

WEAPONS

Impressive weapons

- great-axe (3-harm hand messy cleave)
- broadsword (3-harm hand messy cleave)
- spear (3-harm hand/close)
- polearm (4-harm hand reload messy)
- composite bow (2-harm close/far)

Serious weapons

- crossbow (2-harm close reload)
- sword (3-harm hand messy)
- axe (3-harm hand)
- flail (2-harm hand area)
- garrote (2-harm hand ap intimate reload)

Practical weapons

- club/staff (2-harm hand)
- poniard (2-harm hand)
- many knives (2-harm hand infinite)
- javelin (2-harm close reload)
- shield (2-harm hand reload)/(1-armor)

HARM

When a character gets hurt, the player marks segments in her harm countdown wheel. Mark one full segment for each 1-harm, starting with the segment 12:00 to 3:00.

Typically, when a character takes harm, it's equal to the harm rating of the weapon, attack, or mishap, minus the armor rating of the character's armor. This is called *harm as established*.

When you **suffer harm**, roll+harm suffered (after armor, if you're wearing any). On a 10+, the MC can choose 1:

- *You're out of action: unconscious, trapped, incoherent or panicked.*
 - *It's worse than it seemed. Take -1 ongoing until you can rest.*
 - *Choose 2 from the 7–9 list below.*
- On a 7–9, the MC can choose 1:
- *You lose your footing.*
 - *You lose your grip on whatever you're holding.*
 - *You lose track of someone or something you're attending to.*
 - *You miss noticing something important.*

On a miss, the MC can nevertheless choose something from the 7–9 list above. If she does, though, it's instead of some of the harm you're suffering, so you take -1harm.

When you **inflict harm on another player's character**, the other character gets +1Hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

When you hurt someone, they see you more clearly.

BARTER

If you're charging someone wealthy for your services, 1-riches is the going rate for *one murder executed* or *one week's employment as bodyguard*.

1-riches will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-riches might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or rare; the material costs of resuscitation by a healer; repair of a piece of gear; a year's tribute to a warlord; a month's stabling and care for a well-bred horse, well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with riches aangle and expect to find hi-tech or luxe eternal.

Introducing

THE BARBARIAN

"Venarium was reduced to a mass of charred ruins, as it is to this day. The Aquilonians were driven back across the marches, and have never since tried to colonize the Cimmerian country. But you speak of Venarium familiarly. Perhaps you were there?"

"I was," grunted the other. "I was one of the horde that swarmed over the walls. I hadn't seen fifteen snows, but already my name was repeated about the council fires." —Beyond the Black River

HYBORIAN SAGA

ADDITIONAL RULES

BARTER PERIPHERAL MOVES

When you **give 1-riches to someone, but with strings attached**, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you **go into a city's bustling market**, looking for some particular thing to buy, and it's not obvious whether you should be able to just go buy one like that, roll+Wits. On a 10+, yes, you can just go buy it like that. On a 7–9, the MC chooses one of the following:

- *it costs 1-riches more than you'd expect*
- *it's available, but only if you meet with a guy who knows a guy*
- *damn, I had one, I just sold it to this guy named Othbaal, maybe you can go get it off him?*
- *sorry, I don't have that, but maybe this will do instead?*

When you **make known that you want a thing and drop coin to speed it on its way**, roll+riches spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7–9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached.

BANDS

When a character makes an aggressive move using her band as a weapon, her band inflicts and suffers harm, she doesn't. A band inflicts and suffers harm according to its own and its enemy's sizes, weapons, and armor.

When a Band suffers...

1-harm: a few injuries, one or two serious, no fatalities.

2-harm: many injuries, several serious, a couple of fatalities.

3-harm: widespread injuries, many serious, several fatalities.

4-harm: widespread serious injuries, many fatalities.

5-harm and more: widespread fatalities, few survivors.



CREATING A BARBARIAN

To create your barbarian, choose race, look, stats, moves, gear, and Hx.

RACE

Aesir, Cimmerian, Hyperborean, Kushite, Pictish, Vanir.

LOOK

Man, woman.

STATS

Loin cloth, whisps of silk, furs, jewels, hides, nothing.

Choose one set:

- Allure=0 Fierce+2 Grace+1 Wits=0 Wyrd=0
- Allure=0 Fierce+2 Grace+2 Wits-1 Wyrd-1
- Allure+1 Fierce+2 Grace=0 Wits+1 Wyrd-1
- Allure-1 Fierce+2 Grace+1 Wits+1 Wyrd=0

Scarred face, dark face, wide face hawklike face, bearded face, tattooed face, hard face, striking face.

Brooding eyes, merciless eyes, wild eyes, sullen eyes, or piercing eyes.

Pantherish body, massive body, compact body, lithe body.

MOVES

You get all the basic moves. Choose 2 barbarian moves.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn:

- Tell everyone Hx+1. You put yourself out in the public view.

On the others' turns:

- Choose the character you trust the least. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- Everyone else, write whatever number they tell you next to their character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it.

GEAR

You get:

- 1 weapon from any playbook.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

ALLURE *seduce or manipulate*

highlight

FIERCE *inflict brutality; wade into battle*

highlight

GRACE *strive against peril*

highlight

WITS *read a sitch; read a person*

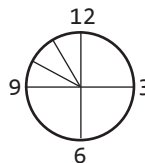
highlight

WYRD *discern the unnatural*

highlight

HARM

countdown



stabilized

- shattered (-1grace)
- crippled (-1fierce)
- disfigured (-1allure)
- broken (-1wits)

HX *help or interfere; session end*

BARBARIAN SPECIAL

If you and another character have sex, heal one segment.

IMPROVEMENT

experience ○○○○○>>>improve

- __ get +1Wyrd (max +2)
- __ get +1Grace (max +2)
- __ get +1Wits (max +2)
- __ get a new barbarian move
- __ get a new barbarian move
- __ get a new barbarian move
- __ get a hideout (workspace)
- __ get 2 jobs (detail) and **mercenary**
- __ get a move from another playbook
- __ get a move from another playbook
- __ get +1 to any stat (max stat+3)
- __ retire your character (to safety)
- __ create a second character to play
- __ change your character to a new type
- __ choose 3 basic moves and advance them.
- __ advance the other 4 basic moves.

BARBARIAN MOVES

- Savage instincts** : when you strive against peril, roll+ **Fierce** instead of roll+Grace.
- Song of death** : you get +1Fierce (Fierce+3).
- Primal reflexes** : the way you move unencumbered counts as armor. If you are naked or nearly so, +1-armor.
- Brutal fury** : whenever you use both hands for your weapon, or fight unarmed, you inflict +1 harm.
- INDOMITABLE** : with your back to a wall or a doughty comrade, you count as a band (3- harm band, small), with armor according to the circumstances.
- Predatory glare** : when you enter a charged situation, roll+**Fierce**. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold 1 for 1 to make eye contact with an NPC present, who freezes or flinches and can't take action until you break it off. On a miss your enemies identify you immediately as their foremost threat.

GEAR & RICHES

OTHER MOVES

HOLD

FOLLOWERS

By default you have around 20 followers, loyal to you but not fanatical. They congregate in their own communities. They have their own lives apart from you, integrated in the local population (fortune+1 surplus: 1-riches want: desertion).

Choose 2:

- Your followers are dedicated to you. Surplus: +1riches, and replace want: desertion with want: hunger.
- Your followers are involved in successful commerce. +1fortune.
- Your followers, taken as a body, constitute a powerful psychic antenna. Surplus: +augury.
- Your followers are joyous and celebratory. Surplus: +party.
- Your followers are an underground network. Surplus: +insight, and replace want: desertion with want: secrecy.
- Your followers are hard-working, no-nonsense. Surplus: +1riches.
- Your followers are eager, enthusiastic, and successful recruiters. Surplus: +growth.

Choose 2:

- You have few followers, 10 or fewer. Surplus: -1riches.
- Your followers aren't really yours, more like you're theirs. Want: judgment instead of want: desertion.
- Your followers rely entirely on you for their lives and needs. Want: +desperation.
- Your followers are drug-fixated. Surplus: +stupor.
- Your followers disdain fashion, luxury and convention. Want: +disease.
- Your followers disdain law, peace, reason and society. Surplus: +violence.
- Your followers are decadent and perverse. Want: +savagery.

FOLLOWERS

DESCRIPTION	SURPLUS	RICHES
FORTUNE	WANT	

HOLD

GEAR & RICHES

Introducing

THE CULTIST

The priests of the religion had a habit of hiding their temples in a remarkable fashion. The worship of Mitra was overwhelmingly predominant in the Hyborian nations, but the cult of Asura persisted, in spite of official ban and popular antagonism. Conan had been told dark tales of hidden temples where incense smoke drifted up incessantly from black altars where kidnapped humans were sacrificed before a great coiled serpent, whose fearsome head swayed forever in the haunted shadows. —The Hour of the Dragon

HYBORIAN SAGA

ADDITIONAL RULES

FOLLOWERS PERIPHERAL MOVES

AUGURY

When you use your followers, altar, campfire ritual, or meditation to perform augury, roll+Wyrd. On a hit, the MC will tell you something new and interesting about the current situation, and might ask you a question or two; answer them. On a 10+, the MC will give you good detail. On a 7-9, the MC will give you an impression. If you already know all there is to know, the MC will tell you that. On a miss, some threat from the outer dark is inflicted on you or your followers.

INSIGHT

When you use your followers for *insight*, ask your followers what they think your best course is, and the MC will tell you. If you pursue that course, take +1 to any rolls you make in the pursuit. If you pursue that course but don't accomplish your ends, you mark experience.

THE CULTIST



CREATING A CULTIST

To create your hocus, choose race, look, stats, moves, followers, and Hx.

RACE

Aquilocian, Argossean, Brythunian, Corinthian, Hyperborean, Iranistani, Khitani, Kothian, Kushite, Nemedian, Ophirian, Pict, Stygian, Turanian, Vendhyan, zamoran, zingaran, other.

STATS

Choose one set:

- Allure-1 Fierce+1 Grace=0 Wits+1 Wyrd+2
- Allure+1 Fierce-1 Grace+1 Wits=0 Wyrd+2
- Allure=0 Fierce+1 Grace-1 Wits+1 Wyrd+2
- Allure+1 Fierce=0 Grace+1 Wits-1 Wyrd+2

MOVES

You get all the basic moves. You get **fortunes**, then choose 2 more cultist moves.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn:

- Any of them who are your followers, tell their players Hx+2.
- Tell everyone else Hx=0.

