	Climb +1, Handle Animal +1, Intimidate +3, Knowledge (local) +1, Listen +1, Perform (guard mount) +0, Profession (farmer) +2, Search +3, Spot +1
Feats:	Improved Initiative, Exotic Weapon Proficiency (Bossonian Longbow), Weapon Focus (Bossonian Longbow)	Exotic Weapon Proficiency (Bossonian Longbow), Weapon Focus (Bossonian Longbow)	Improved Initiative, Exotic Weapon Proficiency (Bossonian Longbow), Weapon Focus (Bossonian Longbow)
Code of Honour:	Civilised or Mercenary	Civilised or Mercenary	Civilised or Mercenary
Reputation:	3 (any)	3 (any)	3 (any)
Leadership:	–	–	–
Alliances:	Feudal Lord, Unit commander	Any	Feudal Lord, Unit commander

Aquilonian Adjutant: Adjutant's are a military unit's key advisor and principal assistant. Historically, the Nemedians were the first to formalise the position of adjutant. In Aquilonia and other nations, any regimental staff officer who assists the commanding officer of a garrison or regiment is an adjutant. The best adjutants are those whose skills and knowledge is wide and impressive, making the scholar the person of choice. The soldier/scholar aids the commanding officer in the details of regimental and garrison duty. In larger, more organised armies, an adjutant is attached to every battalion of a regiment. It is his duty to superintend, under his superiors,

all matters relating to the ordinary routine of discipline in the military unit.

Black Legion: This is the main Tarantian army, first enforcers of the King's will. They are commanded by Gromel, a Bossonian, until Conan slays him for his treachery in *The Phoenix on the Sword*. The Black Legion probably number around 5,000 in total, including perhaps 1,000 knights (3rd level soldier/1st level noble), 2,500 mounted men-at-arms (Soldier 3), 500 pikemen (3rd level soldier) and 1,000 archers (2nd level soldier).

Aquilonian Knights

Medium Aquilonian	Noble 1/Soldier 1	Noble 1/Soldier 2	Soldier 3 (noble blood)
Hit Dice:	1d8+1d10+2 (12 hit points)	1d8+2d10+3 (18 hit points)	3d10+3 (19 hit points)
Initiative:	+0	+4 (+4 Improved Initiative)	+4 (+4 Improved Initiative)
Speed:	25 ft. (plate armour)	25 ft. (plate armour)	25 ft. (mail hauberk and scale hauberk)
DV Dodge:	10 (+0 level, +0 Dex)	11 (+1 level, +0 Dex)	11 (+1 level, +0 Dex)
DV Dodge (range):	14 (+0 level, +0 Dex, +4 large shield)	15 (+1 level, +0 Dex, +4 large shield)	15 (+1 level, +0 Dex, +4 large shield)
DV Parry:	15 (+1 Str, +4 large shield)	16 (+1 level, +1 Str, +4 large shield)	17 (+2 level, +1 Str, +4 large shield)
DR:	11/12 (+10 plate armour, +1/+2 visored helm)	11/12 (+10 plate armour, +1/+2 visored helm)	10/11 (+9 mail hauberk and scale hauberk, +1/+2 visored helm)
BAB/Grapple:	+1/+2	+2/+3	+3/+4
Attack:	Heavy lance +3 or Arming sword +3	Heavy lance +3 melee or Arming sword +3 melee	Heavy lance +4 melee or Arming sword +4 melee
Full Attack:	Heavy lance +3 or Arming sword +3	Heavy lance +3 melee or Arming sword +3 melee	Heavy lance +4 melee or Arming sword +4 melee
Damage:	Heavy lance 1d10+1/x3/AP 4 or Arming sword 1d10+1/19-20 x2 /AP 3	Heavy lance 1d10+1/x3/AP 4 or Arming sword 1d10+1/19-20 x2 /AP 3	Heavy lance 1d10+1/x3/AP 4 or Arming sword 1d10+1/19-20 x2 /AP 3
Space/Reach:	5 ft. x 5 ft.	5 ft. x 5 ft.	5 ft. x 5 ft.
Special Attacks:	–	–	Formation combat (<i>heavy cavalry</i>)
Special Qualities:	Hyborian qualities, adaptable (intimidate, ride), background skills (intimidate, knowledge (nobility), ride, search), title, rank hath its privileges, wealth	Hyborian qualities, adaptable (intimidate, ride), background skills (intimidate, knowledge (nobility), ride, search), title, rank hath its privileges, wealth	Hyborian qualities, adaptable (intimidate, ride), background skills (intimidate, knowledge (nobility), ride, search)
Saves:	Fort +3, Ref +0, Will +5 (+8 vs. corruption)	Fort +4, Ref +0, Will +5 (+8 vs. corruption)	Fort +4, Ref +1, Will +4 (+7 vs. corruption)
Abilities:	Str 13, Dex 10, Con 12, Int 9, Wis 11, Cha 8	Str 13, Dex 10, Con 12, Int 9, Wis 11, Cha 8	Str 13, Dex 10, Con 12, Int 9, Wis 11, Cha 8
Skills:	Diplomacy +1, Handle Animal +3, Intimidate +5, Knowledge (nobility) +1, Ride +7, Search +3	Diplomacy +1, Handle Animal +3, Intimidate +5, Knowledge (nobility) +1, Ride +11, Search +3	Intimidate +5, Knowledge (nobility) +1, Ride +8, Search +1
Feats:	Mounted Combat, Ride-By Attack, Spirited Charge	Improved Initiative, Mounted Combat, Ride-By Attack, Skill Focus (ride), Spirited Charge	Improved Initiative, Mounted Combat, Noble Blood, Ride-By Attack, Spirited Charge
Code of Honour:	Civilised	Civilised	Civilised
Reputation:	3 (brave)	4 (brave)	4 (brave)
Leadership:	–	–	–
Allegiances:	Feudal lord, tenants, unit commander	Feudal lord, tenants, unit commander	Feudal lord, unit commander, any one other

Black Dragons: King Conan's personal bodyguard is commanded by Pallantides and is responsible for guarding the royal palace at Tarantia as well as the King's person in time of war. Almost all are major supporters of Conan. The Black Dragons recruit only giants into their numbers (Str and Con 15+, Height 6'2'+).

The Black Dragons probably number only around five hundred, but all are highly experienced, superbly disciplined and extremely

well equipped. Treat each Black Dragon as a 5th level soldier at a minimum.

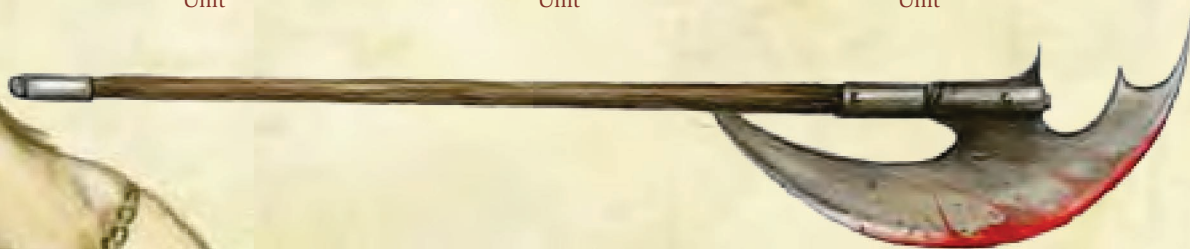
If the Black Legion is the king's personal army, then the Black Dragons are his personal guard. Each member of this elite unit is hand picked for their strength, fighting skill, and dedication to the throne. Their presence on the field of battle does not promise victory, but it is certain to turn the tide in a close battle. They wear full plate with great helms, ride Hyborian warhorses, and carry heavy

Aquilonian Officers

Medium Aquilonian	Soldier 1/ Noble 1	Soldier 3 / Noble 3	Soldier 5 / Noble 5
Hit Dice:	1d8+1d10+2 (12 hit points)	3d8+3d10+6 (36 hit points)	5d8+5d10+20 (70 hit points)
Initiative:	-1 (-1 Dex, +0 Ref)	+1 (-1 Dex, +2 Ref)	+3 (+0 Dex, +3 Ref)
Speed:	25 ft. (mail hauberk and scale corselet)	25 ft. (mail hauberk and scale hauberk)	25 ft. (plate armour)
DV Dodge:	9 (+0 level, -1 Dex)	11 (+2 level, -1 Dex)	14 (+4 level, +0 Dex)
DV Dodge (range):	13 (+0 level, -1 Dex, +4 shield)	15 (+2 level, -1 Dex, +4 shield)	18 (+4 level, +0 Dex, +4 shield)
DV Parry:	15 (+0 level, +1 Str, +4 shield)	19 (+3 level, +2 Str, +4 shield)	23 (+6 level, +2 Str, +4 shield, +1 parry)
DR:	9/10 (+8 mail hauberk and scale corselet, +1/+2 visored helm)	10/11 (+9 mail hauberk and scale hauberk, +1/+2 visored helm)	11/12 (+10 plate armour, +1/+2 visored helm)
BAB/Grapple:	+1/+2	+5/+7	+8/+10
Attack:	Heavy lance +2 melee or Arming sword +2 melee	Heavy lance +8 melee or Broad sword +9 melee	Heavy lance +11 melee or Broad sword +12 melee
Full Attack:	Heavy lance +2 melee or Arming sword +2 melee	Heavy lance +8 melee or Broad sword +9 melee	Heavy lance +11 melee or Broad sword +12 melee
Damage:	Heavy lance 1d10+1/x3/AP 4 or Arming sword 1d10+1/19-20 x2 /AP 3	Heavy lance 1d10+2/x3/AP 5 or Broad sword 1d10+2/19-20 x2 /AP 5	Heavy lance 1d10+2/x3/AP 5 or Broad sword 1d10+4/17-20 x2 /AP 5
Space/Reach:	5 ft. x 5 ft.	5 ft. x 5 ft.	5 ft. x 5 ft.
Special Attacks:	–	Formation combat (any appropriate), +1 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear	Formation combat (any appropriate), +1 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear
Special Qualities:	Hyborian qualities, adaptable (intimidate, ride), background skills (intimidate, knowledge (nobility), ride, search), title, rank hath its privileges, wealth	Hyborian qualities, adaptable (intimidate, ride), background skills (intimidate, knowledge (nobility), ride, search), title, rank hath its privileges, wealth, special regional feature +1	Hyborian qualities, adaptable (intimidate, ride), background skills (intimidate, knowledge (nobility), ride, search), title, rank hath its privileges, wealth, special regional feature +1, lead by example +2, social ability
Saves:	Fort +3, Ref -1, Will +5 (+8 vs. corruption)	Fort +5, Ref +1, Will +7 (+10 vs. corruption)	Fort +8, Ref +3, Will +10 (+13 vs. corruption)
Abilities:	Str 13, Dex 8, Con 12, Int 14, Wis 10, Cha 15	Str 14, Dex 9, Con 13, Int 15, Wis 11, Cha 17	Str 15, Dex 10, Con 14, Int 16, Wis 12, Cha 19
Skills:	Bluff +3, Diplomacy +6, Handle Animal +6, Intimidate +9, Knowledge (geography) +4, Knowledge (local) +6, Knowledge (nobility) +6, Ride +6, Search +4, Sense Motive +1, Spot +4	Bluff +8, Diplomacy +9, Handle Animal +9, Intimidate +16, Knowledge (geography) +6, Knowledge (local) +6, Knowledge (nobility) +6, Ride +10, Search +6, Sense Motive +3, Spot +4	Bluff +9, Diplomacy +12, Handle Animal +12, Intimidate +21, Knowledge (geography) +8, Knowledge (local) +8, Knowledge (nobility) +8, Ride +17, Search +9, Sense Motive +6, Spot +7
Feats:	Mounted Combat, Ride-By Attack, Spirited Charge	Leadership, Mounted Combat, Persuasive, Ride-By Attack, Spirited Charge, Steely Gaze, Weapon focus (broadsword)	Improved Critical (broadsword), Leadership, Mounted Combat, Parry, Persuasive, Ride-By Attack, Spirited Charge, Steely Gaze, Weapon focus (broadsword), Weapon Specialisation (broadsword)
Code of Honour:	Civilised	Civilised	Civilised
Reputation:	6 (brave)	11 (brave)	16 (brave)
Leadership:	–	9 (4 th cohort; 12 1 st)	14 (7 th cohort; 50 1 st , 2 2 nd , 1 3 rd)
Allegiances:	Feudal lord, tenants, unit	Feudal lord, tenants, unit	Feudal lord, tenants, unit

Aquilonian Scouts

Medium Aquilonian	Soldier 1 / Borderer 1	Soldier 3 / Borderer 3	Soldier 6 / Borderer 4
Hit Dice:	1d10+1 (6 hit points)	6d10+6 (39 hit points)	10d10+20 (75 hit points)
Initiative:	+4 (+2 Dex, +2 Ref)	+11 (+3 Dex, +4 Ref, +4 Imp. Initiative)	+14 (+4 Dex, +6 Ref, +4 Imp. Initiative)
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
DV Dodge:	13 (+0 level, +2 Dex, +1 dodge)	16 (+2 level, +3 Dex, +1 dodge)	21 (+5 level, +4 Dex, +2 dodge)
DV Parry:	11 (+0 level, +1 Str)	15 (+3 level, +2 Str)	19 (+6 level, +3 Str)
DR:	5 (+4 leather jerkin, +1 steel cap)	5 (+4 leather jerkin, +1 steel cap)	5 (+4 leather jerkin, +1 steel cap)
BAB/Grapple:	+2/+3	+6/+8	+10/+13
Attack:	Bossonian longbow +4 or Hatchet +4 melee finesse	Bossonian longbow +10 or Hatchet +9 melee finesse	Bossonian longbow +15 or Hatchet +14 melee finesse
Full Attack:	Bossonian longbow +4 or Hatchet +4 melee finesse	Bossonian longbow +8/+3/+8 or Hatchet +9/+4 melee finesse	Bossonian longbow +13/+8/+13 or Hatchet +14/+9 melee finesse
Damage:	Bossonian longbow (+1) 1d12+1/x3/AP 6, Hatchet 1d6+1/x3/AP 2	Bossonian longbow (+2) 1d12+2/x3/AP 8, Hatchet 1d6+2/x3/AP 3	Bossonian longbow (+3) 1d12+5/19-20 x3/AP 9, Hatchet 1d6+3/x3/AP 4
Space/Reach:	5 ft. x 5 ft.	5 ft. x 5 ft.	5 ft. x 5 ft.
Special Attacks:	–	Formation combat (skirmisher), combat style (archery)	Formation combat (skirmisher), combat style (archery)
Special Qualities:	Hyborian qualities, adaptable (move silently, survival), background skills (hide, knowledge (geography), move silently, survival), favoured terrain +1 (figured into skills below)	Hyborian qualities, adaptable (move silently, survival), background skills (hide, knowledge (geography), move silently, survival), favoured terrain +1 (figured into skills below)	Hyborian qualities, adaptable (move silently, survival), background skills (hide, knowledge (geography), move silently, survival), favoured terrain +2 (figured into skills below)
Saves:	Fort +5, Ref +4, Will +3 (+6 vs. corruption)	Fort +7, Ref +7, Will +4 (+7 vs. corruption)	Fort +11, Ref +10, Will +7 (+10 vs. corruption)
Abilities:	Str 13, Dex 15, Con 12, Int 14, Wis 10, Cha 8	Str 14, Dex 17, Con 13, Int 15, Wis 11, Cha 9	Str 16, Dex 18, Con 14, Int 16, Wis 12, Cha 10
Skills:	Climb +5, Heal +3, Hide +9, Jump +5, Listen +1, Knowledge (geography) +7, Move Silently +11, Search +7, Spot +1, Survival +9	Climb +8, Heal +3, Hide +12, Jump +8, Knowledge (geography) +9, Listen +6, Move Silently +14, Search +9, Spot +6, Survival +11	Climb +12, Heal +5, Hide +15, Jump +12, Knowledge (geography) +13, Listen +9, Move Silently +20, Search +17, Spot +9, Survival +14
Feats:	Exotic Weaponry Proficiency (Bossonian longbow), Self-Sufficient, Stealthy, Track ^{bonus}	Alertness, Endurance ^{bonus} , Exotic Weaponry Proficiency (Bossonian longbow), Improved Initiative, Rapid Shot ^{bonus} , Self-Sufficient, Stealthy, Track ^{bonus} , Weapon Focus (Bossonian Longbow)	Alertness, Endurance ^{bonus} , Exotic Weaponry Proficiency (Bossonian longbow), Improved Critical (Bossonian longbow), Improved Initiative, Rapid Shot ^{bonus} , Self-Sufficient, Skill Focus (move silently), Skill Focus (survival), Stealthy, Track ^{bonus} , Weapon Focus (Bossonian Longbow), Weapon Specialisation (Bossonian longbow)
Code of Honour:	Civilised	Civilised	Civilised
Reputation:	3 (brave)	7 (brave)	12 (brave)
Leadership:	–	–	–
Allegiances:	Feudal lord, Unit Commander, Unit	Feudal lord, Unit Commander, Unit	Feudal lord, Unit Commander, Unit



