

# Conan RPG Special Rules and Addendums

My Conan world is based on 2<sup>nd</sup> Edition Dungeons & Dragons. These rules are a patchwork of things borrowed and things created. I owe to Hackmaster the drinking rules and pub lists and the Conan RPG rules on Races, Special Combat Moves, and Fate Points.

I hope you enjoy these rules and the several adventures created to bring Robert E Howard's world to life. Please direct any comments or questions to [wes@cwv.edu](mailto:wes@cwv.edu)

# Conan Races Summary

## Cimmerian

Think: Celtic

Profile: Survivalists, Barbaric, Fierce, Feuding, War-like. Despise softness of Hyborian civilization.

Pros & Cons: Strong, and good thief-like skills; not good with diplomacy

## Himelian Tribesman

Think: Mongols/Huns, Afgan

Profile: Survivalists, Barbaric, Tall, Hairy-Hillmen, Strong, Fierce. Disdain for politeness and culture.

Pros & Cons: good thief-like skills; good starting hp; very susceptible to hypnosis

Wazuli

Pros & Cons: as Himelian Tribesman but super night vision but daytime attack penalty

## Hyborian

Think: medieval European countries, though Nemedra is more ancient Roman

Profile: see individual sub-classes below

Pros & Cons: very good with class skills; very lucky

Aquilonia

Think: Medieval France;

Profile: Rich in farmland; advanced; most wealthy and powerful; prideful

Brythunia

Think: Medieval Europe (general)

Profile: Women highly prized by slavers; pastoral culture; intermarried with Zamorians

Corinthia

Think: Medieval Italy

Profile: City-States; inter-state rivalries & espionage; developed nobility and priesthood

Khauran

Think: Middle Eastern, Byzantine, Etruscan, Biblical

Profile: Was carved out by Kothic adventurers; fiercely independent

Koth

Think: Middle Eastern, Byzantine, Etruscan, Biblical

Profile: vast meadowland; famed for metalworkers (has a volcanic region); uses slaves

Nemedra

Think: Greek/Roman

Profile: Second greatest kingdom; commoners live in poverty

Ophir

Think: Roman/Middle Eastern

Profile: Mailed knights; great mineral wealth; Zamorian thievery+Shemite double-cross

## Argossean/Barachan

Think: Roman/Greek Pirates and Merchants

Profile: Cosmopolitan Seaports; inland farmers/craftsmen; Baracha Islands greatest piracy haven

Pros & Cons: good with information gathering; piracy

### Bossonian

Think: off-shoot of Aquilonia

Profile: strong sense of justice; honorable; hardy; good defenders;

Pros & Cons: excellent bowmen; excellent defensive fighting

### Gunderman

Think: off-shoot of Aquilonia

Profile: finest heavy infantry in the known world; tawny-haired, grey-eyed

Pros & Cons: great soldiers/pikemen; very strong willpower

### Hyperborean

Think: Uncivilized Scandinavian

Profile: tawny-haired; grey-eyed; gaunt, big-boned, slow of speech; uncivilized, superstitious

Pros & Cons: hardy, but not charismatic not diplomatic; very good intimidators

### Tauran

Think: Aquilonian Hick

Profile: backwoods, excellent woodsmen; rural

Pros & Cons: Survivalists, ranger skills

### Hyrkanian/Turanian

Think: Huns/Mongols/Turks/Medieval Moors

Profile: tall, slender, (some squat slant-eyed types), nomadic horsemen; cruel masters

Pros & Cons: great archers, information gatherers, diplomats, and intimidators

### Khitani

Think: Chinese

Profile: yellow-skinned, dark-haired, mysterious, secretive, renown wizards

Pros & Cons: knowledgeable, cat-footed, susceptible to hypnotism

### Kushite/Northern Back Kingdom Tribesman

Think: North African Mali, Ethiopia etc

Profile: dark skinned (not as much so as their southern relatives) curly hair

Pros & Cons: thief-like abilities, great spearmen, non-literate

### Nordheimer

Think: Vikings

Profile: Yellow-haired Aesir, Red-haired Vanir, blue-eyed, pale-skinned, tall, powerful; Aesir friendly to Cimmerians but hate the Vanir; Vanir hate the Aesir, Cimmerians, and Hyperboreans

Pros & Cons: hardy but not dextrous; thief-like bonuses, swordsmen

### Pict

Think: Native Americans

Profile: short, broad, swarthy-skinned, talking drums, stone-age culture, tribal

Pros & Cons: dexterous but low intelligence, great hunters, woodsmen, some thief-like bonuses

### Shemite

Think: Middle Eastern and Israelite

Profile: Nomadic, desert dwellers, they wear light mail shirts, bearded, quarrels with Meadow Shemites

Pros & Cons: expert bowmen, appraisers, thief-like bonuses, but fatalistic

### Southern Islander/Southern Black Kingdom Tribesman

Think: African

Profile: very dark, tall, well-muscled, armorless, feared pirates, tribal

Pros & Cons: strong but not effective leaders, great with the spear, dancers, nimble, low Will vs fear

### Darfari

Think: Cannibalistic African

Profile: file their teeth, savage bandits, cannibals, extremely kinky hair, evil religion

Pros & Cons: good with bludgeoning weapons, savage bite, good drummers

### Stygian

Think: Ancient Egyptians

Profile: Tall, dusky-skinned, black-haired, sorcerers, dark arts, cruel, superiority complex

Pros & Cons: knowledgeable, good bowmen

### Vendhyan

Think: India

Profile: most advanced outside of the west, mid-brown skin, straight black-hair, dark eyes, caste system

Pros & Cons: knowledgeable, diplomatic, good light lancers, good willpower

### Zamorian

Think: Melting pot of the human race

Profile: considered an ancient and evil race;

Pros & Cons: black-haired, dark complexion, criminals, thieves

### Zingaran

Think: Medieval Spanish or Gypsy

Profile: black-haired, dark complexioned, fiery tempers, black moustaches, chivalry

Pros & Cons: not hardy, but charismatic, good sailors, not diplomatic but can sense motives, sneak att.