On the others' turns:

- Choose the character whose soul you've seen. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- Everyone else, whatever number they tell you, give it +1 and write it next to their character's name. You're a good and quick judge of others.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it.

LOOK

Man, woman, ambiguous, transgressing, or concealed.

Tattered vestments, formal vestments, scrounge vestments, exotic vestments, or mostly naked.

Innocent face, dirty face, determined face, open face, severe face, or ascetic face.

Mesmerizing eyes, dazed eyes, forgiving eyes, suspicious eyes, clear eyes, or burning eyes.

Bony body, lanky body, soft body, fit body, graceful body, or fat body.

GEAR

In addition to your followers, detail your fashion according to your look. You have coin worth 2-riches and one ritual dagger, sickle, or staff (2-harm hand).

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

ALLURE highlight *seduce or manipulate*

FIERCE highlight *go aggro; seize by force*

GRACE highlight *do something under fire*

WITS highlight *read a sitch; read a person*

WYRD highlight *swear an oath*

HARM highlight

countdown

12

9

6

3

0

stabilized

- shattered (-1grace)
- crippled (-1fierce)
- disfigured (-1allure)
- broken (-1wits)

HX *help or interfere; session end*

CULTIST SPECIAL

If you and another character have sex, you each hold 1. Either of you can spend your hold any time to help or interfere with the other, at a distance or despite any barriers that would normally prevent it.

IMPROVEMENT

- experience ○○○○>>>improve
- __ get +1Grace (max +2)
 - __ get +1Fierce (max +2)
 - __ get +1Wits (max +2)
 - __ get a new Cultist move
 - __ get a new Cultist move
 - __ choose a new option for your followers
 - __ choose a new option for your followers
 - __ get a sanctuary (workspace) and +1fortune
 - __ get a move from another playbook
 - __ get a move from another playbook
 - __ get +1 to any stat (max stat+3)
 - __ retire your character (to safety)
 - __ create a second character to play
 - __ change your character to a new type
 - __ choose 3 basic moves and advance them.
 - __ advance the other 4 basic moves.

CULTIST MOVES

● **Fortunes**: *fortune, surplus and want all depend on your followers.* At the beginning of the session, roll+fortune. On a 10+, your followers have surplus. On a 7-9, they have surplus, but choose 1 want. On a miss, they are in want. If their surplus lists barter, like 1-riches or 2-riches, that's your personal share.

○ **Frenzy**: When you speak the truth to a mob, roll+Wyrd. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold 1 for 1 to make the mob:

- bring people forward and deliver them.
 - bring forward all their precious things.
 - unite and fight for you as a band (2-harm 0-armor size appropriate).
 - fall into an orgy of uninhibited emotion: fucking, lamenting, fighting, sharing, celebrating, as you choose.
 - go quietly back to their lives.
- On a miss, the mob turns on you.

○ **Charismatic**: when you try to manipulate someone, roll+Wyrd instead of roll+Allure.

○ **Dreaming soul**: you get +1Wyrd (Wyrd+3).

○ **Seeing souls**: when you help or interfere with someone, roll+Wyrd instead of roll+Hx.

○ **Divine protection**: your gods give you 1-armor. If you wear armor, use that instead, they don't add.

OTHER MOVES

BARTER

If you're charging someone wealthy for your services, 1-riches is the going rate for: *one circumstance foretold, revealed and come true; a month's employment as auger and advisor; a month's employment as ceremonist.*

1-riches will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-riches might count for: *any weapon, gear or fashion not valuable or rare; the material costs crash resuscitation by an healer; repair of a piece of rare gear; a weeks hire of the protective companionship of a sellsword; a year's tribute to a warlord; a month's stabling and care for a well-bred mount, well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with riches ajangle and expect to find rare or luxe eternal.

■ MOUNT

Choose one of these profiles:

- Power+2 looks+1 1-armor weakness+1
- Power+2 looks+2 0-armor weakness+1
- Power+1 looks+2 1-armor weakness+1
- Power+2 looks+1 2-armor weakness+2

Choose its breed:

Steppe, Turanian, Stygian, Khitani, Hyborian, Vendhyan, pony, elephant, camel, other.

Choose its strength or strengths:

Fast, rugged, aggressive, virile, huge, cross-country, uncomplaining, workhorse, nimble, robust.

Choose as many as its power.

Choose its look or looks:

Sleek, painted, powerful, muscular, scarred, majestic, wild, polished, barded, garish.

Choose as many as its looks.

Choose its weakness or weaknesses:

Slow, frail, messy, lazy, ornerous, hungry, unreliable, loud, skittish.

Choose as many as its weakness.

BREED	
POWER	LOOKS
ARMOR	WEAK
TAGS	

■ BARTER

If you're charging someone wealthy for your services, 1-riches is the going rate for: *one message or valuable delivered; one convoy led through hostile territory; one month's employment as personal driver.*

1-riches will cover a month's living expenses, if your tastes aren't too grand. As a one-time expenditure, and very subject to availability, 1-riches might count for: *restoration of a damaged or neglected mount to working condition, a month's stabling and care for a well-bred mount, well-used but not damaged; a night in high luxury & company; any weapon, gear or fashion not valuable or rare; repair of a piece of rare gear; a week's hire of the protective companionship of a sellsword; a year's tribute to a warlord; bribes, fees, and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with riches a-jangle and expect to find rare or luxe eternal.

Introducing

THE HORSEMAN

And while the gleaming ranks milled in confusion, the trumpets of Conan sounded, and through the opening ranks of the archers crashed the terrible charge of the Aquilonian knights.

The hosts met with a shock like that of an earthquake, that shook the tottering towers of Shamar. The disorganized squadrons of the invaders could not withstand the solid steel wedge, bristling with spears, that rushed like a thunderbolt against them. The long lances of the attackers ripped their ranks to pieces, and into the heart of their host rode the knights of Poitain, swinging their terrible two-handed swords. —The Scarlet Citadel

HYBORIAN SAGA

■ ADDITIONAL RULES

MOUNTS & HARM

When a mount suffers...

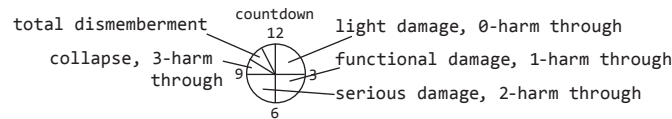
1-harm: light damage. Gashes, non-vital puncture. 0-harm can pass to riders.

2-harm: functional damage. Loss of blood, blurred vision, problems with balance and coordination. Can be field-dressed. 1-harm can affect riders.

3-harm: serious damage. Wounds will inhibit normal performance but can be field-dressed and still carry a rider. 2-harm can affect riders.

4-harm: collapse. Catastrophic functional damage, may be healed in a stable but not in the field, or can be used for food. 3-harm can affect riders.

5-harm and more: total dismemberment. Full harm can affect riders, plus they can suffer additional harm if the mount tumbles and crushes them.



Whether harm affects a mount's riders, doesn't affect them, or just hits them too, depends on the MC's judgement of the circumstances and mount. *Thrown from saddle* can be a typical result from the "suffer harm" roll.

THE HORSEMAN



CREATING A HORSEMAN

To create your driver, choose race, look, stats, moves, gear, mount, and Hx.

RACE

Afghuli, Aquilonian, Brythonian, Corinthian, Hyrkanian, Iranistani, Khitani, Kothian, Nemedian, Ophirian, Shemitish, Stygian, Turanian, Vendhyan, zamoran, or zingaran.

LOOK

Man, woman, ambiguous, or concealed.
Silks and furs, robes, cloaked, leather wear, or showy scrounge wear, armored.

Handsome face, gorgeous face, stern face, fine-boned face, worn face, or crooked face.

Cool eyes, hooded eyes, hard eyes, sad eyes, cold eyes, or pale eyes.

Slim body, pudgy body, stocky body, solid body, tall body, or strong body.

STATS

Choose one set:

- Allure+1 Fierce-1 Grace=0 Wits+2 Wyrd=0
- Allure=0 Fierce=0 Grace+1 Wits+2 Wyrd-1
- Allure-1 Fierce+1 Grace=0 Wits+2 Wyrd=0
- Allure=0 Fierce-2 Grace+1 Wits+2 Wyrd+1

MOVES

You get all the basic moves. You get **born in the saddle**, and then choose a second horseman move.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, choose 1 or both:

- One of them has been with you for days on the road. Tell that player Hx+2.
- One of them once got you out of some serious shit. Tell that player Hx+2.

Tell everyone else Hx+1. Everybody knows a bit about who you are and where you've been.

On the others' turns:

- You aren't naturally inclined to get too close to too many people. Whatever number they tell you, give it -1 and write it next to their character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it.

GEAR

You get:

- 1 handy weapon
- oddments worth 2-riches
- fashion suitable to your look (you detail)

Handy weapons (choose 1):

- crossbow (2-harm close reload)
- composite bow (2-harm close/far)
- spear (3-harm hand/close)
- sabre (3-harm hand messy)
- axe (3-harm hand)

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

seduce or manipulate

ALLURE highlight

inflict brutality; wade into battle

FIERCE highlight

strive against peril

GRACE highlight

read a sitch; read a person

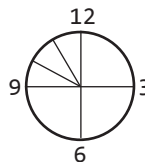
WITS highlight

discern the unnatural

WYRD highlight

HARM

countdown



stabilized

- shattered (-1grace)
- crippled (-1fierce)
- disfigured (-1allure)
- broken (-1wits)

HX
help or interfere; session end

HORSEMAN SPECIAL

If you and another character have sex, they immediately change their sheet to say Hx+3 with you. They also choose whether to give you -1 or +1 to your Hx with them, on your sheet.

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1Grace (max +2)
- __ get +1Fierce (max +2)
- __ get +1Allure(max +2)
- __ get +1Wyrd(max +2)
- __ get a new horseman move
- __ get a new horseman move
- __ get 2 jobs (detail) and **mercenary**
- __ get a stable (workspace, detail) and crew
- __ get a move from another playbook
- __ get a move from another playbook

- __ get +1 to any stat (max stat+3)
- __ retire your character (to safety)
- __ create a second character to play
- __ change your character to a new type
- __ choose 3 basic moves and advance them.
- __ advance the other 4 basic moves.

