

CONAN[®]

GAMES MASTER'S SCREEN



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

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

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

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

MGP
7707



MONGOOSE
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Movement and Distance

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

Mounts and Vehicles

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

¹ Quadrupeds, such as horses and camels, can carry heavier loads than characters can. See Carrying Capacity (pg. 11) for more information.

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Carrying Capacity

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

Carrying Loads

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

Terrain And Overland Movement

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

Hampered Movement

Condition	Additional Movement Cost
Diffcult terrain	x2
Obstacle (may require a skill check)	x2
Poor visibility	x2
Impassable	—

Actions In Combat

Standard Action	Attack of Opportunity ¹
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Aid another	Maybe ²
Bull rush	Yes
Cast a spell (1 standard action casting time)	Yes
Concentrate to maintain an active spell	No
Dismiss a spell	No
Draw a hidden weapon (see Sleight of Hand skill)	No
Escape a grapple	No
Feint	No
Light a torch from a burning taper	Yes
Make a dying friend stable (see Heal skill)	Yes
Overrun	No
Ready (triggers a standard action)	No
Sunder a weapon (attack)	Yes
Sunder an object (attack)	Maybe ³
Total defence	No
Use extraordinary ability	No
Use skill that takes 1 action	Usually
Use supernatural ability	No
Move Action	Attack of Opportunity ¹
Move	Yes
Control a frightened mount	Yes
Direct or redirect an active spell	No
Draw a weapon ⁴	No
Open or close a door	No
Mount a horse or dismount	No
Move a heavy object	Yes
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Ready or loose a shield ⁴	No
Retrieve a stored item	Yes
Full-Round Action	Attack of Opportunity ¹
Full attack	No
Charge ⁵	No
Deliver coup de grace	Yes
Escape from a net	Yes
Extinguish flames	No

Defence Modifiers

Defender is . . .	Melee	Ranged
Behind cover	+4	+4
Blinded	−2 ¹	−2 ¹
Concealed or invisible	— See Concealment —	
Entangled	+0 ²	
Flat-footed (such as when surprised)	+0 ¹	+0 ¹
Grappling (but attacker is not)	+0 ¹	+0 ^{1,3}
Helpless (such as paralysed, sleeping, or bound)	−4 ⁴	+0 ⁴
Kneeling or sitting	−2	+2
Pinned	−4 ⁴	+0 ⁴
Prone	−4	+4

Full-Round Action	Attack of Opportunity ¹
Light a torch with flint and tinder	Yes
Load a crossbow	Yes
Prepare to throw splash weapon	Yes
Run	Yes
Use skill that takes 1 round	Usually
Use touch spell on up to six friends	Yes
Withdraw ⁵	Maybe
Free Action	Attack of Opportunity ¹
Cease concentration on a spell	No
Drop an item	No
Drop to the floor	No
Prepare spell components to cast a spell ⁶	No
Speak	No
No Action	Attack of Opportunity ¹
Delay	No
5-foot step	Maybe ²
Action Type Varies	Attack of Opportunity ¹
Disarm ⁸	Yes
Grapple ⁸	Yes
Trip an opponent ⁸	Yes
Use feat ⁹	Varies

¹ Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

² If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.

³ If the object is being held, carried or worn by a creature, yes. If not, no.

⁴ If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

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

⁶ Unless the component is an extremely large or awkward item.

⁷ A five-foot step provokes an attack of opportunity if it is made as part of (or combined with) an action that would do so, such as using the Full Attack action with a bow. Otherwise, it does not.

⁸ These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

⁹ The description of a feat defines its effect.

Ability Modifiers

Score	Modifier	Score	Modifier
1	−5	28-29	+9
2–3	−4	30-31	+10
4–5	−3	32-33	+11
6–7	−2	34-35	+12
8–9	−1	36-37	+13
10–11	0	38-39	+14
12–13	+1	40-41	+15
14–15	+2	42-43	+16
16–17	+3	44-45	+17
18–19	+4	46-47	+18
20–21	+5	48--49	+19
22–23	+6	50-51	+20
24–25	+7	52-53	+21
26-27	+8	etc. . .	

Attack Rolls

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

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

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

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

Common Formulae and Rolls

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

Saving Throw = Base Save Bonus (Fortitude, Reflex or Will) + Ability Modifier (Constitution, Dexterity or Wisdom respectively)

Initiative Check = 1d20 + Base Reflex Save Bonus + Dexterity Modifier + any relevant feats or bonuses (Improved Initiative, etc.)

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

Natural Healing & A Flagon of Wine

Characters recover (3 + Constitution modifier + 1 per character level) hit points (minimum 1) per day of rest. Undergoing complete bed rest for an entire day recovers (6 + double Constitution modifier + 2 per character level) hit points (minimum 2).

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

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

Examples of Opposed Checks

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

Difficulty Class Examples

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

Substance Hardness and Hit Points

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

Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28

Light Sources And Illumination

Object	Bright	Shadowy	Duration
Candle	n/a ¹	5 ft.	1 hour
Lantern, oil	30 ft.	60 ft.	6 hr/pint
Torch	20 ft.	40 ft.	1 hr.
¹ A candle does not provide bright illumination, only shadowy illumination.			

Scholar's Knowledge is Power Ability

DC	Type of Knowledge	New Attitude (DC to achieve)
10	Common, known by at least a substantial minority of the local population.	—
20	Uncommon but available, known by only a few people in the area.	—
25	Obscure, known by few, hard to come by.	—
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who do not understand the significance of the knowledge.	—

Average Reputation Scores

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

WESTERN OCEAN

EASTERN OCEAN



NORÐHEIM

VANAHEIM

ASGARÐ

hologa

SNOW DEVIL GLACIER

HYPERBOREA

Pohiols

Sigtona

SKULL GATE OF HYPERBOREA

the NORTHLANDS

LOULAN PLATEAU

PATHENIA

CIMMERIA

AQUILONIA

NEMEDIA

CORINCHIA

ZAMORA

KHOURAN

KHOURAN KINGS

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Venarium

Tanasi

Galparan

Tarantia

Shamar

Shanthe

Khoshemish

ARGOS

ZINGARA

Barachan Isles

Trollides

Messantia

Angalun

Isle of the Black Ones

Isle of Siptah

Khemi

Sukhmet

Lake Esud

KUSH

Xuchotl

Xuchotl

Gazal

Tombalku

Kulalo

Abombi

Southern Isles

Yanyoga

Black Kingdoms

Black Kingdoms

Black Kingdoms

Black Kingdoms

Field of the Chiefs

Alzeds Fortress

YORR PASS

Mount Golamir

Belverus

Numalia

Polopponi

Daramish

KOTH

KOTHIAN DESERT

Erak

Shushan

Kuthchemes

Set

Luxur

Pteion

Stygia

DARFAR

KESHAN

Alkemnon

Keshia

PUNT

Kasali

Iranistan

Denizkenar

The Forbidden City

Old Zembobwei

ZEMBABWEI

Iranistan

Iranistan

Iranistan

GRAASKAL MTS.

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