# Conan Special Combat Moves

Each offensive action requires an attack. Any class can perform these moves.

## Disarm

- I. Attacker attempts to relieve his foe of possession of his weapon, possibly taking it himself!
  - A. This action provokes an Attack of Opportunity (AofO)
  - B. After the AofO, Make an opposed attack roll: Disarmer vs AC 0, Disarmee vs AC 4
    - i. Two-handed weapons give +4 to roll while size S or unarmed is -4
    - ii. The winner is the one who hits his target but had the lower natural roll.
- ⚡ If attacker wins, weapon is knocked to floor OR switches to attacker's hands if he is unarmed
- ⚡ If the attacker was disarming a non-weapon, the defender takes a -4 on the opposed attack roll.

## Force Back

- I. Attacker hits with a -4 penalty, driving his opponent back 5'.
- ⚡ If opponent doesn't move, he takes +4 damage, +8 if it was a two-handed weapon

## Fling Aside

- I. With one hand you fling your opponent 5', and prone.
  - A. Must first hit base AC 10
  - B. Then attacker makes a grapple roll.
- ⚡ Attacker must have a 15 ST, one hand free, and opponent is knocked prone

## Grapple

- I. Attacker attempts to grab and hold his opponent
  - A. Attack victim at Base AC 10 (this provokes an attack of opportunity)
  - B. Then make an Opposed ST d20 roll (rolling above ability score is auto fail)
    - i. Attacker= d20+ST modifier+Size modifier+1 for each helper
    - ii. Defender=d20+ST modifier or DX modifier (his choice)+Size modifier+1 for each helper
  - C. If successful, opponent is grappled. Repeat step B to continue to grapple or continue to II if Attacker wishes to pin opponent.
- II. To pin, Opposed ST d20 roll as above but defender gets an added +4 to his roll.
- ⚡ Neither character in a grapple can parry, cast M,S spells, or use M or larger weapons
- ⚡ Characters can move at ½ if another grapple is successful
- ⚡ A grappling character can deal unarmed combat damage +ST bonus every round
- ⚡ A character pinning an opponent can muffle him, disarm him (see below), and keep him helpless; he can administer damage as grappling above

## Hooking Parry

- I. Attacker swings his axe or similar, around the shaft of weapon, holding it out of line
  - A. Make a called shot (usually at -4)
  - B. If successful, both weapons are held out of combat, until one or the other disengages it.
- ⚡ Attacker must have a DX of 13

## Human Shield

- I. Attacker swings his grappled foe between himself and another oncoming attacker
  - A. Must be successfully grappling opponent when another attacker approaches
  - B. Then, he makes another grapple check to swing him into line.
  - C. If the attacker then hits, he hits his ally instead
- ⚡ A strength of 13 is required to perform this move

## Overrun

- I. Attacker attempts to run past foe(s), perhaps knocking them prone in the process
  - A. Attacker provokes an AofO for every defender he runs by within 5' of the attacker's path

- B. Make an Opposed ST roll vs foes ST or DX (defender decides) with higher modified number winning. Apply the following modifiers to the attacker's roll:
  - i. For every additional character involved, add +4 for each size difference
  - ii. Subtract 4 for multi-legged defenders
  - iii. Add +3 if defender is unaware
- C. If the overrun is successful, the attacker may finish his movement and knocks defender prone
- D. If it fails, the defender arrests the attacker's movement and may immediately make a free action check to see if he knocks him down; resolve as B above

#### Parry (Block/Deflect)

- I. Defender uses an attack to attempt to deflect or block an attack with his weapon
  - A. Defender rolls against AC 4
  - B. If successful, AND the attacker hits, AND the defender's natural roll is lower than attacker's, then the strike is blocked

#### Shield Slam

- I. Defender blocks with a parry so forcefully, that he knocks opponents blade far to one side
- II. Must make a successful Parry
- III. If defender loses an opposed ST roll, his shield is damaged as per sunder above
- IV. If defender wins an opposed ST roll, attacker suffers a -3 AC roll until his next action

#### Sunder

- I. With a might blow, the attacker smashes his foe's weapon to pieces!
  - A. This action provokes an AofO
  - B. After the AofO, the attacker makes a called shot (typically at -3 for most weapons/shields)
  - C. If the attacker hits, he rolls damage against the weapon or shield w/ a -2 modifier.
    - i. Weapons have as many hit points as their max damage.
    - ii. Shields have 6 hp for wooden, 9 for banded wood, 12 for metal

#### To The Hilt

- I. Attacker plunges his P or S type weapon in his unarmored foe, leaving it buried in his flesh.
  - A. After a successful strike, make a ST check at -4.
    - i. if successful, the weapon is buried into opponent
    - ii. defender takes d6 for every action he wishes to take including pulling it out.
  - B. If attacker wishes to pin foe to a wooden door or similar, ST check is at -8
    - i. if successful defender is stuck to object behind him
    - ii. object can be removed with a ST check but victim takes