HORSEMAN MOVES

- Born in the Saddle:** when riding your mount...
 - ...if you strive against peril, add your mount's power to your roll.
 - ...if you wade into battle, add your mount's power to your roll.
 - ...if you inflict brutality, add your mount's power to your roll.
 - ...if you try to seduce or manipulate someone, add your mount's looks to your roll.
 - ...if you help or interfere with someone, add your mount's power to your roll.
 - ...if someone interferes with you, add your mount's weakness to their roll.
- Good in the clinch:** when you act under fire, roll+ **Wits** instead of roll+ Grace.
- Weather eye:** when you discern the unnatural, roll+ **Wits** instead of roll+ Wyrd.
- Daredevil:** if you go straight into danger without hedging your bets, you get +1armor. If you happen to be leading a band or convoy, it gets +1armor too.
- Horsemaster:** Your mount is trained and loyal. Roll+ **Wits** to summon your mount with a whistle or call. On a 10+, your mount is right here now. 7-9, it is coming. On a miss, your mount is injured injured on the way, and delayed (1-harm ap).

YOUR MOUNT

BREED

POWER

LOOKS

ARMOR

WEAK

TAGS

OTHER MOVES

GEAR & RICHES

HOLD

YOUR FORM

Choose your monster's true form: hairy, albino, ebony, slimy, tentacled, apelike, doglike, toadlike, batlike, snakelike, demonic, enormous, undead.

Choose your monster's bane: silver, water, fire, known glyph, known herb, direct sunlight, other. Your bane always unmasks your true form.

Choose a Tell that's always apparent: glowing eyes, unnatural movement, odd shape, withering aura, harrowing voice, strange smell, other.

Unmasked: revealing your true form, deliberately or by contact with your bane, causes every PC who sees you to get +2Hx with you, while you take -1Hx with them as they now keep their distance. **Seduce or manipulate** is normally impossible while unmasked, but there are some fucked up cultists...

Concealing your bane: unmasked, others (surviving) may seek to divine your bane, you are striving against peril. On a 10+, they don't figure it out. On a 7-9, they still don't get it but will definitely know should they meet you unmasked again. PCs roll+Hx to figure it out.

Bane Afflictions (choose 2):

- Cursed. You suffer +1harm from it.
- Vulnerability. You suffer ap harm from it.
- Afraid. You take -1 ongoing while it is in your presence.
- Irresolute. You inflict -1harm while it is in your presence.
- Ashamed. You have Fierce=0 while in it's presence.
- Powerless. You lose access to all of your character moves while in it's presence. You can still make basic moves.

YOUR FORM & BANE

DREAD BOONS

BARTER

If you're charging someone wealthy for your services, 1-riches is the going rate for: *one act of murder, extortion, or other violence; one week's employment as bodyguard or band leader; one month's employment as thug-on-hand; one threat delivered; one convoy guarded through hostile territory.*

1-riches will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-riches might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or rare; the material costs of resuscitation by a healer; repair of a piece of rare gear; a year's tribute to a warlord; a month's stabling and care for a well-bred mount, well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the markets of some city with coin ajingle and expect to find rare or luxe eternal.

Introducing

THE MONSTER

"When Natohk dismounted before Set's shrine by the oasis of Aphaka, the beast swept into the night and vanished. And I have talked with the tribesmen who swore that it suddenly spread gigantic wings and rushed upward into the clouds, leaving a trail of fire behind it. No man has seen that camel since that night but a black brutish man-like shape shambles to Natohk's tent and gibbers to him in the blackness before dawn."

—Black Colossus

HYBORIAN SAGA

ADDITIONAL RULES

HARM

When a character gets hurt, the player marks segments in her harm countdown clock. Mark one full segment for each 1-harm, starting with the segment 12:00 to 3:00.

Typically, when a character takes harm, it's equal to the harm rating of the weapon, attack, or mishap, minus the armor rating of the character's armor. This is called *harm as established*.

When you **suffer harm**, roll+harm suffered (after armor, if you're wearing any). On a 10+, the MC can choose 1:

- *You're out of action: unconscious, trapped, incoherent or panicked.*
- *It's worse than it seemed. Take -1 ongoing until you can rest.*
- *Choose 2 from the 7-9 list below.*

On a 7-9, the MC can choose 1:

- *You lose your footing.*
- *You lose your grip on whatever you're holding.*
- *You lose track of someone or something you're attending to.*
- *You miss noticing something important.*

On a miss, the MC can nevertheless choose something from the 7-9 list above. If she does, though, it's instead of some of the harm you're suffering, so you take -1harm.

When you **inflict harm on another player's character**, the other character gets +1Hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

When you hurt someone, they see you more clearly.

THE MONSTER



CREATING A MONSTER

To create your monster, choose race, look, stats, form, tell, bane, moves, gear, and Hx.

RACE

Alien being, Demonic offspring, Creature from the Outer Dark, Atavistic throwback.

LOOK

Always concealed, ambiguous, androgynous, animal?

Filthy wear, masked, veiled, hood and cloak, scrounged armor, robes, exotic wear, nearly naked.

Hard eyes, blank eyes, merciless eyes, dead eyes, or calculating eyes.

Huge body, muscular body, tall gangly body, wiry body, or obese body.

STATS

Choose one set:

- Allure-1, Fierce+2, Grace+1, Wits=0, Wyrd+1
- Allure+1, Fierce+2, Grace=0, Wits-1, Wyrd+1
- Allure=0, Fierce+2, Grace=0, Wits=0, Wyrd+1
- Allure-1, Fierce+2, Grace+1, Wits=0, Wyrd+1

MOVES

You get all the basic moves. Choose 3 monster moves.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn:

- One of the characters helped you do something terrible once. Tell that player Hx+2.
- Tell everyone else Hx+1.

On the others' turns, choose one or both:

- One of them was once kind and unafraid towards you. Ignore what they tell you and write Hx+3.
- You think one of them is pretty. Add +1 to whatever number they tell you.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

ALLURE highlight

seduce or manipulate

FIERCE highlight

inflict brutality; wade into battle

GRACE highlight

strive against peril

WITS highlight

read a sitch; read a person

WYRD highlight

discern the unnatural

HARM

countdown

12

6

stabilized

- shattered (-1grace)
- crippled (-1fierce)
- disfigured (-1allure)
- broken (-1wits)

HX

help or interfere; session end

MONSTER SPECIAL

If you and another character have sex, hold 1. If they get into trouble, either you or they can spend your hold and you are there.

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1Fierce (max +3)
- __ get +1Grace (max +2)
- __ get +1Wyrd (max +2)
- __ get a new monster move
- __ get a new monster move
- __ get a new dread boon
- __ get followers (detail) and **fortunes**
- __ get a hideout (workspace)
- __ get a move from another playbook
- __ get a move from another playbook

- __ get +1 to any stat (max stat+3)
- __ retire your character (to safety)
- __ create a second character to play
- __ change your character to a new type
- __ choose 3 basic moves and advance them.
- __ advance the other 4 basic moves.

MONSTER MOVES

○ **Vengeful**: whenever you take a debility, name the person you hold most responsible. Take +1 ongoing to all rolls versus them, forever. (All rolls with them directly as a target count, of course. Rolls against their family and friends, minions, or property may count, in the MC's judgment. MCs, remember your job is to make Hyborian Saga seem real and keep the characters' lives interesting, not deny the PCs bonuses.)

○ **Ravenous**: shot, stabbed, and poisoned, you just keep coming. When you are being scary as fuck and coming at someone, you get +1-armor. Bleeding just doesn't bother you that much anymore.

○ **Thews of Steel**: take -2 on all "when you suffer harm" rolls.

○ **Brutal charge**: roll+Fierce to smash your way through scenery to get to or away from something. 10+, the scenery moved or smashed and you get what you want. On a 7-9 you get what you want and smash or move the scenery, but take 1-harm (ap), and are disoriented and under fire in follow-up actions, leave something behind, or take something with you. Think smashing through walls or plowing through horses and people.

○ **Scent of blood**: at the beginning of the session, roll+Wyrd. On a 10+ hold 1+1. On a 7-9 hold 1. At any time, you or the MC can spend your hold to have you at the scene of a crime or violence (like a murder, not a pitched battle between two forces). On a miss, the MC holds 1, and can spend it to have you there and trapped.

○ **Uncanny power**: choose a move from the Sorcerer or Witch playbook.

○ **Secret**: your monster's bane is rare and harder to divine. Roll+Wyrd when you are striving against peril to conceal your bane. Other PCs must roll+Wyrd to figure it out instead of +Hx.

○ **Beastly**: whenever you fight with your natural weaponry, inflict +1harm.

HOLD

OTHER MOVES

■ CUSTOM WEAPONS

CUSTOM RANGED WEAPONS

Base (choose 1):

- crossbow (2-harm close reload)
- bow (2-harm close reload)
- spear (3-harm hand/close)

Options (choose 2):

- ornate (+valuable)
- antique (+valuable)
- armor piercing (+ap -1harm)
- composite (+far)
- heavy (+1harm)
- poisoned* (+1harm ap reload)
- light (-reload -far)

*counts as 2 options:

poison (3harm ap intimate refill)

■ YOUR CUSTOM WEAPONS

■ BARTER

If you're charging someone wealthy for your services, 1-riches is the going rate for: *one message or valuable delivered, one month's employment as a personal spy, thief, or saboteur on hand.*

1-riches will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-riches might count for: *a night in high luxury and company; any weapon, gear or fashion not valuable or rare; the material costs of a crash resuscitation by a healer; a week's hire of the protective companionship of a sellsword; repair of a piece of rare gear; a year's tribute to a warlord; a month's stabling and care for a well-bred mount, well-used; bribes, fees, and gifts to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with riches ajangle and expect to find rare or luxe eternal.

Introducing

THE ROGUE

Rascals gathered in every stage of rags and tatters—furtive cut-purses, leering kidnappers, quick-fingered thieves, swaggering bravoos with their wenches, strident-voiced women clad in tawdry finery. Native rogues were the dominant element—dark-skinned, dark-eyed zamorians, with daggers at their girdles and guile in their hearts. But there were wolves of half a dozen outland nations there as well. —The Tower of the Elephant

HYBORIAN SAGA

■ ADDITIONAL RULES

HARM

When a character gets hurt, the player marks segments in her harm countdown clock. Mark one full segment for each 1-harm, starting with the segment 12:00 to 3:00.

Typically, when a character takes harm, it's equal to the harm rating of the weapon, attack, or mishap, minus the armor rating of the character's armor. This is called *harm as established*.

PERIPHERAL MOVES

When you **suffer harm**, roll+harm suffered (after armor, if you're wearing any). On a 10+, the MC can choose 1:

- *You're out of action: unconscious, trapped, incoherent or panicked.*
- *It's worse than it seemed. Take an additional 1-harm.*
- *Choose 2 from the 7–9 list below.*

On a 7–9, the MC can choose 1:

- *You lose your footing.*
- *You lose your grip on whatever you're holding.*
- *You lose track of someone or something you're attending to.*
- *You miss noticing something important.*

On a miss, the MC can nevertheless choose something from the 7–9 list above. If she does, though, it's instead of some of the harm you're suffering, so you take -1harm.

