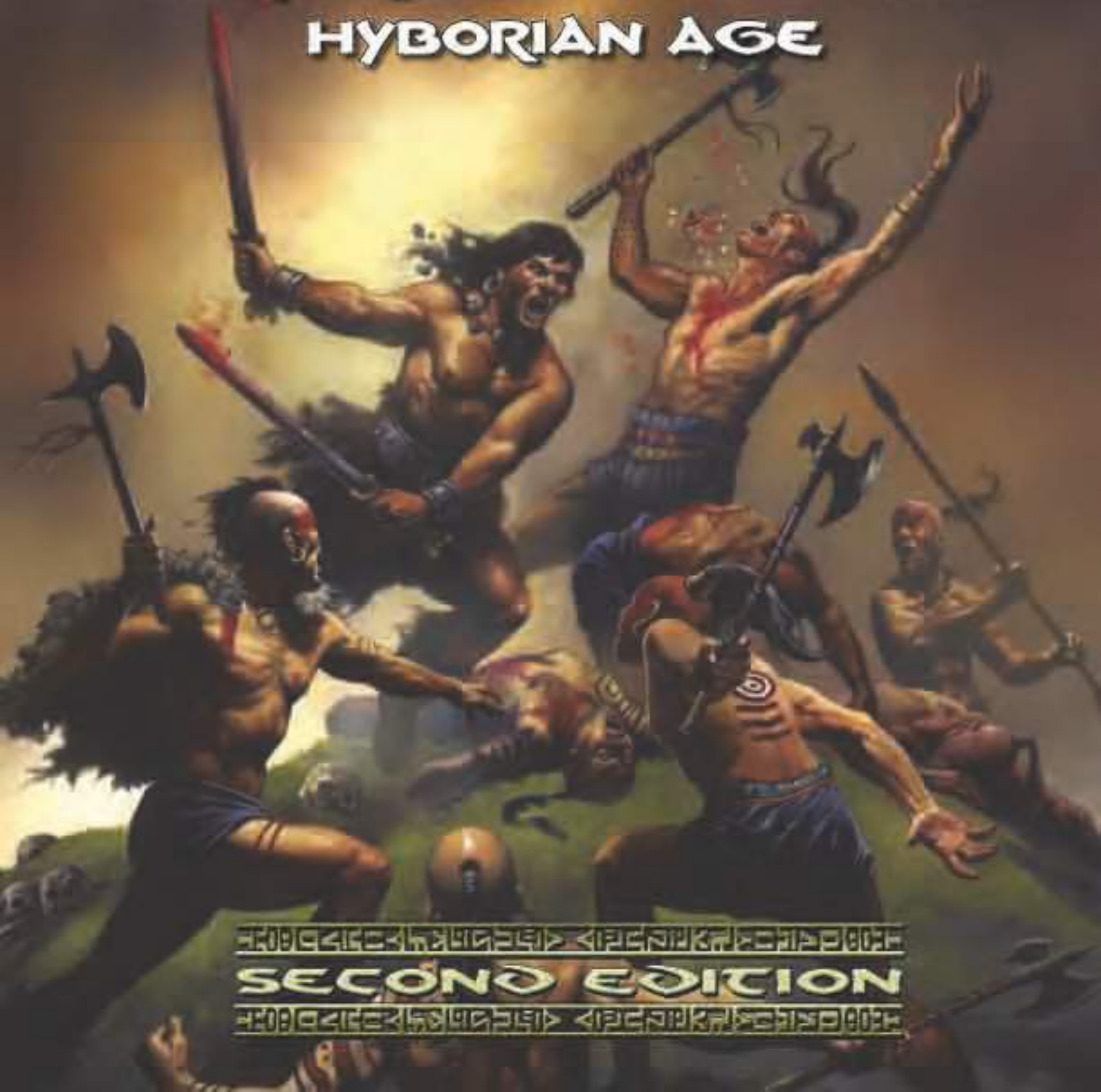


CONAN[®]

PLAYER'S GUIDE TO THE HYBORIAN AGE



SECOND EDITION



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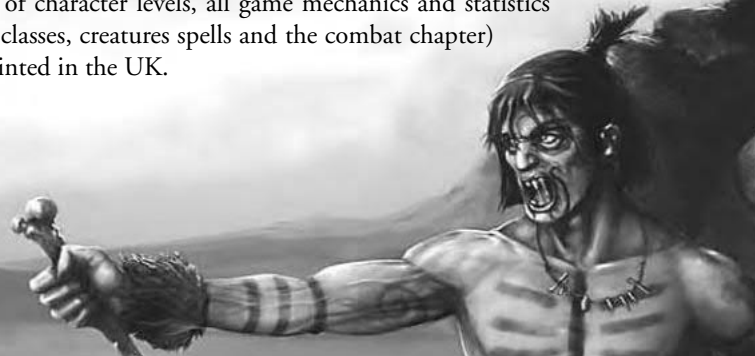
PLAYER'S GUIDE TO THE HYBORIAN AGE

SECOND EDITION

CONTENTS

CONTENTS	1	NAMING CHARTS	70
CREDITS	2	NOBLE TITLES	80
INTRODUCTION	3	TIPS ON ROLEPLAYING	90
BACKGROUNDS	4	IN THE HYBORIAN AGE	
£ PERSONALITIES		THE REINS OF POWER	92
CHARACTER VARIANTS	19	SORCERERS GREAT	96
CHARACTER PACKAGES	27	£ SMALL	
THE TRADING POST	48	HYBORIAN VOICES	106
UNUSUAL ITEMS	53	INDEX	114
FEATS	58	LICENSE	116

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CREATOR OF CONAN AND HYBORIA

Robert E. Howard





Introduction

Robert E. Howard created one of the greatest fantasy worlds ever to leap from the written page. *Conan the Roleplaying Game* has allowed that world to breathe again with new life as new characters take the stage to create new weird tales of high adventure.

The Player's Guide to the Hyborian Age is a toolkit for players and Games Masters to help round out Player Characters and Non-Player Characters. This toolkit is designed to give the player plenty of springboards for his imagination to take his character from a mere framework to a fleshed out character ready for roleplay.

This book, designed as a toolkit, includes a chapter on character personality and backgrounds to help develop a character beyond an initial, vague concept and offer a starting point for additional flights of fancy concerning the character. This toolkit, while designed to aid Players, is just as valuable to Games Masters who want to flesh out a character just a little bit more – or flesh out a major Non-Player Character greatly. The personality types in the chapter are not just random words, such as 'aloof' or 'flighty', but are based on modern psychological research and tie in the three non-physical statistics (Int, Wis and Cha) to the personalities so that the interplay of those statistics can be shown as having an impact on how that character perceives the world and manipulates that world. Other tables are offered to show the family-life of the character – an aspect of personality and motivation as much as anything else. Who would we be without our family background? The same applies to a character. While much of this may never show up in a game session (we never learn much about Conan's family, for example), it still is something to consider for bringing some verisimilitude to the character played in that game session.

New character variants are offered as well. The variants allow characters to play old character races and classes in

a new way, with a new twist. These variants include rules for half-breed characters and some new races. In addition, tables are presented to help Players and Games Masters find the perfect race and/or class to fit the character desired.

Character packages are presented in order to better allow Players to better fit their characters into the cultures they come from or are adventuring in. These packages can be used in lieu of figuring out equipment piece by piece at the onset of an adventure. Simply choose the package of the region the character is in or where the character is from, and off that character goes, fully equipped for his escapades.

New equipment and unusual items give characters a chance to further distinguish themselves from standard characters derived solely from the core rules of *Conan the Roleplaying Game*. Weapons from the Turanian *yataghan* to the *keris* from the Swamps of the Dead can be found, as well as Vendhyan weapons and Hyrkanian silk shirts.

Feats, updated from their original presentation in *The Road of Kings*, are given a more fitting place in this volume, along with brand new feats never before printed.

Naming charts are given in order to allow characters to have a Hyborian age name befitting their Hyborian age character. Some of the charts are useful lists, other charts actually allow for name construction with specific meanings. Take a name from here, or use the list as the basis to create names that sound authentic.

Noble titles for noble characters round out the volume with titles from around the world to give some weight to your noble character's claim to a bloodline.





Backgrounds and Personalities

WHO ARE YOU?

Once you have chosen your race and class, you can flesh out your character a bit more. The following tables are a background generator that can help you develop your character further. Simply choose or roll randomly from the following tables. The tables will not answer every question, but should provide a springboard for the imagination to construct a personal or family history.

PERSONAL INFORMATION

Table 1a is the character's true national heritage. Most characters are from where they are from, as simple as that. If that is the case, then start with Table 2a. Some characters have a different heritage. For example, look at any of King Conan's children. They will be born in Aquilonia and raised in an Aquilonian culture, so they will be Aquilonian. However, as far as genetic heritage goes, King Conan's children will be Cimmerian/Nemedian mixes – *they will have no Aquilonian blood at all* (Conan, of course, is Cimmerian, and Queen Zenobia is Nemedian). Many cultures have slaves and residents from different cultures. Nothing says a player's Argossean character has to be purely Argossean, for example. If desired, a player may roll on Table 1a (or just choose) to find the character's true genetic heritage instead of its cultural heritage.



TABLE 1a: PREFERRED CLOTHING STYLE

D20	Clothing Style Preferred
1	Typical Clothes for Social Station and Culture
2	Dress a Station Above Yours
3	Dress Beneath You
4	Foreign Styles
5	Eclectic Mix
6	Minimal Clothes
7	As much clothing as possible
8	Modified Clothing
9	Local Styles
10	Transparent Clothing

As Much Clothing as Possible – You prefer to be covered, so you will dress in as many layers as you can get away with (without looking silly, in most cases). In the case of women, you will take the most conservative approach possible.

Dress a Station Above Yours – You prefer to dress more extravagantly than most people of your station, buying or stealing clothes typical of the station above yours. You might be a peasant who dresses like a freeman or noble, or even a woman who dresses as a man.

Dress Beneath You – You prefer to dress down; examples include a noble who prefers peasant fashions, or a peasant who dresses like a slave or barbarian.

Eclectic Mix – You pretty much dress in the style of your own homeland, but you add bits and pieces from other places (often, but not necessarily, places you have been).

Foreign Styles – You prefer to dress more exotically than your fellow countrymen. Roll on the Nationality Table or choose an interesting nationality. This is the style of clothing and/or equipment you prefer.



TABLE 1A: NATIONALITY TABLE

D100	Nationality	D100	Nationality	D100	Nationality
01	Amazon	33–34	Iranistan	64	Punt
02	Aphaki	35	Kambuja	65–68	Shem: Cities
03–07	Aquilonia	36	Keshan	69–71	Shem: Desert
08–10	Argos	37	Kezankian Hillman	72–73	Shem: Pelishtia
11	Atlaia	38	Khauran	74	Southern Islands
12	Barachan Islands	39–40	Khitai	75–76	Stygia
13	Black Coast	41	Khoraja	77–78	Tauran
14	Border Kingdom	42	Kordafan	79	Tibu
15–19	Brythunia	43	Kosala	80	Tombalku
20	Cimmeria	44–45	Koth	81–83	Turan
21	Corinthia	46	Kusan	84	Uttara Kuru
22	Darfar	47–49	Kush	85–87	Vendhya
23	Ghanara	50–53	Nemedia	88–89	Westermarck
24	Ghanata	54–55	Nordheim: Asgard	90	Yuetshi
25	Ghulistan	56	Nordheim: Vanenheim	91	Zaheemi hillmen
26–27	Golden Kingdoms	57–59	Ophir	92–93	Zamboulan
28	Gunderland	60	Pathenia	94–96	Zamora
29	Hyperborea	61	Pictland	97	Zembabwei
30–32	Hyrkania	62–63	Poitain	98–100	Zingara

Local Styles – You dress however everyone around you dresses. If you are in Corinthia, you prefer to dress as a Corinthian, but when you travel to Hyrkania, you dress as a Hyrkanian.

Minimal Clothes – For a male, this usually means nudity or a loin cloth. For a female, this means nudity or the stereotyped fantasy dress for women – some type of abbreviated top worn with a thin belt about the hips that holds up a strip of cloth in front and a strip of cloth at the back.

Modified Clothing – You prefer lots of fur, fur trims, tassels, bits of metal, longer (or shorter) sleeves or jewellery on your clothing. In some fashion, you manage to make your clothes a bit different from everyone else's in a personal way. An example could be a Stygian who only wears blue; his clothes are otherwise typical for style, but always dyed blue.

Transparent Clothing – You disdain clothing or prefer to tease and/or shock people.

Typical Clothes for Social Station and Culture – You dress in a completely normal style for where you are from. You may even wear clothes in the Local Style (see above) in order to not stick out in other cultures.

PERSONALITY

A MIX OF INTELLIGENCE, WISDOM & CHARISMA

A character's personality is often determined by some key yet intangible statistics: Intelligence, Wisdom and Charisma. These statistics work together to create a personality. While some systems have a completely random method of determining personality, this system works in tandem with the character's ability scores to create a more believable character. A person with a high Charisma but low Intelligence will behave differently than someone who has a high Intelligence but low Charisma. Just rolling a random trait, such as 'shy,' does not make sense for certain ability score combinations; what if the character had a really high Charisma? How shy would that character be? With that in mind, these tables can be used in at least three different ways.

- ❖ Roll randomly *before* assigning statistics to these three abilities, and assign them based on the results.
- ❖ Choose a behaviour that suits the character concept and assign statistics to the abilities accordingly.



- Take your statistics as you have assigned them, look up the matching personality and play the character accordingly.

Keep in mind, that "typical high statistic" is only relative to the three mental statistics and has no bearing on the three physical statistics. A Dominator will likely have a high Charisma relative to Intelligence or Wisdom, but his Strength, Constitution or Dexterity could be higher than his Charisma. Also, a 'low' score does not mean in the 'less than 10' category specifically, just that it is lower than the other scores. A character with a 20 Charisma, an 18 Wisdom and a 16 Intelligence is considered to have a 'low' Intelligence for purposes of these tables and descriptions. Also note that characters with identical scores in these three statistics rarely fit into any kind of predictable pattern. Of course, other personality types can be created if desired; the list here is by no means exhaustive.

In some cases, optional bonuses and penalties can be applied to a character; all optional modifiers in this section stack.

TABLE 2A: BASIC PERSONALITY

D4	Strongest Behaviour Dimension	Typical High Statistic
1	Charismatic	Charisma
2	Dominator	Charisma
3	Logical	Intelligence
4	Sympathetic	Wisdom

Charismatic: These are outgoing people who enjoy teamwork, sharing and/or entertaining. They use their Charisma to get things done. They gain energy from other people and being around them, and they prefer to shape the world by influencing and persuading other people. Charismatics are more likely to use Diplomacy than Intimidate (+1 bonus to Diplomacy checks, -1 penalty to Intimidate checks). They tend to inspire others but can be disorganised or seen as shallow. Their enthusiasm spreads easily though and they are apt to convince people to do what they want. They will prefer Charisma over Intelligence or Wisdom. Diplomacy is a class skill no matter what class the character is. Go to Table 2b.

Dominator: Dominators are direct and decisive. They use their Charisma to get things done. They are more likely to use Intimidate to influence people than Diplomacy (+1 bonus to Intimidate, -1 penalty to

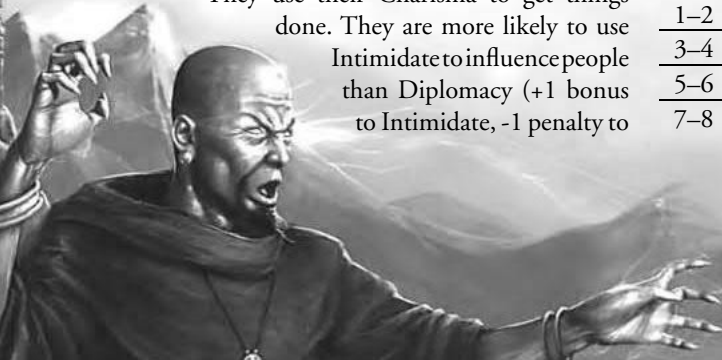
Diplomacy). They like challenges and prefer to shape the world around them by overcoming the opposition. They are apt to make people do what they want. Dominators can make decisions when others cannot, but often are impatient, insensitive and/or unapproachable. They are also more interested in the result than the means. They typically do not care about the details, just in the end result; for example, they are likely to be irritated if someone goes on, describing a previous conversation verbatim – they just want to know the outcome of the conversation. They will prefer Charisma over Intelligence or Wisdom. Intelligence is usually given priority over Wisdom. Intimidate is a class skill no matter what class the character is. Go to Table 2c.

Logical: They like to plan ahead and they love being correct. They use their Intelligence to get things done. They are always systematic and accurate and prefer quality and accuracy over actually influencing anything. The means of accomplishing something are more important than the actual ends. If the means are correct, the end results take care of themselves. They want proof of everything before they accept anything. They gain a +2 bonus to Sense Motive skill checks, but take a -1 penalty on Diplomacy and Intimidate checks because they are all about the facts, not about making people do things. They often hamper other people's creativity because they insist on everyone sticking by the rules. They tend to be aloof but everyone knows they are thorough. They will prefer Intelligence over Charisma or Wisdom. Go to Table 2d.

Sympathetic: These people are helpful and prefer to work behind the scenes. They use Wisdom to get things done. They are consistent and predictable and they get things done by working with others. They rarely say 'no' to anyone, because they dislike conflict. They gain a +2 bonus to Gather Information checks because they are so friendly and easygoing, but take a -1 penalty on Intimidate and Sense Motive checks because they are more easily manipulated than other types. They take orders easily but resist change. They tend to be indecisive on their own, but they are likable and sensitive to the needs of others. They will prefer Wisdom over Intelligence or Charisma. Go to Table 2e.

TABLE 2B: CHARISMATIC PATTERNS

D8	Behaviour Pattern	Typical Score Pattern
1-2	Counsellor	High Cha, Middle Wis, Low Int
3-4	Evaluator	High Cha, Middle Int, Low Wis
5-6	Facilitator	High Cha, Low Wis & Int
7-8	Persuader	High Cha, Middle Int, Low Wis



Counsellor: The counsellor is all about making friends and attaining happiness. Counsellors are often described as being warm people. The worst thing that can happen to a counsellor is to lose a friendship. The counsellor does not worry about deadlines or actually getting anything done, but they are good at getting other people to want to do things. A typical statistic block will have a high Charisma, a fairly high Wisdom (but lower than Cha), and a low Intelligence. A counsellor will have a lot of focus on Diplomacy and Gather Information and will usually not have any ranks in Intimidate. A counsellor never uses Intimidation for anything; a counsellor fears pressuring others or causing problems for others, so intimidation as a tactic is fearsome to him. Counsellor nobles will often take the *Etiquette* social ability (the *trusted counsellor* social ability from *Conan Hyboria's Finest* is also a good choice).

❖ *Optional:* +2 Diplomacy, -2 Intimidate; may never take the Persuasive feat and Intimidate is always treated as a cross-class skill, even if Intelligence bonus points are used to buy ranks.

Evaluator: An evaluator is an intense person known for his charm and flair. The evaluator sees things in black and white, a win or a loss. The evaluator strives not only to win, but to win with style. They are afraid of looking stupid or being seen in a negative light. They are notoriously insensitive toward others when upset (usually after 'losing' something important) and are known to be unrealistic in regards toward their actual abilities. A typical statistic block for an evaluator is a high Charisma, a moderately high Intelligence and a low Wisdom. Intelligence is usually closer to Charisma than it is to Wisdom (if Intelligence is closer to Wisdom than Charisma, the character is more properly a persuader). An evaluator has a high Diplomacy score and a moderate Intimidation score. The evaluator also focuses on Intelligence-based skills more than Wisdom-based skills. Appraise is often a high priority skill for the evaluator. Evaluator nobles almost always take the *savoir-faire* social ability as soon as they can. *Gift Giving* is also an appropriate social ability (from *Conan Hyboria's Finest*).

❖ *Optional:* +1 Diplomacy, +1 Appraise; -1 Sense Motive, -1 Bluff (when talking about himself and his abilities)

Facilitator: A facilitator is an enthusiastic person who loves to entertain people. This character is known for his social graces and spontaneity. He seeks social approval and popularity and is afraid of not being accepted by others. A facilitator has a hard time dealing with insults and other threats to his social and personal image. He tends to be disorganised and

somewhat dependent on people. He likes to support people who will support him in return. Often he is an informal power behind the scenes. A typical statistic block will have a high Charisma and matching (or close to matching) Wisdom and Intelligence scores. Generally, Wisdom and Intelligence will be *much* lower than Charisma. Diplomacy is given priority over Intimidation, but both skills will be used by this character. He rarely bothers with Sense Motive and Knowledge skills. A facilitator noble will often take the *Reputation* and/or *Entertainer* social abilities.

❖ *Optional:* +2 Diplomacy, +2 Intimidate; -1 Sense Motive, -1 Knowledge, -4 penalty on any complex skill checks because of low attention span.

Persuader: Persuaders seek prestige and authority, often with an eye for basic status symbols. They often seek changes in the status quo (many are actually a little afraid of unchanging circumstances). They are typically inattentive to their surroundings (Spot and Listen are often neglected skills). Persuaders are social animals, for without people, there is no one to persuade. A typical statistic block will have a high Charisma and low Intelligence and Wisdom scores, but Intelligence will be slightly higher than Wisdom. A persuader will emphasise Diplomacy, but will usually keep Intimidate almost as high. Bluff is also an important skill for this character. The Persuasive feat is recommended.

❖ *Optional:* +1 Diplomacy, +1 Bluff; -1 Spot, -1 Listen; may never take the Alertness feat.

TABLE 2C
DOMINATOR PATTERNS

D8	Behaviour Pattern	Typical Score Pattern
1-2	Competitor	High Cha, Middle Int, Low Wis
3-4	Controller	High Cha, Middle-low Int & Wis
5-6	Innovator	High Cha, High Int, Low Wis
7-8	Masterful	High Cha, Middle Int, Low Wis

Competitor: Competitors are focused on results even more than most Dominator types. They are forceful and confident – and all too convincing. A competitor will usually have ranks in Bluff equalling his impressive Intimidate scores, yet the Dominator does not entirely neglect his Diplomacy either, although he is not as good with it as he is with Intimidation. Competitors rarely ask for other people's opinions. Competitors make decisions easily; however, they rarely explain the reasons behind their decisions.





Competitors seek dominance and independence. Above all, they hate being taken advantage of, and they always check to make sure this is not the case. They fear getting too close to people, so they often appear aloof and uninterested in what others are doing. A typical range of scores includes a high Charisma, a low Wisdom and a fairly good Intelligence. Intimidate, Bluff and Sense Motive are usually kept high, as are any skills needed to reach results. A competitor noble will often take the *smear others* social ability. *Note:* This character type is probably Conan's (see *Conan Aquilonia, Flower of the West*; Cha 21, Int 20, Wis 19).

❖ *Optional:* +1 Intimidate, +1 Bluff; -1 Gather Information, -1 Diplomacy

Controller: The controller simply must be in charge. Losing control is a fear of this character. He hates being bored, so the controller is always pushing for new opportunities. He is very demanding of others and often is not nice about it. His Diplomacy skills are usually weak (if not non-existent). He is direct and often is seen as brave because of his desire to go into new territory. Covering new ground is good for the controller – if he is first, then he can be in charge, is his way of thinking. He is not a group worker because he does not work well with others – unless the others act like servants. Because of his aggressive manner toward new horizons, he often does not gather all the facts before moving in; this sometimes causes problems. A controller noble will often take the *secret* social ability (from *Conan Hyboria's Finest*).

❖ *Optional:* +3 Intimidate; -2 Diplomacy; -1 Gather Information

Innovator: The innovator is a pioneering and analytical sort who seeks accomplishments and projects. He also intends to be in charge of these accomplishments and projects. A direct person, the innovator is impatient and intolerant with himself and others and does not adjust well to unexpected events that interfere with planned goals. His biggest fear is failing to meet his own high standards and is frustrated by others who do not understand this. The innovator also considers influence to be important to his self-concept and any loss of influence angers him. Innovators rarely bother with Diplomacy and prefer to use their logic and intelligence to intimidate people. Intimidation will usually have the maximum number of points placed in it. Knowledge skills are often kept high, as is Appraise. Innovators are drawn toward

Craft skills and strive to become leaders in their craft guilds. Innovators usually have a high Charisma and an Intelligence that matches (or nearly matches) it. Wisdom is usually low. Innovators think outside of the box and eschew conventional wisdom. Many innovators take the Craftsman feat (from *Conan The Scrolls of Skelos*). An innovator noble often has the *ally* social ability.

❖ *Optional:* +1 Intimidate, +1 Craft (any one); -2 to Diplomacy

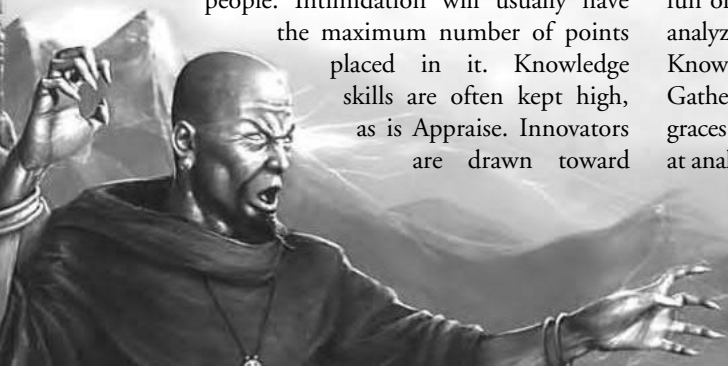
Masterful: The master character is direct but charming, seen as daring and enthusiastic in his actions. His goal (as is the goal with most Dominators) is control, influence and authority, often through increasing his social status. Masterful characters are notoriously insensitive toward others and tend to take underlings for granted. He is intimidating, but not always in a physical sense – his force of personality is almost irresistible. The masterful character tends to be disorganized as well as impatient (even with himself). He fears being seen as weak or soft. He also is afraid of losing social status. A typical ability score pattern is an extremely high Charisma matched with a low Wisdom. Intelligence can fall anywhere in between the two scores. A masterful character will have his Diplomacy skill almost as high (if not matched equally) as his Intimidate skill. Both the Negotiator and Persuasive feats are appropriate for this personality type. The *face down* social ability from *Conan Hyboria's Finest* is a perfect choice for the masterful noble.

❖ *Optional:* +1 Intimidate, +1 Bluff; -1 Listen, -1 Spot

TABLE 20: LOGICAL PATTERNS

D6	Behaviour Pattern	Typical Score Pattern
1-2	Analyst	High Int, Mid-Low Wis, Low Cha
3-4	Consultant	High Int, High Cha, Low Wis
5-6	Obsessive	High Int, High Wis, Low Cha

Analyst: The analyst is logical above all else. His emotions are held in reserve as unpredictable elements of personality; indeed, he fears losing control of his emotion in front of others. The analyst strives to be correct and/or accurate at all times. He takes his time coming to a decision as he wants all the facts first. The analyst also does not like being made fun of. He is the antithesis of social and he tends to over-analyze everything and everyone. He will focus heavily on Knowledge skills to insure that he is correct and, other than Gather Information, will usually ignore social skills. Social graces do not interest him in any way. The analyst is skilled at analysing behaviour, so Sense Motive skills are often fairly



high – and he loves to lecture on why people behave the way they behave. However, the analyst is so busy gathering information he is often slow to react. Intelligence will be far and away his highest of the three personality scores. Wisdom is usually just slightly higher than Charisma.

- ☛ *Optional:* +1 Knowledge or Craft (any one), +1 Gather Information, +1 Sense Motive; –1 Intimidate, –1 Diplomacy; –1 Bluff

Consultant: The consultant desires to advise and show off his expertise. He wants to succeed as an expert. He is curious and logical, but he is also social. He wants to be seen as an expert and fears people will realize he is not one – or that he will make a mistake and mistakenly be taken for an amateur. He has a hard time delegating to others because of this desire to be seen as an expert at all things. The consultant will often spend his skill points across a really broad spectrum of skills as he tries to become expert at everything. He typically knows a bit about a lot, which makes him a good consultant, although he is rarely an actual expert. The consultant will emphasise Diplomacy over Intimidation (they will rarely put any skill points into Intimidate). The consultant loves to offer advice and is happiest when he can do so. Intelligence and Charisma are usually both high scores, and Wisdom is on the low side. A consultant noble will usually take the *ally* social ability or may try to increase his Reputation as an expert (Talented).

- ☛ *Optional:* No skill can have maximum points in it and/or must put a skill point into something new with every level – except for Intimidate (will probably never put points here).

Obsessive: The obsessive character is a perfectionist, deliberate and precise at all times. He wants nothing more than stability and predictability. Unpredictable results bother this character. He is afraid of unknown situations that he cannot control. He has a hard time getting along with others and is almost never willing to experiment. If a scholar, this character will almost always have an Obsession and will rarely create new spells on his own – he sticks with the tried and true. He may or may not be empathetic toward others, but he will rarely *display* empathy – he avoids emotional displays. He does have strong instincts and trusts them implicitly – Spot and Listen both are usually high. The Obsessive usually has a high Intelligence, high Wisdom and a low Charisma. He is more capable of Intimidation than Diplomacy, but both are usually fairly low. This character will rarely engage in melee combat willingly as it is too random and unpredictable, although many do well at strategy. Some are fairly good at ranged weapons, seeing this as an opportunity to be precise, as well as offering a chance to stay away from physical combat.

- ☛ *Optional:* +1 Spot, +1 Listen, +1 Search; –2 Diplomacy, –1 Gather Information

TABLE 2E:
SYMPATHETIC PATTERNS

D8	Behaviour Pattern	Typical Score Pattern
7–8	Expert	High Wis, Mid Int, Low Cha
5–6	Investigator	High Wis, Mid Int, Low Cha
3–4	Mediator	High Wis, Mid-high Cha, Low Int
1–2	Relentless	High Wis, Mid Cha, Low Int

Expert: The expert wants a calm, stable environment. He uses his status as an expert to get what he wants from others. They seek comfort and consistency. Most experts have a Profession skill that is maintained at maximum ranks. Those with a fairly high Intelligence take a Craft skill instead. Experts hate changing conditions as this alters their status as an expert. They also fear chaos, to a degree. They often take too long at tasks because they want anything they do to be consistent. Despite their ability to succeed at their chosen area of expertise, most experts lack self-confidence. The expert is usually better at Diplomacy than Intimidation, but neither skill is terribly important to this character. Experts will usually maintain maximum ranks in any skills they have and do not bother to develop new skills unless they have a way to become expert at those skills quickly. They would rather rely on other experts for those skills than to detract from their own expertise. An expert sorcerer will gain an Obsession if that sorcerer ever fails to maintain maximum ranks in his Profession or Craft (or of whatever else he considers himself to be an expert). Experts usually have a high Wisdom, a mid-to-high Intelligence and a low Charisma.

- ☛ *Optional:* +2 Profession or Craft; –2 Intimidation

Investigator: The investigator is both analytical and cautious. He derives power from his role or position (and if he has a title, even better), since his ability to influence people with his personality is usually weak. By living a life of throwing his position around, he usually has learned some techniques of Intimidation, but rarely learns actual Diplomacy. An investigator character will usually have a fairly good Intimidate rank but very little Diplomacy. The Investigator feat is a good choice for this character. His instincts are usually well-honed, and his ability to Spot and Listen is often strong. He has a lot of will and will almost always finish his task – he is persistent. He hates being criticised openly and worries about being too involved with people, so





investigators often have a reputation for being aloof. They are also often criticised for thinking too much ‘in the box.’ They really do not bother to learn different ways of achieving their results if the way to which they are accustomed works for them most of the time. The investigator has a high Wisdom, a mid-range Intelligence and a low Charisma score. As a cautious character, the investigator will often take feats to boost his Defence Value.

❖ *Optional:* +1 Gather Information, +1 Spot; -2 Diplomacy

Mediator: The mediator character is patient and kind, always concerned for other people. Highly empathetic, a mediator character rarely bothers to Intimidate anyone; Intimidation is simply too aggressive. They do put a fairly large number of skill points into Diplomacy. These characters want to be accepted by others. They fear conflict and will rarely openly disagree with anyone. They have a tendency to accept what they are given and worry about making mistakes. They like to make sure tasks get done, but they will not rock the boat to do it. They resent being intimidated but usually will not say anything about it – at least not for a while. Wrongs will sit inside of them and fester. When the festering has reached an unstoppable boil, then the mediator character may become deadly and aggressive. Mediator characters avoid conflict, even combat. They would rather poison someone slowly than to face them directly. These characters usually have a high Wisdom, a fairly high to mid-range Charisma and a low Intelligence.

❖ *Optional:* +2 Sense Motive; -2 Intimidation

Relentless: The relentless character is methodical and persistent in achieving his goals. Moving with deliberate resolve, the relentless character is focused heavily on his accomplishments, fearing lack of progress toward his goals. Highly independent, this character tends to be inflexible in both relationships and personal life situations. He has a plan and he intends to stick to it. A relentless character will usually have a fairly good Intimidate rank but very little Diplomacy. He has a high Wisdom, a mid-range to low Charisma and a low Intelligence. So long as he is moving toward his goals, he is happy, no matter how slow the going is. Speed is not an issue – ultimate success is the issue.

❖ *Optional:* +2 on Will saves against Hypnotism spells intended to sway him from his purpose, +1 Intimidate; -2 Diplomacy, -1 Gather Information

PHYSICALITY A MIX OF STRENGTH, DEXTERITY AND CONSTITUTION

Although arguably less important than personality, many Players want a description of their character that reflects their statistics. Again, instead of a random table which could generate a result of ‘slight’ for a character with an amazing Strength score or other nonsensical descriptions, the tables here try to take into account the interplay of the three physical statistics.

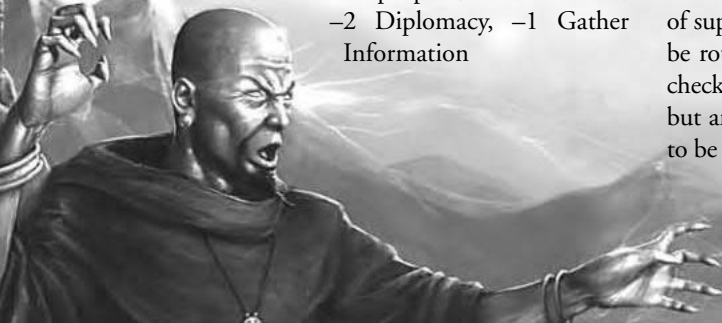
Keep in mind, that “typical high statistic” is only relative to the three mental statistics and has no bearing on the three physical statistics. A Dominator will likely have a high Strength relative to Dexterity or Constitution, but his Intelligence, Wisdom or Charisma could be higher than his Strength. Also, a ‘low’ score does not mean in the ‘less than 10’ category specifically, just that it is lower than the other scores. A character with a 20 Strength, an 18 Constitution and a 16 Dexterity is considered to have a ‘low’ Dexterity for purposes of these tables and descriptions. Also note that characters with identical scores in these three statistics rarely fit into any kind of predictable pattern. Of course, other physical types can be created if desired; the list here is by no means exhaustive.

In some cases, optional bonuses and penalties can be applied to a character; all optional modifiers in this section stack.

High Strength, Middle Constitution, Low Dexterity: The character is muscular and is good at anything requiring strength, but is less than talented when it comes to coordination. The character possibly has so many muscles he cannot put his arms all the way down. *Optional:* +1 bonus on Strength-based skill and ability checks, but -1 penalty on Dexterity-based skill and ability checks.

High Strength, Low Constitution, Low Dexterity: The character is probably overweight but his muscles have grown to carry around his weight. *Optional:* +2 on Strength checks to avoid being Bull Rushed or Overrun, and -1 penalty to Escape Artist checks; also, his base speed is reduced by 5 feet.

High Strength, Middle Dexterity, Low Constitution: The character is fit and muscular but not so muscle-bound as to limit his dexterity. The character is prone to incredible bursts of superhuman effort, but the after-effects of that effort can be rough. *Optional:* He gains a +2 bonus on Constitution checks and similar checks made to continue tiring activities, but any effect or condition that would normally cause him to be fatigued instead causes him to be exhausted.



High Constitution, Middle Strength, Low Dexterity:

The character is hardy and rugged, but a little slow. The character probably could be described as barrel-chested. *Optional:* +1 bonus on Fortitude saves, -1 penalty on Reflex saves. The character may also be fairly stout. *Optional:* +1 on Strength checks to avoid being Bull Rushed or Overrun, and -1 penalty to Escape Artist checks.

High Constitution, Middle Dexterity, Low Strength:

The character is slender and willowy. *Optional:* +1 bonus on Escape Artist checks (including escaping grapples) and -1 penalty on Strength checks to avoid a Bull Rush or Overrun.

High Dexterity, Middle Strength, Low Constitution:

The character is quick but less sturdy than most; lithe would be a good description. *Optional:* Increase his base land speed by 10 feet but subtract 1 from his hit points gained at each level, including first (a result of 0 is not possible).

High Dexterity, Middle Constitution, Low Strength:

The character is skinny. His slender frame is hardy and dextrous, though. *Optional:* +1 bonus on Escape Artist checks (including escaping grapples) and -1 penalty on Strength checks to avoid a Bull Rush or Overrun.

FAMILY INFORMATION

This section determines the character's family and background. This information can be used to colour the character's attitudes. A soldier from a wealthy family will have a different outlook than a soldier from a peasant family. Simply choose an option or roll randomly from Table 3 and Table 4. Then go on to Table 5 to see if the character's parents are alive or dead.

TABLE 3: PARENT SOCIAL MATCH

D20	Parent Match
1	Father two ranks below Mother
2-3	Father one rank below Mother
4-16	Both parents from same social class
17-18	Father one rank above Mother
19	Father two ranks above Mother
20	Parents of Two Different Races (roll on Nationality table for one parent); the character is a half-breed (see page 20)

Note on Table 4: These tables are not 100% representative of all the races available in *Conan the Roleplaying Game*. In some cases you will have to re-roll results that do not make sense for the character or race; for example, there are no

Bossonian nobles, so an upper class roll on the Hyborian table does not make sense.

TABLE 5: LIFE OR DEATH STATUS OF PARENTS

D20	Status of Parents
1-10	Both Parents Alive; Go to Table 7
11-13	Mother Dead or Missing; Go to Tables 6 & 7
14-16	Father Dead or Missing; Go to Tables 6 & 7
17-20	Both Parents Dead or Missing; Go to Tables 6 & 7

TABLE 6: PARENTAL TRAGEDY

D20	Parental Tragedy
1	Never found out what happened to parent(s)
2	Parent(s) executed for crime
3	Parent(s) died because of war - parent(s) fought in a war; Go to table 12, then 7
4	Parent(s) died because of war - parent(s) just got in the way, a civilian casualty; Go to table 12, then 7
5	Parent(s) met with a horrible accident; see table 8
6	Parent(s) joined a cult and disappeared
7	Parent(s) kidnapped and never recovered
8	Parent(s) lost on sea voyage
9	Parent(s) murdered by child
10	Parent(s) murdered by family member
11	Parent(s) murdered by liege lord or superior
12	Parent(s) murdered by lover
13	Parent(s) murdered by spouse
14	Parent(s) murdered by stranger
15	Parent(s) murdered by underling or slave
16	Parent(s) sacrificed to a god or demon
17	Parent(s) sold into slavery; character was left behind
18	Parent(s) sold character into slavery and character does not know location of parent(s)
19	Parent(s) went into hiding
20	Parent(s) committed suicide

Note on Table 6: There is a 60% chance the character, as a child, witnessed the tragedy; otherwise, the character learned about the event later.





TABLE 4: FAMILY SOCIAL STATUS

D100	Social Status (Hyborian)	Social Status (Hyrkanian)	Social Status (Khitan)
01–15	Slave	Slave	Slave
16–30	Lower Class: Peasant	Lower Class: Boghul	Lower Class: Shumin (Labourers/Fishers)
31–45	Lower Class: Serf	Lower Class: Unaghan	Lower Class: Shi (Farmers/Craftsmen)
46–60	Lower Class: Yeoman	Lower Class: Qarachu	Lower Class: Daifu (Merchants/Physicians)
61–75	Lower Class: Cottager	Lower Class: Arad	Upper Class: Enqiwei
76–90	Middle Class: Townsfolk	Upper Class: Nökud	Upper Class: Yunqiwei
91–94	Upper Class: Knight	Upper Class: Tarkhan	Upper Class: Qi Duwei
95–97	Upper Class: Gentry	Upper Class: Noyan	Upper Class: Qingche Duwei
98–99	Upper Class: Peerage	Upper Class: Ba'atut	Upper Class: Zhuhou
100	Upper Class: Royalty	Upper Class: Khan's Family	Upper Class: Imperial Family

D100	Social Status (Nordheimir)	Social Status (Shemite)	Social Status (Stygian)
01–15	Thrall	Slave	Slave
16–30	Løysing (Bondsman)	Lower Class: Servant	Lower Class: Servant
31–45	Hauldr (Freeman)	Middle Class: Farmer	Lower Class: Shepherd or Farmer
46–60	Hauldr (Freeman)	Middle Class: Artisan	Lower Class: Artisans
61–75	Hauldr (Freeman)	Middle Class: Merchant	Lower Class: Merchants
76–90	Hauldr (Freeman)	Upper Class: <i>Asshuri</i>	Upper Class: Scribes/Soldiers
91–94	Leiding (wealthy land owner)	Upper Class: Military Leaders	Upper Class: Aristocracy
95–97	Skald, Goði or Godar	Upper Class: Priests	Upper Class: Nobles
98–99	Hirðmaðr (Retainer)	Upper Class: Aristocracy	Upper Class: Priests
100	Upper Class: Chieftain	Upper Class: Royalty	Upper Class: Royalty

D100	Social Status (Vendhyan)	Social Status (Zamorian)	Social Status (Zingaran)
01–15	Slave	Slave	Slave
16–30	Shudras: Workers	Lower Class	Patronage Slave
31–45	Vaishya: Farmer	Servant Class	Lower Class: Non-Propertied
46–60	Vaishya: Craftsmen	Craftsman Class	Lower Class: Propertied
61–75	Priests	Wealthy Craftsman	Urban Class: Condishions (Craftsmen)
76–90	Kshatriya: Rana, Rai	Lower Merchant Class	Urban Class: Burgueses (Professional)
91–94	Kshatriya: Raja	Upper Merchant Class	Upper Class: Esquire
95–97	Kshatriya: Nizam	Wealthy Class	Upper Class: Knight
98–99	Kshatriya: Upper Nobility	Nobility	Upper Class: Middle Nobility
100	Kshatriya: Royalty	Royalty	Upper Class: Upper Nobility



TABLE 7: FAMILY SECURITY & STABILITY

D20	Stability of Family
1-8	Family is secure (if parents are dead, then extended family and relatives are stable); Go to Table 13
9-20	The family is in flux; there is no security and much is at risk. Roll on or choose from Table 9

TABLE 8: HORRIBLE ACCIDENTS

D20	Horrible Accident
1	Run over by horses (50% died/50% disfigured or loss of limb)
2-3	Drowned
4-5	Exposure to elements (50% died/50% disfigured or loss of limb)
6	Fall from height (50% died/50% disfigured or loss of limb)
7	Got in the way of a tool's swing (50% died/50% disfigured or loss of limb)
8-10	Disease (50% died/50% disfigured or loss of limb)
11-13	Infection from wound (50% died/50% disfigured or loss of limb)
14-15	Killed by poisonous animal
16	Was mistaken for a witch or sorcerer and burned at the stake
17	Was trapped in a collapsed mine
18	Witnessed a crime and had their tongue ripped out to ensure silence
19	Accidentally witnessed a private ceremony and was blinded as a punishment
20	Accidentally witnessed a sorcerous ceremony and went insane

TABLE 9: FAMILY CHAOS

D20	Turn of Events Causing Chaos
01-04	All family holdings lost; roll on Table 10 for cause
05-08	Family exiled; roll on Table 10 for cause
09-12	Family imprisoned
13-16	Family embroiled in a scandal; they may lose everything; roll on Table 10 for cause
17-20	Family held in extreme debt – they are looking to you for succour.

TABLE 10: CAUSE OF MISFORTUNE

D20	Cause of Misfortune
1	Attitude toward the character's family by liege lord has changed – roll on Table 11 to find out who changed his/her attitude
2-3	Betrayal by Agent (roll on Table 11)
4-5	Change in liege lord; family unwilling to declare Allegiance with new lord
6-7	Debt; roll on Table 11 to determine who called (or is calling) the debt due
8-9	Drug addiction
10-11	False accusation by Agent (roll on Table 11)
12-13	Family involved in moral/ethical scandal
14-15	Family involved in political scandal
16-17	Family involved in religious scandal
18-19	Illegal smuggling
20	Third party greed; roll on Table 11 to determine third party





TABLE II: AGENT OF MISFORTUNE

d100	Agent Type	d100	Agent Type
01-02	Advisor	51-52	Kidnapper
03-04	Assassin	53-54	Knight
05-06	Bandit	55-56	Man-at-arms
07-08	Barbarian	57-58	Manipulator
09-10	Black Widow	59-60	Marine
11-12	Burglar	61-62	Merchant
13-14	Cavalry	63-64	Noble
15-16	Clan Chief	65-66	Nomad
17-18	Confidence Artist	67-68	Officer
19-20	Cut-Purse	69-70	Peasant's Daughter
21-22	Diplomat	71-72	Peer
23-24	Dread Pirate	73-74	Poacher
24-26	Embezzler	75-76	Priest
27-28	Entertainer	77-78	Reaver
29-30	Femme Fatale	79-80	Robber/Mugger
31-32	Foreigner (roll again for type)	81-82	Ruler
33-34	Forger	83-84	Scholar
35-36	General	85-86	Scout
37-38	Gentry	87-88	Slut
39-40	Gold-Digger	89-90	Smuggler
41-42	Goniff (professional shoplifter)	91-92	Soldier
43-44	Guide	93-94	Sorcerer
45-46	Harem Girl	95-96	Swashbuckler
47-48	Harlot	97-98	Temple Prostitute
49-50	Infiltrator	99-100	Tutor

TABLE IIa: AGENT TRAITS

d20	Trait
1-3	Anger
4	Envy
5-6	Deceit
7	Gluttony
8-9	Greed
10-11	Lust
12	Martyr
13-14	Pride
15-16	Sloth
17	Stupidity
18	Vanity
19-20	Zealous

Anger: Event or person is or was motivated by anger, hate, vengeance or similar dark emotions. Someone may

have dishonoured the agent or a tradition, for example. Anger may be related toward the actions of another agent of change (roll or choose a second agent if desired).

Envy: Event or person is or was triggered by envy, jealousy or similar dark emotions. Envy may be related toward the actions or possessions of another agent of change (roll or choose a second agent if desired).

Deceit: Event or person is or was triggered by deceit, fraud or worse. The Trojan horse is an example of cataclysm by deceit. Deceit may be related toward the actions or possessions of another agent of change (roll or choose a second agent if desired).

Gluttony: Event or person is or was triggered by gluttony, over-consumption, addiction or similar situations.

Greed: Event or person is or was triggered by greed, miser-like behaviour or other situation involving the hoarding of goods or services. Greed may be related toward the actions or possessions of another agent of change (roll or choose a second agent if desired).

Lust: Event or person is or was triggered by lust, sexual desires or attraction, all taken to an unhealthy or unnatural extreme. Lust may be related toward the actions or



possessions of another agent of change (roll or choose a second agent if desired). This category could include incest or inbreeding.

Martyr: Event or person is or was triggered by sacrifice on the part of a legend or civilisation. Sacrifice may be related toward the actions or possessions of another agent of change (roll or choose a second agent if desired).

Pride: Event or person is or was triggered by pride, honour or similar notions. Pride may be related toward the actions or possessions of another agent of change (roll or choose a second agent if desired).

Sloth: Event or person is or was triggered by laziness, sloth and decadence. The Lotus-Eaters of ancient myth and the inhabitants of Xuthal are examples of cultures with this trait.

Stupidity: Event or person is or was triggered by stupidity, folly, ignorance or other situations where an ill-advised course of action was taken. Usually hindsight shows the stupidity of the action, but some follies are seen as ignorant even before the undertaking.

Vanity: Event or person is or was triggered by vanity or appearances. Perhaps the agent had her pretty face scarred forever, sending her on a crusade against her foes who damaged her. Vanity may be related toward the actions of another agent of change (roll or choose a second agent if desired).

Zealous: Event or person is or was triggered by zeal, enthusiasm or similar feelings. Zealots are often religiously or morally motivated. Zeal may be related toward the actions or possessions of another agent of change (roll or choose a second agent if desired).

TABLE 12: WAR TABLE

D8	Type of War
1	Conquest by Foreigners
2	Conquest of Foreigners
3	Crusade (external)
4	Crusade (internal)
5	Feud
6	Racial War
7	Rebellion
8	Succession

Conquest by Foreigners: Foreigners invaded the land and the character's liege lord called his family in as soldiers to defend the land. This could have been a formal war or a guerrilla war.

Conquest of Foreigners: The kingdom went to war with someone else and called upon its fiefs to provide troops.

Crusade (external): A religious war against an external race or religion involved the character's family as soldiers.

Sometimes a religious war is not about conquering an enemy or acquiring new lands, but is engaged solely for obtaining as many prisoners as possible for sacrifice to a god or demon.

Crusade (internal): A religious war within the civilisation itself (sort of what might happen in Aquilonia if the religions of Mitra and Asura ever take up arms against each other) required the character's family to provide military support.

Feud: A feud is an argument between families or factions that has escalated into a full-scale war.

Racial War: Race has been the subject of war more than once in history. The Hyborian war against the Acheronians could be considered a form of race war.

Rebellion: A rebellion is a war against the established government. Civil wars, slave revolts, insurrections, insurgencies and even non-violent protests and calls for revolution are all forms of rebellion. A revolution is a complete upheaval of the social order, while most rebellions are against one particular cause.

Succession: Successors to the throne are not always clear, desired or strong. Wars of succession are similar to rebellions but centre on two or more contenders to some position of power. This could be the throne of the kingdom, or to a powerful position such as court scholar or legal heir to an otherwise uncontested throne.

TABLE 13: CHARACTER'S PERSONAL SITUATION

D20	Personal Situation Afterward
1	A cult took the character in and raised him as a member of their cult, hoping he will become a cult leader or fulfil some obscure prophecy
2-3	Abused or mistreated by adults in life
4-5	Adults in his life ignored him; he spent most of his time at home without much supervision
6-7	Adults in his life ignored him; he spent most of his time on the streets without much supervision
8-9	Became a member of a local gang
10-11	Grew up in strict home environment
12-14	Grew up working hard
14-17	Hung out with a group of friends most of the time
18-19	Treated well by adults and grew up under the watchful eye of loving adults (parents, friends of parents, relations)
20	His remaining parent and/or remaining family sold him into slavery afterwards.





TABLE 14: SIBLINGS

D12	Sibling
1–8	He has this many siblings (the number actually rolled); each child has a 50% chance to be male or female
9–11	He is an only child
12	He is the only natural child, but parent took in 1d4 other related children; each child has a 50% chance to be male or female

Birth Order: If he has siblings, roll an appropriate or approximate die to determine where he falls in the birth order. For example, if he has four siblings (thus, five children in the family), roll a D6 (discarding a roll of 6) to determine birth order.

Twins: Roll a 1d20. If a 1 is rolled, there is a set of twins in the character's family. Roll as for birth order to determine who is the twin. The child is the twin of either the child in front of or behind (50% of either, unless the twin is the first or last born). In some cases, the character may have a twin.

For each sibling, roll or choose his or her fate.