Aquilonian Adjutants

Medium Aquilonian	Soldier 1/Scholar 1	Soldier 3/ Scholar 3	Soldier 5/ Scholar 5
Hit Dice:	1d10+1d6-2 (7 hit points)	3d10+3d6-6 (15 hit points)	5d10+5d6 (45 hit points)
Initiative:	+1 (+0 Ref, +1 Dex)	+4 (+2 Ref, +2 Dex)	+4 (+2 Ref, +2 Dex)
Speed:	25 ft. (5 squares) (mail hauberk and scale corselet)	25 ft. (5 squares) (mail hauberk and scale corselet)	25 ft. (5 squares) (mail hauberk and scale corselet)
DV Dodge:	11 (+0 level, +1 Dex)	14 (+2 level, +2 Dex)	16 (+3 level, +3 Dex)
DV Parry:	10 (+0 level, +0 Str)	13 (+3 level, +0 Str)	15 (+4 level, +1 Str)
DR:	9/10 (+8 mail hauberk and scale corselet, +1/+2 visored helm)	10/11 (+9 mail hauberk and scale hauberk, +1/+2 visored helm)	11/12 (+10 plate armour, +1/+2 visored helm)
BAB/Grapple:	+1/+1	+5/+5	+8/+9
Attack:	Bossonian longbow +2 ranged, or Arming sword +1 melee	Bossonian longbow +7 ranged, or Arming sword +5 melee	Bossonian longbow +12 ranged, or Arming sword +9 melee
Full Attack:	Bossonian longbow +2 ranged, or Arming sword +1 melee	Bossonian longbow +7 ranged, or Arming sword +5 melee	Bossonian longbow +10/+5/+10 ranged, or Arming sword +9/+4 melee
Damage:	Bossonian longbow (+0) 1d12/x3/AP 5 or Arming sword 1d10/19-20 x2 /AP 2	Bossonian longbow (+0) 1d12/x3/AP 5 or Arming sword 1d10/19-20 x2 /AP 2	Bossonian longbow (+1) 1d12+x3/AP 6 or Arming sword 1d10+1/19-20 x2 /AP 3
Space/Reach:	5 ft. x 5 ft.	5 ft. x 5 ft.	5 ft. x 5 ft.
Special Attacks:	–	Formation combat (skirmisher)	Formation combat (skirmisher)
Special Qualities:	Hyborian qualities, adaptable (knowledge (architecture and engineering), Knowledge (nobility)), background skills (bluff, diplomacy, knowledge (architecture and engineering), knowledge (nobility)), scholar, background, base power points, knowledge is power	Hyborian qualities, adaptable (knowledge (architecture and engineering), Knowledge (nobility)), background skills (bluff, diplomacy, knowledge (architecture and engineering), knowledge (nobility)), scholar, background, base power points, knowledge is power, +1 power point, +2 skill points	Hyborian qualities, adaptable (knowledge (architecture and engineering), Knowledge (nobility)), background skills (bluff, diplomacy, knowledge (architecture and engineering), knowledge (nobility)), scholar, background, base power points, knowledge is power, +1 power point, +6 skill points
Saves:	Fort +1, Ref +1, Will +6 (+9 vs. corruption)	Fort +3, Ref +4, Will +8 (+11 vs. corruption)	Fort +5, Ref +5, Will +12 (+15 vs. corruption)
Abilities:	Str 10, Dex 13, Con 8, Int 15, Wis 12, Cha 14	Str 11, Dex 14, Con 9, Int 17, Wis 13, Cha 15	Str 12, Dex 16, Con 10, Int 18, Wis 14, Cha 16
Skills:	Appraise +3, Bluff +4, Climb +4, Decipher Script +3, Diplomacy +4, Gather Information +3, Jump +4, Knowledge (architecture and engineering) +10, Knowledge (geography) +8, Knowledge (local) +10, Knowledge (nobility) +8, Search +3, Sense Motive +2	Appraise +8, Bluff +4, Climb +4, Decipher Script +8, Diplomacy +6, Gather Information +9, Jump +4, Knowledge (architecture and engineering) +14, Knowledge (geography) +9, Knowledge (local) +9, Knowledge (nobility) +11, Ride +6, Search +11, Sense Motive +4	Appraise +11, Bluff +7, Climb +7, Decipher Script +11, Diplomacy +11, Gather Information +14, Jump +7, Knowledge (architecture and engineering) +17, Knowledge (geography) +17, Knowledge (local) +14, Knowledge (nobility) +14, Ride +9, Search +14, Sense Motive +10
Feats:	Exotic Weapon Proficiency (Bossonian longbow), Far Shot, Knowledgeable, Point Blank Shot	Combat Expertise, Diligent, Exotic Weapon Proficiency (Bossonian longbow), Far Shot, Investigator, Knowledgeable, Point Blank Shot, Skill Focus (knowledge (architecture and engineering))	Combat Expertise, Diligent, Exotic Weapon Proficiency (Bossonian longbow), Far Shot, Investigator, Iron Will ^{bonus} , Knowledgeable, Negotiator, Point Blank Shot, Rapid Shot, Skill Focus (knowledge (architecture and engineering)), Skill Focus (knowledge (geography)), Weapon Focus (Bossonian longbow), Weapon Specialisation (Bossonian longbow)
Code of Honour:	Civilised	Civilised	Civilised
Reputation:	5 (honest)	10 (honest)	15 (honest)
Leadership:	–	–	–
Allegiances:	Feudal lord, Unit Commander, Unit	Feudal lord, Unit Commander, Unit	Feudal lord, Unit Commander, Unit

Black Legion

Medium Aquilonian	Soldier 3 / Noble 1 (Knight (Poitainian))	Soldier 3 (Mounted Man-at-Arms)	Soldier 3 (Pikeman (Gunderman))	Soldier 2 (Archer (Bossonian))
Hit Dice:	1d8+3d10+8 (29 hit points)	3d10+6 (22 hit points)	3d10+6 (22 hit points)	2d10+4 (15 hit points)
Initiative:	+6 (+1 Dex, +1 Ref, +4 Improved Initiative)	+6 (+4 Improved Initiative, +1 Ref, +1 Dex)	+6 (+4 Improved Initiative, +1 Reflex, +1 Dex)	+2 (+2 Dex, +0 Reflex)
Speed:	25 ft. (plate armour)	25 ft. (mail hauberk and brigandine coat)	25 ft. (mail hauberk)	25 ft. (brigandine coat and mail hauberk)
DV Dodge:	12 (+1 level, +1 Dex)	12 (+1 level, +1 Dex)	12 (+1 level, +1 Dex)	13 (+1 level, +2 Dex)
DV Dodge (range):	16 (+1 level, +1 Dex, +4 large shield)	16 (+1 level, +1 Dex, +4 shield)	16 (+1 level, +1 Dex, +4 shield)	13 (+1 level, +2 Dex)
DV Parry:	19 (+2 level, +3 Str, +4 large shield)	18 (+2 level, +2 Str, +4 shield)	18 (+2 level, +2 Str, +3 shield, +1 parry)	12 (+1 level, +1 Str)
DR:	11/12 (+10 plate armour, +1/+2 visored helm)	10 (mail hauberk and brigandine coat, steel cap)	7 (+6 mail hauberk, +1 steel cap)	10 (mail hauberk and brigandine coat, steel cap)
BAB/Grapple:	+3/+6	+3/+5	+3/+5	+2/+3
Attack:	Heavy lance +6 melee or Arming sword +6 melee	Heavy lance +5 melee or Heavy mace +6 melee	Pike +7 melee or Arming Sword +5 melee	Bossonian longbow +6 ranged or Poniard +3 melee
Full Attack:	Heavy lance +6 melee or Arming sword +6 melee	Heavy lance +5 melee or Heavy mace +6 melee	Pike +7 melee or Arming Sword +5 melee	Bossonian longbow +4/+4 ranged or Poniard +3 melee
Damage:	Heavy lance 1d10+3/x3/ AP 6 or Arming sword 1d10+3/19-20 x2 /AP 5	Heavy lance 1d10+2/ x3/AP 5 or Heavy mace 1d10+2/ x2/AP 6	Pike 2d6+4 / x3/ AP 4 or Arming Sword 1d10+2/19-20 x2/ AP 4	Bossonian longbow (+1)1d12+1/ x3/AP 6, Poniard 1d6+1/19-20 x2/ AP 2
Space/Reach:	5 ft. x 5 ft.	5 ft. x 5 ft.	5 ft. x 5 ft.	5 ft. x 5 ft.
Special Attacks:	Formation combat (<i>heavy cavalry</i>)	Formation combat (<i>light cavalry</i>)	+1 racial bonus to attack and damage rolls with the pike, formation combat (<i>heavy infantry</i>)	+1 racial bonus to attack rolls with Bossonian longbow
Special Qualities:	Hyborian qualities, adaptable (intimidate, ride), background skills (intimidate, knowledge (nobility), ride, search), title, rank hath its privileges, wealth	Hyborian qualities, adaptable (ride, search), background skills (handle animal, knowledge (local), perform (guard mount), search)	Gunderman qualities, adaptability (intimidate, search), weapon familiarity, background skills (intimidate, search)	Bossonian traits, adaptability (craft (bowyer), survival), background skills (craft (bowyer), knowledge (geography), survival)
Saves:	Fort +5, Ref +2, Will +7 (+10 vs. corruption)	Fort +4, Ref +2, Will +5 (+8 vs. corruption)	Fort +5, Ref +2, Will +8 (+11 vs. corruption)	Fort +5, Ref +2, Will +4 (+7 vs. corruption)
Abilities:	Str 16, Dex 12, Con 14, Int 10, Wis 13, Cha 8	Str 14, Dex 12, Con 14, Int 10, Wis 13, Cha 8	Str 15, Dex 12, Con 14, Int 10, Wis 13, Cha 8	Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8
Skills:	Diplomacy +1, Handle Animal +3, Intimidate +5, Knowledge (nobility) +2, Perform (guard mount) +6, Ride +13, Search +4	Handle Animal +1, Intimidate +5, Knowledge (local) +2, Perform (guard mount) +1, Ride +10, Search +4	Craft (weaponsmith) +4, Intimidate +7, Knowledge (local) +2, Perform (guard mount) +3, Search +4	Craft (bowyer) +5, Knowledge (geography) +3, Knowledge (local) +3, Perform (guard mount) +1, Survival +5, Search +3
Feats:	Improved Initiative, Mounted Combat, Ride-By Attack, Skill Focus (ride), Spirited Charge	Improved Initiative, Mounted Combat, Ride-By Attack, Weapon Focus (mace)	Improved Initiative, Iron Will, Gunderman Pike-and-Shield Fighting, Parry, Weapon Focus (pike)	Far Shot, Point Blank Shot, Rapid Shot, Weapon Focus (Bossonian Longbow)
Code of Honour:	Civilised	Civilised	Civilised	Civilised
Reputation:	5 (brave)	5 (brave)	5 (brave)	3 (brave)
Leadership:	—	—	—	—
Allegiances:	King Conan, Gromel or Pallentides, unit commander	Feudal Lord, Unit Commander, Unit	King Conan, Gromel or Pallentides, unit commander	King Conan, Gromel or Pallentides, unit commander

Black Dragons

Medium Aquilonian	Soldier 5	Soldier 8	Soldier 10
Hit Dice:	5d10+15 (42 hit points)	8d10+24 (68 hit points)	10d10+40 (95 hit points)
Initiative:	+6 (+1 Dex, +1 Reflex, +4 Improved Initiative)	+7 (+1 Dex, +2 Reflex, +4 Improved Initiative)	+9 (+2 Dex, +3 Reflex, +4 Improved Initiative)
Speed:	25 ft. (black plate armour)	25 ft. (black plate armour)	25 ft. (black plate armour)
DV Dodge:	13 (+2 level, +1 Dex)	15 (+4 level, +1 Dex)	17 (+5 level, +2 Dex)
DV Parry (foot):	16 (+3 level, +3 Str)	20 (+6 level, +4 Str)	21 (+7 level, +4 Str)
DV Parry (mounted):	20 (+3 level, +3 Str, +4 shield)	24 (+6 level, +4 Str, +4 shield)	25 (+7 level, +4 Str, +4 shield)
DR:	11/12 (black plate armour, visored helm)	11/12 (black plate armour, visored helm)	11/12 (black plate armour, visored helm)
BAB/Grapple:	+5/+8	+8/+12	+10/+14
Attack:	Heavy lance +9 melee or Greatsword +9 melee	Heavy lance +13 melee or Greatsword +13 melee	Heavy lance +15 melee or Greatsword +15 melee
Full Attack:	Heavy lance +9 melee or Greatsword +9 melee	Heavy lance +13/+8 melee or Greatsword +13/+8 melee	Heavy lance +15/+10 melee or Greatsword +15/+10 melee
Damage:	Heavy lance 1d10+3/x3/AP 6 or Greatsword 2d10+6/19-20 x2/AP 8	Heavy lance 1d10+4/x3/AP7 or Greatsword 2d10+8/17-20 x2/AP 10	Heavy lance 1d10+6/19-20 x3/AP 7 or Greatsword 2d10+8/17-20 x2/AP 10
Space/Reach:	5 ft. x 5 ft.	5 ft. x 5 ft.	5 ft. x 5 ft.
Special Attacks:	Formation combat (<i>heavy infantry</i>)	Formation combat (<i>heavy infantry, heavy cavalry</i>)	Formation combat (<i>heavy infantry, heavy cavalry</i>)
Special Qualities:	Hyborian qualities, adaptable (ride, survival), background skills (perform (guard mount), ride, sense motive, survival)	Hyborian qualities, adaptable (ride, survival), background skills (perform (guard mount), ride, sense motive, survival)	Hyborian qualities, adaptable (ride, survival), background skills (perform (guard mount), ride, sense motive, survival)
Saves:	Fort +7, Ref +2, Will +5 (+8 vs. corruption)	Fort +9, Ref +3, Will +6 (+9 vs. corruption)	Fort +10, Ref +5, Will +8 (+11 vs. corruption)
Abilities:	Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8	Str 18, Dex 13, Con 17, Int 11, Wis 13, Cha 9	Str 19, Dex 14, Con 18, Int 12, Wis 14, Cha 10
Skills:	Intimidate +3, Perform (guard mount) +3, Ride +11, Sense Motive +3, Survival +9	Intimidate +6, Perform (guard mount) +5, Ride +14, Sense Motive +8, Survival +9	Intimidate +9, Perform (guard mount) +6, Ride +17, Sense Motive +10, Survival +10
Feats:	Improved Initiative, Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (great sword), Weapon focus (heavy lance), Weapon Specialisation (great sword)	Cleave, Improved Critical (great sword), Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (great sword), Weapon focus (heavy lance), Weapon Specialisation (great sword)	Cleave, Improved Critical (great sword), Improved Critical (heavy lance), Improved Initiative, Improved Sunder, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (great sword), Weapon focus (heavy lance), Weapon Specialisation (great sword), Weapon Specialisation (heavy lance)
Code of Honour:	Civilised	Civilised	Civilised
Reputation:	8 (brave) (+1 to bluff and intimidate)	11 (brave) (+2 to bluff and intimidate)	18 (brave) (+3 to bluff and intimidate)
Leadership:	–	–	–
Allegiances:	King Conan, Pallentides, unit commander	King Conan, Pallentides, unit commander	King Conan, Pallentides, unit commander