When you **inflict harm on another player's character**, the other character gets +1Hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

When you hurt someone, they see you more clearly.

THE ROGUE



CREATING A ROGUE

To create your rogue, choose race, look, stats, moves, and Hx.

RACE

Afghuli, Aquilonian, Argossean, Brythunian, Corinthian, Hyrkanian, Iranistani, Khitani, Kothian, Kushite, Nemedian, Ophirian, Shemitish, Stygian, Turanian, Vendhyan, zamoran, zingaran.

STATS

Choose one set:

- Allure-1 Fierce=0 Grace+2 Wits+2 Wyrd-1
- Allure+1 Fierce+1 Grace+2 Wits=0 Wyrd-1
- Allure+1 Fierce-1 Grace+2 Wits+1 Wyrd=0
- Allure=0 Fierce=0 Grace+2 Wits+1 Wyrd=0

MOVES

You get all the basic moves. Choose three rogue moves.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn:

- Choose whether you are by nature generous with your trust and resources, or secretive. If the former, tell everyone Hx+1, if the latter, Hx=0.

On the others' turns, choose 1 or both:

- One of them has seen you at your lowest point. Whatever number that player tells you, give it +1 and write it next to the character's name.
- One of them once betrayed you to the authorities. Whatever number that player tells you, ignore it, write Hx+3 next to the character's name instead.

For everyone else, write whatever number they tell you next to their name. At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it.

LOOK

Man, woman, ambiguous, or concealed.

Hooded cloak, loin cloth, silks and fur, luxe wear, baggy wear, aristocratic wear.

Weathered face, ratlike face, rugged face, narrow face, or hawklike face.

Narrow eyes, scorched eyes, calculating eyes, wary eyes, or shifty eyes.

Small body, rangy body, wiry body, lithe body, or fat body.

GEAR

Detail your personal fashion. You also have 1-riches worth of coin and 1-armor at your option. Choose 2 Custom Weapons.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

ALLURE highlight

seduce or manipulate

FIERCE highlight

inflict brutality; wade into battle

GRACE highlight

strive against peril

WITS highlight

read a sitch; read a person

WYRD highlight

discern the unnatural

HARM

countdown

12

6

stabilized

- shattered (-1grace)
- crippled (-1fierce)
- disfigured (-1allure)
- broken (-1wits)

HX

help or interfere; session end

ROGUE SPECIAL

If you and another character have sex, roll+Grace. On a 10+, it's cool, no big deal. On a 7-9, give them +1 to their Hx with you on their sheet, but give yourself -1 to your Hx with them on yours. On a miss, you gotta go: take -1 ongoing, until you prove that it's not like they own you or nothing.

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1Allure (max +2)
- __ get +1Fierce (max +2)
- __ get +1Wits (max+2)
- __ get +1Wyrd (max+2)
- __ get a new rogue move
- __ get a new rogue move
- __ get a hideout (workspace)
- __ get 2 jobs (detail) and **moonlighting**
- __ get a move from another playbook
- __ get a move from another playbook

- __ get +1 to any stat (max stat+3)
- __ retire your character (to safety)
- __ create a second character to play
- __ change your character to a new type
- __ choose 3 basic moves and advance them.
- __ advance the other 4 basic moves.

ROGUE MOVES

- Plundering jackal**: whenever you search your pack or saddlebags for something, or need some quick coin, roll+Grace. It has to be small enough to fit. On a 10+ you find just the thing, or close enough. On a 7-9, you find something pretty close, unless what you were looking for is rare, in which case no dice. On a miss, you use to have just the thing, but it turns out some dog stole it. If you were trying to get some quick coin by cutting a purse, you're caught and acting under fire.
- To Hell With This**: name your escape route and roll+Grace. On a 10+, sweet, you're gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.
- Cunning**: when you've seized a prize you swore an oath for, you get +1Grace (max +3).
- Cold-blooded**: when you inflict brutality on an NPC, roll+ Grace instead of roll+ Fierce. When you go aggro on another player's character, roll+ Hx instead of roll+ Fierce.
- Silver tongue**: When you try to seduce or manipulate another player's character, roll+Hx instead of Allure. For NPCs roll+ Grace.
- Opportunist**: when you interfere with someone who's rolling, roll+ Grace instead of roll+Hx, you filthy cur.

GEAR & RICHES

OTHER MOVES

HOLD

HOLDINGS

By default, your holdings include:

- 1600-2000 souls.
- for jobs, a mix of hunting, crude farming, and smithing (surplus: 1-riches, want: hungry).
- a fort/tower/longhouse of wood and stone. Your band gets +1armor when fighting in its defense.
- a simple armory of spears and shields.
- a personal guard of about 20 violent people (3-harm band medium unruly 1-armor).

Choose 4:

- your population is large, 3200-4000 souls. Surplus: +1barter, want: +disease.
- your population is small, 800-1000 souls. Want: anxiety instead of want: hungry.
- for jobs, add lucrative raiding. Surplus: +1riches, want: +reprisals.
- for jobs, add protection tribute. Surplus: +1riches, want: +obligation.
- for jobs, add skilled artisans. Surplus: +1riches, want: +idle.
- for jobs, add a bustling, legendary market. Surplus: +1riches, want: +idle.
- your guard is large instead of medium, 40 trained soldiers or so.
- your guard is well-disciplined. Drop unruly.
- your armory is sophisticated and extensive. Your guard gets +1harm.
- you have a castle or palace made of stone and iron. Your guard gets +2armor when fighting in its defense.

And choose 2:

- your subjects are filthy and unwell. Want: +disease.
- your subjects are lazy and drug-stupored. Want: +famine.
- your subjects are decadent and perverse. Surplus: -1riches, want: savagery.
- your province owes protection tribute. Surplus: -1riches, want: +reprisals.
- your guard is small instead of medium, only about 10 trained soldiers.
- your guard is a pack of slavering hyenas. Want: savagery.
- your armory is poor. Your guard gets -1harm.
- your compound is mostly tents, lean-tos and wooden walls. Your gang gets no armor bonus when fighting to defend it.

HOLDINGS	
SIZE	SURPLUS
RESOURCES	WANT
	RICHES

BAND	
SIZE	TAGS
HARM	ARMOR
+1harm vs smaller bands, -1harm vs larger, per 1-size difference.	

Introducing

THE RULER

When I was a fighting-man, the kettle-drums they beat,
The people scattered gold-dust before my horse's feet;
But now I am a great king, the people hound my track
With poison in my wine-cup, and daggers at my back.
—The Road of Kings

HYBORIAN SAGA

ADDITIONAL RULES

USING A BAND AS A WEAPON

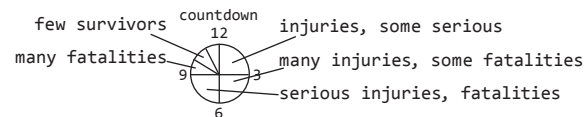
When a character makes an aggressive move using her band as a weapon, her band inflicts and suffers harm, she doesn't. A band inflicts and suffers harm according to its own and its enemy's sizes, weapons, and armor.

BANDS & HARM

If there's a size mismatch between bands, each step the attacker is bigger adds +1harm, and each step the attacker is smaller knocks off -1harm.

When a band suffers...

- 1-harm: a few injuries, one or two serious, no fatalities.
- 2-harm: many injuries, several serious, a couple of fatalities.
- 3-harm: widespread injuries, many serious, several fatalities.
- 4-harm: widespread serious injuries, many fatalities.
- 5-harm and more: widespread fatalities, few survivors.



With a strong, present leader, a band will hold together if it suffers up to 4-harm. If the leader is weak or absent, it'll hold together if it suffers up to 3-harm. If the leader is both weak *and* absent, it'll hold together if it suffers 1- or 2-harm. If it has no leader, it'll hold together if it suffers 1-harm, but no more.

If a PC is a member of a gang taking harm, how much harm the PC takes depends on her role in the band. If she's a leader or a prominent, visible member, she suffers the same harm the band does. If she's just someone in the band, or if she's intentionally protecting herself from harm instead of fighting with the band, she suffers 1-harm less.

THE RULER



CREATING A RULER

To create your ruler, choose race, look, stats, moves, holding, and Hx.

RACE

All races have rulers; mighty kings, errant princes, feuding barons, or rugged tribal cheiftains.

LOOK

Man, woman, ambiguous, or transgressing.
Luxe wear, silks and furs, casual wear, jewelry, exotic wear, armor.

STATS

Choose one set:

- Allure+1 Fierce-1 Grace+2 Wits+1 Wyrd=0
- Allure+1 Fierce+1 Grace+2 Wits+1 Wyrd-2
- Allure=0 Fierce-1 Grace+2 Wits+2 Wyrd-1
- Allure+1 Fierce=0 Grace+2 Wits-1 Wyrd+1

MOVES

You get all the basic moves. You get both ruler moves.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn:

- Choose whether you are by nature generous with your trust and resources, or reserved. If the former, then tell everyone Hx+1. If the latter, then tell everyone Hx=0.

On the others' turns, choose 1 or both:

- One of them has been with you since before. Whatever number that player tells you, give it +1 and write it next to the character's name.
- One of them once betrayed you or stole from you. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.

Everyone else, whatever number they tell you, write it next to their character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it.

NAME -

LOOK

STATS MOVES

ALLURE highlight

seduce or manipulate

FIERCE highlight

inflict brutality; wade into battle

GRACE highlight

strive against peril

WITS highlight

read a sitch; read a person

WYRD highlight

discern the unnatural

HARM

countdown

12

9 3

6

stabilized

shattered (-1grace)

crippled (-1fierce)

disfigured (-1allure)

broken (-1wits)

HX

help or interfere; session end

RULER SPECIAL

If you and another character have sex, you can give the other character gifts worth 1-riches, at no cost to you.

IMPROVEMENT

experience ○○○○>>>improve

__ get +1Grace (max +3)

__ get +1Wyrd (max +2)

__ get +1Fierce (max +2)

__ get +1Allure (max +2)

__ get +1Wits (max +2)

__ choose a new option for your holding

__ choose a new option for your holding

__ erase an option from your holding

__ get a move from another playbook

__ get a move from another playbook

__ get +1 to any stat (max stat+3)

__ retire your character (to safety)

__ create a second character to play

__ change your character to a new type

__ choose 3 basic moves and advance them.

__ advance the other 4 basic moves.

RULER MOVES

● **Leadership:** when your guard fights for you, roll+Grace. On a 10+, hold 3. On a 7-9, hold 1. Over the course of the fight, spend your hold 1 for 1 to make your guard:

- make a hard advance
- stand strong against a hard advance
- make an organized retreat
- show mercy to their defeated enemies
- fight and die to the last

On a miss, your guard turns on you or tries to hand you over to your enemy.

