



I HAVE JOURNEYED THROUGH ZAMORA, VENDHYA, STYGIA AND THE HAUNTED JUNGLES OF KHITAI. I HAVE READ THE IRON BOUND BOOKS OF SKELDS, AND CONVERSED WITH UNSEEN CREATURES AND FACELESS SHAPES IN THE DEEPEST AND DARKEST PLACES OF THE WORLD.

I GAINED GLIMPSES OF FORBIDDEN KNOWLEDGE IN THE DEMON-HAUNTED CRYPTS BENEATH THE BLACK TEMPLES OF SET AND HAVE LEARNED THE VERY SECRETS OF LIFE AND HER SISTER, DEATH. FROM DESICCATED CORPSES AND MOULDERING MANUSCRIPTS HAVE I GAINED POWER UNIMAGINED.

THEN, THESE PAST YEARS HENCE, I HAVE SOUGHT YOU OUT AND, THOUGH SECRETED AS YOU ARE, I STAND BEFORE YOU TO DELIVER IT.

Including a full-colour, poster-size map of the world of Hyboria, this Games Master's Screen is packed with information and tables from Conan the Roleplaying Game, all collated into one easy-to-use screen, helping you to preside over your own Conan adventures quickly and efficiently.













		S	peed ——	
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)*				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Walk	1.5 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	_	_	_	_
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	_	_	_	_
Run	_	_	_	_
* Tactical movement is of	ten measured	in squares o	n the battle §	grid (1
square = 5 feet) rather tha	n feet.			

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Camel, Pack	3 ½ miles	35 miles
Camel, Pack (401-1200 lb.) <sup>1</sup>	3 ½ miles	35 miles
Camel, Racing	5 miles	50 miles
Camel, Racing (201-600 lb.) 1	3 ½ miles	35 miles
Camel, Riding	5 miles	50 miles
Camel, Riding (301-900 lb.) 1	3 ½ miles	35 miles
Light horse or light warhorse	6 miles	48 miles
Light horse (151–450 lb.) <sup>1</sup>	4 miles	32 miles
Light warhorse (231–690 lb.) <sup>1</sup>	4 miles	32 miles
Heavy horse or heavy warhorse	5 miles	40 miles
Heavy horse (201-600 lb.)1	3-1/2 miles	28 miles
Heavy warhorse (301-900 lb.)1	3-1/2 miles	28 miles
Cart or wagon	2 miles	16 miles
Ship		
Carack (rowed)	2 miles	20 miles
Carack (sailed)	3 miles	72 miles
Galley, Corsair (rowed)	4 miles	40 miles
Galley, Corsair (sailed)	2 miles	48 miles
Galley, Stygian (rowed)	3 miles	30 miles
Galley, Stygian (sailed)	3 miles	72 miles
Galley, Trading (rowed)	2 ½ miles	25 miles
Galley, Trading (sailed)	2 ½ miles	60 miles
Gondola, Stygian (sailed)	1 ½ miles	36 miles
Rowboat (rowed)	1 ½ miles	15 miles
<sup>1</sup> Quadrupeds, such as horses and can characters can. See Carrying Capacit		

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Carrying Capacity

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

### Carrying Loads

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

### **Terrain And Overland Movement**

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

# **Hampered Movement**

	1	
	Condition	Additional Movement Cos
	Difficult terrain	x2
J	Obstacle (may require a skill check)	x2
N IS	Poor visibility	x2
g	Impassable	_