Bossonian Archers

Medium Aquilonian	Soldier 2	Soldier 3	Soldier 6
Hit Dice:	2d10+2 (13 hit points)	3d10+3 (19 hit points)	6d10+6 (39 hit points)
Initiative:	+1 (+1 Dex, +0 Reflex)	+6 (+1 Dex, +1 Reflex, +4 Improved Initiative)	+8 (+2 Dex, +2 Reflex, +4 Improved Initiative)
Speed:	25 ft. (brigandine coat or mail hauberk)	25 ft. (brigandine coat or mail hauberk)	25 ft. (mail hauberk and brigandine coat)
DV Dodge:	12 (+1 level, +1 Dex)	12 (+1 level, +1 Dex)	16 (+3 level, +2 Dex, +1 dodge)
DV Parry:	11 (+1 level, +0 Str)	12 (+2 level, +0 Str)	14 (+4 level, +0 Str)
DR:	7 (+6 brigandine coat or mail hauberk, +1 steel cap)	7 (+6 brigandine coat or mail hauberk, +1 steel cap)	10 (mail hauberk and brigandine coat, steel cap)
BAB/Grapple:	+2/+2	+3/+3	+6/+6
Attack:	Bossonian longbow +5 ranged or Poniard +2 melee	Bossonian longbow +6 ranged or Poniard +3 melee	Bossonian longbow +10 ranged or Poniard +6 melee
Full Attack:	Bossonian longbow +3/+3 ranged or Poniard +2 melee	Bossonian longbow +4/+4 ranged or Poniard +3 melee	Bossonian longbow +8/+3/+8 ranged or Poniard +6/+1 melee
Damage:	Bossonian longbow 1d12/ x3/AP 5, Poniard 1d6/19-20 x2/ AP 1	Bossonian longbow 1d12/ x3/AP 5, Poniard 1d6/19-20 x2/ AP 1	Bossonian longbow 1d12/ x3/AP 5, Poniard 1d6/19-20 x2/ AP 1
Space/Reach:	5 ft. x 5 ft.	5 ft. x 5 ft.	5 ft. x 5 ft.
Special Attacks:	+1 racial bonus to attack rolls with Bossonian longbow	+1 racial bonus to attack rolls with Bossonian longbow, formation combat (<i>heavy infantry</i>)	+1 racial bonus to attack rolls with Bossonian longbow, formation combat (<i>heavy infantry, skirmisher</i>)
Special Qualities:	Bossonian traits, adaptability (craft (bowyer), survival), background skills (craft (bowyer), knowledge (geography), survival)	Bossonian traits, adaptability (craft (bowyer), survival), background skills (craft (bowyer), knowledge (geography), survival)	Bossonian traits, adaptability (craft (bowyer), survival), background skills (craft (bowyer), knowledge (geography), survival)
Saves:	Fort +4, Ref +1, Will +3 (+6 vs. corruption)	Fort +4, Ref +2, Will +4 (+7 vs. corruption)	Fort +6, Ref +4, Will +6 (+9 vs. corruption)
Abilities:	Str 10, Dex 13, Con 12, Int 9, Wis 11, Cha 8	Str 10, Dex 13, Con 12, Int 9, Wis 11, Cha 8	Str 11, Dex 15, Con 13, Int 10, Wis 12, Cha 9
Skills:	Craft (bowyer) +3, Knowledge (geography) +1, Knowledge (local) +1, Survival +4, Search +2	Craft (bowyer) +4, Knowledge (geography) +1, Knowledge (local) +1, Survival +4, Search +2	Craft (bowyer) +6, Knowledge (geography) +2, Knowledge (local) +2, Perform (guard mount) +0, Survival +5, Search +4
Feats:	Far Shot, Point Blank Shot, Rapid Shot, Weapon Focus (Bossonian Longbow)	Far Shot, Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (Bossonian Longbow)	Dodge, Far Shot, Improved Initiative, Improved Precise Shot, Point Blank Shot, Precise Shot, Ranged Finesse, Rapid Shot, Weapon Focus (Bossonian Longbow)
Code of Honour:	Civilised	Civilised	Civilised
Reputation:	3 (brave)	4 (brave)	7 (brave)
Leadership:	–	–	–
Allegiances:	Feudal Lord, Unit commander	Feudal Lord, Unit commander	Feudal Lord, Unit commander

lances as well as great swords into battle. The warhorses are as heavily armoured as the riders.

Bossonian Archers: Bossonian longbowmen can decimate opposing armies under a withering rain of steel tipped arrows. Aquilonia's armies rely on their Bossonian comrades to soften up the opposition before engaging

them in hand-to-hand combat. Most of these units are stationed along various contested borders, providing support to garrisons that might come into combat at any moment. Bossonian archers wear mail hauberks or brigandines, both if they can afford it. They are armed with the Bossonian longbow and at least two dozen arrows, with long knives (treat as poniards) short swords or arming swords as their backup weapons. There are at least 5,000

Gunderland Pikemen

Medium Gunderman	Soldier 1	Soldier 2	Soldier 3
Hit Dice:	1d10+1 (6 hit points)	2d10+2 (13 hit points)	3d10+3 (19 hit points)
Initiative:	+4 (+4 Improved Initiative, +0 Reflex)	+4 (+4 Improved Initiative, +0 Reflex)	+5 (+4 Improved Initiative, +1 Reflex)
Speed:	25 ft. (mail hauberk)	25 ft. (mail hauberk)	25 ft. (mail hauberk)
DV Dodge:	10 (+0 level, +0 Dex)	11 (+1 level, +0 Dex)	11 (+1 level, +0 Dex)
DV Dodge (range):	14 (+0 level, +0 Dex, +4 shield)	15 (+1 level, +0 Dex, +4 shield)	15 (+1 level, +0 Dex, +4 shield)
DV Parry:	14 (+0 level, +1 Str, +3 shield)	16 (+1 level, +1 Str, +3 shield, +1 parry)	17 (+2 level, +1 Str, +3 shield, +1 parry)
DR:	7 (+6 mail hauberk, +1 steel cap)	7 (+6 mail hauberk, +1 steel cap)	7 (+6 mail hauberk, +1 steel cap)
BAB/Grapple:	+1/+2	+2/+3	+3/+4
Attack:	Pike +4 melee or Arming Sword +2 melee	Pike +5 melee or Arming Sword +3 melee	Pike +6 melee or Arming Sword +4 melee
Full Attack:	Pike +4 melee or Arming Sword +2 melee	Pike +5 melee or Arming Sword +3 melee	Pike +6 melee or Arming Sword +4 melee
Damage:	Pike 2d6+2/ x3/ AP 3 or Arming Sword 1d10+1/19-20 x2/ AP 3	Pike 2d6+2/ x3/AP 3 or Arming Sword 1d10+1/19-20 x2/ AP 3	Pike 2d6+2 / x3/ AP 3 or Arming Sword 1d10+1/19-20 x2/ AP 3
Space/Reach:	5 ft. x 5 ft.	5 ft. x 5 ft.	5 ft. x 5 ft.
Special Attacks:	+1 racial bonus to attack and damage rolls with the pike	+1 racial bonus to attack and damage rolls with the pike	+1 racial bonus to attack and damage rolls with the pike, formation combat (<i>heavy infantry</i>)
Special Qualities:	Gunderman qualities, adaptability (intimidate, search), weapon familiarity, background skills (intimidate, search)	Gunderman qualities, adaptability (intimidate, search), weapon familiarity, background skills (intimidate, search)	Gunderman qualities, adaptability (intimidate, search), weapon familiarity, background skills (intimidate, search)
Saves:	Fort +3, Ref +0, Will +4 (+7 vs. corruption)	Fort +4, Ref +0, Will +4 (+7 vs. corruption)	Fort +4, Ref +1, Will +7 (+10 vs. corruption)
Abilities:	Str 13, Dex 10, Con 12, Int 9, Wis 11, Cha 8	Str 13, Dex 10, Con 12, Int 9, Wis 11, Cha 8	Str 13, Dex 10, Con 12, Int 9, Wis 11, Cha 8
Skills:	Craft (weaponsmith) +1, Intimidate +3, Knowledge (local) +1, Perform (guard mount) +1, Search +3	Craft (weaponsmith) +1, Intimidate +4, Knowledge (local) +1, Perform (guard mount) +1, Search +3	Craft (weaponsmith) +1, Intimidate +5, Knowledge (local) +1, Perform (guard mount) +1, Search +3
Feats:	Improved Initiative, Gunderland Pike-and-Shield Fighting, Weapon Focus (pike)	Improved Initiative, Gunderland Pike-and-Shield Fighting, Parry, Weapon Focus (pike)	Improved Initiative, Iron Will, Gunderland Pike-and-Shield Fighting, Parry, Weapon Focus (pike)
Code of Honour:	Civilised	Civilised	Civilised
Reputation:	2 (brave)	3 (brave)	4 (brave)
Leadership:	–	–	–
Allegiances:	Feudal Lord, Unit commander	Feudal Lord, Unit commander	Feudal Lord, Unit commander

Bossonian archers available in the Aquilonian armies, on average 2nd level soldiers. Most are very experienced in war, thanks to spending most of their lives fighting Picts.

Gunderland Pikemen: These wear steel caps or visored bascinets, along with mail hauberk. They carry their famous pike and shield combination, plus some kind of backup weapon such as an arming sword or short sword.

Most are 1st or 2nd level soldiers. Aquilonia's armies number at least 5,000 Gundermen, almost all of them pikemen.

Elite Veteran Gunderland Mercenary Pikemen:

As a young man it is almost a rite of passage for a Gunderman to leave home and take up service as a mercenary. Many of

Elite Veteran Gunderland Mercenary (Pikemen)

Medium Gunderman	Soldier 6/Gunderland mercenary 1	Soldier 6/Gunderland mercenary 5	Soldier 6/Gunderland mercenary 10
Hit Dice:	7d10+14 +7(46 hit points)	10d10+20 +10 +3 (88 hit points)	10d10+30 +10 +18 (113 hit points)
Initiative:	+6 (+2 Dex, +4 Ref)	+9 (+3 Dex, +6 Ref)	+12 (+3 Dex, +9 Ref)
Speed:	25 ft. (mail hauberk)	25 ft. (patchwork mail hauberk)	25 ft. (patchwork mail hauberk)
DV Dodge:	15 (+3 level, +2 Dex)	18 (+5 level, +3 Dex)	21 (+8 level, +3 Dex)
DV Dodge (ranged):	19 (+3 level, +2 Dex, +4 large shield)	22 (+5 level, +3 Dex, +4 large shield)	25 (+8 level, +3 Dex, +4 large shield)
DV Parry:	20 (+4 level, +3 Str, +3 shield)	24 (+7 level, +4 Str, +3 shield)	30 (+11 level, +6 Str, +3 shield)
DR:	7 (+6 mail hauberk, +1 steel cap)	8 (+7 patchwork mail hauberk, +1 steel cap)	11 (+9 patchwork mail hauberk, +2 great helm)
BAB/Grapple:	+7/+10	+11/+15	+16/+22
Attack:	Pike +12 melee or Arming Sword +10 melee	Pike +17 melee or Broadsword +15 melee	Pike +24 melee or Broadsword +22 melee
Full Attack:	Pike +12/+7 melee or Arming Sword +10/+5 melee	Pike +17/+12 melee or Broadsword +15/+10 melee	Pike +24/+19 melee or Broadsword +22/+17 melee
Damage:	Pike 2d6+7 / x3/ AP 6 or Arming Sword 1d10+3 /19-20 x2/ AP 5	Pike 2d6+9 / x3/ AP 7 or Broadsword 1d10+4 /19-20 x2/ AP 7	Pike 2d6+12 / x3/ AP 9 or Broadsword 1d10+6 /19-20 x2/ AP 9
Space/Reach:	5 ft. / 20 ft.	5 ft. / 20 ft.	5 ft. / 20 ft.
Special Attacks:	+1 racial bonus to attack and damage rolls with the pike, formation combat (<i>heavy infantry</i>)	+1 racial bonus to attack and damage rolls with the pike, formation combat (<i>heavy infantry</i>), cheap shot +1d6 1/day	+1 racial bonus to attack and damage rolls with the pike, formation combat (<i>heavy infantry</i>), cheap shot +2d6 2/day
Special Qualities:	Gunderman qualities, adaptability (intimidate, search), weapon familiarity, background skills (intimidate, search), blood money 1/day	Gunderman qualities, adaptability (intimidate, search), weapon familiarity, background skills (intimidate, search), blood money 2/day, at home in armour, patchwork armour +1	Gunderman qualities, adaptability (intimidate, search), weapon familiarity, background skills (intimidate, search), blood money 3/day, at home in armour, patchwork armour +3, cat nap
Saves:	Fort +9, Ref +6, Will +9 (+12 vs. corruption)	Fort +11, Ref +9, Will +11 (+14 vs. corruption)	Fort +15, Ref +12, Will +13 (+16 vs. corruption)
Abilities:	Str 17, Dex 15, Con 14, Int 11, Wis 13, Cha 9	Str 19, Dex 16, Con 15, Int 12, Wis 14, Cha 10	Str 22, Dex 17, Con 16, Int 13, Wis 15, Cha 11
Skills:	Bluff +0, Craft (weaponsmith) +2, Intimidate +11, Jump +12, Knowledge (local) +1, Perform (guard mount) +3, Search +11, Sense Motive +2	Bluff +3, Craft (weaponsmith) +3, Gather Information +2, Intimidate +16, Jump +13, Knowledge (geography) +5, Knowledge (local) +6, Perform (guard mount) +4, Search +12, Sense Motive +5	Bluff +8, Craft (weaponsmith) +3, Gather Information +7, Intimidate +21, Jump +15, Knowledge (geography) +10, Knowledge (local) +6, Perform (guard mount) +4, Search +12, Sense Motive +10
Feats:	Cleave, Endurance, Gunderland Pike-and-Shield Fighting, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Toughness, Weapon Focus (pike), Weapon Specialisation (pike)	Cleave, Combat Reflexes, Endurance, Gunderland Pike-and-Shield Fighting, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Pressing Attack, Toughness, Weapon Focus (pike), Weapon Specialisation (pike)	Bull Strike, Cleave, Combat Reflexes, Drive Your Enemy Before You, Endurance, Gunderland Pike-and-Shield Fighting, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Pressing Attack, Toughness, Weapon Focus (pike), Weapon Specialisation (pike)
Code of Honour:	Mercenary	Mercenary	Mercenary
Reputation:	8 (brave)	12 (brave)	18 (brave)
Leadership:	–	–	–
Allegiances:	Liege lord, mercenary unit commander, mercenary unit members	Liege lord, mercenary unit commander, mercenary unit members	Liege lord, mercenary unit commander, mercenary unit members

Mounted Men-at-Arms

Medium Aquilonian	Soldier 2	Soldier 3	Soldier 6
Hit Dice:	2d10+2 (13 hit points)	3d10+3 (19 hit points)	6d10+6 (39 hit points)
Initiative:	+4 (+4 Improved Initiative)	+5 (+4 Improved Initiative, +1 Ref.)	+6 (+4 Improved Initiative, +2 Ref.)
Speed:	25 ft. (mail hauberk and brigandine coat)	25 ft. (mail hauberk and brigandine coat)	25 ft. (mail hauberk and brigandine coat)
DV Dodge:	11 (+1 level, +0 Dex)	11 (+1 level, +0 Dex)	11 (+3 level, +0 Dex)
DV Dodge (range):	15 (+1 level, +0 Dex, +4 shield)	15 (+1 level, +0 Dex, +4 shield)	17 (+3 level, +0 Dex, +4 shield)
DV Parry:	16 (+1 level, +1 Str, +4 shield)	17 (+2 level, +1 Str, +4 shield)	20 (+4 level, +2 Str, +4 shield)
DR:	10 (mail hauberk and brigandine coat, steel cap)	10 (mail hauberk and brigandine coat, steel cap)	10 (mail hauberk and brigandine coat, steel cap)
BAB/Grapple:	+2/+3	+3/+4	+6/+8
Attack:	Heavy lance +3 melee or Heavy mace +3 melee	Heavy lance +4 melee or Heavy mace +5 melee	Heavy lance +8 melee or Heavy mace +9 melee
Full Attack:	Heavy lance +3 melee or Heavy mace +3 melee	Heavy lance +4 melee or Heavy mace +5 melee	Heavy lance +8 melee or Heavy mace +9 melee
Damage:	Heavy lance 1d10+1/x3/AP 4 or Heavy mace 1d10+1	Heavy lance 1d10+1/x3/AP 4 or Heavy mace 1d10+1/x2/AP 5	Heavy lance 1d10+2/x3/AP 5 or Heavy mace 1d10+2/x2/AP 6
Space/Reach:	5 ft. x 5 ft.	5 ft. x 5 ft.	5 ft. x 5 ft.
Special Attacks:	–	Formation combat (<i>light cavalry</i>)	Formation combat (<i>light cavalry</i>)
Special Qualities:	Hyborian qualities, adaptable (ride, search), background skills (handle animal, knowledge (local), perform (guard mount), search)	Hyborian qualities, adaptable (ride, search), background skills (handle animal, knowledge (local), perform (guard mount), search)	Hyborian qualities, adaptable (ride, search), background skills (handle animal, knowledge (local), perform (guard mount), search)
Saves:	Fort +3, Ref +0, Will +3 (+6 vs. corruption)	Fort +4, Ref +1, Will +4 (+7 vs. corruption)	Fort +6, Ref +2, Will +6 (+9 vs. corruption)
Abilities:	Str 13, Dex 10, Con 12, Int 9, Wis 11, Cha 8	Str 13, Dex 10, Con 12, Int 9, Wis 11, Cha 8	Str 15, Dex 11, Con 13, Int 10, Wis 12, Cha 9
Skills:	Handle Animal +1, Knowledge (local) +1, Perform (guard mount) +1, Ride +8, Search +3	Handle Animal +1, Knowledge (local) +1, Perform (guard mount) +1, Ride +9, Search +3	Handle Animal +2, Knowledge (local) +3, Perform (guard mount) +1, Ride +10, Search +4
Feats:	Improved Initiative, Mounted Combat, Ride-By Attack	Improved Initiative, Mounted Combat, Ride-By Attack, Weapon Focus (mace)	Improved Initiative, Mounted Combat, Ride-By Attack, Weapon Focus (mace), +1 class, +1 hyborian, +2 bonus
Code of Honour:	Civilised	Civilised	Civilised
Reputation:	4 (brave)	4 (brave)	7 (brave)
Leadership:	–	–	–
Alliances:	Feudal Lord, Unit Commander, Unit	Feudal Lord, Unit Commander, Unit	Feudal Lord, Unit Commander, Unit

these adventurous youths are never seen again. Those who return home do so as grizzled veterans of foreign campaigns, dangerous, shrewd and wealthy. Many pikemen take Pressing Attack as a feat to prevent enemies from stepping inside of their reach.