TABLE 15: FATE OF SIBLING

D20	Fate of Sibling
1–9	Alive and well
10–14	Died as infant or child of disease
15–16	Met tragedy as a child; roll on Table 16
17–18	Met tragedy an adult; roll on Table 16
19–20	Met tragedy an infant; roll on Table 16

TABLE 16: SIBLING TRAGEDY

D20	Sibling Tragedy
1	Sibling(s) died of disease
2	Sibling(s) executed for crime
3	Sibling(s) died because of war – Sibling(s) fought in a war; Go to table 12
4	Sibling(s) died because of war – Sibling(s) just got in the way, a civilian casualty; Go to table 12
5	Sibling(s) died in a horrible accident; see table 8
6	Sibling(s) joined a cult and disappeared
7	Sibling(s) kidnapped and never recovered
8	Sibling(s) lost on sea voyage
9	Sibling(s) horribly disfigured or lost a limb in tragic accident
10	Sibling(s) murdered by family member
11	Sibling(s) murdered by liege lord or superior
12	Sibling(s) murdered by lover
13	Sibling(s) murdered by spouse
14	Sibling(s) murdered by stranger
15	Sibling(s) murdered by underling or slave
16	Sibling(s) sacrificed to a god or demon
17	Sibling(s) sold into slavery; character was left behind
18	Sibling(s) just went missing and no one ever found out what happened
19	Sibling(s) went into hiding
20	Sibling(s) committed suicide

TABLE 17: SIBLING ATTITUDE

D100	Sibling Attitude
01	Sibling is actively trying to kill the character
02–21	Sibling hates him
22–41	Sibling dislikes or distrusts him
42–61	Sibling is ambivalent toward him
62–81	Sibling is fond of him
82–91	Sibling loves him
92–100	Sibling puts him on a pedestal and practically worships him

LIFE EVENTS

Your life has not been uneventful. Although you may not have had 'adventures' your life has not been an empty slate. Roll a 1d4 and presume the character has had that many major events in his life.



TABLE 13: LIFE EVENTS

D100	Life Events	D100	Life Events
01-02	Financial Debt (You owe someone 1d4 x 50 sp)	53-54	Helped community hunt down criminal at large
03-04	He made an enemy of a local bully (Roll on Table 20 for cause) 50% male/female	55-56	He made an enemy of a relative (Roll on Table 20 for cause) 50% male/female
05-06	Someone close to him was killed accidentally (50% male/female)	57-58	He made an enemy of a vassal or subordinate (Roll on Table 20 for cause) 50% male/female
07-08	Someone close to him was murdered (50% male/female)	59-60	He made an enemy of entire family (Roll on Table 20 for cause)
09-10	Someone close to him was mysteriously murdered (50% male/female)	61-62	He made an enemy of someone of the same social class as him (Roll on Table 20 for cause) 50% male/female
11-12	He became betrothed, but the two families had a falling out and it was ended	63-64	He made an enemy of her liege lord (Roll on Table 20 for cause) 50% male/female
13-14	He had a love affair, but his lover cheated on him	65-66	He rescued someone close to him from an accident
15-16	He had a love affair with someone 1d4 social stations below him	67-68	He rescued someone close to him from some crime (kidnapping, rape, attack, et. al.)
17-18	He had a love affair with someone 1d4 social stations above him	69-70	He had a love affair, but it ended with some form of involuntary separation
19-20	He was held hostage for a period of time	71-72	He was betrothed to someone he adored
21-22	He had a love affair, but he has a romantic rival	73-74	He was betrothed to someone he disliked
23-24	He had a love affair with someone of a different race than him	75-76	He was falsely accused of betrayal but he cleared his name
25-26	He had a love affair, but they fought constantly – but the physical attraction was equally intense	77-78	He was falsely accused of betrayal but he has no proof to the contrary
27-28	He had a love affair, but his friends and family hates his lover	79-80	He was falsely accused of murder but he cleared his name
29-30	He had a love affair, but his lover's friends or family hates him	81-82	He was falsely accused of murder but he has no proof to the contrary
31-32	He had a wonderful love affair that ended in death (suicide, killed in fight, accident, or execution)	83-84	He was falsely accused of rape but he cleared his name
33-34	He had a wonderful love affair that ended when his lover mysteriously vanished	85-86	He was falsely accused of rape but he has no proof to the contrary
35-36	He had a wonderful love affair that ended when his lover was kidnapped and the trail went cold	87-88	He was falsely accused of theft but he cleared his name
37-38	He had a wonderful love affair that ended when his lover's family sold her into slavery to pay off a debt	89-90	He was falsely accused of theft but he has no proof to the contrary
39-40	He had a wonderful romance	91-92	He was married to someone he dislikes
41-42	His family lost 50% of his future inheritance	93-94	He was married to someone he loves
43-44	He made a powerful connection among the aristocracy (Roll on Table 19 for cause)	95-96	He made a friend among the law (militia, judge, watch, et. al.)
45-46	He made a powerful connection among the middle class (Roll on Table 19 for cause)	97-98	His family travelled somewhere else and lived for a year
47-48	He made a powerful connection among the priesthood (Roll on Table 19 for cause)	99-100	His family had a fortuitous turn of events (marriage, war, et. al.) and was bumped up one social rank as a reward
49-50	He made an enemy of a former friend (Roll on Table 20 for cause) 50% male/female		
51-52	He made an enemy of a former lover (Roll on Table 20 for cause)		



TABLE 19:
THE CAUSE OF FRIENDSHIP

D8	The Cause of Friendship
1	Brought person great honour
2	Exonerated person from crime accusation
3	Helped person out of a tight spot
4	Helped someone person loves
5	Hid person from authorities or enemies
6	Mediated a dispute in favour of person
7	Rescued person from crime or accident
8	Spoke in favour of person when person needed it most

TABLE 20:
THE CAUSE OF ENMITY

D12	The Cause of Enmity
1	Caused person major humiliation
2	Caused person minor humiliation
3	Caused person to be scarred for life
4	Caused person to lose a limb
5	Caused person to lose an eye
6	Caused person to lose lover or friend
7	Caused person to publicly display some character flaw
8	Exposed person's crime
9	Foiled some scheme of the other person
10	Refused to be part of person's scheme
11	Turned down offer of romance
12	Was a romantic rival

TABLE 21: FAMILY CONTACT

D20	Family Contact Prior to Adventuring
1-2	5 or more years without any contact with any family members
3-6	He has had annual contact with one family member
7-10	He has had annual contact with his nuclear family
11-12	He has had monthly contact with one family member
13-14	He has had monthly contact with nuclear family
15-16	He has had monthly contact with nuclear family and close contact with one member of family
17-18	He has close contact with one family member
19	He has close contact with his nuclear family
20	He has maintained close contact with his entire family, including distant relations



Character Variants

A BREED APART

During the Hyborian Age, a great variety of humans people the land. They have a still greater variety of cultures. Though *Conan The Roleplaying Game* does not include any non-human races as player characters, it does present several variant human races. These are not intended to directly emulate or stereotype any real-world peoples or nations but only to offer an appropriate way to simulate the various cultures and peoples described by Robert E. Howard in the Conan stories. Many have a favoured class (see below) and some advantages and qualities that make them distinct from other cultures and races.

AMAZONS

Amazons are part of the southern Black Kingdoms and are a racial variant on the typical tribesman found in that area as described in *Conan the Roleplaying Game*. This section discusses how to tailor the standard Southern Black Kingdom Tribesman into Amazon-specific characters.

AMAZON WOMEN

Amazon women are rolled up as a variant of the Southern Black Kingdom Tribesman found in *Conan the Roleplaying Game*. The big difference is that Amazons from the grasslands are allowed to be nomads. Amazons do not treat Pirates as a favoured class because Amazon is a land-locked country and pirates are considered a prohibited class. Profession (sailor) is replaced as a background skill by Intimidate. Once a woman takes a husband, she is allowed to multiclass into the noble class, should her deeds warrant wealth and honour. Amazon women are expected to be hunters, so skills relating to stealth and hunting (such as Survival) are emphasised. Strength, Dexterity and Wisdom are emphasised above the other statistics. Improved Two-Weapon Combat is a common feat among the Amazons, who often fight with a short sword in the left hand and a battle-axe in the right. Steely Gaze is a common feat among those who worship Mdetis, the Amazon goddess.

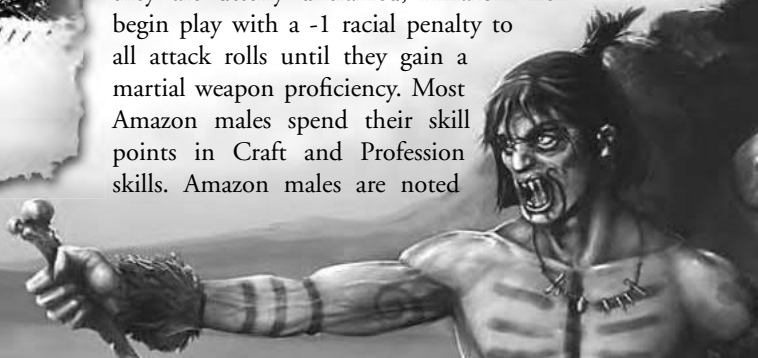
Background Skills: Perform (dance), Intimidate, Ride and Survival

Favoured Class: Barbarian

Prohibited Classes: Noble, Pirate

AMAZON MEN

Amazon men are weaker than the women as the strong ones are universally sacrificed to their goddess in a blood-thirsty rite. Therefore, for an Amazon male, apply a -2 penalty to Strength and a +2 bonus to Intelligence instead of the standard bonus and penalty. Amazon males are not permitted to learn to use weapons, so they generally only take the commoner class, although a few tempters (male form of the temptress) can be found; therefore, Barbarian and Pirate are not favoured classes, but Commoner and Temptress are favoured. Amazon males also lose the +1 racial bonus to attack rolls with spears and javelins. Since they are utterly untrained, Amazon men begin play with a -1 racial penalty to all attack rolls until they gain a martial weapon proficiency. Most Amazon males spend their skill points in Craft and Profession skills. Amazon males are noted





gossips, so Gather Information and Knowledge (local) skills tend to be high as well.

Background Skills: Craft (any), Handle Animal, and Use Rope

Favoured Class: Commoner, Temptress

Prohibited Classes: Barbarian, Borderer, Noble, Nomad, Pirate, Soldier

HALF-BREEDS

Some characters are not pure-bred. Consider the children of King Conan and Queen Zenobia: they would be half-Cimmerian and half-Hyborian in racial make-up. This 'template' can help create a mixed race character.

Culture: A mixed race character's culture will be the same as the culture surrounding him, with some influence from parents. This culture will be referred to as the 'dominant' culture for the purposes of this character.

Names: A mixed race character has an equal chance of being named according to the preferred style of one parent or the other.

Religion: A mixed race character may be exposed to both religions and regard both as useful, but lack real faith in any, or the parents may have decided to raise him according to one culture's religion or the other's. They have a 60% chance of being raised in the religion of the dominant culture, and a 40% chance of being raised in the faith of the more distant culture.

Racial Features: If a race offers a racial feature the character has a 50% chance of receiving it. A simplified way of looking at this if both races offer similar bonuses

is to use the Racial Bonuses Table. This must be rolled for each category of racial bonus. Racial bonuses typically do not stack, but for the purposes of this template if one race has a bonus and the other has a penalty net them if both are gained. Circumstantial bonuses only apply if the circumstances apply (i.e. the character is raised in that culture and environment). It is entirely possible to end up without any racial strengths or weaknesses at all.

Example: Suppose Conan and the Devi Yasmina had a child together then this child would be a Cimmerian/Vendhyan mix. Assuming the Devi keeps the child and Conan knows nothing of it then the dominant culture for this child is Vendhyan. Looking at the physical bonuses/penalties, the Cimmerians offer the 'gifts of Crom' but the Vendhyans do not offer any physical variances, so the child simply has a 50% chance of either getting the gift of Crom or not. Second, both races offer a racial bonus to Will saving throws. Racial bonuses do not stack, so the character would never receive a +2 bonus, but if the character uses the table above, a roll of 01–25 would mean it was both a gift of Crom (requiring Crom worship) and would suffer the penalty against Hypnotism. Third, Cimmerians have a racial bonus to Climb and penalties to some other skills and Vendhyans have a racial bonus to some skills as well. If both are gained, the Cimmerians penalties will offset the Vendhyan bonuses somewhat. Cimmerians gain a circumstance bonus to certain skills; since the Devi will raise the child, the character does not even get a chance to roll for this. Cimmerians also have a limitation in that they worship Crom or lose the gifts. There is no matching Vendhyan trait, so the character has a 50% chance of gaining this. As an option, the character could be raised to believe them to be gifts of Asura. The character also has a straight 50% chance of gaining the Vendhyan martial weapon proficiency and a 50% chance of gaining the weapon familiarity; there is no Cimmerian matching ability.

RACIAL BONUSES

D100	Racial Bonus of Father's Race	Racial Bonus of Mother's Race
01–25	If any, character gains it	If any, character gains it
26–50	If any, character gains it	If any, character does not gain it
51–75	If any, character does not gain it	If any, character gains it
76–100	If any, character does not gain it	If any, character does not gain it



Background Skills: As dominant culture. *Example:* The child in the previous example would have Vendhyan background skills as he would be raised by the Devi.

Favoured Class: Use the Racial Bonuses table to see which class the character naturally takes to. *Example:* A child of Conan and the Devi has a 25% chance of having favoured classes of Barbarian, Soldier or Noble, a 25% chance of Barbarian only (which would be unfortunate, as it is unlikely the Devi would raise him as anything but a noble), a 25% of Soldier or Noble, and a 25% of not having a favoured class at all.

Prohibited Class: Use the Racial Bonuses table to see which classes the character is forbidden to take at first level in the same manner as the favoured class. It is possible that a character could have the same class as both favoured and prohibited. The class would function as a favoured class but cannot be taken until the second level. *Example:* Conan and Yasmina's son favours the barbarian class, but it also becomes his prohibited class. Essentially, that means his mother does not raise him as a barbarian and he cannot begin at first level in that class – but if he starts adventuring and begins hanging out with a tribe of Himelian hillmen, he finds out that he is really good at being savage.

Automatic and Bonus Languages: The automatic language and bonus languages are as per the dominant culture. If the other parent is heavily involved in their upbringing, the automatic language of that culture can be added as a bonus language. *Example:* Conan and Yasmina's hypothetical child would have Vendhyan Automatic and Bonus Languages, but Conan and Zenobia's children would have Aquilonian Automatic and Bonus Languages, plus Cimmerian as a bonus language.

Note: This template best applies to a first-generation mix. If the example Vendhyan/Cimmerian half-breed character marries a Vendhyan, the resulting progeny would be Vendhyan; if the character marries a Cimmerian, the resulting child is Cimmerian. Of course, if the Vendhyan/Cimmerian character marries a Kushite, the process begins again.

KOSALANS

The original race was of olive-skinned people descended from the Lemurian race (see *Conan Ruins of Hyboria* for the Lemurians of the East to create an Old Kosalan character). At some point in history, Kosala was invaded from the south by a brown-skinned race that conquered and occupied Kosala. Typical Kosalans will have brown skin, black hair and dark eyes.

Culture: Kosala (also spelled Khosala) has a mixed culture and is racially diverse. Kosala is politically powerful and serves as a bridge between Khitai and Vendhya. They have their own unique dancing styles, cuisine and music that are related to those found in Vendhya but definitely distinct and recognisable from their neighbours. The Kosalans also have a social grade system, which is similar to Vendhya's castes but is not as strict or absolute. These social grades are called colours. There is the Yadav colour, for example, which includes the warriors and nobles, and the Kanva colour, which is the equivalent of the scholar caste. Most trades are becoming hereditary, especially any trades involving animals, such as leather workers and butchers, who are often despised as being worthless. Most people are peasants who live in villages, paying a tithe in kind to the king. Elders have organised craft guilds in Kosala to protect the villages from loss of income due to trade. Most people are not troubled by poverty or wealth, although many priests have managed to accumulate a great amount of wealth. Kosalans love humour and irony.

Names: They are often named in Vendhyan or Khitan fashion, using names that are Indian or Chinese in origin.

Religion: The Kosalans worship Yajur by ritualized human sacrifice accomplished by strangling.

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

- ✦ +2 racial bonus to Strength; Kosalans value physical strength and take great pride in their prowess.
- ✦ No prerequisite for the Improved Grapple feat. A Kosalan may select the Improved Grapple feat as one of his feats without meeting the usual prerequisite. Otherwise, this feat must still be acquired normally, as one of the character's feats or bonus feats. It is not given as a special bonus feat to all Kosalans.
- ✦ –2 racial penalty to save against hypnotism of any kind. This is for cultural reasons. The folk of the East have a long tradition of tales and superstitions of the power of hypnotism, which tends to reinforce the power of the hypnotist.

Background Skills (Yadav): Intimidate, Search

Background Skills (Kanva): Profession (strangler) or Profession (wanderer) or Profession (hermit),





Knowledge (arcana), Knowledge (religion), any one other Knowledge skill.

Background Skills (Professional or Craftsman): Profession (any), Craft (any), Knowledge (local), Appraise

Background Skills (Peasant): Profession (farmer), Knowledge (local), Survival

Favoured Classes: Soldier or Scholar.

Prohibited Classes: Pirate

Automatic Languages: Kosalan

Bonus Languages: Vendhyan, Khitan, Iranistani

TAIAN HILLMEN

The Taian hillmen are taller, more slender, and darker of skin than Stygians. Their features are broad-nosed, full-lipped but regular. Their hair is blue-black and straight and they shave their beards. They wear little more than a linen kilt dyed to show their clan, with a part of it draped over the left shoulder. Their chief weapons are dirks, spears, slings, bows and axes. Their rectangular hide shields are brightly painted with a solar disc. Their barbaric chieftains drape themselves in lion skins. Their favoured class is barbarian.

Culture: Taian are a good deal more wild and dangerous than the relatively civilised Stygians. Unwed women hunt alongside their brethren and fight in their wars. They are organised into clans, such as Clan Yaro, Clan Farazi and Clan Varanghi (the noble clan). They are a mixture of Hyborians, Stygian, Kushite and Shemite. They live a semi-nomadic lifestyle in the hills of Taia.

Names: Examples: (male) Ausar, Otanis, Parasan, Ruma, Tyris; (female) Daris.

Religion: The religion of Mitra has inexplicably passed through the Shemite desert to take root in the hearts of the Taians. Mitra is a sun and war god among the Taians. They also worship Derketa, so their pantheon is not monotheistic as most Mitran religions are.

Priests wear blue robes. Mitra is a bull with a sun disc between his horns and his worship in no way resembles the worship the Hyborians give Mitra. The Taians have humanised the Stygian pantheon

and made Mitra take the place of Set as the head of the pantheon.

Racial Features: Taians use the following racial traits instead of the standard Stygian (hybrid) traits.

✦ +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks made in any hills and mountains. The Taian tribes know every inch of their native hills and rarely descend from them except to raid the richer lands below.

✦ +1 racial bonus to all Hide and Move Silently checks. Though the tribes are occasionally led to open battle by a particularly charismatic chieftain, they prefer to attack their enemies by stealthy raids and midnight assassinations.

Background Skills: Climb, Hide and Move Silently.

Favoured Class: Barbarian or Nomad

Prohibited Classes: Noble, Pirate

Automatic Languages: Taian

Bonus Languages: Stygian, Shemite, Kushite

VENDHYAN VARIANT

The Vendhyan character described in *Conan the Roleplaying Game* is the white-skinned Kshatriya caste. This variant describes the lower castes of Vendhya, the Philosophers, the Vaishya and the Shudras.

The Philosopher caste includes the priests, scholars and pundits. The Vaishya caste is the merchants, traders, a few craftsmen of precious metals and the farmers of Vendhya, those who control the economic resources of the land. They are often called upon to fund various wars. The Shudras are caste workers, servants, slaves, artisans and mean craftsmen. This caste is more aboriginal and has darker skin than the three higher castes and are expected to serve the higher castes in all ways.

Culture: The culture of the lower caste Vendhyans is not significantly different from that described in *Conan the Roleplaying Game*.

Names: The same as upper caste Vendhyans.

Religion: The lower caste Vendhyans worship Asura and the Vendhyan pantheon of gods.





Racial Features: All of the following are lower caste Vendhyan racial features.

- ✿ +2 racial bonus to all Craft (any mundane) and Knowledge (religion) checks.
- ✿ +1 racial bonus to all Fortitude saving throws against poisons, except black lotus blossom (which they always fail) and black lotus juice (which they receive a +4 bonus against).
- ✿ +1 racial bonus to all Will saving throws, except against hypnotism. Vendhyans have a structured and disciplined society, which tends to breed strong-willed citizens. Though Vendhyan storytelling is not quite so steeped in the myth of the all-powerful mesmerist as are many other Eastern cultures, Vendhyan resolve still breaks down more often against hypnotism than against any other cause.

Background Skills (Philosopher Caste): Craft (alchemy), Craft (herbalism), Knowledge (arcana) and Perform (ritual).

Background Skills (Vaishya Caste): Profession (any) or Craft (precious metal working)

Background Skills (Shudras Caste): Craft (any) or Profession (servant or labourer)

Favoured Class: Commoner (Vaishya or Shudras) or Scholar (Philosopher)

Prohibited Classes: Barbarian, nomad

Automatic Languages: Vendhyan.

Bonus Languages: None (except for the Philosopher caste, who can speak Iranistani and/or Ghulistani)

ZAMBOULANS

Zamboula is where white, brown and black folk mingle together to produce hybrids of all hues and breeds. This racial template is for a character who has diverse ancestry and was raised in Zamboula among a myriad of cultural influences. Most have tawny skin and black hair. Despite being of a mixture of other races, Zamboulans should be considered a race in their own right, although they use an Eastern Shemite equipment package.

Culture: Zamboulan culture is flamboyant and clamorous, a mixture of Turanian, Stygian and nomadic influences, mixed with other foreign elements for good nature. Zamboulans use

eastern-style weapons. Their swords and daggers are curved, not straight. Scimitars, tulwars and the like are the most common form of sword to be seen. Armour, except among Turanian soldiers and Pelishti mercenaries, is rarely worn.

Names: They are often named using Stygian, Turanian, Shemite, Hyborian or Kushite names, depending on the nationality of the dominant parent. Suggestions: (male) Akter, Balad, Baltaj, Hissar, Jungir, Khassek, Khoja, Tosya, Totrasmek, Zafra, Zul. The following are female: Isparana, Nafertari, Zabibi.

Religion: Different religions are openly practiced in Zamboula. Set, Bel, Ishtar, Erlik, Hanuman, Tarim and Yog are all well-represented.

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

- ✿ +2 racial bonus to Appraise, Spot and Bluff checks. Zamboula is a major caravan centre and its population knows how to shop and find bargains and values. On the whole, they are avid hagglers (see *Messantia – City of Riches* for some optional rules for using Appraise and Bluff for haggling).
- ✿ +2 circumstance bonus to all Hide checks made at night in an urban environment. Zamboulans fear the blacks who prowl the streets of Zamboula at night and have learned how to hide from them.
- ✿ +1 circumstance bonus to all Diplomacy and Gather Information checks. Zamboulans are accustomed to racial diversity and they know how to speak to people without offending them.
- ✿ +2 circumstance bonus to all Perform (dance) checks if female and if at least 2 ranks of Perform (dance) are purchased. Zamboulan dancers are better trained than any other dancer in the world.

Background Skills: Appraise, Bluff and Spot.

Favoured Classes: Nomad, Thief or Temptress.

Prohibited Classes: Pirate

Automatic Languages: Turanian

Bonus Languages: Stygian, Shemite, Kushite, Darfari.





LOOKING FOR A SPECIFIC RACE OR CLASS?

Robert E. Howard's Hyborian age is remarkably rich. The core rules contain the major races and classes, but there are plenty of minor races and classes worth considering for a Player Character. However, because these various races and classes are not collected into a single volume as the major races are, finding these gems can sometimes be difficult. Listed here are a series of guides to help locate the current minor races, multi-classes and prestige classes available for *Conan the Roleplaying Game* so that you can create the perfect character for your needs.

MINOR AND VARIANT RACES

Race	Sourcebook(s)
Acheronian	<i>Signs & Portents</i> #6
Aphaki	<i>Shem – Gateway to the South</i> , <i>Signs & Portents</i> #18
Argossean (with Variant Background Skills)	<i>Argos and Zingara</i>
Gazali	<i>Ruins of Hyboria</i>
Iranistani (and Golden Kingdoms)	<i>Hyboria's Fiercest</i> ; <i>Hyboria's Finest</i> ; <i>Hyboria's Fallen</i> , <i>Signs & Portents</i> #14
Kezankian Hillman	<i>Shadizar – City of Wickedness</i>
Lemurians of the East	<i>Ruins of Hyboria</i>
Saami	<i>Signs & Portents</i> #41
Stygian (Hybrid)	<i>Stygia – Serpent of the South</i>
Tlazitlan	<i>Stygia – Serpent of the South</i> ; <i>Ruins of Hyboria</i> , <i>Signs & Portents</i> #22
Xuthalan	<i>Signs & Portents</i> #29
Zingaran (with Variant Background Skills)	<i>Argos and Zingara</i>

VARIANT AND PRESTIGE CLASSES

Class	Sourcebook
Agent of the Crown	<i>Messantia – City of Riches</i>
Bandit	<i>The Conan Compendium</i>
Dancing Savage	<i>Across the Thunder River</i>
Drummer in the Dark	<i>Across the Thunder River</i>
Forest Runner	<i>Across the Thunder River</i>
Gunderland Mercenary	<i>Aquilonia, Flower of the West</i>
Gunderland Pikeman	<i>Aquilonia, Flower of the West</i>
House Agent	<i>Messantia – City of Riches</i>
Hunt Master	<i>Across the Thunder River</i>
Lord of the Black Ring	<i>The Scrolls of Skelos</i> , <i>Stygia – Serpent of the South</i>
Martial Disciple	<i>Signs & Portents</i> #30
Master of the Black Circle	<i>The Scrolls of Skelos</i>
Merchant Prince	<i>Messantia – City of Riches</i>
Paramount Chief	<i>Across the Thunder River</i>
Poitainian Knight	<i>Aquilonia, Flower of the West</i>
Sorcerer of the Scarlet Circle	<i>The Scrolls of Skelos</i>
The Professional	<i>Shadizar – City of Wickedness</i>
Witchman of Hyperborea	<i>The Conan Compendium</i> , <i>Signs & Portents</i> #9



MULTI-CLASS OPTIONS

Combination Class	Core Mix	Sourcebook
Adjutant	Soldier/Scholar	<i>The Free Companies</i>
Assassin	Soldier/Thief	<i>Hyboria's Finest</i>
Berserker	Soldier/Barbarian	<i>The Free Companies</i>
Black Widow	Temptress/Thief	<i>Hyboria's Fallen</i>
Bounty Hunter	Thief/Borderer	<i>Hyboria's Fallen</i>
Brawler	Soldier/Barbarian	<i>Hyboria's Finest</i>
Cavalier	Noble/Nomad	<i>Hyboria's Finest</i>
Clan Chief	Barbarian/Noble	<i>Hyboria's Fiercest</i>
Contemplative	Soldier/Scholar	<i>Hyboria's Finest</i>
Corsair	Pirate/Barbarian	<i>Hyboria's Fallen</i>
Crime Lord	Thief/Noble	<i>Hyboria's Fallen</i>
Cult Leader	Scholar/Noble	<i>Hyboria's Finest</i>
Dervish	Nomad/Temptress/Barbarian/Scholar	<i>Hyboria's Fallen</i>
Dilettante	Noble/Scholar	<i>Hyboria's Finest</i>
Druid	Scholar/Borderer	<i>Hyboria's Finest</i>
Emissary	Borderer/Noble	<i>Hyboria's Fiercest</i>
Exile	Noble/Borderer	<i>Hyboria's Finest</i>
Explorer	Borderer/Pirate	<i>Hyboria's Fiercest</i>
Fedayeen	Nomad/Thief	<i>Hyboria's Fiercest</i>
Fop	Solder/Noble	<i>Hyboria's Finest</i>
Grimalkin	Thief/Scholar	<i>Hyboria's Fallen</i>
Guerrilla	Soldier/Thief	<i>The Free Companies</i>
Guide	Borderer/Scholar	<i>Hyboria's Fiercest</i>
Gypsy Performer	Temptress/Nomad	<i>Hyboria's Fallen</i>
Harrower	Barbarian/Thief	<i>Hyboria's Fiercest</i>
Hermit	Scholar/Barbarian	<i>Hyboria's Finest</i>
Horse Nomad	Barbarian/Nomad	<i>Hyboria's Fiercest</i>
Jinette	Soldier/Nomad	<i>The Free Companies</i>
Manhunter	Temptress/Barbarian	<i>Hyboria's Fallen</i>
Manipulator	Temptress/Noble	<i>Hyboria's Fallen</i>
Marine	Soldier/Pirate	<i>The Free Companies</i>
Master Archer	Soldier/Borderer	<i>Hyboria's Finest</i>
Mastermind	Noble/Thief	<i>Hyboria's Finest</i>
Minder	Thief/Soldier	<i>Hyboria's Fallen</i>
Mystic	Nomad/Scholar	<i>Hyboria's Fiercest</i>
Navigator	Scholar/Pirate	<i>Hyboria's Finest</i>
Noble of the Coast	Noble/Pirate	<i>Hyboria's Finest</i>
Noble Savage	Noble/Barbarian	<i>Hyboria's Finest</i>
Nymph	Temptress/Borderer	<i>Hyboria's Fallen</i>
Observer	Scholar/Nomad	<i>Hyboria's Finest</i>
Occultist	Scholar/Thief	<i>Hyboria's Finest</i>
Officer	Soldier/Noble	<i>The Free Companies</i>





Combination Class	Core Mix	Sourcebook
Outlaw	Borderer/Thief	<i>Hyboria's Fiercest</i>
Outrider	Nomad/Borderer	<i>Hyboria's Fiercest</i>
Pride of the Nomads	Nomad/Barbarian	<i>Hyboria's Fiercest</i>
Privateer	Pirate/Soldier	<i>Hyboria's Fallen</i>
Professional Knight	Noble/Soldier	<i>Hyboria's Finest</i>
Raider of the Vilayet	Pirate/Nomad	<i>Hyboria's Fallen</i>
River Rat	Nomad/Pirate	<i>Hyboria's Fiercest</i>
Ruffian	Thief/Barbarian	<i>Hyboria's Fallen</i>
Runner	Borderer/Nomad	<i>Hyboria's Fiercest</i>
Savage Scout	Barbarian/Borderer	<i>Hyboria's Fiercest</i>
Scout	Soldier/Borderer	<i>The Free Companies</i>
Sea Captain	Pirate/Noble	<i>Hyboria's Fallen</i>
Sea Chanter	Pirate/Scholar	<i>Hyboria's Fallen</i>
Sea Hawk	Soldier/Pirate	<i>Hyboria's Finest</i>
Sea Wolf	Barbarian/Pirate	<i>Hyboria's Fiercest</i>
Shaman	Barbarian/Scholar	<i>Hyboria's Fiercest</i>
Shield Maiden	Temptress/Soldier	<i>Hyboria's Fallen</i>
Siren	Temptress/Pirate	<i>Hyboria's Fallen</i>
Skirmisher	Borderer/Soldier	<i>Hyboria's Fiercest</i>
Smuggler	Pirate/Thief	<i>Hyboria's Fallen</i>
Suzerain	Nomad/Noble	<i>Hyboria's Fiercest</i>
Temple Warder	Scholar/Soldier	<i>Hyboria's Finest</i>
Treasure Hunter	Pirate/Borderer	<i>Hyboria's Fallen</i>
Vamp	Temptress/Scholar	<i>Hyboria's Fallen</i>
War Chief	Barbarian/Soldier	<i>Hyboria's Fiercest</i>
Warrior of the Horde	Nomad/Soldier	<i>Hyboria's Fiercest</i>
Wasteland Warrior	Soldier/Nomad	<i>Hyboria's Finest</i>
Wastrel	Thief/Pirate	<i>Hyboria's Fallen</i>
Wild Hunter	Borderer/Barbarian	<i>Hyboria's Fiercest</i>
Wolf of the Desert	Thief/Nomad	<i>Hyboria's Fallen</i>

CHARACTER TEMPLATES

Template	Sourcebook
Darkarra	<i>Signs & Portents #20</i>





Character Packages

STARTING EQUIPMENT FOR CHARACTERS

Conan the Roleplaying Game is definitely not about shopping. The Hyborian age is not an age where ready-to-wear clothing is available and stylish. It takes years and decades for styles to evolve. 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. One of the more mundane aspects of character generation is supplying the characters. This section allows a player to select an equipment package appropriate to a beginning character from certain regions and classes without having to go through the tedium of finding appropriate stuff. These packages may be chosen *instead* of a starting budget; just select the package right for your character and you are ready to play! Characters with the Noble Blood feat may choose a noble's package regardless of character class. Additional equipment can be found in *Conan the Roleplaying Game*, *Tito's Trading Post*, and other supplements. Included in some of the entries are descriptions to give your character a description beyond 'He's a Darfari.'

AMAZON PACKAGE

Amazon warriors wear leather breastplates (with bronze plates attached) and skirts of studded leather strips, along with soled, knee-high boots of cloth or leather, ornate headdresses, bronze anklets and armlets, and crescent-shaped shields. A warrior usually owns a bronze short sword, a double-headed bronze labrys (battle-axe), a bronze-headed throwing spear, a dagger and a hunting bow. The dagger may be carried at the warrior's belt, strapped to her thigh, or on her boot. If a shield is not used, the Amazon will fight with a sword in the left hand and the labrys in the right. Amazons are expected to bring two-weeks worth of food with them when arriving for war or military duty. This food is carried by the warrior.

AQUILONIAN PACKAGE

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. Aquilonian fashion for men often includes a moustache.

Borderers: Tunic with hose (or braes) and soft leather boots. Aquilonian borderers may also choose from the following weapon packages:

- ✦ Hunting bow, 20 arrows, hand axe, dagger, arming sword, quilted jerkin, herbalist's kit
- ✦ Poniard, hand axe, knife, hunting bow, 20 arrows, quilted jerkin, herbalist's kit
- ✦ Short sword, battleaxe, Bow (any, up to +0), 20 arrows, quilted jerkin, steel cap, cloak, kit bag, belt
- ✦ Bow (any, up to +2), 20 arrows, battleaxe or war spear, leather jerkin, steel cap

Nobles (male): Elaborate silken jupons, close-fitting jackets, with gilt-braided skirts and jagged sleeves, cloth-of-silver or cloth-of-gold head bands, plumed cap. For arms and armour, the noble has three horses, riding gear, sword (any), chain hauberk, and a great helm.

Nobles (female): Abbreviated top and a thin belt about the hips holding up a strip of cloth in front and a strip of cloth in back, sandals, velvet cloak, choice of whip or stiletto

Scholars: Aquilonian scholars may choose between the following packages:

- ✦ Tunic with hose (or braes), jupon, close-fitting jacket



with pleated skirt and puffed sleeves, soft leather boots, dagger, quill, ink, 20 sheets of parchment, 1 dose of flame-powder

- ✦ Black, knee-length robes with hood or cowl, heavy tunic (for cool days), light tunic (for warm days), heavy woollen pants (for winter), belt, shoes or sandals, knife, incense worth 100 sp, quill, ink, 10 sheets of parchment, small idol or holy symbol, prayer beads

Soldiers: Tunic with hose (or braes) and soft leather boots. Soldiers may also choose from the following packages:

- ✦ **Archer:** Bossonian bow (up to +1), poniard, 30 arrows
- ✦ **Mounted Man-at-Arms:** Riding horse with riding gear, large shield, mail hauberk, heavy mace, heavy lance
- ✦ **Conscript Pikeman:** Leather jerkin, steel cap, pike, broadsword, large shield

- ✦ **Professional Pikeman:** Pike, mail hauberk, steel cap, large shield, broadsword

Temptresses: Abbreviated top and a thin belt about the hips holding up a strip of cloth in front and a strip of cloth in back, choice of whip, stiletto or arming sword, slippers or leather riding boots

Thieves: Tunic with hose (or braes), soft leather boots, belt, belt pouch, masterwork thieves' tools, dagger, pouch, leather boots, and choice of arming sword or crossbow (Player choice)

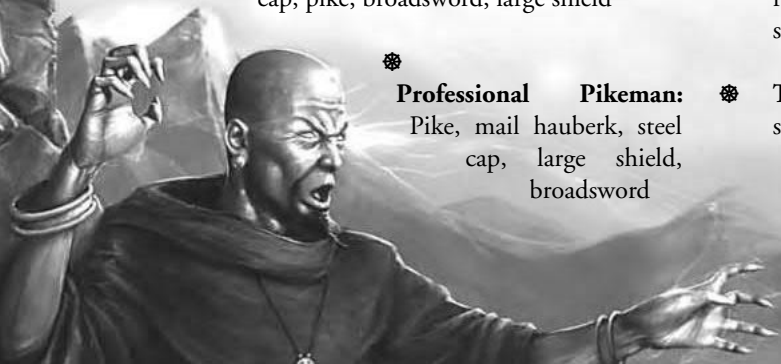
ARGOSSEAN PACKAGE

MALE ARGOSSEANS

Most Argosseans dress in linen, cotton or light wool in deference to the warm climate, and they tend to prefer white or muted colours. The style for Argossean men is a type of robe that is knotted in the front with a cape slung over the shoulders. The cape is wide and, if one can afford it, heavily embroidered. The cape is called a *tebenna*. High sandals, ankle boots and shoes with upward curving toes are the most common footwear. People in the coastal cities usually leave their heads uncovered but the country folk and the interior towns often wear hats. The most common hat is woollen but the styles vary greatly from social class to social class. The woollen hat comes in a cap worn by nobles, a conical type hat, a pointed hood, and, for the farmers, a wide-brimmed hat. In addition to the clothing listed above, characters may choose a weapon as listed below.

Barbarian: Argossean barbarians are gladiators. Gladiator weapons have three-quarters normal hardness (round to nearest whole number) and Armour Piercing is reduced by 1 to a minimum of 0. Gladiator weapons break 50% of the time when striking a fully armoured character if the armour's DR reduces the gladiator's weapon damage to 0. A gladiator character may choose from the following weapon packages:

- ✦ **Net-Man:** Net, trident, dagger, sandals
- ✦ **Fish Man:** Curved, oblong shield (targe), metal shoulder-guard on right arm, quilted sleeve on left arm, visored helmet, sandals, and short sword
- ✦ **Heavily Armed:** Round buckler, quilted sleeve on right arm, greaves, loincloth, girdle, visored helmet, spear, short sword, dagger, sandals
- ✦ **Two Weapon:** Leather jerkin, greaves, two short swords, sandals, 50% chance for a visored helmet



- ❁ **Challenger:** Visored helmet, breastplate, large shield, broadsword, sandals
- ❁ **Equite:** Visored helmet with wide brim and two feathers, tunic, buckler, broadsword, riding horse, riding saddle, sandals

Borderer: Quilted jerkin, spear, hunting bow, 20 arrows, steel cap, sandals, herbalist's kit, kit bag, belt, dagger or knife

Noble: Any sword, poniard. All clothing described above will be in velvet, brocade and silk. Coastal nobles do not wear armour, but those from the interior fiefs will have a short sword, light lance, steel cap, brigandine coat, large shield, riding horse, riding saddle, bow (any +0), 20 arrows, belt pouch and knight's belt.

Pirate: An Argossean pirate may own a cutlass and dagger, and may choose to substitute silk breeks, a fancy coat and riding belt for the robes and *tebenna* of land-bound Argosseans. Pirates may also have a belt and belt pouch.

Scholar/Temptress/Thief: Coastal Argosseans may choose either a cutlass or shortsword to own. Argosseans from the interior may choose an arming sword or shortsword.

Soldier: Marines may choose a cutlass, or a bow (any, up to +5) and 20 arrows, or a war club. City-based soldiers may have a broadsword, poniard, any shield, manacles, copper whistles, a pale blue sleeved coat under a leather jerkin, brown boots and breeches, and a leather cap. A soldier conscripted from the peasants and serfs will have a quilted jerkin and a spear.

FEMALE ARGOSSEANS

Argossean women wear long tunics reaching to their feet. These tunics may be slit up to the hips or even the waist on one or both sides. The material for these tunics is usually light, pleated and decorated along the edges. In many of the urban areas the women wear an abbreviated top and a thin belt about the hips holding up a strip of cloth in front and a strip of cloth in back. A mantle or shawl of heavier material is worn over the outfit and is usually colourful. Earrings, necklaces and bracelets are common. Female Argosseans typically do not have weapons, but Player Characters may choose one from the previous list.

ATLAIAN PACKAGE

Dress and equipment in Atlaia depends on one's clan, not one's character class. If a woman is married she will always wear something blue. Most Atlaians consider burn scars to be beautiful, so they press hot metal to their upper arms, thighs and chest to create patterns of burnt scar tissue. The warriors of Atlaia wear their hair long, braided and coloured with red ochre.

Adja: Wrap or loincloth (Player choice), ostrich plume, lion mane & eagle feather headdress, earrings or earlobe plugs, giraffe hide shield, spear (any)

Chama: Loincloth or nude (Player choice), ostrich plume, lion mane & eagle feather headdress, earrings or earlobe plugs, giraffe hide shield, spear (any)

Jubar: Beaded shift (worn only during ceremonies), ostrich plume, lion mane & eagle feather headdress, circular tattoos around the eyes, earrings or earlobe plugs, giraffe hide shield, spear (any)

Kimambi: Loincloth or nude (Player choice), ostrich plume, lion mane & eagle feather headdress, earrings or earlobe plugs, giraffe hide shield, spear (any)

Lupembe: Lip plug, 1d4 pet snakes, ostrich plume, lion mane & eagle feather headdress, earrings or earlobe plugs, giraffe hide shield, spear (any)

Mwezi: Loincloth or nude, ostrich plume, lion mane & eagle feather headdress, earrings or earlobe plugs, giraffe hide shield, spear (any), hunting bow, 10 arrows, 1 poison of choice

Mzikima: Grass skirt, beaded necklace, beaded belt (worn only during ceremonies), ostrich plume, lion mane & eagle feather headdress, earrings or earlobe plugs, giraffe hide shield, spear (any); characters may begin play with a spouse.

N'Goga: Loincloth or nude, ostrich plume, lion mane & eagle feather headdress, earrings or earlobe plugs, giraffe hide shield, spear (any)

Nyama: Loincloth or nude, ostrich plume, lion mane & eagle feather headdress, earrings or earlobe plugs, giraffe hide shield, spear (any), ebony war club

Thulaban: Colourful wrap, large beaded disks around the neck, ostrich plume, lion mane & eagle feather headdress, earrings or earlobe plugs, giraffe hide shield, spear (any)

Yaraba: Reddish or blue wrap (Player choice), ostrich plume, lion mane & eagle feather headdress, earrings or earlobe plugs, giraffe hide shield, spear (any); note, one front tooth is removed from adult Yaraba.

Zambah: Ebony mask, ebony war club, giraffe hide shield, spear (any); characters with Perform (dance) ranks add a grass skirt with clacking bones woven in to wear when dancing.





BORDER KINGDOM PACKAGE

People in the Border Kingdom dress in whatever clothes they have brought with them or with whatever clothes they can trade, buy or steal from the caravans. Typically they dress similarly to the natives of whichever kingdom is closest to their homes. Most garments are worn until faded and tattered to uselessness. Most inhabitants of the Border Kingdom have more to worry about than clothing. Choose a package from either *Conan the Roleplaying Game*, or from the regions closest to home for the character (Gunderland, Aquilonia, Nemedra, Cimmeria, Hyperborea, Brythunia or even Asgard). In some areas, the women wear no more than an abbreviated top and a thin belt about the hips holding up a strip of cloth in front and a strip of cloth in back.

Nomads: Female Border Kingdom nomads wear long, many-layered, colourful skirts, heavy earrings and, if married, a head scarf. Their hair is worn long. Wealth is usually converted into jewellery and coins are usually worn on clothing as adornments. The men wear large hats and wide moustaches. Their clothing tends to be brightly coloured.

BOSSONIAN PACKAGE

MALE BOSSONIANS

Men wear tunics with surcoats. The primary weapon for a Bossonian adventurer is the Bossonian bow (any) and 40 arrows. Mail hauberks or brigandine are also common (50% chance of either). A Bossonian character may choose

a long knife (poniard), short sword or arming sword as a backup weapon to their bow. Bossonians also wear steel caps. Bossonians may also choose an Aquilonian package.

FEMALE BOSSONIANS

In 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. A female Bossonian character may elect to begin play with a stiletto or poniard.

BRYTHUNIAN PACKAGE

Clothes are usually made of cotton or wool, plentiful in Brythunia. Brythunian wear coarse, knee-length tunics corded about the waist with rope or belt. Brythunian males wear white braies for pants, with stocking-like chausses to cover the legs. Most clothing is dyed in various colours, especially reds and greens. Hanging sleeves and pocket sleeves are common. The overlong sleeves often trail on the ground, especially in women's clothing of all classes and men's clothing among the wealthy. Much of the clothing and armour are fur-lined. Belts are often made of linked metal shapes, usually squares or octagons. Outer robes are usually worn in layers among the wealthy. Many Brythunian women wear no more than an abbreviated top and a thin belt about the hips holding up a strip of cloth in front and a strip of cloth in back.

Barbarians: Tunic and rope, war spear, sandals, hunting bow, 20 arrows

Borderers: Choice of sabre and short sword, or hunting bow. Also, borderers get a mail shirt and breastplate lined with fur and a steel cap lined with fur.

Nobles: Greatsword, scale armour (called *karacena* armour) or a brigandine coat, great helm lined with fur, noble clothing, dagger or stiletto, knight's belt, belt pouch. Badges, sashes and medals adorn many of the outfits worn by nobles. Clothing has over-long sleeves that trail on the ground. The clothing of the wealthy is almost always heavily embroidered.

Nomads (Gypsies): Brythunian nomads travel in large wagons called *varado*, which serve as mobile houses of a sort. A Brythunian nomad Player Character may have a *varado* as part of his starting package. They dress similarly to the Border Kingdom nomads, with long skirts so that the





woman's legs do not show. The skirts are brightly coloured and many-layered for warmth. If a woman is married, she wears a head scarf over her hair, which is often worn in a bun. Young women wear their hair long, usually braided. They weave their coins into their hair or sew it into their clothing. Much of their wealth is worn as jewellery. Men wear large hats, silk pants, sashes and usually sport large moustaches.

Scholar: Brythunian scholars choose between the following packages.

- ❁ Belt, belt pouch, quill, ink, 10 sheets of parchment, 2 doses of yellow lotus resin, occupational kit
- ❁ Black, knee-length robes with hood or cowl, heavy tunic (for cool days), light tunic (for warm days), heavy woollen pants (for winter), belt, shoes or sandals, knife, incense worth 100 sp, quill, ink, 10 sheets of parchment, small idol or holy symbol, prayer beads

Soldiers: A Brythunian character may choose one of the following weapon/armour options. Note that Brythunian steel, while not primitive, is not as high quality as Aquilonian or Nemedian steel. The hardness of Brythunian weapons are reduced by one (minimum 1).

- ❁ **Option 1:** Sabre, halberd, poniard, mail shirt and breastplate lined with fur, steel cap lined with fur
- ❁ **Option 2:** Pole-arm (any), short sword, mail shirt and breastplate lined with fur, steel cap lined with fur
- ❁ **Option 3:** Hunting bow or Shemite bow (+0), 40 arrows, leather jerkin lined with fur, steel cap lined with fur, short sword, dagger

Thieves: Arming sword, thieves' tools, cloak, belt pouch, kit bag

Tempresses: Stiletto, clothing

CHAGA PACKAGE

The Chaga men dress in djebbehs and/or silken cloaks. The women usually wear little more than a silken skirt. Some Chaga noblewomen may wear jewelled breastplates; others go bare-breasted (Player choice). The Character begins play with a scimitar and a Kushite horse.

CIMMERIAN PACKAGE

MALE CIMMERIANS

The primary Cimmerian shirt is the *léine*, a saffron coloured linen shirt that hangs to below the knee. Some also wear woollen *trews* as pants, though in this case, the *léine* is shorter, hanging only to mid-thigh; *trews* are most commonly seen in the winter. Some *trews* have buttons on the back from the bottom to mid-calf. Cimmerian males wear a woollen *inar*, a jacket with a type of pleated skirt. They also wear a mantle, which is a woollen, rectangular cloak, usually edged with a fringe of some kind. Cimmerians usually wear a belt to hold up their *trews* and another is worn around the *léine*. Personal items are carried in a pouch depending from the belt. The longer the mantle, the more affluent the Cimmerian is among his people. Some wear coarse, woollen coats that hang to the knee. Many go barefooted, but some prefer to wear knee-high boots of soft leather, sometimes lined with wool. In addition, they carry either a broadsword or a spear (Player's choice). A dagger or knife is usually carried as well.

FEMALE CIMMERIANS

Cimmerian women wear an ankle length *léine* beneath a sleeved dress and a mantle. The sleeved dress has a low V-shaped neck open down the front to a U-shape at the stomach. The bodice is usually fitted and has a full skirt that hangs to just below the knee. The sleeves are buttoned from the cuff to the upper arm. The mantle is the same sort worn by the men. Women are more likely than the men to wear hats. A belt holds a pouch for personal items. Shoes and a cloak complete the outfit. A female Player Character may also choose between a broadsword or a spear, although most female Cimmerians do not carry weapons.

CORINTHIAN PACKAGE

Corinthians dress in loose clothing, especially tunics, *peplos* and *chitons*. The clothing of the Corinthians resembles drapery. Corinthians tend to wear sandals in warm weather and leather boots in cooler weather; characters will have a pair of each.

MALE CORINTHIANS

Tunics are worn with a belt. A Corinthian tunic is essentially a piece of drapery tied over the left shoulder. In cooler weather, a *chlamys* might be added. A *chlamys* is a bordered cape pinned or tied at the right





shoulder. A *chiton* is worn by men and women and consists of two pieces of drapery that are belted either under the breast, around the waist, or in both places. The wealthy include hoods with their ornate *chitons*. For outdoor travel, a wide cloak or *himation* would be added to the outfit. A *himation* is a heavier cloth than a *chiton* and serves as a cloak; it is similar to a toga. It can also be worn alone, serving as both *chiton* and cloak.

FEMALE CORINTHIANS

A *peplos* is a tubular, body-length tunic worn primarily by Corinthian women. The *peplos* is folded inside out from the top down, so the top of the tube is at the waist. The fold is pinned at the shoulders and the whole thing gathered at the waist. It gives the appearance of being two pieces of clothing because of the way it drapes. Jewellery and cosmetics are worn by the women. Powdered lead is a common cosmetic, used to give the women a pale, ivory-skinned complexion.

Borderers: Corinthian borderers wear a *chlamys* and little else, for the *chlamys* can be used as a light shield in combat (treat as a buckler); they may choose either two short swords, a greatsword, a hunting bow (+0) with 20 arrows, or a two-handed war spear as a weapon.

Nobles: Arming sword, dagger, buckler (note that the *chlamys* can be used as a buckler in combat). All clothing worn is of noble quality.

Nomad: A Corinthian nomad is a caravaner. He has standard clothing and a dagger. The character may choose between a short sword or spear for a weapon. The character has a 50% chance to own a horse (with appropriate gear); otherwise he owns an ox and wagon.

Scholar: A Corinthian scholar may have a dagger as a weapon, in addition to the clothing described previously. If the character has the Noble Blood feat, he owns 1d6+1 mundane books; otherwise he owns one book of either philosophy or science. Equipment also includes quill, ink, parchment, pouch and one dose of yellow lotus resin. If the scholar has a Craft skill or Profession, the character may have the appropriate tools and a bag to carry them in.

Soldiers: Corinthian light infantry or city-state police force soldiers wear a *chlamys* and little else, for the *chlamys* can be used as a light shield in

combat (treat as a buckler); they may choose either a short sword or war spear as a weapon. Soldiers used as heavy infantry are outfitted in a mail hauberk, breastplate, large shield and steel cap. They are issued a light lance and an arming sword. Those with noble blood are given a horse and a broadsword (instead of an arming sword).

