

CONAN[®]

THE WARRIOR'S COMPANION



SECOND EDITION



CONAN®

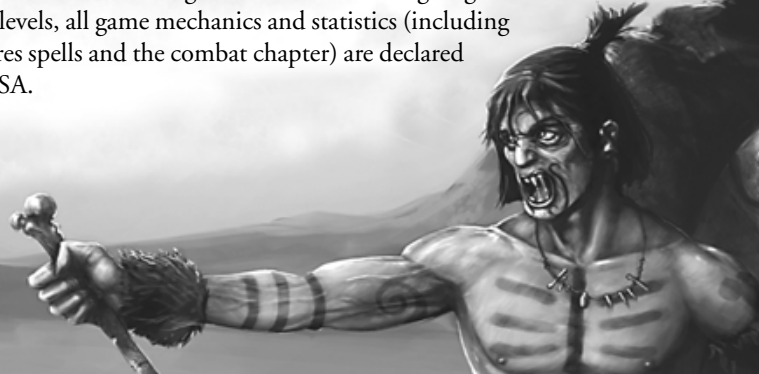
THE WARRIOR'S COMPANION

SECOND EDITION

CONTENTS

CONTENTS	1 WOOD, STONE, STEEL	47
CREDITS	2 MANY PATHS,	
INTRODUCTION	3 ALL WARRIORS	58
THE WAY OF THE WARROR	5 FAMOUS WARRIORS OF	
WARRIOR NATIONS	13 THE HYBORIAN AGE	77
THE ART OF BLOOSHED	20 THE MARTIAL DISCIPLE	85
SKILLS OF THE WARRIOR	41 INDEX	90
	LICENSE	92

Conan – The Warrior's Companion is © 2009 Conan Properties International LLC. CONAN®, CONAN THE BARBARIAN® and related logos, characters, names and distinctive likenesses thereof are trademarks of Conan Properties International LLC unless otherwise noted. All Rights Reserved. Mongoose Publishing Ltd Authorised User. *Conan – The Warrior's Companion* is released under version 1.0 of the Open Game License. Reproduction of non-Open Game Content of this work by any means without the written permission of the publisher is expressly forbidden. See page 92 for the text of this license. With the exception of the character creation rules detailing the mechanics of assigning dice roll results to abilities and the advancement of character levels, all game mechanics and statistics (including the game mechanics of all feats, skills, classes, creatures spells and the combat chapter) are declared open content. First printing 2009. Printed in the USA.





Credits

AUTHOR

Bryan Steele

ADDITIONAL TEXT

Joshua Cole

EDITOR

Richard Ford

LAYOUT

Will Chapman

COVER ART

Inaki Gonzalez Ormaetxea

INTERIOR ARTISTS

Danilo Guida, Ryan Horvath,
Ricardo Mendes, Tony Parker,
Patrick Reinemann & Phil Renne

PLAYTESTERS

Mohamed Belaroussi, Cedric Bianciotto, Chris Bradley, Hervé Daubet, Amanda Darlage, Vincent Darlage,
Mark van Dyk, Fabien Fiorentino, Jon Harmon, Cliff Hamrick, Christophe Jolly, Jerome Machillot,
Colin McIntyre, Bob Probst, Brian Smith and Kristina Vreeland

CREATOR OF CONAN AND HYBORIA

Robert E. Howard





Introduction

WHEN HOWARD WROTE the first *Conan* stories he did not create a world initially that reeked of politics, social significance or other hidden messages that readers later found between his lines – he created an amazing character surrounded by even more amazing events. He created the quintessential warrior; the mould from which all other warrior stories would be pressed. Conan and the Hyborian Age would serve, to some, as the single most important warrior's tale ever told.

In *Conan the Roleplaying Game* we try to capture that feeling of action, adventure and excitement for our players. Their characters' stories should be just as exciting and powerful as those we have enjoyed from Howard's tales over the years. For this to happen, we know that our rogues must be shadier, our sorcerers more cunning, and – to some – our warriors more tough and courageous.

This book, *The Warrior's Companion*, is a key to sharpening all of the swords in those warriors' hands and putting fire into their blood, and sweat on their brow. It is a guide to what the players of muscle-bound barbarians, hard-edged borderers and armour-clad soldiers want on their side when the blades are drawn and blood is to be shed.