Mounted Men-At-Arms: Knights in all but name and quality of equipment, most of Aquilonia's men-at-arms are clad in heavy armour of some kind and armed with heavy lances and large shields, with either some kind of sword, mace or axe as a backup weapon. Aquilonia has around

15,000 mounted men-at-arms and uses them just as she uses her knights, to charge home to the enemy. Most are 2nd level soldiers. Mounted men-at-arms function both as mounted infantry and as cavalry as the situation requires. They are people from the labouring social order who, though service and blood, have advanced themselves to a state of some wealth and respect. They form the bulk of Aquilonia's fighting forces, her garrison troops and her police force.

Men-At-Arms

Medium Aquilonian	Soldier 1	Soldier 2	Commoner 1
Hit Dice:	1d10+1 (6 hit points)	2d10+2 (13 hit points)	1d4+1 (3 hit points)
	+4 (+0 Dex, +4 Improved Initiative)	+4 (+0 Dex, +4 Improved Initiative)	+0
Speed:	30 ft.	30 ft.	30 ft.
DV Dodge:	10 (+0 level, +0 Dex)	11 (+1 level, +0 Dex)	10 (+0 level, +0 Dex)
DV Parry:	12 (+0 level, +1 Str, +1 parry)	13 (+1 level, +1 Str, +1 parry)	11 (+0 level, +1 Str)
DR:	4 (+3 quilted jerkin, +1 steel cap)	5 (+4 leather jerkin, +1 steel cap)	4 (+3 quilted jerkin, +1 steel cap)
BAB/Grapple:	+1/+2	+2/+3	+0/+1
Attack:	Pike +3 melee or Arming Sword +2 melee	Pike +4 melee or Arming Sword +3 melee	Pike +1 melee or Arming Sword +1 melee
Full Attack:	Pike +3 melee or Arming Sword +2 melee	Pike +4 melee or Arming Sword +3 melee	Pike +1 melee or Arming Sword +1 melee
Damage:	Pike 2d6+1/ x3/ AP 3 or Arming Sword 1d10+1/19-20 x2/ AP 3	Pike 2d6+1/ x3/ AP 3 or Arming Sword 1d10+1/19-20 x2/ AP 3	Pike 2d6+1/ x3/ AP 2 or Arming Sword 1d10+1/19-20 x2/ AP 3
Space/Reach:	5 ft. x 5 ft.	5 ft. x 5 ft.	5 ft. x 5 ft.
Special Qualities:	Hyborian qualities, adaptable (intimidate, search), background skills (intimidate, knowledge (local), perform (guard mount), search)	Hyborian qualities, adaptable (intimidate, search), background skills (intimidate, knowledge (local), perform (guard mount), search)	Hyborian qualities, adaptable (handle animal, profession (farmer)), background skills (handle animal, knowledge (local), profession (farmer), search), illiteracy
Saves:	Fort +3, Ref: +0, Will +3 (+6 vs. corruption)	Fort +4, Ref: +0, Will +3 (+6 vs. corruption)	Fort +1, Ref: +0, Will +3 (+6 vs. corruption)
Abilities:	Str 13, Dex 10, Con 12, Int 9, Wis 11, Cha 8	Str 13, Dex 10, Con 12, Int 9, Wis 11, Cha 8	Str 13, Dex 10, Con 12, Int 9, Wis 11, Cha 8
Skills:	Climb +3, Intimidate +5, Jump +3, Knowledge (local) +1, Perform (guard mount) +1, Search +5	Climb +3, Intimidate +6, Jump +3, Knowledge (local) +1, Perform (guard mount) +1, Search +5	Handle Animal +5, Knowledge (local) +1, Listen +2, Profession (farmer) +9, Search +1, Spot +2
Feats:	Improved Initiative, Parry, Weapon Focus (Pike)	Brawl, Improved Initiative, Parry, Weapon Focus (Pike)	Skill Focus (profession (farmer)), Weapon Proficiency (Pike)
Code of Honour:	Civilised or Mercenary	Civilised or Mercenary	Civilised or Mercenary
Reputation:	2 (any)	3 (any)	2 (any)
Leadership:	–	–	–
Alliances:	Feudal Lord, Unit commander	Feudal Lord, Unit commander	Any

Men-At-Arms: Most of Aquilonia's infantry wield pikes just as the Gundermen do but without the protection of shields. Typically they will have at a minimum a quilted jack and steel cap but often manage to loot some better equipment. They number some 5,000 strong and are typically 1st level soldiers. Occasionally more men-at-arms could be recruited by levying the peasantry, though the kingdom would need to provide arms and armour.

Poitainian Archers: The various Poitainian units are sufficiently distinct in style and identity that they are not numbered among the regular Aquilonian forces. Poitain has fewer archers than the Bossonian Marches but all are trained with the Bossonian longbow and ranked as 1st level soldiers or 1st level borderers at a minimum. In total, Poitain could muster some 2,000 archers. Like their Aquilonian counterparts they use Bossonian longbows. Unlike their counterparts though,

the Poitainian lords spend a bit of silver on them, so they have arming swords rather than hatchets. They wear leather jerkins and steel caps to ward off enemy blows.

Poitainian Footmen: Poitain's infantry train with the war spear, the greatsword, the war sword, or a large shield and a one-handed weapon such as an arming sword or hunting spear. They are somewhat less effective than the knights of this land but are still experienced and perhaps more importantly are very numerous. Most are 1st to 2nd level soldiers and number some 5,000 strong. Poitainian footmen wear mail hauberts.

Poitainian Knights: The kingdom of Poitain has always had to defend itself from its neighbours in incessant wars with Zingara, Argos and Ophir. To protect its people, the tiny kingdom has developed a long and proud history of chivalry and knighthood and produces some of the finest heavy cavalry of the Hyborian Age. This training begins as young as the age of six, when a boy is enlisted to become a page to an established nobleman. At ten the boy can

Poitainian Archers

Medium Aquilonian	Soldier 1	Borderer 1	Soldier 3
Hit Dice:	1d10+1 (6 hit points)	1d10+1 (6 hit points)	3d10+3 (19 hit points)
Initiative:	+5 (+0 Ref, +1 Dex, +4 Imp. Init)	+4 (+2 Ref, +2 Dex)	+6 (+1 Ref, +1 Dex, +4 Imp. Init)
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
DV Dodge:	11 (+1 Dex)	13 (+2 Dex, +1 dodge)	12 (+1 level, +1 Dex)
DV Parry:	10	12 (+1 Str, +1 dodge)	12 (+2 level, +0 Str)
DR:	5 (+4 leather jerkin, +1 steel cap)	5 (+4 leather jerkin, +1 steel cap)	5 (+4 leather jerkin, +1 steel cap)
BAB/Grapple:	+1/+1	+1/+2	+3/+3
Attack:	Bossonian longbow +3 ranged or Arming sword +1 melee	Bossonian longbow +4 ranged or Arming sword +2 melee	Bossonian longbow +5 ranged or Arming sword +5 melee finesse
Full Attack:	Bossonian longbow +3 ranged or Arming sword +1 melee	Bossonian longbow +4 ranged or Arming sword +2 melee	Bossonian longbow +3/+3 ranged or Arming sword +5 melee finesse
Damage:	Bossonian longbow 1d12/ x3/ AP 5, Arming sword 1d10/19-20 x2/AP 2	Bossonian longbow (+1) 1d12+1/ x3/ AP 6, Arming sword 1d10+1/19-20 x2/ AP 3	Bossonian longbow 1d12/ x3/ AP 5, Arming sword 1d10/19-20 x2/AP 2
Space/Reach:	5 ft. x 5 ft.	5 ft. x 5 ft.	5 ft. x 5 ft.
Special Attacks:	–	–	Formation combat (<i>skirmisher</i>)
Special Qualities:	Hyborian qualities, adaptable (intimidate, search), background skills (intimidate, knowledge (local), perform (guard mount), search)	Hyborian Qualities, adaptability (hide, move silently), favoured terrain (forest) +1 (reflected in skills below)	Hyborian qualities, adaptable (intimidate, search), background skills (intimidate, knowledge (local), perform (guard mount), search)
Saves:	Fort +3, Ref: +1, Will +2 (+5 vs. corruption)	Fort +3, Ref +4, Will +3 (+6 vs. corruption)	Fort +4, Ref: +2, Will +3 (+6 vs. corruption)
Abilities:	Str 10, Dex 13, Con 12, Int 11, Wis 9, Cha 8	Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8	Str 10, Dex 13, Con 12, Int 11, Wis 9, Cha 8
Skills:	Climb +2, Intimidate +3, Jump +2, Knowledge (local) +4, Perform (guard mount) +4, Search +4	Craft (herbalism) +4, Craft (trapmaking) +6, Gather Information +1, Hide +11, Jump +3, Knowledge (geography) +6, Listen +7, Move Silently +10, Search +3, Spot +6, Survival +5	Climb +2, Intimidate +3, Jump +2, Knowledge (local) +5, Perform (guard mount) +5, Search +4
Feats:	Improved Initiative, Exotic Weapon Proficiency (Bossonian Longbow), Weapon Focus (Bossonian Longbow)	Exotic Weapon Proficiency (Bossonian Longbow), Track ^{bonus} , Weapon Focus (Bossonian Longbow)	Improved Initiative, Exotic Weapon Proficiency (Bossonian Longbow), Point Blank Shot, Rapid Shot, Weapon Focus (Bossonian Longbow)
Code of Honour:	Civilised	Civilised	Civilised
Reputation:	2 (Brave)	2 (Brave)	4 (Brave)
Leadership:	–	–	–
Allegiances:	Count Trocero, Feudal Lord, Unit commander	Count Trocero, Feudal Lord, Unit commander	Count Trocero, Feudal Lord, Unit commander

graduate to become a squire, a harsh and sometimes brutal life, often fighting at the side of an established knight. Only after long service and hardship is the squire named a true knight.

Poitain's knights are one of the most powerful military forces in all of Aquilonia. Kept in a constant state of readiness by Count Trocero and well experienced in combat due to the troubles with the Zingaran border, these knights have more than once proved a decisive factor in Aquilonia's wars. Poitainian knights often wear full plate and visored helms. Around half have heavy lances, shields and broadswords,

with the other half wielding greatswords. Count Trocero could call on some 3,000 knights.

Westermarck Soldier: Soldiers tend to behave in civilised manners, despite a high rate of desertion due to the hard and perilous lifestyle they are forced to live. Physically tough but generally uneducated, they enjoy simple pleasures and have straightforward, albeit negative, attitudes about their poorly-paid and thankless lot in life. Most have been barely trained, and few are strong horsemen or

Poitainian Footmen

Medium Aquilonian	Soldier 1 (one handed weapon and shield)	Soldier 1 (two handed weapon)
Hit Dice:	1d10+1 (6 hit points)	1d10+1 (6 hit points)
Initiative:	+4 (+0 Ref, +0 Dex, +4 Imp. Init)	+4 (+0 Ref, +0 Dex, +4 Imp. Init)
Speed:	25 ft. (5 squares) (mail hauberk)	25 ft. (5 squares) (mail hauberk)
DV Dodge:	10 (+0 level, +0 Dex)	10 (+0 level, +0 Dex)
DV Dodge (ranged)	14 (+0 level, +0 Dex, +4 large shield)	10 (+0 level, +0 Dex)
DV Parry:	16 (+0 level, +1 Str, +4 large shield, +1 parry)	12 (+0 level, +1 Str, +1 parry)
DR:	7 (+6 mail hauberk, +1 steel cap)	7 (+6 mail hauberk, +1 steel cap)
BAB/Grapple:	+1/+2	+1/+2
Attack:	Arming sword +3 melee or Hunting Spear +3 melee	War Sword +3 melee or War Spear +3 melee or Greatsword +3 melee
Full Attack:	Arming sword +3 melee or Hunting Spear +3 melee	War Sword +3 melee or War Spear +3 melee or Greatsword +3 melee
Damage:	Arming sword 1d10+1/19-20 x2/AP 3 or Hunting Spear 1d8+1/ x2/ AP 2	War Sword 1d12+1/19-20 x2/ AP 4 or War Spear 1d10+1/ x3 / AP 3 or Greatsword 2d10+1/19-20 x2 /AP 5
Space/Reach:	5 ft. x 5 ft.	5 ft. x 5 ft.
Special Attacks:	–	–
Special Qualities:	Hyborian qualities, adaptable (intimidate, search), background skills (intimidate, knowledge (local), perform (guard mount), search)	Hyborian qualities, adaptable (intimidate, search), background skills (intimidate, knowledge (local), perform (guard mount), search)
Saves:	Fort +3, Ref: +0, Will +2 (+5 vs. corruption)	Fort +3, Ref: +0, Will +2 (+5 vs. corruption)
Abilities:	Str 13, Dex 10, Con 12, Int 11, Wis 9, Cha 8	Str 13, Dex 10, Con 12, Int 11, Wis 9, Cha 8
Skills:	Climb +3, Intimidate +3, Jump +3, Knowledge (local) +4, Perform (guard mount) +4, Search +4	Climb +3, Intimidate +3, Jump +3, Knowledge (local) +4, Perform (guard mount) +4, Search +4
Feats:	Improved Initiative, Parry, Weapon Focus (arming sword <i>or</i> hunting spear)	Improved Initiative, Parry, Weapon Focus (war sword <i>or</i> war spear <i>or</i> greatsword)
Code of Honour:	Civilised	Civilised
Reputation:	2 (Brave)	2 (Brave)
Leadership:	–	–
Allegiances:	Count Trocero, Feudal Lord, Unit commander	Count Trocero, Feudal Lord, Unit commander

keen-eyed marksmen. Even fewer had any skills at living off the land. Standard pay for a foot soldier is 16 silver coins per month, although most never see that money because they tend to be in constant debt to the fort sergeants and merchants. No matter what level they achieve, the highest rank a common soldier can attain is a classification of sergeant. Unless the soldier can somehow attain the nobility, either through marriage or through a knighthood for valorous conduct, it is virtually impossible for the soldier to become an officer. Despite all the downsides to a soldier's life, most accorded themselves bravely, even when faced with foes that outnumbered them and fought with guerrilla tactics the soldiers themselves were not able to duplicate or repel effectively.

Adventure Hooks: Characters could be charged to find deserted soldiers or to raise an army of conscripts. Frontier pay arrives once every two months and characters could be charged with protecting the paymaster or seeking missing pay chests. Characters could be sent to look for deserters.