Thieves: Standard clothing of choice, short sword, thieves' tools, kit bag, belt

DARFARI PACKAGE

The Darfari wear few clothes. Adult males usually go naked except maybe for some beads around their necks or their wrists. In some civilised regions they may wear a loin-cloth. They may also adorn their noses, ears or lips with rings of ivory or precious metals. Adult women usually are nude in the villages but may wear a goatskin skirt or a plantain girdle with long, dried grass depending from the girdle when travelling outside the villages. The chief of a tribe wears a leopard skin cloak to signify his standing. Darfari Player Characters may have a club as their starting weapon.

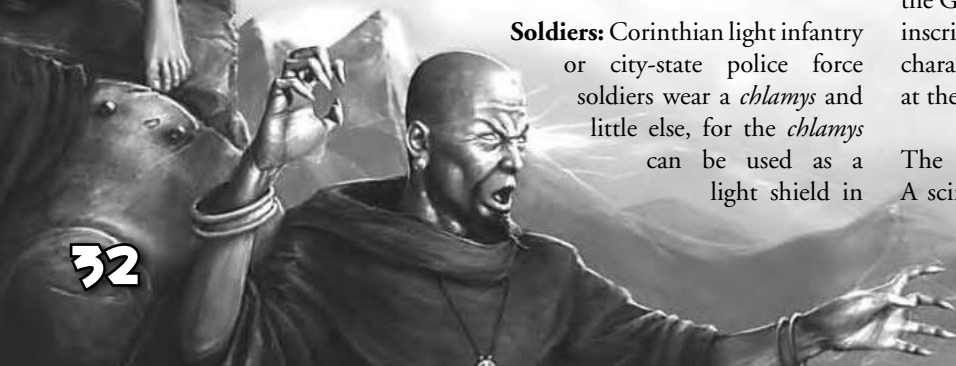
Grooming is important to the Darfari; the men mould their hair into grotesque shapes with twigs and dried mud, sometimes over a wooden base. Darfari men remove facial hair through plucking; both males and females find facial hair disgusting. Some tribes stain their hair red with cow urine. Darfari women wear their hair long in most tribes, but a few tribes prefer their women to shave their hair except for a long top-knot; the women of these tribes also shave their eyebrows. Darfari characters may also be tattooed or use body paints.

In addition to shaping the hair, some Darfari tribes practice techniques of cranial binding on infants in order to shape the skull itself into elongated or even heart-shaped forms. Cranial binding does not affect intelligence (i.e. there is no modifier to the Intelligence score) but it can give the tribesmen a sufficiently weird appearance to an outsider.

GHANATA PACKAGE

A Ghanata character may begin play with a curved, razor-sharp knife and a flaring-tipped scimitar. Sabres and tulwars are also common and may be substituted for the scimitar if the Games Master allows. All weapons have magical glyphs inscribed on them and are made of 'white-iron.' A borderer character may also add a hunting bow (+0) and 20 arrows at the player's option.

The Ghanata prefer not to use 'incomplete' weapons. A scimitar without a belt is incomplete. A bow without



arrows and a quiver is incomplete. Also, weapons and accessories without magical symbols on them are also considered incomplete.

They dress in tatters, stolen clothing and desert-appropriate attire. The affluent might wear wide silk pantaloons gathered about the ankles and a broad sash or girdle wrapped repeatedly about the waist. A huge belly is a sign of power, saying that he can afford to eat plenty – or is strong enough to steal plenty.

Ghanata characters also begin play with a riding horse or a camel (Player Character's choice) and appropriate gear.

GHULISTANI PACKAGE

MALE GHULISTANI

The men of the Himelian tribes wear wide turbans, sturdy sheep- or yak-skin tunics, belted cloaks, and soft leather boots. When traversing the higher slopes, they wear huge fur greatcoats with sleeves long enough to envelop cold hands. They gird themselves with Bakhariot belts that hold their weapons. A Ghulistani Player Character may choose one of the following weapon options:

- ❁ Three javelins and a yard-long Zhaibar knife
- ❁ A bag full of stones, a yard-long Zhaibar knife, and a curved dagger
- ❁ A Hyrkanian bow (any), 20 arrows and a yard-long Zhaibar knife
- ❁ A scimitar and a yard-long Zhaibar knife
- ❁ A tulwar and a bag full of stones.

FEMALE GHULISTANI

The women of the Himelian culture dress in embroidered vests, wide-sleeved shirts and baggy, wide trousers. Some tribes prefer long dresses in bright patterns over their leggings. Sandals provide their footwear, protecting their feet from the razor-like crags of the mountains. Young girls go without head coverings, but mature women cover their heads with long coloured headscarves. The colour of the headscarves depends on the tribe they belong to. The scarves are usually tied around the head with a long trail hanging down the back. If the headscarf displays a prominent amount of white along with the tribal colour, then the woman is married. They have no taboos against public nudity and in the summer often dispense with the

shirt and even the vest. Ghulistani women typically do not have any weapons, but a Player Character may choose from the weapon list for the men.

GUNDERMAN PACKAGE

MALE GUNDERMEN

Men wear a tunic with a surcoat. Tunics can be dyed almost any colour. Most tunics are cut above the knee, but wealthier persons have longer, calf-length tunics. Gundermen also wear short ankle-boots with laces and close-fitting leggings or trousers of wool. Their hair is usually worn in a ponytail. They wear furred caps in the cold, but generally go bare-headed. Many wear leather leg-wrappings much like greaves. Many also wear a hooded cloak in inclement weather.

FEMALE GUNDERMEN

In the Gunderland, as in the Bossonian marches, women also wear a pelicon, which is a short, sleeveless linen 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.

Barbarian: Spear (any) and knife. They wear a sleeveless tunic.

Borderers/Soldiers: Pike, shield, mail hauberk, steel cap (or visored basinet) and, for backup, an arming sword, hatchet or short sword (Player Character choice). Their tunics have long, tight sleeves.

Noble: Hose is worn instead of trousers, and the calf-length tunic and surcoat are embellished with fur, jewels and embroidery. A noble Gunderman Player Character has a broadsword, light lance, steel cap, brigandine coat, large shield, riding horse, riding saddle, poniard, warhammer, Bossonian bow (+0), 20 arrows, riding boots, knight's belt, pouch.

Scholar: Their tunics have long, full sleeves. A scholar Player Character may have a dagger, quill, parchment, ink, belt pouch, 1 dose of yellow lotus resin, and a hooded cloak.

Thief: Arming sword, thieves' tools, cloak, kit bag, belt





HYPERBOREAN PACKAGE

MALE HYPERBOREAN

Hyperborean men wear simple shirts, long trousers, a jacket or coat, hat or cap, and often wear a scarf about the neck during the long, cold winters.

FEMALE HYPERBOREAN

Hyperborean women usually wear a horn-shaped cap, a long laced bodice, a hip-length jacket and a broad-striped cloth skirt. Aprons are worn as well, as are warm cloaks for outdoor travel. Girls wear silk or linen headbands instead of the hat. Noble girls wear thin tiaras or headbands that are more elaborate.

Barbarian: Stone weapon of Player's choice.

Borderer: Ornate stone axe (often named) and club or hunting bow with 20 primitive arrows. Hyperborean borderers also carry a stone knife.

Noble: Mail shirt under scale hauberk, lances, large shield, steel cap, Æsir broadsword, whip

Nomad: Yurt, 1d3 reindeer, stone axe, club, three stone talismans, one stone idol

Scholar: Robes (unless a member of the White Hand as described in *The Conan Compendium* or on page 7) and stone dagger

Soldier: Crudely made broadsword or battle axe. Hyperborean steel weapons are at three-quarters hardness, and -1 AP due to their crude manufacture. Scale hauberk.

Thief/Temptress: Stone knife or whip. Thieves start play with thieves' tools.

HYRKANIAN PACKAGE

A standard starting package for a Hyrkanian character (regardless of character class) is 1d4+1 Hyrkanian horses, two oxen, a silk undershirt, lacquered leather armour, wicker-and-leather targe, loose-fitting trousers, a spired steel cap with dangling earflaps and a piece of leather covering the back of the neck, two hats, a scimitar, a light lance with hook, a dagger (usually strapped to the arm), a Hyrkanian bow (with an appropriate Strength rating

for the character), three quivers of 40 arrows, lasso, saddle with stirrups, saddlebags (containing a change of clothing, a cooking pot, field rations, a leather water bottle, a fishing line, files for sharpening arrows, a needle and thread and other tools), and all the trappings for a *ger*.

A male Hyrkanian Player Character can also elect to begin play with a wife for his character.

Scholars: Shamans traditionally wear white clothing, usually inherited from previous shamans. Many Hyrkanian shamans believe metal on or about their body is essential. Some carry up to forty pounds of metal strips and bells sewn onto their clothing to represent feathers. Over the kaftan an apron of cotton strips in various colours is worn. Over the apron is worn a leather belt hung with mirrors because evil spirits fear mirrors and because the shamans believe a mirror reflects everything, including secret thoughts. These costumes are considered *ongons* and usually house the *utha* soul of the shaman. Shamans often wear helmets with horns, but around Pathenia, they wear red silk headcloths instead of a helmet.

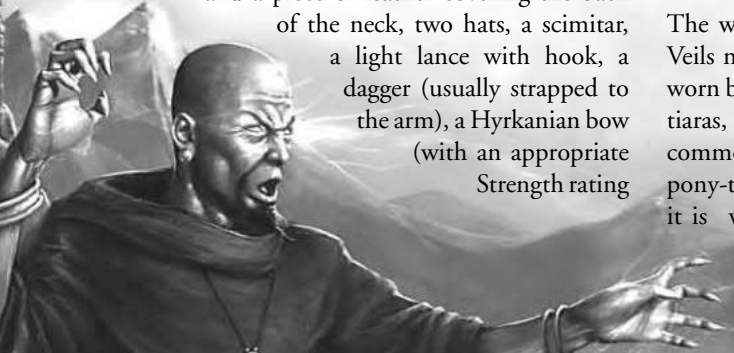
IRANISTANI PACKAGE

MALE IRANISTANI

The Iranistani males wear baggy silk or cotton pantaloons, long shirts or striped robes hanging nearly to the knees and belted at the waist with a wide sash and an embroidered vest. The sash also holds their weapons and often bristles with multiple knives. Most adult males are heavily bearded. Many wear turbans with a long strip hanging down the back and draped over a shoulder or a large sheep-skin cap. Others, particularly the nomads, wear *kaffiyehs*, striped to identify their tribe. Many of the soldiers wear a turban wrap around their spired steel caps. Everything worn, from the basest of clothing to armour and weaponry, is ornate and decorated. Iranistani men wear soft shoes with upward-pointing toes. Player Characters may choose either two bronze weapons: scimitar, tulwar, sabre, or one steel weapon from the same list. Alternatively, Player Characters may choose to wield a crossbow or a sling with 20 units of ammunition. All male Iranistani start with 1d4+1 knives for their sash.

FEMALE IRANISTANI

The women also wear baggy silken trousers with a vest. Veils may also be worn, but are not required. Jewellery is worn by many of the women. Armllets, bracelets, necklaces, tiaras, headbands, and thin gold or platinum belts are common adornments. Their hair is kept long, and held in pony-tails by jewelled bands. Just as it is with the men, so it is with the women in regards to embroidery; everything



worn is embellished and decorated. Iranistani women wear soft shoes with upward-pointing toes. Female Iranistani characters may begin play with a dagger.

KESHANI PACKAGE

The black people of Keshan are horsemen so they start play with a horse. The men wear little save plumed headdresses, animal hide loin cloths and rings of ivory or precious metal in their noses, ears or lips. The women wear sandals and short skirts held up by thin girdles.

Barbarian/Borderer/Nomad/Thief/Temptress: Horse, spouse (optional), war spear, headdress, loincloth, ivory rings

Nobles: The rulers, a lighter-skinned people descended from an unknown white race, dress similarly to the blacks, but with wealthier materials. The wealthy women, for example, add gold breast-plates, skirts of silk and jewelled girdles.

KHAURANI PACKAGE

Male Khaurani wear hose and shirts; otherwise the Khaurani dress in a manner consistent with Koth, although individual fads and fashions occasionally rise here to give some distinctiveness to their dress. Beards are popular in Khauran. Choose weapons as per a Kothic character.

The women wear their hair piled high, often wrapped around cones or other head-gear to give the illusion of volume. The wealthy weave pearls and jewellery into their hair as well. Earrings of pearls or gems are also common and the women lacquer their glistening eyelashes to make them longer. Necklaces are often worn. The women wrap a bandeau of silk around their upper body. They wear heavy girdles that support their silken skirts. The skirts are worn long and voluminous, slit up the sides to reveal flashes of leg as they walk. Their sandals are upturned at the toe and sport lifted heels. Choose weapons as per a Kothic character.

KHITAN PACKAGE

The people dress in high-necked, long silk jackets and embroidered trousers, the women fixing their hair in complicated coiffeurs and optionally dispensing with the trousers, wearing a slit skirt instead. The nobles dress similarly, but their clothing is made out of more elaborate materials. Silk and cotton are common materials for clothing. Scholars shave their heads. Note that Khitan steel is weak (-2 on Hardness rating, 1 minimum).



Borderer: Leather jerkin, bow (any +0), 20 arrows, steel cap, arming sword, large shield, broadsword

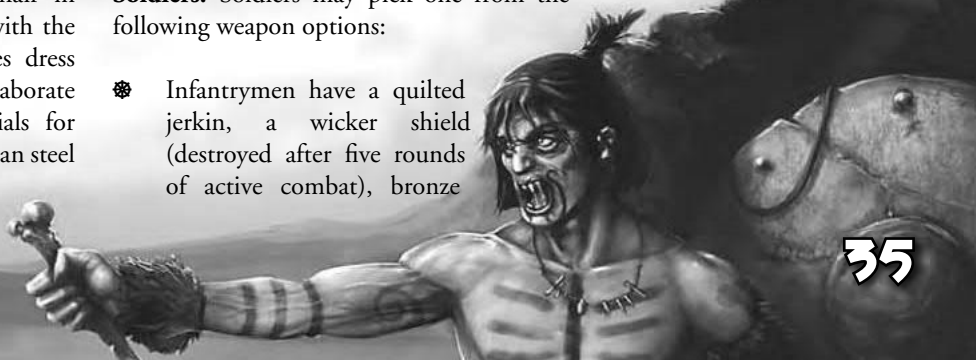
Noble: Noble outfit (elaborate embroidery on silk), jade ornament, bronze bowl with title and jurisdiction inscribed, intricate, lacquered armour, complete with tassels and flaring helmets secured with a complicated bow (treat as scale hauberk and great helm), a war sword, Khitan strength bow (damage as hunting bow, up to +2), 20 arrows, any shield, belt, belt pouch, horse and riding gear.

Pirate: Cutlass, silk trousers and jacket, knife, buckler, 1d4 black rings tattooed around one arm, other tattoos of choice

Scholar: Quarterstaff; jade dagger; three small, inscribed, two-pitch hand-bells; high-necked, long silk jacket, embroidered trousers, hooded and wide-sleeved robes (dark grey or black), sandals, incense worth 100 sp, herbalist's kit, quill, ink, 10 sheets of parchment

Soldiers: Soldiers may pick one from the following weapon options:

- ✦ Infantrymen have a quilted jerkin, a wicker shield (destroyed after five rounds of active combat), bronze





knife, and a yard-long, wood-hafted bronze halberd or spear, and a sharpening stone.

- ✿ Cavalry have a quilted jerkin, steel cap, large shield, broadsword, horse and riding gear.
- ✿ Archers wear a leather jerkin, bow (any +0), 20 arrows, steel cap, arming sword, large shield, broadsword and bronze knife.
- ✿ Charioteers wear a leather jerkin and light helmet secured with elaborate bows; they are issued a chariot, two horses, bronze knife, and a yard-long, wood-shafted bronze spear, a wicker shield (destroyed after five rounds of active combat) and a hunting bow with 10 arrows.
- ✿ Player characters with the Noble Blood feat may wear intricate, lacquered armour, complete with tassels and flaring helmets secured with a complicated bow (treat as scale hauberk and great helm). This armour design has an exotic, sinister look to Westerners. They also have a war sword, bow (any +0), 20 arrows, any shield, belt, belt pouch, horse and riding gear.

Thief/Temptress: Dagger or quarterstaff, 1d4-1 black rings tattooed around one arm, other tattoos of choice. Thieves start play with thieves' tools.

KOTHIC PACKAGE

Kothic clothing is basically a knee-length tunic with short sleeves. Shoes have a curled-up toe.

Barbarian: Harangi hillmen (Kothic barbarians) dress in furs instead of the typical tunic. Player characters can choose between a scimitar and a tulwar for a weapon. They also get a dagger and a horse.

Borderers: A Kothic borderer begins play with a horse with riding gear, leather jerkin, targe, steel cap, any bow, 40 arrows, and riding boots with a curled-up toe.

Nobles: The nobles wear velvet pantaloons, long robes and silk tunics. Nobles also wear the tall conical headdress of the warrior class. Male nobles may also begin play with a brigandine coat, a shield, a great helm with a colourful plume, a riding horse, riding saddle, war-hammer, poniard, knight's belt and a broadsword.

Nomads: 1d6+1 long-horn cows, a horse, riding gear, tent, broadsword, dagger, brigandine coat, light lance, and targe shield.

Scholars: Scholars wear long robes over their tunic. They may have a dagger, work boots with an upturned toe, pouch, belt, 2 doses of Kothic fire, quill, ink, parchment, occupational kit, incense worth 50 sp, and occupational trappings.

Soldiers: The Kothian troops wear livery embossed with the golden helmet of Koth. Soldiers also wear a tall, conical headdress. Most sport beards, often in the ringleted fashion of the neighbouring Shemites. A Kothic soldier may choose one of the following options to begin play with:

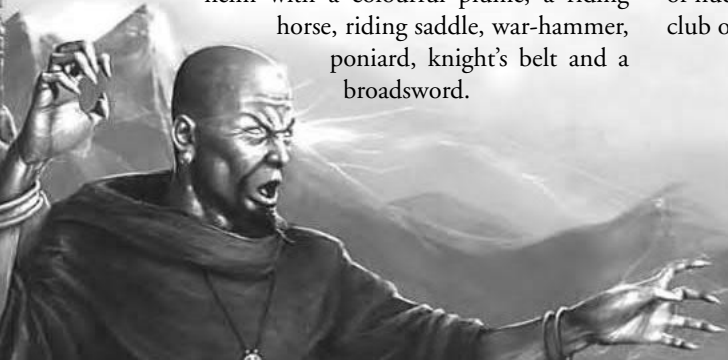
- ✿ **Option 1:** War spear; single-headed axe, arming sword, mail brigandine, steel cap.
- ✿ **Option 2:** Broadsword with a crescent hilt, black mail hauberk, steel cap
- ✿ **Option 3:** Arming sword with crescent hilt, single-headed axe, black mail hauberk, shield, steel cap
- ✿ **Option 4:** Pike, leather jerkin, arming sword, steel cap.

Commoners/Temptresses/Thieves: City dwelling Kothians dress well, often wearing different sorts of aprons over their tunics depending on their trade. The women wear brightly coloured, embroidered dresses and shifts. Player Characters may choose to have a stiletto, dagger or bronze short sword as a weapon. Thieves also start play with thieves' tools.

KUSHITE PACKAGE

For the Gallah, clothing is minimal. The Kushite horsemen described in *Black Colossus* ride stark naked. Loin-cloths are also likely. Women are often nude, or have a wisp of silk wrapped around their hips. Some tribes dress their women in a leather or rope belt on which depend several leather or rope strips that hang to just above the knee. Some urban Kushites directly serving the Chaga dress in djebbeh.

Barbarian/Borderer/Scholar/Soldier/Thief: Loin-cloth or nude (Player Character choice), choice of war spear, war club or hunting bow (and 12 arrows).



Nomad: Loin-cloth or nude (Player Character choice), choice of war spear, war club or hunting bow (and 12 arrows), Kushite horse

Pirate: Loin-cloth, silk pants, or nude (Player Character choice), choice of choice of war spear, war club or hunting bow (and 12 arrows)

NEMEDIAN PACKAGE

MALE COSTUME

The tunic is the basic garment in Nemediia, with additions and variations depending on station. Nemedians take pride in their culture and never dress outside of their station.

Barbarian (gladiator): A Nemedian barbarian is essentially a gladiator. Use the entry under Argos to determine their weapons.

Borderers: Nemedian borderers are huntsmen and gamekeepers. They have a doublet and hose, poniard, shirt and braes, hood, costrel, belt, belt pouch, kit bag, and a choice of one of the following weapon/armour options:

- ❖ **Option 1:** Arbalest, 20 quarrels, leather jerkin, steel cap, buckler
- ❖ **Option 2:** Hunting bow, 20 arrows, leather jerkin, steel cap, buckler

Commoners/Thieves: Nemedian commoners wear coarse, knee-length tunics corded about the waist with rope. Merchants wear togas and robes. Servants wear woollen clothing, with long belted tunics for the men. A thief character may start play with an arming sword and thieves' tools.

Nobles: The nobility typically wear cavalry boots, fur or leather kilts and pleated silk shirts over a silk tunic, cotehardie, breeches and hose. A houppelande is worn at court. Nobles also receive a mail hauberk and a great helm, along with a heavy lance, large shield, arming sword and a riding horse with riding gear.

Scholars: Nemedian scholars may choose from one of the following equipment options:

- ❖ Silken robes, stiletto, belt, belt pouch, shoes, priestly trappings (small idol or holy symbol, jewellery of rank, prayer beads and so on to a value of 75 sp), incense worth 50 sp, ink, quill, parchment

- ❖ Doublet and hose, houppelande, work boots, shirt and braes, cloak, hood, costrel, belt, belt pouch, quill, ink, 3 sheets of parchment, 1 dose yellow lotus resin and a dagger

- ❖ Black, knee-length robes with hood or cowl, heavy tunic (for cool days), light tunic (for warm days), heavy woollen pants (for winter), belt, shoes or sandals, knife, incense worth 100 sp, quill, ink, 10 sheets of parchment, small idol or holy symbol, prayer beads

Soldiers: Nemedian soldiers have a doublet and hose, poniard, shirt and braes, hood, costrel, belt, belt pouch, kit bag, and a choice of one of the following weapon/armour options:

- ❖ **Option 1:** Greatsword, mail hauberk, great helm
- ❖ **Option 2:** Arbalest, 20 quarrels, leather jerkin, steel cap, buckler
- ❖ **Option 3:** Pike, brigandine coat, steel cap, arming sword

FEMALE COSTUME





The tunic is the basic unit of clothing in Nemedias as well. Nemedian commoners in rural areas wear coarse, knee-length tunics corded about the waist with rope. Urban Nemedian women wear a wisp of cloth about their loins, or a skirt slit to the belt on both sides, and a brief top. Wealthier women may use jewelled breastplates as a top; this is how Zenobia was dressed when she first encountered Conan in *The Hour of the Dragon*.

Nemedian noble women choosing a more dignified look wear a bliaut, a crimped or pleated tunic-dress with tight lacings to create a form-fitting shape, a girdle to give the lower portion a full appearance, and a side-less gown is worn over the bliaut, and a cotehardie with long, wide sleeves that typically trail on the ground is worn on top. Everything on the female costume is full and long, trailing on the ground. When travelling outdoors, women wear a mantle from the back of the shoulders, which also trails on the ground. Nemedian women either wear their hair free-flowing or braided.

Regardless of character class, a Nemedian female Player Character may start with a stiletto.

NORDHEIMIR PACKAGE

MALE COSTUME

Nordheimir men wear trousers, tunics, coats and cloaks, usually made from hide, leather, worsted wool or linen. Most wool is dyed red, blue, brown or yellow, although if the natural colour is pleasing the wool might not be dyed at all. Work boots are also included in this package.

FEMALE COSTUME

A Nordheimir woman wears a full-length tunic of wool with an oval neckline and long sleeves. Over the tunic, she wears a wool apron-dress (tubular if Vanir, wrap-around if Æsir) suspended from the shoulders by a pair of oval tortoise brooches. Over this a long-sleeved coat pinned at the solar-plexus with another brooch is worn. A fabric belt is optional. Straps hang from the various brooches to hold personal items, such as tools, knives and combs.

A Nordheimir woman also has knitted stockings and short boots. Characters may also include a cloak and a hood among their initial belongings. She completes her costume with a fillet (optional).

WEAPONS

Player Characters of any class may choose any two from the following list of weapons: broadsword, battle axe, hunting spear, war spear. The character also receives a leather helmet reinforced with pieces of metal, including a piece of iron or steel over the nose (treat as a steel cap), a mail shirt and a large shield made of wood and covered in leather hide or bearskin. A round metal hump is placed in the centre of the outer face of the shield to protect the hand holding the shield. Characters also receive a comb made from antlers, small tools to clean their fingernails and ears. Any starting money is either sewn onto or into the character's clothes or worn on a necklace or kept as a silver bracelet – amounts of silver needed are sliced off the bracelet when making a purchase.

OPHIREAN PACKAGE

The tunic is the basic garment in Ophir, with layers placed over it to create an outfit. Men wear tabards over the tunic. Hose or breeches are worn under the tunic. Women wear the tunic, made of linen, as a chemise, with a dress, petticoats and an over-dress worn on top of it. However, many Ophirean women, including noblewomen, wear no more than an abbreviated top and a thin belt about the hips holding up a strip of cloth in front and a strip of cloth in back.

Barbarians (gladiators): Brythunian gladiators are based on Argossean archetypes. Use the Argossean entry to determine an Ophirean barbarian's package.

Borderers: Ophirean borderers are typically prospectors for the king. They have a tunic and hose, poniard, shirt and braes, hood, costrel, belt, belt pouch, kit bag, herbalist's kit, and a choice of one of the following weapon/armour options:

- ❖ **Option 1:** Arming sword and axe, leather jerkin, steel cap
- ❖ **Option 2:** Hunting bow, 20 arrows, leather jerkin, steel cap, buckler

Commoners: Merchants in Ophir like to wear voluminous hooded robes.

Nobles: Noblemen are armed with slender arming swords and dress in silks and gold, decorated in gleaming jewels. Their tabards and clothing bear a star-shaped emblem. Conservative noblewomen wear a long, bodiced dress with sleeves of a different fragment under an over-dress or houpelande, which is made open in the front and the sides.



A linen chemise is worn as an undergarment, along with stockings that rise to the knee. Petticoats are worn under the dress to give it fullness. In addition to noble clothing and a slender arming sword, noblemen also gain a horse, riding gear, mail hauberk gilt with gold, great helm with a plume, a broadsword (only worn on the battlefield, never to court), and a large shield. Noblewomen, in addition to noble clothing, may start play with a stiletto.

Scholars: Nemedian scholars may choose from one of the following equipment options:

- ❖ Silken robes, stiletto, belt, belt pouch, shoes, priestly trappings (small idol or holy symbol, jewellery of rank, prayer beads, and so on to a value of 75 sp), incense worth 50 sp, ink, quill, parchment
- ❖ Tunic, breeches and hose, houppelande, work boots, shirt and braes, cloak, hood, costrel, belt, belt pouch, quill, ink, 3 sheets of parchment, 1 dose yellow lotus resin and a dagger

Soldiers: Ophirean soldiers have a tunic, breeches and hose, poniard, hood, costrel, belt, belt pouch, kit bag, and a choice of one of the following weapon/armour options:

- ❖ **Option 1:** Broadsword, poniard, quilted jerkin, steel cap
- ❖ **Option 2:** Arbalest, 20 quarrels, leather jerkin, steel cap, buckler, arming sword
- ❖ **Option 3:** Pike, quilted jerkin, steel cap, arming sword

Thieves: Ophirean thieves begin with standard clothing, thieves' tools, short sword, dagger, sling with 10 bullets and a belt pouch.

PICTISH PACKAGE

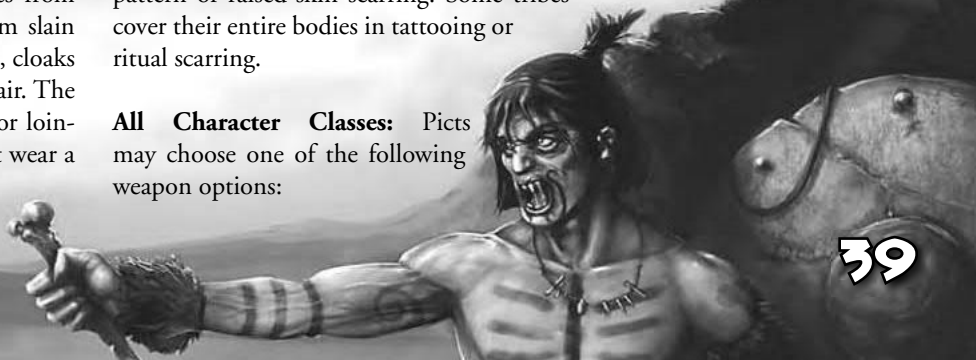
All Character Classes: Clothing for a Pict is a simple affair. They favour buckskin, usually dying it black, which is a colour symbolic of war for them. The men generally wear a breech cloth and leggings, although in cooler weather they also don long-sleeve hide shirts. They also wear seamless moccasins, although the exact style and cut varies from tribe to tribe. The Picts also wear body parts from slain foes and hunted animals, such as necklaces of teeth, cloaks made from their skins or scalps woven into their hair. The dark Pictish women wear buckskin dresses, skirts or loin-clouts, as well as soft moccasins. Some women just wear a buckskin apron and body paint. All of the clothing tends to be elaborately beaded.



The number and manner in which feathers are worn indicate the tribe. Most feathers are worn on a headband or tied directly to their hair. Hawkmen wear three upright hawk feathers. Cormorants wear two downward cormorant feathers. Wolves wear a single eagle feather in an upright position. Eagles wear a single eagle feather in a downward position. The Turtles wear three upright eagle feathers placed near a small turtle-shell comb-tied to the headband in the midst of the feathers. The Wildcats wear three eagle feathers, with two of them upright and the third tilted downward. Feathers stained scarlet indicate chieftainship. White heron feathers are considered a sign of truce or peace – a sign respected by all Pict tribes for fear of offending the gods or spirits around them.

The Picts, male and female, also engage in tattooing of the body. They use a sharpened bone to prick the skin, then rub in soot to create the pattern. Some tribes, especially the Alligator, insert small stones into their skin to create a pattern of raised-skin scarring. Some tribes cover their entire bodies in tattooing or ritual scarring.

All Character Classes: Picts may choose one of the following weapon options:





- ❖ Hunting bow, 20 arrows, club, primitive hatchet
- ❖ Net, club, primitive hatchet
- ❖ Harpoon, club, primitive hatchet

Scholars: Shamans decorate themselves in bear furs, many feathers, savage masks and grotesque costumes and gear. Ostrich feathers from Zingaran traders are a preferred shamanistic token of power.

POITAINIAN PACKAGE

Men wear hose and a skirted jacket. The longer the skirt on the jacket, the wealthier the man. 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. However, many Poitainian women, including noblewomen, wear no more than an abbreviated top and a thin belt about the hips holding up a strip of cloth in front and a strip of cloth in back. 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.

Borderers: Poitainian borderers have a doublet and hose, poniard, shirt and braes, hood, costrel, belt, belt pouch, kit bag, and a choice of one of the following weapon/armour options:

- ❖ **Option 1:** Arming sword, axe, hunting bow, 20 arrows, leather jerkin, steel cap, buckler
- ❖ **Option 2:** Bossonian bow (any), 20 arrows, axe, leather jerkin, steel cap, buckler

Nobles: The nobility typically wear cavalry boots, fur or leather kilts and pleated silk shirts over a silk tunic, cotehardie, breeches and hose. A skirted jacket with a long skirt is worn at court. Nobles also receive a mail hauberk and a great helm, along with a heavy lance, large shield, broadsword or greatsword (Player's choice) and a riding horse with riding gear.

Scholars: Poitainian scholars may choose from one of the following equipment options:

- ❖ Silken robes, stiletto, belt, belt pouch, shoes, priestly trappings (small idol or holy symbol, jewellery of rank, prayer beads and so on to a value of 75 sp), incense worth 50 sp, ink, quill, parchment
- ❖ Doublet and hose, houppelande, work boots, shirt and braes, cloak, hood, costrel, belt, belt pouch, quill, ink, 3 sheets of parchment, 1 dose yellow lotus resin and a dagger

Soldiers: Poitainian soldiers have a doublet and hose, poniard, shirt and braes, hood, costrel, belt, belt pouch, kit bag, and a choice of one of the following weapon/armour options:

- ❖ **Option 1:** Bossonian bow (any), leather jerkin, steel cap, arming sword
- ❖ **Option 2:** War sword, leather jerkin, steel cap, large shield
- ❖ **Option 3:** War spear, mail hauberk, steel cap, arming sword
- ❖ **Option 4:** Greatsword, quilted jerkin, steel cap

Thieves: Thieves begin with standard clothing, thieves' tools, short sword, dagger, sling with 10 bullets and a belt pouch.

PUNTISH PACKAGE

The people of Punt wear short robes with cowls. They also wear loincloths or go nude.

All Character Classes: Puntish Player Characters wear ostrich-plumed headdresses, hold rhinoceros-hide shields and wield feather-tufted spears.

SHEMITE PACKAGE

MEADOW SHEMITE/PELISHTIM

Meadow Shemite and Pelishtim clothing is made from wool or flax, except for priests and dignitaries, who may wear linen garments. In the winter, the clothing is thicker and coarser. Poor, urban Meadow Shemites usually go bare-chested and wear sheep-skin skirts tied at the waist, or wear simple sashed or belted tunics that are about knee-length. Women either add a shawl thrown over the left shoulder or wear long shawls which cover their entire bodies as a dress, but their right arm



and shoulder are always left bare. Most men wear their hair long and parted in the middle. Some have curled black-blue beards but many also go clean-shaven. Women also wear their hair long, but they usually braid it into one long braid and wrap it on top of their heads in a coil. Women of all ranks usually wear headdresses when entertaining guests.

Borderer: A Meadow Shemite borderer is issued a leather jerkin, a cylindrical steel cap, a hawk-pommelled scimitar, a Shemite bow (any) and 40 arrows.

Nobles: Linen skirts, loose, floor-length robes with sleeves, usually made of silk. The robes are usually embroidered and may be made of dyed fabric and trimmed with cloth-of-gold. The clothing of wealthy women is colourful and bright. Upper class women may also go bare-breasted or wear bejewelled straps crossing between their soft breasts, although they rarely forego their elaborate headdresses. A wealthy Shemite's clothing smells of perfumes and incense. A Shemite will pay a fragrance's weight in gold to obtain it, as perfumes and incense are rare and a sign of wealth. Noble characters start play with a scimitar and a Shemite bow (any) with 20 arrows.

Scholar: Linen skirts, loose, floor-length robes with sleeves, also made of linen. Female scholars usually go bare-breasted or wear an abbreviated top. Scholars also start with one of the following equipment options:

- ❖ Curved dagger, belt, belt pouch, priestly trappings (small idol or holy symbol, jewellery of rank, prayer beads and so on to a value of 75 sp), incense worth 50 sp, ink, quill, parchment
- ❖ Belt pouch, quill, ink, 10 sheets of parchment, 1 dose yellow lotus resin and a curved dagger

Soldiers: A Shemite soldier may choose from the following weapon options:

- ❖ **Cavalry:** A scale hauberk, a cylindrical steel cap, a light lance, a hawk-pommelled scimitar, a Shemite bow (any), 20 arrows and a horse with riding gear
- ❖ **Archer:** A scale hauberk, a cylindrical steel cap, a hawk-pommelled scimitar, a Shemite bow (any), and 80 arrows
- ❖ **Mounted Archer:** A scale hauberk, a cylindrical steel cap, a hawk-pommelled scimitar, a Shemite bow (any), 80 arrows and a horse with riding gear

❖ **Infantry:** Pole-arm (any), leather jerkin, scimitar, cylindrical steel cap, shield (any)

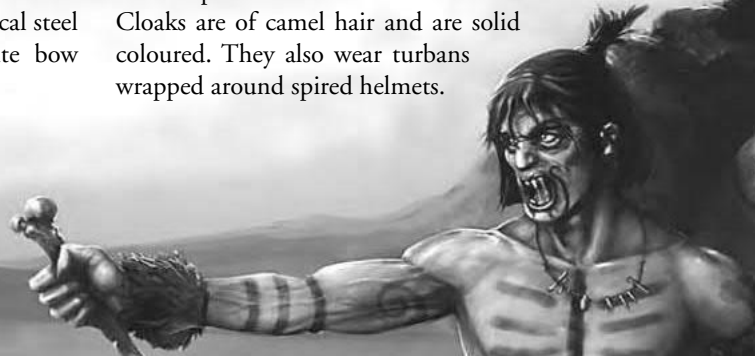
Thieves: Thieves begin with standard clothing, thieves' tools, short sword, dagger, sling with 10 bullets and a belt pouch.

Tempresses: Tempresses begin play with a curved dagger called a *jambiya* in addition to appropriate clothing.

EASTERN SHEM



The nomads of the east favour loose robes for clothing, which are useful in catching the wind and in retaining heat at night. The standard dress for one of the nomad men is a white, girdled *khilat*, a robe with full open sleeves, linen, cotton or silken breeches and a flowing head-dress that falls to the shoulders called a *kafeh* and is banded about the temples with a triple circlet of braided camel-hair. The amount of embroidery on the *khilat* or *kafeh* indicate the relative position and wealth of the wearer. Cloaks are of camel hair and are solid coloured. They also wear turbans wrapped around spired helmets.





The women wear a *chador*, or a full-body over-dress that includes a *ghutra*. Beneath the *chador*, they wear a body-shirt made of white gauze and voluminous bloomers. The outfit is complete with a broad, red and black hand-woven belt, a *ghutra*, a head-band and cloak. The *chador* has broad sleeves ending in a flap that can cover the hands. The necklines are high. The belt allows the dress to be hitched up to free the ankles. Their cloaks are identical to those worn by men except for being striped. Wealthier women own jackets or silk kaftans, which can be worn over the *chador*. Those nomads nearer the mountains, where it is cooler, wear *thwabs* instead of *chadors*. The clothing is loose and flowing to allow for easy movement and child-bearing, although the *thwabs* are a bit more form-fitting than the *chador* because of the cooler climate near the mountains. A woman often carries her entire wealth in the form of silver jewellery and is permitted to dispose of her jewellery in any way she sees fit. Some Shemite tribes practice the art of tattooing their women.

A wealthy Shemite nomad's clothing smells of perfumes and incense. A Shemite will pay a fragrance's weight in gold to obtain it, as perfumes and incense are rare and a sign of wealth. Clothing is important to Shemite characters. Wearing proper desert garments grants the wearer a +1 bonus to all Survival checks in the desert.

All Eastern Shemite Characters of Any Class: A Shemite nomad character may choose between a scimitar and a tulwar. Shemites do not like straight-blades. The character also starts with a curved dagger called a *jambiya*. The character also starts with a Shemite bow (any, up to +1), a horse or a camel (Player choice), 40 arrows and riding gear, including saddlebags.

SOUTHERN BLACK KINGDOMS, THE BLACK COAST AND SOUTHERN ISLANDER KIT

The dark warriors of the Southern Kingdoms wear white plumes in their hair, but rarely bother with armour. They often go naked, but may be adorned with rings of ivory or precious metal in their noses, ears or lips.

All Character Classes from Cattle-Herding cultures:
Spear (any), club, all-black



ox-hide shield, sandals, loincloth (optional), ox-hair leggings, ox-hair armllets, six bracelets, feathered headdress. Southern islanders may add a hunting bow and ten arrows to the package.

All Character Classes from the Central Jungles: Loin cloth (optional), startling facial ornaments such as large plugs in earlobes or lips, and/or bones inserted into various parts of the face, spear, blowgun with 20 poisoned darts, herbal poison of choice (see *Conan Hyboria's Fallen* for a sample list of natural poisons; if not available, use the toxin from the Poison Dart Frog, as shown here).

☛ **Poison Dart Frog Toxin:** *Type:* Injury; *Save DC 20;* *Onset Time/Secondary Onset:* 5 rnds/1 min; *Initial Damage:* 1d10 Dex; *Secondary Damage* 2d10 Dex. The poison produced by these tiny frogs is among the strongest known. A single drop can block vital nerve impulses and stop a victim's heart (victim dies if Dex drops to zero or lower due to heart stoppage). The toxin has a clear smell and bitter, peppery taste that immediately causes vomiting.



STYGIAN PACKAGE

Due to the hot climate of Stygia, the Stygians wear little or no clothing. What clothing is worn is almost always extremely thin and light, to the point of transparency. Most of their clothes are made out of linen or silk, and the best linens are almost transparent.

Barbarians/Commoners/Nomads/Pirates/Thieves:

Many workers, including boatmen, fishermen, papyrus gatherers and reed gatherers wear nothing at all in the heat of the day, although some wear loincloths of silk or linen. They may optionally wear a certain type of mantle to indicate their status and profession. The women wear simple tunic dresses which either come above or just below the breasts. Villagers wear a full kilt only if they are visiting town for a festival, taking their produce to the market, visiting relatives or worshipping at the temples. The common men of Stygia are not allowed to wear swords. They may have a short knife.

Nobles: Transparent linen clothing, including a half-pleated kilt (put on counter-clockwise, with the pleated part pulled forward into a peculiarly tied knot which is then tucked out of sight), a long, transparent kilt to be worn over the shorter one (optional), silk cloak, gold band with a rearing serpent-head emblem to confine their hair (real or wig). Noblewomen wear transparent long-sleeved gowns during the cooler hours of morning and evening. These simple garments hang in folds; otherwise they wear the general kilt described above. Many female members of the nobility and aristocracy simply choose to paint their bodies instead of wearing clothes, often in clothing-like fish-net patterns. Other than the paint and perhaps some choice jewellery, they go nude or topless. A noble may choose to have a Stygian bow with arrows, spear, shortsword or whip as a weapon. They may also have a knife or dagger. All metal weapons are bronze. A noble character may start play with a chariot and a driver.

Scholars: The main consideration for the priests, insofar as clothing is concerned, is purity. Priests wash several times per day, removing all body hair to ensure purity to approach their god. Priests do not wear leather sandals or wool clothing, which Set has deemed to be unclean. However, Sem priests are permitted to wear a leopard skin. Otherwise, they dress however they can afford to dress (either as workers or nobility). They wear a mantle to indicate their rank and status in the temple. They may choose to have a Stygian bow with arrows, spear, shortsword or whip as a weapon. They may also have a knife or dagger. All metal weapons are bronze. They also may have 2 doses of Stygian tomb dust.

Borderers/Pirates/Soldiers: Stygian soldiers are given new linen kilts once per month as payment for their services, so these are usually all that is worn by the soldiers. They may also wear a mantle to indicate their status as soldiers. Soldiers not on active duty are not allowed to carry weapons (note that a knife is not considered a weapon). Helmets are bronze and crested with a crescent supporting a golden ball. They conform to the steel caps described in *Conan the Roleplaying Game*. Their shields are made of fresh hide that is scraped, soaked and sliced into pieces, then stretched and clamped over wooden boards joined side by side. Leather straps allow the dusky Stygian soldier to sling it over his back. The shield is rounded at the top, with a flat bottom, much like an upside-down tear-drop with a flat bottom. They conform in statistics to the large shield presented in the equipment section in *Conan the Roleplaying Game*. If on active duty, a soldier may be given a spear, shortsword, khopesh, club, or a stone-headed mace (Player choice). All metal weapons will be bronze.

Tempresses: Dancing girls, singers, musicians and banquet-servers wear little more than a string of beads slung low around their hips. Some wear a scanty kerchief for modesty, but most do not. They maintain a hairless body, save for eyebrows and the hair on their heads. Some paint designs on their bodies. They may have a dagger, whip or short knife as a weapon.

TAURAN PACKAGE

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.

The primary weapon for a Tauran adventurer is the hunting or Bossonian bow (Player choice of one or the other) with 12 arrows. Leather jerkins, mail shirts and brigandine hauberks are also common (Player choice of one, but only nobles or those with noble blood start with a brigandine hauberk option). They usually fight with long knives (poniards), short swords or arming swords (Player choice of one). They wear steel caps.





TOMBALKAN PACKAGE

A Tombalkan character's package depends on which tribe of Tombalku the character belongs to.

Aphaki Kit: The Aphaki wear white robes, or *khillats*, with full, open sleeves and patterns embroidered on the edges. The robe is closed at the waist with a girdle or sash. Women wear a pair of voluminous white trousers and a body-shirt of white gauze beneath their full-bodied, white robe, or *chador*. Men also gain a turban. An Aphaki character also begins play with a Kushite horse, a lance and a scimitar.

Bagirmi Kit: Both sexes of the Bagirmi dress in long, colourful robes of yellow or red. These robes are flowing and embroidered. Both men and women are fond of tattoos, both permanent and temporary (using henna). Amulets are worn for spiritual or magical protection.

❖ **Bagirmi Women:** Bagirmi women also wear a lot of gold ornamentation, especially earrings. Silver rings and bangles are also common among the women; the more bracelets the better. Bagirmi blacksmiths also make heavy, thick anklets of iron for the women to wear so they might have a cow-like walk, which is considered attractive by the Bagirmi men.

Bornu: The Bornu wear loose, flowing gowns with wide openings on both sides. They also wear loose trousers tied tight at the ankles, with leather sandals and turbans. Their turbans often have plumes of horsehair added. The Bornu also wear protective amulets as necklaces or bracelets. In battle they carry tear-drop shaped wooden shields and long spears. A Bornu character may begin play with two weak horses.

Dongola: Dongola men wear white cotton tunics over trousers. Dongola women wear white cotton, short-sleeved, v-necked dresses with colourful sashes around the waist; they may add a white cloak or shawl if desired. A more formal dress will have longer sleeves. Men and women wear sandals. Dongola characters receive a hunting spear or hunting bow with 20 arrows (Player choice), and an animal hide shield.

Mandingo: Mandingo males wear a long sleeved shirt and a wide, square-cut, sleeveless gown. The Mandingo may wear a loin-cloth or a pair of narrow-ankled trousers underneath the shirt and gown. The gown may be made of cotton or silk. Mandingo women

wear a long, wrap-around skirt and a loose, scoop-necked smock. The women also wear informal turbans. The men prefer more war-like headdresses, with feathers, bones and horns. Mandingo characters begin play with twenty iron-headed arrows, a hunting bow, a large animal-hide shield, a spear or javelin (character choice of one), and a supply of poison (see *Conan Hyboria's Fallen* for a sample list of natural poisons; if not available, use the toxin from the Poison Dart Frog, as shown on page 42 under the entry for the central jungle character package).

Tibu: The Tibu wear white cotton robes, light pants and a scarf worn as a turban. Boys wear tunics and pants, both of cotton, and girls wear tunics with wraparound skirts. The Tibu arm themselves with scimitars and daggers – including the women. Tibu characters also begin play with a totem mask, a scimitar, a spear and a horse.

TURANIAN PACKAGE

Turanian males are typically bearded and wear turbans, sashes and loose-fitting trousers. The Turanian women are veiled. In more conservative circles, usually the upper classes, the women favour the *khalat*, a long costume that conceals the entire body. Other Hyrkanian women wear no more than an abbreviated top and a thin belt about the hips holding up a strip of cloth in front and a strip of cloth in back.

Barbarians: Dress as a Hyrkanian. See the Hyrkanian character package.

Borderers: Borderers may choose from the following equipment packages:

- ❖ **Bounty Hunter 1:** Hyrkanian bow (any up to +2), 36 arrows, dagger, horse and riding gear, steel cap with spire
- ❖ **Bounty Hunter 2:** Scimitar or yataghan, targe shield, mail shirt, dagger, horse and riding gear, hunting bow, 36 arrows, steel cap with spire
- ❖ **Cavalry:** Scimitar, light lance, Hyrkanian bow (up to +1), 20 arrows, turban, sash, loose-fitting trousers, gold-spined helmet, white silk shirt, mail shirt, tiger-skin cloak, horse and riding gear
- ❖ **Archer:** Hyrkanian bow (any), 36 arrows, dagger, loin cloth, leopard skin cloak, gold-spined helmet, horse and riding gear



Nobles: Males receive a Hyrkanian bow (any), 36 arrows, yataghan or scimitar, dagger, noble quality clothing, gold-spined helmet, horse and riding gear; women receive noble quality clothing and a curved dagger.

Pirates: Turanian pirates may choose from the following packages:

- ❖ **Turanian Navy:** Mail shirt, spired steel cap, turban wrap, sash, loose-fitting trousers and tulwar or Hyrkanian bow (up to +1)
- ❖ **Vilayet Red Brotherhood:** Leather jerkin, steel cap, turban wrap, sash, loose-fitting trousers and scimitar or hunting bow

Scholars: Standard clothing and a dagger.

Soldiers/Nomads: Soldiers may choose from the following packages:

- ❖ **Option 1:** Hyrkanian bow (any), 36 arrows, dagger, loin cloth, leopard skin cloak, gold-spined helmet, horse and riding gear
- ❖ **Option 2:** Yataghan or scimitar, light lance, Hyrkanian bow (up to +1), 20 arrows, turban, sash, loose-fitting trousers, gold-spined helmet, white silk shirt, mail shirt, tiger-skin cloak, horse and riding gear
- ❖ **Option 3 (Kozak):** Use the Hyrkanian character package.

Tempresses: Typical clothing and a curved dagger.

Thieves: Standard clothing, thieves' tools, scimitar, dagger, pouch

VENDHYAN PACKAGE

The basic garment in Vendhya is called a *dhoti*, which is an unstitched length of filmy cloth wrapped around the lower part of the body, similar to a skirt. Women can wear a *choli*, which is a loose fitting blouse, if they want. Women in warmer regions tend to wear far less than the women on the mountainous slopes of Vendhya. Tribal women sometimes wear a *sari*, a length of fabric wound around the entire body, with the loose end thrown over the shoulder. Urban Vendhyan women rarely wear the sari. Vendhyan clothing tends to be gauzy and coloured beautifully, for the Vendhyans have a deep appreciation for gold, silver, and jewelled embellishments.

Some women wear turbans, although this is uncommon. Women wear make-up and jewellery, including armbands, rings, waist belts, leg and anklets, earrings, nose rings, toe rings, crowns, tiaras and other headdresses. Some women wear filmy robes over it all, including a gauzy veil. Some dancing girls wear only the veil, ankle-bells and finger-cymbals.

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

Borderers: Vendhyan borderers may choose from the following equipment packages:

- ❖ **Archer:** Basic clothing, Hyrkanian bow (any up to +2), 36 arrows, kukri, leather jerkin, steel cap, turban
- ❖ **Skirmisher/Hillman Hunter:** Basic clothing, khandar or gada (Player choice), bagh nakh, large shield, leather jerkin, kukri, steel cap, turban
- ❖ **Two-Weapon:** Basic clothing, scimitar, kora, kukri, leather jerkin, steel cap, turban
- ❖ **Voyager:** Basic clothing, hunting bow, 12 arrows, gada, kukri, leather jerkin, steel cap, turban.

Nobles (male): Basic clothing, chahar-aina, steel cap with turban, light lance, horse, riding gear, Hyrkanian bow (any), 12 arrows, choice of melee weapon (choose between tulwar, talwar, scimitar, khandar or gada)

Nobles (female): Basic clothing, kukri or peshkabz.