#### Trip

- II. Attacker attempts to trip his, usually unaware, foe knocking him prone.
  - A. If defender is aware, attacker provokes an AofO
  - B. Make an Opposed ST roll vs foes ST or DX (defender decides) with higher modified number winning. Apply the following modifiers for the attacker
    - i. +4 for each size difference
    - ii. Subtract 4 for multi-legged defenders
    - iii. Add +3 for attacker if defender is unaware
    - iv. Subtract 6 if the defender is stationary
  - C. If the trip is successful, the attacker knocks the defender prone, and can be grappled and pinned the next round. Note that since in this case the defender is prone, the attacker(s) get +2 for all checks to grapple, then pin.
  - D. If it fails, the defender shrugs off the attack

# Conan Sorcery: Wizards

In the world of Conan, the manipulation of magic is not as easy as it was in days long ago in the time of the elves and dwarves. Men have forgotten much of the ancient knowledge. Spellcasters have lost the insulation, if you wish to think of it that way, which their forefathers had, and thus, at times, spell surges take a taxing toll on the body. Constitution points are drained sometimes very quickly.

All spellcasters are limited to the number of spells they have access to cast as per their respective charts below. In the Conan version of D&D, he may cast a spell as many times as he wishes as long as he has the CON for it (see below). Constitution is regained at a rate of 1 CON point for every 2 uninterrupted hours of rest (not sleep, but not walking around either).

All spellcasters must make a CON check every time they cast a spell. The CON check is modified adversely by the tier of spell being cast. Failure indicates that the spell was completed but the spellcaster loses temporary CON points equal to the spell tier cast. Any future checks the spellcaster wants to cast before resting will be more difficult as his CON is even lower now.

For example: A wizard with a CON of 14 casts a 4<sup>th</sup> tier spell within his specialty school, so he would have to roll a 10 or lower on a d20 or temporarily lose 4 CON points (CON – Spell Level of 4 = 10).

All wizards must be specialists. Wizards gain one additional spell from their specialty school at every spell tier. See WSP Table below for how many spells he gains at each level. He never has to check to know a spell from his *specialty* school.

**Example:** A first-level Illusionist knows 2, 1<sup>st</sup>-tier illusion spells *and* any other spell not in opposition to his school (all of 1<sup>st</sup> Tier).

- His opposition/barred schools are Necromancy, Invocation/Evocation, and Abjuration.
  - He will never be able to have or learn any spells from these schools
- He chooses 2 Illusion spells and 1 Enchantment/Charm spell.
  - He never has to roll for the Illusion school spells.
  - His Enchantment/Charm spell is *Charm Person*.
  - He rolls his INT check to see if he can understand *Charm Person* but fails! He is allowed to pick another and decides on *Find Familiar* from the Summoning/Conjuration school. He makes his Know Spell roll this time.
- Later, the illusionist advances to 2<sup>nd</sup> level so he gets to cast another 1<sup>st</sup>-Tier spell (according to WSP Table) from any non-barred school. He again, tries for *Charm Person* and makes it this time.
- Even later, the illusionist advances to 3<sup>rd</sup> level so he has access to 1<sup>st</sup> and 2<sup>nd</sup> tier spells (see WSP Table). Now he gets a bonus spell from his school of Illusion which he automatically knows.
- He then chooses another second-tier spell (according to WSP Table), keeping in mind the barred schools and rolling his INT checks again to see if he understands it.

A MagicUser must make CON checks just as Clerics and Druids do. Casting a spell from within the specialty school follows those rules that apply to all spellcasters.

**MagicUsers casting from outside their specialty school incurs an additional -1 to the CON check roll.** Example: An Illusionist with a CON of 14 casts a *Hold Person* spell, a 3<sup>rd</sup> tier Charm spell, so since Charm is not his specialty, he would have to roll a 10 or higher to avoid temporary CON loss (CON – spell tier of 3 – outside specialty school penalty of 1 = 10). Any such failure still results in CON loss equal to the spell tier cast.

### Wizard Spell Progression Table (WSP)

Level	1st Tier	2nd Tier	3rd Tier	4th Tier	5th Tier	6th Tier
1	2 (1)					
2	2 (2)					
3	2 (2)	1 (1)				
4	2 (3)	1 (2)				
5	2 (4)	1 (2)	1 (1)			
6	2 (4)	1 (2)	1 (2)			
7	2 (4)	1 (3)	1 (2)	1 (1)		
8	2 (4)	1 (3)	1 (3)	1 (2)		
9	2 (4)	1 (3)	1 (3)	1 (2)	1 (1)	
10	2 (4)	1 (4)	1 (3)	1 (2)	1 (2)	
11	2 (4)	1 (4)	1 (4)	1 (3)	1 (3)	
12	2 (4)	1 (4)	1 (4)	1 (4)	1 (4)	1 (1)

**Note:** read each cell as number of specialty spells + any spell; for example, a first level Necromancer would have 2 Necromancy spells + any 1 other from a non-barred school.



# Fate Points

You start your character with 3 Fate Points, the maximum allowed. Use Fate Points for:

- Left for Dead: instead of dying, your character is left for dead. You are reduced to -9 and remain alive for only 1 hour. If help does not arrive in that time, you die. You cannot use Left For Dead in situations where the DM deems that no possible way exists to live, e.g., you are in the center of a 500 ton block when it falls, your head is separated from your shoulders, you are eaten by the wild animal that reduced you to -9 etc.
- Mighty Blow: after a successful hit, you can declare max damage. This damage includes all pluses and bonuses including backstab bonuses. Normal weapons automatically break and others must save versus breakage.
- Reroll: any die or set of dice may be rerolled. Keep the last roll though. You cannot make the DM reroll.
- Destiny: change you past in a minor way. "Didn't I learn Stygian last year? Yes, yes I did."