#### s In Comba

Open or close a door

Move a heavy object

Pick up an item

Sheathe a weapon

Stand up from prone

Retrieve a stored item

**Full-Round Action** 

Deliver coup de grace

Escape from a net

**Defence Modifiers** Defender is . . .

Kneeling or sitting

Helpless (such as paralysed, sleeping, or

Full attack

Charge<sup>5</sup>

Ready or loose a shield<sup>4</sup>

Mount a horse or dismour

ctions In Combat			
Standard Action	Attack of Opportunity <sup>1</sup>	Full-Round Action	Attack of Opportunity <sup>1</sup>
Attack (melee)	No	Light a torch with flint and tinder	Yes
Attack (ranged)	Yes	Load a crossbow	Yes
Attack (unarmed)	Yes	Prepare to throw splash weapon	Yes
Aid another	Maybe <sup>2</sup>	Run	Yes
Bull rush	Yes	Use skill that takes 1 round	Usually
Cast a spell (1 standard action casting time)	Yes	Use touch spell on up to six friends	Yes
Concentrate to maintain an active spell	No	Withdraw <sup>5</sup>	Maybe
Dismiss a spell	No	Free Action	Attack of Opportunity <sup>1</sup>
Draw a hidden weapon	No	Cease concentration on a spell	No
(see Sleight of Hand skill)		Drop an item	No
Escape a grapple	No	Drop to the floor	No
Feint	No	Prepare spell components to cast a spell <sup>6</sup>	No
Light a torch from a burning taper	Yes	Speak	No
Make a dying friend stable (see Heal skill)	Yes	No Action	Attack of Opportunity <sup>1</sup>
Overrun	No	Delay	No
Ready (triggers a standard action)	No	5-foot step	Maybe <sup>7</sup>
Sunder a weapon (attack)	Yes	Action Type Varies	Attack of Opportunity <sup>1</sup>
Sunder an object (attack)	Maybe <sup>3</sup>	Disarm <sup>8</sup>	Yes
Total defence	No	Grapple <sup>8</sup>	Yes
Use extraordinary ability	No	Trip an opponent8	Yes
Use skill that takes 1 action	Usually	Use feat <sup>9</sup>	Varies
Use supernatural ability	No		1 1
Move Action	Attack of Opportunity <sup>1</sup>	<sup>1</sup> Regardless of the action, if you move out of a provoke an attack of opportunity. This colum	
Move	Yes	itself, not moving, provokes an attack of oppo	
Control a frightened mount	Yes	<sup>2</sup> If you aid someone performing an action th	
Direct or redirect an active spell	No	attack of opportunity, then the act of aiding	* *
Draw a weapon <sup>4</sup>	No	opportunity as well.	1

<sup>3</sup> If the object is being held, carried or worn by a creature, yes. If not, no. <sup>4</sup> If you have a base attack bonus of +1 or higher, you can combine one of

these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

<sup>5</sup> May be taken as a standard action if you are limited to taking only a single action in a round.

Unless the component is an extremely large or awkward item.

A five-foot step provokes an attack of opportunity if it is made as part of (or combined with) an action that would do so, such as using the Full Attack action with a bow. Otherwise, it does not.

These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

#### Extinguish flames <sup>9</sup> The description of a feat defines its effect.

**Attack of Opportunity** 

#### Behind cover +4 Concealed or invisible — See Concealment – Flat-footed (such as when surprised) Grappling (but attacker is not)

The defender cannot dodge or parry. <sup>2</sup> An entangled character takes a –4 penalty to Dexterity. Characters who are entangled from above, such as by a thrown net, take a –4 penalty to Parry Defence when parrying with weapons larger than daggers; characters who are entangled from below, such as by walking into a web, can still parry at no penalty. <sup>3</sup> Roll randomly to see which grappling combatant you strike. That

defender can neither dodge nor parry.

<sup>4</sup> Treat the defender's Dexterity as 0 (–5 modifier to Defence). Sneak attacks can be made against helpless or pinned defenders.

Squeezing through a space

**Ability Modifiers** 

TOTTLY IVE	ouniers			
Score	Modifier	Score	Modifier	
1	-5	28-29	+9	
2-3	_4	30-31	+10	
4–5	-3	32-33	+11	
6–7	-2	34-35	+12	
8-9	-1	36-37	+13	
10-11	0	38-39	+14	
12-13	+1	40-41	+15	
14–15	+2	42-43	+16	
16–17	+3	44-45	+17	
18–19	+4	46-47	+18	
20-21	+5	4849	+19	_ =
22–23	+6	50-51	+20	Ι
24–25	+7	52-53	+21	
26-27	+8	etc		
				_