Pirates: Vendhyan pirates may choose from the following packages:

- ❖ **Kshatriya Navy:** Basic clothing, chahar-aina, steel cap with turban, kukri, choice of tulwar or hunting bow, 36 arrows (Player choice)
- ❖ **Kshatriya Outlaw:** Basic clothing, steel cap, turban wrap, sash, scimitar or hunting bow, 12 arrows, bagh nakh





Scholars: Standard clothing, three jars of pigment, kora, kukri, pouch, quill, ink, 5 sheets of parchment

Soldiers: Soldiers may choose from the following packages:

✿ **Archers:** Standard clothing, leather jerkin, steel cap with turban wrap, hunting bow, 30 arrows, kukri, Player choice of kora or battle axe

✿ **Lancers:** Basic clothing, chahar-aina, steel cap with turban, light lance, horse, riding gear, hunting bow, 12 arrows, choice of melee weapon (choose between tulwar, talwar, scimitar, khandar or gada)

✿ **Warriors:** Standard clothing, leather jerkin, large shield, wide-bladed hunting spear, kukri

Tempresses: Typical clothing, kukri, bagh nakh

Thieves: Standard clothing, thieves' tools, peshkabz, scissored katar, bagh nakh

✿ **Military Harrier:** Steel cap, bronze greaves, buckler, leather jerkin with bronze buttons, breeches, work boots, two short swords

✿ **Outlaw:** Quilted jerkin, tunic, cloak, work boots, breeches, choice of hunting bow and 20 arrows or two short swords

✿ **Tomb Raider:** Quilted jerkin, tunic, cloak, thieves' tools, herbalist's kit, breeches, work boots, choice of hunting bow and 20 arrows or arming sword and battle axe

Nobles (male): Silk fitted tunic, silk breeches, silk slippers, belt, velvet cape, dagger, arming sword

Nobles (female): Abbreviated top and a thin belt about the hips holding up a strip of cloth in front and a strip of cloth in back, sandals, choice of whip or stiletto

Scholars: Linen tunic, gloves, sandals, silk robe or vestment, linen breeches, velvet cape, dagger, quill, ink, 20 sheets of parchment, 1 dose of lotus smoke (any), 1 dose of flame-powder

Soldiers: Soldiers may choose from the following packages:

✿ **Regular Army:** Steel cap, bronze greaves, buckler, short sword, leather jerkin with bronze buttons, breeches, work boots, Choice of spear (any), pike or hunting bow (and 12 arrows)

✿ **City Watch:** Bill, steel cap, bronze greaves, buckler, leather jerkin with bronze buttons, breeches, work boots

Tempresses: Abbreviated top and a thin belt about the hips holding up a strip of cloth in front and a strip of cloth in back, choice of whip or stiletto, sandals

Thieves: Woollen tunic, belt, belt pouch, masterwork thieves' tools, dagger, sandals

WESTERMARCK PACKAGE

Characters from the Westermarck make most of their clothing. Buckskin boots laced halfway to the knee, leather or woollen breeks, deerskin shirts and jackets, fur or straw hats are common. Otherwise choose a Tauran, Bossonian or Aquilonian equipment package for weaponry.

XUTHALAN PACKAGE

The Xuthalans dress in silk tunics and high-strapped sandals. They are armed with short swords. They may also begin play with three doses of Xuthalan Golden Wine (see Golden Wine of Xuthal in *Conan the Roleplaying Game*).

ZAMORIAN PACKAGE

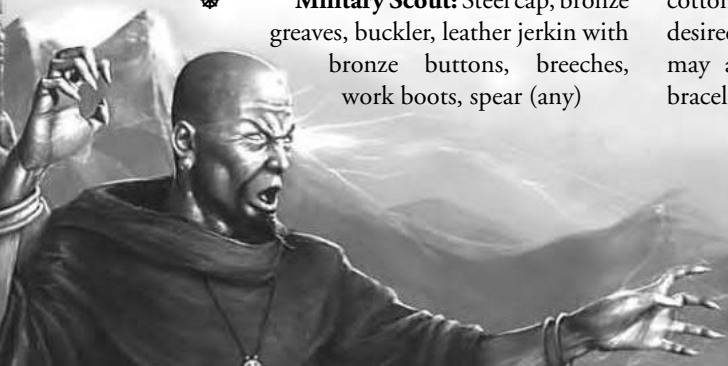
Clothing in Zamora tends to be more for ornamentation and allure. Appearance plays a powerful role in Zamora.

Borderers: Zamorian borderers may choose from the following equipment packages:

✿ **Military Scout:** Steel cap, bronze greaves, buckler, leather jerkin with bronze buttons, breeches, work boots, spear (any)

ZEMBABWAN PACKAGE

A Zembabwan character of the lower classes may wear a cotton wrap around the hips or waist (dyed any colour desired) or an animal skin skirt or loincloth. The character may add a plumed headdress, earrings, necklaces and bracelets as desired. The character also owns 1d2 sheep,



1d4 goats and 1d10 chickens. The character receives a spear as a weapon and, if desired, a primitive targe shield.

An upper class Zembabwan character should dress as a Shemite or Iranistani (having gotten such clothing through trade), a scimitar or similarly curved weapon of choice, a spear, and a herd of 2d6 steers.

ZINGARAN PACKAGE

Zingarans try to dress well. Trunk-hose and doublets of silk with puffed and slit sleeves are common for the men. Cloaks hang from their shoulders. Boots of the finest Kordavan leather adorn their feet. Soldiers dress in steel and satin. Armour and garments are always ornate and made of the best material that can be afforded, stolen or made. Thin black moustaches are also common. Royal soldiers dress in burgundy and gold. Red and yellow are considered lucky colours. The wealthy tend to dress brightly while the commoners have more subdued tones. Unmarried women wear their hair long; married women bundle their hair into coifs or hair bands. Player characters may choose either a broadsword or arming sword.

Borderers: Linen tunic, trunk-hose, doublet with puffed and slit sleeves, cape hanging from shoulder, belt, and belt pouch. Zingaran borderers may also choose from the following weapon packages:

- ⊗ Whip, leather jerkin, riding boots
- ⊗ Arming sword, leather jerkin, short sword, riding boots

Nobles (male): Breastplate, heavy lance, broadsword or arming sword (Player choice), poniard, large shield, great helm, warhorse and riding gear, riding boots, noble outfit (silk tunic, trunk-hose, doublet of silk with puffed and slit sleeves, velvet cape hanging from shoulder), horse whip

Nobles (female): Abbreviated top and a thin belt about the hips holding up a strip of cloth in front and a strip of cloth in back, sandals, velvet cloak, choice of whip or stiletto

Pirate: Zingaran pirates may choose from the following equipment packages:

- ⊗ **Zingaran Freebooter:** Sashes, bare chests or leather jerkin (Player choice), silken pantaloons, belt, belt pouch, hat, riding boots, great loops of gold in their ears, choice of sabre or cutlass

- ⊗ **Zingaran Navy:** Mail shirt, steel cap, broadsword, hunting bow, 10 arrows, Kordavan leather boots, doublet, trunk-hose, cape hanging from shoulder

Scholars: Zingaran scholars may choose from the following packages:

- ⊗ Linen tunic, trunk-hose, doublet with puffed and slit sleeves, cape hanging from shoulder, dagger, quill, ink, 20 sheets of parchment, 1 dose of flame-powder, arming sword
- ⊗ Black, knee-length robes with hood or cowl, heavy tunic (for cool days), light tunic (for warm days), heavy woollen pants (for winter), belt, shoes or sandals, knife, incense worth 100 sp, quill, ink, 10 sheets of parchment, small idol or holy symbol, prayer beads, arming sword.

Soldiers: Soldiers may choose from the following packages:

- ⊗ **Arbalesters:** Arbalist, 30 bolts, arming sword, mail shirt, surcoat, breeches, tunic, work boots
- ⊗ **Man-at-Arms:** Warhorse with riding gear, mail hauberk, steel cap, arming sword, tunic, surcoat, breeches, riding boots
- ⊗ **Conscript Soldiers:** Leather jerkin, steel cap, pike, broadsword, large shield, tunic, surcoat, work boots, breeches
- ⊗ **Commoner Knight:** Leather jerkin, tunic, hose, steel burgonet, riding horse and gear, spear, large shield, player choice of mace (any) or hammer (any)

Tempresses: Abbreviated top and a thin belt about the hips holding up a strip of cloth in front and a strip of cloth in back, choice of whip, stiletto or arming sword, slippers or leather riding boots

Thieves: Linen tunic, trunk-hose, doublet with puffed and slit sleeves, cape hanging from shoulder, belt, belt pouch, masterwork thieves' tools, dagger, leather boots, and choice of arming sword or crossbow (Player choice)





The Trading Post

NEW REGIONAL EQUIPMENT

Various other items are available in the Hyborian Age. As ever, their availability can be wildly variable and frequently tracking down goods can be very nearly an adventure in itself.

MUSICAL INSTRUMENTS

The prices of musical instruments are basically covered in *Conan the Roleplaying Game* and *Tito's Trading Post*. These entries simply specify some unique instruments found throughout the world.

Asili: An *asili* is a type of flute found in Atlaia.

Dimbila: A *dimbila* is a log xylophone found in Atlaia. Loose logs are laid across the player's legs or on other logs, often above a resonating pit.

Dùndún: The *dùndún* is a portable pressure drum used as a 'talking' drum; it is considered a 'secular' drum throughout Atlaia and not used in ritual ceremonies. The hourglass-shaped *dùndún* has two heads lashed together. By increasing or decreasing the tension on those leather or gut thongs by squeezing the drum, the sound of the thrumming membrane rises and falls in an almost vocal manner. In this manner the drum can be used to communicate to those trained to understand it.

Gourd Bow: A gourd bow uses a gourd for a resonator and a string is stretched across the mouth of the gourd. The resonator is brought closer to or farther from the chest to change the tone and the pitch is changed by a finger stopping the string. A Gourd Bow is found in the Black Kingdoms.

Gourd Shakers: Dried gourds are used as shakers throughout the Black Kingdoms. When a gourd dries, the seeds come loose and create a rattle when the gourd is shook.

They are usually painted.

Gudugudu: A *gudugudu* is a small kettle drum found in Atlaia worn around the

neck used to supply a basic beat or pattern against which other drums play.

Hyrkanian Kettle Drums: Hyrkanian shamans prefer the kettle drum, which they believe makes a sound that frightens evil demons and drives them away. Another drum used by the Hyrkanian shamans is a small drum with a handle and rattles inside. The drumstick is an important part of a shaman's regalia. Some are carved with a horse's head on the end, some are carved to look like horse's hooves, and some actually *are* horse's hooves. Others are just thin sticks covered in snake-skin with coloured ribbons dangling from the mouth of the snake. War drums are made from the skins of black bulls. A smith shaman uses an anvil instead of a drum.

Igbin: An *igbin* is a cylindrical single-membrane drum found in Atlaia that sits on a pedestal or on feet. Some are hand drums and others are played with sticks or even mallets, depending on the size of the *igbin*. Typically *igbin* drums are made in sets of several sizes, all meant to complement and supplement each other. *Igbin* drums are considered ritual drums and are often decorated with carved images. The use of an *igbin* drum honours life, family and the spirit world. It is not for outsiders; the music of the *igbin* drums is for Atlaians alone, handed down through generations from the Old Empire itself. The drum is specially carved to emulate ritual space and help a drummer to visualise the numinous moments of ritual (see *Celebrating the Season* in *Signs & Portents #6* for an excellent description of numinous events). The music is almost always accompanied by chants. The orisha cults of the Mwezi are particularly noted for their use of *igbin* sets.

Imzad: The imzad is a violin-type instrument with one string from Amazon. This instrument is only played by women.

Kemenja: The kemenja is a small Amazon cello played while braced against the knee.

Likembe: A *likembe* is a crude piano found in Atlaia made from bamboo tongues fitted onto a box. The free ends of the tongues are plucked by the thumbs and/or fingers (different clans play it differently). The Mzikima people play inside a bowl to increase the resonance and they often add a buzzing instrument in the resonator to further enhance the overall sound.

Lotar: The lotar is a lute with an elongated slender body. It is from Amazon.

Nyatiti: The *nyatiti* is an eight-stringed instrument. It is similar to a lute or harp, has two necks, a yoke held up by the two necks, and a wooden resonator. The strings stretch from the resonator to the yoke. The base is placed on the ground and the top held against a seated player's chest.

Ongengo: *Ongengo* is a percussive metal bar found in Atlaia.

Oporo: An *oporo* is a curved horn found in Atlaia made from gourds, hide, wood or horn, depending on available materials and expertise. These horns usually produce but one or two notes, but players often assemble in groups with horns that play various notes to perform more complex compositions.

Orutu: An *oruto* is a crude fiddle of sorts.

Slit Drum: The slit drum is made from a large hollowed log, often of ebony. The instrument is created by thinning the logs in key places so it can have four distinct pitches. These drums are 'talking' drums as well as playing drums. They are often played alongside other drums (including additional slit drums); in this case one of the slit drums is usually used to 'talk' to the dancers to communicate changes in the steps while the other drums keep the beat and rhythm. Slit drums are found throughout the Black Kingdoms.

Tende: The *tende* is a wooden mortar covered with goatskin. This instrument is only played by women from Amazon.

ADVENTURING GEAR

Hyrkanian Silk Undershirt: All Hyrkanians wear a silk undershirt that is long and loose beneath whatever armour or clothing might also be worn. Silk is impervious to arrows and the shirt is pushed into the wound with the arrow. The shirt can then be carefully pulled out, pulling out the arrow as well, resulting in a smaller wound. This tightly woven silk shirt provides a Damage Reduction of +2 when attacked any piercing weapon. This silk also keeps poisons from easily entering the bloodstream, giving the wearer a +2 circumstance bonus to any saving throw against poison.

Kingi: Many Black Kingdom males, especially in Darfar, own a *kingi*, which is a device used to help them carry loads for *safaris* and caravans. The *kingi* is made from forest vines and has a plaited head strap. It can carry 55 lbs of goods. The first day, the goods have normal encumbrance, but after that the goods settle more comfortably due to the design of the *kingi*, so the goods have half the normal encumbrance.

Snowshoes: Nordheimir snowshoes are means to move across snow-covered ground more easily. They are usually used in tandem with a single pole for balance. Moving uphill is at half-speed, but movement on level ground or slightly downhill is at normal speed.

Thick Furs: In the north, where taiga and glaciers dominate, the people often wear outfits of thick fur. These thick furs are usually made from the hides of arctic mammals. A character wearing these furs can survive in freezing temperatures or above without the need to roll for damage. Once entering below freezing temperatures, a character undergoing freezing has to make a Fort save (DC 15, +1 per previous check) each hour or suffer 1d6 points of non-lethal damage. A character in thick furs gains a +4 circumstance bonus to this saving throw.

NEW REGIONAL WEAPONS BLACK KINGDOMS

Shotel: The *shotel* is a highly curved scimitar (often a semi-circle shape) with both edges sharpened. It is used to hook around shields and stab vital areas. Characters proficient in this exotic weapon can ignore Parry bonuses granted by shields.

Takoba: The *takoba* is a three-foot long sword with a rounded point. It often has three grooves cut into its length. Its hilt is usually wrapped in bronze.

IRANISCANI WEAPONS

Acinaces: The *acinaces* is a short, stabbing sword around 16 inches long, usually worn on the right hip and drawn with the point down for a quick stab attack. It is a double-edged martial weapon with a B-shaped crossguard.

Flyssa: The *flyssa* is a sword designed to rip apart mail. It is a single-edged sword with a flair at the hilt, and a rounded increase in width just before tapering off to a point. A *flyssa* sword is a martial weapon.

Kopis: The *kopis* is an end-heavy martial weapon with a forward-curving cutting edge used for slashing attacks. It is used by infantry and cavalry. It is similar to the Vendhyan *kukri*, just larger.

KHITAN WEAPONS

These weapons are exotic to non-Khitans and non-Vendhyans.

Keris: A *keris* is a dagger with an asymmetrical, often sinuous blade. The *keris* is not a slashing but a piercing weapon. It does half damage if used as a slashing weapon. A *keris* is the weapon of warriors found in the Swamps of the Dead, although many Khitans also favour them. *Kerises* are presumed to be possessed by spirits. Some spirits are beneficial, bringing good fortune and favour, other spirits are





vile or negative, and only bring problems. This often depends on how well the owner and the spirit get along; a keris that is unfortunate for one owner may be sacred, blessed and lucky for another. The blade of a keris is made of iron and nickel and is usually forged in layers to give the weapon the appearance of waves imbedded in the metal. A keris with an even number of bends in the blade is considered to be possessed of evil. Most handles are intricately carved. Kerises are often forged with the intent to kill a certain person – thus they are well-suited as bane weapons (+2 additional damage if ensorcelled to be a bane weapon as described in *The Scrolls of Skelos*). Some weapons are designed as an executioner's weapon. Many soldiers carry three kerises with them in battle; one is his personal keris, one is a gift from his father-in-law, and the other is a family heirloom worn for luck and spiritual protection. In two-weapon fighting, one keris is a stabbing weapon and the other used as a parrying weapon. Kerises are considered powerful in ceremonial use, especially when casting spells designed to kill. Using a favourable keris as part of the casting of a death spell adds a +1d6 to the magic attack roll of the caster. Using an unfavourable keris turns the bonus into a penalty.

STYGIAN WEAPONS

Most Stygian weapons are still made out of keenly honed bronze. Bronze weapons have a -1 penalty to damage rolls and hardness, a -2 penalty to Armour Piercing and have only 2/3rds of the hit points of an iron or steel weapon, rounded up. Steel weapons in Stygia cost two to three times as much as a bronze weapon. Bronze weapons cost as much in Stygia as a steel weapon would cost in other lands.

Khopesh: The khopesh is an unwieldy sickle-type sword that is heavier than a scimitar but capable of causing a lot of damage in the hands of an unsophisticated warrior, making it an excellent weapon for conscripted infantry troops. The khopesh has about seven inches of hilt, and another 15 inches of straight blade, then the weapon curves into a crescent for the next 11 inches.

STYGIAN ARMOUR

The Stygian warrior castes have not really kept up with the armour advances made around the world. Most Stygians have never even heard of plate armour, much less seen an Aquilonian knight wearing it. Helmets are bronze and crested with a crescent supporting a golden ball. They conform to the steel caps described in *Conan the Roleplaying Game*.

Their shields are made of fresh hide that is scraped, soaked and sliced into pieces, then stretched and clamped over wooden boards joined side by side. Leather straps allow the dusky Stygian soldier to sling it over his back. The shield is rounded at the top, with a flat bottom, much like an upside-down tear-drop with a flat bottom. They conform in statistics to the large shield presented in the equipment section in *Conan the Roleplaying Game*.

Bronze Scale Hauberk: A scale hauberk is made of bronze scales individually stitched in overlapping rows to a loose-fitting leather coat. It includes a thick leather collar to protect the neck.

TURANIAN WEAPONS

Although Turanian weapons are often adorned as Western weapons are, the true beauty of a weapon is in the texture of the steel. A Turanian will distinguish quality from common by examining the 'watering' of the blade.

Yataghan: A yataghan is a one-handed, forward-curving sabre used by Turanian infantry soldiers. The back of the blade is typically made of iron but the sharpened part of the blade is forged of steel. The pommel splits like a hoof, spreading out like a pair of wings to prevent the blade from slipping out of the hand (+1 vs. disarm attempts). The weapon is weighted toward the point, and the final third of the blade is wider than the rest of the weapon. Although a sword, the weapon is effectively an axe. It is not suited for fencing, defensive manoeuvres, or finesse attacks. The yataghan is not a graceful weapon by any means – it is a brutal weapon. An effective attack with this weapon is known as the Draw-Cut, wherein the blade is drawn toward the wielder, and the forward curve cuts *into* the foe. It is useful to chop around a large shield (+1 to attack foes using a Parry defence). Although a slashing weapon, the cruel impact of the weapon also effectively deals bludgeoning damage.

VENDHYAN WEAPONS

Vendhya has survived so long in near independence from other nations that they have many unique items not found in the standard Conan rules. These weapons are exotic to non-Vendhyans and non-Kosalans.

WEAPON DESCRIPTIONS

Bagh Nakh: The bagh nakh, also known as tiger claws, is a nasty concealed weapon along the lines of brass knuckles with spikes. It is commonly held hidden in the hand with the claws on the palm side, not projecting from the



knuckles. The weapon punches nasty tearing wounds in unarmoured foes.

Gada: The gada is a large war-club associated with martial arts in Vendhya and various militant gods. It is noted for its oversized head. The weapon is often made of brass and is the holy weapon of Hanuman.

Katar: The katar is a punching dagger. Some versions were scissored to allow two side blades to spring free of the central dagger. This version does +1d6 points of damage when open.

Khandar: This sword has a straight blade made of reinforced Vendhyan steel and is designed solely for hacking foes apart. A bar projects from the pommel, allowing it to be wielded with two hands for more powerful blows, changing the critical damage to $\times 3$.

Kora: Essentially a Vendhyan shortsword, this weapon has a forward curving blade with an extremely wide end, much like an axe. The sharp side is on the concave portion. This

weapon is often used to perform ceremonial sacrifices in the incensed temples of Vendhya.

Kukri: The Kukri is a heavy forward curving dagger meant for slashing. It serves the Vendhyans in place of a dagger and/or hand axe, able to perform the functions of either in a superior manner.

Peshkabz: The Peshkabz, with its T-shaped cross-section, is a dagger designed to pierce mail armour, gaining +2 to its AP when attacking a target wearing mail.

Talwar: The Talwar (not to be confused with the Tulwar) is a curved, pointed sword, wide at the base and tapering down to a sharp point like a curved, long triangle. Like the Kora, this weapon is often used for religious sacrificial rites.

ARMOUR DESCRIPTIONS

Chahar-aina: The chahar-aina is also known as ‘four mirror’ armour, worn over quilted armour. Four plates, one over the chest, one over the back and one over each side comprise this regional armour.

MARCIAL WEAPONS

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment	Hardness	Hit Points	Weight	Type
<i>Light Melee Weapons</i>									
Keris (Negative) ^F	110 sp	1d4-1	None	0	—	4	1	1 lb	Piercing
Keris (Positive) ^F	110 sp	1d6	19–20/ $\times 3$	1	—	8	1	1 lb	Piercing
Kora ^F	50 sp	1d8	19–20/ $\times 2$	1	—	10	3	1½ lb	Slashing
<i>One-Handed Melee Weapons</i>									
Acinaces	250 sp	1d8	19–20/ $\times 2$	2	—	10	4	1½ lb	Piercing
Bronze Khopesh	120 sp	2d4-1	18–20/ $\times 2$	2	—	9	6	4 lb	Slashing
Flyssa	800 sp	1d10	18–20/ $\times 2$	6	—	10	5	1½ lb	Slashing or Piercing
Khandar*	125 sp	1d10	$\times 2^*$	3	—	12	5	3 lb	Slashing
Khopesh	240 sp	2d4	18–20/ $\times 2$	4	—	10	9	4 lb	Slashing
Kopis	330 sp	1d10	$\times 3$	2	—	10	5	2 lb	Slashing
Takoba	650 sp	1d8+1	$\times 2$	2	—	7	5	3 lb	Slashing
Yataghan	125 sp	1d10	19–20/ $\times 3$	4	—	10	8	4 lb	Slashing or Bludgeoning
<i>Two-Handed Melee Weapons</i>									
Talwar	150 sp	1d8+1d6	$\times 2$	3	—	10	10	6 lb	Slashing
Gada	3 sp	2d6	$\times 2$	4	—	5	10	6 lb	Bludgeoning

* See the weapon description for special rules.

^F Finesse weapon.





SIMPLE WEAPONS

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment	Hardness	Hit Points	Weight	Type
<i>Light Melee Weapons</i>									
Bagh nakh ^F	5 sp	1d4	x2	1	—	10	1	1 lb	Piercing
Katar ^F	3 sp	1d6	x2	1*	—	10	1	1 lb	Piercing
Kukri ^F	3 sp	1d6	x3	2	—	10	1	1 lb	Slashing
Peshkabz* ^F	1 sp	1d6	x2	3*	—	12	1	1 lb	Slashing

* See the weapon description for special rules.

^F Finesse weapon.

EXOTIC WEAPONS

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment	Hardness	Hit Points	Weight	Type
<i>One-Handed Melee Weapons</i>									
Shotel	270 sp	1d8	19–20/x2	3	—	8	5	2 ½ lb.	Piercing or Slashing

ARMOUR

Armour	Cost	DR	Maximum Dex Bonus	Armour Check Penalty	Sorcery Failure	Speed (30 ft.)	Weight
<i>Medium Armour</i>							
Chahar-aina	2,000 sp	6	+4	–4	70%	25 ft.	20 lb
<i>Heavy Armour</i>							
Bronze Scale Hauberk	170 sp	5	+2	–5	90%	25 ft.	40 lb.
Mail Hauberk and Chahar-aina	3,600 sp	9	+1	–8	95%	25 ft.*	55 lb
Mail Shirt and Chahar-aina	2,400 sp	8	+2	–7	85%	25 ft.*	40 lb





Unusual Items

STRANGE THINGS FOUND IN CURIOUS PLACES

The following items are not strictly magical, but may be regarded as magical by the ignorant. Some of them are useful either for sorcerers or for those battling sorcerous creatures. All will be difficult to buy, and are likely to be available only in a few communities that specialise in their manufacture. Unusual items are only ever offered for sale at the Games Master's discretion.

FROM AMAZON

Baby Ointment: In Amazon, infant males captured in battle are sacrificed for the sake of sorcery; the babies are pounded into mortars, mixed with certain sorcerous and rare herbs and roots, and slowly turned into ointment for sorcerous use. This ointment is usually smeared over the body of an *akualek* (Amazonian sorceress) before she enters into combat. This ointment is believed to make the sorceress invulnerable. This belief transfers into a +2 bonus to Dodge and Parry Defence until the ointment is washed off. The ointment is not actually magical, but the belief in it causes the bonus. Further, it protects the wearer against sorcerous attacks. Like the Stygian girdle of protection, any sorcerous effect not specifically targeted at the wearer of this ointment will not strike the wearer. Also, it gives a +4 resistance bonus to any saving throws against spells or supernatural attacks.

Manufacturing Costs: 100,000 sp and a male baby; 10,000 xp; caster level 12th; spells required: *warding*, *greater warding*

Amulets: The Amazons believe power can be stored in amulets. An amulet is made for a specific customer (i.e. stealing someone's amulet nullifies it for the thief) by a craftsman or sorcerer, but it can be transferred as a gift to someone who believes in the power of the amulet. The

Amazons believe the amulet has power, so an amulet offers a +2 bonus to an appropriate skill or saving throw, or a +1 bonus to two skills. For example, if Ntheppe, a young Amazon warrior, knows she must climb a mountain, she might have an *akualek* make her an amulet for climbing, offering either a +2 bonus to Climb checks, or a +1 bonus to Climb and Balance. If Ntheppe is worried about the archery of the enemy, she might purchase an amulet that gives her +2 bonus to her Dodge Defence. Sometimes an amulet may have an effect on others; for example, if Ntheppe has challenged another Amazon to a climbing contest and proclaims that she has an amulet, the other Amazon may lose heart and suffer a -2 penalty to her Climb (Ntheppe still gains her bonus). Some amulets are only effective for a period of time; others are permanent, as desired by the Games Master. Ultimately, it is the belief of the wearer and those around her that provides the 'power' of the amulet, as they are not actually magical. Amulets cannot be made for oneself – part of the power is the belief that the *akualek* can activate the amulets, and the *akualek* often are too aware that the amulets are not actually magical. The *akualek* needs to make a Bluff check against the customer's Sense Motive to successfully sell an amulet that has an effect.

FROM ATLAIA

Fertility Dolls: Fertility is a common issue Atlaian *oloibon* have to deal with, since fertility is important to the Atlaian peoples. A wife who remains childless for too long is ridiculed by the entire community. A fertility doll is a figure made of mud and a Magical Link placed in front of a woman's house. Children are invited to throw dung against the walls of any house with such a figure to increase the occupant's fertility. Such a figure increases the chances of conception from 20% to 35%.

Mbinda Dancing Figures: Used by the Nyama and, to a lesser degree, the Mwezi, a *mbinda* is a graven image of a faceless, genderless person with moving parts used in



strange dances. These Atlaian dances are seldom seen by outsiders and not understood by anyone not part of the Nyama or Mwezi people. The Mwezi use beads for eyes, but otherwise the figures used by both people are remarkably similar. These figures are sometimes left to mark important graves as guardians. Nyama and Mwezi chiefs both seek out *mbinda* for their treasuries as spiritual guardians.

Proper use of *Mbinda* dancing figures requires a Perform (*mbinda* ritual) check DC 18 by the lead sorcerer(s). If successful, each *Mbinda* figure used in the ritual dance by a dancer with at least one rank in Perform (*mbinda* ritual) counts as a celebrant in a power ritual and adds +5 to the average Perform (ritual) check result for the power ritual (see *Conan the Roleplaying Game* for rules on power rituals).

Samba: *Samba* is a fetish created by Atlaian *oloiboni* designed for good-luck. It uses a Magical Link and is powdered. Some use it in water and bathe in it; others mix it with the thick fluid from certain plants and use it as a lotion. Others put the powder over a fire and inhale it, allowing the smoke to wash over their bodies. The *samba* adds a +2 bonus to all Charisma based checks for the next 24 hours after its use, for those who believe in its power. It has no effect on those who do not believe in its power. It is especially popular with dancers before competitions. *Oloiboni* cannot make *samba* for themselves.

Shigongelejo: *Shigongelejo* are powerful ancestral fetishes, which might be anything once owned or made by an ancestor, such as gourds, spears, fly whisks, huts, et al. *Shigongelejo* are used primarily when trying to use the Heal skill. Healers believe *shigongelejo* stimulates the good-will and help of ancestral spirits. *Shigongelejo* are also useful when trying to conceive, acquire cattle, have a good harvest and so on. *Shigongelejo* can also include building replicas of a home or environment an ancestor lived in. One powerful sorceress in uMwezi created a miniature swamp around her *nyumba ya masamva* because her grandmother (also a powerful sorceress) once lived deep in a swamp in her homeland. The sorceress travelled to that swampland and gathered plants, trees and animals from that swamp and seeded them in her own swamp, creating a powerful *shigongelejo* that gives honour to her grandmother.

For non-sorcerous healers, a *shigongelejo* adds a +2 bonus to Heal checks. For a sorcerous healer, a *shigongelejo* adds the bonus to Heal and grants a +1 to

+4 bonus to Magical Attack rolls (depending on strength of the *shigongelejo*; typically a small mobile one adds a smaller bonus, but a large, immobile one grants a bigger bonus); further, by meditating for an hour with the *shigongelejo*, the sorcerer may regain 1d6 + Wis bonus Power Points once per day. If size-appropriate, a *shigongelejo* enables an Atlaian sorcerer, tribal magician, witch-doctor and so forth to cast spells which would normally require him to touch the object the spell is being cast upon without actually touching that object; instead, he only has to touch the object with one end of the *shigongelejo* whilst holding the fetish's other end. In addition, the *shigongelejo* gives a +1 bonus to the sorcerer's attack roll. A typical small *shigongelejo* has Defence 7, 5 hit points, hardness 5, a break DC of 16 and costs 500 silver pieces (in relative value, not necessarily in coin).

Shigongelejo only work for descendants of the previous owner, never for an unrelated person. Furthermore, they do not function for those who do not believe in the power of their ancestors.

Zambah Helmet Masks: A Zambah helmet mask, which covers the entire head, has almost life-like features, including hair and facial scarification. Most display an open mouth baring its teeth. Ears are large and some have jewellery, carved or real, attached. These masks represent the spirits of ancestors for use in initiations and other rituals. The masks are carved out of ebony most of the time. They can be used in ritual magic and they follow the rules for mask making found in *Conan Faith & Fervour*.

Zambah Body Masks: In order for a male Zambah dancer to take on the role of an ancestral woman in a ceremonial rite, he must wear a body mask along with a female helmet mask. Carved on a thin piece of ebony, the body mask displays breasts and is tied to the torso. The dancer wearing one of these typically mimics the movement of a woman in the ritual. They are usually effectively carved and can add +5 or more to a Disguise check if one is disguised as woman and the viewing situation is favourable.

FROM HYRKANIA

Dalbuur: *Dalbuur* are ritual fans used by Hyrkanian shamans to drive out possessing- or disease-causing spirits from the sick. If used by a Hyrkanian shaman within 20 feet of a demon or other outsider, this fan forces the entity to make a Will save (vs. the shaman's magical attack roll) or flee.

Khadgas: Khadgas are ceremonial scarves that honour the spirits of the shaman's equipment. They are often given to the shaman as payment for his or her services.

Masks: During the triennial ritual to honour all spirits and initiate new shamans, a mask called the *aygaldai* is worn; this mask is a copper mask of a bear. Other rituals may call for other masks, and these are often unique to each clan or tribe.

Ongons: The Hyrkanians make doll-like idols out of felt, stone and/or wood to represent the images of their household spirits; these idols are called *ongons*. As houses for ancestor spirits, these idols are set up on the sides of the tent-doors or other places of honour. Hyrkanians always offer these idols the first milk from their flocks. They are routinely given offerings of alcohol, blood or fat as well. Shamans have their own special *ongons*; they make temporary *ongons* to hold disease spirits and possessive devils. The spirits are released when the *ongons* are safely disposed of in the wilderness. Hyrkanian shamans also make a large set of *ongons* to house their special helper spirits. Other *ongons* are made by shamans and left with patients to help them heal and to protect their souls.

Other than temporary *ongons*, the idols are passed down from generation to generation. Destroying an ongon tends to anger the ancestor spirit whose home it is.

Toli: The *toli* is a metallic circular mirror used by Hyrkanian shamans. The main one is worn over the chest, providing the shaman with armour to deflect a spirit attack. A *toli* gives a shaman a +1 circumstance bonus to any saves vs. spells or demonic attacks. The shaman can also use the *toli* to blind spirits and demons. The *toli* also focuses Heaven's power on the shaman, giving him a +1 bonus to power points. Shamans often have one or more additional *toli* to represent spiritual horses for use on spiritual journeys, but the bonuses listed above do not stack. Some shaman try to attach as many *toli* as their benefits do not stack beyond the first.



FROM KHITAI

Batak Stick: A batak stick is a bamboo stick inscribed with Khitan writing. These writings can include instruction manuals, myths, fables, poems, missives and even sorcerous spells. They function as any other book or scroll, magical or mundane.

Gharu Incense: Gharu trees in the *Swamps of the Dead* (south of Khitai) produce a dark, hard resin that creates a mystical incense used to contact the spirit world. The shamans of the swamp tribes refuse to sell the incense because they believe a curse will fall on tribes who misuse the incense; treating the resin and incense as a commodity is seen as abuse. The use of Gharu incense adds a +2 circumstance bonus to any Perform checks made while breathing its fumes.





Naga Morsarang: A *naga morsarang* is a container in the shape of a horn made of wood. It is used by Khitan priests to hold their herbs, magical components and other sorcerous items. The wooden horn is usually carved with human figures seated on *singhas*. A *singha* is a Khitan monster that is part crocodile, part water buffalo and part human.

Pagar: A *pagar* is a magic charm used by Khitan shamans, especially in the south and in the Swamps of the Dead. A *pagar* is a 10 inch tall, hollow wooden figurine. The hollow figure is filled with powdered medicine and the hole is plugged. The *pagar* can be used in healing rituals. The use of a *pagar* on a sick or wounded Khitan who believes in ancestor worship can add a +2 bonus to any related save or skill check to heal the patient.

Statue of a Shambling Elder God: The statue is of some Elder God, one so ancient that any record of its popular worship no longer exists, a god who is remembered now only in the darkest of cults in their innermost secret circles. Seeing the idol causes a Terror check DC 18. Pausing long enough causes one to 'hear' a mental whisper if the character has at least a 10 Wis. All creatures who hear this horrible whisper within a 60-foot spread must succeed on a DC 13 Will save or be affected strangely for 1d2 rounds. This strange affectation causes the hearer to attack the statue with a melee or ranged weapon on a roll of 1–3 on a d20, or babble incoherently on a roll of 4–10 on a d20, or flee away at top speed on a roll of 11–14 on a d20, or attack the nearest person on a roll of 15–20 on a d20. This is a mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the idol in this manner for 24 hours. Spending any time mediating in front of it or even working around it for a long period of time causes a Corruption save (DC 15). The idol can teach spells, so a sorcerer who mediates in front of the statue after sacrificing a life to it may gain sorcerous knowledge.

FROM STYGIA

Numi: Numi is a powerful incense with an aphrodisiac effect. It is sold in the cities of Luxur and Kheshatta primarily but can be found at a heightened cost elsewhere. Once the smoke is inhaled from the burning incense, everything within the user's vision obtains a beautiful golden glow, imposing a –2 penalty to Spot and Search. The user

becomes extremely sexually aroused and will be impelled to engage in sex if possible. Those taking this drug suffer 1d4 points of Wisdom damage while under its effects. To avoid the effects of the drug, the character must make a Fort save (DC 15). It has a medium addiction rating (Fort save DC 10 to avoid addiction) with a satiation period of five days. Characters addicted to Numi suffer 1d4 Dex and 1d4 Wis damage each day after five days without the drug (Fort save DC 10 negates the damage for the day) until he either takes the drug again or he makes two successful saves in a row.

Cost: 750 sp. *Requirements:* Craft (alchemy) 4 ranks (DC 30 to create).

NEW SORCEROUS ITEMS

A large number of brand-new magic items are provided here for sorcerers to create. The costs and requirements for each are listed, so that a sorcerer with Craft Magic Item and related feats can create them.

SACRED CHARMS OF SET

This is a small necklace with two snake charms on it. If one grasps one of the snake charms and, kneeling, says a prayer to Set, whoever is grasping the charms (only one person needs to say the spell) will transform into serpents. The persons holding the charms fall unconscious and become serpents. These serpent forms know where to go. This is disorienting and subjects will remember the time as a serpent as one remembers a horrid nightmare. The charms are used to reach forbidden areas of temples. The spell to activate the charm is this: *'O Great Set, protector of all Stygia, you who once wrapped 'round the world, to keep your people safe from all evil, and worse, all weakness, hear my plea! You, who have spilled your holy venom on all enemies and smothered them in your vast coils, hear us! Let us, your worshippers, aye, your sisters (brothers), become as one with you, O Great serpent, who are also the River Styx. In the name of the Sacred Charm, I ask you!'*

Manufacturing Costs: 100,000 sp; 10,000 xp; caster level 10th; spells required *summon demon* or *master-words and signs*.





SACRED WINGBOAT OF SET

Fifty feet long, the hull of this warship shimmers dull white and metallic. A high prow bears the image of the head and neck of a sword-beaked reptile, like a pterodactyl. The folded leathery wings are modelled along the sides. The hull is open except for a smoothly shaped deckhouse. There is no mast and no oars. In the stern, on an iron-clawed tripod, is a large crystal globe wherein flickers something like fire, red and blue. A ladder is moulded into the bulwark. If a man stands before the globe and says 'Zayan,' expending one power point, the fires in the globe strengthen and the wings along the hull extend until they stand straight from it. The vessel will gather speed as the sorcerer raises his arms higher. The boat speeds up until

it is just barely skimming the surface of the water. The sorcerer can now let his arms drop and can simply point to change direction. Raising his arms and saying, 'Aaeth' slows the craft down as he lowers his arms. The lower his arms go, the slower the craft goes, settling into the water as it slows down. He can raise his arms to speed up. By saying, 'Memn,' the boat stays at a constant speed and the sorcerer can again lower his arms freely, merely pointing to change direction. There is one of these craft left; the formula for their creation was lost with the fall of Acheron. The boat travels at a maximum speed of five times as fast as another ship of its size (see *Conan Pirate Isles*).

Manufacturing Costs: 500,000 sp; 50,000 xp; caster level 20th; spells required *animate statue*, *greater telekinesis*.





Feats

FEATS, SKILLS & MANOEUVRES

NEW USES FOR OLD SKILLS

One of the best aspects of *Conan the Roleplaying Game* is the usefulness of the skills. Skills are essential to survival in the Hyborian age. This section expands on that already important aspect by giving old skills some new uses.

BALANCE

Fencing: Balance is important in a swordfight. An off-balance character is easy to hit and a character who retains his balance is much harder to hit. Characters compare their Balance scores. The difference between two opponents' Balance scores provides a bonus to one character's attacks and his Defence score against that character. The character with the smaller Balance score may make an opposed Balance check each round to negate the bonus for that round as a free action.

KNOWLEDGE (FENCING: AQUILONIAN SCHOOL)

Aquilonian fencing techniques are a combination of balance, training and intelligence, a mark of prestige in Aquilonia. The Aquilonian school of fencing teaches Parry manoeuvres, not Dodge manoeuvres (the Zingaran school teaches the opposite, as found in *Conan Argos & Zingara*). The Aquilonians teach that the sword-blade is divided into four quarters, and each part of the blade has a distinct purpose in offence and defence. Aquilonian instruction is based around forms, which are derived from movement but also give rise to movement. Guards and counterguards are important aspects of Aquilonian technique.

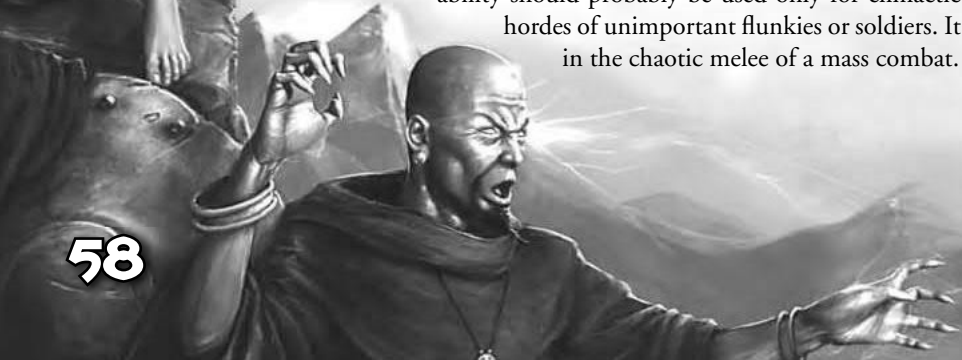
This skill is not a class-skill for most classes, so usually only the most intelligent ever become masters of a fencing school, since they can spend their bonus skill points on this skill as though it were a class skill.

With the first rank, the fifth rank and every five total points thereafter (not ranks, making more intelligent characters

BALANCE EFFECTS

Difference Between Two Balance Scores	Bonus to Attacks and Defence to The Most Balanced Character
0-4	+0
5-10	+1
11-17	+2
18-25	+3
26-34	+4
35+	+5

Note: Use of this skill to influence combat can needlessly prolong and complicate combat, so this use of the ability should probably be used only for climactic battles of great import, not for the slaughtering of hordes of unimportant flunkies or soldiers. It is most appropriately used for one-on-one duels, not in the chaotic melee of a mass combat.



deadlier swordfighters) a character has in Knowledge (fencing: Aquilonian school), he may select one of the following bonuses which can be used when he is fencing with an arming sword or broadsword. Different schools and different masters teach these in varying orders. Feats such as Knowledgeable and Skill Focus knowledge (fencing: Aquilonian school) can make an intelligent fencer yet again deadlier – beware Aquilonian scholars who have devoted their study to fencing!

- ✿ *Advantage of the Sword:* This Aquilonian technique teaches that placement of the sword relative to one's opponent's sword is vital, emphasising the divisions of the sword-blade. The technique teaches how to 'lose' a sword (keep it from connecting with the enemy's sword), 'find' a sword (connect your sword with the enemy's in an advantageous position), keeping your sword free (lost) and how to properly place the weapon against the opponent's. With each of an opponent's attacks (hit or miss), the Aquilonian with this skill can make a Knowledge (fencing: Aquilonian school) against a DC set by the opponent's attack roll (therefore a miss is easier to take advantage of than a hit). If the check is successful, the master of this technique can either increase his initiative +1d6 for the rest of the duel, increase his attack by +1 for the next round, increase his defence by +1 for the next round, or lower his opponent's defence by -1 for the next round (Player's choice of effect).
- ✿ *Impressive Lunge:* By making a successful Knowledge (fencing: Aquilonian school) check against an opponent's Defence (or opponent's Knowledge (fencing: Aquilonian or Zingaran school) check), he may make a surprising lunge, allowing him to attack a foe just outside his threatened area. Essentially the character gains a 5-foot bonus to his reach that round. Making this check is a move equivalent action.
- ✿ *Intricate Swordplay:* The character can use the Intricate Swordplay feat even if he does not meet the prerequisites if he makes a Knowledge (fencing: Aquilonian school) check DC 22 as a free action.
- ✿ *Improved Feint:* The character can use the Improved Feint feat even if he does not meet the prerequisites if he makes a Knowledge (fencing: Aquilonian school) check DC 22 as a free action.
- ✿ *Improved Disarm:* The character can use the Improved Disarm feat even if he does not meet the prerequisites if he makes a Knowledge (fencing: Aquilonian school) check DC 18 as a free action.

- ✿ *Mastery of the Counterguards:* Each of the Aquilonian guards has a counterguard. The master of these counterguards can fluidly counter most Aquilonian guards. When a master of the guards parries your critical hit, you can make a Knowledge (fencing: Aquilonian school) roll against his roll made for his *Mastery of the Guards* defence to counter his defence; if successful, you cause your defended critical to cause critical damage. You must have a weapon in hand to use a counterguard as this is a parry-based counter.

- ✿ *Mastery of the Guards:* Aquilonian fencers know the best way to parry attacks and put themselves in position afterwards. Some schools teach only the six main guards; others include a few mixed guards. Those who choose this technique have mastered these techniques and can defend against critical hits. By making a successful Knowledge (fencing: Aquilonian school) check against a DC set by the critical confirmation roll, the fencer only takes normal damage from the attack instead of critical damage. You must have a weapon in hand to use a guard as this is a parry-based defence.

- ✿ *Mastery of the Measures:* You can fluidly put yourself in position to effectively wound an opponent better than he can – or step out of range of your opponent's attack to make a parry or dodge easier. Your footwork and hand-eye coordination are nearly perfect. You understand footwork and tempo. You gain a +1 bonus to your attack and to Dodge and Parry during a one-on-one duel; this bonus stacks with any other applicable bonuses to attack or defence.

- ✿ *Masterful Point Control:* This student knows how to control the point of his weapon with incredible precision. Each attack lands in precisely the same spot, regardless of the direction of his attack. This has the effect of hurting already hurt areas. Some warriors can even beat through armour by attacking the same spot over and over until the armour is breached. Each successful attack after the first successful attack allows the character to make Knowledge (fencing: Aquilonian school) check against his opponent's Defence (or opponent's Knowledge (fencing: Aquilonian school) check). If that check is successful, the attacker hits the same spot as before and does a cumulative +1 point of damage per successful hit on that spot after the first. This damage is included in the base damage when calculating the damage for critical hits.



❖ *Yielding the Sword*: This student makes a Dodge look like a Parry, which puts his opponent's weapon out of line if he misses the student's Dodge defence (-5 to all attacks and fencing Knowledge checks made by the opponent the next round) while putting his own

weapon in line for a counterattack (+1 to attack) for the next round. The fencer must have used his Parry defence on the attack prior to this switch in defence. *Yielding the Sword* has no effect if the opponent hits with his attack.

OTHER USES OF SKILLS FROM OTHER SOURCES

Skill	New Use	Source
Appraise	Appraise Intangibles	<i>Shem – Gateway to the South; Hyboria's Fallen; Hyboria's Finest</i>
	Haggle	<i>Messantia – City of Riches</i>
Bluff	Courtly Flirtation	<i>Hyboria's Fallen</i>
	Distraction	<i>Hyboria's Fallen</i>
	Haggle	<i>Messantia – City of Riches</i>
	Play Dead	<i>Hyboria's Fallen</i>
Craft (body paint)	Make mystical body paint	<i>Across the Thunder River</i>
Craft (herbalism)	Craft medicinal drugs	<i>Stygia – Serpent of the South</i>
Craft (mask)	Make a mystical mask	<i>Across the Thunder River; Faith and Fervour</i>
Craft (talking drum)	Make talking drums	<i>Across the Thunder River</i>
Diplomacy	Conversion	<i>Faith and Fervour</i>
	Curry Favour	<i>Hyboria's Fallen; Hyboria's Finest</i>
	Seduction	<i>Hyboria's Fallen</i>
	Variant Rules	<i>Hyboria's Fallen; Hyboria's Finest</i>
Disguise	Apply Cosmetics	<i>Hyboria's Fallen</i>
Gather Information	Investigation	<i>Messantia – City of Riches</i>
	Pillow Talk	<i>Hyboria's Fallen</i>
	Research old records	<i>Hyboria's Finest</i>
	Spread Rumours	<i>Hyboria's Fallen</i>
Heal	Exorcism	<i>Shem – Gateway to the South</i>
	Remove Organs	<i>Stygia – Serpent of the South</i>
	Surgery	<i>Stygia – Serpent of the South</i>
Intimidate	Avoid Leaving Marks	<i>Shem – Gateway to the South</i>
	Use different Stats instead of Cha	<i>Hyboria's Fiercest; Shadizar – City of Wickedness</i>
Knowledge (astrology)	Nativities	<i>Shem – Gateway to the South</i>
	Power of Astrology	<i>Shem – Gateway to the South</i>
Knowledge (fencing)	Zingaran school	<i>Argos & Zingara</i>
Knowledge (mystery)	Learn religious mysteries	<i>Stygia – Serpent of the South; Faith and Fervour</i>
Knowledge (warfare)	Identify monsters and powers	<i>The Free Companies</i>
Perform (guard mount)	Know soldier's duties	<i>Across the Thunder River; Hyboria's Finest</i>
Perform (chastity/virginity)	Feign female honour	<i>Argos & Zingara; Hyboria's Fallen; Hyboria's Finest</i>
Perform (dance)	Arousing dance	<i>Stygia – Serpent of the South</i>
	Fearsome dance	<i>Stygia – Serpent of the South</i>
Perform (oratory)	Public Influence	<i>Messantia – City of Riches</i>
Perform (rhetoric)	Perform rhetoric	<i>Faith and Fervour</i>



Skill	New Use	Source
Perform (ritual)	Healing Sympathy	<i>Faith and Fervour</i>
	Play on Superstitions	<i>Faith and Fervour; Across the Thunder River</i>
	Healing Competency	<i>Strygia – Serpent of the South</i>
Perform (talking drum)	Send message	<i>Across the Thunder River</i>
Profession	Fence	<i>Hyboria's Fallen</i>
	Mummifier	<i>Strygia – Serpent of the South</i>
	Scribe	<i>Strygia – Serpent of the South</i>
Sense Motive	Sense the Fear	<i>Faith and Fervour</i>
	Determine Weakest	<i>Hyboria's Finest</i>
	Cold Reading	<i>Strygia – Serpent of the South; Faith and Fervour</i>
Survival	Forage for Food/Hunt	<i>Hyboria's Fiercest</i>
Swim	Cliff Dive	<i>Argos & Zingara</i>
	Pierce the Waves	<i>Argos & Zingara</i>

FEATS

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 customizing each character, and care should be taken to choose feats that complement the character's class features, racial traits and other capabilities.

ADVANCED OVERRUN (GENERAL)

Prerequisites: Str 17, Power Attack, Improved Overrun, base attack bonus +7

Benefit: You may make a number of additional overrun attempts equal to your Strength bonus during a single round. Each attempt must be against a different target. Also, you gain a +6 bonus on your Strength check to knock down your opponent (this replaces and does not stack with the bonus gained by Improved Overrun).

Normal: Without this feat, you can make only one overrun attempt per round.

Special: A soldier may select Greater Overrun as one of his bonus feats.

BOND OF BLOOD (GENERAL)

Your alliances are stronger than usual.

Prerequisites: You must have an intact Code of Honour.

Benefit: You gain a +4 circumstance bonus on Charisma-based skill checks when dealing with someone of the same allegiance. This overrides and does not stack with the normal +2 bonus.