Many ways exist to regain Fate Points. You can regain up to all three Fate Points in one adventure but you cannot use the newly gained Fate Points until the next adventuring period. This is a chance to help the DM "mold" your characters and background and/or future with your help. You need to be specific but not too specific.

Examples of Regaining Fate Points:

My Character:

- slays a hated foe
- is knocked unconscious and taken prisoner
- gets into a humorously compromising situation with a beautiful maiden
- finds strength through his faith in Mitra
- is mocked for who he is
- is betrayed by an ally
- kills an opponent with a single hit
- saves a woman from death
- makes a powerful regional ally
- uses his charisma to get out of a sticky situation
- wins a drinking game

# Rolling up a Character--Conan Version

You will need a Player's Handbook (PH) plus the special Conan handouts

1. Roll 3d6 for each ability
  - Re-roll ones just one time each.
  - You may place the numbers in any order ST, CON, DX, INT, WIS, CHR, COM, PER
2. Choose your race from the special "Conan Race Summary" handout. After selection, you will need to ask the all-powerful DM for any bonus and hindrances your race has.
3. Choose your class from only the following: Fighter, Thief, Bard, Ranger, Druid, Priest, MagicUser
4. Pick your alignment: Lawful, Neutral or Chaotic AND Good or Neutral
5. Give yourself maximum hit points for 1<sup>st</sup> level: 10—warrior, 8—priest, 6—thief, 4—magicuser  
Add any CON bonuses you may have—see PH Chapter 1.
6. Look in the PH Chapter 1 under Abilities and check each ability for bonuses etc: write these down
7. If you're a thief, muser, druid, or priest:
  - Thieves: copy the info for thief skills from PH Chapter 3, Tables 26—29.
  - Musers: select a specialty school (PH Chapter 3, Table 22 and 3 1<sup>st</sup> level spells from non-barred, non-specialty schools and write them down. Review the "Conan Sorcery" handout.)
  - Druid: Review the "Conan Sorcery" handout and write down your spheres of influence. Review the granted powers for druids in the PH Chapter 3 and write these down as you gain appropriate levels.
  - Priests: Review the "Conan Sorcery" handout and select 6 spheres listed in PH Chapter 3 that are not barred which you wish to have access to and write them down.
8. Choose non-weapon proficiencies from the general list or appropriate class list in the PH Chapter 5 page 114, Table 37. Fighters get 1, Thieves and Clerics 2, Wizards 3. Place an 8 beside each number. Then give yourself bonuses if the proficiencies' primary ability is 14 or above: 18=+5; 17=+4; 16=+3; 15=+2; 14=+1
9. Choose one melee weapon and one ranged weapon and give yourself proficiency with them.
10. Create 3 Destiny Conditions for your Fate Points (see supplemental handout).
11. If allowed, (if you're not starting, as say, a prisoner) do the following:
  - Take the Adventurer's kit sheet as part of your supplies.
  - Write down the ranged weapon, a dozen ammo, and the melee weapon
  - Give yourself leather armor and shield unless you don't want it or can't use it (wizards).
  - Roll a (2d6+2) X 10. This is how much cash you have in silver. You can convert the cash into any denominations you choose.

Congrats! Your first-level character is finished. There are details to fill in such as saving throws, movement, proficiency skill numbers, spells, druid abilities, etc. but we can do that on the fly as we go or in between gaming sessions. But . . .

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If your character is rolled up as 2<sup>nd</sup> level or higher, turn over the page and do the following.

**Fighter class:** New weapon proficiency every level  
 New non-weapon proficiency every level  
 Upgrade one ability score by 1 if you have leveled to an ODD level  
 You may trade a weapon proficiency to become extra good in the weapon you already know. Instead of taking the new weapon proficiency, change your old one to expert. Then, the next time you wish to NOT learn a new weapon, change your expert weapon to specialized. You cannot start a new character with Mastery.  
 The same works for non-weapon proficiencies. You can take a new one every level or upgrade an old one by +3. You start all non-weapon proficiencies at a score of 8.

**Priest class:** New weapon proficiency at every odd level: 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>. . .  
 New non-weapon proficiencies at a rate of two per level.  
 Upgrade one ability score by 1 if you have leveled to an ODD level  
 You may get better at one weapon instead of taking a new weapon proficiency. \*See Fighter classes above for the rules.

**Thief class:** New weapon proficiency at every odd level: 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>. . .  
 New non-weapon proficiencies at a rate of two per level.  
 Upgrade one ability score by 1 if you have leveled to an ODD level  
 You may get better at one weapon instead of taking a new weapon proficiency. \*See Fighter classes above for the rules.  
 You also get 30 points (Bards 15) to add to your skills every level but no more than 15 points can be added to a single skill.

**Sorcerer class:** New weapon proficiency every fourth level: 4<sup>th</sup>, 8<sup>th</sup>, 12<sup>th</sup>. . .  
 New non-weapon proficiencies at a rate of three per level.  
 Upgrade one ability score by 1 if you have leveled to an ODD level  
 You may get better at one weapon instead of taking a new weapon proficiency. \*See Fighter classes above for the rules.  
 You may wear armor but you have a 3% cumulative chance per AC level of the spell performing unpredictably.