#### **Attack Rolls**

Melee Attack Roll = 1d20 + Base Attack Bonus + Strength Modifier + Size Modifier

Melee Attack Roll for Finesse Fighters = 1d20 + Base Attack Bonus + Dexterity Modifier + Size Modifier

Ranged Attack Roll = 1d20 + Base Attack Bonus + Dexterity Modifier + Size Modifier + Range Penalty

Magic Attack Roll = 1d20 + Magic Attack Bonus + Charisma

#### Common Formulae and Rolls

Defence Value = 10 + Size Modifier + either Pasrry Bonus or Dodge

Modifier (Constitution, Dexterity or Wisdom respectively) Initiative Check = 1d20 + Base Reflex Save Bonus + Dexterity Modifier

Saving Throw = Base Save Bonus (Fortitude, Reflex or Will) + Ability

+ any relevant feats or bonuses (Improved Inintiative, etc.)

Skill Check = 1d20 + relevant Skill Modifier (Skill Ranks + Ability Modifier + any relevant penalties or bonuses (Racial, Armour Check, etc.)

#### Natural Healing & A Flagon of Wine

Characters recover (3 + Constitution modifier + 1 per character level) hit

Rope (1 inch diam.) points (minimum 1) per day of rest. Undergoing complete bed rest for an entire day recovers (6 + double Constitution modifier + 2 per character level) hit points (minimum 2).

A character who is disabled (on exactly 0 hp) may be restored to 1 hp by drinking at least a pint of strong wine or other powerful liquor.

Size and Base		DCs To	
Defence of Ob	jects	Break or Burst Iten	18
	Base Defence	Strength Check to:	DC
Size	Modifier	Break down simple	13
Colossal	-8	door	
Gargantuan	_4	Break down good door	18
Huge	-2	Break down strong	23
Large	-1	door	
Medium	+0	Burst rope bonds	23
		Bend iron bars	24
Small	+1	Break down barred	25
Tiny	+2	door	
Diminutive	+4	Burst chain bonds	26
Fine	+8	Break down iron door	28

### **Examples of Opposed Checks**

Task	Skill (Key Ability)	Opposing Skill (Key Ability)			
Con someone	Bluff (Cha)	Sense Motive (Wis)			
Pretend to be someone else	Disguise (Cha)	Spot (Wis)			
Create a false map	Forgery (Int)	Forgery (Int)			
Hide from someone	Hide (Dex)	Spot (Wis)			
Make a bully back down	Intimidate (Cha)	Special <sup>1</sup>			
Sneak up on someone	Move Silently (Dex)	Listen (Wis)			
Steal a coin pouch	Sleight of Hand (Dex)	Spot (Wis)			
Tie a prisoner securely	Use Rope (Dex)	Escape Artist (Dex)			
<sup>1</sup> An Intimidate check is opposed by the target's level check, not by a skill check. See the Intimidate skill description for more information.					
- 122 1					
Difficulty Class Examples					
Difficulty (DC) Exa	ample (Skill Used)				

Very Easy (0)	Notice something large in plain sight (Spot)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching guard (Listen)
Tough (15)	Rig a wagon wheel to fall off (Disable Device)
Challenging (20)	Swim in stormy water (Swim)
Formidable (25)	Open an average lock (Open Lock)
Heroic (30)	Leap across a 30-foot chasm (Jump)
Nearly Impossible (40)	Track a squad of nomads across hard ground after 24 hours of

#### Substance Hardness and Hit Points

rainfall (Survival)

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

## **Object Hardness and Hit Points**

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

#### os And Illuminadia T 1. 1. . C . .

Light Sources And Illumination			
Object	Bright	Shadowy	Duration
Candle	n/a¹	5 ft.	1 hour
Lantern, oil	30 ft.	60 ft.	6 hr./pint
Torch	20 ft.	40 ft.	1 hr.
<sup>1</sup> A candle does not provide bright illumination, only shadowy illumination.			