DECEPTION OF SET (GENERAL)

Others find it more difficult to sense the horrors in your soul.
Prerequisites: Bluff 11 ranks, 5 Corruption Points, Foul is Fair

Benefit: Others must make a successful Sense Motive check opposed to your Bluff check to sense your sorcerous nature. Additionally, you gain a +2 on your Will save when opposing someone attempting to determine how powerful you are.

DISABLING STRIKE (GENERAL)

Choose one type of weapon, your attacks with this weapon can hinder your foes.

Prerequisites: Improved Critical with the weapon selected, Greater Weapon Focus with the weapon selected, base attack bonus +12

Benefit: Anytime you hit with a critical attack, you may select one of the following effects:

- ❖ *Arm Strike:* The target gains a –2 circumstance penalty on hit rolls and takes an additional –5 on all skills that have an armour check penalty.
- ❖ *Leg Strike:* The target loses his dexterity bonus to armour class and his base movement is reduced by 10 feet.
- ❖ *Head Strike:* The target is blinded by blood.

Each of these effects lasts for 1d3+1 rounds.



Special: Any creature that is immune to critical hits is not vulnerable to Disabling Strike. You must be able to see the target well enough to pick out the vital spot and must be able to reach the spot.

A soldier may select Disabling Strike as one of his bonus feats.

EXPLOSIVE POWER (GENERAL)

You can focus your strength for devastating attacks.

Prerequisites: Power Attack, Str 17, base attack bonus +5

Benefit: As a full round action you may make a single melee attack using your highest base attack bonus and utilizing Power Attack at your highest bonus. If the melee attack is successful, it is treated as a critical.

Special: Creatures immune to critical hits are also immune to this effect.

FEIGN DEATH (GENERAL)

You can make others believe you're dead.

Prerequisites: 5 ranks Perform(pantomime)

Benefit: In reaction to an opponent successfully dealing damage to you, you may make a bluff check to appear unconscious or dead. Opponents may make an opposed Sense Motive check to see through your ruse. If your bluff is successful, your opponents are considered flat footed with regard to your next attack. You are not denied your Dexterity bonus while using this feat but circumstances related to your bluff could affect other's attacks against you (prone, eyes closed and so on). At the GM's discretion, bonuses or penalties may be awarded for attempts to improve your Feign Death attempt or for opponents to see through them.

FENCER'S FINESSE (GENERAL)

You wield a finesse weapon like a scalpel.

Prerequisites: Knowledge (fencing; Zingaran school) or Knowledge (fencing; Aquilonian school) 5 ranks, Balance 2 ranks

Benefit: You use elegance and speed to make exacting, deadly cuts on your opponents. Apply your Dexterity modifier to damage, rather than your Strength modifier.



FOLK HEALER (GENERAL)

You are trained as a folk healer, an herbalist of repute; you know what you are doing with herbs.

Prerequisites: Craft (herbalism) 6

Benefit: The synergy bonus to Heal for Craft (herbalism) ranks is +1 per 5 ranks of Craft (herbalism) if herbs are used in the healing process.

FOUL IS FAIR (GENERAL)

You can mask the effects of your corruption.

Prerequisites: Bluff 7 ranks, 1 Corruption Point

Benefit: Your corruption does not affect your Charisma-based skill checks when dealing with another character who has a Code of Honour.

GREATER UNCANNY DODGE (GENERAL)

Your reflexes are so finely tuned that opponents find it difficult to successfully ready an action against you.

Prerequisites: Improved Uncanny Dodge, Improved Initiative, Dex 19

Benefits: If an opponent readies an action targeting you or an action you take, he must succeed at an opposed Initiative Check against you. If he fails, your action completes before



his readied action begins and he is considered flatfooted with regard to the action you take. You gain a +4 bonus on your opposed check (but not on normal initiative rolls).

Normal: The readied action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character.

GROUNDED (GENERAL)

You are less susceptible to the call of insanity.

Prerequisites: Resolute

Benefit: If you would normally be granted a Major Insanity, you may make a second save at the same DC to turn it into a Minor Insanity instead.

IMPROVED TITLE (GENERAL)

You have played the game well and have been rewarded.

Prerequisites: Title

Benefit: You go up in social rank and earn the next highest title available. If you go up in rank to an entirely new class (for example, you move from the gentry to the peerage), you suffer a penalty of -2 on all checks against people born into that class because you do not know all the proper forms and etiquette.

Special: This feat can be taken multiple times, granting ever higher social ranks and/or titles.

Note: Although titles can be earned through the game, this feat forces the issue and may reflect events that have happened 'off-stage.'

INSIGHT INTO MADNESS (GENERAL)

Your own descent into darkness has given you insights into other's souls.

Prerequisites: You must have at least 1 Corruption Point.

Benefit: You can detect another's corrupt nature just by looking at them as described in the section 'The Rule of the Sorcerer's Soul' in page 232 of the *Conan* core rules.

Normal: Only sorcerers, magical beasts and outsiders have this ability.

INSPIRED LEADER (GENERAL)

Followers flock to you. You excel in recruiting and inspiring them.

Prerequisites: Cha 13, Leadership

Benefit: You gain a +2 modifier to your Leadership score for recruiting cohorts and followers. You may have one additional cohort.

KICK DOWN THE DOOR (GENERAL)

You make an impressive entrance.

Prerequisite: Improved Sunder

Benefit: When you make a successful strength check to break down a door you may immediately take a partial charge at anyone you find beyond it. You foes are considered flat footed.

Normal: Breaking a door is a standard action.

MASTER FENCER (GENERAL)

Your exacting precision, accuracy and control allow you to make deadly attacks against foes who are not ready for you.

Prerequisites: Fencer's Finesse, Knowledge (fencing: Zingaran school) or Knowledge (fencing: Aquilonian school) 8 ranks

Benefit: When making a finesse melee attack, you gain +1d6 points of sneak attack damage. If you already have sneak attack damage, this damage stacks with it.

Special: This feat can be taken multiple times; its effects stack.

PRESS THE FOE (GENERAL)

Warriors with this feat have learned to anticipate their opponent's next move, leaving them no options for escape.

Prerequisites: Base attack bonus +6, Dodge, Combat Expertise, Improved Initiative

Benefits: The character may designate a new opponent each round. If that opponent takes a 5' step, the character may choose to immediately follow him with his own 5' step even if he has already moved this round.

Normal: You may only take a five-foot step on your own turn and only if you take no other movement that turn.

DISPLAY PROWESS (GENERAL)

Your battlefield antics leave your opponents dizzy.

Prerequisite: 5 ranks in Perform (Buffoonery, Dance, Juggling, Mime or another GM approved physical type)

Benefit: Following a successful tumble check through an area threatened by an opponent, you may make a perform check (DC20). If successful, the next attack you make against the





opponent does not allow her to add her dexterity bonus to her armour class. This attack must be made on or before your next turn.

NO PRISONERS (GENERAL)

You slay your foes so brutally their allies fear you.

Prerequisite: Great Cleave

Benefit: Each time you drop a foe in melee, all other opponents gain a -1 confidence bonus to AC and attacks against you. These penalties last for the remainder of the current combat and they stack (max -5).

RESOLUTE (GENERAL)

Your steadfast demeanor makes you less susceptible to corruption.

Prerequisites: Iron Will

Benefit: You gain a +2 bonus to all of your Corruption Saves.

SAVAGE DANCE (GENERAL)

Your opponents wear themselves out trying to make contact with your constantly moving body.

Prerequisite: Combat Expertise, Dodge, BAB 4+

Benefit: If your opponent fails to injure you for 3 consecutive rounds, he gains a -1 endurance penalty to hit and damage. This penalty increases by one for each consecutive round past 4 that he fails to injure you. (-1 in the 4th round, -2 in the fifth round and so on until a maximum penalty of -5 is reached). If he successfully strikes you, all accumulated penalties are removed.

SUPERIOR OVERRUN (GENERAL)

Prerequisites: Str 17, Power Attack, Advanced Overrun, BAB 13+

Benefit: Your overrun attempts are a part of your movement and do not count as a standard action. Also, you gain a +8 bonus on your Strength check to knock down your opponent (this replaces and does not stack with the bonus gained by Advanced Overrun).

Normal: Without this feat, an overrun attempt is a standard action.

Special: A soldier may select Superior Overrun as one of his bonus feats.

TOUGH AS NAILS (GENERAL)

Prerequisites: Diehard

Benefit: You are unaffected by Subdual Damage caused by weapons. This does not apply to magic or natural subdual damage such as that caused by a forced march or starvation.

UNARMED THROW (GENERAL)

Prerequisites: Improved Unarmed Strike, Improved Trip

Benefit: When you make a trip attempt against an opponent while unarmed, you may attempt to throw him into any square adjacent to your own. If successful, the opponent is prone and in the target square.

Normal: A successful trip leaves the target prone in his own square.

Special: You may still take the free attack granted by the Improved Trip feat when using this feat.



WARNING SHOT (GENERAL)

Your prowess with a weapon can demoralize your opponent. By removing a foe's hat, cutting off a button, or performing some other nonlethal act, you can make your opponent think twice about fighting you.

Prerequisites: Combat Expertise, Weapon Focus (weapon being used)

Benefit: As a standard action, you may make a melee attack against an opponent at your highest BAB. If successful, instead of dealing damage normally, you may make a special intimidate check as a free action. Your Intimidate check receives a +1 bonus for each point by which you exceed his Armour Class, up to a maximum of +5. If successfully intimidated, the target becomes shaken for the remainder of combat. A shaken character takes a -2 penalty on attack rolls, ability checks, and saving throws.



FINDING APPROPRIATE FEATS

Conan the Roleplaying Game over the past few years has accumulated a rather sizable collection of feats. Keeping track of those feats, or remembering where that one feat you know you need can be difficult. The following lists are intended to help the Player find the perfect feat for their character – or aid in looking up a feat when its source has been forgotten. One caveat: the description column is basic; you will need to read the actual feat description to get the nuances and, in some cases, limitations of the feat. Feats from the original *Road of Kings* are not included, as they have all been revised for this volume.

Feat	Source	Feat	Source
A Painted Black Skull*	<i>Across the Thunder River</i>	Confident	<i>Shadizar – City of Wickedness</i>
Acrobatic Attack	<i>Hyboria's Fallen; Shadizar – City of Wickedness</i>	Craft Aberration*	<i>Scrolls of Skelos</i>
Aide de Camp	<i>The Free Companies</i>	Craft Magic Item*	<i>Scrolls of Skelos</i>
Ambush	<i>Hyboria's Fiercest; Hyboria's Fallen</i>	Craft Major Magic Item*	<i>Scrolls of Skelos</i>
Analyst	<i>Hyboria's Finest</i>	Craft New Life*	<i>Scrolls of Skelos</i>
Animal Magnetism	<i>Hyboria's Fallen</i>	Craftsman	<i>Scrolls of Skelos</i>
Anticipate the Move	<i>Hyboria's Finest</i>	Crush Your Enemy	<i>Shadizar – City of Wickedness</i>
Argossean Dreamer	<i>Argos & Zingara; Pirate Isles</i>	Culling the Weak	<i>Across the Thunder River; Hyboria's Fiercest</i>
Aspect of Jhebbal Sag	<i>Across the Thunder River</i>	Dangerous Insinuations	<i>Hyboria's Finest; Faith and Fervour</i>
Asshuri Technique Mastery	<i>Shem – Gateway to the South</i>	Debaucher*	<i>Scrolls of Skelos</i>
Aura of Authority	<i>Shem – Gateway to the South</i>	Deception of Set	<i>Faith and Fervour</i>
Awaken the Thunder	<i>The Free Companies</i>	Deep Cover	<i>Shadizar – City of Wickedness</i>
Back Protection	<i>Hyboria's Fallen</i>	Disarming Looks	<i>Hyboria's Fallen</i>
Battle Leader	<i>The Free Companies</i>	Disciple of Archery	<i>The Free Companies</i>
Battle Tactics	<i>The Free Companies</i>	Disciple of Cavalry	<i>The Free Companies</i>
Bleed Dry*	<i>Scrolls of Skelos</i>	Disciple of Infantry	<i>The Free Companies</i>
Blooded Spear	<i>Pirate Isles</i>	Dominating Demeanour	<i>Hyboria's Fallen</i>
Body Paint Focus	<i>Across the Thunder River</i>	Drive Your Enemy Before You	<i>Aquilonia – Flower of the West; Hyboria's Fiercest</i>
Breaker	<i>Hyboria's Finest</i>	Driven to Win	<i>Argos & Zingara</i>
Brewmaster of Shem	<i>Shem – Gateway to the South</i>	Drum Focus	<i>Across the Thunder River</i>
Bronze Man	<i>Shem – Gateway to the South; The Free Companies</i>	Drums of Fear	<i>Across the Thunder River</i>
Brutal Attack	<i>Shadizar – City of Wickedness</i>	Drums of the Altar	<i>Across the Thunder River</i>
Brutal Charge	<i>Hyboria's Fiercest</i>	Drums of the Dusk	<i>Across the Thunder River</i>
Bull Strike	<i>Aquilonia – Flower of the West; Hyboria's Fiercest</i>	Drums of the Fire	<i>Across the Thunder River</i>
Calm of the Dead	<i>Ruins of Hyboria</i>	Drums of the Hunt	<i>Across the Thunder River</i>
Carried with the Wind	<i>Across the Thunder River</i>	Drums of the Serpent	<i>Across the Thunder River</i>
Chariot Combat	<i>Stygia – Serpent of the South</i>	Drums of Valusia	<i>Across the Thunder River</i>
Chariot Team Flanking	<i>Stygia – Serpent of the South</i>	Drums of War	<i>Across the Thunder River</i>
Child of Jhebbal Sag	<i>Scrolls of Skelos</i>	Drums of Zogar Sag	<i>Across the Thunder River</i>
Clarity	<i>Hyboria's Fiercest</i>	Eagle Eye	<i>Hyboria's Fiercest; Hyboria's Finest</i>
Cliff Climber	<i>Hyboria's Fiercest</i>	Eavesdrop	<i>Hyboria's Fallen</i>
Cling of Power/Clinging Power*	<i>Across the Thunder River; Faith and Fervour</i>	Epiphany	<i>Faith and Fervour; Shadizar – City of Wickedness</i>
Colour of Blood	<i>Across the Thunder River</i>	Exotic Weapon Proficiency: Trident	<i>Argos & Zingara</i>
Combat Master	<i>Hyboria's Finest</i>	Extreme Might	<i>Hyboria's Fiercest</i>
Concealed Weapon	<i>Shadizar – City of Wickedness</i>		



Feat	Source	Feat	Source
Eyes of the Magpie	<i>Shadizar – City of Wickedness</i>	Improved Evil Eye*	<i>Scrolls of Skelos</i>
Eyes to the Sky*	<i>Stygia – Serpent of the South</i>	Improved Mounted Archer Cover	<i>Hyboria's Fiercest</i>
Face of Gullah	<i>Across the Thunder River</i>	Improved Paint Focus	<i>Across the Thunder River</i>
Face of Jhil	<i>Across the Thunder River</i>	Improved Sorcerous Sight	<i>Scrolls of Skelos</i>
Face of the Panther	<i>Across the Thunder River</i>	Informants	<i>Messantia – City of Riches</i>
Ferocity of the Asshuri	<i>Shem – Gateway to the South</i>	Inspired Leader	<i>Hyboria's Finest</i>
Fervour of the Asshuri	<i>Shem – Gateway to the South</i>	Inspiring Leader	<i>The Free Companies</i>
Fires of the Ritual*	<i>Across the Thunder River</i>	Insulting	<i>Hyboria's Finest</i>
Fires of the Ritual*	<i>Faith and Fervour</i>	Intimidating Attack	<i>Hyboria's Fallen</i>
First Strike	<i>Hyboria's Fallen</i>	Into The Fray	<i>Across the Thunder River</i>
Fleet Mount	<i>Hyboria's Fiercest</i>	Jaded	<i>Shadizar – City of Wickedness</i>
Foul is Fair	<i>Faith and Fervour</i>	Jolly Chants	<i>Pirate Isles</i>
Free Thinker	<i>Faith and Fervour; Argos & Zingara; Shadizar – City of Wickedness</i>	Keeper of the Fourth Mystery of Yinepu	<i>Stygia – Serpent of the South</i>
Freebooter's Fortune	<i>Argos & Zingara; Pirate Isles</i>	Know It All	<i>Shadizar – City of Wickedness</i>
Gather the Tribe	<i>Across the Thunder River</i>	Leap and Spring	<i>Hyboria's Fiercest</i>
Glib	<i>Shadizar – City of Wickedness</i>	Leave No Witnesses	<i>Shadizar – City of Wickedness</i>
Gold Man	<i>Shem – Gateway to the South; The Free Companies</i>	Legendary Leader	<i>The Free Companies</i>
Gossip	<i>Hyboria's Fallen</i>	Live in the Saddle	<i>Shem – Gateway to the South; The Free Companies</i>
Grateful Patron	<i>Messantia – City of Riches</i>	Live off the Land	<i>The Free Companies</i>
Greater Blind-Fight	<i>Hyboria's Fallen</i>	Loathsome Weapon	<i>Scrolls of Skelos</i>
Greater Chariot Overrun	<i>Stygia – Serpent of the South</i>	Magic Power Attack*	<i>Scrolls of Skelos</i>
Greater Combat Reflexes	<i>Hyboria's Fallen</i>	Man of Will	<i>The Free Companies</i>
Greater Control*	<i>Scrolls of Skelos</i>	Mark of Brotherhood	<i>Across the Thunder River</i>
Greater Feint	<i>Across the Thunder River; Hyboria's Fallen</i>	Mask Focus	<i>Across the Thunder River</i>
Greater Grapple	<i>Across the Thunder River</i>	Master of Archery	<i>The Free Companies</i>
Greater Initiative	<i>Hyboria's Fallen</i>	Master of Cavalry	<i>The Free Companies</i>
Greater Meditation*	<i>Scrolls of Skelos</i>	Master of Infantry	<i>The Free Companies</i>
Greater Overrun	<i>Hyboria's Fallen</i>	Master of the Art	<i>The Free Companies</i>
Greater Sorcerer's Boon*	<i>Scrolls of Skelos</i>	Master of the Waves	<i>Pirate Isles</i>
Greater Trip	<i>Hyboria's Fallen</i>	Master Tracker	<i>Aquilonia – Flower of the West</i>
Greater Two-Weapon Combat	<i>Hyboria's Finest</i>	Meditation*	<i>Scrolls of Skelos</i>
Greater Unarmed Strike	<i>Hyboria's Finest</i>	Mentor	<i>Hyboria's Fallen</i>
Greater Uncanny Dodge	<i>Across the Thunder River</i>	Might Makes Right	<i>Argos & Zingara; Shem – Gateway to the South</i>
Hard	<i>Hyboria's Fallen</i>	Motivational Speaker	<i>The Free Companies</i>
Hard as Rock	<i>Hyboria's Finest</i>	Necromantic Lore	<i>Ruins of Hyboria</i>
Hard Hands	<i>Pirate Isles</i>	Nerves of Steel	<i>Ruins of Hyboria</i>
Heart of Hate	<i>Pirate Isles</i>	Net Man	<i>Argos & Zingara</i>
Hunted	<i>Pirate Isles</i>	Never Leave an Enemy Behind	<i>Hyboria's Fallen</i>
Hunter's Wisdom	<i>Aquilonia – Flower of the West</i>	Noble Blood	<i>Scrolls of Skelos</i>
Improved Asshuri Technique Mastery	<i>Shem – Gateway to the South</i>	Ocean's Wrath	<i>Pirate Isles</i>
Improved Blind-Fight	<i>Hyboria's Fallen</i>	Off-Hand Weapon Expert	<i>Hyboria's Finest</i>
Improved Chariot Overrun	<i>Stygia – Serpent of the South</i>	One with Nature	<i>Hyboria's Fiercest</i>



Feat	Source	Feat	Source
Out of Thin Air	<i>Across the Thunder River, Hyboria's Fiercest</i>	Sea Legs	<i>Hyboria's Fallen; Argos & Zingara</i>
Pain Driven	<i>Hyboria's Fallen</i>	Sea's Breath	<i>Pirate Isles</i>
Painter of Dreams and Visions	<i>The Free Companies</i>	Secret of the Acolyte Sabatean Torturer	<i>Shem – Gateway to the South</i>
Paragon of Loyalty	<i>Hyboria's Finest</i>	Secret of the Expert Sabatean Torturer	<i>Shem – Gateway to the South</i>
Patterns of Protection	<i>The Free Companies</i>	Secret of the Master Sabatean Torturer	<i>Shem – Gateway to the South</i>
Patterns of Shelter	<i>The Free Companies</i>	Seducer	<i>Hyboria's Fallen; Shadizar – City of Wickedness</i>
Perceptive Defence	<i>Shadizar – City of Wickedness</i>	Sense Weakness	<i>Across the Thunder River; Hyboria's Fiercest</i>
Permanent Sorcery	<i>Scrolls of Skelos</i>	Serpent Eyes	<i>Across the Thunder River</i>
Pict Slayer	<i>Across the Thunder River</i>	Sharp Blade	<i>Argos & Zingara; Pirate Isles</i>
Pictish Blood	<i>Across the Thunder River</i>	Shrewd Appraiser	<i>Messantia – City of Riches</i>
Pirate Chants	<i>Pirate Isles</i>	Sidewinder	<i>Hyboria's Fallen</i>
Pirate Cure	<i>Pirate Isles</i>	Signature Weapon	<i>Argos & Zingara</i>
Pirate Horde	<i>Pirate Isles</i>	Silence, Fool!	<i>Shadizar – City of Wickedness</i>
Power Bull Rush	<i>Aquilonia – Flower of the West; Hyboria's Finest</i>	Silver Tongue	<i>Messantia – City of Riches</i>
Power of the Altar	<i>Across the Thunder River</i>	Sizing Up the Foe	<i>Shadizar – City of Wickedness</i>
Precise Recollection	<i>Shadizar – City of Wickedness</i>	Slash and Burn	<i>Hyboria's Fiercest</i>
Predator's Eye	<i>Hyboria's Fallen; Shadizar – City of Wickedness</i>	Slave Owner	<i>Messantia – City of Riches</i>
Predatory Reputation	<i>Shadizar – City of Wickedness</i>	Slippery	<i>Shadizar – City of Wickedness</i>
Pressing Attack	<i>Aquilonia – Flower of the West</i>	Snap Judgement	<i>Hyboria's Finest</i>
Primitive Instincts	<i>Across the Thunder River</i>	Sneer	<i>Hyboria's Fallen</i>
Quick Change	<i>Shadizar – City of Wickedness</i>	Sniper's Eye	<i>Hyboria's Fiercest; Hyboria's Finest</i>
Quick Judge of Character	<i>Shadizar – City of Wickedness</i>	Social Grace	<i>Messantia – City of Riches</i>
Quick Stealth	<i>Hyboria's Fiercest</i>	Sorcerous Instructor*	<i>Hyboria's Fallen; Stygia – Serpent of the South; Faith and Fervour</i>
Racial Archetype	<i>Shadizar – City of Wickedness</i>	Sorcerous Tactics	<i>The Free Companies</i>
Rapier Wit	<i>Messantia – City of Riches</i>	Steel's Sacrifice	<i>Pirate Isles</i>
Reap the Whirlwind	<i>The Free Companies</i>	Street-smart	<i>Messantia – City of Riches</i>
Reckless Attack	<i>Hyboria's Finest</i>	Strong Social Standing	<i>Messantia – City of Riches</i>
Religiously Driven	<i>Faith and Fervour; Argos & Zingara</i>	Stygian Physician	<i>Stygia – Serpent of the South</i>
Reputation Drives Them to Follow	<i>Argos & Zingara</i>	Submissive Demeanour	<i>Hyboria's Fallen</i>
Reputation Transfer	<i>Hyboria's Fallen</i>	Summoned Attack*	<i>Stygia – Serpent of the South; Shem – Gateway to the South</i>
Resist Temptation	<i>Hyboria's Fallen; Faith and Fervour</i>	Surgery	<i>Stygia – Serpent of the South</i>
Resolute	<i>Argos & Zingara</i>	Synergist	<i>Hyboria's Finest</i>
Riposte	<i>Aquilonia – Flower of the West; Hyboria's Finest</i>	Tactical Mind	<i>The Free Companies</i>
Roaring Rage	<i>The Free Companies</i>	Take the Charge	<i>The Free Companies</i>
Salome	<i>Scrolls of Skelos</i>	Take the Tap	<i>Argos & Zingara; Pirate Isles</i>
Savage Cleave	<i>Hyboria's Fiercest</i>	Team Flanking	<i>Hyboria's Fallen</i>
Scale the Ropes and Walls	<i>Hyboria's Fallen</i>	Teeth Gleaming	<i>Across the Thunder River</i>
Scan the Crowd	<i>Hyboria's Finest</i>	Teeth Gleaming (revised)	<i>Hyboria's Fiercest</i>
Scavenger Reputation	<i>Shadizar – City of Wickedness</i>		



Feat	Source	Feat	Source
Terrifying Visage	<i>Across the Thunder River</i>	Unexpected Charge	<i>Aquilonia – Flower of the West</i>
To Think is to Act	<i>Shadizar – City of Wickedness</i>	Unfettered	<i>Pirate Isles</i>
Touch of Power*	<i>Scrolls of Skelos</i>	Unfurled Sails	<i>Pirate Isles</i>
Tribal Champion	<i>Shem – Gateway to the South</i>	Unseen Scavenger	<i>Shadizar – City of Wickedness</i>
Tribal Spokesman	<i>Shem – Gateway to the South</i>	Up the Rigging	<i>Pirate Isles</i>
Trident Disarm	<i>Argos & Zingara</i>	Venomous Tongue	<i>Messantia – City of Riches</i>
Trouble in the Wind	<i>Across the Thunder River</i>	Viper's Speed	<i>Pirate Isles</i>
True Brother	<i>Pirate Isles</i>	Voice Like a Drum	<i>Pirate Isles</i>
True Horseman	<i>Hyboria's Finest</i>	Water Snake	<i>Pirate Isles</i>
True Professional	<i>Aquilonia – Flower of the West;</i> <i>Shadizar – City of Wickedness</i>	Water Wise	<i>Across the Thunder River</i>
True Submissive	<i>Hyboria's Fallen</i>	Wave Dance	<i>Argos & Zingara; Pirate Isles</i>
Trustworthy	<i>Aquilonia – Flower of the West</i>	Weapon Panache	<i>Argos & Zingara; Shadizar – City of Wickedness</i>
Two-Weapon Strike	<i>Hyboria's Fiercest</i>	Wicked Savagery	<i>Across the Thunder River</i>
Unarmed Multi-Attack	<i>Hyboria's Finest</i>	Wounded Fury	<i>Hyboria's Fiercest</i>

* = Sorcery Feat



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.

WEAR DOWN THE SHIELD-BEARER

You can wear down your opponent with worrying attacks from your weapon. Your attacks force someone with a shield to lift that shield constantly, placing stress and fatigue upon his shoulder.

Circumstance: Your opponent must be using a shield or the Parry defence.

Effect: You are not trying to lethally attack the character but trying to wear him down. Each successful attack does no hit point damage; instead, your attack cumulatively reduces his Defence (Parry and Dodge) by 1 until he gets rest. You beat at him until he is too tired to defend himself, then you go in for the kill. Characters with the Endurance



FINDING COMBAT MANOEUVRES

Manoeuvre	Source
Block and Counter	<i>Hyboria's Finest</i>
Charged Jump	<i>Aquilonia – Flower of the West; Hyboria's Fiercest</i>
Choke	<i>Hyboria's Fiercest</i>
Coax the Beast	<i>Aquilonia – Flower of the West; Hyboria's Fiercest</i>
Combat Rotation	<i>Hyboria's Finest</i>
Combine Damage	<i>Shem – Gateway to the South</i>
Counter-Charge Shot	<i>Hyboria's Fiercest</i>
Death from Above	<i>Hyboria's Fallen</i>
Deft Dodging	<i>Aquilonia – Flower of the West; Hyboria's Fiercest</i>
Disarm in Twos	<i>Hyboria's Fallen</i>
Distant Tumble	<i>Hyboria's Fallen</i>
Distracting Snap	<i>Hyboria's Fallen</i>
Fatigue and Exhaust the Foe	<i>Shem – Gateway to the South</i>
Feint and Lunge	<i>Hyboria's Fallen</i>
Hit and Run	<i>Aquilonia – Flower of the West; Hyboria's Fiercest</i>
Knock Back	<i>Hyboria's Fiercest</i>
Leaping onto your Horse	<i>Aquilonia – Flower of the West; Hyboria's Fiercest</i>
Mounted Archery Cover	<i>Hyboria's Fiercest</i>
Negate Sneak Attack	<i>Hyboria's Fallen</i>
Parting Shot	<i>Hyboria's Fiercest</i>

Manoeuvre	Source
Punishing Strike	<i>Hyboria's Fiercest</i>
Quick Draw Two Weapon Bluff	<i>Hyboria's Fiercest</i>
Rider's Leap	<i>Aquilonia – Flower of the West; Hyboria's Fiercest</i>
Shield of Blades	<i>Hyboria's Fallen</i>
Sideswipe	<i>Aquilonia – Flower of the West; Hyboria's Fiercest</i>
Snatch and Go	<i>Aquilonia – Flower of the West; Hyboria's Fiercest</i>
Straddling Two Horses	<i>Aquilonia – Flower of the West; Hyboria's Fiercest</i>
Stunt Attack	<i>Hyboria's Fallen</i>
Sudden Halt	<i>Aquilonia – Flower of the West; Hyboria's Fiercest</i>
Sudden Strike	<i>Hyboria's Fallen</i>
Swinging Attack	<i>Hyboria's Finest; Hyboria's Fallen</i>
Switch Opponents	<i>Hyboria's Fallen</i>
Tackle	<i>Aquilonia – Flower of the West; Hyboria's Fiercest</i>
Unbalancing Attack	<i>Shem – Gateway to the South</i>
Vault over Opponent	<i>Hyboria's Fallen</i>
Whip & Weapon Strike & Trip	<i>Hyboria's Fallen</i>
Whip Ensnare	<i>Hyboria's Fallen</i>

feat may make a Fortitude save (DC set by the damage you would have done had you rolled for damage) to avoid the fatigue.

TAKE CONTROL OF HIS SWORD

Fencers especially enjoy outmanoeuvring their foe. If your opponent is parrying, you can take control of his weapon with your weapon and force him to dodge.

Circumstance: Your opponent must be using his Parry

Defence against your Full Attack Action; his weapon cannot be substantially heavier than yours.

Effect: You can elect to allow your first attack to be parried (automatic miss). You make a Knowledge (fencing: Zingaran school) or Knowledge (fencing: Aquilonian school) skill check against his Parry Defence. If successful, you have controlled his weapon and may make the remainder of your attacks this round against either his Parry Defence 10 or his Dodge Defence (opponent's choice). If he uses his Parry Defence, he may be sneak attacked.



Naming Charts

WHAT'S IN A NAME?

For many Players, coming up with an authentic sounding name is a difficult task. This section is designed to make naming your character easier. You can even name your parents and siblings if desired. Simply look up your character's race and choose a name you like.

ÆSIR NAMES

Æsir names are usually Nordic in form. Surnames are not usually hereditary. If a surname is used it usually is simply the father's name, such as Aevor Svensson, or Aevor, the son of Sven. Aevor's son, in turn, might be Hrothgar Aevorsson. Girls do similar things, such as Aegilieif Svensdaughter.

FEMALE ÆSIR NAMES

Aegilieif, Ailsa, Algifu, Arikka, Arnkatla, Arselma, Astridr, Asvora, Audhild, Brenda, Brita, Dalla, Diss, Driva, Eda, Edney, Eir, Elle, Gragas, Grimhild, Gulli, Gundrea, Gunne, Hailiegh, Haldora, Hedvig, Helga, Inginn, Ingrida, Injerd, Jaldrud, Kari, Keirstin, Maerita, Malmury, Norma, Odindis, Olve, Ota, Ranveig, Rika, Ronnaug, Saeunn, Siegrid, Thjodhild, Thordis, Truda, Ulfhild, Vactilda, Valgerd, Vebjorg, Vigdis, Ydonea

MALE ÆSIR NAMES

Aage, Agdir, Alaf, Alfrigg, Askel, Askr, Athulf, Beini, Bern, Dusi, Eileifr, Eldgrim, Eowils, Ere, Errict, Eyjolf, Faste, Fili, Garth, Gautvid, Gert, Gjuki, Glum, Gunnfrod, Guthlac, Haakon, Hafleikr, Hakr, Hvit, Ingmar, Inguar, Isolfr, Jolgeir, Kjarr, Kleng, Logi, Magni, Margad, Mikkel, Munin, Omolf, Osketel, Ovaegir, Radorm, Raud, Reyni, Riodhr, Saemund, Sigbiorn, Svadi, Sven, Teit, Thoralf, Thorgaut, Tyson, Uisdean, Ulfr, Unni, Vifil, Vigfus, Vindr

AQUILONIAN NAMES

Most Aquilonian names are Latin in style, although Poitainian names carry some Zingaran influences and are Italian in style. Surnames are not commonly used in Aquilonia. If there are more than one in an area with a given name, then additional names are added, either in the form of a nickname or description (such as Dion the Fat) or in the form of adding the father's name (such as Gasparus, son of Micaelis).

FEMALE AQUILONIAN NAMES

Adria, Agneta, Alicia, Amabilia, Amica, Audria, Beatrix, Caecilia, Carolus, Catherina, Clementia, Constans, Dionysia, Dulcia, Elena, Eliza., Emma, Ethelreda, Florens, Griselda, Guinevra, Helena, Jana, Juditta, Juna, Junia, Katalina, Laura, Philippa, Rosamunda, Scientia, Ursula

MALE AQUILONIAN NAMES

Adamus, Aegidius, Aeneas, Aloysius, Andreas, Arcturus, Attalus, Baraccus, Cutbartus, Danielis, Dion, Epeus, Galfridus, Gaufridus, Gualterius, Guillelminus, Hadrathus, Hannor, Hericus, Isaakus, Jeremia, Josias, Julianus, Lennardus, Leonardus, Lucias, Martinus, Matthia, Mycaelis, Oliverus, Omfridus, Patricus, Petrus, Phillipus, Publius, Terentius, Tobias, Umfridus, Wido, Willielmus

ATLAIAN NAMES

Atlaian names are best chosen from native Tanzanian names.

AQJA/CHAMA/JUBAR/ TULABAN/YARABA NAMES

Ole means 'son of' and most names in these regions are constructed in this pattern for males: (name) ole (father).



Inóti means 'daughter of' and her name is constructed in a similar pattern: (name) inóti (mother).

FEMALE AÐJA/CHAMA/JUBAR/THULABAN/YARABA NAMES

Ashka, Gaitonga, Jaitoti, Kanika, Kioni, Kipusa, Kokunyegera, Llimi, Matunda, Mong'ina, Moraa, Msimu, Mugure, Mukami, Mumbi, Muthoni, Naiho, Natasekwo, Ngendo, Tamu, Wamunda

MALE AÐJA/CHAMA/JUBAR/THULABAN/YARABA NAMES

Dashina, Gakere, Gakuru, Gathee, Gathii, Gathoni, Gatimu, Gichinga, Gicicio, Githinji, Ebar, Hiuhu, Ikinya, Iregi, Itimu, Jata, Jomo, Jumapili, Kagai, Kahiga, Kairu, Kanoro, Kianjahe, Kiano, Kianyandaarwa, Kiara, Mabula, Malimi, Mangati, Masanja, Mbogo, Mbui, Nasieku, Shalabas, Soysambu, Tepilit

KIMAMBI NAMES

Kimambi names are separated into male and female categories with little overlap. The Kimambi tend to have a whole list of names – one from birth, another from their initiations, nicknames, clan names, family names, all listed together.

FEMALE KIMAMBI NAMES

Adhra, Adila, Ashanti, Badriya, Bahiya, Basma, Baya, Chane, Chinika, Dashiki, Hadiya, Hasana, Jamila, Jina, Kapuki, Koffi, Marjani, Nia, Paka, Penda, Ramla, Sanaa, Shani, Uzuri, Winda, Zahina, Zalika, Zanta, Zubeda, Zuri, Zuwena

MALE KIMAMBI NAMES

Ashon, Badru, Baingana, Bakari, Bashiri, Bavual, Bilali, Boraafya, Bushiri, Chandu, Chega, Chimalsi, Dada, Dajan, Damu, Darweshi, Dhoruba, Dini, Dumisha, Ekevu, Elimu, Erevu, Fadhili, Fakhri, Fakihi, Haji, Issa, Jaali, Jahi, Kanu, Khairi, Kito, Kitwana, Kondo, Mosi, Nuru, Penha, Pili, Rahidi, Rashid, Shomari, Sudi, Tanda, Thimba

LUPEMBE/MZIKIMA/MWEZI NAMES

To create a Lupembe, Mzikima or Mwezi name, add an O to the beginning for a male or an A for a female. For

example, Ochanda is a male name and Achanda is a female name.

LUPEMBE/MZIKIMA/MWEZI NAMES

-bonyo, -bura, -buya, -chanda, -chola, -dede, -dek, -dero, -dhon'g, -dida, -dika, -diwuor, -dongo, -duol, -gina, -gol, -golla, -got, -henda, -igo, -jwang, -kech, -kello, -kinyi, -kombo, -komo, -kongo, -kumu, -kungu, -loo, -ludhe, -luoch, -mole, -mondi, -neko, -ng'ina, -ngonga, -nindo, -nyango, -oko, -oro, -piyo, -pollo, -rogo, -sano, -thiambo, -tiende, -tieno, -uma, -unda, -wino, -witi, -wour, -yange, -yango, -yundo

NYAMA/ZAMBAH NAMES

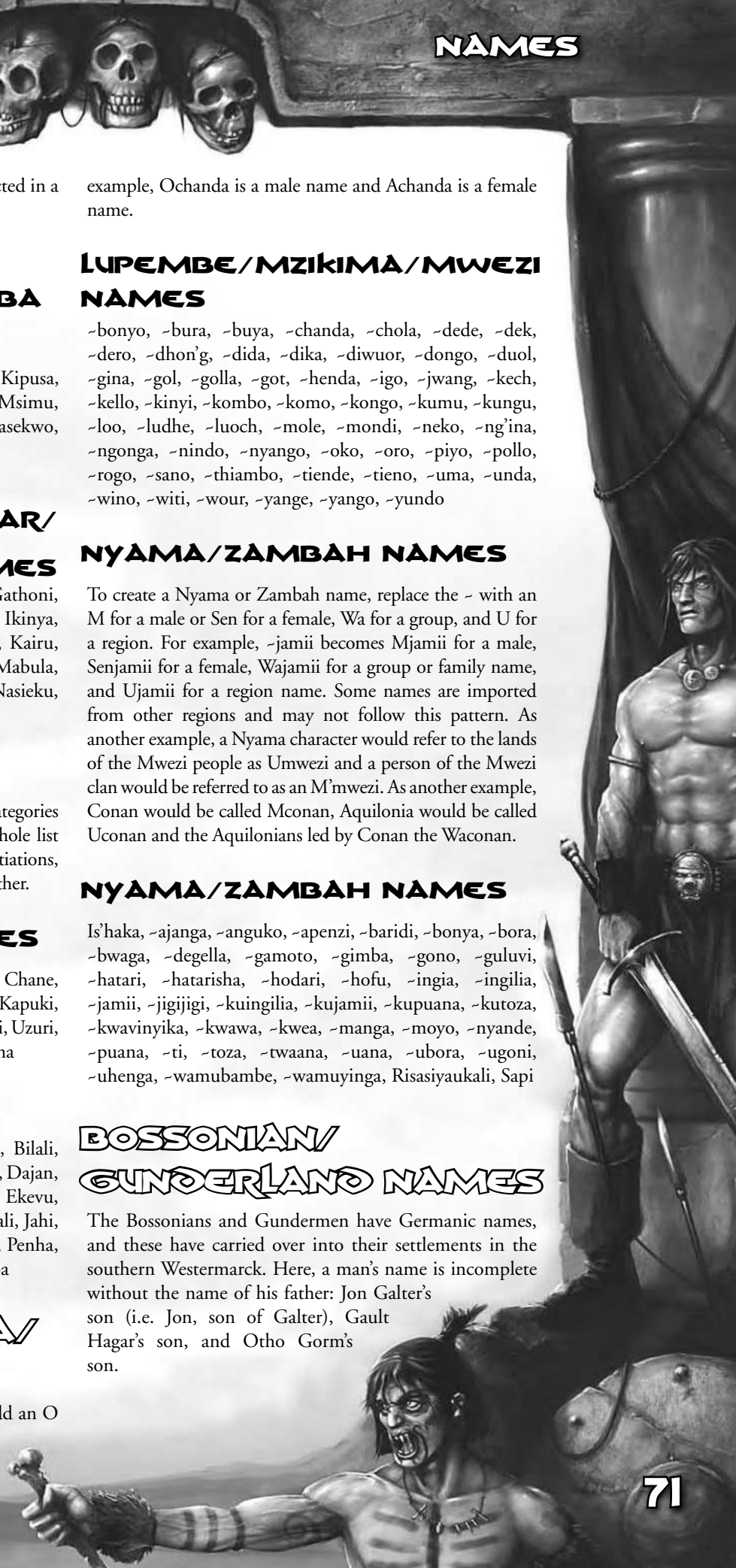
To create a Nyama or Zambah name, replace the - with an M for a male or Sen for a female, Wa for a group, and U for a region. For example, -jami becomes Mjami for a male, Senjami for a female, Wajami for a group or family name, and Ujami for a region name. Some names are imported from other regions and may not follow this pattern. As another example, a Nyama character would refer to the lands of the Mwezi people as Umwezi and a person of the Mwezi clan would be referred to as an M'mwezi. As another example, Conan would be called Mconan, Aquilonia would be called Uconan and the Aquilonians led by Conan the Waconan.

NYAMA/ZAMBAH NAMES

Is'haka, -ajanga, -anguko, -apenzi, -baridi, -bonya, -bora, -bwaga, -degella, -gamoto, -gimba, -gono, -guluvi, -hatari, -hatarisha, -hodari, -hofu, -ingia, -ingilia, -jami, -jigijigi, -kuingilia, -kujami, -kupuana, -kutoza, -kwavinyika, -kwawa, -kwea, -manga, -moyo, -nyande, -puana, -ti, -toza, -twaana, -uana, -ubora, -ugoni, -uhenga, -wamubambe, -wamuyinga, Risasiyaukali, Sapi

BOSSONIAN/GUNDERLAND NAMES

The Bossonians and Gundermen have Germanic names, and these have carried over into their settlements in the southern Westermarck. Here, a man's name is incomplete without the name of his father: Jon Galter's son (i.e. Jon, son of Galter), Gault Hagar's son, and Otho Gorm's son.





**FEMALE BOSSONIAN/
GUNDERLANDER NAMES**

Adalae, Adelhaide, Agga, Alberada, Alfuuihi, Averhild, Bava, Bernildis, Bertgarda, Bescela, Clodawiva, Egmund, Erkensundt, Etrele, Folclint, Friesgart, Geba, Gullint, Heilewiga, Hema, Hesa, Imma, Liudburg, Meginfrid, Meginsuind, Notha, Oduui, Oslef, Ostina, Oulin, Reginsuit, Ricbolda, Ricgard, Ricswidis, Roduuig, Siburg, Sita, Tetda, Thiada, Thiadhild, Thiaduui, Thiartgif, Thiatmund, Uota, Uuerinza, Uuitta, Vvlfisit, Wela, Wofolcrid

**MALE BOSSONIAN/
GUNDERLANDER NAMES**

Adalger, Aengilbald, Altraban, Amelric, Anslech, Arlabald, Artoldo, Athelhelm, Badagar, Benno, Bernacr, Bertold, Blither, Brunhard, Burigrig, Degher, Eilulf, Ekgehard, Embo, Emeke, Engilmar, Entet, Erdei, Esulf, Falko, Folcolf, Folrad, Frethebold, Frumar, Galo, Garhelm, Gebehard, Gelt, Gerauan, Germund, Gisi, Goteri, Gozelo, Gummar, Gunzelinus, Hademar, Hagabard, Harbern, Harnod, Hathagot, Hatzo, Hebetet, Occo, Osdei, Popolin, Tanco, Thancbert, Volcram

APHAKI NAMES

Aphaki names seem to be based on traditional Ghanaian names.

FEMALE APHAKI NAMES

Aba, Abena, Abena, Abla, Adwoa, Adzo, Afi, Afua, Ajoba, Akosua, Aku, Akuba, Ama, Ama, Araba, Awo, Efie, Efua, Efua, Ejo, Ekua, Ekuwa, Esi, Kisi, Kisi, Kuukuwa, Yaa, Yaayaa

MALE APHAKI NAMES

Akwasi, Askia, Ato, Ato, Atoapem, Bobo, Ebo, Ekow, Fifi, Jojo, Kobena, Kobie, Kofi, Kofi, Kojo, Kordofo, Kuuku, Kwabina, Kwaku, Kwaku, Kwame, Kwamena, Kweku, Kwesi, Kwodwo, Siisi, Yaw, Yokow, Yoofi, Zehbeh

**ARGOSSEAN
NAMES**

Argossean names are Italian or Greek in tone, though as it is a major trading country a mix of names is possible.

**FEMALE ARGOSSEAN
NAMES**

Abree, Adalgisa, Albagia, Albinia, Albizzina, Alcinia, Andreola, Aurella, Aveduta, Azzurra, Bandecca, Cadera, Calendre, Carinna, Ceres, Dafne, Dahnya, Dalila, Damiata, Dani, Dovizia, Druda, Duccia, Ellyssa, Fafylena, Faustina, Genevria, Genovefa, Gessica, Gostanza, Hilaria, Iacoba, Iacopa, Ileana, Isotta, Janella, Katia, Labe, Lakresha, Lavinia, Lisetta, Livia, Luna, Mara, Marina, Marisa, Masia

MALE ARGOSSEAN NAMES

Abarmo, Aringhieri, Baccio, Bati, Bertrando, Bonamente, Camazarin, Ceccherell, Cosmo, Delteglia, Doriano, Drago, Epifanio, Falcone, Ferruccio, Fontana, Ghelere, Ghoro, Ignasco, Jiacobbe, Karel, Loso, Marciano, Nardo, Nari, Onesto, Palla, Ponzzo, Salimbene, Segna, Stagio, Stoldo, Stregone, Tamerighi, Taruccio, Tenghi, Tito, Turridu, Uguccione, Vannetto, Vettorio, Xhumi, Yuri, Zorzi

**BORDER KINGDOM
NAMES**

Virtually any sort of name could be found in the Border Kingdom. Some examples from stories and comic books that took place in the Border Kingdom include: (Male) Xenic, Zoqquanor, Torkal Moh, Themas Herklar, Thalkalides, Elviriom, Thormond, Jarkan Val, Rulf, Utric, Atzel, Vjerzak, Yadlo; (Female) Stefanya, Gwineer, Chrysal, Ayilla, Aelfrith, Aelfgitha, Rayshalla, Layla.

BRYTHUNIAN NAMES

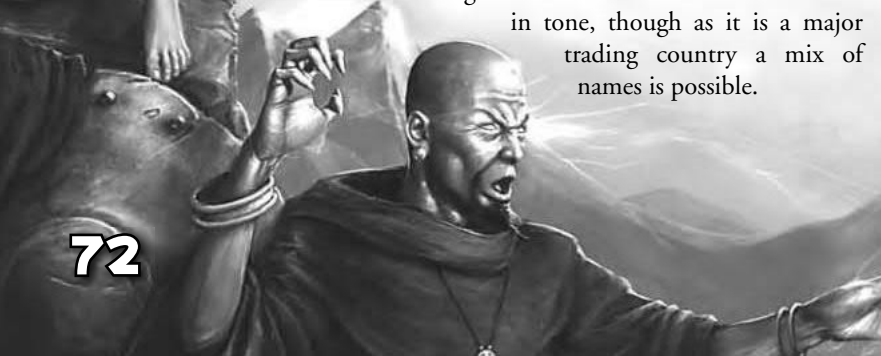
Brythunian names are Italian and Teutonic in tone.

**FEMALE BRYTHUNIAN
NAMES**

Alphonza, Aloysia, Arilda, Astrid, Berdine, Burga, Dagmar, Eldora, Enrica, Ermelinde, Fotina, Fredrika, Gizike, Gustaafa, Hhenriette, Henuite, Ide, Inger, Koldobike, Lulita, Melcia, Minka, Natala, Ortrud, Pastore, Reinheld, Rolanda, Romelde, Sigismonda, Sunhilde, Tilde, Ualda, Vedis, Verena, Vilhelmina, Walburga, Wendeline, Wilmet, Wynifred, Wynfreda, Zerelda

MALE BRYTHUNIAN NAMES

Abelard, Adelard, Adelic, Alirick, Alcuin, Alvan, Ancil, Amselmo, Arvin, Berton, Bertok, Clayton, Dedric, Delwin, Dolph, Edrigu, Egbert, Ellery, Emric, Erramun, Evgenii, Franchot, Frantisek, Frits, Fadyenka, Garek, Gauthier,



Gottfrid, Giotto, Garret, Gillen, Guilherme, Gilburt, Gilfrid, Gotthard, Griswald, Guglielmo, Gustavus, Gervasy, Gervasio, Halbert, Hale, Hart, Hass

CIMMERIAN NAMES

These are best based on old Irish or Scottish Celtic names, such as Conan.

FEMALE CIMMERIAN NAMES

Aedammair, Aisling, Anu, Artis, Bairrfhionn, Boann, Celach, Clodagh, Cori, Dairine, Dealla, Derry, Devnet, Doirind, Dubh, Dubheasa, Dubh, Lacha, Eblui, Edana, Eibhilín, Eithne, Elatha, Emer, Etan, Flann, Flidais, Isleen, Lasair, Luiseach, Mona, Mór, Morigan, Muireann, Muiriol, Neala, Nevina, Niamh, Nola, Sadhbh, Seana, Sine, Siobhan, Sorcha, Tara, Tierney, Troya, Uathach, Una

MALE CIMMERIAN NAMES

Abbán, Ailbhe, Alaois, Auliffe, Bairtlemeád, Bearnárd, Bran, Caoimhghin, Carney, Cianán, Coinneach, Comán, Cormac, Cuma, Dáire, Daray, Dónal, Dubhán, Eamhua, Egan, Eveny, Fiachra, Garbhán, Glaisne, Heremon, Innis, Keir, Léon, Lomán, Maeleachlainn, Maitiú, Nessan, Oistin, Parlan, Pilib, Réamonn, Roibeárd, Rotheachtá, Séamas, Shanahan, Slevin, Tiomóid, Uileog, Uscias

CORINTHIAN NAMES

Corinthian names tend to have a Latin, Byzantine or Italian air to them.

FEMALE CORINTHIAN NAMES

Adeodata, Aetheria, Anastasia, Antonina, Arethusia, Augustina, Basina, Bore, Catella, Clementina, Consolantia, Damiane, Dominica, Erchantrudis, Euphemia, Fausta, Gundesvinda, Honorata, Ionna, Iustina, Leocadia, Marozia, Minervina, Nicasia, Palatina, Placidia, Pompeiana, Proba, Proseria, Rhode, Rusticana, Sergia, Sophia, Syagria, Theocharista, Theodoracis, Theognosia, Valeria, Veneranda, Vigilantia, Vitula

MALE CORINTHIAN NAMES

Abramius, Agnellus, Armatus, Baduaruis, Bassus, Callistus, Cosmas, Decentius, Eudoxius, Eupatarius, Florentius, Genethlius, Helias, Hydatius, Iordanes, Irenaeus, Lucinus, Methodius, Nonnosus, Opilio, Parthenius, Petronas, Phoebammon, Photius, Praetextatus, Rogatus, Symeon,

Tatianus, Theodore, Theon, Theophylact, Tribonianus, Tullianus, Vaanes, Varazes, Vetranis, Vitalianus, Zemarchus

DARFARI NAMES

Darfari names are best chosen from Dinka and Fang names.