Roll a new hit dice for hit points for each level: Fighter d10, Thief d6, Priest d8, Wizard d4. *Please have a witness and keep numbers you roll even if they are "1s."* Add CON bonuses, if any, to each roll.

### Handy Chart for Proficiency Advancement\*

	Weapon	Non-Weapon
<b>Fighter Classes</b>	1:1	1:1
<b>Cleric Classes</b>	1:2	2:1
<b>Thief Classes</b>	1:2	2:1
<b>Sorcerer Classes</b>	1:4	3:1

\*Read the ratios as proficiency/level

## Filling Out the Babe in Distress

Table 1: Calculating Comeliness (COM)

1. Generate Comeliness Ability Score normally
2. Modify by Charisma
3. Add 2 if she has the Allure Trait
4. After modifications, a BID's COM score should never be below 14.

Charisma	Modifier
8-12	0
13-14	+1
15-16	+2
17	+3
18	+4

\*Unlike other ability scores, Comeliness can go above 18 as per Unearthed Arcana.

Table 2: Height and Weight (Roll just once)

Height in Feet and Inches	% Roll	Weight in Pounds
5'1"	01-05	97
5'2"	06-10	102
5'3"	11-17	106
5'4"	18-28	110
5'5"	29-42	114
5'6"	43-57	118
5'7"	58-71	121
5'8"	72-82	124
5'9"	83-89	127
5'10"	90-94	132
5'11"	95-98	136
6'0"	00	140

Table 3: Color Type (Roll once for each category)

%	Hair	Eye	Complexion
01-20	Brunette	Light Blue	Dusky Olive
21-40	Blonde	Dark Green	Bronze
41-50	Auburn	Hazel	Milky White
51-60	Dishwater Blonde	Brown	Ebony
61-75	Dark Brown	Light Green	Light Red
76-92	Black	Dark Blue	Yellow
93-00	Platinum	Dark Brown	Brown

\*If you know her race, use an appropriate complexion rather than rolling

Table 4: Age

D6	Age
1	16
2	17
3	18
4	19
5	20
6	21

Table 5: Vital Measurement Statistic

%	Vital Stat Base	Height	Modifier to Base Stat
01-30	22"	5'1"—5'4"	-2
31-50	23"	5'5"—5'8"	0
51-70	24"	5'9"+	+2
71-80	25"		
81-90	26"		
91-95	27"		
96-00	28"		

Table 6: The Measurements

Comeliness	Bust	Waist	Hips
9-11	7-10" (d4)	1-2"	0
12-15	8-11" (d4)	0	0
16-17	9-12" (d4)	0	-1
18+	10-12"	0	-2

Table 7: Cup Size Table

Comeliness Modifier	%	Cup Size
13-14: +5%	01-10	A
15-16: +10%	11-43	B
17-18: +15%	44-75	C
19+: 20%	76-88	D
	88-95	DD
	96-00	DDD



## Wenching, Drinking and Gambling

These three elements are an integral part of Conan's world. Here are the rules for wenching and drinking (for gambling, just use poker rules or other creative card/dice games). However, let me admonish you to use these three activities as a crucial part of your adventure and not just for entertainment. For example, if characters need to search for rumors before heading out on their adventure, what better way than to use these activities instead of just saying "make me a Gather Information roll." Each gambling game that you play with your players can represent an evening's worth of gambling and making friends. NPC's tongues get loose when drunk, so why not a drinking contest? And pillow talk with a prostitute can reveal a lot of information. Can you imagine the range of people she has had "spill his guts" to her in past months? Create fun games to play, like the "whoever-doesn't-pass-out-or-vomit-first-is-the-winner" game. Whoever can make the most CON checks with a prostitute (with decreasing CON each roll) gets bragging rights and a "Wenching Point." I recommend the expansion stand-alone game "Red Dragon Inn: Gambling? I'm in!" In that, they offer several card and dice games sure to be new to your players. Use these around the table to take silver and give rumors to your players.

### **Rewards for Wenching, Gambling and Drinking**

Characters who accumulate 3 Wenching/Drinking/Gambling Points may cash them in for one of the following:

- 20% advancement toward the next level
- One extra Fate Point to be used in his next adventure only
- One of the following Non-weapon Proficiencies: Gaming, Information Gathering, or Scamming (with a successful check, adds +3 to any Charisma or Reaction checks when hitting on a member of the opposite sex)

## Common Drinks in the Realms of Hyboria

### Common Pub 1

Drink	Price	Drink	Price
Ale, Common	5cp	Mead, Common	8cp
Ale, Dead Viking*	5gp	Mead, Dwarven	2gp
Ale, Pint	1gp	Mead, Orluian*	3gp
Beer, Cut	2sp	Rum	5sp
Beer, Heavy	4sp	Stout Brown Grevan*	8sp
Brandy, Orluian*	1gp	Whiskey, Bitter-Korn	5cp
Grog	5cp	Wine, Blackberry	9sp
Gut Bruiser*	6sp	Wine, Common	1gp
Liver Squeezings*	8gp	Wine, Watered	5sp

### Common Pub 2

Drink	Price	Drink	Price
Ale, Common	5cp	Mead, Common	8cp
Ale, Kromian	2gp	Mead, Nordiar	2gp
Ale, Pint	1gp	Mead, Orluian*	4gp
Beer, Cut	2sp	Rum	5sp
Brandy, Orluian*	1gp	Whiskey, Bitter-Korn	5cp
Grog	5cp	Wine, Raspberry	9sp
Finch-Yarger	8sp	Wine, Good	2gp
Honey Brew*	1gp	Wine Gutberry*	12sp
Mead, Baker's Thick	7sp	Wine, Elderberry*	5gp



## Drinking and Getting Drunk

Step 1: Everyone should find his intoxication level to become buzzed, Table A, adjusted by modifiers Table B. Don't allow players to know how many to move to the next level except by role playing. Players should note this on character sheets so base math is only performed once.