Poitainian Knights

Medium Aquilonian	noble 3/ soldier 3/ Poitainian knight 1	noble 3/ soldier 3/ Poitainian knight 5	noble 3/ soldier 3/ Poitainian knight 10
Hit Dice:	3d8+4d10+14 (50 hit points)	3d8+7d10+20+3 (75 hit points)	3d8+7d10+30+18 (100 hit points)
Initiative:	+4 (+2 Dex, +2 Ref)	+6 (+3 Dex, +3 Ref)	+8 (+3 Dex, +5 Ref)
Speed:	25 ft. (plate armour)	25 ft. (plate armour)	25 ft. (plate armour)
DV Dodge:	14 (+2 level, +2 Dex)	17 (+4 level, +3 Dex)	20 (+7 level, +3 Dex)
DV Parry:	19 (+3 level, +3 Str, +3 large shield)	23 (+6 level, +4 Str, +3 large shield)	29 (+10 level, +6 Str, +3 large shield)
DR:	11/12 (plate armour and visored helm)	11/12 (plate armour and visored helm)	11/12 (plate armour and visored helm)
BAB/Grapple:	+6/+9 (+7/+10 mounted)	+10/+14 (+12/+16 mounted)	+15/+21 (+19/+25 mounted)
Attack:	Heavy Lance +11 melee or Broadsword +10 melee (+11 mounted) or Greatsword +9 melee	Heavy Lance +17 melee or Broadsword +15 melee (+17 mounted) or Greatsword +14 melee	Heavy Lance +26 melee or Broadsword +22 melee (+26 mounted) or Greatsword +21 melee
Full Attack:	Heavy Lance +11/+6 melee or Broadsword +10/+5 melee (+11/+6 mounted) or Greatsword +9/+4 melee	Heavy Lance +17/+12/+7 melee or Broadsword +15/+10/+5 melee (+17/+12/+7 mounted) or Greatsword +14/+9/+4 melee	Heavy Lance +26/+21/+16 melee or Broadsword +22/+17/+12 melee (+26/+21/+16 mounted) or Greatsword 21/+16/+11 melee
Damage:	Heavy Lance 1d10+3/x3/AP 6 or Broadsword 1d10+3/19-20 x2/AP 6 or Greatsword 2d10+4/19-20/x2/AP 8	Heavy Lance 1d10+4/x3/AP 7 or Broadsword 1d10+4/19-20 x2/AP 7 or Greatsword 2d10+6/19-20/x2/AP 10	Heavy Lance 1d10+6/x3/AP 9 or Broadsword 1d10+6/19-20 x2/AP 9 or Greatsword 2d10+9/19-20/x2/AP 13
Space/Reach:	5 ft. x 5 ft.	5 ft. x 5 ft.	5 ft. x 5 ft.
Special Attacks:	+1 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear, formation combat (<i>heavy cavalry</i>)	+1 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear, formation combat (<i>heavy cavalry</i>), lance charge +1	+1 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear, formation combat (<i>heavy cavalry</i>), lance charge +2, improved heavy cavalry
Special Qualities:	Hyborian qualities, adaptability (ride, intimidate), background skills (intimidate, knowledge (local), knowledge (nobility), ride), title, rank hath its privileges, wealth, special regional feature +1, born to the saddle, horsemanship +1	Hyborian qualities, adaptability (ride, intimidate), background skills (intimidate, knowledge (local), knowledge (nobility), ride), title, rank hath its privileges, wealth, special regional feature +1, born to the saddle, horsemanship +2, armour tolerance +2	Hyborian qualities, adaptability (ride, intimidate), background skills (intimidate, knowledge (local), knowledge (nobility), ride), title, rank hath its privileges, wealth, special regional feature +1, born to the saddle, horsemanship +4, armour tolerance +5
Saves:	Fort +8, Ref +4, Will +8 (+11 vs. corruption)	Fort +10, Ref +6, Will +10 (+13 vs. corruption)	Fort +14, Ref +8, Will +12 (+15 vs. corruption)
Abilities:	Str 17, Dex 15, Con 14, Int 9, Wis 13, Cha 11	Str 19, Dex 16, Con 15, Int 10, Wis 14, Cha 12	Str 22, Dex 17, Con 16, Int 11, Wis 15, Cha 13
Skills:	Diplomacy +2, Handle Animal +10, Intimidate +11, Knowledge (local) +1, Knowledge (nobility) +1, Ride +22, Spot +3	Diplomacy +3, Jump +6, Handle Animal +12, Intimidate +16, Knowledge (local) +4, Knowledge (nobility) +4, Ride +28, Spot +4	Diplomacy +8, Jump +8, Handle Animal +14, Intimidate +21, Knowledge (local) +9, Knowledge (nobility) +9, Ride +35, Spot +4
Feats:	Drive Your Enemy Before You, Improved Bull Rush, Mounted Combat, Power Attack, Ride-by Attack, Skill Focus (ride), Spirited Charge	Cleave, Drive Your Enemy Before You, Improved Bull Rush, Improved Sunder, Mounted Combat, Power Attack, Ride-by Attack, Skill Focus (ride), Spirited Charge	Cleave, Drive Your Enemy Before You, Improved Bull Rush, Improved Sunder, Leadership, Mounted Combat, Power Attack, Ride-by Attack, Skill Focus (ride), Spirited Charge +2
Code of Honour:	Chivalrous	Chivalrous	Chivalrous
Reputation:	9 (brave)	14 (brave)	19 (brave)
Leadership:	–	–	17/19 (8 th cohort; 120 1 st , 5 2 nd , 2 3 rd , 1 4 th)
Allegiances:	Liege lord, enfeoffed vassals, fief tenants	Liege lord, enfeoffed vassals, fief tenants	Liege lord, enfeoffed vassals, fief tenants

Westermarck Soldier

Medium Aquilonian	Soldier 1 (Private)	Soldier 3 (Corporal)	Soldier 6 (Sergeant)
Hit Dice:	1d10+1 (7 hit points)	3d10+3 (21 hit points)	6d10+3 (33 hit points)
Initiative:	+0	+1	+3
Speed:	20 ft (4 squares)	20 ft (4 squares)	20 ft (4 squares)
DV (Dodge):	10 (+0 base, +0 Dex)	11 (+1 base, +0 Dex)	14 (+3 base, +1 Dex)
DV (Parry):	11 (+0 base, +1 Str)	14 (+2 base, +1 Str, +1 parry)	21 (+4 base, +2 Str, +1 parry, +4 shield bonus, unless using pollaxe)
DR:	6 (scale corselet and steel cap)	6 (scale corselet and steel cap)	7 (mail hauberk and steel cap)
BAB/Grapple:	+1/+2	+3/+4	+6/+8
Attack:	Pollaxe +3 melee (2d6+2/x3/AP 9)	Pollaxe +5 melee (2d6+2/x3/AP 9)	Pollaxe +9 melee (2d6+3/x3/AP 10) or Arming Sword +8 (1d10+2/19-20 x2/AP 4)
Full Attack:	Pollaxe +3 melee (2d6+2/x3/AP 9)	Pollaxe +5 melee (2d6+2/x3/AP 9)	Pollaxe +9/+4 melee (2d6+3/x3/AP 10) or Arming Sword +8/+3 (1d10+2/19-20 x2/AP 4)
Space/Reach:	5 ft. (1 sq.) / 5 ft. (1 sq.)	5 ft. (1 sq.) / 5 ft. (1 sq.)	5 ft. (1 sq.) / 5 ft. (1 sq.)
Special Attacks:		Formation Combat (<i>Heavy Infantry</i>)	Formation Combat (<i>Heavy Infantry</i>)
Special Qualities:	Adaptability (Listen, Perform (Guard Mount)), Weapon Familiarity, +1 racial bonus to Fate Points, background skills (knowledge-local, spot, listen, intimidate)	Adaptability (Listen, Perform (Guard Mount)), Weapon Familiarity, +1 racial bonus to Fate Points, background skills (knowledge-local, spot, listen, intimidate)	Adaptability (Listen, Perform (Guard Mount)), Weapon Familiarity, +1 racial bonus to Fate Points, background skills (knowledge-local, spot, listen, intimidate)
Saves:	Fort +3, Ref +0, Will +2 (+5 vs. corruption)	Fort +4, Ref +1, Will +3 (+6 vs. corruption)	Fort +6, Ref +3, Will +6 (+9 vs. corruption)
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8	Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8	Str 15, Dex 12, Con 13, Int 11, Wis 10, Cha 9
Skills:	Climb +3, Intimidate +1, Knowledge (local) +2, Listen +3, Perform (Guard Mount) +5, Search +2, Spot +1	Climb +4, Intimidate +1, Knowledge (local) +2, Listen +3, Perform (Guard Mount) +7, Search +3, Spot +1	Bluff +1, Climb +5, Intimidate +6, Knowledge (local) +2, Listen +4, Perform (Guard Mount) +7, Search +7, Spot +2
Feats:	Endurance, Power Attack, Weapon Focus (pollaxe)	Endurance, Power Attack, Weapon Focus (pollaxe), Brawl, Parry	Endurance, Power Attack, Weapon Focus (pollaxe), Cleave, Brawl, Parry, Persuasive, Improved Sunder, Improved Bull Rush
Code of Honour:	Civilised	Civilised	Civilised

NAMED PERSONALITIES

COUNTESS ALBIONA

Medium Humanoid (Ophirean noble 14)

Hit Dice: 10d8+8+20 (73 hp)

Initiative: +7 (+3 Dex, +4 Ref)

Speed: 30 ft.

Dodge Defence: 19 (+5 level, +3 Dex, +1 Dodge)

Parry Defence: 17 (+7 level, +0 Str)

DR: –

Base Attack Bonus/Grapple: +10/+10

Attack: Unarmed +13 finesse melee; or dagger +14 finesse melee

Full Attack: Unarmed +13/+8 finesse melee; or dagger +14/+9 finesse melee

Damage: Unarmed 1d4 subdual or Dagger 1d4/19-20 x2/ 1 AP

Special Attacks: +3 bonus to attack rolls with broadsword, hunting bow, heavy lance and war spear.

Special Qualities: Adaptability (Diplomacy and Sense Motive), background skills (appraise, diplomacy, knowledge (nobility), sense motive), weapon familiarity (greatsword), title, rank hath its privileges, wealth, special regional feature +3, social ability (*comeliness, ally (Conan), savoir-faire*), lead by example +4, enhanced leadership, do you know who I am?

Space/Reach: 5 ft./5 ft.

Saves: Fort +6, Ref +7, Will +15 (+18 vs. corruption)

Abilities: Str 11, Dex 16, Con 15, Int 18, Wis 13, Cha 20

Skills: Appraise +21, Bluff +22, Diplomacy +29, Gather Information +22, Intimidate +25, Knowledge (nobility) +24, Perform (virginity) +14, Sense Motive +17

Feats: Dodge, Iron Will, Leadership^{bonus}, Negotiator, Skill Focus (diplomacy), Skill Focus (intimidate), Skill Focus (knowledge (nobility)), Skill Focus (sense motive), Weapon Focus (dagger)

Reputation: 30 (Marriageable. May apply +4 to her Diplomacy, Gather Information and Knowledge (nobility) checks.)

Leadership: 23/25 (11th level cohort; 400 1st level, 16 2nd level, 5 3rd level, 2 4th level, 1 5th level)

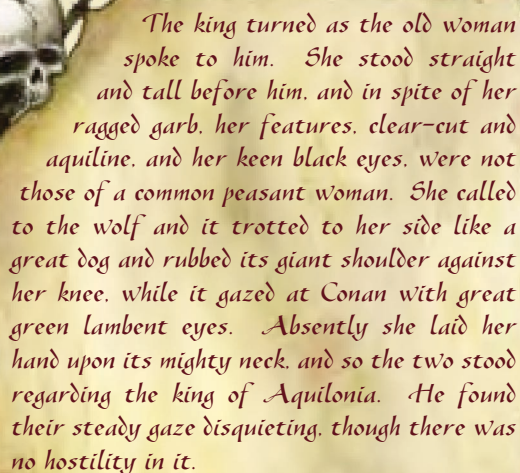
Code of Honour: Civilised

Allegiances: King Conan, Aquilonia, Albiona County

Possessions: Superior noble's outfit, dagger

Countess Albiona was once Queen Marala of Ophir. Persuaded by her father to marry King Moranthes II of Ophir when she was about thirteen years old, she used the Star of Khorala to control him. It was stolen a year after her marriage. The king was then convinced she excelled in lewdness while he was busy with his counsellors, so the king had her imprisoned. She met Conan, who was 31 then, when he arrived to bring back the Star of Khorala to her and rescue her. After her rescue, she went to Aquilonia to live among noble relatives in Albiona, the count and countess of that county near Tarantia. Upon their deaths, she inherited their lands and became Countess Albiona. She was about 28 years old at the time of *The Hour of the Dragon*. She has since learned to appear more demure and innocent in public to avoid such scandals as plagued her in Ophir.

She has a lithe, small-breasted body with round hips, finely chiselled lips and gorgeously blonde tresses. She is a gentle lady, always just and kind to the commoners. She is intellectually independent, politically liberal, socially progressive and steadfastly opinionated. She can be unexpectedly inflexible yet at other times strangely unbound by precedent. She takes every opportunity to avoid boredom, which she treats as a communicable disease. She is outgoing and amiable, possessing a common touch, appealing to diverse personalities. She is a humanitarian, concerned with the welfare of the common people but she avoids deep involvement in intimate relationships, keeping a distant spirit. She likes to come up with the grandiose idea to improve the way things are, but she is not given to working to bring the idea to fruition. She would rather others labour on her ideas and manage them into action.



The king turned as the old woman spoke to him. She stood straight and tall before him, and in spite of her ragged garb, her features, clear-cut and aquiline, and her keen black eyes, were not those of a common peasant woman. She called to the wolf and it trotted to her side like a great dog and rubbed its giant shoulder against her knee, while it gazed at Conan with great green lambent eyes. Absently she laid her hand upon its mighty neck, and so the two stood regarding the king of Aquilonia. He found their steady gaze disquieting, though there was no hostility in it.

Robert E. Howard, *The Hour of the Dragon*

ZELATA

Medium Humanoid (Aquilonian scholar 10)

Hit Dice: 10d6+10 (45 hp)

Initiative: +5 (+2 Dex, +3 Ref)

Speed: 30 ft.

Dodge Defence: 15 (+3 level, +2 Dex)

Parry Defence: 13 (+3 level, +0 Str)

DR: –

Base Attack Bonus/Grapple: +7/+7

Attack: Unarmed strike +9 melee finesse

Full Attack: Unarmed strike +9/+4 melee finesse

Damage: Unarmed strike 1d4/ x2/ 0 AP

Special Attacks: Spells

Special Qualities: Adaptability (handle animal and survival), background skills (craft (herbalism), heal, knowledge (arcana), survival), weapon familiarity (greatsword), sorcery style x3, scholar, background (*acolyte*), base power points, knowledge is power, +3 power points, advanced spell x8, 2 bonus spells, bonus scholar feat (in lieu of another sorcery style), increased maximum power points (triple)

Space/Reach: 5 ft./5 ft.

Saves: Fort +4, Ref +5, Will +17 (+20 vs. corruption)

Abilities: Str 10, Dex 14, Con 12, Int 16, Wis 20, Cha 15

Skills: Bluff +10, Concentration +14, Craft (alchemy) +12, Craft (herbalism) +16, Handle Animal +22, Heal +23, Intimidate +4, Knowledge (arcana) +18, Knowledge (geography) +18, Knowledge (nature) +18, Listen +7, Perform (ritual) +15, Ride +4, Sense Motive +10, Spot +7, Survival +23

Feats:

Alertness, Animal Affinity, Iron Will ^{bonus}, Knowledgeable, Persuasive, Self-Sufficient, Skill Focus (handle animal), Skill Focus (heal), Skill Focus (survival)
Reputation: 20 (Honest. May apply +3 to her Bluff, Gather Information and Sense Motive checks.)

Leadership: –

Code of Honour: Civilised

Allegiances: King Conan, Aquilonia, Animal Allies

Base Power Points: 12 (4 base, +5 Wis, +3 bonus) (36 maximum)

Magical Attack: +7 (+5 level, +2 Cha)

Sorcery Styles: Counterspells, Divination, Nature Magic

Spells Known: *Animal Ally, Astrological Prediction, Children of the Night, Dream of Wisdom, Greater Summon Beast, Greater Sorcerous News, Greater Warding, Master Warding, Psychometry, Sorcerous Garden, Sorcerous News, Summon Beast, Visions, Warding*

Corruption: 0

Insanity: None

Possessions: Ragged peasant garb.