● **Wealth:** If your hold is secure and your rule unchallenged, at the beginning of the session, roll+Grace. On a 10+, you have surplus at hand and available for the needs of the session. On a 7-9, you have surplus, but choose 1 want. On a miss, or if your hold is compromised or your rule contested, your hold is in want. The precise values of your surplus and want depend on your holdings, as follows.

GEAR & RICHES

OTHER MOVES

HOLD

YOUR MOUNT

Strengths (choose 1 or 2): fast, rugged, aggressive, virile, huge, nimble.

Looks (choose 1 or 2): sleek, powerful, majestic, wild, painted, muscular, polished, scarred, garish, barded.

Weakness (choose 1): slow, messy, hungry, frail, overbearing, lazy, unreliable, skittish.

If for some reason you need your mount's profile: (by default you don't), it's power+1 looks+1 1-armor weakness+1

STRENGTHS

LOOKS

WEAKNESSES

WORKSPACES

Choose which of the following your workspace includes. Choose 3: a smithy, a stable, a controlled growing environment, a hideout, skilled labor (Arus, Bwatu, Promero, eg), a lair, a wagon train, a shrine, beasts of burden, weird-ass idols and fetishes, silks & cushions, a proving area, a relic of the ancient age past, seclusion, sanctuary, booby traps.

When you go into your workspace and dedicate yourself to accomplishing a thing, or to getting to the bottom of some shit, decide what and tell the MC. The MC will tell you “sure, no problem, but...” and then 1 to 4 of the following:

- it’s going to take hours/days/weeks/months of work;
- first you’ll have to get/build/fix/figure out ___;
- you’re going to need ___ to help you with it;
- it’s going to cost you a fuckton of riches;
- the best you’ll be able to do is a crap version, weak and unreliable;
- it’s going to mean exposing yourself (plus colleagues) to serious danger;
- you’re going to have to add ___ to your workplace first;
- it’s going to take several/dozens/hundreds of tries;
- you’re going to have to take ___ apart to do it.

The MC might connect them all with “and,” or might throw in a merciful “or.”

Once you’ve accomplished the necessities, you can go ahead and accomplish the thing itself. The MC will stat it up, or spill, or whatever it calls for.

BARTER

If you’re charging someone wealthy for your services, 1-riches is the going rate for: *a month’s employment as vizier on call; one solid, reliable and true answer.*

1-riches will cover a month’s living expenses, if your tastes aren’t too grand.

As a one-time expenditure, and very subject to availability, 1-riches might count for: *a night in high luxury and company; any weapon, gear or fashion not valuable or rare; the material costs of a crash resuscitation by a healer; a week’s hire of the protective companionship of a sellsword; a years tribute to a warlord; bribes, fees and gifts sufficient to get you into almost anyone’s presence.*

For better stuff, you should expect to make particular arrangements. You can’t just wander around the commons of some hardhold with riches ajangle and expect to find hi-tech or luxe eternal.

Introducing

THE SAGE

“Harken!” Spoke the other commandingly. “As a pebble cast into a dark lake sends ripples to further shores, happenings in the Unseen World have broken like waves on my slumber. I have marked you well, Conan of Cimmeria, and the stamp of mighty happenings and great deeds is upon you. But dooms are loose in the land, against which your sword can not aid you.”

—The Phoenix on the Sword

HYBORIAN SAGA

ADDITIONAL RULES

GEAR & WEAPON TAGS

n-armor	n-harm	+nharm	+bonus	Alive
AP	Applied	Area	Worn	Close
Close/far	Far	Hand	Rare	Implanted
Infinite	Intimate	Loud	Messy	Refill
Reload	Remote	S-harm	Tag	Valuable

MOUNT STATS

frame	power	looks	armor	weakness
-------	-------	-------	-------	----------

AUGURY

When you use your followers, altar, campfire ritual, or meditation to perform augury, roll+Wyrd. On a 10+ you get all three. On a 7-9,

Choose one:

- Send a message.
- Scry on a person, place, or thing.
- Conceal your identity

On a miss, some threat from the outer dark is inflicted on you or your followers.

THE SAGE



CREATING A SAGE

To create your sage, choose race, look, stats, moves, gear, and Hx.

RACE

Afghuli, Aquilonian, Brythunian, Corinthian, Hyrkanian, Iranistani, Khitani, Kothian, Nemedian, Ophirian, Shemitish, Stygian, Turanian, Vendhyan, zingaran.

LOOK

Man, woman, ambiguous, or concealed.
Filthy clothes, silks & furs, robes, exotic clothes, cloak & naked underneath. loin clout.
Plain face, pretty face, wizened face, or expressive face.

STATS

Squinty eyes, calm eyes, dancing eyes, twinkling eyes, or appraising eyes.

Fat body, slight body, hunched body, wiry body, stumpy body, or strange body.

MOVES

You get all the basic moves. Choose 3 sage moves.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn:

- Choose the character you find most strange. Tell that player Hx+1.
- Tell everyone else Hx-1. You're kind of strange yourself.

On the others' turns:

- Choose the character you figure for the biggest potential problem. Whatever number that player tells you, give it +1 and write it next to the character's name.
- Everyone else, whatever number they tell you, give it -1 and write it next to their character's name. You've got other stuff to do and other stuff to learn.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it.

NAME -

LOOK

STATS MOVES

ALLURE highlight
seduce or manipulate

FIERCE highlight
inflict brutality; wade into battle

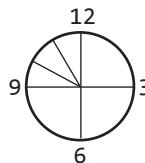
GRACE highlight
strive against peril

WITS highlight
read a sitch; read a person

WYRD highlight
discern the unnatural

HARM

countdown



stabilized

- shattered (-1grace)
- crippled (-1fierce)
- disfigured (-1allure)
- broken (-1wits)

HX
help or interfere; session end

SAGE SPECIAL

If you and another character have sex, they automatically speak to you, as though they were a thing and you'd rolled a 10+, whether you have the move or not. The other player and the MC will answer your questions between them.

Otherwise, that move never works on people, only things.

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1Grace (max +2)
- __ get +1Fierce (max +2)
- __ get +1Wits (max +2)
- __ get +1Allure (max +2)
- __ get a new sage move
- __ get a new sage move
- __ get followers (detail) and **fortunes**
- __ get a workspace (shrine), and you can work on people there too
- __ get a move from another playbook
- __ get a move from another playbook

- __ get +1 to any stat (max stat+3)
- __ retire your character (to safety)
- __ create a second character to play
- __ change your character to a new type
- __ choose 3 basic moves and advance them.
- __ advance the other 4 basic moves.

SAGE MOVES

- Things speak:** whenever you handle or examine something interesting, roll+Wyrd. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 1:
 - who handled this last before me?
 - who made this?
 - what strong emotions have been most recently nearby this?
 - what words have been said most recently nearby this?
 - what has been done most recently with this, or to this?
 - what's wrong with this, and how might I fix it?
 Treat a miss as though you've missed an augury roll.

- Wandering Mystic:** at the beginning of the session, roll+Wyrd. 10+, hold 1+1. On a 7-9, hold 1. At any time, either you or the MC can spend your hold to have you already be there, with the proper tools and knowledge, with or without any clear explanation why. If your hold was 1+1, take +1forward now. On a miss, the MC holds 1, and can spend it to have you already be there, but somehow pinned, caught or trapped.

- Sage advice:** when a character comes to you for advice, tell them what you honestly think the best course is. If they do it, they take +1 to any rolls they make in the doing, and you mark an experience circle.

- Seer** : you are able to enter a meditative trance and look beyond the earthly veil. You get +augury.

- Harmony** : when you do something under fire, roll+Wyrd instead of roll+Grace.

- Deep insights** : you get +1Wyrd (Wyrd+3).

GEAR & RICHES

OTHER MOVES

HOLD

JOBS

(Profit / catastrophe)

Paying jobs:

- Bodyguarding (1-barter / embattled)
- Surveillance (1-barter / deceived)
- Raiding (1-barter / embattled)
- Enforcement (1-barter / overthrown)
- Labor (1-barter / impoverished)
- Deliveries (1-barter / bushwacked)
- Infiltration (1-barter / discovered)
- Plundering (1-barter / impoverished)
- Brokering deals (1-barter / shut out)
- Smithing (2-barter / shut out)
- Compound defense (2-barter / infiltrated)
- Doing murders (3-barter / embattled)
- Fucking (2-barter / entangled)
- Companionship (1-barter / entangled)
- Performing (1-barter / shut out)

Obligation jobs:

- Avoiding someone (you keep well clear / they catch you in a bad spot)
- Paying debts (you keep up with them / they come due)
- Revenge (you victimize someone / they humiliate you)
- Protecting someone (nothing bad happens to them / they are gone)
- Pursuing luxury (beauty in your life / you wind up in a bad spot)
- Maintaining your honor (you keep your word and your name / you cross a line)
- Seeking answers (you get a clue / you chase a red herring)
-
-

BARTER

If you're charging someone wealthy for your services, 1-riches is the going rate for: *one raiding expedition, one convoy led through hostile territory, one threat delivered (loud and clear), one week's employment of your band as thugs enforcers*

1-riches will cover a month's living expenses, if your tastes aren't too grand. 1-riches will also cover your crew's cut of a couple three four profitable jobs.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury and company; any weapon, gear or fashion not valuable or rare; the material costs of a crash resuscitation by an healer; a week's hire of the protective companionship of a sellsword; repair of a piece of rare gear; a year's tribute to a warlord; a month's stabling and care for a well-bred mount, well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with riches ajangle and expect to find rare or luxe eternal.

MOVES

Mercenary: roll+Fierce, On a 10+ you get profit from the jobs you worked. On a 7-9, you get profit from one and catastrophe from the other(s). On a miss, catastrophe all around.

Moonlighting: same as mercenary except you roll+ Grace.

Your jobs must be appropriate to whichever move you have. you can't pick "companionship" for Mercenary, or "raiding" for Moonlighting. Moonlighting, however, is the more general move.