Step 2: Character consumes a drink. Find the drink on Table C and Roll %. If the roll exceeds the Potency value, the drink value counts double against the Intoxication Level of the character.

Step 3: Remember to keep track of Effects Table D and Recovery Table E.

**Intoxication Levels  
Table A**

Race	Buzzed	Sloshed	Wasted
Human	3	6	9 – 11

**Modifiers to Intoxication Levels  
Table B**

Circumstance	Modifier	Circumstance	Modifier
Constitution	HP Bonus/Penalty	MU Classes	-1
Upper 10% Weight	1	Cleric Classes	2
Each Hour Since Last Drink	1	Druid	-1
Fighter Classes	1	Females	-1

The modifier adds or subtracts to the number of drinks one can drink before reaching the next intoxication level.

Examples:

- 1) Female Fighter CON 16: 3 (base), -1 (female), +1 (fighter) +2 (CON hp bonus) =5 for buzzed, 8 for sloshed and 11 for wasted, 13 passed out
- 2) Male Portly Priest CON 16: 3 (base), +2 (Cleric), +2 (CON hp bonus) + 1 (weight)= 8 buzzed, 11 sloshed, 14 wasted, 16 passed out

**Drinks and Potency Value  
Table C**

Drink Type	Potency	Drink Value	Drink Type	Potency	Drink Value
Ale, Common	75%	1	Mead, Common	75%	1
Ale, Dead Viking*	35%	4	Mead, Dwarven	25%	5
Ale, Kromian	55%	3	Mead, Nordiar	55%	3
Ale, Pint	65%	2	Mead, Orluian*	45%	4
Beer, Cut	75%	1	Rum	65%	2
Beer, Heavy	65%	2	Stout Brown Grevan*	85%	0.5
Brandy, Orluian*	55%	3	Whiskey, Bitter-Korn	85%	0.5
Grog	75%	1	Wine, Blackberry	85%	0.5
Gut Bruiser*	15%	6	Wine, Common	85%	0.5
Finch-Yarger	85%	0.5	Wine, Good	85%	0.5
Honey Brew*	85%	0.5	Wine Gutberry*	65%	2
Liver Squeezings*	55%	2	Wine, Watered	95%	0.25
Mead, Baker's Thicke	65%		Wine, Elderberry*	85%	0.5

\*Drink has special properties

Every time a drink is finished, the character must roll a potency check on d100. If it fails, the drink value counts as double against the character's limit.

**List of Special Drinks**

- Dead Viking: grants speak with dead but only if deceased is Nordic. Can be used 1/hr and effects last one hour.
- Brandy, Orluian: grants +1 to initiative for every 3 drinks up to +4; effects last 1 hour/drink
- Gut Bruiser: Mild Poison for Newcomers; Make a CON check; if fails, spews drink all over and loses honor and -1 Charisma to onlookers; can try to regain honor and Ch but with a -2 to CON check
- Honey Brew: restores d4-2 hp up to 5 hp
- Liver Squeezings: made from a female owlbear's liver d8 hp restored; not very well known is that there is a cumulative 5% that after the second drink, consumer goes blind
- Mead, Orluian: +1 on initiative for every 3 drinks consumed up to +2
- Stout Brown Grevan: increased ST by 1 point for every 2 drinks up to a maximum of +2 ST; effects last 1 hour per drink
- Wine, Gutberry: wussy form of Gut Bruiser; +4 on CON check; if fails lose 4 honor; cannot regain honor if drinking in front of those who are drinking Gut Bruiser; gains 1 honor if he can stomach it.
- Wine, Elderberry: acts as an aphrodisiac; raises opposite sex COM by 2 points in the eyes of the imbiber.

**Effects of Alcohol  
Table D**

	State of Intoxication		
Effect On	Buzzed	Sloshed	Wasted
Morale	5%	10%	15%
Intelligence	-1	-3	-6
Wisdom	-1	-4	-7
Dexterity	0	-2	-5
Charisma	1	-1	-4
Attack	0	-1	-5
Hit Points	0	1	3
Movement	-1	-2	-4

**Recovery Table  
Table E**

Intoxication Level	Recovery Time	Stimulant Mild	Stimulant Strong
Buzzed	1 -2 hours	X .80	X .5
Sloshed	2 – 4 hours	X .85	X .55
Wasted	4 – 6 hours	X .90	X .55
Passed Out	7 – 10 hours	X .95	X .60

## Wenching and seduction

If a PC wishes to hit on a non-prostitute, like the barmaid, here are the rules for seduction.