### Scholar's Knowledge is Power Ability

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

# **Average Reputation Scores**

- Danipic	ocoic
A young, inexperienced thief	1
A newly recruited guardsman	2
A bookish but well-though-of scholar	3
A priest who has worked among the people	4-5
of the area	
A person known to be a thief or thug	6-7
An old soldier in local lord's retinue	8-9
A scarred and battle-tested mercenary	10-15
A sorcerer-for-hire	16-25
A person who averted a major disaster	26-35
A gifted assassin	36-55
A priest renowned for his successful and	56-75
active opposition to the worshippers of Set	76.00
A nomad chieftain at the head of a powerful	76-90
horde that has plundered several settlements	
An evil wizard who has returned from the dead to topple kingdoms and slay the living	90+

#### **Bluff Examples**

Example Circumstances	Modifier	
The target wants to believe you.	-5	
The bluff is believable and does not affect	+0	
the target much.		
The bluff is a little hard to believe or puts	+5	
the target at some risk.		
The bluff is hard to believe or puts the target	+10	
at significant risk.		_
The bluff is way out there, almost too	+20	L
incredible to consider.		

#### Climb Checks

Climb DC Modifier <sup>1</sup>	Example Surface or Activity	
-10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls (reduces DC by 10).	
<b>-</b> 5	Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).	H
+5	Surface is slippery (increases DC by 5).	

<sup>1</sup> These modifiers are cumulative; use any that apply.



### **Diplomacy Checks**

	** "	** C	T 11.00	T	** 1 6 1
<b>Initial Attitude</b>	e Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	_	Less than 1	1	15	30
Friendly	_	_	Less than 1	1	20
Helpful	_	_	_	Less than 1	1
Attitude	Means		Possible Actions		
Attitude	ivicalis		rossible Actions		
Hostile	Will take risks to h	urt you	Attack, interfere,	berate, flee	
Unfriendly	Wishes you ill		Mislead, gossip, a	woid, insult	
Indifferent	Does not much ca	re	Socially expected	interaction	
Friendly	Wishes you well		Chat, advise, offe	er limited help,	advocate
Helpful	Will take risks to h	nelp you	Protect, back up,	heal, aid	

- New Attitude (DC to achieve)-

	Concentration Checks				
	Concentration DC <sup>1</sup>	Distraction			
	10 + damage dealt	Damaged during the action. <sup>2</sup>			
	10 + half of continuous	Taking continuous damage during the action. <sup>3</sup>			
	Distracting spell's save DC	Distracted by non-damaging spell. <sup>4</sup>			
	10	Vigorous motion, such as on a moving mount.			
	15	Violent motion, such as on a galloping horse.			
	20	Extraordinarily violent motion, such as an earthquake.			
	15	Entangled.			
	20	Grappling or pinned. You can cast only spells without somatic components for which you have any required material component in hand.			
	5	Weather is a high wind carrying blinding rain or sleet.			
	10	Weather is wind-driven hail, dust, or debris.			
	Distracting spell's save DC	Weather caused by a spell.			
ve					

<sup>1</sup> If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the PP cost of the spell to the indicated DC.

<sup>2</sup> Such as during the casting of a spell with a casting time of 1 round or more, the execution of an activity that takes more than a single full-round action, damage from an AoO or readied attacks in response to the above conditions.

<sup>3</sup> Such as from a puncture wound caused by a sabre-tooth. <sup>4</sup> If the spell allows no saving throw, use the save DC it would have if it did allow a

#### Disable Device Checks

Device	Time	Disable Device DC1	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly
			sabotage a clockwork device

<sup>1</sup>If you attempt to leave behind no trace of your tampering, add 5 to the DC.

# **Handle Animal Checks**

Task	DC	Task	Handle Animal D
Tr. 11	15	Handle an animal	10
First aid	15	'Push' an animal	25
Long-term care	15	Teach an animal a trick	15 or 20 <sup>1</sup>
Short-term care	15	Train an animal for a	15 or 201
Treat poison	Poison's DC	general purpose	
Treat disease	Disease's DC	Rear a wild animal  See the specific trick or purp	15 + HD of animal oose below.