Hyboria is a dangerous place in which to live; an age of legendary, heroism and combat. Death and violence are commonplace, and only those strong or smart enough to do so can survive. *The Warrior's Companion* is a collection of useful hints, tips and skills that warriors can use to increase their chances in their dangerous world – if they are strong enough.

HOW TO USE THIS BOOK

The Warrior's Companion is a sourcebook designed to add new elements of martial prowess and skill to the more militant or pugilistic classes of *Conan the Roleplaying Game*, giving them new depth and ability. It expands upon the existing notions of combat manoeuvres, feats, skills and advanced classes that turn the commonplace barbarian or soldier into something far greater than just an arm to wield a blade.

The book begins with *The Way of the Warrior*, dedicated to understanding what it means to be a warrior in the Hyborian age. Not all of a barbarian's life is spent honing the edge of his axe, nor does the soldier live inside of his armour day and night. The chapter reveals what being a Hyborian warrior is actually like on a day to day basis, based on their character classes, between the bloody battles and the rousing songs.

Warrior Nations details the various stereotypical warriors from around the Hyborian age. Stopping by most of the nations and kingdoms of the world, it explains what role the warrior culture has in these places. From the skull takers of the Pictish Wilderness to the knights of Poitain, where a warrior comes from can mean a great deal to how they are raised to fight and survive.

The next chapter, *The Art of Bloodshed*, is where warrior characters in *Conan* will find a host of new ways to inflict and avoid harm. The best warriors find their own style and mix of techniques with weaponry and skill, and this chapter is filled with dozens of new tools to add to them. Combat manoeuvres,



INTRODUCTION



feats and new optional special rules to make colourful combats and add new dimensions to existing characters.

Skills of the Warrior arms fighters and like-minded characters with dozens of new applications of old skills. An experienced warrior knows how to use every angle and every tool at their disposal to get the better of their opponents.

Wood, Stone and Steel is a chapter dedicated to new weaponry and equipment designed for warrior types across the world. New swords, new armour and more than a few *unique* things to help facilitate the killing of ones enemies fill these pages.

Many Paths, All Warriors is devoted to elite warriors; prestige class paths that focus on a particular style or method of combat. These advanced warrior types give

up the flexibility of a common character class in favour of new unique abilities based upon their new career path, including such options as the Pit Fighter and the Axeman.

Famous Warriors of the Hyborian Age is an appendix of sample characters that are ready-made to be used in gaming sessions. Some of these characters will be recognisable from other *Conan* stories, while there are also new personalities to introduce to players. This allows Games Masters to utilise some of the new rules and options in this book straight away.

Conan: The Warrior's Companion is an advanced guide to committing characters to conflict and violence in the savage worlds of the Hyborian age. In essence, this book is whetstone for every sword, dagger and axe in *Conan the Roleplaying Game*.





The Way of the Warrior

ALTHOUGH EVERY WARRIOR finds their own perfect way in the world, not every waking minute of their lives is spent in the pursuit of combat and bloodshed. Many of them have other goals in life. Some have families or friends that they look after, others hold everyday jobs at the local market bazaar or industry yard. There is more to their lives than swinging axes and drinking ale – for most of them, anyway.

This chapter is dedicated to the greater scope of a Hyborian warrior's life. It looks at how they live their lives between the battles and the bloodletting, seeing how a dedicated fighter makes their own way in the world around them.

THE WARRIOR WAY - A NEW CODE OF HONOUR

Caught somewhere between the Barbaric and Mercenary Codes, this is a new path that characters in *Conan the Roleplaying Game* can choose to prescribe to, showing their dedication to the pure sense of battle and survival by the strong. It grants the same benefits as any other Code of Honour, as shown on page 77 of *Conan the Roleplaying Game: Second Edition*.

The Warrior Way code of honour is commonly taught amongst military communities and violent cultures. Where cities grow smaller and the population becomes more inclined to barbarism, the Warrior Way is too rigid and unforgiving to serve its fighters.

The Warrior Way teaches that combat and fighting are tools to survival, glory and perhaps fortune for those strong enough in will and arms to follow it. It takes a great deal of dedication and personal willpower to adhere to any code of honour, but the Warrior Way is more of a life plan that users should use to shape their future.