The following assumes that the target is not overly willing, but could be persuaded

1. Normal Reaction Check is made. If the reaction is “Friendly” continue (I make players at least come up with a “one-liner” to get the roleplaying started, the funnier or cheesier the better!)
2. Charisma Check is made for initial small talk
3. If Friendly, then opposing roll is made: Seducer (CH) vs Victim (WIS); use Table 1 modifiers
4. If the Seducer beats the Victim's roll by 4 then, the seduction may proceed. One to Four checks need to be made before intercourse can happen: Lustful/Nympho Victim 1; Immoral Victim 2; Normal 3; Moral 4

TABLE 1: Attribute Modifiers

### Seducer Modifiers

COM 14: +1, 15: +2, 16: +3, 17: +4, 18:+5

Allure +2

Inebriation Level: B +1/S -1/W -4

Roll Playing +/- 3

Negative appearance (dirty, smelly) -2

### Target Modifiers

WIS Magical Def bonus

Inebriation Level: B -1/S -4/W -7

Previous attempts thwarted w/in 24 hrs: +2

TABLE 2: Target's Lascivious Level (d8)

1. Moral
2. Normal
3. Normal
4. Normal
5. Immoral
6. Immoral
7. Lustful
8. Nympho

Adjust this table based on where the encounter takes place. There are not many “Moral” women in Zamorian taverns!

Assuming characters don't have the opportunity to hit on an NPC female adventurer or bar maid, they may wish to turn to those who profit from such encounters. Here are some tables that may help you add some spice to brothels and their prostitutes.

<b>Races Found In Different Brothel Classes</b>				
<b>Race</b>	<b>Fine</b>	<b>Normal</b>	<b>Low</b>	<b>Slave</b>
<b>Afghuli</b>	01-03	01-03	01-05	01-06
<b>Aquilonian</b>	04-08	04-07	X	07-08
<b>Argossean</b>	09-13	08-11	06-10	09-11
<b>Aesir</b>	14-18	12-16	11-15	12-15
<b>Brythunian</b>	19-22	17-21	16-20	16-19
<b>Cimmerian</b>	23-24	22-24	21-23	20-25
<b>Corinthian</b>	25-29	25-27	24-25	26-27
<b>Darfar</b>	30-33	28-30	26-30	28-30
<b>Hyperborean</b>	34-35	31-33	31-34	31-35
<b>Hyrkanian</b>	36-46	34-42	35-43	36-42
<b>Iranistan</b>	47-49	43-46	44-45	43-45
<b>Kambujan</b>	50-54	47-50	46-48	46-47
<b>Keshani</b>	55-58	51-53	49-51	48-51
<b>Khitani</b>	59-64	54-57	52-55	52-55
<b>Khorajian</b>	65-69	58-61	56-60	56-59
<b>Kothian</b>	70-73	62-66	61-64	60-61
<b>Kushite</b>	74-76	67-68	65	62-64
<b>Meru</b>	77	69-70	66-69	65-66
<b>Nemedian</b>	78-79	71-76	70-77	67-69
<b>Ophirian</b>	80-83	77-81	78-81	70-72
<b>Pictish</b>	X	82-83	82-85	73-79
<b>Shemitish</b>	84-85	84-85	86	80-81
<b>Stygian</b>	86-90	86-89	87	82-83
<b>Turanian</b>	91-93	90-92	88-90	84-86
<b>Vanir</b>	94	93-94	91-92	87-89
<b>Vendhyan</b>	95-96	95-96	X	90-91
<b>Zamoran</b>	97	97-98	93-96	92-93
<b>Zembabwei</b>	X	99	97-98	94-98
<b>Zingara</b>	98-00	00	99-00	99-00

### **Prostitution**

- Costs: 10sp—150sp based on town size/availability, modified if the girl is from a brothel: Rich X3/Average X2/Low X1.5/Slave X ½. Additional costs include a meal and drinks (for brothel girls) and a room for street girls (25% surcharge) unless his room is less than 3 blocks away.
- Time: Usually 1 ½ to 2 hours with a street girl; 4-5 hours in a brothel; all night with either is usually 2X the price. Time includes meal and drinks
- Town Size (Number of harlots--base price): Thorp 50 (2--150sp)/Hamlet 240 (10—100sp)/Village 470 (19—60sp)/Small Town 1,500 (60—20sp)/Large Town 3,500 (140—10sp)/Small City 8,500 (340—10sp)/Large City 18,500 (740—10sp)/Metropolis 25000+ (1,000—10sp)
- Disease: The chance of encountering a harlot with a disease is 5% cumulative per town size, so Thorp 5% to Metropolis 40%. Add these modifiers depending on the type of establishment: Rich -15%/Low -10%/Slave -5%; street girls get no such modifiers.
- The chance of contracting the disease is 1% per minute of sexual activity.
- A brothel comes in three basic sizes: Small (4d4 employees), Medium (6d6 employees), and Large (8d8 employees).
- Young virgin girls in training, who serve as maids for the top regulars, are available. But often, an auction takes place to see who will take her virginity.

Sexually Transmitted Diseases		
Name	Occurrence	
	Acute	Chronic
E.S.S.	1-4	5-8
Gonorrhea	1-6	7-8
Prurire	1-7	8
Segmen Neus	1-4	5-8
Syphilis	X	1-8
Yeast Infection	1	2-8
If chronic, each adventure, save vs CON with failure indicating relapse.		

	Severity	
	Mild	Terminal
1-3	4-5	6-8
1-5	6-7	8
1-6	7-8	X
1-3	4-5	6-8
1-5	6-7	8
1-8	X	X
M: 50% fatigued each day		
S: Fatigued with 1X ADE below		
T:as S, 50% exhausted, 2X ADE		

Additional Disease Effects	
1	Burning during urination
2	Constant pain; -1d4 to attack rolls (determine daily)
3	Gradual brain rot; -1 Intelligence and Wisdom per week (minimum of 1)
4	Hyperactivity; movement +25%, +2 initiative
5	Loss of voice; no verbal spells, singing, etc
6	Uncontrollable vomiting; -1 Constitution per week (minimum of 1)
7	Sluggishness; 3/4 movement rate, -2 initiative week
8	10 % chance every 6 hours of a spasm, causing held items to be dropped, and rendering victim nauseated for 1d3 rounds (move-equivalent actions only).