Zelata is the witch who aided Conan in Howard's *The Hour of the Dragon*. She has aquiline features and black eyes, dressing in ragged peasant garb. She considers herself an oracle of the gods and she has a great wolf, a white horse and an eagle for companions. She lives in a curious dwelling of stone, half-hut and half cavern, hidden among the gorges and crags of the Border Range. Another cave nearby with a spring serves as a stable for her horse. She can see deeply into the human psyche and was born with the gift for prophecy. Her personality is elusive and fey. She is apt to take other peoples' problems as her own. She is often impractical and over indulgent. She prefers to work alone than with people and is quite mysterious and magnetic. She is loyal and generous.

ZELATA'S WOLF

Medium Magical Beast

Hit Dice: 8d8+16 (52 hp)

Initiative: +14 (+4 Dex, +6 Reflex, +4 Improved Initiative)

Speed: 50 ft.

Dodge Defence: 15 (+4 Dex, +1 natural)

DR: 5

Base Attack/Grapple: +6/+9

Attack: Bite: +10 melee finesse (1d8 +3)

Full Attack: Bite +10 melee finesse (1d8 +3)

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

Special Attacks: Trip

Special Qualities: Scent, low-light vision, link, evasion, devotion

Saves: Fort +8, Ref +10, Will +7

Abilities: Str 16, Dex 18, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +5, Listen +9, Move Silently +6, Spot +7, Survival +3*

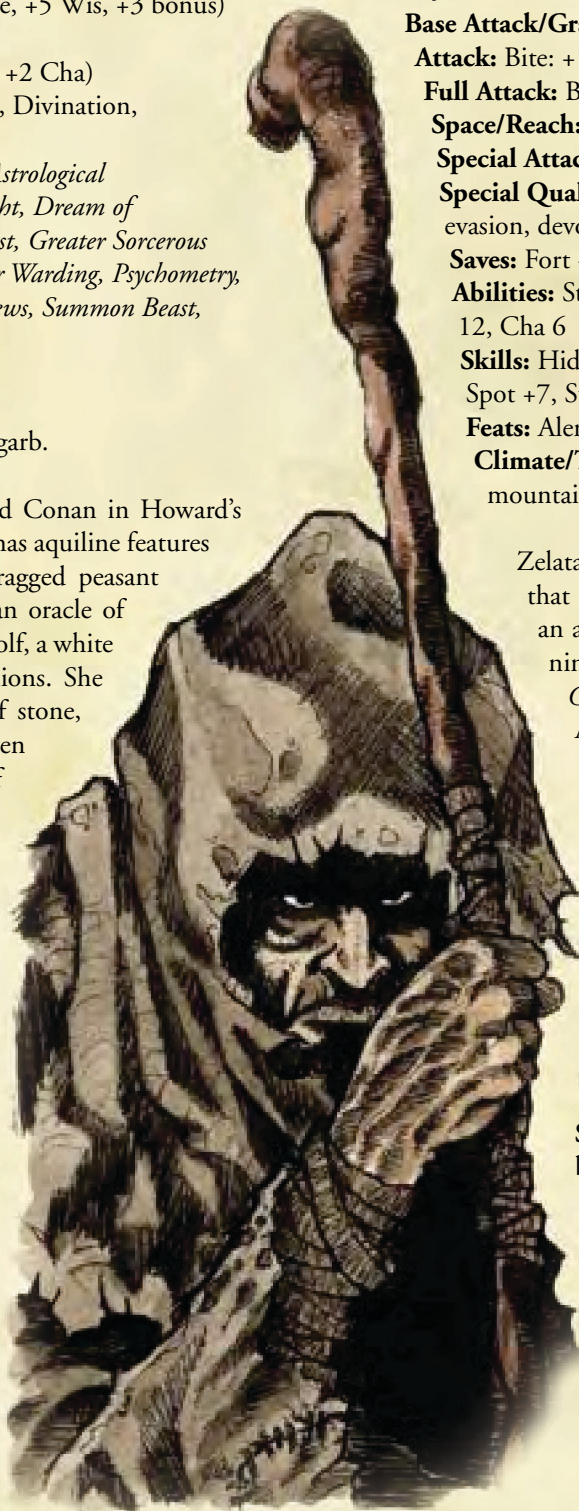
Feats: Alertness, Improved Initiative, Track

Climate/Terrain: Any forest, hill, plains and mountains

Zelata's wolf ally is a large, shaggy wolf that is more than capable of taking out an armed man. It knows the following nine tricks (see *Conan the Roleplaying Game* for definition of the tricks): Attack; Defend; Down; Fetch; Guard; Heel; Seek; Stay; Track.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves receive a +4 racial bonus to Survival checks when tracking by scent.



The Judgement Throne

Gamesmastering Aquilonia

AQUILONIA IS KNOWN as the proudest kingdom in the world. It is a great name for a nation, but how does one go about presenting such a place? Fortunately, Robert E. Howard set many tales in Aquilonia to give us guidance. Games Masters should read stories such as *The Phoenix on the Sword*, *The Scarlet Citadel* and *The Hour of the Dragon* to give Aquilonia a unique atmosphere. This section will give some additional advice on how to accomplish just that.

AQUILONIAN NATURE

Aquilonia has several traits that set it apart from other nations. Here are a few of the most relevant. The Games Master will then add his own elements to this mix to create his own unique Aquilonia for his campaign world.

Wealthy and Atmospheric: Aquilonia is described as being wealthy and magnificent. Characters refer to sun-drenched fields and gardens of perfumed flowers. The countryside is beautiful and rolling. The people are relatively well off compared to neighbouring kingdoms. Cities are spired and magnificent. Towns and villages are quaint and quiet. An atmosphere of the ancient broods darkly over the shining beauty, however. Everywhere, the weight of time seems to crush upon the people and edifices, shading everything with nearly oppressive tradition and long-standing habits.

Civilised and Proud: Gleaming Aquilonia is civilised and ordered. Serfs are, overall, well-treated and content with their lot. People expect to be treated appropriately. The people of Aquilonia are proud of their nation. They believe they have the greatest kingdom in all of the world and most will defend it against harsh words spoken by a foreigner. Aquilonians are also proud of their reputation as civilised and wealthy. Few will tolerate insolence from foreigners on these points.

Feudal and Segmented: Lands have ill-defined borders and many manors and fiefs have lands held in contention. Society is ordered into segments and the land-owners hold the executive powers but recognise they have duties toward the other segments of society. Characters will be classified

accordingly. Agendas, reputations and allegiances are all at play here, stretching the lives of those who live here and pushing against the envelope of the status quo.

AQUILONIAN REPUTATION

Reputation in *Conan the Roleplaying Game* can be a tremendous asset among the people of Aquilonia. *Conan the Roleplaying Game* introduces several natures applicable to Reputation. Herein can be found a few more natures to dictate how Reputation is used by characters. Each nature dictates how a character may use his Reputation score. A Reputation's nature determines which skill checks it may be used as bonus to. Remember, unless stated otherwise, people must recognise a character in order for his Reputation score to apply in a situation.

The Games Master may assign one of the following Reputation types to each character, as well as any presented in *Conan the Roleplaying Game* or its supplements. Players are allowed to select the nature of their own characters' Reputation, though the Games Master has the option to force them to change this nature if the player does not live up to it.

Chivalrous: The character is known to be honourable and chivalrous, true to his lieges and responsible with his obligations. His courageous without being arrogant and his word is his bond. He does not press an unfair advantage but will avenge slights to his honour. The character may apply his Reputation modifier to Bluff and Diplomacy checks when dealing with others.

Marriageable: The character is known as an excellent catch, a good choice for marriage. The character has large landholdings that will come with the marriage. His faults are easily overlooked and many people are willing to talk to him and help him, especially if they have unmarried children. The character meets members of the nobility on a regular basis as they try to woo the character. The character may



apply his Reputation modifier to Diplomacy, Gather Information and Knowledge (nobility) checks when dealing with others.

Mercenary: The character is someone who can be bought. He is ruthless and looks out for himself and those he befriends. While not a betrayer by any means, everyone knows he is interested in bettering his financial situation and will usually bend the way that provides him with the most obvious benefits. Also they know that if he is bought, he cannot be 'unbought.' The character may apply his Reputation modifier to Intimidate, Gather Information and Profession checks when dealing with others.

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.

AQUILONIAN CODES OF HONOUR

These codes of honour supplement those found in the *Conan the Roleplaying Game*. As with all codes of honour, they grant a +3 morale bonus on Will saving throws, rising to +6 if the Will saving throw is against Corruption. These codes also bestow a +2 bonus to Reputation.

CHIVALROUS CODE OF HONOUR

The Chivalrous Code of Honour is a stricter version of the civilised code of honour found in the *Conan the Roleplaying Game*. This code is almost exclusive to the knights of Poitain.

A character with a chivalrous code of honour will:

- ❖ Obey all precepts of the civilised code of honour.
- ❖ Respect alliances with other honourable civilised characters.
- ❖ Avenge any insult to his honour, even if this leads to his own death. The Poitainians are fond of the expression 'death before dishonour.'
- ❖ Find an honourable lord and swear allegiance to him. To count as an honourable lord, the person a character with this code of honour swears allegiance to must himself possess a code of honour. The chivalrous and civilised codes of honour are preferred by any code of honour will do. This allegiance, known as fealty, will always be the knight's first allegiance; allegiances are listed in order of importance. The lord to whom the knight swears to will be known as his Liege Lord.
- ❖ Avenge any insult to his Liege Lord's honour, even if this leads to his own death.
- ❖ Avenge the death of his Liege Lord without question.
- ❖ Obey the orders of his Liege Lord without question.
- ❖ Show unwavering courage and bravery in the face of battle, even if that battle involves overwhelming odds and will result in the knight's death. The knight sees his life as a temporary state but his honour is eternal.
- ❖ Aid any honourable lady in need.

- ❖ Always grant mercy (in return for ransom) to any character with the chivalrous or civilised code of honour unless ordered differently by his Liege Lord.

A character with a chivalrous code of honour will not:

- ❖ Break any of the precepts of the civilised code of honour.
- ❖ Attack an opponent at a disadvantage. If an opponent has no missile weapons, the knight will close and melee. If an opponent is on foot, the knight will dismount.
- ❖ Break his word under any circumstances.
- ❖ Betray or abandon his Liege Lord. Once a knight swears allegiance to a Liege Lord, only the death of the knight or his Liege Lord can break that bond.

MERCENARY CODE OF HONOUR

Although they wander far to make their way as 'sellswords', many mercenaries live by a code of honour. Ruthless but not without principles, these mercenaries are highly sought after and renowned for always fulfilling their contracts to the letter.

A character with a mercenary code of honour will:

- ❖ Demand half of all promised payment up front if payment is to be a lump sum.
- ❖ Demand two months' payment in advance if payment is to be monthly.
- ❖ Notify other mercenaries if a client does not pay.
- ❖ Require the client to spell out exactly what will satisfy the requirements of employment, preferably in writing.
- ❖ Fulfil all requirements of employment.
- ❖ Maintain confidentiality concerning who hired him and what he was asked to do.
- ❖ Work for competing employers after thirty days of the contract's expiry.

A character with a mercenary code of honour will not:

- ❖ Violate any explicitly stated requirements of employment.
- ❖ Violate the confidentiality of his employer including revealing what he was hired to do.
- ❖ Take assignments from his employer's competitors before thirty days have elapsed.

AQUILONIAN CAMPAIGNS AND ADVENTURES

Running an Aquilonian campaign can be a little daunting. Atmosphere, tone, pacing, everything that pervades the Hyborian Age is particularly vivid and, while easy to recognise, is not always so easy to capture. Sure, a thesaurus book-marked to show a selection of words similar to black and evil might help and a green-stone city or two may be called for, but there is more to Howard's Hyborian Age than word selection and ruined cities. A successful Games Master has to be able to capture the atmosphere of Aquilonia.

DOOMED HISTORY LACED WITH HEROIC STRIVING

One element most of the Aquilonian stories have is a sense of brooding history looming behind everything. In *The Phoenix on the Sword*, the ancient Epemitreus appears, providing this element of time-shrouded history. In *The Scarlet Citadel*, Pellias and Tsotha have a long-standing feud to provide this sense of background story. In *The Hour of the Dragon*, Xaltotun is a resurrected Acheronian. Despite its wealth and its glitter, one always gets a sense of doom riding over Aquilonia. Time is marching forward, pushing an entropic tide of catastrophe ready to drop onto the nation at any moment. However, heroes exist and they can stem this black tide if only for a short while. Always there is the sense that everything Aquilonian will one day be wiped away, destroyed and forgotten, yet the Aquilonians continue anyway with stalwart bravery and unmatched vitality. Always the Picts are rising in the west and the Nemedians threaten from the east. The 'age-undreamed-of' will come to an end but time can be stalled, and for this pause in the march time strive the heroes of the era. Capture this sense of lost time. Create portents of the end. The characters should hear rumours of Picts in the west and of armies gathering in the east. Whispered mysteries of Acheron can be overheard by the overly curious and tales of weird things in the forests are told by the fireside in warm inns shrouded in darkness.

An important aspect to an Aquilonian campaign should be the element of history and back story. Even if the players never find out the back story behind the various characters, places and things in your adventures, having some idea of the history behind these things can only help to bring them to vibrant life. Of course, you should never

create more than you need to, but having something to bring alive the more important characters and places can create a necessary sense of verisimilitude. A back story can set up believable motivations, responses, emotions and attitudes. Anything important in the story should have a reason for being there – and a history of how and why it is there. Avoid the mundane if possible. Draw back the veil of centuries and give your players a glimpse of the visions and wonders that few dare to even dream exist.

MAGIC IS FRIGHTENINGLY EPIC AND WORLD-BLASTING

Part of the atmosphere of an Aquilonian campaign is the magical element. Magic is not common or frivolous in Aquilonia. Magic is not a substitute for technology nor is it called upon to handle day-to-day trivialities and chores. Magic is, however, part of the world. There is dark magic in the foreboding forests, frightening superstitions in the huddled villages and shrouded mysticism in the austere temples. Everyone in Aquilonia *believes* in magic and superstitions and mysticism but few have actually witnessed the real thing. Magic in an Aquilonian campaign should be frightening. Spells have consequences. It is a violent art of blood and sacrifice learned from black pits and dark sources to the most degenerate of souls. The use of magic is not a healthy occupation. If a spell does not alter the world and attempt to shift the flow of time and power, it probably does not belong in an Aquilonian campaign. In the end, let the day be decided by men with swords.

Another important element to this campaign setting is the scary, weird and paranormal elements. All of Robert E. Howard's Conan stories have an imaginative touch of the supernatural in them, an aspect of lurid horror. Terror is a fantastic motivator for events and characters, inspiring explosive action, expressing certain moral truths, or increasing dramatic tension. For the Aquilonians, the dark settings of the bleak forests are rife with terror and the anticipation of grim spectral magic is a frightening mental agony, but real all the same.

CONSTANT AND BLOODY ACTION

Aquilonian campaigns work best when driven at a frenzied pace. Something should always be happening and something horrible should loom around every shadowed corner. If the game begins to slow, the Games Master should make something violent or horrible happen to

keep the Players on their toes and to keep the game paced quickly. Everything should have a sense of urgency to it. Action, constant and bloody, is the hallmark of *Conan the Roleplaying Game* campaigns.

Obscene shapes move stealthily in the darkness, sacrificial smokes blot the skies and the world resounds to the clash and clamour of cold steel against cold steel. Knights thunder across the terrain on immense, armoured horses and castles watch over contested terrain like glaring monsters hoarding precious treasures. Always have list of potential encounters in case the action should slow in a game.

AQUILONIA IS FULL OF SECRET ENEMIES

Although Conan is a strong despot, his rule is not without contention. The commoners are loyal to him, for he has lightened their taxes and protects them from the excesses of their lords. The frontier lands, especially the Westermarck, and Poitain are also devoted to Conan. It was they who supported Conan during the civil war. However, many of the older provinces of Aquilonia are not as pleased. He has reduced their tax revenues and curtailed their ways in regard to the treatment of the common people. Conan, to these barons, is a savage usurper who must be brought down. Campaigns of imperial intrigue as these barons fight not only amongst themselves for power, but also against King Conan would make for an impressive campaign or story backdrop. Many of these nobles know that Nemedica might commit troops to help support a royal coup and a restoration of the old dynasty.