Introducing

THE SELLSWORD

"Today in the shadow, tomorrow in the sun," quoth Olgerd, loosening his crimson girdle a trifle and reaching again for the wine-jug. "That's the way of life. Once I was a hetman on the zaporoska; now I'm a desert chief. Seven months ago you were hanging on a cross outside Khauran. Now you're lieutenant to the most powerful raider between Turan and the western meadows. You should be thankful to me!"
—A Witch Shall be Born

HYBORIAN SAGA

ADDITIONAL RULES

JOBS ON SCREEN

Paying jobs on screen:

- Profit: the MC can choose whether to come in on the end of the successful job, or let the whole job happen in summary, off-screen.
- Catastrophe: the MC can come in on the moment when the job goes south, or you can summarize the job going south and come in on the aftermath.

Obligations on screen:

- Profit: the MC can choose whether to come in on the end of your accomplishing it, or let it pass without much remark.
- Catastrophe: the MC should come in on the moment when it goes south, as a rule.
- Unworked: an unworked obligation is an opportunity for the MC.

BARTER PERIPHERAL MOVES

When you **give 1-riches to someone, but with strings attached**, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you **go into a town's bustling market**, looking for some particular thing to buy, and it's not obvious whether you should be able to just go buy one like that, roll+wits. On a 10+, yes, you can just go buy it like that. On a 7-9, the MC chooses one of the following:

- *it costs 1-riches more than you'd expect*
- *it's available, but only if you meet with a guy who knows a guy*
- *damn, I had one, I just sold it to this guy named Dalak, maybe you can go get it off him?*
- *sorry, I don't have that, but maybe this will do instead?*

When you **make known that you want a thing and drop coin to speed it on its way**, roll+riches spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7-9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached.

THE

SELLSWORD



CREATING A SELLSWORD

To create your sellsword, choose race, look, stats, moves, jobs, impressive weapons, gear, and Hx.

RACE

Virtually any race of the Hyborian Age.

LOOK

Man, woman, concealed.

Filthy clothes, fine silks, exotic clothes, armor.

STATS

Worn face, scarred face, honest face, rough face, hard face, or hawklike face.

Calculating eyes, weary eyes, sharp eyes, or cold eyes.

Muscular body, rangy body, huge body, sculpted body, or squat body.

GEAR

Detail your personal attire worth 1-armor or 2-armor, your choice. Choose two impressive weapons:

- Great-axe (3-harm hand autofire messy)
- Broadsword (3-harm hand autofire messy)
- Crossbow (2-harm close reload)
- Composite bow (2-harm close/far)
- Sword (3-harm hand messy)
- Axe (3-harm hand)
- Flail (2-harm hand area)
- Spear (3-harm hand/close)
- Polearm (4-harm hand reload messy)
- shield (2-harm hand reload)/(1-armor)

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

Choose one set:

- Allure-1 Fierce+2 Grace+1 Wits+1 Wyrd=0
- Allure+1 Fierce+2 Grace+1 Wits=0 Wyrd-1
- Allure=0 Fierce+2 Grace+1 Wits+1 Wyrd-1
- Allure-1 Fierce+2 Grace+2 Wits=0 Wyrd-1

MOVES

You get all the basic moves. You get **Mercenary** and choose two other sellsword moves.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, choose 1, 2, or all three:

- One of them has fought shoulder to shoulder with you. Tell that player Hx+2.
- One of them left you bleeding and did nothing for you. Tell that player Hx-2.
- Choose which one of them you think is the prettiest. Tell that player Hx+2.

Tell everyone else Hx=0.

On the others' turns:

- Choose which character you think is smartest, add+1 to whatever they tell you.
- Everyone else, write down whatever they tell you next to their name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it.

NAME -

LOOK

STATS MOVES

ALLURE highlight

seduce or manipulate

FIERCE highlight

inflict brutality; wade into battle

GRACE highlight

strive against peril

WITS highlight

read a sitch; read a person

WYRD highlight

discern the unnatural

HARM

countdown

12

9 3

6

stabilized

shattered (-1grace)

crippled (-1fierce)

disfigured (-1allure)

broken (-1wits)

HX

help or interfere; session end

SELLSWORD SPECIAL

If you and another character have sex, they immediately change their sheet to say Hx+3 with you. They also choose whether to give you -1 or +1 to your Hx with them, on your sheet.

IMPROVEMENT

experience ○○○○>>>improve

__ get +1Fierce (max +3)

__ get +1Grace (max +2)

__ get +1Wits (max +2)

__ get +1Wyrd (max +2)

__ get a new sellsword move

__ get a new sellsword move

__ get a band (detail) and **war leader**

__ get a hideout (workspace)

__ get a move from another playbook

__ get a move from another playbook

__ get +1 to any stat (max stat+3)

__ retire your character (to safety)

__ create a second character to play

__ change your character to a new type

__ choose 3 basic moves and advance them.

__ advance the other 4 basic moves.

SELLSWORD MOVES

- **Battlefield Instincts** : when you read a charged situation and act on the MC's answers, you get +2 instead of +1.
- **Fighting retreat** : name your escape route and roll+**Fierce**. On a 10+, you're gone. On a 7-9, you can go or stay, but if you go, it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.
- **Prepared for the inevitable** : you have a well-stocked and high-quality medicinal kit (2-stock), and you know how to use it.
- **Tactics** : in battle, when you help someone who's rolling, don't roll+Hx. You help them as though you'd hit the roll with 10+.
- **Bash & Slash** : when fighting with a shield and weapon, inflict +1 harm.
- **Mercenary** : you get two appropriate jobs. When you choose to work one or both, roll+**Fierce**. On a 10+, you get profit from both. On a 7-9 you get profit from one and catastrophe from the other. On a miss, catastrophe all around.

GEAR & RICHES OTHER MOVES

HOLD

■ SIREN GEAR ■

You get:

- jewelry and coin worth 1-riches
- fashion suitable to your look (you detail)

Gracious weapons (choose 1):

- poison (3-harm intimate ap reload)
- ornate dagger (2-harm hand valuable)
- hidden knives (2-harm hand infinite)
- gilded whip (s-harm hand loud)

Luxe gear (choose 2):

- luxe jewelry (worn valuable rare)
- long gorgeous gown (worn valuable)
- spectacular tattoos (implanted)
- skin & hair kit (applied valuable)

Soaps, ochres, paints, creams, salves. Using it lets you take +1Allure forward.

- a pet (valuable alive)

Your choice and yours to detail.

■ GEAR & RICHES ■

■ BARTER ■

If you're charging someone wealthy for your services, 1-riches is the going rate for: *one night's intimate companionship, an evening's or a weekend's entertainment for a group (without touching), a month's casual employment as an enlivening presence.*

1-riches will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-riches might count for: *any weapon, gear or fashion not valuable or rare; the material costs of a crash resuscitation by an healer; repair of a piece of rare gear; a week's hire of the protective companionship of a sellsword; a years tribute to a warlord; a month's stabling and repairs for a well-bred mount, well used; bribes, fees and gifts sufficient to get you into almost anyones presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with riches ajangle and expect to find rare or luxe eternal.

Introducing

THE SIREN

It was a woman who stood there staring at them in wonder. She was tall, lithe, shaped like a goddess; clad in a narrow girdle encrusted with jewels. A burnished mass of night-black hair set off the whiteness of her ivory body. Her dark eyes, shaded by long dusky lashes, were deep with sensuous mystery. —xuthal of the Dusk

HYBORIAN SAGA

■ ADDITIONAL RULES ■

EXAMPLE ARTS

For **Artful & gracious**:

Singing or performing music, dancing, making jewelry, creating functional and beautiful tools, working fur or leather, training dogs or birds — any craft or art that suits the environment and the character.

BARTER PERIPHERAL MOVES

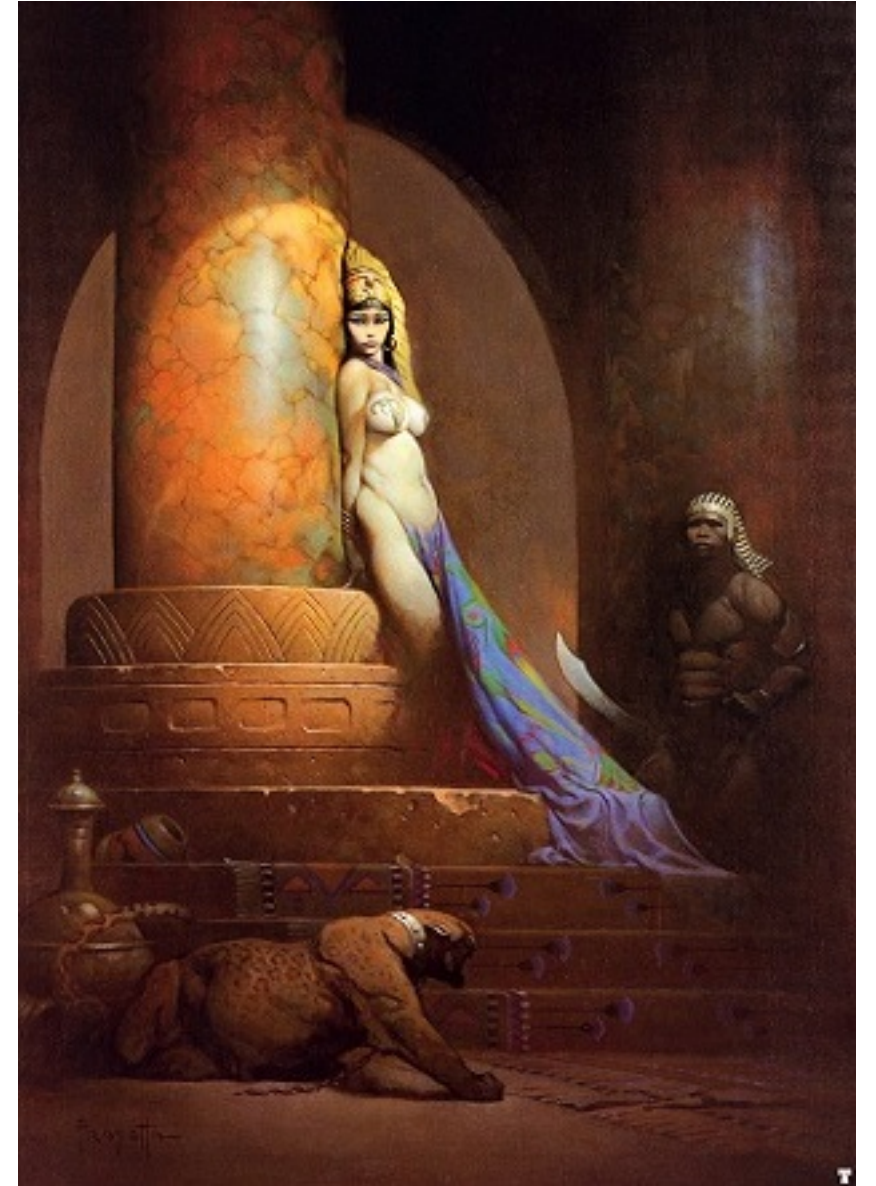
When you **give 1-riches to someone, but with strings attached**, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you **go into a town's bustling market**, looking for some particular thing to buy, and it's not obvious whether you should be able to just go buy one like that, roll+wits. On a 10+, yes, you can just go buy it like that. On a 7–9, the MC chooses one of the following:

- *it costs 1-riches more than you'd expect*
- *it's available, but only if you meet with a guy who knows a guy*
- *damn, I had one, I just sold it to this guy named Othbaal, maybe you can go get it off him?*
- *sorry, I don't have that, but maybe this will do instead?*

When you **make known that you want a thing and drop jingle to speed it on its way**, roll+riches spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7–9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached.