FEMALE DARFARI NAMES

Asiya, Awena, Bititi, Dafina, Dede, Durra, Fujo, Gheche, Hafidha, Itidal, Jinaki, Kamilya, Kauthar, Latifa, Liwaza, Mahbuba, Monima, Mshinda, Mua, Mvita, Mwana, Mwanakhamisi, Mwatabu, Nadra, Nafisi, Naima, Nathari, Shani, Shifaa, Siham, Siri, Staajabu, Stara, Tabasamu, Tahiya, Tete, Uzima, Uzuri, Wingu, Yakini, Yasmin, Zaida, Zaina, Zarifa, Zenabu, Zera, Zina, Zulekha, Zuwena

MALE DARFARI NAMES

Abubakar, Adzete, Baha, Chacha, Dada, Dahab, Fahim, Faruki, Ghaniy, Haamid, Hamidi, Imbalayo, Kimameta, Kitunda, Kondo, Kuweza, Liyongo, Mabruke, Mahdi, Mcheshi, Milina, Mkristo, Mkubwa, Mshabaha, Mtavila, Mtembei, Nubu, Oteku, Pandu, Rajabu, Rashad, Ridha, Shamakani, Shinda, Simai, Simba, Solon, Thuweni, Tiifu, Tindo, Ubwa, Ufanisi, Uhuru, Usaama, Yakubu, Yasini, Yusuf, Zahur, Zalika

GHANATA NAMES

Ghanata names seem to be Nigerian in origin.

FEMALE GHANATA NAMES

Abagbe, Abejide, Abeni, Adaeké, Ayoluwa, Bamidele, Bayo, Bejide, Buchi, Chiamaka, Chibugo, Ekaghogho, Elechi, Eluemuno, Fabayo, Gerda, Gozie, Idogbe, Ifama, Ifetayo, Ifunanya, Ijaba, Ijeoma, Kambinachi, Kehinde, Limber, Mukoso, Nkemdilim, Nkiliejiafo, Nkolika, Nwakasi, Nwamaka, Obiajulu, Rolake, Sade, Sopulu, Sopoluchukwu, Tarana, Tobe, Tobeolisa, Ubanwa, Wonu, Yobachi, Yobachukwu, Zina

MALE GHANATA NAMES

Abayomi, Abolade, Ade, Adegoke, Bandele, Bankole, Chimaobim, Chinwe, Chinwemma, Chu, Danjuma, Ehioze, Ekenedilinna, Fimeienye, Gowon, Kayin, Kehind, Kunle, Lyapo, Mongo, Ndubueze, Nedum, Nna, Nnamochie, Nwafor, Nweke, Obasi, Obawole, Obinna, Odiinkemelu, Olatunji, Olufemi, Olumide, Oluyemi, Osinachi, Owodunni, Ozoemena, Sochi, Sowande, Tilutan, Tolani, Uche, Zebenjo



GHULISTANI NAMES

Ghulistani names are Afghani in form. Vendhyan, Turanian, and Hyrkanian names are also appropriate.

FEMALE GHULISTANI NAMES

Aabeda, Aafarin, Armaghan, Besoos, Chalipaa, Dawrana, Durkhani, Erfaan, Freshta, Gawhar, Gul Guldasta, Hadida, Hosay, Iqlima, Kamilla, Kataayon, Laila, Lamba, Mastoor, Murwarid, Naima, Najmaa, Nezaakat, Noorya, Peeraaya, Rahela, Razia, Robina, Roohafzaa, Roona, Saaraaa, Sabiha, Sahiba, Saleha, Sanim, Sara, Shaima, Shakiba, Sharifa, Shazia, Sohra, Sonia, Taajwar, Tamanna, Tannaaz, Wahida, Yaqoot, Zahra, Zamarrod, Zar nosh, Zarin, Zarpana

MALE GHULISTANI NAMES

Aabuddin, Akhgar, Amaan, Bakhshaa, Bezhan, Camil, Daarioush, Ekraam, Ershad, Fahim, Farhaad, Gulbuddin, Hadis, Hoshang, Jalaal, Kabir, Karim, Keral, Khan-Mir, Masoud, Mirgul, Naarwan, Najib, Nasir, Nazir, Niazaadeq, Paadshaah, Pakteen, Payaw, Pedraam, Qadir, Qais, Qand, Rouin, Saboor, Sadi, Sajaad, Salim, Samir, Sarbaaz, Sarwar, Sepehr, Shad-Gul, Shafiq, Shahaab, Tarakay, Tariq, Tawaab, Watandoost, Wrai, Yama, Yousef, Yunuss, Zabih, Zahed

HYRKANIAN NAMES

Hyrkanians are often named after the first things the child's mother sees after giving birth or are related to events happening around the time of birth. Names may also be deemed prophetic or based on a favoured animal or ancestor.

BUILDING A HYRKANIAN NAME

Hyrkanian names can be of three varieties: based on one word, one word with a typical naming suffix, or a name of two words.

Names of one word can be generated easily by choosing a name one likes for the character. Hyrkanians with one-word names are most often named after animals, concepts or objects.

The second category of names is created by adding a naming suffix. Some of the suffixes have meanings but cannot stand on their own as a name.

The final consonant is often dropped from the first word before adding the suffix; for example, to make a name that

means 'of iron' take the word for iron ('temur') and add the suffix for of ('-jin'), resulting in the name Temujin after the final consonant of 'temur' is dropped.

The third category of names is names of two independent elements, such as Thirty Jewels (Ooyor Erdene) or Iron Wolf (Temur Chinua).

Use the tables below to either randomly generate a name or choose a name of your liking.

TABLE A

D20	Naming Type
1-8	One word; roll once on Table B
9-15	One word plus suffix; roll once on Table B and choose from Table C
16-20	Two words; roll twice on Table B

TABLE B

D6	Name Type
1	Animal (Table D)
2	Colour (Table E)
3	Concept (Table F)
4	Metal (Table G)
5	Number (Table H)
6	Object (Table I)

TABLE C: NAMING SUFFIXES

Suffix	Meaning (if any)
-char	
-chi	
-chin	Of
-da	Decorated with
-dai	Shows possession
-gan	
-ge	
-gene	
-gge	
-i	
-jin	Of
-la	Covered with
-nai	
-qa	
-qui	
-tai	Shows possession
-tei	Shows possession
-tu	

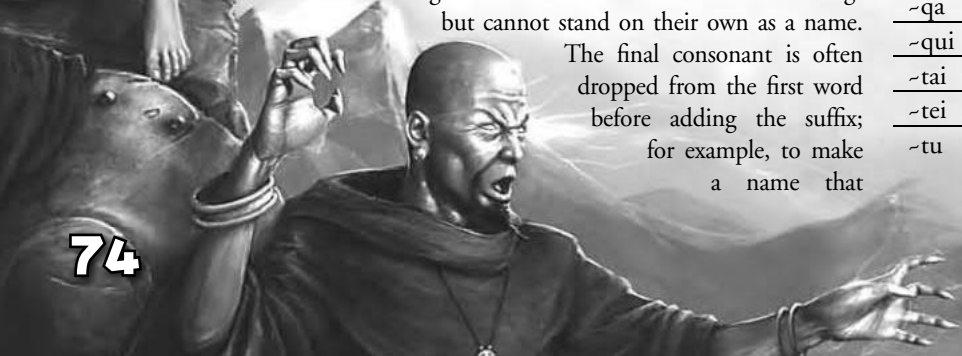


TABLE D: ANIMAL NAMES

Name	Meaning
Arslan	Lion
Be'ebaghai	Bat
Baabgaiand	Bear
Buqa	Bull
Chinu	Wolf
Gorgeldai	Nightingale
Inge	Camel
Matar	Crocodile; Sea Monster
Mori	Horse
Nachin	Eagle
Noqai	Hound; dog
Sarlugh	Yak
Unegen	Fox

TABLE E: COLOURS

Name	Meaning
Al	Scarlet; Crimson
Alagh	Dappled Or Mottled
Altan	Gold Or Golden
Chagan	White
Feekki	Orange
Kireeit	Maroon
Kökereg	Bluish-Green
Küreng	Dark Brown
Mongo	Silver
Qara	Black
Shria	Yellow
Ulagan	Red
Yegea	Purple

TABLE F: CONCEPTS

Name	Meaning
Arigh	Pure
Bayan	Rich
Boke	Strong
Ceberken	Rather Clean
Cisode'i	Bloody
Delger	Abundance
Fembe'a	Big
Idekü	Eat
Nasan	Life
Oyugun	Wisdom
Qutugh	Dignity; Holiness
Tegus	Perfect

Table G: Metals

Name	Meaning
Gan	Steel
Kürel	Bronze
Sijir	Gold (metal)
Sirin	Copper
Temur	Iron
Temürlig	Metal
Tughulgh'a	Tin

TABLE H: NUMBERS

Name	Meaning
Negan	One
Qoyor	Two
Gurban	Three
Dorben	Four
Taban	Five
Jurgaghan	Six
Dologhon	Seven
Naiman	Eight
Yisun	Nine
Arban	Ten
Qorin	Twenty
Tabin	Fifty
Jaran	Sixty
Jagun	One Hundred
Minghan	One Thousand
Tumen	Ten Thousand

TABLE I: THINGS & OBJECTS

Name	Meaning
Ama	Mouth
Anda	Brother
Baligh	City
Cöl	Desert
Gal	Fire
Gerel	Light (foretells greatness)
Mesa	Sabre
Nor	Lake
Qorchi	Quiver Bearer
Sube	Eye Of Needle or Strategic Point
Tengke	Money
Tikha	Spirit
Tsus	Blood
Vachir	Thunderbolt





HYPERBOREAN NAMES

Hyperborean names tend to be Finnish in nature, although Norse names are also suitable.

FEMALE HYPERBOREAN NAMES

Aamu, Aira, Anneli, Anni, Annukka, Åsa, Aune, Dorotea, Eeva, Eveliina, Heli, Henriikka, Iines, Ilta, Ingria, Jaakkina, Josefina, Kaari, Kaija, Kaisa, Katri, Kerttu, Kia, Kyllikki, Leena, Lempi, Maikki, Mari, Meeri, Minna, Nelma, Oili, Outi, Paeivi, Piia-Noora, Pirjo, Raija, Riikka, Ritva, Roosa, Russu, Rute, Saara, Saimi, Sanelma, Sanni, Satu, Taija, Taina, Tellervo, Tove, Tuula, Vappu, Venla, Virpi

MALE HYPERBOREAN NAMES

Åki-Petteri, Alekski, Arvid, Atte, Bo, Eero, Eikki, Einojuhani, Ensio, Erno, Esa-Pekka, Hannes, Hannu, Hessu, Iiro, Ilkka, Ilmari, Isto, Jali, Jan-Erik, Jani, Juhani, Jukka, Jussi, Jyri, Kalervo, Keke, Kivi, Konsta, Lalli, Lasse, Lauri, Lippo, Maunu, Miika, Miikka, Olavi, Olli-Pekka, Paaveli, Panu, Pasi, Pentti, Petri, Reima, Retu, Riku, Sakari, Sami, Samuli, Sauli, Seppo, Severi, Stig, Taavi, Talo, Tuomo, Tyko, Urho, Väinö, Veijo, Veli, Veli-Pekka, Vihtori, Yrjö

IRANISTANI NAMES

Iranistani names are Persian in form. Turanian names would also be appropriate.

FEMALE IRANISTANI NAMES

Afareen, Afsoon, Akram, Azar, Bahamin, Behnaz, Bousseh, Darya, Dina, Elaheh, Farah, Farrin, Faranak, Farva, Firouzeh, Forouzandeh, Ghazal, Geesou, Golnaz, Golpari, Habibeh, Hasti, Jannat, Javaneh, Khandan, Kokab, Laleh, Mahrokh, Mahsheed, Mahta, Marzieh, MehrAngiz, Mehrnoosh, Nanaia, Nazgol, Nazi, Negin, Orkideh, Parastoo, Pareesa, Parishad, Parvin, Ramesh, Robabeh, Shabnam, Shahrnaz, Soheila, Suri, Souzan, Talayeh, Tarsa, Tina, Yalda, Yekta, Zahra, Ziba, Zhila, Zohreh, Zoya

MALE IRANISTANI NAMES

Abtin, Ardalan, Arman, Arya, Atash, Babak, Behnam, Behrooz, Bozorgmehr, Dadbeh, Ehsan, Esfandiar, Faramarz, Fardin, Fareed, Farzad, Ferdows, Fereydoon, Ghobad, Goshtasb, Hakhmanni, Hedayat, Hooshmand, Kiarash, Kobad, Mahyar, Mazdak, Mehrang, Mohsen, Nima, Nouri, Omid, Parviz, Payam, Peyman, Pujman, Rostam, Sadri, Saeed, Saman, Sanjar, Sattar, Sepehr, Shahkam, Shahrdad, Shaya, Shervin, Soheil, Tahmaseb

KHITAN NAMES

Khitani names are Chinese in nature. The surname, usually a single syllable, comes first and is usually their clan name. Their given name is second. The name of the girl rescued by Conan in *The Return of Conan* was Kang Lou-dze, which means her clan name was Kang and her given name is Lou-dze. Her father was Kang Hsiu.

Khitani makes use of several hundred titles. The emperor is the Huang Ti. The empress is called the Huang How. Titles are hereditary for up to 26 generations. Some of the other titles include Kung (Duke), How (Marquis), Peh (Earl), Tsze (Viscount), and Nan (Baron). Note that these are not aristocratic titles however. They are granted for military service of great merit.

KHITAN NAMING ELEMENTS

Ailing, An, An-shih, Bai, Ce, Chang, Chao, Chen, Ch'eng, Chien-shien, Chongzhi, De, Enlai, Fei, Fuzhi, Gao, Guifei, Han, Heng, Hsi, Hua, Huangdi, Jiabao, Jiang, Kai, Ke, Lee, Li, Liang, Lishi, Longzi, Lun, Ma, Mao-yün, Mingxia, Mu, Ng, Peng, Po, Qi, Qing, Qiu, Rongji, Sen, Shaoqi, She, Sheng, Shijie, Sima, Soong, Sun, Tang, Tsin-hang, Tu, Wang, Wen, Wong, Wu, Wui, Xian, Xie, Xuanton, Xue, Xun, Yan, Yang, Yao, Yat, Yen, Ying-jeou, You, Yuan, Zedong, Zemin, Zhao, Zhe, Zhou, Zhuang, Zi, Ziyi

KOTHIC NAMES

Kothic names are Middle Eastern, Byzantine, Etruscan, and Biblical in tone.

FEMALE KOTHIC NAMES

Aaminah, Adeodata, Basimah, Baudeg, Catella, Celina, Cervella, Daya, Destasia, Emel, Epiphania, Faaria, Gabi, Galiah, Ghazala, Haleemah, Harika, Ianuaria, Ionnina, Ivga, Khawala, Larisa, Leocadia, Mahara, Mahirimah, Mirit, Mirra, Na'ilah, Najibah, Nuray, Ofra, Ori, Phedre, Philana, Praeiccta, Probina, Rabiyyah, Radhiyyah, Rafiqah,



Raisa, Raizel, Sagheerah, Salima, Segulah, Selena, Sephira, Shayna, Shey, Tajah, Talibah, Tarana, Temirah, Thalia, Xanthippe, Yemina, Yosefa, Yosifa, Zahavah, Zaib, Zainab

MALE KOTHIC NAMES

Ablabius, Alim, Arbanus, Bahir, Barbatas, Demosthenes, Euphemius, Eutolmius, Farhaan, Florentius, Fronto, Galerius, Helladius, Ianuarius, Irenaeus, Jiri, Kashif, Khaatir, Khalid, Khossus, Lateef, Lucinus, Lyron,, Maajid, Nasr, Nayyir, Opilio, Patricius, Philagrius, Philaretus, Ridha, Ridhwaan, Sandor, Sa'ood, Sergius, Shakeer, Tatianus, Taurinus, Theocharistus, Vasacius, Volusian, Waseem, Xantheus, Xavier, Yanni, Zacharias, Zohar, Zuri

KUSHITE NAMES

Names from Kush and the northern Black Kingdoms tend to be North African in nature, particularly Abyssinian and Ethiopian. Chaga names are more Stygian in nature. Chaga characters could blend a name from the Stygian name table (page 80) with one of the Kushite names below or just take a Stygian name.

FEMALE KUSHITE NAMES (INCLUDING PUNT AND KESHAN NAMES)

Aberash, Adanech, Alem, Amara, Asrat, Ayana, Azmera, Buzayue, Chara, Derartu, Desta, Enkutatash, Eskadar, Fana, Gete, Haddas, Kifle, Kirsay, Latifa, Luam, Makda, Meskerum, Meteke, Miniya, Nishan, Qwara, Seble, Selam, Salamawit, Semira, Tabari, Tenagne, Tesfanish, Tigist, Timnit, Tsega, Wagaye, Walasma, Wub, Yenee, Yeshi, Zahabu, Zauditu, Zawditu, Zena, Zufan

MALE KUSHITE NAMES (INCLUDING PUNT AND KESHAN NAMES)

Abeba, Afari, Afework, Ajaga, Alem, Alemayue, Alemu, Amanuel, Amare, Amboola, Ashanafe, Asmare, Assefa, Belay, Benyam, Bombaata, Desta, Ephrem, Ghe'le, Girma, Girmachew, Hagos, Haile, Iyasu, Jima, Kinfе, Lemma, Makannen, Menelik, Meseret, Qwara, Ras, Russom, Selassie, Selassiee, Seyoum, Shakeb, Shemales, Shukeli, Shumetie, Takalin, Tamirat, Tariku, Tegene, Tes, Tewelde

TURANIAN NAMES

The Hyrkanians, whom the Turanians are, will evolve into the tribes later known as Tartars, Huns, Mongols and Turks and their names reflect this.

FEMALE TURANIAN NAMES

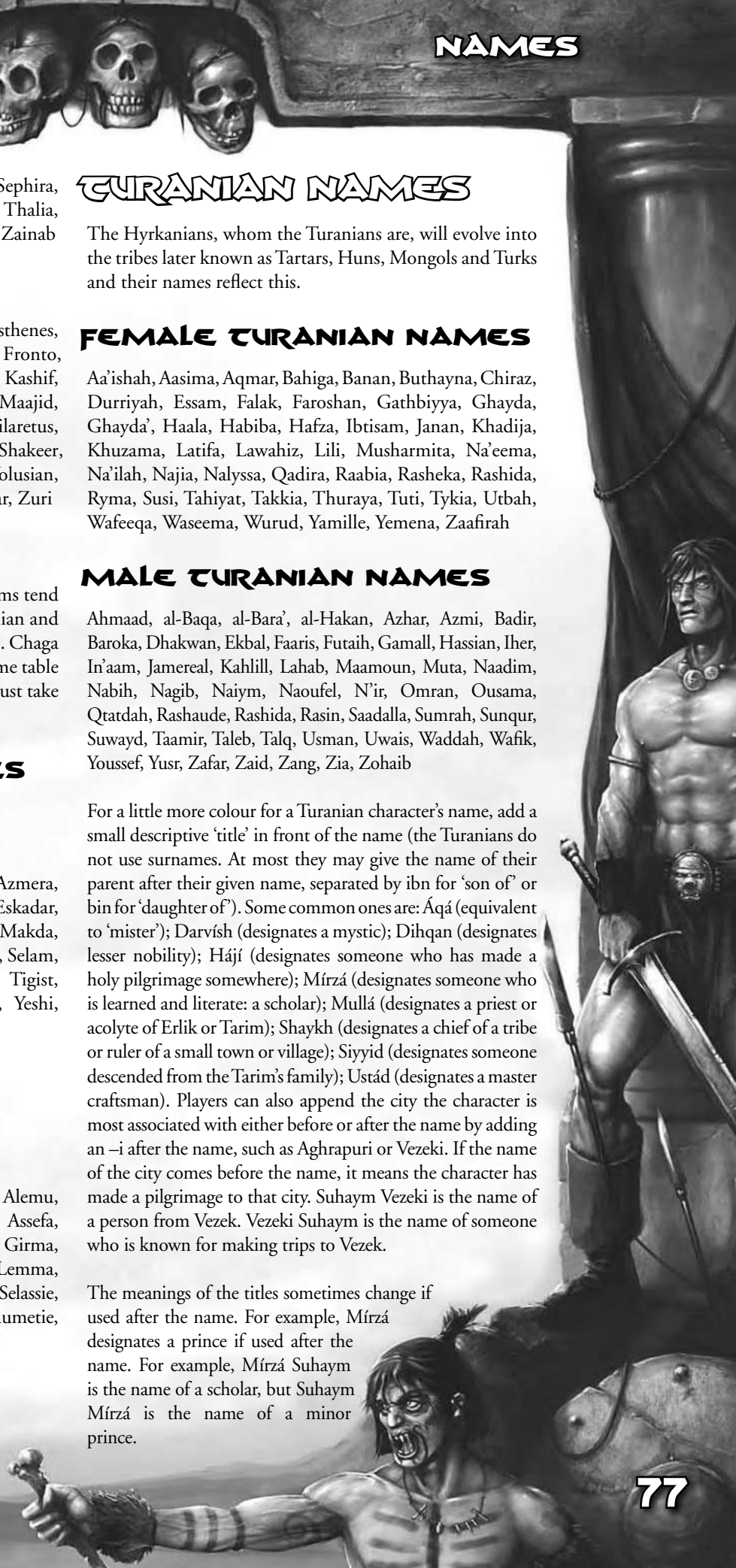
Aa'ishah, Aasima, Aqmar, Bahiga, Banan, Buthayna, Chiraz, Durriyah, Essam, Falak, Faroshan, Gathbiyya, Ghayda, Ghayda', Haala, Habiba, Hafza, Ibtisam, Janan, Khadija, Khuzama, Latifa, Lawahiz, Lili, Musharmita, Na'eema, Na'ilah, Najia, Nalyssa, Qadira, Raabia, Rasheka, Rashida, Ryma, Susi, Tahiyat, Takkia, Thuraya, Tuti, Tykia, Utbah, Wafeeqa, Waseema, Wurud, Yamille, Yemena, Zaafrah

MALE TURANIAN NAMES

Ahmaad, al-Baqa, al-Bara', al-Hakan, Azhar, Azmi, Badir, Baroka, Dhakwan, Ekbal, Faaris, Futaih, Gamall, Hassian, Iher, In'aam, Jamereal, Kahlill, Lahab, Maamoun, Muta, Naadim, Nabih, Nagib, Naiym, Naoufel, N'ir, Omran, Ousama, Qtatdah, Rashaude, Rashida, Rasin, Saadalla, Sumrah, Sunqur, Suwayd, Taamir, Taleb, Talq, Usman, Uwais, Waddah, Wafik, Youssef, Yusr, Zafar, Zaid, Zang, Zia, Zohaib

For a little more colour for a Turanian character's name, add a small descriptive 'title' in front of the name (the Turanians do not use surnames. At most they may give the name of their parent after their given name, separated by ibn for 'son of' or bin for 'daughter of'). Some common ones are: Áqá (equivalent to 'mister'); Darvísh (designates a mystic); Dihqan (designates lesser nobility); Hájí (designates someone who has made a holy pilgrimage somewhere); Mírzá (designates someone who is learned and literate: a scholar); Mullá (designates a priest or acolyte of Erlik or Tarim); Shaykh (designates a chief of a tribe or ruler of a small town or village); Siyyid (designates someone descended from the Tarim's family); Ustád (designates a master craftsman). Players can also append the city the character is most associated with either before or after the name by adding an -i after the name, such as Aghrapuri or Vezeki. If the name of the city comes before the name, it means the character has made a pilgrimage to that city. Suhaym Vezeki is the name of a person from Vezek. Vezeki Suhaym is the name of someone who is known for making trips to Vezek.

The meanings of the titles sometimes change if used after the name. For example, Mírzá designates a prince if used after the name. For example, Mírzá Suhaym is the name of a scholar, but Suhaym Mírzá is the name of a minor prince.





Other common titles are amir, agha or shah (designates a chieftain, commander, or prince); sheriff (a rare hereditary title among the Turanians); pasha (a non-hereditary title given to civilians for exemplary service to Turan); and bey (military commander of a small regiment; sometimes used as a title for a governor of a district or small province); efendi (a noble or important person); khan (clan leader or land owner); sirdar (noble title similar to a count); wazir or vizier (similar to a prime minister or secretary of state).

NEMEDIAN NAMES

Nemedians tend to have Greek/Italian names, though some are more Germanic.

FEMALE NEMEDIAN NAMES

Aleki, Alicia, Baptista, Berdina, Cacia, Clymena, Doralia, Echidna, Halimeda, Inah, Inesa, Jocasta, Kaia, Kalika, Kanake, Lelia, Leora, Leucothia, Melleta, Metis, Nysa, Ocypete, Olina, Orithyia, Panthea, Pelopia, Phaethusa, Sandrina, Symaethis, Tedre, Teresina, Terrian, Vanna, Xylina, Yalene, Zefiryn, Zenaide, Zenobia, Zephyra, Zeta

MALE NEMEDIAN NAMES

Achates, Acis, Anatolijus, Attis, Auster, Brocas, Cecrops, Delphinus, Denes, Evzen, Fedor, Gelasius, Haemon, Ibycus, Iorgas, Ixion, Kalanthes, Kirilr, Lidio, Notus, Odanes, Ophion, Pello, Petanium, Piotr, Pittheus, Rodas, Tereus, Teucer, Teuthras, Thamyris, Vasilis, Vasyltso, Xenos, Zarek

OPHIREAN NAMES

Ophi's culture combines that of Shem and the Hyborian culture, and the names reflect this amalgamation. Thus most names are Latin-based, but Middle-Eastern style names are also common.

FEMALE OPHIREAN NAMES

Alianora, Amia, Basimah, Campana, Domentzia, Emel, Eudoxia, Evantia, Gundesvinda, Hesychia, Ianuaria, Ipek, Khawala, Leocadia, Megaris, Moriae, Moyna, Nafeesah, Najibah, Nereida, Pinar, Praiecta, Punam, Rafiqa, Raizel, Salima, Shayna, Shey, Tarana, Theophano, Vigilia

MALE OPHIREAN NAMES

Aashiq, Amalrus, Baduaruis, Chelkus, Eupatarius, Euphemius, Fulgentius, Gasparus, Gualterius, Kashif, Kivi, Leolinus, Lucinus, Majorian, Nonnosus, Omari, Pantagathus, Rushdam, Soterichus, Urbicus, Volusian, Waseem

PICTISH NAMES

Pictish names tend to be either Iroquois style names or descriptive names like 'Hawk'. Tribal names are also based on the tribal animal totems, for example the Wolf Clan.

FEMALE PICTISH NAMES

Alawa, Cara, Genesee, Gennisheyo, Jigonhsasee, Kanti, Kimi, Nahcomis, Oheo, Onatah, Orenda, Pauwau, Sheauga, Sokanon, Sooleawa, Takhi, Tayanita, Tekakwitha, Witashnah

MALE PICTISH NAMES

Abooksigun, Arirhonh, Awennisara, Cnelitonooro, Dadgayadoh, Deganawida, Dekarihokenh, Deskahed, Enkoodabooaoo, Gakonthie, Kanokareh, Keme, Matchitehew, Megedagik, Nootau, Oewenniseronni, Pajackok, Ronyadashayouh, Sagayetha, Sakokaeah, Seawi, Shadekaronyes, Shononses, Skanaawadi, Soyowues, Taregan, Thaonawyuthe, Tihkoosue, Togquos, Wematin

SHEMITE NAMES

Shemite names are Middle Eastern or Biblical in form.

FEMALE NOMAD SHEMITE NAMES

Arava, Batzion, Bessie, Daviane, Dumiya, Dustin, Eliane, Evacsa, Ganice, Ganit, Gytle, Hanita, Illana, Jessyka, Karmelita, Kelyn, Keran, Mara, Marissa, Mirem, Mirjam, Nadian, Nanice, Nashom, Nehira, Odelinda, Raanana, Rafia, Ravit, Rehana, Sabatina, Samarra, Seraya, Shaina, Shira, Sigalit, Tarisa, Tsefiya, Tsifira, Tzofi, Urice, Vanni, Vidette, Warda, Yachna, Yahala, Yardenia, Yichea, Yiqrat, Yoelit, Yordana, Yudit, Zahari, Zalia, Zari, Zehira, Zmora

MALE NOMAD SHEMITE NAMES

Aaddumi, Abbotson, Adaiah, Assiel, Avimelekh, Azarael, Berakhiya, Bit-Yakin, Chason, Cheva, Choval, Daegan, Damir, Djebal, Eathan, Efrat, Eliezar, Gabai, Gian, Hagai, Hiram, Hy, Jantje, Khumbanigash, Kylan, Lavi, Leben, Michon, Neder, Ner, Orane, Othbaal, Perachiah, Petri, Qadmiel, Raamia, Raff, Senen, Shamir, Uri, Yaakov, Yadid, Yamine, Yeshayahu, Yivhar, Yossil, Yvo, Zackari, Zakree, Zargheba, Zefania, Zephan



MEADOW SHEMITE NAMES

Names to the meadow Shemites are important and are never just casual things. A person's character, luck or fate is often determined by that person's name. So names are always chosen with purpose, hopefully to tell the story of the desired future of the child or to reveal a characteristic the parents felt their child had or should have.

Names are so important to Shemites that when they enslave a person or a city, the conquerors change the name of the person enslaved or the city conquered to show a change in status and fate. A name change changes the person's

character, effectively ending a free life and starting a life of slavery by altering their personality.

The names listed below are paired with their English equivalent so that a meaning can be made that is relevant to the character created. A ~ symbol means another word should be inserted there. For example, a 'song bird' would be a combination of Mus-En (bird) and Sir (song), giving the name Mussiren. The apostrophe is there to help with pronunciation and does not necessarily need to be written. Thus, the word for Pluck is pronounced Til – Til, not Tilt-ill. A letter in parenthesis, such as (G), is an optional letter that can be added if it sounds better. Some words have multiple names, such as Fire, which can be Ag, Bil or Gira. Pick what sounds the best.

MEADOW SHEMITE NAMES

English	Shemite	English	Shemite	English	Shemite
Air, Breath, Storm, Wind	Lil	Flesh	Uzu	Pomegranate	Nurma
Anger	Mir	Foothill	Hursag	Prayer	Ziskur
Ashes	De'Kal	Front	Gaba	Priestess	Su'Kal
Band	Dib	Gate	Ka	Protect	Uru
Beaches Of River	Ki'A	Gnaw	Tukur	Raven (Bird)	Kur'Su'Na
Beginning	Sha'Har	To be Great	Gu'Ul	Sanctuary	E'An'Na
Behind	E'Gir	Grow, To Ripen	Bulug	Sandstorm	U'Lu
Belligerent, Hostile	Kur	Guard	Kurum, Uru	Search For	B'Bu'Lu
Beloved	Ki'Aga	Hair	Suhur, Sig	Seat	Dur
Blood	Mud	Heart	Sa, Ur	Shadow	Gishge
Blow (Wind)	Esh	Heat, Hot	Izim	She	Ananene
Broker, Merchant	Dam'Gar	Herdsmen	Sipad	Skin	Bar, Kus
Brother	S-Es-	Hero	Mes, Ur	Sleep	Udi
Build	Du	High As Sky	Ul	Sour	Izi
Cast Away, Throw	Ku	How?	A'Na	Spring	Tul
Champion	Ur	Ill, Hurt, Pain	Gig	Star, Shine	Zal(Ag)
Come	Gen, Gin	King, Ram	Alim	Swear	Tu
Command, Decree	A'Aga	Knife	Giri	Tail	Kun
Conqueror	Al'Tar	Knowledge	Zu	Taste	Su'Su
Crown, Turban	Aga	Lay Out	Nad	Textile	Gada, Buz
Crush, Slaughter	Gaz	Leader	I'Ku, Ku, Sa	Their	-Ne'Ne
Dagger	Giriba'Dara	Lion	Aru	Touch Upon	Te(Ga)
Dark	Ku'Kuga	Long For	Ash	Trail	Sila
Deity, God, High	Dingir	Mighty	Agal	Uplands	Kur'Sa
Dog	Lik, Ur	Misery	Dulum	Village	E'Duru
Drive	Hus	Mother	Um	Virgin	Ki'Sikil'Tur
Elders, Old Man	Ab'Ba	Much	Shug	Vizier	Sukkalmah
Enemy	Taga	My	'Mu	Waste Land	Su
Esteem Highly	Ig Kal	Nose	Bun, Kiri	Whatsoever	Nig
Face	Sag'Ki	Path, Trail, Road	Sulu	Willow	Gis-Kim
Fate, Divine Power	Me	Penis	Gis	Workmen	Erin'E
Father	Ad'Da	People, Folk	Un	Write	Sar



SOUTHERN TRIBESMEN NAMES

Southern Tribesmen tend to have a Bantu or Zulu sound to them.

FEMALE SOUTHERN TRIBESMEN NAMES

Danisile, Didi, Effa, Khanyisa, Lukanyo, Mandisa, Mgetshana, Mkhize, Mtazi, Nande, Nande, Nkosazana, Nobanzi, Nokothula, Nomalanga, Nomali, Nomapitoli, Nombeko, Nouble, Nomsa, Nomsa, Nomuula, Nonyameko, Sabela, Serafina, Serigne, Sibongile, Siboniso, Siphwi, Sitembile, Thandi, Thandiwe, Themba, Thula, Xaba

MALE SOUTHERN TRIBESMEN NAMES

Aja, Ajonga, Amra, Askia, Ayize, Bajujh, Dingane, Dumisai, Duniisai, Jabulani, Lizwelicha, Mabhoko, Mdali, Mjayelwa, Mpumelele, Mudzimu, Mulungu, Musiki, Mvelatanci, Mvelincant, Mvelinqangi, Mwari, N'Gora, Nkosi, Nkosi, Nkulu-nkulu, Nolzwe, Nonceba, N'Yaga, Paki, Piet, Qamata, Sabelo, Sakumbe, Sifye, Sigidi, Siphoo, Siphoo, Sipliwo, Siyazini, Themba, Uuka, Vusimuzi, Vusimzi, Yasunga, Zimu

STYGIAN NAMES

Stygian names are typically Egyptian in style. A Stygian name is composed of Stygian words, often with identifiers placed on the end or in the middle of the name to alter the word slightly. For example, placing 'et' in the word makes it feminine. As an example of how to use the identifiers, take the word Xeper. It means 'to come into being' or 'becomes.' Xepera means 'I am the one who came into being,' Xeperet means 'He who came into being' or 'he becomes.' Xeperaet means 'I am she who came into being.' As another example, Khenemetaset means 'I who am joined with Set.' Some Stygian names are simply Stygian gods linked together, such as Thoth-amon. These are not hard and fast rules. Play with the words and come up with a preferable combination.

Identifiers	Meaning
-et	Female
-a	I
-s	She
-n	We
-f	He
-sen	They
-k, or th	Thy

Meaning	Stygian Word	Meaning	Stygian Word
Anew	Uhemay	Messenger	Aputi
At the supreme moment	Ami'at	Misery	Bek
Beautiful	Nefer	Mummies	Sahu
Beloved	Mery	Peace	Hotep
Blood	Snef	Set'emt	Woman
Captives	Seteb	Son	Si
Child	Mes	Thou, Thy	Thu
Crocodile	Sui, Ashemu, Emseh	Throat	Ahti
Daughter	Sit	To be distinguished	Setennu
Deified	Ru	To come into being	Xeper
Dwelling in, dweller	Ahmi	To converse	Netnet
Dwelling with	Ahri	To cut	Sayd
Eater of	Am or Amti	To enlighten	Nemmes
Eternity	Neh'eh	To hear	Setem
Everybody	Reth	To intend	Khemt
Fire	Neser	To set free from	U'ay
From, of	Em	To speak	Akhib
Gods	Neturu	To stand	Ayhay
House	Per	To travel	Shem or Seshem
Knife	Ayshayt	To walk	Ha
Lamentations	Kabit	To weep	Rerem
Life	Ankh	Upon	Tep

VANIR NAMES

Vanir names are Nordic in style, similar to the Æsir.

FEMALE VANIR NAMES

Aldis, Alfeid, Baugeid, Bera, Bergljot, Bestla, Borghilda, Bryngerd, Cvenild, Dagmar, Dota, Ecgfrith, Eryka, Freydis, Fridgerd, Fylgja, Geira, Geirlaus, Gunild, Gunnildes, Hallbera, Hallgerda, Hetha, Hildigunnr, Hlif, Holda, Hulda, Idalee, Idony, Idunnr, Inge, Jofrid, Joreid, Katla, Maerta, Magnhildr, Meregrota, Mista, Oddveig, Oluva, Ormhild, Osla, Rogned, Syn, Thara, Unni, Vaetild, Var, Yelaug, Ydeneye, Yngvild

MALE VANIR NAMES

Alfgeirr, Alrik, Anicho, Asrod, Bardr, Brodir, Brotulfr, Byrie, Eigil, Faxi, Fotr, Galar, Gardar, Geir, Hakon, Hogne, Holvast, Hradi, Hrimthurs, Hromund, Konal, Kuanbyr, Modor, Nidhug, Nute, Odward, Ogmund, Olen, Olyn, Onam, Orn, Ringerike, Royd, Salmundr, Teitr, Thiodulfr, Tyrkir, Ufi, Ulfkil, Vagn, Valr, Veleif, Vidfari, Vifill, Vili, Yngvar, Yver

VENDHYAN NAMES

Vendhyan names are Indian in form. Some examples can be found in the lists below.

FEMALE VENDHYAN NAMES

Abhilasa, Abhivibha, Astha, Aurjitya, Bachendri, Basude, Beerud, Burjiz, Candravasa, Casula, Chaitra, Chalasani, Citrajyoti, Dahanolka, Dayita, Deviki, Dhamani, Dipanwita, Druhi, Ekaja, Etaha, Gajra, Gangangini, Girisma, Gulal, Gupti, Gurumukha, Hararvarupa, Haribhadra, Hiya, Ilesa, Indu, Iya, Jaiman, Jaivanti, Jasarani, Jatarupa, Josa, Kamaleksana, Kamma, Kananabala, Kanita, Kanti, Meena, Mita, Nisha, Paro, Purna, Rajni, Sakara, Seeta, Urmila, Vimala, Vasundara

MALE VENDHYAN NAMES

Abdhisayana, Abjayoni, Advait, Ahaskar, Balidhvansi, Bhadrash, Chiranjeevi, Dararihan, Dhananjay, Diviyoni, Dyurnani, Evyavan, Gajanan, Gangabhrit, Hanspal, Harimedhas, Ijya, Jagadbrahi, Japesh, Kapardi, Khalin, Lokadi, Madivan, Marmit, Mrigasya, Nabhij, Nishreyasal, Padmesh, Pankaj, Parayush, Prahas, Pushkal, Raivat, Ranesh, Rishvanjas, Sahishnu, Sharanya, Sukhesth, Tushya, Ukth, Ushanger, Vibhav, Vimarsh, Yajnakit, Yavisth

ZAMORIAN NAMES

Zamorian names are Ukranian, Middle-Eastern or Greek in tone.

FEMALE ZAMORIAN NAMES

Ada, Amelia, Anina, Antonia, Avrela, Bohdanna, Charita, Darusia, Demetria, Eugenia, Fialika, Flora, Kalyna, Klara, Ksenia, Lesia, Lusia, Maryna, Maya, Michaelina, Nadia, Nyssa, Olha, Olesia, Olia, Onopriy, Orysia, Petrina, Petrunia, Posya, Raya, Rostyslava, Roxoliana, Savina, Solomea, Svitlana, Tamara, Tatiana, Ulianna, Vitalia, Voldomyra, Zoryana

MALE ZAMORIAN NAMES

Abuletes, Andriy, Arkadiy, Artanes, Bartakes, Bohdan, Cyrus, Demetrius, Diodor, Eriakes, Feliks, Gervais, Harpagus, Havrylo, Hnat, Isadore, Kilya, Lev, Maksym, Marian, Mykola, Oleh, Oles, Ostap, Pariskas, Radoslav, Ruslan, Sergius, Severyn, Stahir, Taras, Toma, Tosya, Varsilio, Vitaliy, Vladyslav, Volodymyr, Yara, Yaroslav, Yazdates, Yuriy, Zenon, Zoryan

ZINGARAN NAMES

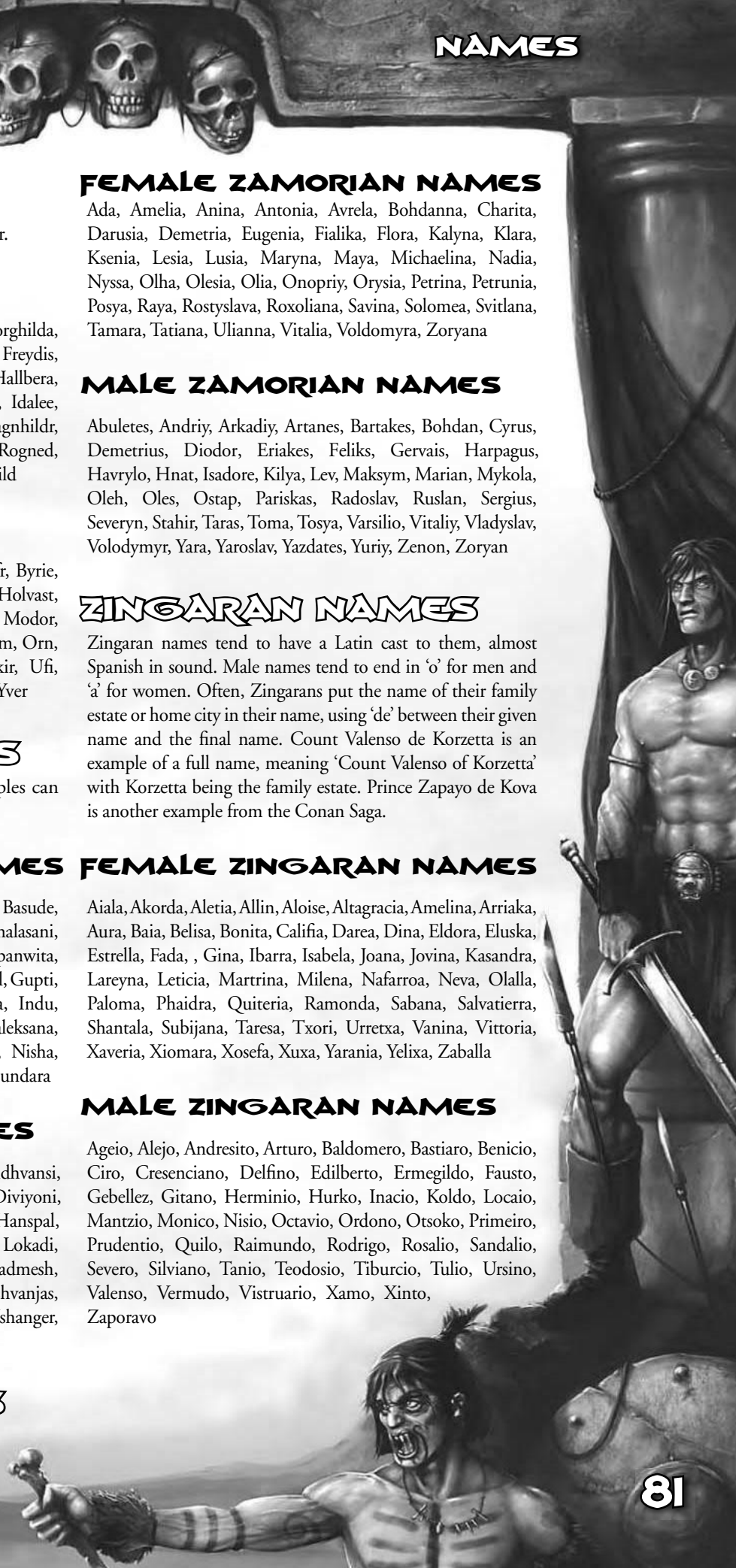
Zingaran names tend to have a Latin cast to them, almost Spanish in sound. Male names tend to end in 'o' for men and 'a' for women. Often, Zingarans put the name of their family estate or home city in their name, using 'de' between their given name and the final name. Count Valenso de Korzetta is an example of a full name, meaning 'Count Valenso of Korzetta' with Korzetta being the family estate. Prince Zapayo de Kova is another example from the Conan Saga.

FEMALE ZINGARAN NAMES

Aiala, Akorda, Aletia, Allin, Aloise, Altagracia, Amelina, Arriaka, Aura, Baia, Belisa, Bonita, Califia, Darea, Dina, Eldora, Eluska, Estrella, Fada, , Gina, Ibarra, Isabela, Joana, Jovina, Kasandra, Lareyna, Leticia, Martrina, Milena, Nafarroa, Neva, Olalla, Paloma, Phaidra, Quiteria, Ramonda, Sabana, Salvatierra, Shantala, Subijana, Taresa, Txori, Urretxa, Vanina, Vittoria, Xaveria, Xiomara, Xosefa, Xuxa, Yaranja, Yelixa, Zaballa

MALE ZINGARAN NAMES

Ageio, Alejo, Andresito, Arturo, Baldomero, Bastiaro, Benicio, Ciro, Cresenciano, Delfino, Edilberto, Ermegildo, Fausto, Gebellez, Gitano, Herminio, Hurko, Inacio, Koldo, Locaio, Mantzio, Monico, Nisio, Octavio, Ordono, Otsoko, Primeiro, Prudentio, Quilo, Raimundo, Rodrigo, Rosalio, Sandalio, Severo, Silvano, Tanio, Teodosio, Tiburcio, Tulio, Ursino, Valenso, Vermudo, Vistruario, Xamo, Xinto, Zaporavo





Noble Titles

WHERE DO YOU STAND?

A noble character needs something more than just a name. The character needs a title. According to the character class, the character receives the 'title' ability with a few vague suggestions for a title. This section is for Players who want a little more to go on, or whose characters have political aspirations and want to rise through the ranks somehow. Sometimes it is just nice to know who outranks whom. Who does the noble have to be nice to and who can he snub with impunity? This section is designed to help out these Players and Games Masters.

These titles are listed in order of precedence.

HYBORIAN TITLES

HYBORIAN ROYALTY

These are titles for members of Hyborian royalty. These titles are not suitable for a low level Player Character noble.

King: A king is the head of state for a kingdom. It is an inherited title most of the time, although a few stalwart adventurers have been known to usurp the title; King Conan of Aquilonia is the best known usurper in the Hyborian age. They are absolute monarchs, although they do have duties they see to in order to retain their power. Their duties solidify their power but force them to long periods of hectic activity. Kings cannot just sit in their favourite castle and expect to wield supreme executive power. Although servants, spies, knights and messengers provide ways of exerting authority from a distance, nothing is more impacting than the physical presence of the king. If a king is to maintain or expand his authority, he must possess ceaseless energy and vigilance in all of his relationships and on his frontiers. He must be suspicious of his intimates and continually travel his kingdom.

Sovereign kings rank above vassal kings. Kings are styled 'Majesty.' When one addresses a king initially it is 'Your Majesty' but afterwards the address is 'Sire'.

Ambassadors: Ambassadors have whatever Wealth they had in their home kingdom but they are granted Social Status 4 in Hyborian nations regardless of their wealth.

Arch-Clergy of Highest Patron God: In most Hyborian nations, Mitran clergy of this ranking are known as Fathers and Adepts of the 1st Circle (see *Conan Faith & Fervour* for more details). They are styled 'Your Grace' and are titled as the 'Most Revered Lord'. For example, the archpriest of Mitra in Aquilonia is called The Most Revered the Lord Father of Tarantia Dexitheus; he has Social Rank 4 and Wealth 4 (his statistics can be found in *Conan Aquilonia, Flower of the West*). Brythunia and Koth (which do not have Mitra as a patron god) have different stylings. Zingara, although not fully a Hyborian nation, uses the Hyborian styling.

Arch-Clergy of lesser patron gods: In Aquilonia, this includes Hadrathus, the High Priest of Asura. In Nemedra, this includes the Acheronian-descended Kalanthes, the Speaker of Ibis.

Siblings of the King: The brothers and sisters of a king, if they were also the sons or daughters of the prior king, retain the Prince or Princess title and the appropriate styling. Otherwise the brothers and sisters of a king are usually just styled Lord or Lady if they have no other title in their own right. Note that in Turan, the king usually kills his brothers, so this is not an issue.

Crown Prince: The heir to a king is styled 'Royal Highness'. The wife of the crown prince is titled Princess and styled 'Royal Highness' as well, unless she is a Peer and already has a title and style in her own right. The son of the heir is also a prince and styled a 'Royal Highness'.

Grandchildren of Royal Family: Children of royal children are usually just styled Lord and Lady if they have no other title in their own right.



Lord Steward or Lord Chamberlain of the King: The Lord Steward (or Lord Chamberlain) is the custodian of the King's Seal, an advisor to the King, and is responsible for the efficient functioning of the King's royal courts. Most Lord Stewards are clergymen, as literacy and great learning is key for this appointment.

Nephews and neices of the King: Nephews and nieces of the king are usually just styled Lord or Lady if they have no other title in their own right. If they were not of noble blood before, they are eligible to take the Noble Blood feat as soon as their uncle ascends the throne.

Queen: The legitimate wife of a king is a queen. Queens are styled 'Majesty'. When one addresses a queen initially it is 'Your Majesty' but afterwards the address is 'Ma'am'. A reigning queen functions as a king, and her husband is not allowed a styling due to his marriage (the husband of a reigning queen is not the king). The widow of a king is a Dowager Queen. The wife of king is a Consort Queen.

Uncles and aunts of the King: Uncles and aunts of the king are usually just styled Lord or Lady if they have no other title in their own right. If they were not of noble blood before, they are eligible to take the Noble Blood feat as soon as their nephew ascends the throne. Their Social Status has virtually no bearing on their Wealth rank.

Viceroy: A title of viceroy is not used in many Hyborian age nations. It is used when a noble or soldier rules a province in the name of the king, and is more of a hired administrator than a feudal lord.

Younger Children of Royal Family: Titled as princes and princesses, most younger children of the royal family are usually styled 'highness,' retaining 'royal highness' for the crown prince and princess royal. The eldest daughter is titled the Princess Royal and is styled 'royal highness' just like the crown prince; this style is held for life, so even if the reigning king or queen changes, there cannot be two Princesses Royal in any given kingdom.

HYBORIAN PEERAGE

Duke: A duke is the highest ranking noble outside of royalty in Hyborian kingdoms. The wife of a duke is a duchess, as is a woman who rules a duchy in her own right. Royal dukedoms are titles given to the sons and daughters of kings and are styled 'Royal Highnesses.' From there, dukedoms are hereditary, although the styling of a duke who is not the son of a king is 'his Grace, the Duke of (name of duchy)'. When conversing with a duke, one begins with, 'my Lord Duke,' and continues speaking to him





as 'Your Grace'. When conversing with a royal duke, one begins with, 'Sir,' and continues speaking to him as 'Your Royal Highness'. This rank is not suitable for beginning noble Player Characters.

Marquess: The rank of marquess was originally granted to Nemedian counts who guarded border regions (also known as marches). The protection of a realm's marches gave the counts additional prestige and power and eventually they were given their own distinct title. Aquilonia does not use the Marquess title, although the counts of Gunderland are applying pressure for the creation of the form already in use in Nemedi. The barons of the Westermarck are also pressing for the distinction. Unless the title is a courtesy title for the heir of a duke, a marquess is styled 'The Most Honourable,' and in speech is referred to as 'Lord' or 'Lady.' While still referred to as a lord, the heir of a duke is not permitted the 'the Most Honourable' styling'. This rank is not suitable for beginning noble Player Characters.