The Aquilonian stories of Conan fairly bulge at the seams with secret enemies. The Rebel Four of *The Phoenix on the Sword*; Xaltotun, Orastes, Valerius, Amalric and Tarascus of *The Hour of the Dragon*; Tsotha-lanti of *The Scarlet Citadel* all begin their predations in secret conclaves and with dark agendas. Even *Conan the Liberator* has Thulandra Thuu as a secret enemy.

AQUILONIAN WEATHER

Sometimes weather can play an important role in an adventure. Weather seems to play a role in more of Howard's Aquilonian *Conan* tales than the others. Weather even played a role in L. Sprague de Camp and Lin Carter's *Conan the Liberator*. The Random Weather table details appropriate weather for Aquilonia. Terms on that table are defined as follows.

Calm: Wind speeds are light (0 to 10 mph).

Random Weather Table

d%	Weather	Temperate Aquilonian Climate ¹
01–70	Normal weather	Normal for season ²
71–80	Abnormal weather	Heat wave (01–50) or cold snap (51–100)
81–90	Inclement weather	Precipitation (normal for season)
91–99	Storm	Thunderstorm, snowstorm
100	Powerful storm	Windstorm, blizzard, hurricane, tornado

¹ Temperate includes forest, hills, marsh, mountains, plains, and warm aquatic.

² Winter is cold, summer is warm, spring and autumn are temperate. Marsh regions are slightly warmer in winter.

Cold: Between 0° and 40° Fahrenheit during the day, 10 to 20 degrees colder at night.

Cold Snap: Lowers temperature by –10° F.

Downpour: Treat as rain (see Precipitation, below), but conceals as fog. Can create floods (see above). A downpour lasts for 2d4 hours.

Heat Wave: Raises temperature by +10° F.

Hot: Between 85° and 110° Fahrenheit during the day, 10 to 20 degrees colder at night.

Moderate: Between 40° and 60° Fahrenheit during the day, 10 to 20 degrees colder at night.

Powerful Storm (Windstorm/Blizzard/Hurricane/Tornado): Wind speeds are over 50 mph (see Table: Wind Effects). In addition, blizzards are accompanied by heavy snow (1d3 feet), and hurricanes are accompanied by downpours (see above). Windstorms last for 1d6 hours. Blizzards last for 1d3 days. Hurricanes can last for up to a week, but their major impact on characters will come in a 24-to-48-hour period when the centre of the storm moves through their area. Tornadoes are very short-lived (1d6×10 minutes), typically forming as part of a thunderstorm system.

Precipitation: Roll d% to determine whether the precipitation is fog (01–30), rain/snow (31–90), or sleet/hail (91–00). Snow and sleet occur only when the temperature is 30° Fahrenheit or below. Most precipitation lasts for 2d4 hours. By contrast, hail lasts for only 1d20 minutes but usually accompanies 1d4 hours of rain.

Storm (Snowstorm/Thunderstorm): Wind speeds are severe (30 to 50 mph) and visibility is cut by three-quarters. Storms last for 2d4–1 hours. See Storms, below, for more details.

Warm: Between 60° and 85° Fahrenheit during the day, 10 to 20 degrees colder at night.

Windy: Wind speeds are moderate to strong (10 to 30 mph); see Table: Wind Effects on the following page.

Rain, Snow, Sleet, and Hail

Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as a dense fog.

Most precipitation is rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice.

Rain: Rain reduces visibility ranges by half, resulting in a –4 penalty on Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Listen checks as severe wind.

Snow: Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain, and it costs 2 squares of movement to enter a snow-covered square. A day of snowfall leaves 1d6 inches of snow on the ground.

Heavy Snow: Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does (see Fog, below). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d4×5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see Thunderstorm, below). Snow has the same effect on flames as moderate wind.

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Hail: Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (–4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of lethal damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

Wind Effects Table

Wind Force	Wind Speed	Ranged Attacks Normal/ Siege Weapons ¹	Creature Size ²	Wind Effect on Creatures	Fort Save DC
Light	0–10 mph	—/—	Any	None	—
Moderate	11–20 mph	—/—	Any	None	—
Strong	21–30 mph	–2/—	Tiny or smaller	Knocked down	10
			Small or larger	None	
			Tiny	Blown away	15
Severe	31–50 mph	–4/—	Small	Knocked down	
			Medium	Checked	
			Large or larger	None	
			Small or smaller	Blown away	18
			Medium	Knocked down	
Windstorm	51–74 mph	Impossible/–4	Large or Huge	Checked	
			Gargantuan or Colossal	None	
			Medium or smaller	Blown away	20
			Large	Knocked down	
Hurricane	75–174 mph	Impossible/–8	Huge	Checked	
			Gargantuan or Colossal	None	
			Large or smaller	Blown away	30
			Huge	Knocked down	
Tornado	175–300 mph	Impossible/impossible	Gargantuan or Colossal	Checked	

¹ The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.

² Flying or airborne creatures are treated as one size category smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6×5 feet.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10 feet.

Blown Away: Creatures on the ground are knocked prone and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet.

Flying creatures are blown back 2d6×10 feet and take 2d6 points of nonlethal damage due to battering and buffeting.

Storms

The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a –8 penalty on Spot, Search, and Listen checks. Storms make ranged weapon attacks impossible, except for those using siege weapons, which have a –4 penalty on attack rolls. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See the Wind Effects table for possible consequences to creatures caught outside without shelter during such a storm. Storms in Aquilonia are divided into the following two types.

Snowstorm: In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

Thunderstorm: In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper

shelter (especially those in metal armour). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electricity damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (see below).

Powerful Storms: Very high winds and torrential precipitation reduce visibility to zero, making Spot, Search, and Listen checks and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Creatures caught in the area must make a DC 20 Fortitude save or face the effects based on the size of the creature (see Table: Wind Effects). Powerful storms are divided into the following four types.

Windstorm: While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind.

Blizzard: The combination of high winds, heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.

Hurricane: In addition to very high winds and heavy rain, hurricanes are accompanied by floods. Most adventuring activity is impossible under such conditions.

Tornado: One in ten thunderstorms is accompanied by a tornado.

Fog

Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

Winds

The wind can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapours away. If powerful enough, it can even knock characters down (see the Wind Effects table), interfere with ranged attacks, or impose penalties on some skill checks.

Light Wind: A gentle breeze, having little or no game effect.

Moderate Wind: A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

Strong Wind: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty on ranged attack rolls and on Listen checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a -4 penalty.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a -4 penalty on attack rolls. Listen checks are at a -8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty on attack rolls). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

Tornado: All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Listen checks. Instead of being blown away (see Table: Wind Effects), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

RUNNING AN ADVENTURE IN AQUILONIA

Running an adventure in Aquilonia is ultimately the point of this entire book. Here are some additional tips.

Define The Goal For The Players As Clearly As Possible

This is essential to a good session. Just providing a hook is not enough. If the players are not sure what they are supposed to do or where they are going, they are going to become frustrated and/or bored. The Games Master should establish the major goal at the beginning of the scenario and provide equally clear minor goals for each section of the adventure. The Player Characters may know they are supposed to stop Thoth-Amon's plot to resurrect an ancient Giant-King mummy, but if they don't know how to start looking for him, the Games Master has not clearly defined the first scene's goal.

Make the Goal Important to the Player Characters

If the consequences of failure do not seem serious to the Player Characters, the Game Master needs to rethink the goal. Make success important. This is not to say failure should bring about the End of the World but the consequences should impact the lives of the characters, whether the fallout is completely on a personal level, a societal level, a national level or even a continental level. The Games Master needs to engage the players' emotions to the highest degree possible to motivate the characters to reach the goal. The goal can impact the Player Characters directly, such as stopping a threat to their very lives, or it can have an indirect effect, such as helping out their liege lord or else they must accept a new liege lord who may be more demanding than the old one.

Give Each Player Character the Potential Key to Victory

If one Player Character is a sharp problem solver who thinks his way to success, a scholar perhaps, and another plays a barbaric warrior forged out of steel and hewn out of granite like Conan, give both of them ways to be useful. The Player Characters should be able to succeed even when a particular Player Character is missing, unconscious or dead. If the Player Characters cannot win without that one character, the adventure is poorly designed. A good adventure design is flexible enough to allow any given character to be the 'star' with the others working as support characters, ready to take the lead should the 'star' fall. In plotting your adventure, think about all the players and their Player Characters. The Games Master should ask himself what each character can do in each part of the adventure. Each player should feel his involvement is as crucial as the next player's involvement.

Link The Goal To Distinctive Features Of Aquilonia

The Games Master needs to establish the players' sense of location. Why run a generic adventure that could happen anywhere? That misses an incredible opportunity for richness and textural wealth. Make the adventure tie into the setting – in this case, Aquilonia. Make sure the background is Aquilonian and key parts of the adventure require aspects of Aquilonian culture to work. In an Aquilonian adventure, the environment of Aquilonia must be treated as important. It should determine the course of the plot and the actions of the Non-Player Characters. The Aquilonian setting should be used to colour the tone and atmosphere of the story. Do not just give the Players a map with numbered rooms; Aquilonia is a place where people live and work, with unique features that set a mood particular to Aquilonia. If Tarantia seems no different than Shadizar, then the Games Master is not doing his job.

RUNNING AN ONGOING AQUILONIAN CAMPAIGN

A campaign is more than a series of adventures. A campaign should have subplots, recurring characters and character development over the course of the adventures.

Subplots

The purpose of having a subplot is two-fold. One, a subplot is used to enhance a character, theme or plot. Two, the subplot is used to move the course of the primary plot in a direction it could not dramatically go in and of itself by suggesting or foreshadowing future plots, adventures,

characters or themes. Throw in enigmatic events to intrigue the players and link the current adventure to a potential future adventure. Use a character's background story to hook them into your current adventure. Suppose a young nobleman wants another horse and a better set of armour but cannot afford either. If the current adventure offers a chance for this nobleman to capture and ransom a knight, he may get one or both items, thus giving him a reason to go an adventure he might otherwise not bother to go on. The Games Master can also throw in things, say a book, into the game that the characters find. The Games Master may not know what exactly the book is or who wants it or what is going on with it but the Player Characters may make surmises which can then later turn into another adventure, linking one adventure to another.

Recurring Characters

Having and using recurring Non Player Characters in a game can also lend a link to the adventures, making them all seem part of a larger whole, which is the aim for a long-running campaign. This gives the characters resources and makes the area they are gaming in have some verisimilitude. Imagine if the Robert E. Howard short stories *The Phoenix on the Sword*, *The Scarlet Citadel* and *The Hour of the Dragon* did not use some of the same supporting characters such as *Trocero*, *Prospero*, *Pallentides* and so on. How much less rich would Hyboria be? Recurring characters can create the sense that this is a living, breathing campaign world, not just a series of one-shot adventures. Having recurring characters can also lend a sense of attachment to the games and, if these recurring characters are threatened or killed, lend a sense of urgency or loss.

Character Development

The fascination of a long term campaign comes in watching relationships appear and mature, people come and go, stories begin and end, and characters grow and change. From *The Tower of the Elephant* to *The Hour of the Dragon*, Conan the Cimmerian changes and matures and so should the Player Characters in a well-played campaign. Do not let the game be static. There should be no sacred cows, so to speak. If it enhances the campaign to kill off Conan, then do it! If the characters screw up a campaign and Aquilonia is conquered by Ophir, then let it happen. Let the setting develop along with the characters.

SUBJECT KINGDOMS

King Conan has had opportunity, due to events in the stories, to conquer other lands. In a letter, Robert E. Howard suggests that Conan ultimately was forced to fight wars of aggression and possibly conquered a world-

wide empire (or died trying). Conan did manage to conquer Ophir and Koth in the short stories and novels. Much intrigue in Conan's courts will feature the fates of Ophir and Koth. Nobles will scramble for control of the manors and many landless knights will come forward bravely hoping for a Ophirean or Kothic fief as a reward for service.

Ophir, The Kingdom of Gold

Ophir, a vassal to mighty Aquilonia, is a Hyborian kingdom that lays 'like a tapering wedge between the border of Aquilonia and the vast southern kingdom of Koth.' With a population of approximately 4,320,000 persons, it is one of the smaller Hyborian realms. The current king of Ophir, Baron Ludovic, is an Aquilonian vassal-king, subject to King Conan, who may be more properly termed as Emperor Conan.

King Conan, in making Ophir into a subject kingdom, has much work to do still. Installing King Ludovic as his vassal-king was easy. Making the aristocracy of Ophir swear fealty and allegiance to that king is another matter entirely. King Conan has sent Aquilonian troops to secure the mines, which are now owned by him, and may have to send troops to secure the loyalty and allegiance of the Ophirean nobility.

If Player Characters serve King Conan, the Games Master may want to reward them with a troublesome fief. They may have to eject the current lord of the manor, which may involve laying siege to a manor-house or even a castle.

More information about Ophir can be found in *The Road of Kings*.

Koth

Koth is one of the oldest Hyborian kingdoms, a vast meadowland north of Shem, founded alongside Corinthia and Ophir. It is a vast land populated by 8,850,000 people in over 11,000 small villages, 107 towns and a score of cities. 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.

For most of Conan's career, the tyrant king of Koth was Strabonus, a man who was as 'penurious of his knights as of his coins'. He crushed his people with heavy taxes and ponderous levies. However, three years ago, Conan



crushed in his skull at the battle of Shamar, as detailed in *The Scarlet Citadel*. During Conan's life, Koth was constantly in various states of rebellion, with princes and barons fighting for the throne against the tyrant. After the tyrant was slain, the rebellions and civil wars grew even more intense, but Balardus became the king of Koth, swearing allegiance to Conan as a vassal king. Khorshemish remains the capital of Koth.

If Player Characters serve King Conan, the Games Master may want to reward them with a troublesome Kothic fief. They may have to eject the current lord of the manor, which may involve laying siege to a manor-house or even a castle. Aquilonia is attempting to make the land more feudal than it currently is in order to better control it. Most of the fiefs have contested borders and many of the Kothic barons refuse to give fealty to Conan or his lackey, Balardus. Also, the religious scene is eclectic and jumbled, a mixture of Shemite and Hyborian religions. Mitran zealots may want to oust the Shemite elements in Koth.

More information about Koth can be found in *The Road of Kings*.

Danger & Destiny

Adventures in Aquilonia

ANY CAMPAIGN BEGINS well with an 'origin' adventure, a scenario that establishes the premise of the overall campaign, introduces its recurring characters and the Player Characters to one another and explains why everyone is banding together. Origin adventures can have unusual power, evoking a sense that these characters' lives are changing forever... that nothing will ever be the same again. Some sample starting adventures are listed below:

- ❖ The Player Characters receive land as a reward for services rendered. This is advantageous for the Non-Player Character lord, who wishes to anchor powerful Player Characters into social obligations, giving the bequeathing lords significant control over the Player Characters.
- ❖ The Player Characters are given a manor house as a fief but are told they need to evict the existing tenants.
- ❖ Start the campaign off in the middle of a fight. The Player Characters have a manor house entrusted to them but someone is invading and the fight is on!
- ❖ Player Characters are given manors but pre-existing claims and agreements need to be examined, altered or continued. Many resist the will of their new lords, so diplomacy or force is required.
- ❖ Player Characters are given manors but the borders are in dispute and a major village has three lords claiming demesne over it. The Player Characters must battle the other lords or settle for only a portion of the village.
- ❖ The Player Characters are given a demesne but there is nothing on it so the Player Characters need to attract peasants to their land. However taking another lord's peasants will not result in friends.

ADVENTURE IDEAS

- ❖ If one of the Player Characters is a noble or has the noble blood feat, his father has been captured in war and his ransom must be raised. The noble Player Character's mother demands her youngest to go into old ruins and come back with the rumoured treasure or he can forget about his inheritance.
- ❖ If one of the Player Characters is a noble or has the noble blood feat, his father has been secretly paying extortion to a thieves' guild in Tarantia (or any other city) to keep his shady past a secret. He's tired of paying and sends his son and his son's companions to Tarantia 'clear up' the matter.
- ❖ As the tradesmen and merchants become wealthier, they resent having to give their profits to their lords. A particular merchant guild has decided it wants its city to become a free borough, free from feudal obligations. The feudal lord refuses to grant the charter and summons up all of his military might to lay siege to his own city.
- ❖ King Conan, in making Ophir into a subject kingdom, has much work to do still. Installing King Ludovic as his vassal-king was easy. Making the aristocracy of Ophir swear fealty and allegiance to that king is another matter entirely. King Conan may put the Player Characters in charge of a small army to travel around Ophir and either get the allegiance of the aristocracy, or kill them.
- ❖ The Player Characters are escorting an aristocratic bride to her groom through the hostile manors owned by her ex-betrothed.
- ❖ The Player Characters are involved in a war or a raid because a bride married a nobleman, but she had been previously betrothed to another. The family who lost the dowry wants the marriage annulled, but the other families involved do not. Instead of waiting another five months for a royal judge, the slighted family engages the others in war, intending to make off with the bride and pursue ownership of the dowry.
- ❖ A bride comes to live with her groom and all is well until her previous husband arrives with a mercenary army to take back his wife. The Player Characters are charged to defend the bride from her husband by the illegal, second husband.