THE SIREN



CREATING A SIREN

To create your skinner, choose race, look, stats, moves, gear, and Hx.

RACE

Sirens can be from virtually anywhere, but commone races include:
Aquilonian, Brythunian, Corinthian, Khitani, Nemedian, Ophirian, Stygian, Vendhyan, and zamoran.

STATS

Choose one set:

- Allure+2 Fierce-1 Grace+1 Wits+1 Wyrd=0
- Allure+2 Fierce=0 Grace=0 Wits=0 Wyrd+1
- Allure+2 Fierce=0 Grace-1 Wits+2 Wyrd-1
- Allure+2 Fierce+1 Grace+1 Wits+1 Wyrd-2

MOVES

You get all the basic moves. Choose 2 siren moves.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, choose 1, 2 or all 3:

- One of them is your friend. Tell that player Hx+2.
- One of them is your lover. Tell that player Hx+1.
- One of them is in love with you. Tell that player Hx-1.
- Tell everyone else Hx=0.

On the others' turns:

- For everyone, whatever number they tell you, give it -1 or +1 and write it next to the character's name. Your choice for each.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it.

LOOK

Woman, sometimes a man, or androgynous.

Display wear, showy lace, luxe wear, naked or nearly so.

Striking face, sweet face, exotic face, cute face, or beautiful face.

Laughing eyes, mocking eyes, dark eyes, shadowed eyes, troubled eyes, arresting eyes, bright eyes, or cool eyes.

Strong hands, expressive hands, quick hands, calloused hands, or steady hands.

Slim body, toned body, shapely body, young body, or lush body.

GEAR

You get:

- 1 gracious weapon
- 2 luxe gear
- coin & oddments worth 1-riches
- fashion suitable to your look (you detail)

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

ALLURE highlight
seduce or manipulate

FIERCE highlight
inflict brutality; wade into battle

GRACE highlight
strive against peril

WITS highlight
read a sitch; read a person

WYRD highlight
discern the unnatural

HARM

countdown
12

9 3
6

stabilized

shattered (-1grace)
 crippled (-1fierce)
 disfigured (-1allure)
 broken (-1wits)

HX
help or interfere; session end

SIREN SPECIAL

If you and another character have sex, choose one:

- You take +1 forward and so do they.
- You take +1 forward; they take -1.
- They must give you a gift worth at least 1-riches.
- You can **enchant** them as though you'd rolled a 10+, even if you haven't chosen to get the move.

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1Grace (max +2)
- __ get +1Grace (max +2)
- __ get +1Fierce (max +2)
- __ get +1Wits (max +2)
- __ get a new siren move
- __ get a new siren move
- __ get 2 jobs (detail) and **moonlighting**
- __ get followers (detail) and **fortunes**
- __ get a move from another playbook
- __ get a move from another playbook

- __ get +1 to any stat (max stat+3)
- __ retire your character (to safety)
- __ create a second character to play
- __ change your character to a new type
- __ choose 3 basic moves and advance them.
- __ advance the other 4 basic moves.

SIREN MOVES

- Breathtaking**: you get +1**Allure** (max +3).
- Come hither**: when you whisper someone's name to the outer dark, roll+Wyrd (augury). On a hit, they come to you, with or without any clear explanation why. On a 10+, take +1 forward against them. On a miss, the MC will ask you 3 questions; answer them truthfully.
- Artful & Gracious**: when you perform your chosen art—any act of expression or culture—or when you put its product before an audience, roll+**Allure**. On a 10+, spend 3. On a 7-9, spend 1. Spend 1 to name an NPC in your audience and choose one:
 - *this person must meet me*
 - *this person must have my services*
 - *this person loves me*
 - *this person must give me a gift*
 - *this person admires my patron*
 On a miss, you gain no benefit, but suffer no harm or lost opportunity. You simply perform very well.
- Enchanting**: When you have time and solitude with someone, they become fixated upon you. Roll+**Allure**. On a 10+, hold 3. On a 7-9, hold 2. They can spend your hold, 1 for 1, by:
 - *giving you something you want*
 - *acting as your eyes and ears*
 - *fighting to protect you*
 - *doing something you tell them to*
 For NPCs, while you have hold over them they can't act against you. For PCs, instead, anytime you like you can spend your hold, 1 for 1:
 - *they distract themselves with the thought of you. they're acting under fire.*
 - *they inspire themselves with the thought of you. they take +1 right now.*
 On a miss, they hold 2 over you, on the same terms.
- Arresting Seduction**: When you remove a piece of clothing, your own or someone else's, any who can see you cannot do anything but watch. You command their absolute attention. If you choose, you can exempt individual people, by name.

HOLD

OTHER MOVES

SORCERER GEAR

Books of Lore

After you spend hours poring over your books of lore, hold 1 (max 1). Spend your hold on any Sorcerer move, even if you do not normally have the move.

Lair with Altar (workspace)

when you sacrifice a human life or goods worth 1-riches on your altar, you may perform the augury move.

Demon Familiar

The Demon Familiar counts as a weapon (3-harm, remote, alive, 2-armor). If you use the Demon Familiar with a move, on a miss it suffers any consequences as an npc, not you.

Mummy Dust

Mummy Dust is a weapon (hand, s-harm, infinite).

GEAR & RICHES

BARTER

If you're charging someone wealthy for your services, 1-riches is the going rate for: *one successful visions of death; one successful task of mesmerism, or one use of the Augury; one week's employment as a vizier.*

1-riches will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-riches might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or rare; the material costs of a crash resuscitation by a healer; repair of a piece of rare gear; a week's hire of the protective companionship of a sellsword; a year's tribute to a warlord; a months stabling and care for a well-bred horse, well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find rare or luxe eternal.

Introducing

THE SORCERER

He held out his hand as if to receive something, and the Turanian cried out sharply like a man in mortal agony. He reeled drunkenly, and then, with a splintering of bones, a rending of flesh and muscle and a snapping of mail-links, his breast burst outward with a shower of blood, and through the ghastly aperture something red and dripping shot through the air into the Master's hand, as a bit of steel leaps to the magnet. The Turanian slumped to the floor and lay motionless, and the Master laughed and hurled the object to fall before Conan's feet – a still quivering human heart.

—The People of the Black Circle

HYBORIAN SAGA

ADDITIONAL RULES

THREAT TYPES & IMPULSES

You can't use these — they're the MC's — but you might find them interesting.

Warlords:

- Slaver (impulse: to own and sell people)
- Conqueror (impulse: to take land)
- Prophet (impulse: to establish a new order)
- Immortal (impulse: to restore the world they new)
- Packmaster (impulse: to hunt and dominate)

Outsiders:

- Ancient God (impulse: to take sacrifice)
- Sorcerer (impulse: craves mastery)
- Alien Being (impulse: craves restitution)
- Monster (impulse: the ruination of all)

Landscapes:

- Wilderness (impulse: to generate badness)
- Other Realm (impulse: to entice and betray people)
- Ruin (impulse: to conceal a secret)
- Fortress (impulse: to deny access)

Afflictions:

- Disease (impulse: to saturate a population)
- Condition (impulse: to expose people to danger)
- Custom (impulse: to promote and justify violence)
- Superstition (impulse: to dominate people's choices and actions)
- Sacrifice (impulse: to leave people bereft)
- Curse (impulse: to bring the mighty low)

Brutes:

- Hunting pack (impulse: to victimize anyone vulnerable)
- Enforcers (impulse: to victimize anyone who stands out)
- Cult (impulse: to victimize & incorporate people)
- Mob (impulse: to riot, burn, kill scapegoats)

THE SORCERER



CREATING A SORCERER

To create your sorcerer, choose race, look, stats, moves, gear, and Hx.

RACE

Aquilonian, Hyperborean, Khitani, Pictish, Stygian, Thurian, Turanian, Vendhyan, zamoran, Other.

STATS

Choose one set:

- Allure-2 Fierce+1 Grace+1 Wits+1 Wyrd+2
- Allure+1 Fierce=0 Grace=0 Wits=0 Wyrd+2
- Allure-1 Fierce-2 Grace+1 Wits+2 Wyrd+2
- Allure-1 Fierce-1 Grace+2 Wits=0 Wyrd+2

MOVES

You get all the basic moves. Choose 2 sorcerer moves.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn:

- Tell everyone Hx-1. You are inscrutable.

On the others' turns, choose 1, 2 or all 3:

- One of them has slept in your presence (knowingly or un-). Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- One of them, you've been watching carefully for some time, in secret. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- One of them quite evidently dislikes and distrusts you. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.

Everyone else, whatever number they tell you, add 1 to it and write it next to their character's name. You know everyone better than normal.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it.

LOOK

Man, woman, ambiguous, or concealed.

High formal wear, dark robes, hooded cloak, wrapped in bandages, environmental wear improper to the local environment.

Scarred face, smooth face, pale face, bony face, dusky face, or sweet face.

Stony eyes, dead eyes, deep eyes, hollow eyes, pale eyes, ruined eyes, or blazing eyes.

Awkward angular body, frail body, lanky body, crippled body, starved body, or desiccated body.

GEAR

You get:

- 1 ceremonial weapon
- 2 sorcerer gear
- treasures worth 5-riches
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

ceremonial weapons:

- staff (2-harm hand)
- ornate dagger (2-harm hand valuable)
- hidden knives (2-harm hand infinite)
- sickle (2-harm hand)

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

ALLURE highlight

seduce or manipulate

FIERCE highlight

inflict brutality; wade into battle

GRACE highlight

strive against peril

WITS highlight

read a sitch; read a person

WYRD highlight

discern the unnatural

HARM

countdown

12

9 3

6

stabilized

shattered (-1grace)

crippled (-1fierce)

disfigured (-1allure)

broken (-1wits)

HX

help or interfere; session end

SORCERER SPECIAL

If you and another character have sex, roll+ Wyrd. On a 10+ hold 3, on a 7-9 hold 1.