Count: A count is a military title somewhat equivalent in social standing to an earl, functioning as a military governor. They are appointed by dukes or by the king. The title is not traditionally hereditary (it is sometimes hereditary in Aquilonia, almost never in other Hyborean nations). The title can either be honorific (without lands attached) or the title can confer military power over a region (a countship or county). Count Trocero of Poitain fits into this latter category; he is the feudal overlord over the entire region of Poitain, answering only to King Conan. A count (or countess) is usually challenged in power by high clergy of Mitra in Hyborean kingdoms. A count is styled 'lord'. This rank is not suitable for beginning noble Player Characters.

Heir of a Duke's Family: The eldest son of a duke is often given the honorific title of marquess, unless there is already a Marquess with the same territory name, in which case the courtesy title is earl, count or viscount, depending on availability of the title. This rank is not suitable for beginning noble Player Characters.

Earl: An earl is a royal governor. They have full authority over their regions and the right of judgement in the provincial courts, both of which are powers delegated to the earl by the king. During times of war, the earls are the leaders of the king's armies. They are entitled to keep one third of all the moneys collected on behalf of the king (known as a third-penny). The wife of an earl is a countess, as there is no feminine form for earl. An earl is

usually styled 'lord'. A countess, either as the wife of an earl or as a countess in her own right is styled 'lady' (the husband of a countess in her own right does not receive titles due to the marriage). This rank is not suitable for beginning noble Player Characters.

Heir of a Marquess' Family: The heir of a marquess is often given the honorific title of earl or count, unless there is already an earl or count with the same territory name, in which case the courtesy title is viscount, depending on availability of the title. This rank is not suitable for beginning noble Player Characters.

Member of a Duke's Family: The daughters and younger sons of dukes prefix *Lord* or *Lady* as an honorific title to their first names (not their last names).

Viscount: A viscount may use his surname or a place name for his title. The proper style is 'Viscount (insert surname)' or 'Viscount (insert surname) of (insert name of viscounty)'. In speech, a viscount is addressed as Lord or Lady.

Heir of Earl's Family: The heir of an earl or count is often given the honorific title of viscount.

Member of a Marquess' Family: The daughters and younger sons of marquesses prefix *Lord* or *Lady* to their first names (not their last names).

High Clergy of Patron Gods: For Hyborean nations (other than Brythunia and Koth) and Zingara, this includes the Bori and Sun-Courier rankings of the Mitran religion (Adepts of the 3rd and 2nd Circle, respectively). See *Conan Faith & Fervour* for more details on Mitran rankings.

Baron: A baron is a generic feudal title. A woman of this rank is a baroness. If the title accompanies land, that land is known as a barony. Powerful barons may hold power over several baronies. If the title does not accompany feudal land, then it is a courtesy title. Unless the title is a courtesy title, a baron is styled 'the Right Honourable the Lord/Lady (insert name of barony).' In speech, a baron is referred to as Lord (insert name of barony) or Lady (insert name of barony). A courtesy baron is simply styled 'Lord' or 'Lady'. Courtesy barons and baronesses are not allowed the 'Right Honourable' style. 'My Lord' and 'My Lady' are also allowed. The husband of a baroness in her own right is not given a style. Currently, most (if not all) the lands in the Westermarck are baronies, although many of the barons are pressing for the Marquess title.



HYBORIAN GENTRY

Household Officers of the Royal Family: These offices include Commissioners of the Great Seal, Treasurers of the Household, Comptrollers of the Household and the Master of the Horse.

Heir of Viscount's Family: The heir of a viscount's family may given the honorific title of Baron and in speech is referred to as 'Lord' or 'Lady'.

Member of Earl's Family: The younger children of earls use 'the Honourable,' except for the daughters, who are styled 'Lady' and in speech are referred to as 'Lord' or 'Lady'.

Heir of Baron's Family: The heir of a baron's family is usually the eldest son of the baron, although he may designate another as his heir. He may be given the baronet title as a courtesy at the option of the baron or baroness.

Knights of the Highest Order: A Knight of the Highest Order is a member of a chivalric order established by a monarch and presided over by the monarch. An example of a *Knight of the Highest Order* in the Hyborian age would be Aquilonia's Black Dragons. Knights of the Highest Order are styled 'Sir'.

Lord Chief Justice: The Lord Chief Justice is the second most powerful judge in a Hyborian kingdom. He presides over the royal court. He is styled 'Lord'.

Master of the Rolls: The Master of the Rolls is the third most powerful judge in a Hyborian kingdom. He keeps and maintains the records ('rolls') of the royal court. He is styled 'Lord' and is often given a courtesy title of Baron.

Judges of the High Courts: These are the judges who assist the Lord Chief Justice and the Master of the Rolls. They sit in judgement over trials of peers. They are usually given the honorific title of Baron and styled appropriately.

Knight Bannerette: This is a feudal knight who serves a feudal lord and leads a company of troops under his own banner. He usually owns a manor or several manors. The knight bannerette made by the feudal lord in person is almost always done on the field of battle. A Knight Bannerette is permitted to send a proxy to fight for him (and satisfy his feudal obligation) so long as his standard is also present at the battle; however, he needs the king's permission to do this. A Knight Bannerette is styled 'Sir.'

Member of a Viscount's Family: All children of viscounts use 'The Honourable' styling attached to their first and surnames and in speech are referred to as 'Sir' or 'Madam'.

Member of a Baron's Family: The children of barons and baronesses are styled 'The Honourable (insert forename and surname)'. They do not use the name of the barony as their parents would. In speech a member of a baron's family is referred to as 'Sir' or 'Madam' even if the member does not hold a knighthood.

Baronet: A baronet is a hereditary title above most knighthoods but below the peers. A baronet is styled 'sir' but is not a knight. A baronetess in her own right is styled 'dame' but the wife of a baronet is styled 'lady'. All baronets have a territorial designation in order to distinguish the baronets who have the same name, such as Baronet Kiev of Vulpine Manor.

HYBORIAN KNIGHTLY TITLES

Knights Bannerettes not made by the king in person: This is a feudal knight who serves a feudal lord and leads a company of troops under his own banner. He usually owns a manor or several manors. He was usually made a knight by nobility less than royal. This title is not inheritable.

Knights of the Middle Order: A Knight of the Middle Order belongs to a chivalric order ordained by a Peer. Knights of the Middle Order are styled 'Sir'. Robert E. Howard did not establish any orders of this ranking, so Games Masters should feel free to create their own orders.

Knights of the Second class of the Middle Order: A Knight of the Second class of the Middle Order belongs to a chivalric order ordained by the Clergy of Mitra. Knights of the Second class of the Middle Order are styled 'Sir'. Robert E. Howard did not establish any orders of this ranking, so Games Masters should feel free to create their own orders.

Knights of the Lesser Orders: A lesser order is an honorific badge presented to certain knights during festivals. The knight is authorised to display the insignia but that is all there is to the order. This category also includes knights in the personal entourage of Peer or member of the Gentry.



Knights Bachelor: A knight bachelor has been knighted by a king but is not a member of an order of knighthood. He may or may not have been of noble birth – the prerequisite is an ability to arm himself and to comport himself with honour in the name of a liege lord. The knight bachelor does not fight under his own banner but under that of another. This title is not inheritable. A knight bachelor is styled ‘Sir’. This is the most ancient form of knighthood in the Hyborian age. A knight bachelor is generally not permitted a proxy to fight in his stead unless the knight is unable to fight due to physical ailments or age.

Judges of county courts: These are the judges that sit on manorial courts. They are styled ‘Honourable’ but have no particular title.

Eldest sons of the younger sons of Peers: If the eldest son of a peer’s younger son does not have his own title in his own right, he is little more than a commoner in the eyes of most nobles. He has a slightly higher amount of social power because of his connections but he receives no courtesy title or honorific style.

Heir of a Baronet’s Family: The heir of a baron’s family is the eldest son of the baronet but is not officially given the title until recognised by his liege lord as having the title. The heir of a baronet has the right to be knighted on his 21st birthday in Aquilonia, Nemedra and Koth. This right has been revoked in Brythunia, Ophir and Argos.

Heir of a Knight’s Family: Unless the heir earns a title in his own right, the knight’s family members are commoners in all respects. The heir, however, is often able to become a squire and earn his knighthood. Particularly powerful and/or wealthy knights may be able to extend that honour to his other children.

Member of a Baronet’s Family: Unless the family member earns a title in his own right, the baronet’s family members are commoners in all respects.

Member of a Knight’s Family: Unless the family member earns a title in his own right, the knight’s family members are commoners in all respects.

HYRKANIAN TITLES

Khan: A khan is the equivalent of a Hyrkanian king. A khan is the leader of a tribe of Hyrkanians. He retains the same constraints the ba’atut have in regards to wisdom, courage, generosity and luck. Nomads simply do not respect weak or dishonourable leaders. If a Player Character loses his code of honour, he also loses all Hyrkanian followers.

Ba’atut: The Ba’atut are Hyrkanian nobles. In theory, a noble who organises a huge horde may name his clan the *altan uruk* (golden clan) and be considered greater than the nobles (on par with Hyborian royalty) but that has not happened yet during the Hyborian age. A Hyrkanian noble must display courage, wisdom, generosity and luck in order to lead. Keep in mind that courage does not equal stupidity. A retreat is not a cowardly manoeuvre for the nomad. Wisdom encompasses more than simply the Wisdom ability score, and includes factors such as high levels of Sense Motive, Spot and other Wis-based skills. A leader is expected to ensure that no member of the tribe starves unless everyone in the tribe is starving. If a leader proves to be an idiot, a coward, a miser or seriously unlucky, then that leader will be exiled, if not killed. Nomads simply do not respect weak leaders or dishonourable leaders. If a Player Character loses his code of honour, he also loses all Hyrkanian followers.

Orlok: The orlok is the general of all a Khan’s armies.

Keshik Tumen: The guardsman *tumen* is the captain of all ten thousand guardsmen. He is essentially the general of the Khan’s guard, second only to the Khan. He carries the title of *noyan*. His cap or helmet is lined with the most exotic fur that can be found.

Keshik Mingghan: A keshik *mingghan* is a captain of thousands of guardsmen. He carries the title of *noyan*. The khan personally appoints this position to the person of the best ability, with no regard to gender, age or social status. Their caps or helmets are usually lined with man-ape fur.

Keshik Jagun: A keshik *jagun* is a captain of hundreds of guardsmen. He carries the title of *noyan*. The khan personally appoints this position to the person of the best ability, with no regard to gender, age or social status. Their caps or helmets are usually lined with sable fur.

Keshik Arban: A keshik *arban* is a captain of ten guardsmen. Their caps or helmets are usually lined with silver fox fur.



Keshik: A keshik is part of a khan's personal guard. A common keshik outranks an ordinary army *tumen*. Their caps or helmets are usually lined with monkey fur.

Tumen: A *tumen* is a captain of ten thousands. He carries the title of *noyan*. The khan personally appoints this position to the person of the best ability, with no regard to gender, age or social status. Their caps or helmets are usually lined with monkey fur.

Mingghan: A *mingghan* is a captain of thousands. He carries the title of *noyan*. The khan personally appoints this position to the person of the best ability, with no regard to gender, age or social status. Their caps or helmets are usually lined with badger fur.

Jagun: A *jagun* is a captain of hundreds. Their caps or helmets are usually lined with fox fur.

Arban: An *arban* is a captain of ten. Their caps or helmets are usually lined with wolf fur.

Tarkhan: The minor nobility forming the semi-professional backbone of the Hyrkanian army. Their caps are usually lined with dog fur.

Nökud: The *nökud* are free-warrior retainers of Hyrkanian *noyan* or *báatut*. Their caps are usually lined with goat fur.

KHITAN TITLES

Emperor (God-King): The Emperor of Khitai rules as a god-king. He is the head of the cults in Khitai, so he usually has sorcerous powers in addition to his noble lineage. His power derives from his lineage, so it falls to him to make sure his ancestors are worshipped by the people as gods. If the people feel he is no longer supported by the ancestors or the spirits, he will be overthrown.

Crown Prince: The heir apparent to the throne, the Crown Prince is normally the eldest son of the Emperor and the Queen Consort, although this is not always the case. The Emperor usually consults his high ministers for advice on who to name the Crown Prince. The Crown Prince is not named a Yixing Wang (and loses such title and lands if he already is one) but lives with the Emperor. The position is dismissible at the whim of the Emperor.

Tongxing Wang: The wang is the title for a prince – he is essentially a king but of the same family as the emperor, usually sons or brothers of the emperor.

Yixing Wang: The wang is the title for a vassal king who is from a different family than the emperor, usually a gong with so much wealth that he declares himself a wang.

G ng z : A g ng z is any son of a king no matter what his rank or title actually is.

Gong: The Khitan equivalent of a duke or prince, a gong rules a large domain with an impressive number of troops. A gong is at the top of the Zhuhou class.

Hóu: A hóu is the Khitan equivalent of a marquess. This is also the title of lesser sons of gongs.

Bó: The equivalent of a count or earl, a bó follows the hóu in precedence. This is also the title of lesser sons of hóu.

Z : A z is the Khitan equivalent of a viscount. This is also the title of lesser sons of bó.

Nán: A nán is the Khitan equivalent of a baron. This is the lowest rank of the Zhuhou. This is also the title of lesser sons of z .

Qingche Duwei: The Qingche Duwei are members of the qing (gentry) and rank below the Zhuhou nobles. They are comparable to generals who have been decorated in battle.

Qi Duwei: The Qi Duwei are members of the qing (gentry) and rank below the Zhuhou nobles. They are comparable to a Commander of a Knightly Order.

Yunqiwei: The yunqiwei are members of the qing (gentry) and rank below the Zhuhou nobles. They are military officers and adjutants.

Enqiwei: The enqiwei are members of the qing (gentry) and rank below the Zhuhou nobles. They are equivalent to a knight.

Daifu: Daifu are the ranks of merchants and physicians.

Shi: Shi are Khitan farmers and craftsmen.

Shumin: Shumin are the commoners of Khitai.

Note: Any female member of the nobility (Zhuhou) is simply called *gongzhu*, which means princess. The only exception is the Queen



Consort of the Emperor. The social ranking of any particular *gongzhu* is the same as her husband or a step lower than her father.

VENDHYAN TITLES

King: The king is the ruler of all Vendhya. Bunda Chand was King of Vendhya at the beginning of Robert E. Howard's *The People of the Black Circle*.

Devi: The Devi is the sister of the King; currently Yasmina, from Robert E. Howard's *The People of the Black Circle*. She is the highest ranking female noble in the Vendhyan hierarchy.

Prince (Vant): The rulers of the various principalities of Vendhya are known as Princes or Vants. They may or may not be directly related to the royal family.

Wazam: A wazam is a noble that has grown old in the royal court.

Governor (Shan; Samanta): A governor is the head of a smaller Vendhyan fiefdom; not large enough to be a principality but large enough to be important.

Raja Rai-i-Rayan Bahadur: The Raja Rai-i-Rayan Bahadur is the first rank of nobility below a governor. It may or may not have land attached to the title. A governor may give this title to members of his family along with some administrative or military duties.

Nizam: These are the titles by the heads of the major Kshatriya families. They are descended from older ruling families.

Wali (General): Wali are the generals of the armies.

Begum: Begum is the wife of a governor.

Jagirdar: A Jagirdar is a Sardar who has been granted a small amount of land (called a Jagir) due to his military service. He rules the region and collects income from it but he is required to live at court and appear before the king twice per day. This is not a hereditary title

and may even be as short as a few years, depending on the merit of the Sardar and the deed he performed. A Sardar Rana is usually granted a life-long Jagir.

Sardar: A Sardar is an army chieftain.

Raja Rai Bahadur : A Raja Rai Bahadur is a minor noble, usually in charge of some troops but sometimes is an honorific given to a trusted retainer or a lord in charge of a bit of land.

Raja Bahadur : A Raja Bahadur is a minor noble, usually in charge of some troops but sometimes is an honorific given to a trusted retainer or a lord in charge of a bit of land.

Raja: A raja is a minor noble, usually in charge of some troops but sometimes is an honorific given to a trusted retainer or a lord in charge of a bit of land.

Rana: A Rana is a ceremonial title given to military heroes. It moves people up one rank above where they were before but does not necessarily imply any additional duties or benefits. The title may be appended to any of the above ranks, giving them slightly better precedence (i.e. a Sardar Rana ranks above a Sardar but is of the same social rank).

Rai: This is an aristocratic retainer of a higher noble.

Lancer: This is a Kshatriya soldier.

ZINGARAN TITLES

Upper Nobility: These include the Barons, Counts, certain Viscounts and vassals. The rents of various free towns are given to the barons and counts by the king to ensure they can support an adequate number of knights. They are descended from the bravest and proudest of Zingaran knights back in antiquity, usually dating to the Hyborian invasion. They are exempt from corporal punishment and they have the right of trial by their peers. They must, however, serve the king's army for two months of the year. They must serve longer if the king pays their expenses. These ranks of nobility are hereditary only. The king is forbidden from granting anyone this rank.



Baron: The barons held the largest land grants, followed by the counts.

Counts: A Zingaran count holds the next largest land grants.

Viscounts (Sons of Barons and Counts): The viscount hangs on the bottom rung of the upper nobility ladder.

Lesser Sons of Upper Nobility: These are vassals who can command at least five knights. They receive land from the king in return for military service. Their tenure is hereditary but the king can alienate their land at will.

Middle Nobility: These titles are hereditary to a point – they are hereditary for the life of the king. Each king has the right to appoint his own viscounts, comitores and vasvessores, although he often just reappoints the existing ones for the most part just to avoid unnecessary conflict. The current state of Zingara, however, is a nation with no king, so this rung of nobility is the most unstable for the moment.

Viscounts: The viscounts serve the counts. Viscounts of the middle nobility are the highest noble title a king can grant someone.

Comitores: Comitores are the noble aids of viscounts.

Vasvessores: The lowest of the middle nobility include the vasvessores, who are vassals to the counts and comitores.

Knights: Knights are nobles or soldiers who command at best a single castle or manor. A knight is expected own a wife, have children and possess a horse. He is also expected to have arms. Originally a knight was the vassal of the king but now they are allowed to be the vassals of the upper and middle nobility. His and his

household are excused from municipal taxation should they enter a city or live within their jurisdiction.

Esquires: Esquires are those with grants enough to enable them to support a horse and arms. They are frequently vassals of the knights. Merchants who become wealthy enough or have aided the king or a baron may be granted this title. They are exempt from taxation but are bound to serve for three days a year in the case of war. Esquires who fail to take the field when summoned by their knightly lords may be fined heavily. Some knights allow the esquires to make a payment to the knight of some sort in exchange for not enforcing military duty.





Tips on Roleplaying in the Hyborian Age

As fans of Robert E. Howard, there is an interest in playing a 'Howardian' character in the game, but what exactly does that mean? How is a Howard-style character different from a standard fantasy character? Race is unimportant when deciding to play a character in a Howardian style. Although Robert E. Howard did not possess the slightest hint of racial political correctness, his characters come from all races and walks of life. Conan was Cimmerian. Bran Mak Morn was a Pict. Valeria was Hyborian. All that mattered was what one did with one's life. Thus, a character's attitude toward life takes the centre stage with a typical Howard hero. Howardian characters take the advantage whenever possible, are self-sufficient, uncommonly strong, curiously lucky, immediately action-oriented, primal, larger-than-life, and above all, they refuse to submit themselves to anything or anyone.

SKILLS AND INTELLIGENCE

Skills in *Conan the Roleplaying Game* are far more important than in typical fantasy role-playing games. The characters will not have hordes of magic items decorating themselves to boost abilities and skills. Howard's characters tend to be uncommonly intelligent. Intelligence is more important in this setting, especially for a warrior, than it is in many other settings. One of the high points of *Conan the Roleplaying Game* is the way bonus skill points for high intelligence is handled. Bonus points may be spent on *any* skill as if they were class skills, including rank caps. Suddenly, an intelligent character can truly exceed the capabilities of a lesser character. The intelligent character can be cross-trained into anything. Assign at least a 12 into Intelligence to your character if you want to play a character in the Howard vein. Anything less than a 12 strays from the Howard character template.

Howard's characters are self-sufficient and skilled in many things. Take

advantage of *Conan's* fantastic skill point system. If a Player Character needs a skill to survive, then find a way to get ranks in it. Also, if the skills chosen somehow add to combat, all the better.

COMBAT-ORIENTED

Conan the Roleplaying Game tends to be combat-heavy, which is in keeping with Robert E. Howard's stories. Build a character with this in mind. Strength is vital toward a combat-oriented character. Save for finessing an attack, Strength is the single most deciding factor in a combat, controlling attacks and damage, as well as commanding the ability to puncture armour. Unlike many other roleplaying games, your characters will probably not have magic weapons to boost damage or help in pressing a successful attack. Of course, finessing is good, but unreliable. Be confident that your character can rip through lesser forms of armour rather than hoping the die roll is high enough to allow an armour bypass. If a character is to be a finesse warrior or an archer, be sure to build up Dexterity and Strength in order to maximise both hitting opportunities and damage.

FATE POINT USE

Howard's characters are also individuals of uncommon luck. *Conan the Roleplaying Game* captures this aspect perfectly with Fate Points. Use them. Fate Points are such an incredible departure from the realm of standard fantasy roleplaying game fare, allowing the characters to stand up strong against situations. If a character dies with unused Fate Points, the character gave up. Use the Fate Points now. Saving Fate Points for tomorrow is a recipe for death today. If the expenditure of a Fate Point can help; use it. Howard's characters worry about later when later arrives. They worry about *now* only.



ACT IN A SITUATION

Robert E. Howard's characters *act* in a crisis. Despite their intelligence, they do not waste time thinking a situation through. They plough through situations quickly, preferring an instinctive action *now* instead of a thought out plan *later*. Even if an immediate action causes death, such is preferable to wasting time and energy. In *The Hour of the Dragon*, when Zenobia presented Conan with a chance to escape, Conan did not waste time weighing the pros and cons of trusting this unknown girl; he acted. If it was all a trick, he'd kill her then. If a Howard character is presented with a possible action, he takes it. If the choice is between a violent death now or submission for a chance to escape later, the Howard character opts for the violent action *now*. If a Howard character is captured and brought before the captor and offered the choice between death and life, the character begins to deal out death. He will take out as many people as he can before he himself is overcome. A Howard character cannot be captured and forced to undergo quests for the benefit of the captor. The Howard character will attack his captors at the first available opportunity, even if it means his death. He refuses to submit. Howardian characters are wild and uncontrolled.

PRIMAL

Even a casual glance at Howard's stories reveals the primal nature of his characters. They are described with animal metaphors, such as wolf, tiger and panther. Try to force a wild tiger to do something it does not want to do. Be prepared for fight if you do. Describe your character with such animal motifs. Conan himself is constantly described as wolfish, and his actions described as pantherish. Conan's alias during his tenure with the Black Corsairs was Amra the Lion. *Conan the Roleplaying Game* already has done some of this description with combat manoeuvres such as *pantherish twist*. The Howard character is not tame; he is wild and does not submit to anything but his own whims and desires.

LARGER THAN LIFE

A Howardian character has a recklessness and a larger-than-life quality crucial to the atmosphere of the Hyborian Age. Howard's characters are forthright and honest. They are not prudent. They do not hold their tongue. They speak their mind and refuse to submit to social conventions or political correctness. Robert E. Howard does not endow his characters with any sort of social consciousness; these characters are not on the side of peace, equality, social

reform or even social welfare. They are not men given to whining about social and political woes. So many characters in standard fantasy roleplaying games are concerned with such petty things. Role-players of such characters give them common faults and common concerns to make them more 'human.' Robert E. Howard's characters are not men of common failings, shortcomings and fears. They are larger-than-life, driven personalities, determined to win no matter what. All of them, even the civilised characters, are wild, endowed with elemental personalities. They are uncontrollable and, short of death, unstoppable. They will climb any height to succeed. They will delve to the lowest depths to succeed. For an example, Bran Mak Morn essentially made a deal with demons in order to succeed in *Worms of the Earth*. Another example comes from *Red Nails*: 'He was trapped like a wolf. If he had had his sword he would have hewn off his leg and crawled across the floor to slay Tascela.' Be assured that Conan would have hacked off his own leg to succeed. Whatever it takes, a Howard character is willing to do it. Death is preferable to surrender – especially if it is an enemy's death.

CONVICTION

A Howard character does not submit to a common life with a common job and common drudgery. Life for a Howardian character is vital and urgent: a life lived for the moment, not for the security of an unnamed future. It is only by fighting for success that greatness can be achieved. The characters of Robert E. Howard have a conviction to live life on their own terms, or not at all. This impressive conviction is probably the greatest gift a Player can give to his Hyborian Age characters.

NOTE

None of the advice offered here need to apply to all Players or even to all Player Characters. The tips here are offered for those who are seeking a character who comes across as being fairly true to the atmosphere and characters of Robert E. Howard, those who want to play a character as Howard might have written the character if he had the chance.





The Reins of Power

TOPPLING AN EMPIRE

'When I overthrew the old dynasty,' he continued, speaking with the easy familiarity which existed only between the Poitanian and himself, 'it was easy enough, though it seemed bitter hard at the time. Looking back now over the wild path I followed, all those days of toil, intrigue, slaughter and tribulation seem like a dream.'

Robert E. Howard, *Phoenix on the Sword*

One of the facets of the Conan saga is the story of a young barbarian leading a wild path to overthrow an ancient dynasty and rule one of the great Hyborian nations. Player Characters may want to do the same. This chapter offers Players some advice on how to overthrow an existing Hyborian age government, take rulership, and then run the kingdom, getting involved in national crises, diplomatic messes and, of course, wars. The same rules apply even to taking over a pirate ship from its captain. It is a game of power that is played at any time a character wants to replace an authority figure with himself.

RISING TO LEADERSHIP

A character's Reputation score is key to gaining power. Someone no one has ever heard of is not likely to assume control of much, at least not without a sponsor with a high Reputation. Even Conan needed Yasmela's sponsorship to achieve command of Khoraja's armies in *Black Colossus*. Player Characters will need to find ways to influence those in power. Unless the Games

Master is willing to intercede and give a Player Character command (as an oracle essentially did for Conan in *Black Colossus*) any given Player Character will have to work hard. One cannot just kill the king and take his crown. All that will get a person is a crown – and a short-lived ownership it will likely be, unless that person has powerful allies supporting the usurpation. There are many ways to rise to leadership. Four common ways to gain power are presented here:

MARRIAGE

Marriage is a common means to achieve a level of power and is a powerful political tool. When a man marries a woman, she is brought into his family and both have the power to influence the other's family.

CRIME

A character who gains a manor or province through evil means is in a precarious situation because there is nobody that character can trust. A character who wins a kingdom through criminal behaviour must act fast and then gradually give benefits to the people so the benefits are appreciated. Characters who win a kingdom through criminal means suffer modifiers to Reputation equal to the harm perceived by the people to have been done (see the Temporary Reputation/CHA-skill Modifications table), then the criminal lord may slowly undo those modifiers, dropping them rank by rank until the people have finally accepted him.

This table can be used to modify either Reputation or Charisma-based skill checks (Games Master's Discretion) based on your actions toward a nation, person or population.



TEMPORARY REPUTATION/CHA-SKILL MODIFICATION TABLE

Harm or Aid	Temporary Reputation/CHA skill Modification	Example
Epic Harm	-20	Destroying a nation's economy or a race's ideals
Major Harm	-10	Killing a prominent and beloved figure
Considerable Harm	-5	Significantly harming a manor's profit margin; attacking a prominent figure
Minor Harm	-2	Injuring a group's efforts in an area
Inconsequential Harm	-1	Aggravating a notable figure
Inconsequential Aid	+1	Establishing a good working relationship
Minor Aid	+2	Doing a favour for a group
Considerable Aid	+5	Helping a group deal with a considerable problem; rescuing a caravan from bandits or a ship from pirates
Major Aid	+10	Thwarting a plot to severely damage a group; incredible heroism
Epic Aid	+20	Fulfilling a prophecy, saving a nation, expelling or killing a usurper or unpopular king

POPULAR SUPPORT

If the common people or the nobles support the character, the path to becoming a ruler is easier. The people do not want to be oppressed, so if the character promises freedom, he may successfully influence the people, causing him to be appointed a leader. The nobles want the right to oppress others, so if the character promises to enhance the nobles' ability to oppress others, the character may instead choose to influence the nobles, perhaps causing them to appoint the character the leader. Characters gaining power through the actions of the nobles suffer a permanent -5 to initial Diplomacy or Intimidate checks because the nobles will feel the character is indebted to them. See the Temporary Reputation/CHA-skill Modifications table for possible modifiers for reactions of people and populations after the take-over efforts have begun. Acquiring powerful Allegiances may be helpful here.

COUP D'ÉTAT

By taking command of the military, a character may simply overthrow the government, as covered in the next section.

OVERTHROW OF A GOVERNMENT

'There's no limit to what we may accomplish! We have eleven thousand men now. In another year we may have three times that number. We've contented ourselves, so far, with raids on the Turanian outposts and the city-states to the west. With thirty or forty thousand men we'll raid no longer. We'll invade and conquer and establish ourselves as rulers. I'll be emperor of all Shem yet, and you'll be my vizier, as long as you carry out my orders unquestioningly.'

Robert E. Howard, A Witch Shall Be Born

The overthrow of a government, often referred to as a coup d'état, during the Hyborian age is usually violent. Usually only the top power figures are replaced but the political and economic system as a whole does not change;





for example, when Conan overthrew King Numedides of Aquilonia, Conan simply became the new king and put his own lackeys into positions of power. Conan did not dismantle the feudal system nor did he institute a new form of government, such as a republic or theocracy.

This section covers the groundwork for a coup d'état. A true revolution, an overthrow of the entire political and economic system of a nation, is beyond the scope of this work but could be handled using this work as a base to start from.

A coup d'état usually involves some level of control over at least some portion of the military – usually while keeping the uncontrolled portions of the military neutralised – and uses this portion of the military to capture or kill leaders, seize control of important locations and consolidate their position. For example, someone wanting to overthrow King Conan may start a Pictish uprising to occupy loyal troops while disloyal troops move in on Conan's position. A self-coup d'état happens when a leader usurps power normally not his (often declaring these powers 'emergency powers' to deal with some crisis), such as when a feudal lord declares he is now a dictator. A coup d'état ultimately succeeds if the usurpers manage to claim a legitimacy that is accepted by the populace and/or military.

STEP ONE: A CAUSE

If a character intends on taking over a government, that character must stand for a cause. People will not follow a leader to usurp power just because the leader wants power. The would-be leader must support a cause supported by his hoped-for followers. Although just about anything can be a potential cause for an overthrow, there are five primary causes for a mass uprising: changes in the wealth gap; rising inflation; increasing taxation; external crises; and religious causes.

CHANGES IN THE WEALTH GAP

People become uneasy with the gap between the rich and poor increases radically or quickly. If the gap looms ever larger (the rich get richer and the poor get poorer), then the poor become less stable. If the gap closes too much (the rise of the middle class or a wealthy merchant class that is neither peasant nor noble), the wealthy

become insecure. By taking command of the unstable element and promising to correct whatever is upsetting them, a character may start spending social power over that segment. By declaring the cause, that character gains influence (bonuses to Diplomacy checks) over the upset segment of society.

RISING INFLATION

Inflation hurts in a feudal economy. Feudal rents tend to be fixed, so a noble's income is relatively fixed. A noble's tastes, on the other hand, tend to increase toward more and more luxury. As populations increase, inflation increases, which effectively decreases a noble's fixed income. Thus, inflation motivates the nobles to illegally raise their rents, cheat and steal from the peasants and use armed force to simply take what they want. Both segments of society are unhappy and unstable and an enterprising leader can declare a cause on this platform, gaining influence (bonuses to Diplomacy checks) over one or the other segment of society.

INCREASING TAXATION

Kings and feudal lords need money to finance wars and build castles. Some kings devalue currency by cutting coins with less precious metal in them, resulting in inflation and higher taxes. The peasants are usually the ones who bear the brunt of this problem, so a potential usurper can declare a cause on this platform, gaining influence (bonuses to Diplomacy checks) over the peasants.

EXTERNAL CRISIS

Famine, plague and war tend to crush the lower classes, making their lives unstable. A leader can declare a cause on this platform, gaining influence (bonuses to Diplomacy checks) over the poor of society.

RELIGION

Religion teaches behaviour and reinforces society. Religion is a powerful tool in the hands of a leader. The visionary leader can use religion to keep the peasants from actively seeking out solutions to their problems by promising rewards in the afterlife in exchange for their travails today. It simply is in the nobles' interest to promote a religious conviction in the peasants and working classes that their current suffering will lead to great rewards later so the workers do not actually try to overcome the true sources of their problems.



A change in religion upsets cultural behavioural norms and shakes society. Religion tends to make everyone unstable if there is any sort of upheaval. King Conan decreed religious freedom for Aquilonia, which is an opportunity for others. By reducing the amount of social power the temples of Mitra have and increasing the social power of other temples, this upsets the status quo of Aquilonia. Someone could try to take up the cause of Mitra and rally the religious to fight Conan the Usurper.

STEP TWO: GATHER POWER

Unless the character plans on using mercenaries for your military coup d'état, he needs to gather power. The character needs to find ways to spend Social Power on potential allies to influence or force them to support his leadership. The character can then influence the insiders to pressure the king to make mistakes or, if the character wishes to rule from behind the scenes, to accept the character's decisions as his own. The character gathering power causes social unrest to give himself influence.

STEP THREE: HAVE A PLAN

Failing to plan is equivalent to planning to fail, or so the old maxim goes. That rule of thumb works here as well. Without a plan, a character cannot succeed because those the character is attacking plan to keep their power.

DO NOT JUST KILL THE KING

One of the least successful ways to overthrow a government is to assassinate the king out of nowhere. Just managing to get an audience with the King Tiridates, then whipping out a hidden weapon and slaying him will not make a character King of Zamora unless one has done a lot of background work and has a lot of support. Just killing the king and picking up the crown will leave the nation with zero legitimacy and the character probably will not survive when the legitimate heirs arrive.

USING MERCENARIES

Mercenaries are great for fielding a large army that your social power otherwise does not permit. The downside of using mercenaries is that the character must keep them on



the payroll after the coup d'état or he risks being left alone amid a nation of enemies. It will be an easier path to tread if the character manages the coup d'état with allies on the inside than to just barge in with a force of mercenaries. Furthermore, the use of mercenaries to maintain power gives characters a -5 penalty to any Reputation and/or Charisma-based skill checks against the population because they are seen as unable to handle the people on their own.

STEP FOUR: ONCE POWER IS ATTAINED, KEEP THE POWER

Leaders need to be careful of who is trusted and whom he gives power to. Leaders need to maintain their Reputations and never appear weak or indecisive. Gaining key Allegiances is vital at this stage. Remember, it takes a rather small number of people to actually conduct a coup d'état, but it does take a large force to actually occupy a land. Conquer fast and small, then bring in or use vast numbers to occupy the land.





Sorcerers Great & Small

CURSES

DREAM CURSE

PP Cost: 10 points

Components: V, S, F

Casting Time: 10 minutes

Range: Magical Link

Targets: Seven people

Duration: See text

Saving Throw: See text

Prerequisites: *Lesser ill-fortune, visions of torment and enlightenment*

Magic Attack Roll: Sets DC for target's Will saving throws

This curse ultimately kills a victim by picking up velocity through several intermediate persons, who may very well end up mad by the time the spell has run its course. You choose seven people; you must have a Magical Link to all of them. The seventh is the victim intended to die.

The first victim must make a Will save set by your Magic Attack Roll. If that victim makes a successful save, that victim is spared and the spell passes to the second, and so on until someone fails the saving throw (if all seven successfully make their saving throw, the spell is negated). Upon a failed save, the victim will have a horrific nightmare during sleep. The nightmare ends with a vision of the next victim in the chain. The nightmare leaves the character fatigued upon waking and suffers 2 points of Wisdom damage. The character must then make another Will save or tell the next person in the chain the dream. The character will make all arrangements to reach the next victim, feeling inexplicably compelled to search out the next person in the link. The character will not willingly tell another person the dream, but if compelled, the character must first make a successful Will save to do so. If the victim cannot tell the next person in the chain, or simply does not, the

dreams recur nightly with the same effect as before, with continued Wisdom damage. If a character drops to zero Wisdom, that character gains a permanent major insanity, even if the Wisdom damage is reversed (see *Conan the Roleplaying Game* for insanity rules). By telling the next person in the chain, the curse ends for that victim and is passed onto the next.

Once the next victim in the chain hears the nightmare, that victim must make Will save against the original value plus the magic attack bonus +1 of the first victim! As the nightmare passes along the chain of victims, it grows more and more powerful, as each person adds his or her magic attack bonus, plus 1, to the save. The nightmares change slightly with each new victim, growing longer and longer, as well as more powerful. In this manner, a sorcerer can target someone likely to resist his spells by sending the spell through weak-willed flunkies to build its power.

For example, Achmet huios Seireim the Oneiromancer wants to kill King Conan but believes Conan will resist his spell. Achmet also does not want to actually travel to Aquilonia and put himself in harm's way by obviously targeting Conan with a spell. Through nefarious means, Achmet acquires seven magical links from people, allowing him to create a chain of targets. His first target is a 4th level Aquilonian soldier on the Westermarck frontier. Achmet rolls a 16 on his magic attack roll and adds +4 for being 8th level and +2 for having a 15 Cha, for a score of 22. The soldier has a +2 to his Will save (+1 Will save, -1 Wis modifier, +2 code of honour modifier). He fails his saving throw and suffers nightmares. He is driven to tell the nightmare to his noble liege, a noble/soldier 4th/2nd. He travels to Poitain, against orders, to contact his liege lord and tells him the dream. The soldier's magical attack bonus is +1, modified by a +1 for a 12 Cha. The spell adds another plus one to the attack. The liege lord must save against a 25 to avoid the dream (22 initial, +2 soldier's magic attack, +1 spell modifier). The liege lord fails the save and starts having dreams and must pass the dream onto a friend of his in Count Trocero's court. This friend must save against a 31 (25 +1 magic attack bonus +4 Cha +1 spell modifier). By the time it reaches Conan's ears, the save DC will be considerably higher and much more difficult for Conan to resist.



If a victim can be compelled to tell the nightmare to someone other than the person last seen in the dream, then the curse will be broken and the magic will dissipate. Also, the curse ends if the sorcerer dies before its completion.

Focus: The focus for this spell is the seven Magical Links.

Adventure Hook: This spell could turn Player Characters into unwitting assassins when they feel compelled to tell the dream to some prince, princess, lord, lady, queen or king of someplace.

ENSLAVED BY THE SPIDER-GOD OF YEZUD

PP Cost: 8

Components: V, S, M

Casting Time: 10 minutes

Range: Evil Eye

Target: One creature

Duration: Instantaneous (see text)

Saving Throw: Will negates, and see below

Prerequisites: Magic attack bonus +6 or higher, *awful rite of the were-beast*

Magic Attack Roll: Sets DC for target's saving throw

This dire ritual permanently changes a human into a soulless half-spider monster. The target may attempt a Will-saving throw to completely negate the effects. The mental change is instantaneous, but the physical changes take hours to complete. Little black shadowy spiders are summoned and they crawl over the victim for hours, painfully pulling and tugging the victim into his new form. During the physical change, the victim is undergoing such torture that he can do nothing but writhe in pain and, sometimes, scream. If the sorcerer is killed before the physical change is complete, the changes do not continue, nor do they regress.

PHYSICAL CHANGES

The new slave of the Spider-God undergoes several physical changes.

Size & Type: The victim becomes a spider-human hybrid, with attributes of both species. He retains his size and becomes humanoid (augmented).

Speed: The victim grows two more sets of arms/legs and his existing arms and legs take on an arachnid-humanoid hybrid shape. The victim gains a climb speed equal to his land speed.

DR: The victim gains an outer carapace, giving him a +2 bonus to DR.

Attacks: Despite being an eight-limbed

monster, the victim does not gain extra attacks by virtue of this spell; however, it does gain a bite attack useable during grapples and is considered to have multiple legs when determining grapple attacks.

Special Attacks: Poison, web (see statistics for Giant Spider in *Conan the Roleplaying Game*).

Special Qualities: The victim gains Darkvision 60 ft., tremorsense 60 ft, wide-vision (+4 racial bonus to Spot and cannot be flanked), immunity to Hypnotism spells.

Abilities: +6 Dex, +2 Con, -8 Int

Skills: +8 bonus to Climb (use Dex bonus for Climb, not Str; may always take 10, even when rushed or threatened), +8 bonus to Jump

If the sorcerer has the Ritual Sacrifice feat, he gains Power Points as though he had sacrificed the target of the spell, assuming the target fails his save and becomes a horrible monster. The magical energy released by this horrific transformation is at least as great as that released by killing the target outright.

The creature altered in this way is at least partially under the thrall of the priests of the temple, and will attempt to remain within 500 feet of the temple or the sorcerer who casts this spell at all times. However, any time the sorcerer gives the target a direct order he must make a magic attack roll against the target's Will save to compel him to obey. If the target succeeds in saving, he is temporarily released from the sorcerer's command for 1d6 rounds, after which time he may attempt another Will save. Success on this save means he is permanently released, though he is still a repulsive monster; failure means he is once more under the sorcerer's thrall. At any time, the sorcerer can elect to permanently release the creature from his thrall, though again, he cannot reverse the spell.

Most sorcerers thus use this spell to create guards or just cause mischief, rather than in the hope of creating a legion of permanent servants; the risk of losing control is just too great, and few abominations created by this spell will hold back if they get a chance to attack their erstwhile master. However, for the sorcerer who rarely calls on his creations to carry out a direct order, they can make a useful escort or guard complement, perhaps for many years.

Material Components: Smoke-powders worth at least 50 sp, plus Various rare essences and herbs to a value of 100 sp.

Focus: An idol of the Spider-god of Yezud at least 5 feet by 5 feet in size.



GLIMPSE OF A SORCERER'S SOUL

PP Cost: 6
Components: V, S
Casting Time: 1 minute
Range: Evil Eye
Target: One living creature
Duration: Instantaneous
Saving Throw: Will negates
Prerequisites: *Lesser ill-fortune, visions of torment and enlightenment*, magic attack bonus +6, at least 7 points of Corruption and/or a major insanity
Magic Attack Roll: Sets DC for target's Will and Corruption saving throws

The caster of this spell not only has intimate knowledge of the Outer Dark, true Corruption of the soul and secrets man was not meant to know, but he also has the ability to force others, against their will, to see what he has seen, to know the unspeakable knowledge that man was not meant to know and suffer devastating effects of glimpsing the things that lurk in the Outer Dark. Those who fail their saves lose their will to fight, and lose their resistances to that which was once known to them, and often go mad (or, upon accepting these visions, become Corrupt themselves). Upon a failed save, the target suffers a -10 morale penalty to all attacks, checks and saves, a -5 penalty to Wisdom for 20 minutes, and must make a Corruption save, suffering either madness or Corruption from viewing the naked soul of the sorcerer.

PERDURABLE EXCRUCIATION

PP Cost: 30
Components: V, S, F
Casting Time: 1 hour
Range: Magical Link
Target: One living creature
Duration: Permanent (or Mortal)
Saving Throw: Will negates
Prerequisites: *Lesser ill-fortune, agonising doom*, magic attack bonus +7, ritual sacrifice, tormented sacrifice, permanent sorcery
Magic Attack Roll: Sets DC for target's Will saving throws

Unless the victim succeeds at a Will save, the victim's body is twisted and wracked forever with excruciating pain, rendering the victim helpless – but

eternally alive. The spell sustains the victim so there is no need for food, drink, or air. The subject doesn't even age, insuring an eternity of unmitigated torture. The subject takes 1 point of ability damage to each ability score each day until all scores are reduced to 0 (except Constitution, which stays at 1). The subject cannot heal or regenerate. The subject is completely unaware of its surroundings, insensate to anything but the excruciating pain.

Note: if the scholar does not have the Permanent Sorcery feat (from *Conan The Scrolls of Skelos*), then the spell has a duration of Mortal.

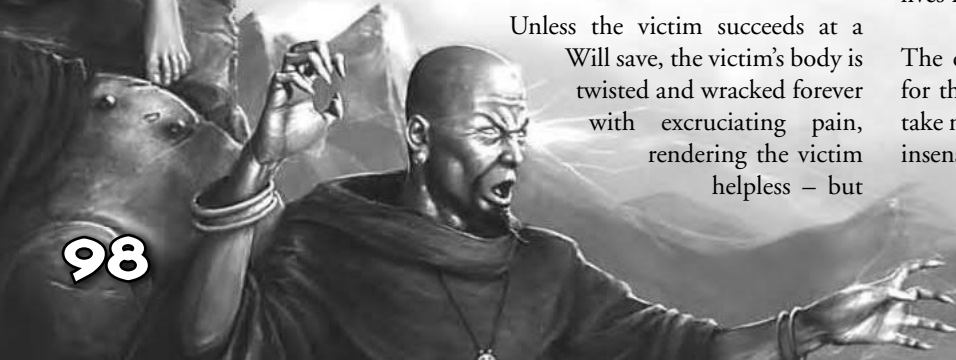
Adventure Hook: Player Characters may need information from a victim of this spell and may have to travel to distant lands to find someone capable of ending it – or will have to negotiate with the sorcerer who cursed the informant in the first place.

DIVINATION FAR MEMORY

PP Cost: 2 points
Components: M
Casting Time: 10 minutes
Range: Personal
Targets: Self
Duration: Varies
Saving Throw: None
Prerequisites: *Astrological prediction or shamanic ecstasy*

You go into a trance to search for answers by examining the buried memories of your previous lives. This is most appropriate when looking for answers for ancient mysteries and is of little help for anything younger than yourself. You dig through reincarnation after reincarnation, looking for a version of yourself that knows the answer. You relive the appropriate moments. Perhaps you want to know how an undead villain originally died, or what happened to an ancient ruin. You may have been involved, or witnessed the event, or heard current events concerning the mystery. Through this spell, you either relive the relevant moment or you witness the event as though through a visions spell. Either way, you have a 75% chance to gain insight into your current mystery (there is always a chance your past lives never connected to the issue at hand).

The duration of the spell depends on how long it takes for the visions to unravel and reveal themselves. This can take minutes, hours or even days. During this time, you are insensate and unable to awaken from your trance.



Material component: This spell requires 1,000 sp value in herbs, incense and an amount of black lotus, which is burned and consumed during the casting of this spell.

Note: There is a 5% non-cumulative chance the caster can become addicted to his past lives. He becomes obsessed, per the rules for obsession in *Conan the Roleplaying Game*, and suffers the negative consequences for any day that he has not travelled into his own past, but gains the positive consequences for any day that he has done so.

WHISPERS FROM THE DEAD

PP Cost: 2 points

Components: V, S, F

Casting Time: 5+ minutes

Range: Personal

Targets: Self and one or more dead spirits

Duration: Concentration

Saving Throw: Will may negate (see text)

Prerequisites: *Astrological prediction* or *shamanic ecstasy*

By speaking to dead ancestors and other spirits from beyond the grave, you gain insight into the future. You to raise up a host of spirits (1d20), each of which must be individually addressed and placated before the desired shade appears to answer your questions. Summoning a dead spirit is far from a certain or trouble-free enterprise. The base chance

that the particular spirit desired will answer the summons is 50% + 1% for each experience level of the caster of the spell. This chance of success also depends on several factors (see the table below).

Regardless of actual penalties or bonuses, the chance of success never drops below 5% or rises above 95%. Even if the spell fails to summon the desired spirit, almost always the summoning will attract the attention of other (potentially hostile) spirits or undead creatures, either from the netherworld or the general vicinity of the caster. The chances of summoning a malicious undead are 5%, cumulative with every failed attempt by the same caster. Note that this spell in no way protects you (or those present at the casting) from the attacks of inadvertently summoned undead.

If the summoning is successful, any spirits in the area, as well as the desired spirit, materialise before you, incorporeal but visible (at least to you; Games Masters may decide if they are visible to others or not). Once the desired spirit is located in the group, the spirit's willingness to answer questions will first determine the effectiveness of the spell. If the spirit formerly had more hit dice than your current level of experience, the shade is entitled to a Will saving throw to resist the interrogation.

Provided that the spirit is agreeable, it can answer one question for every three levels you have (in any class). Summoned spirits tend to be evasive and cryptic. The Games

MODIFIER TABLE

Modifier	Condition
+5%	Caster is a shaman from an ancestor-worshipping culture
+5%	Caster can cast <i>raise dead</i>
+5%	Caster has 10+ ranks in Knowledge (arcana)
+10%	Caster is a member of a sorcerous religion or prestige class
+20%	Subject and Caster both members of the same sorcerous cult or prestige class
-30%	Subject is an enemy of the caster, either personally or racially
None	Subject dead for up to 1 week
-5%	Subject dead for up to 1 month
-10%	Subject dead for up to 1 year
-15%	Subject dead for up to 10 years
-20%	Subject dead for up to 100 years
-30%	Subject dead for up to 1000 years
-50%	Subject dead 1000 + years
-25%	Spell cast by day
None	Spell cast at night
+10%	Spell cast at full moon
+25%	Spell cast on a holy day associated with the dead
+10%	Ancestor of desired spirit present at summoning
-10%	Spirit previously summoned by same sorcerer within the last 30 days





Master may decide a spirit's knowledge is limited to what the spirit knew while alive, or it may have some knowledge of future events. Regardless, a spirit usually can be called upon to answer specific questions about the near future, regarding actions undertaken before the next nightfall, but anything more than that falls under the category of Games Master's caveat. The spirit will typically provide you with a useful piece of advice in reply to questions concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful.

The Games Master may also care to increase the chances of summoning a hostile undead (even if the spell succeeds) to reflect the caster's location and the tone of the campaign. Obviously, calling a beneficial spirit near the burial mound of a known spirit or outsider may bring both creatures to investigate the unusual summons.

Material Component: Incense worth at least 250 sp.

Focus: This spell requires a shallow pit filled with the blood from a slaughtered ram. The pit opens a symbolic link with the netherworld, while the blood serves to lure a spirit back into the world of the living. Note that the blood may also attract hostile undead (if the summoning fails).

HYPNOTICISM REVERSE LOYALTIES

PP Cost: 12 points
Components: V, S
Casting Time: 10 minutes
Range: Medium or Magical Link
Area: All living creatures in a radius of 30 ft. + 5 ft. per scholar level
Duration: 1 day plus 1 day per level, or until a certain task is completed
Saving Throw: Will negates
Prerequisites: *Entrance, mass hypnotic suggestion*, magic attack bonus +6
Magic Attack Roll: Sets DC for target's Will saving throws

This spell causes those who fail the Will save (DC set by your Magic Attack Roll) to regard you as the object

of their loyalties; they automatically have their Allegiance changed from a particular Allegiance to you. They accept logical military orders from you. For instance, they will break formations and turn on their former leader. They do nothing obviously fatal to themselves. Their loyalties have been magically switched, but are not magically maintained; if you take actions that make you less worthy of these newfound loyalties, they may desert (make a new save). When individuals within the subject group make their saves, they desert, but cannot convince others still under the spell to desert. Each subject has full memory of actions taken under this spell.

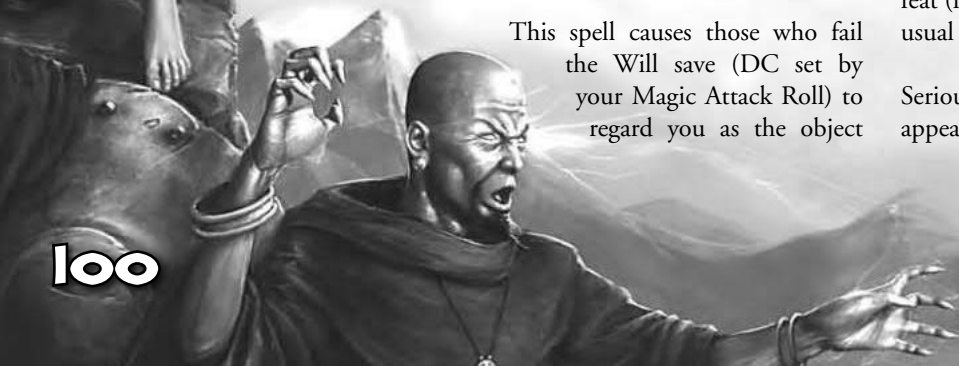
Adventure Hook: This spell is a good way to bring about a plot twist.