- ❖ A man's mother-in-law is a witch (a sorceress with a patron demon) and makes life continually rough for the man. He engages the Player Characters to capture, kill or disable the witch so he can live his life with his beautiful wife (possibly a non-practising sorceress) in peace.
- ❖ A knight, a lord with a castle, ignores his obligations and his serfs and peasants are slaughtered while he and his family remain safe behind the closed doors of his castle, despite entreaties for entry. His liege lord is furious and wants the lord hung for not maintaining the fief. The knight flees and the Player Characters must hunt him down, smuggle him out of the country or simply encounter him tangentially.
- ❖ A bride and groom, victims of an arranged marriage, are completely incompatible with each other and threaten to tear apart the fief and the county.
- ❖ A bride, promised in marriage to a baron, is promiscuous and has relations with one or more of the Player Characters and the baron is angry about the whole affair.
- ❖ A woman was betrothed to a member of the lesser nobility as a child. Now that it is time for the marriage, her kinsmen hate her groom. She and her father, who is hungry for the dowry, wants the marriage to continue.
- ❖ A nobleman has fallen in love with a common girl. His brother and sister refuse to see this marriage or affair continue and pursue the girl across manor after manor in an attempt to kill her. She entreats the Player Characters to defend her, yet not endanger her intended marriage to her noble lover.
- ❖ A young nobleman is the child of a person hated by the kinsmen of the young girl he has been betrothed to. The families agreed to the marriage a few years ago, but a feud has sprung up since then.
- ❖ A Gunderman, the sworn foe of all things Cimmerian, has fallen in love with a young Cimmerian girl. Further, because he is a minor noble, his family would not accept the girl even if she were Aquilonian because she has no dowry or any feudal lands or wealth whatsoever. The family may want the girl killed. The man, despondent, may undertake a suicide mission. The man may kidnap the girl from her clan and head for Shadizar for their wedding and the Player Characters are hired to track him down and bring him back (without the girl). Meanwhile, Cimmerian clansmen are also on the trail, intending to kill the Gunderman who stole their kinswoman and bring the girl back to Cimmeria. This plot would also work with Picts or Nemedians replacing the Cimmerians.
- ❖ A Poitainian is in love with a girl of his social station, but he slew her father on the battlefield a few years ago. She does not know her beloved is the hated slayer of her father. Someone is threatening to tell her and the Player Characters get involved.
- ❖ An Aquilonian is returning from a tryst with his beloved and encounters a man in the darkness. Thinking him a bandit (or maybe he is a bandit), the Aquilonian slays the man, who turns out to be his beloved's father or brother.
- ❖ A lord's mistress has slain the spouse of the lord. This has aggrieved the spouse's family and the mistress is on the run. Player Characters can be employed to find her, or she may entreat the Player Characters to protect her.
- ❖ A lord's mistress has slain the spouse of the lord, and the lord has sworn a vow of vengeance. The mistress is on the run. Player Characters can be employed to find her, or she may entreat the Player Characters to protect her.
- ❖ An Aquilonian peasant is systematically killing all the prior loves of his newly betrothed woman. The Player Characters are engaged to find the serial killer, or one of them is attacked by the man because he believes one of them was a previous lover of his darling girl. This could be an extensive crime spree if the girl in question used to be a prostitute.
- ❖ A noble knight is in love with a darling lady of the court, but her father is the man who slew his father.
- ❖ A character is dying. He has always wondered where the Asurans sent their dead and wants to accompany one of their boats on their final journey. He is not a worshipper of Asura. He wants the Player Characters to intercede for him and get them to agree to send him on a final journey so that he may finally have the answer to his question... and so that he will have a place to die.
- ❖ There are no Bossonian aristocrats. In order to dominate the Bossonians and incorporate them into Aquilonia, all the land is owned by other types of Aquilonians. One of these Aquilonian overlords has decided to oppress the Bossonian peasantry to the benefit of his own race. A Bossonian yeoman with noble blood is organising a revolt.
- ❖ A noble lord has forbidden the worship of Mitra in his manors. The lord may be an Asuran or simply a rare atheist or someone with a grudge against the clergy. The local temple implores the Player Characters for assistance in the performance of a holy ritual that they believe must be performed on a certain night every year.
- ❖ The Player Characters encounter a fugitive, a knight who was run out of his manor by the labourers, who implores them to help him regain his ancestral home. Alternatively the knight could have lost his manor in a duel or as a ransom and wants the Player Characters to help him get it back violently (and illegally).
- ❖ A Nemedian noblewoman, cast out by her own people for her disgraces, lives as a prostitute

in Aquilonia. She wants out of her situation and begs the Player Characters to help her put a plan in action (probably a marriage) that will lift her from the ranks of the commoners into the ranks of the Aquilonian aristocracy.

- ❖ The Mitrans priests have captured a relic holy to the Asurans but refuse to ransom it. The Asurans engage the Player Characters to get it back.
- ❖ A rival lord has slain another lord's son and refuses to surrender the corpse.
- ❖ A condemned witch is rescued at the last second before she is burned alive. The Player Characters become involved in the hunt for her and her rescuer. Alternatively, the Player Characters could be the rescuers and become hunted by the forces of a feudal lord for their kindness.
- ❖ A liege lord has been replaced on the throne of his manor by his children. Thrown into a dank donjon to await a public execution, his relatives (or the now down-trodden peasants and serfs) engage the Player Characters to rescue the lord and place him back on the throne.
- ❖ A lord has granted the town of another lord a charter of freedom, angering the lord who just lost the town. The lord lays siege to his own town, threatening to burn it to the ground if they do not denounce the illegal charter. Player Characters could be involved on either side of this dispute.
- ❖ A sorcerer appears. He is a native Aquilonian but disappeared years ago when the town aldermen executed his father and/or mother. He has studied abroad and has returned to enact vengeance upon the town for the deaths of his parents.
- ❖ A guildmaster, in a fit of rage, killed a young child. The father attempted to avenge his child's death but failed. Run out of town, he became a mercenary soldier in foreign lands. He has now returned but none recognise him. He systematically begins destroying the entire guild, either financially or by killing its members. His goal is to kill the guildmaster, but only after the guildmaster is terrified out of mind and remembers his crime.
- ❖ A craftsman has created a sword unequalled in Aquilonia, even superior in quality to an Akbitanian blade. The lord who commissioned the blade kills the craftsman in front of his son. His son returns years later after learning swordplay in Zingara to exact revenge upon the lord who killed his father.
- ❖ A journeyman has created his masterpiece but it was stolen. Without it, he cannot become a master craftsman. In attempting to regain it, he learns it was destroyed. Outraged, he kills the man who stole and destroyed his work. The man was a noble, so the journeyman flees. The Player Characters become engaged in the search for the craftsman

or are begged to aid the journeyman when he encounters them.

- ❖ A noblewoman is betrothed to a man beneath her station because of poor arrangement by her parents due to the lack of available noblemen because of Aquilonia's wars. She wants out of the marriage and wants to marry someone of her own social rank, even if it means a foreigner such as a Nemedian. She hires the Player Characters to find a suitable noble for her in a foreign land, offering them a small parcel of her dowry in exchange. The man she is engaged to hears of the plot and hires assassins to kill the Player Characters before they can accomplish their matrimonial goal.
- ❖ A commoner seduces a noblewoman and it becomes a very public scandal; her parents seek vengeance for the dishonour (and subsequent unmarriageability) of their child.
- ❖ A noble knight falls in battle to an honourable foe. The fallen knight's wife, however, has made a vow of vengeance and is raising an army to destroy the murderer of her husband and all of his demesnes. She is calling on all of her husband's vassals, finding those who will swear allegiance to her to retain their fiefs and taking away the fiefs of those who will not pledge fealty to her. She may use the Player Characters to remove disloyal lords from their lands or the Player Characters may have to choose to pledge allegiance to her if the lord who died was their liege lord.
- ❖ A noble lady goes mad and begins to act in a manner unbecoming one of her station. Most ignore her antics and her new mode of dress, but one noble forgets himself and laughs, causing a massive war as the nobleman attempts to avenge his dishonoured wife.
- ❖ Angry at a perceived slight, a commoner with uncommon archery skills begins to kill knights from range, shooting arrows with finesse into them and their horses.
- ❖ The commoner mentioned above also has uncommon charisma and begins to gather a small army of archers with grudges against the knighthood.
- ❖ As a variance, the uncommon commoner may attack the clergy instead of (or in addition to) knights.
- ❖ A disloyal servant poisons the lord and the cook is blamed. The cook has motive and opportunity but is innocent. The Player Characters know the cook and owe him a favour and must either rescue him or prove him innocent by finding the true poisoner.
- ❖ The cook in the above scenario is actually a nobleman in disguise.
- ❖ A beautiful girl is disfigured by an ungracious or angry man, beginning a war of vengeance.
- ❖ The beautiful girl in the above scenario has no defenders due to her station so she takes to crime to raise the money to hire bounty hunters to enact her revenge.
- ❖ A lord leaves to serve his military obligation with his liege lord, leaving his steward in charge of his

manors. The steward is corrupted by a demon and the manors are despoiled and ruined by mismanagement, human sacrifice and oppression. The lord returns to a desolated fief and seeks revenge.

- ❖ Vendhyan assassins are hired to murder a liege lord. The assassins fail and the liege lord must find the lord who hired the assassins and enact revenge for the attempted murder.
- ❖ A liege lord accuses one of his vassals of a crime. He is so sure of the vassals complicity he hires a Sabatean torturer to wring out a confession. The 'confession' implicates the Player Characters as well. The vassal did this because he feels sure the Player Characters will kill or dishonour the liege lord, thus the vassal will have a posthumous revenge.
- ❖ A liege lord believes one of his vassals, a former thief, has stolen one of his precious heirlooms and is staging a siege of this vassal's primary manor. However, someone else (possibly the Player Characters) stole the item, not the vassal.
- ❖ A masked bandit robs a nobleman and he snaps emotionally and begins systematically killing all commoners who match the vague description of the bandit in an attempt to make sure the vagrant suffers for his audacity.
- ❖ A lord has had enough of free peasants. He believes they are criminal and wants only serfs as tenants. He begins to oppress, capture or kill all freeman not of noble birth on his lands.
- ❖ A local lord is tired of the predations of a band of criminals and he hires the Player Characters to bring these bandits to the gallows. He hangs anyone the Player Characters bring to him without trial or questioning, regardless of the social status of the supposed criminal.
- ❖ A local lord, returning from a foreign campaign, has brought back equally foreign notions. He decides to enslave his serfs.
- ❖ A local lord, deep in debt, is facing dishonour and ruin. He sells his daughters to Shemite slavers to raise the money. The lords to whom these daughters are betrothed are outraged. They may believe the girls have been kidnapped and may not realise the lord himself sold them.
- ❖ A lord's slave is actually a sorcerer of some power in a destitute state. The sorcerer regains the source of his power and enacts revenge on his former master, sending a demon to kill the master while the master is with the Player Characters.
- ❖ A lord's slave is actually a demon bound to flesh. The demon is slowly corrupting the lord and his family.
- ❖ A nobleman is slain, and the son or daughter believes the mother is responsible. The child hunts the mother down and kills her.
- ❖ A noble child is killed and the parents slay the sibling in vengeance.

- ❖ A noblewoman believes her husband drove her mother to suicide, so she plots to kill and dishonour her husband.
- ❖ A nobleman wages war on one of his rebellious children. The rebellious child dies in the war. The spouse of that child swears vengeance against the father-in-law nobleman.
- ❖ A nobleman has been living a double life, living as a brigand in the evenings to supplement the income of his failing manor, but he has been found out and is now a fugitive.
- ❖ A nobleman and his pregnant wife are forced by politics to flee to the Black Kingdoms. Their ship mutinies and the noble family are set ashore by the mutineers. The family, except the newborn child, is killed by wild animals and the child is raised in the wilderness by animals or local tribesmen. That child, now grown, has returned to Aquilonia to claim his birthright.
- ❖ A noblewoman has rebelled against her liege lord and failed. She is now a fugitive for breaking her allegiance. She seeks out the Player Characters looking for aid or vengeance.
- ❖ A woman (noble, labourer or clergy) has been wrongly accused of witchcraft and is a fugitive from a torch-bearing mob. The real witch has engineered this situation.
- ❖ A man has kidnapped a woman he loves because she is forbidden to marry him. They attempt to flee to the Westermarck, but they are waylaid by Picts and the woman is killed. The man is still a fugitive from justice. The Player Characters become involved in his adventures or are hunting him down.
- ❖ A darksome demon has arisen and is dominating an abandoned manor and its tenants.
- ❖ Aquilonia is invaded by Picts. See 'Defending the West' in *Across the Thunder River* for a possible scenario for this.
- ❖ Aquilonia is invaded by Nemedians, Zingarans, Argosseans or Cimmerians. Player Characters are involved in repelling the invaders.
- ❖ Gundermen, against King Conan's express command, builds another fort on Cimmerian soil.
- ❖ A manor is defeated by a traitor's army. The rightful heirs build another army to regain the manor. The Player Character's aid the rightful heirs or the traitor.
- ❖ Massive tornadoes devastate the countryside. Player Characters try to rescue as many people as possible. Possibly the tornadoes are natural, possibly they are caused by a sorcerer or demon.
- ❖ Massive tornadoes devastate the countryside. King Conan and the royal family are missing when Tarantia is destroyed. Player Characters attempt a rescue.

CONAN[®]

AQUILONIA - FLOWER OF THE WEST

KING CONAN SAT ON THE JUDGEMENT THRONE IN THE HALL OF JUSTICE IN HIS PALACE AT TARANTIA, THE ROYAL CAPITAL OF AQUILONIA. BEYOND WINDOWS OF STAINED GLASS, BLUE SKIES CURVED OVER GREEN GARDENS BRIGHT AND FRAGRANT WITH BLOSSOMS. AND BEYOND THE GARDENS, SQUARE TOWERS OF WHITE STONE THRUST INTO THE SKY, AND DOMES OF GREEN COPPER, AND THE SHAPES OF HOUSES, TEMPLES AND PALACES ROOFED WITH RED TILES. FOR THIS WAS THE MOST PRINCELY OF COUNTRIES IN THE ANCIENT DAYS OF THE HYBORIAN AGE.

Aquilonia is the wealthiest and most powerful of the Hyborian kingdoms, peopled with a proud population better off than most in the distant epoch of the Hyborian Age. Its barons and counts maintain ancient feuds from generation to generation and the frontiers fight Picts, Gimmerians, Nemodians, Ophirians and each other.

In time, Aquilonia will come to play an even more prominent role in history, as the kingdom comes under the rule of King Conan. Throughout the tales of the Phoenix on the Sword, The Hour of the Dragon and The Scarlet Citadel Conan struggles against entirely different evils to any which he has faced before as the king of Aquilonia. Still more tales, such as *Beyond the Black River* and *Wolves Beyond the Border*, feature this fascinating kingdom's struggles with the Picts under the rule of its barbarian king.

Unlike many of the other nations of the Hyborian Age, Aquilonia is populated by a plethora of different racial types. From Gundermen to Poitainians, Bosonians to Taurans and many others besides, each distinctly different, and yet all of them Aquilonians. What characteristics do these races have in common? What characteristics do these races have in difference? How are these heterogeneous populations controlled by a single Aquilonian king?

This volume attempts to answer those questions and more.

In an age and country rife with intrigue, murder and horror, Aquilonia could easily be the setting for untold campaigns. From the palatial splendour of the capital, Tarantia, to the rural tranquillity of the Tauran and the brooding nobles of Poitain, this Campaign Sourcebook for Conan the Roleplaying Game details Hyboria's greatest kingdom, Aquilonia, the Flower of the West, destined to be ruled over by the mighty Conan himself and fated to wilt in the hands of the Picts!

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