Spend your holds to ask them:

- *what was your character's lowest moment?*
- *for what does your character crave forgiveness, and of whom?*
- *what are your character's secret pains?*
- *in what ways are your character's mind and soul vulnerable?*

On a miss, you inflict 1-harm (ap) upon your subject, to no benefit.

IMPROVEMENT

experience ○○○○>>>improve

__ get +1Grace (max +2)

__ get +1Wits (max +2)

__ get +1Fierce (max +2)

__ get +1Allure (max +2)

__ get a new Sorcerer move

__ get a new Sorcerer move

__ get followers (detail) and **fortunes**

__ get a new piece of sorcerer gear

__ get a move from another playbook

__ get a move from another playbook

__ get +1 to any stat (max stat+3)

__ retire your character (to safety)

__ create a second character to play

__ change your character to a new type

__ choose 3 basic moves and advance them.

__ advance the other 4 basic moves.

SORCERER MOVES

- Mesmerism**: when you try to seduce someone, roll +**Wyrd** instead of roll+Allure.
- All-Seeing Eyes**: when you read someone, roll+**Wyrd** instead of roll+Wits. Your victim has to be able to see you, but you don't have to interact.
- Master of Darkness**: You get +1 Wyrd (Wyrd +3).
- Visions of death**: when you go into battle, roll+**Wyrd**. On a 10+, name one person who'll die and one who'll live. On a 7-9, name one person who'll die OR one person who'll live. Don't name a player's character; name NPCs only. The MC will make your vision come true, if it's even remotely possible. On a miss, you foresee your own death, and accordingly take -1 throughout the battle.
- Immortal**: When you meet someone important, roll +**Grace**, on a hit they have heard of you, and you say what they have heard; the MC will have them respond accordingly. On a 10+ you take +1 forward for dealing with them as well. On a miss they have heard of you, but the MC will decide what they have heard.
- Unnatural Wiles**: In darkness or near-darkness you have Allure +2.
- Whispers**: you can roll+ **Wyrd** to get the effects of inflicting brutality. Your victim has to be able to see you, but you don't have to interact. If your victim forces your hand, your mind counts as a weapon (1-harm ap close loud-optional).
- Death Spell**: your outstretched hand and a spoken word count as a weapon (4-harm ap close reload). On a miss using the Death Spell, you take the damage instead.

HOLD

OTHER MOVES

MEDICINAL KIT

Your medicinal kit has all kinds of crap in it: scissors, rags, tape, needles, clamps, gloves, oils, wipes, alcohol, injectable elixirs & herbs, salves, leeches, maggots, phials, tonics, potions, splints, bandages, razors, pliers, charms, crystals, poultices, narcotics, incense, idols, and essences, salts, powders, ointments, hooks, horse-hair, screws, and braces. It is big enough to fill your saddlebags and satchel. When you use it, spend its stock; you can spend 0–3 of its stock per use. You can resupply it for 1-riches per 2-stock, if your circumstances let you barter for medical supplies.

It begins play holding 6-stock. You can carry 2-stock on your person.

To use it to stabilize and heal someone at 9:00 or past: roll+stock spent. On a hit, they will stabilize and heal to 6:00, but the MC will choose 1 (on a 10+) or 2 (on a 7–9):

- they need to be physically stabilized before you can move them.
- even drugged, they fight you; you're acting under fire.
- they'll be in and out of consciousness for 24 hours.
- stabilizing them eats up your stock; spend 1-stock more.
- they'll be bedridden, out of action, for at least a week.
- they'll need constant monitoring and care for 36 hours.

On a miss, they take 1-harm instead.

To use it to speed the recovery of someone at 3:00 or 6:00: don't roll. They choose: spend 4 days (3:00) or 1 week (6:00) blissed out on narcotics, immobile but happy, or do their time like everyone else.

To use it to revive someone who's died (at 12:00, not beyond): roll+stock spent. On a 10+, they recover to 10:00. On a 7–9, they recover to 11:00. On a miss, you've done everything you can for them, and they're still dead.

BARTER

If you're charging someone wealthy for your services, 1-riches is the going rate for: one successful resuscitation (plus material costs); one week's full around-the-clock care (plus material costs); one month's employment as physician on call (plus material costs, if any)

1-riches will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-riches might count for: two refills for your medicinal kit; a night in high luxury & company; any weapon, gear or fashion not valuable or rare; repair of a piece of rare gear; a week's hire of the protective companionship of a sellsword; a year's tribute to a warlord; a month's stabling and care for a well-bred horse, well-used. bribes, fees and gifts sufficient to get you into almost anyone's presence.

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with riches a-jangle and expect to find rare or luxe eternal.

STOCK

Introducing

THE WITCH

"You do not fear to sit in the hut of a witch?" she asked, breaking her silence at last... "I have found the brooding silence of the glens more pleasing than the babble of city streets," she said. "The children of the wild are kinder than the children of men." Her hand briefly stroked the ruff of the sleeping wolf. "My children were afar from me today, or I had not needed your sword, my king. They were coming at my call." —The Hour of the Dragon

HYBORIAN SAGA

ADDITIONAL RULES

HARM & HEALING

Harm before 6:00 heals automatically with time. Harm after 9:00 gets worse with time, unless stabilized. If the player marks the segment 11:00 to 12:00, it means that the character's dead but can still be revived. Any harm past that and the character's dead for reals.

PERIPHERAL MOVE

When you **heal another player's character's harm**, you get +1Hx with them (on your sheet) for every segment of harm you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.

When you heal someone, you see them more clearly.

INFIRMARY

When you go into your infirmary and dedicate yourself to working on a person, decide what you're trying for and tell the MC. The MC will tell you "sure, no problem, but..." and then 1 to 4 of the following:

- it's going to take hours/days/weeks/months of work;
- first you'll have to get/build/fix/figure out ___;
- you're going to need ___ to help you with it;
- it's going to cost you a fuckton of jingle;
- the best you'll be able to do is a crap version, weak and unreliable;
- it's going to mean exposing yourself (plus colleagues & patient) to serious danger;
- you're going to have to add ___ to your infirmary first;
- it's going to take several/dozens/hundreds of tries;
- you're going to have to take ___ apart to do it.

The MC might connect them all with "and," or might throw in a merciful "or."

THE WITCH



CREATING A WITCH

To create your witch, choose race, look, stats, moves, gear, and Hx.

RACE

A witch can be from virtually any race.

STATS

Choose one set:

- Allure-1 Fierce+1 Grace=0 Wits+1 Wyrd+2
- Allure+1 Fierce-1 Grace+1 Wits=0 Wyrd+2
- Allure=0 Fierce+1 Grace-1 Wits+1 Wyrd+2
- Allure+1 Fierce=0 Grace+1 Wits-1 Wyrd+2

MOVES

You get all the basic moves. Choose 2 witch moves.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, choose 1, 2, or all 3:

- One of them put a hand in when it mattered, and helped you greatly. Tell that player Hx+2.
- One of them, you figure doomed to self-destruction. Tell that player Hx-1.

Tell everyone else Hx-1. You're a strange outsider.

On the others' turns:

- You try not to get too attached. Whatever number they tell you, give it -1 and write it next to their character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it.

LOOK

Man, woman, ambiguous, or concealed.

White robes, loin cloth, colorful cloak, veil, mask, filthy wear.

Kind face, strong face, rugged face, haggard face, pretty face, or lively face.

Quick eyes, hard eyes, caring eyes, bright eyes, twinkling eyes, or clear eyes.

Frail body, stout body, compact body, big body, rangy body, or sturdy body.

GEAR

You get:

- medicinal kit (2-stock on person)
- 1 small practical weapon
- a hideout (workspace) where you can work on people.
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Practical weapons (choose 1):

- club/staff (2-harm hand)
- ritual dagger (2-harm hand)
- poison needle (3-harm intimate ap reload)

A pet (2-harm and 1-armor remote alive).

Your choice and yours to detail.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

ALLURE

highlight

FIERCE

highlight

GRACE

highlight

WITS

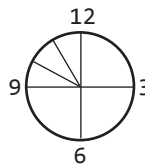
highlight

WYRD

highlight

HARM

countdown



stabilized

- shattered (-1grace)
- crippled (-1fierce)
- disfigured (-1allure)
- broken (-1wits)

seduce or manipulate

inflict brutality; wade into battle

strive against peril

read a sitch; read a person

discern the unnatural

HX

help or interfere; session end

WITCH SPECIAL

If you and another character have sex, your Hx with them on your sheet goes immediately to +3, and they immediately get +1 to their Hx with you on their sheet. If that brings their Hx with you to +4, they reset it to +1 instead, as usual, and so mark experience.

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1Wits (max +2)
- __ get +1Grace(max +2)
- __ get +1Fierce (max +2)
- __ get +1Allure (max +2)
- __ get a new witch move
- __ get a new witch move
- __ get another pet & a +1bonus or new tag for one of them.
- __ get to work on medicinal stock at hideout
- __ get a move from another playbook
- __ get a move from another playbook
- __ get +1 to any stat (max stat+3)
- __ retire your character (to safety)
- __ create a second character to play
- __ change your character to a new type
- __ choose 3 basic moves and advance them.
- __ advance the other 4 basic moves.

WITCH MOVES

- Call of the Wild:** You may call animals to your aid. Roll+Wyrd. On a 10+, hold 3. On a 7-9, hold 2. Spend your holds to have the animal:
 - deliver a written message
 - act as your eyes and ears
 - fight to protect you
 - do something you tell them to
 On a miss, they hold 2 over you, on the same terms.
- Smoky Visions:** Through a campfire ritual, you can perform augury. Roll+Hx instead of +Wyrd to do augury for someone else.
- Den Mother's grace:** while you are protecting someone or something, or fighting defensively, you get +1armor.
- Healing touch:** when you put your hands skin-to-skin on a wounded person, roll+Wyrd. On a 10+, heal 1 segment. On a 7-9, heal 1 segment, but you're striving against peril from your patient's soul. On a miss: first, you don't heal them. Second, you've opened both your soul and theirs to the outer dark, without protection or preparation. For you, and for your patient if your patient is a fellow player's character, treat it as though you've missed an augury roll. For patients belonging to the MC, their experience and fate are up to the MC.
- Touched by death:** whenever someone in your care dies, you get +1Wyrd (max +3).

GEAR & RICHES

OTHER MOVES

HOLD