IMMORTALITY THE PICTURE OF CORRUPTION

PP Cost: 20 points
Components: V, S, F
Casting Time: 10+ minutes
Range: Personal
Targets: Self and one Portrait of Self
Duration: Until the portrait is intentionally damaged with intent to destroy
Saving Throw: None
Prerequisites: *Master-words & signs or demonic pact, witch's vigour*, Cha 15+

You cause an image of yourself to bear the burden of your years and your Corruption. You will no longer age or suffer the physical effects of Corruption; instead, the portrait will age and become Corrupt. The painting does not have to be a recent one – you immediately take on the physical appearance of the painting (if you use a painting of you made as a child, you will forever appear as a child). Once this is done, however, you will never be able to atone for your Corruption or lose Corruption. On the other hand, each point of Corruption earned hereafter grants you 1 bonus spell point. The portrait also becomes a Magical Link and it becomes an Obsession of the most powerful sort (see *Conan the Roleplaying Game* for rules on Magical Links and Obsessions). You may also take the Debaucher feat (from *Conan The Scrolls of Skelos*) without meeting the usual prerequisites once this spell is cast.

Serious wounds and scars will seemingly heal overnight, appearing on the picture instead. The burdens of your sins



will appear on the picture. The effects of drugs, alcohol and disease appear only on the portrait. If Left for Dead, you will successfully stabilise yourself. You cannot die of age, drug overdose or disease.

If you die, or the picture is completely destroyed, or even if the portrait is damaged with the intent to destroy it (such as stabbing it with a weapon), then the picture will return to normal, and all the consequences of your life will overtake your physical body. Depending on how bad those consequences are, you could die if the picture is destroyed.

Focus: A picture (either a painting or tapestry), image or statue of you (you cannot use the portrait of another).

NATURE MAGIC

SENDING OF SERPENTS

PP Cost: 5 points
Components: V, S
Casting Time: 10 minutes
Range: Long
Target: One room or chamber
Duration: Concentration plus one minute per level
Saving Throw: None
Prerequisites: *Summon beast, greater summon beast*, Knowledge (nature) 6 ranks

You fill an area with deadly snakes. Vipers appear in bedding, aspids in clothing, mambas from the beams overhead and so on. In a short amount of time, form a nauseating carpet of looping and wriggling life. The sheer number of snakes appearing from hidden places is disturbing, to say the least. Any living creature that begins its turn with a swarm in its square must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The serpent swarm almost always has surprise over its victims. A viper swarm has the following statistics:

Viper Swarm, Tiny Snakes: Huge Animal **Hit Dice:** 4d8 (25 hp); **Initiative:** +5 (+2 Dex, +3 Reflex); **Speed:** 15 ft., climb 15 ft., swim 15 ft.; **Dodge Defence:** 18 (+2 size, +3 Dex, +3 natural); **Damage Reduction:** 1; **BAB/Grapple:** +0/-11; **Attacks:** Swarm (1d4 plus poison); **Full Attack:** Swarm (1d4 plus poison); **Space/Reach:** 10 ft./0 ft.; **Special Attacks:** Poison, distraction; **Special Qualities:** Scent, swarm traits; **Saves:** Fort +2, Ref +5, Will +1; ; **Abilities:** Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2; **Skills:** Balance +11, Climb +12, Hide +18, Listen +8, Spot +8

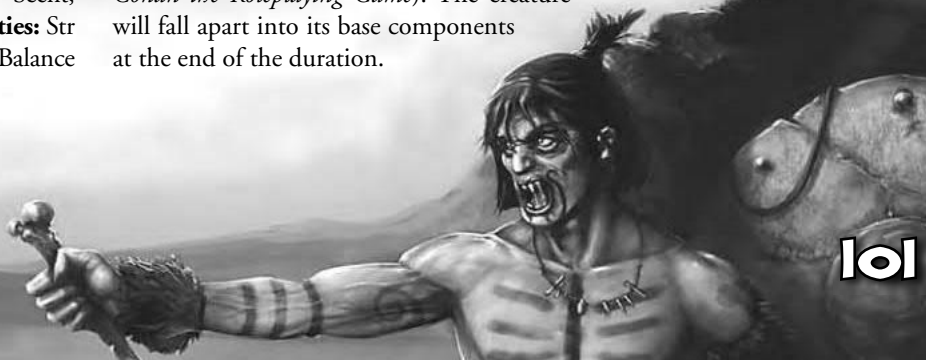
Viper poison causes internal haemorrhaging. Those struck by the vipers must make a Fortitude save (DC 11 for all sizes) or suffer immediate initial 1d2 Constitution damage each. A total of four saves will be required, once every two rounds (see *Conan the Roleplaying Game*, page 278). Envenomed characters will feel weak and faint, and will suffer from nausea and vomiting. The victim will perspire with cold sweat. Urine will become bloody and tissues around the wounds will die. Internal bleeding will increase. Some victims will drop into a coma. Breathing will become shallow until the internal organs break down, then breathing simply stops and the victim dies. Those who live through the bite of a viper generally require several days to recover.

NECROMANCY

CREATE HORROR

PP Cost: 6 points + 1 point per hit dice of the creation
Components: V, S, F
Casting Time: 10+ minutes
Range: Close
Target: One creature
Duration: Equal to your Magic Attack roll in minutes
Saving Throw: None
Prerequisites: *Greater Telekinesis, raise dead, bind demon*; Knowledge (arcana) +20 (not ranks, just overall modifier), magic attack bonus +7

This spell shows your complete mastery of life and death, for it creates the worst form of life, summoning it out of the things around you and forcing it to serve your whims. The body congeals from shadows and dust, sand, debris or bric-a-brac, or otherwise assembles from non-living materials around you into a horrific form. You then provide it with the spark of life by binding a spirit, life force or demon into it, creating something fundamentally *wrong*. The resulting aberration (see *Conan The Scrolls of Skelos* for a complete description of the aberration type) has a maximum hit dice equal to half of your magic attack roll; use the Created Horror table to determine the size and statistics of the creature (necromancers can create less powerful ones if desired). It will obey your verbal commands. Even though it is an aberration, it has no particular special powers although it does provoke a *Terror of the Unknown* check (see *Conan the Roleplaying Game*). The creature will fall apart into its base components at the end of the duration.





CREATED HORROR TABLE

Hit Dice (d8)	Size	Str	Dex	Con	Slam	Bite
1-6	Medium	10	14	12	1d4	2d6
7-12	Large	18	12	16	1d6+4	2d8+2
13-18	Huge	26	10	20	1d8+8	4d6+4
19-24	Gargantuan	34	10	24	2d6+12	4d8+6
25+	Colossal	42	10	28	2d8+16	6d6+8

The created horror has a base attack bonus equal to $\frac{3}{4}$ of its hit dice and the saving throw progression of a scholar. It does not have skills and has Damage Reduction equal to the Hardness of the materials that created it (if any, or if known) plus 2d4-5 (minimum 0). It is not immune to any particular attack form, and gets two slams and a bite attack if it takes a full attack action. It has base Defence progressions as a scholar.

PRESCIDIGATION

BLINDNESS

PP Cost: 4 points

Components: S

Casting Time: 1 standard action

Range: Evil Eye

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Prerequisites: *Greater telekinesis*, Sleight of Hand 9 ranks

Magic Attack Roll: Sets DC for target's saving throw

This spell blinds a victim by yanking his eyeballs out of his skull in a terrific display of telekinetic power; on a failed Fort save, the victim's bloody eyeballs fly from the skull into your waiting hands. The victim takes 2d12 points of damage and is permanently blinded. A target who makes his saving throw suffers severe eye strain and probably some burst blood vessels, taking 2d6 points of damage.

SUMMONINGS RITUAL EXECUTION BY DEMONS

PP Cost: 10 points

Components: V, S, F, M

Casting Time: 10+ minutes

Range: Close or Magical Link

Target: One living creature

Duration: See text

Saving Throw: None if the sun sets or eclipses during the casting of the spell; otherwise Will negates (see text)

Prerequisites: *Master-words & signs* or *demonic pact, summon demon*; Ritual Sacrifice

Magic Attack Roll: Sets DC for target's Will saving throws

This spell requires certain mystical herbs that emit a colourful smoke when burned. You must kill a goat by bleeding it. After the goat expires, the sky will take on a crimson hue. If performed correctly and the sun has set during the performance, the moon will also take on a crimson colour. Name your demon lord three times and an inhuman crackle of speech will be heard by all, yet nothing seen yet. The beatings of leathery wings will be heard and the coals will glow weirdly. Around the helpless victim a pool of blood will gather. Ghastly wounds will appear all over the victim, but nothing that could cause such wounds will be seen; at this point the victim is losing 1d3 Con per round. As the victim writhes in agony, when his Con reaches below 10, his skin will flay off and his muscle tissue will start to melt, turning into a black mass of tissue and blood; white splotches will appear and observers will realise these white things are the victim's bones becoming exposed. When the victim dies, the colour of the sky and



moon will return to normal and all that will be left is a skeleton lying amid a pool of liquefied tissue and bone. The victim is considered ritually sacrificed.

If this spell is timed so that the sun goes down during the casting, the victim receives no saving throw, otherwise the victim may make a Will save; if the Will save is made, the tormenting demons will not come and the spell will fail. If the spell takes effect, then the spell ends when either the victim dies or the sorcerer casting the spell dies, whichever happens first.

Material Components: One goat (or other animal holy to the demon); certain mystical herbs found in the jungles of the Black Kingdoms. These herbs usually cost around 100 silver coins per dose in the Hyborian kingdoms, a little less in Turan or Iranistan, a little more in Vendhya, and substantially less in Zamboula or Tombalku.

Focus: One cauldron or brazier to burn coals and herbs.

VARIANT SPELLS

Spells in *Conan the Roleplaying Game* should be given slight modifications to make each sorcerer unique. Perhaps your sorcerer's *agonising doom* spell does not cause black tendrils of power, but instead shoots out greenish lighting, or instead elongates the shadows around the victim, turning them into moaning, ghost-like forms that drag the victim's soul from him. Sometimes just adding variant additions to a spell can make a spell once deemed to be 'old-hat' into something fantastic and weird. Listed here are a few examples of how this can be done.

AGONISING DOOM

Agonising doom is a spell ripe for alteration. This version changes the Range to Touch, and Targets at most two creatures (one per hand). Instead of black tendrils of power, a mouth opens in the palm of each hand. This mouth is attached to the victim and it draws out the victim's blood, drinking it.

DOOM OF THE DOLL

Doom of the doll is a fantastic spell described in *Conan The Scrolls of Skelos*. The description allows for the doll to be burned, stabbed, cut, or crushed. This variant adds two new attacks to the spell description based on Robert E. Howard's short story, *Kelly the Conjure-Man*, which described a voodoo witch-doctor who used voodoo dolls.

- ✦ **Drowning.** As the doll is held underwater, so is the target. The target must make a Constitution check (DC 10) every round as he fights for breath. Each round the DC increases by one. When the character finally fails his Constitution check, he begins to drown. In the first round, he falls unconscious (zero hit points). In the following round, he drops to -1 hit points and is dying. In the third round, he drowns (dies).
- ✦ **Dissolution.** If the doll is made of something that will dissolve in water, then the doll can be held underwater and as the doll dissolves, so too does the target. The victim begins to slowly wither and fade away. He is dealt 1d10 + caster's level in damage each round. When the victim runs out of hit points, his body cannot even be found.

LOOKING FOR A PARTICULAR SPELL?

Sometimes one remembers an awesome spell yet later cannot remember which supplement the spell came from. Here is a list of all the spells from the 1st Edition supplements that can be used in 2nd Edition.





Spell Name	Sourcebook
Cosmic Sorcery	
The Time is Right (Basic)	<i>Scrolls of Skelos</i>
The Stars are Right	<i>Scrolls of Skelos</i>
Counterspells	
Dance of the Skull	<i>Across the Thunder River</i>
Hand of the Witch	<i>Free Companies</i>
Incantation of Fog and Shadow	<i>Free Companies</i>
Master Warding	<i>Scrolls of Skelos</i>
Ward By Will	<i>Stygia, Serpent of the South</i>
Ward of Anigmus	<i>Stygia, Serpent of the South</i>
Curses	
Blistering Squall of Evil	<i>Shem, Gateway to the South</i>
Curse of Broken Blood	<i>Pirate Isles</i>
Curse of Solnarus	<i>Shem, Gateway to the South</i>
Curse of the Hyena God	<i>Faith and Fervour</i>
Cursed Unto the Last Generation	<i>Hyboria's Finest</i>
Death Comes on Swift Wings	<i>Stygia, Serpent of the South</i>
Doom of the Doll	<i>Scrolls of Skelos</i>
Dream Plague	<i>Shem, Gateway to the South</i>
Foxing	<i>Free Companies</i>
Invocation of Xuthalla	<i>Scrolls of Skelos</i>
Life Leech	<i>Stygia, Serpent of the South</i>
Put Them Into the Swamp	<i>Across the Thunder River</i>
Shrinking Doom	<i>Scrolls of Skelos</i>
Wind's Hated Son	<i>Pirate Isles</i>
Divination	
Projection	<i>Scrolls of Skelos</i>
Seek the Broken Vow	<i>Hyboria's Fallen</i>
Shade	<i>Messantia, City of Riches</i>
Shamanic Ecstasy (Basic)	<i>Faith and Fervour</i>
Trace of the Blood-Worm	<i>Signs & Portents</i>

Spell Name	Sourcebook
Hypnotism	
Boundary	<i>Scrolls of Skelos</i>
Call of Damballah	<i>Across the Thunder River; Faith and Fervour</i>
Crimson Portents	<i>Across the Thunder River</i>
Dance of Atali	<i>Scrolls of Skelos</i>
Dream Dance	<i>Hyboria's Fallen</i>
Dreams of Ecstasy	<i>Free Companies</i>
Dreams of Horror	<i>Free Companies</i>
Dreams of Victory	<i>Free Companies</i>
Enslave	<i>Scrolls of Skelos</i>
Illusion	<i>Scrolls of Skelos</i>
Inviolate Oath	<i>Hyboria's Fallen</i>
Peacock's Beauty	<i>Hyboria's Fallen</i>
Seduction	<i>Hyboria's Fallen</i>
Swell	<i>Scrolls of Skelos</i>
Torment	<i>Scrolls of Skelos</i>
Voice of Power	<i>Scrolls of Skelos</i>
Voice of Power, Greater	<i>Scrolls of Skelos</i>
Walk of Shadows	<i>Stygia, Serpent of the South</i>
Immortality	
Eternal Youth	<i>Scrolls of Skelos</i>
Life Drain	<i>Scrolls of Skelos</i>
Unnatural Strength	<i>Scrolls of Skelos</i>
Vampire Transformation	<i>Scrolls of Skelos</i>
Witch's Vigour (Basic)	<i>Scrolls of Skelos</i>
Nature Magic	
Blood of Beasts	<i>Free Companies</i>
Bones of Life	<i>Scrolls of Skelos</i>
Choke Harbour	<i>Pirate Isles</i>
Child of the Waves	<i>Pirate Isles</i>
Control Magical Beast	<i>Scrolls of Skelos</i>
Control Monstrous Humanoid	<i>Scrolls of Skelos</i>



Spell Name	Sourcebook
Creeping Doom	<i>Stygia, Serpent of the South</i>
Fruit of Air	<i>Scrolls of Skelos</i>
Rage from Before Time	<i>Free Companies</i>
Snake Arrow	<i>Hyboria's Finest</i>
Summon Swarm	<i>Across the Thunder River</i>
Wrath of the Deep	<i>Pirate Isles</i>
Prestidigitation	
Animate Swords	<i>Scrolls of Skelos</i>
Animate Statue	<i>Scrolls of Skelos</i>
Magic Builder	<i>Scrolls of Skelos</i>
Necromancy	
Amenkuhn's Golem	<i>Messantia, City of Riches</i>
Blackblood Plague	<i>Messantia, City of Riches</i>
Corrupted Touch	<i>Free Companies</i>
Crawlers from the Mouth	<i>Stygia, Serpent of the South</i>
Derketa's Dhow	<i>Pirate Isles</i>
Desiccation	<i>Signs & Portents</i>
Drum of the Dead	<i>Pirate Isles</i>
Homunculus Communication	<i>Hyboria's Finest</i>
Legions of the Dead	<i>The Compendium; Hyboria's Finest</i>
Memories of the Dead	<i>Free Companies</i>
Opening of the Mouth and Eyes	<i>Stygia, Serpent of the South</i>
Plague of Flies	<i>Free Companies</i>
Scent of Rot and Fear	<i>Free Companies</i>
Simulacrum	<i>Hyboria's Finest</i>
Summon Essence	<i>Hyboria's Finest</i>
Taper of Death	<i>Stygia, Serpent of the South</i>
Transference	<i>Stygia, Serpent of the South</i>
Usurpation of the Soul	<i>Hyboria's Finest</i>
Zukala's Jest	<i>Hyboria's Finest</i>
Oriental Magic	
Mirror of the Tactical Mind	<i>Free Companies</i>
Mirror of the Strategic Mind	<i>Free Companies</i>

Spell Name	Sourcebook
Prestidigitation	
Banish Outsider	<i>Scrolls of Skelos</i>
Bind Demon	<i>Scrolls of Skelos</i>
Form Demon	<i>Scrolls of Skelos</i>
Loft to the Sky	<i>Free Companies</i>
Sea Witchery	
Blood and Water	<i>Pirate Isles</i>
Grip of the Deep	<i>Pirate Isles</i>
Jaws of Atlantis	<i>Pirate Isles</i>
Rolling Waves	<i>Pirate Isles</i>
Sense Currents (Basic)	<i>Pirate Isles</i>
Set's Blessing	<i>Pirate Isles</i>
Storm of Waves	<i>Pirate Isles</i>
Tentacles of the Deep	<i>Pirate Isles</i>
Bag of Demons	<i>Across the Thunder River</i>
Bottle Storms	<i>Pirate Isles</i>
Bottle Thunder	<i>Pirate Isles</i>
Call the Northern Wind	<i>Pirate Isles</i>
Call the Southern Wind	<i>Pirate Isles</i>
Knot Wind (Basic)	<i>Pirate Isles</i>
Sandstorm	<i>Shem, Gateway to the South</i>
Waterspout	<i>Hyboria's Fallen</i>
Whirlwind	<i>Hyboria's Fallen</i>
Wind's Death	<i>Pirate Isles</i>
Summonings	
Greater Possession	<i>Messantia, City of Riches</i>
Lesser Possession	<i>Messantia, City of Riches</i>
Spawn of the Black Heart	<i>Messantia, City of Riches</i>
White Darkness	<i>Faith and Fervour</i>





Hyborian Age Voices

PEOPLE AND CULTURES

The Nemedian savant Astreas, who travelled through the known world in a never-tiring quest for knowledge, interviewed several inhabitants of the various Hyborian age cultures. He wrote these interviews down and sent them to his friend Alcemides, a fellow-philosopher who remained in Nemedias. This series of interviews were recorded by Alcemides on clay tablets for posterity and placed among the Nemedian Chronicles. Only recently translated, we now can witness certain representatives of various Hyborian age people discuss themselves, their culture and their motivations.

MAGACH UI DALLAN OF CLAN SESGNE (CIMMERIAN)

I encountered Magach in Brythunia as he and his grandfather passed through a small village. The grandfather would not speak with me, but Magach was willing to talk over a flagon of Brythunian ale. Magach is tall, with piercing grey eyes and a wild mane of black hair. He is dressed in a saffron-coloured linen shirt that hangs to below the knee and a pair of woollen treads. A belt with a pouch wraps around the shirt. A fringed mantle hangs from his shoulders and he has a rather vicious-looking spear is at hand. His grandfather is dressed similarly, although his mantle is shorter and a rough sword hangs from his belt.

Who are you?

I am Magach ui Dallan, a warrior of Clan Ssegne.

Where are you from and what is the place like?

I am from the Ssegne clan in central Cimmeria. It is a land of everlasting forests and rugged hills under grey clouds.

I have heard of your people's raids into Hyborian lands. Tell me about your warriors.

Our warriors are the fiercest



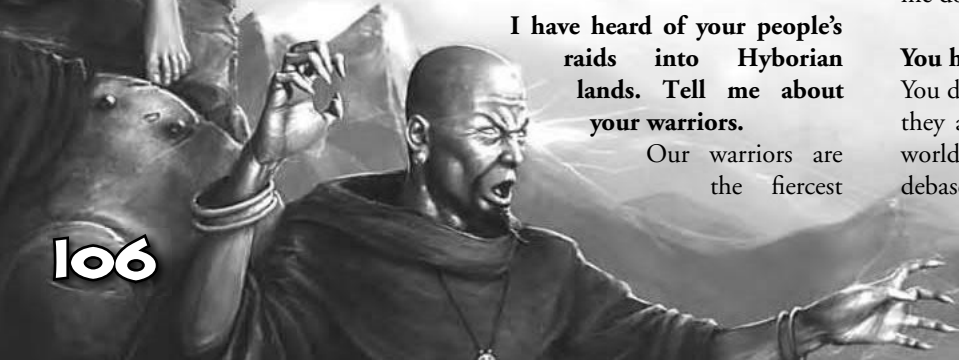
in all the world. We are toughened by our land so only the strongest survive, making us the most naturally gifted of all warriors. Battle is a way of life for us. We are not like the vain Æsir, nay, for we do not brawl when drunk or for sport; when we fight, we kill. Do not make an enemy of a Cimmerian lest you are willing to fight for your life. We do not hide behind armour, like the cowardly men of the south, nor do we fight from safety with hunting weapons, like the men of the steppe.

To whom do you pray?

I pray to no one. Prayer is for the weak. Let those who see me do the praying.

You have no gods?

You did not ask about gods. Of course there are gods, and they are powerful. Crom is the mightiest of all and the world trembles at his approach. No Cimmerian would debase himself to pray to Crom, though. Such a show of



weakness would anger Crom and Crom would send death to such a coward. We are here to do what we can, not to work for the gods. The gods have the power to do what they will, and have no interest in our doings. They take what they want without our help, and we follow their example. I take what I want from life without their help.

Then what is the point of worshipping a god if he does not care?

Bah! Do you not listen? I do not worship anyone or anything. Crom is god because he is. I am a man. I honour Crom because he gave me strength, but I do not worship him, much like you honour your father, but do not worship him. If I were to reach across this table and smack that flagon out of your hands, would you go to your father for help, or would you stand up and address me directly? Likewise, if life smacks a person around, that person needs to stand up and take care of the matter himself, not go bothering Crom with it. Such weakness leads to dependence upon others, and Cimmerians rely on themselves first and foremost.

What about family and clan? Can't you depend on them for help?

It does not work like that. I would never go to my clan and ask them to help me. That is weak. However, if my kinsman had hardship or a wrong done to him, then a hardship or wrong has been done to me. I would then stand up and take care of the matter, and all the clan would do the same, but no Cimmerian would ask for aid. If a Cimmerian actually asks, then no aid will come, for that man is weak and to be despised. He deserves what he gets.

My thanks.

You have bought me drink, and I have answered your questions.

GANTEI (HYRKANIAN)

I encountered Gantei on the road to Secunderam. She is a female warrior and is dressed accordingly. She wears a long, loose silk shirt as an undergarment. She wears a brown tunic over the silk shirt. The tunic is trimmed in light blue around the edges. Thick boots of leather without heels cover thick felt socks. Iron plates resembling fish scales are sewn into the boots. Over all of this, she wears a coat of lacquered leather strips and a leather helmet. Her helmet is trimmed in dog fur. She has a scimitar at her hip and a dagger strapped to the inside of her left forearm. She also carries an impressive bow and two savage lances. She would not get off her horse for the interview.



Who are you?

I am Gantei, a *tarkhan* serving Altan Chinu Khan, a great warlord. I directly serve Khudu Arban, who is my captain-of-ten. He, in turn, serves Chimbai Jagun, a captain-of-hundreds. He serves the *noyan* Belgutei Mingghan, a captain-of-thousands. I hope to gain the khan's attention and become a *keshik*, one of the khan's personal soldiers.

Where are you from and what is the place like?

I am from the Zarfhaana Steppes in the region you call Hyrkania. My tribe stays within a week or so of the Zaporozhets River, but occasionally we range as far east as Wuhuan and as far south as Secunderam. Only once in my life has my tribe moved as far north as Pah-Dishah.

You are a woman, yet you are dressed in armour.

Hyrkanian women are not pampered like the women of the West. We are trained in all military techniques and are just as capable on the battlefield as the men. We are expected to be loyal to anyone who wins us in combat, but that winning is no easy task. Our men do not subjugate us. We are the voice of wisdom; indeed, any man who would not listen to his wife is both unmanly and immature.

Are you married?

No. When I find a man I like, I will take him and he will have to acknowledge that he is now my





husband, or when a man decides he wants me for his wife, he will have to take me, and if he is successful, I will be his wife. He will have to beat me in combat to abduct me, though.

What are your warriors like?

We have no equal in battle. My entire life, as with any Hyrkanian, has been, is and will be a series of military lessons from my first horse ride to my last. Everything I have learned to survive is applicable to military use: hunting; tracking; riding; and herding. Every Hyrkanian who can ride is a soldier. As I said, we have no equal in battle. We are not after glory; we are after conquest. We do not fight for honour, we fight to win. Our discipline is greater than any other army in the world. We do not brag about what we intend to do – we just do it. I have seen warriors of the more ‘civilised’ nations threaten and bully, giving their foes time to prepare; not so the Hyrkanians. If we choose to attack, we do so without warning; our plans are made in secret. We are disciplined, but we also know how to think on our own. We are not blind.

To whom do you pray?

I worship the nature spirits of the world around me. I worship the spirits of lakes, rivers, mountains, forests and, as the most powerful of nature spirits, the Everlasting Sky.

Would you ever consider settling down and farming the land?

No. Digging into the soil and growing plants with the sole intention of harvesting them are attacks on nature. Attacking nature is a sure way to anger the spirits and bring down ill fortune upon the whole tribe. If you do not believe me, just ask the cities we have conquered. The spirits left them and they became weak – and our good fortune is their ill-fortune.

You despise civilisation then?

I despise what you *accept* as civilised. I see matters differently. Part of survival among us is basic politeness, something your people do not understand. It is called honour. We all know how to survive and contribute to our tribe; we do not steal from each other and take advantage of our own like your so-called civilised people. We respect each other’s reputations and do not sully them unjustly, or just to get a rise out of someone. We respect our food, not slop it around all over the place like you see those brutes over there doing. See that man pissing in the corner?

He would die if he were in Hyrkania; we do not piss in our homes. That woman over there cutting meat from the

spit over the fire? Do you see her? She is beheading the power of the flames and insulting the spirits. Your ‘civilised’ people are disrespectful to everyone and everything. All is interconnected, yet you do not see it, nor do you care that one thing affects another. We are not so blind.

**GNAEPOR AELIANUS
(AQUILONIAN)**

Gnaepor Aelianus is a serf in Aquilonia. He wore a brown woollen tunic with hose and leather boots. He had a long head and a shock of blonde hair and a heavy moustache. His skin was leathered from working in the sun all of his life as a farmer and beekeeper in one of the central regions of Aquilonian. I met with him during a festival in Nummus, a small village in the barony of Attalus.

Who are you?

I am Gnaepor Aelianus. I serve the Honourable Titus Aelius Luparius and labour as one of his beekeepers and farmers. Over there you can see my wife, Cassinia. She carries my grandson, Titipor Aelianus.

Where are you from?

I live on Corvinanus Manor, which is in the barony of Attalus and is a fief owned by Sir Aelius. Corvinanus Manor is not far from here. Sir Aelius is a lesser son of Viscount Titus of Scelius and is a Knight Bannerette of Lord Attalus.

In my travels, I have heard many say a Hyborian serf is just a slave. How would you respond to that?

I am no man’s slave. I owe Sir Aelius a labour obligation, nothing else. I tend to his bees and gather the honey. I also farm, harvest and transport crops from his fields. I tend to any of my master’s livestock and do any labour required on the manor. Otherwise I am my own man. I can buy, sell and possess land, and Sir Aelius cannot demand anything my priest says is immoral. I cannot be made to work on holy days and I do not need his permission to marry. If I do not wish to work, I may pay my lord in coin for that right. I even have the right to defend myself should someone, even my lord, attack me. A slave cannot do any of these things. In return, Sir Aelius has certain obligations toward me, such as protection. A lord owes nothing to a slave. I am content with my life; the responsibilities of nobility would weigh heavy upon me.

If you were offered castles and a title, you would refuse?

Yes. What do I know of castles and titles? I do not have the skills to move in those circles and provide for so many people. I would be afraid of attacks and whether my knights



and soldiers were loyal and so on. I know how to feed myself and my family, but I do not want the responsibility of feeding entire villages and protecting them from attack.

What are the soldiers like in Aquilonia?

They are the best trained, most loyal army in the whole world, especially the knights. They are a source of pride throughout the land. But our soldiers are more than just the brave knights. Have you seen our Bossonian bowmen? I witnessed a battle not far from here during Prince Arpello's short-lived reign. The Bossonians shoot like no other. The infantry is another source of pride for us. One of my sons serves Sir Aelius as part of his infantry. He is well-trained with both the pike and the sword. He says the infantry is disdained in other lands but he is proud to serve as infantry for Aquilonia, where his position is an honourable one. None can stand before Aquilonia's armies, as King Conan has proven more than once.

What is your opinion of King Conan?

He is king. My taxes are less than before, but otherwise my life is the same as it was under King Nemedides and King Vilerus. He is much better than Prince Arpello and Valerius, whose bloodlines are more noble than the barbarian usurper.

Do you fear Picts or Cimmerians?

In Attalus? I have never seen a Pict or a Cimmerian, nor even King Conan. It is clear that the usurpation of the throne by Conan was not a Cimmerian conquest. My son tells me that the Cimmerians are content to stay in the hills of Cimmeria if we but leave them alone. He says the Picts would also stay on their side of the Thunder River if we would stop pressing them. I seriously doubt the ability of either of those barbarian peoples to attack us outside of minor raiding. As recent history has shown, we have more to fear from the Nemedians or Kothians than from Picts and Cimmerians. Personally, I am far more concerned about Viscount Gabinius of Rebliana, a county a few miles to the south-east who wants this manor. He has conducted a few raids in the past months, but Sir Aelius has rebuffed him so far.

To whom do you pray?

I pray to Mitra, of course. He is the one true god and the judge of souls. On each day of the Sun, I travel to the Mitraeum in Nummus to worship. Without Mitra, we would have no honour. Those who reject the truth of Mitra worship devils, such as the damn Asurans. If Conan is to be faulted, it is for his rejection of Mitra as the true god – not just of the Aquilonians and other Hyborians, but

of all the world and of all the peoples in the world. I am a Soldier of Mitra. I make a monthly tithe to the Mitraeum in Nummus and I do not break the taboos. I do not add to the illusions of the world but bring truth to it.

MARIANUKET (STYGIAN)

Marianuket is a Stygian noblewoman and priestess. She has beautiful but haunting features. She has emerald green eyes accentuated with kohl. She was a bit awkward to speak to as she was nude. As I approached her, I thought she was wearing a tight, net-like dress, but that was painted on. Other than sandals, a necklace with a gold pendant, a gold chain about her hips, an armband of gold and a bracelet, she wore nothing but paint. Her body was completely shaved of hair. She wore a gorgeous wig, though, that was long and black. A gold band with a rearing serpent head confined her hair.

Who are you?

I am Marianuket, novice dancer priestess in the Harem of Set in Luxur, adept priestess of Derketo in Khemi, clothing inventory scribe of the temple of Derketo in Khemi, mistress of the secrets of the second chamber of the temple of Derketo in Khemi, keeper of the third mystery of Derketo, keeper of the first mystery of Hathor, Keeper of the first mystery of Set, daughter of Setem-h'et.

That is an impressive list of titles.

Power is found through the temples. If a person wants power, that person will find it by becoming involved with the temples. I want power. I want wealth.

Are you married?

Yes. I was married three years ago to a wealthy nobleman from an ancient family. I waited longer than most to wed; I was 15 at the time. He was 48. I have given him a son and a daughter.

Where are you from and what is the place like?

I am from Khemi in Stygia. It is the embodiment of Stygia, a great metropolis built around black castles and black temples.

Is it true that Stygia is a land of sorcerers?

It is a land of magic, true enough. Rituals define our lives and magic infuses our lives. This pendant I wear is a tiny scroll case containing a small papyrus with a charm written on it to ward off illness.

Our doctors are the finest in the world, known to be excellent observers. They study for years to





be able to practice medicine and learn the healing rituals and charms. I have spoken with foreign mercenaries who are actually afraid of their doctors; many of their soldiers die from infections caused by open wounds. Our warriors do not so suffer, for Stygian healers know the methods and spells to prevent infection.

What are your warriors like?

Our warriors are the greatest in the world. It has been centuries since anyone has even attempted an attack on Khemi, for such is the fear and regard others have for our army and navy. Our borders are the most secure in the world; all know this. Our army is ruthless and well-trained. Our nobles fight in chariots within the army to provide motivating examples for the soldiers fighting in the name of the Stygian gods.

To whom do you pray?

I pray to Father Set and to his whore, Derketo, primarily, but I would not dishonour any of the gods.

Why do you pray to an evil god?

Evil? Father Set? It seems to me that anything you do not understand is labelled 'evil.' The religion simply tells us what we need to do for life to be good

and what happens if we anger the gods. Are other religions different? As Stygians, we are expected to act in certain ways; does the Mitran religion teach something different in essence? Do we label your religions as evil? No; we do not care what gods you worship in your lands. If I were to travel to your Hyborian lands, would I see a Mitran temple and become violent toward the priests and worshippers? No, I would not. In those lands, Mitra is powerful and I am just a mortal. I cannot take on the gods, so I would go my way in peace, for to challenge any god in their home is foolish for a mortal.

I have heard Stygia is an oppressive culture. Do you fear for your life on a daily basis?

No. Again, I think you are guilty of fearing that which you do not understand. I have seen an Aquilonian map of the 'world.' The map of Stygia is wrong. The whole of the south is mapped wrong. You northerners are woefully ignorant of the south and this engenders fear in your hearts. Is our culture oppressive? It is simply our way. The desert is oppressive. The Styx is oppressive. Make a mistake in the desert and you will die. Make a mistake on the Styx and you will die. Make a mistake among my people and it is the same. Are we not a product of our environments and of the gods of those environments? The desert and the Styx are our teachers and they teach a harsh reality, but it is our home and we honour and respect our home. Fail in that, and you shall not last long.

PTEOREMURINNI (PELISHTIM SHEMITE)

Pteoremurinni is an *ashipu* healer from Asgalun. His hair is long and parted in the middle. Linen skirts and loose, floor-length linen robes with sleeves make up his outfit. A curved dagger hangs from his belt.

Who are you?

I am Pteoremurinni, the eldest son of Mannuki'pteorma. I am an *ashipu* healer, as was my father before me. Also like my father, I am known as a collector of art, beauty and valuables. My patients often pay me in such.

What is an *ashipu* healer?

I am an exorcist who uses incantations to drive demons away from my patients, often driving the demons into swine, sheep or statues, which are then destroyed. When a person falls ill, it is because his body has been attacked by a demon. These demons become trapped and must eat their way out, which destroys the body and causes illness. If the body cannot be made distasteful to the demon through medicine, then I must trick or persuade the demon to come out so the body may be healed.



Where are you from and what is the place like?

I am from Asgalun. It is known for its immortal wise men and bold *asshuri*. It is the place of Pteor's grandest temple, and one of the few natural harbours found in Shem. I have heard it said that Shemites are the greatest liars in the world, but people just misunderstand our language and our methods of story-telling. Many concepts we take for granted do not translate well into your barbaric tongues, so our allegories and symbols become lies to your ears.

You don't look like a nomad.

I am not! Shem is a double-faced nation. On one hand it is a bastion of civilisation, harbouring kingdoms with codified laws and strict traditions, yet it is also a land of savage nomads, to whom vengeance is the ultimate law and the strongest tradition. Most of the people have a sense of honour but the penalty for crossing that honour is often brutal. An eye for an eye is a common theme amongst all the Shemites, east or west, urban or nomad.

What are your warriors like?

Our *asshuri* are without peer. They are without pity or compassion in war; they are as cruel as the gods. They do not take prisoners; they make it their responsibility to kill every enemy available in order to secure the victory. They are role-models for all to see in patience and courtesy. They make slaves of weak enemies and kill strong enemies, lest they rise again. Shem must forever be watchful for neighbours who desire what we have. Darksome Stygia lurks on the horizon, hungry for ancient glories and desirous of ruling lands once ruled by them until the Sons of Shem drove them out. Imperial Turan claims control of lands roamed by haughty Shemite nomads and mighty Koth would have the wealth of the west could they get to it. Our soldiers make sure Shem remains Shemite. Shem is home to some of the greatest archers in the world and to some of the most savage nomads known to history.

To whom do you pray?

Pteor is my patron. He listens to my prayers and brings me prosperity, as do all the gods. Angry gods bring misfortune, so I make sure I pray to him daily to stay on his good side. I also visit the priests daily to have omens read because even with my daily rituals, I can never be totally sure of the intent of Pteor and his fellow gods. I really angered Pteor two years ago through a particularly grievous sin and my life was devastated. The demons laughed when I tried to cast them out and none would come to me for healing. The *baru* healers would not recommend me to those who



needed their demons driven out. I offered my first-born son to the temple fires, though, and earned atonement for my sin. I have prospered ever since. We are born to serve the gods and woe be to him who forgets that.

You sacrificed your eldest son?

One does not fight fate or the gods. When the *baru* healer told me the will of the gods, there was nothing else but that to do, or continue to suffer and possibly lose all my family to starvation and shame. I threw my son into the bronze belly of Pteor atop his seven-storied zikkurat in Asgalun; he did not struggle and understood that his day to help the family had come. He did not shirk his duty and his spirit will be born again for his bravery. He will not wander Aralu for long. He is honoured in my house with gifts of beer and food, and the family honours Nergal to speed his time in Aralu.

As the eldest son of your father, do you consider yourself lucky you did not meet the same fate as your son?

My father was a pious man and did not sin against the gods. It was not my fate to save my father's family, so it was not a matter of luck. Had it fallen to me, I would have gone as bravely as my own son had.





SEWAHIOWANE (PICT)

Sewahiwane is an Alligator Pict, a savage tribesman I met during a short foray in Thandara, a province of Aquilonia's Westernmarck. His teeth were filed to points, much like a Darfari, and his head was shaved save for a long lock of hair he called a 'scalping tuft.' Interwoven in that lock were many alligator teeth ornaments and two scarlet-tipped eagle feathers pointing down. The feathers were notched in interesting patterns. He also wore an alligator tooth necklace and had the severed arm of an alligator hanging from his wrist. He wore a buckskin breech cloth and leggings, as well as seamless moccasins. On the straps of his breech cloth were two coiled leather straps (he told me it was for tying up captives), three scalps, a pouch and two long reeds. He carried a steel headed hatchet of Aquilonian make and a hefty war club that looked as though it could crush a knight if the Pict had a good, clear shot. He also carried a feathered stabbing spear with a broad blade. He looked all the more savage because his entire body was scarred with raised welts that actually made his skin look like the pebbled skin of an alligator. To meet him, I sat on the edge of a river with a stack of blankets beside me, holding a white heron feather. Sewahiwane materialised as if out of thin air and sat down. He conversed in surprisingly fluent Aquilonian.

Who are you?

I am Sewahiwane, war chief of the Ganiodaiyo Alligator tribe, speaker-chief for Chief Niwatahtsheroten. I have seen 39 winters and am speaker for three councils.

Where are you from?

I am from Kahòntsiowì'ra, an area of swampland two days walk to the west. My principal house is in Kanhoha village.

What are your warriors like?

We are powerful like the storm that twists the trees from the ground and stealthy like the alligators that strike when none saw their presence. Unlike the Aquilonians, we fight with honour and intelligence. We do not fight to extinction as the Aquilonians do, and we do not engage in fights we cannot win, also as the Aquilonians do. My hut has seven swords that I have stolen from Aquilonian knights who never knew I was there; they live in shame for I have taken their weapons. It is no feat to steal from the dead, and I discard such weapons; but to take the weapon from a knight who marches with his company without the knight or the

company catching me, that is honour. Such is the warrior from my tribe. Over the course of three days and nights, four warriors and I disarmed a company of thirty soldiers – they never harmed us, and they had to go back to their fort without arms.

Why didn't you kill them once you had them at your mercy?

We were not at war. It is far more daring to take something from a foe that lives than to just kill a foe. Also, there is no honour in fighting a stupid enemy who cannot keep his weapon. Can you find an Aquilonian chief who has not lost soldiers to the Picts? No. Yet I have never lost a warrior when on the war path against the Aquilonians. I have captured six Aquilonian soldiers from four different forts and a dozen Aquilonian women from their homes, all without losing a warrior and without killing a single Aquilonian.

Why do you think you are so superior to the Aquilonians?

We live with the land, among the people of the swamp and forest, one with the spirits. The Aquilonians cut down the forests without regard to the spirit of the land and rob it of its power. The Aquilonians kill the people they find there and hunt everything until everything leaves. They build forts and rob the land of power. The Aquilonian soldiers are a filthy people, and they live in squalor.

Don't you build forts and villages?

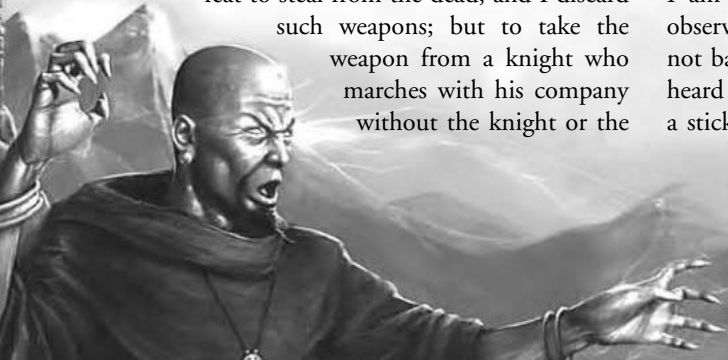
Yes, but we do not rob the land of power and we honour the spirits. Every ten years we move our villages to other locations so the land can regain strength. The land is our host; we visit our hosts but we do not steal from our hosts.

You mentioned spirits. Do you have gods?

The spirits are everywhere, a part of everything. So it is with the gods. The ghosts of the fallen walk among us each night. Our shamans can negotiate with the spirits, and if the spirit is harmful, do battle with the spirit. Everything we do has to do with the spirits. The heron feather you hold keeps you safe from all Picts because of the spirit within it.

How many Picts are in these woods?

I am here with four warriors. You look surprised. We observed you for several hours and made sure you were not bait for a trap before I walked up here. You saw and heard nothing, I would wager, although Tsorahsa broke a stick with a careless footfall. He will carry that broken



stick with him until we return to Kanhoha as a lesson in silence. Yet you still did not know we were there. That is the superiority of the Pict.

SHARAD RAM BAZAZ (VENDHYAN)

I met Sharad Ram Bazaz in Vendhya. He is a cloth merchant, therefore a member of the merchant class. He wears a black dhoti in a skirt-like fashion, a red vest, and a large turban with a feather in it.

Who are you?

I am Sharad Ram Bazaz. I buy and sell cloth.

Where are you from and what is the place like?

I am from Vendhya. Vendhya is efficient and organized. The people are treated well. We have free medical care and everyone is paid regularly. Even artisans, be they craftsmen or poets, are paid a stipend from the government so that they have the free time to devote to their art. Unlike your homeland of Nemedi, those who labour on public works are also paid by the government instead of just strong-armed into it. Even the poor are fed, for the towns and cities each have a large, central building for storing communal grain. Food is for all to enjoy, not for hoarding.

I understand Vendhya has a strongly defined social system. What is that like? Are you part of an oppressed class?

I am a member of the merchant class. Our caste system implies a series of privileges and corresponding responsibilities. The caste system is not intended as a scheme for oppression but simply for order and organization. My class is above that of the serfs, but lower than the Kshatriyas and the priests. I am not oppressed. I am not trained to rule Vendhya or fight wars like the Kshatriyas, nor am I trained to perform the rituals for religious observation necessary for the world to function correctly. Certainly you would not argue that those best trained for a task should be the people to perform that task, correct? I wouldn't want their responsibilities anyway. If the rituals aren't performed correctly, the cosmic order will be disturbed and catastrophe will most certainly follow. I don't want that responsibility. I also don't want the responsibility of making sure the people are fed, deciding how much to pay the artisans, or chasing after Ghulistani hillmen. I am pleased with my station; I have responsibility



toward me and my family, not the entire cosmos or even a nation or city. I am wealthier than many Kshatriyas, yet I don't have to spend my money to feed the poor.

What are your warriors like?

Our warriors are unstoppable. The Kshatriya form the backbone of our fighting forces. These caste soldiers train for war their entire lives.

To whom do you pray?

I revere the mystical religion of Asura, which is derived from four great books, the compilations of centuries of religious thought and practices. I believe in a cosmic order, and that cause and effect extends beyond the physical realm, and that our rituals and actions here have repercussions throughout eternity. I believe the purpose of life is to pay the karmic debt against the soul. Each evil act extends the cycle of reincarnation; each good act shortens it. Those who suffer earned their trials in this or in previous lives; they are not to be pitied. I believe time is a revolving cycle where everything that has happened before will happen again and nothing will ever happen that has not happened before, and this cycle binds the universe together with Asura.





Index

- Æsir Names 70
- Adja/Chama/Jubar/Thulaban/Yaraba Names 70
- Advanced Overrun (General) 61
- Adventuring Gear 49
- Agonising Doom 103
- Amazons 19
- Amazon package 27
- Aphaki Names 72
- Aquilonian Names 70
- Aquilonian package 27
- Argossean Names 72
- Argossean package 28
- Atlaian Names 70
- Atlaian package 29
- A Breed Apart 19
- Balance 58
- Blindness 102
- Bond of Blood (General) 61
- Border Kingdom Names 72
- Border Kingdom package 30
- Bossonian/Gunderland Names 71
- Bossonian package 30
- Brythunian Names 72
- Brythunian package 30
- Chaga package 31
- Character Templates 26
- Cimmerian 23
- Cimmerian Names 73
- Cimmerian package 31
- Combat Manoeuvres 68
- Contents 1
- Corinthian Names 73
- Corinthian package 31
- Coup D'état 93
- Create Horror 101
- Credits 2
- Darfari Names 73
- Darfari package 32
- Deception of Set (General) 61
- Disabling Strike (General) 61
- Display Prowess (General) 63
- Doom of the Doll 103
- Dream Curse 96
- Enslaved by the Spider-God of Yezud 97
- Explosive Power (General) 62
- Family Information 11
- Far Memory 98
- Feats 61
- Feats, Skills & Manoeuvres 58
- Feign Death (General) 62
- Fencer's Finesse (General) 62
- Finding Appropriate Feats 65
- Finding Combat Manoeuvres 69
- Folk Healer (General) 62
- Foul is Fair (General) 62
- Ghanata Names 73
- Ghanata package 32
- Ghulistani Names 74
- Ghulistani package 33
- Glimpse of a Sorcerer's Soul 98
- Greater Uncanny Dodge (General) 62
- Grounded (General) 63
- Gunderman package 33
- Half-Breeds 20
- Hyborian Titles 82
- Hyperborean Names 76
- Hyperborean package 34
- Hyrkanian Names 74
- Hyrkanian package 34
- Hyrkanian Titles 86
- Improved Title (General) 63
- Insight into Madness (General) 63
- Inspired Leader (General) 63
- Introduction 27
- Iranistani Names 76
- Keshani package 35
- Khitan Names 76
- Khitan package 35
- Khitan Titles 87
- Kick Down the Door (General) 63
- Kimambi Names 71

- Knowledge (Fencing: Aquilonian School) 58
 Kosalans 21
 Kothic Names 76
 Kothic package 36
 Kushite Names 77
 Kushite package 36
 Life Events 16
 Lupembe/Mzikima/Mwezi Names 71
 Master Fencer (General) 63
 Meadow Shemite Names 79
 Minor Races and Variant Races 24
 Multi-class Options 25
 Musical Instruments 48
 Nemedian Names 78
 Nemedian package 37
 New Regional Weapons 49
 New Sorcerous Items 56
 Nordheimir package 38
 No Prisoners (General) 64
 Nyama/Zambah Names 71
 Nyama/Zambah names 71
 Ophirean Names 78
 Ophirean package 38
 Other Uses of Skills From Other Sources 60
 Overthrow of a Government 93
 Perdurable Excruciation 98
 Personality 5
 Personal Information 4
 Physicality 10
 Pictish package 39
 Poitainian package 40
 Popular Support 93
 Press the Foe (General) 63
 Puntish package 40
 Resolute (General) 64
 Reverse Loyalties 100
 Rising to Leadership 92
 Ritual Execution by Demons 102
 Sacred Charm of Set 56
 Sacred Wingboat of Set 57
 Savage Dance (General) 64
 Sending of Serpents 101
 Shemite Names 78
 Shemite package 40
 Southern Black Kingdoms, the Black Coast and Southern Islander Kit 42
 Southern Tribesmen Names 80
 Starting equipment for Characters 27
 Step One: A Cause 94
 Step Three: Have a Plan 95
 Step Two: Gather Power 95
 Strange Things Found in Curious Places 53
 Stygian package 43
 Superior Overrun 64
 Superior Overrun (General) 64
 Table 10: Cause of Misfortune 13
 Table 11: Agent of Misfortune 14
 Table 11a: Agent Traits 14
 Table 12: War Table 15
 Table 13: Character's Personal Situation 15
 Table 14: Siblings 16
 Table 15: Fate of Sibling 16
 Table 16: Sibling Tragedy 16
 Table 17: Sibling Attitude 16
 Table 18: Life Events 17
 Table 19: The Cause of Friendship 18
 Table 1a: Nationality Table 5
 Table 1b: Preferred Clothing Style 4
 Table 20: The Cause of Enmity 18
 Table 21: Family Contact 18
 Table 2a: Basic Personality 6
 Table 2b: Charismatic Patterns 6
 Table 2c: Dominator Patterns 7
 Table 2d: Logical Patterns 8
 Table 2e: Sympathetic Patterns 9
 Table 3: Parent Social Match 11
 Table 4: Family Social Status 12
 Table 5: Life or Death Status of Parents 11
 Table 6: Parental Tragedy 11
 Table 7: Family Security & Stability 13
 Table 8: Horrible Accidents 13
 Table 9: Family Chaos 13
 Taian Hillmen 22
 Take Control of His Sword 69
 Tauran package 43
 The Picture of Corruption 100
 Tombalkan package 44
 Toppling an Empire 92
 Tough As Nails (General) 64
 Turanian Names 77
 Turanian package 44
 Unarmed Throw (General) 64
 Vanir Names 81
 Variant Classes and Prestige Classes 24
 Vendhyan Names 81
 Vendhyan package 45
 Vendhyan Titles 88
 Vendhyan Variant 22
 Warning Shot (General) 64
 Wear Down the Shield-Bearer 68
 Westermarck package 46
 Whispers from the Dead 99
 Xuthalan package 46
 Zamboulans 23
 Zamorian Names 81
 Zamorian package 46
 Zembabwan package 46
 Zingaran Names 81
 Zingaran package 47
 Zingaran Titles 88



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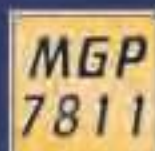
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