## Sexually Transmitted Disease Descriptions

**Enlarged Scrotum Syndrome (E.S.S.)** - This disease is only contracted in males. The effect is that the male's testicles become extremely enlarged (max. of 8 inches in diameter each). Due to excruciating pain, the victim's movement is reduced to  $\frac{1}{4}$ , and attacks and AC suffer a -4 penalty. This condition lasts for 1d3 weeks, and there is a 15% chance each month that chronic victims experience the disease again.

**Gonorrhea** - An infectious disease caused by bacteria that can infect the genital tract, the mouth, and the rectum. It causes pain when urinating, and in Severe or worse cases causes bloody feces and vomiting (randomly check once/day for vomiting)—causing a -2 to Constitution until cured or in remission. It lasts 2-4 weeks, and there is a 50% chance each month that chronic victims experience the disease again.

**Prurire** - "The Itch", as it is better known, is quite an uncomfortable—but not lethal experience. The period of affliction is 1d4 weeks. There is a 50% chance during each month of remission that chronic victims experience the disease again. While active, it causes a -2 to any skill checks that require concentration.

**Segmen Neus** - This disease is named after a disgusting perverse man who raped hundreds of women. The effects of the disease are as follows:

- \* -1 temporary Charisma penalty each day (gradual disfigurement—minimum of 1)
- \* Right or left leg goes bad decreasing movement by  $\frac{1}{2}$
- \* Develops an aversion to sexual activity

This affliction lasts 1d2 weeks, and there is a 75% chance during each month of remission that chronic victims experience the disease again. Lost ability points are recovered over time, as normal.

**Syphilis** - A chronic infectious venereal disease that causes sores on the genitals, anus, or lips. After 3 weeks, the infected develops a rash that does not itch. This rash goes away on its own, but the victim is infected from the time he acquires the disease from an infected partner. 8 weeks after catching the disease, it begins to do damage in the form of -1 to all abilities each week until the victim is disabled (all abilities decreased to 1), or the disease is cured. Lost ability points are recovered as normal.

**Yeast Infection** - This disease only manifests itself in female characters. It causes the victim's genitals to produce a disgusting stench. Going unnoticed is nearly impossible, giving a -2 penalty to Hide checks. Further, creatures with the Scent ability have a +2 to find the character by smell. There is a 50% chance during each month of remission that chronic victims experience the disease again.

## Sample List of Prostitutes

Name: Ros-Crana  
Race: Cimmerian  
S: 15 D: 11 C: 8 I: 14 W: 15 Ch: 11 COM: 17  
Bust: 35DD           Height: 6-2  
Waist: 21            Weight: 153  
Hips: 33  
Age: 18  
Light Blonde  
Hazel Eyes  
Milky White Skin

Name: Orqina  
Race: Hyrkanian  
S: 10 D: 12 C: 7 I: 13 W: 16 Ch: 9 COM: 16  
Bust: 33DDD         Height: 5-8  
Waist: 25            Weight: 107  
Hips: 32  
Age: 18  
Dark Blonde  
Light Blue Eyes  
Bronze Skin

Name: Cara  
Race: Pictish  
S: 11 D: 14 C: 9 I: 7 W: 12 Ch: 13 COM: 12  
Bust: 24            Height: 5-3  
Waist: 25B         Weight: 112  
Hips: 24  
Age: 16  
Crimson  
Crimson Eyes  
Light Red Skin

Name: Nande  
Race: Zembabwean  
S: 9 D: 16 C: 9 I: 10 W: 12 Ch: 17 COM: 19  
Bust: 36B            Height: 5-10  
Waist: 24            Weight: 155  
Hips: 36  
Age: 16  
Black  
Light Brown Eyes  
Ebony Skin

Name: Hildico  
Race: Brythunian  
S: 8 D: 12 C: 10 I: 13 W: 11 Ch: 11 COM: 14  
Bust: 36C            Height: 5-11  
Waist: 24            Weight: 137  
Hips: 36  
Age: 16  
Black  
Silver Eyes  
Brown Skin



Name: Mandughai  
Race: Hyrkanian  
S: 15 D: 11 C: 14 I: 11 W: 11 Ch: 7 COM: 17  
Bust: 36C                      Height: 5-2  
Waist: 24                      Weight: 114  
Hips: 34  
Age: 15  
Light Brown Hair  
Light Green Eyes  
Dusky Olive Skin

Name: Salome  
Race: Kothian  
S: 10 D: 10 C: 10 I: 7 W: 12 Ch: 16 COM: 15  
Bust: 32B                      Height: 5-10  
Waist: 23                      Weight: 137  
Hips: 31  
Age: 17  
Crimson  
Dark Green Eyes  
Bronze Skin

Name: Ionna  
Race: Zamoran  
S: 13 D: 15 C: 13 I: 9 W: 18 Ch: 14 COM: 14  
Bust: 35DD                      Height: 6-0  
Waist: 25                      Weight: 158  
Hips: 34  
Age: 18  
White  
Dark Green Eyes  
Fair Skin

Name: Muriela  
Race: Corinthian  
S: 8 D: 10 C: 10 I: 14 W: 9 Ch: 10 COM: 20  
Bust: 36DD                      Height: 5-9  
Waist: 24                      Weight: 135  
Hips: 34  
Age: 13  
Sable  
Dark Blue Eyes  
Lightly Tanned Skin