A warrior respects his foes before, during and after combat, seeing them as brethren of a sort despite their obvious conflicts. The saying 'live by the sword, die by the sword' is a strong tenet of the Warrior Way, as anyone dedicating themselves to a warrior's

life understands that they put themselves in harm's way whenever they utilise their own talents. Bandits and highwaymen use trickery and stealth to get the better of their opponents, a warrior uses his skill and resolute ability. The Warrior Way is a code of ethics that mixes survival and drive with personal honour and a respect for others following a similar way of thinking.

A character with a Warrior Way code of honour will:

- ✿ Respect alliances with characters in a warrior's lifestyle (but not necessarily the Warrior Way). He may also respect alliances with honourable mercenary or barbaric characters but this is not strictly required.
- ✿ Ignore alliances with dishonourable characters, breaking them as soon as they show their true colours.
- ✿ Dedicate allegiance to the people for which he fights. Whether it is a governmental army, family members, mercenary soldiers, etc, he must wield his weapons on their behalf first and foremost.
- ✿ Show no mercy to dishonourable foes.
- ✿ Accept surrender from honourable foes.
- ✿ Offer generosity to any captured or surrendered enemy that has shown honourable ways.
- ✿ Stand and fight alongside his allies whenever they need him and be ready to kill for their safety.
- ✿ Recognise the skill and ability of greater warriors by not questioning their battlefield decisions, only debating them outside of the situation if they are disagreeable to him. Doubt and questions in the hectic chaos of a battle causes people to get hurt or killed, and any dedicated warrior will not add unnecessary danger to any combat scenario.
- ✿ Save violent actions for his enemies, turning not his weapons upon his allies in anger. Arguments and physical altercations should never reach the level of crossed weaponry; such degrees of bloodshed cannot be taken back when undertaken.
- ✿ Have no objection to slavery or the mistreatment of lower caste members, unless he has



previously chosen to fight on behalf of the slaves or lower caste members.

- ✦ Put his duties and resources behind someone or something he believes is strong enough to utilise them properly. No warrior wants to be called upon for lesser activities, or those actions he feels are dishonourable. Note that a character on the Warrior Way does not have to be heroic or altruistic; he merely will not choose to fight for reasons that are either physically, mentally or morally beneath him.
- ✦ Defend any religious, political or personal ideal with strength of arms if he feels it is necessary.
- ✦ Always accept honourable challenges for one-on-one combat with warriors of near equal battle prowess.

A character with a Warrior Way code of honour will not:

- ✦ Draw a weapon in anger without the resolve and will to use it. True warriors do not make threats they are not inclined to make good upon.
- ✦ Turn against that for which he fights for newly offered money or power. A warrior that dedicates his sword arm to a cause cannot allow himself to be swayed by greed or avarice.
- ✦ Use poison, toxin or drugs upon his weaponry to give him an edge in combat. True warriors need only their skill and strength to overcome their foes, not trickery.
- ✦ Show mercy to a sorcerous or maddened foe; they cannot be trusted to be taken captive and are more dangerous when the warrior's guard is down.
- ✦ Accept a challenge from an obviously lesser opponent. He must always choose another of closer skill or prowess to fight in his stead, if possible.
- ✦ Willingly accept magical or sorcerous aid in the form of spells or rituals during battle. Battle magic is the worst form of dishonour to a warrior, and only the weak hide behind arcane talents instead of the strength of their skills. Monastic scholars that practice martial mysticism do not cast spells or perform rituals exactly, and therefore are exempt to this edict of the Warrior Way.



WHAT IS A WARRIOR?

For the purposes of this sourcebook, a *warrior* is not simply someone who goes off to do battle. Warriors are devoted learners of the martial ways of combat, making their weapons and armour into the tools of their trade.

In essence, the term warrior in this book refers to a devotee of the Warrior Way, a true disciple of the ideals surrounding combat.



THE WARRIORS' LIVELIHOODS

Whether or not a warrior follows the accepted code of ethics described above, they must find a calling in their lives that gives them a reason to wake up every day and perform their duties. It could be the professional soldier that straps on his heavy, tarnished mail out in the rain-soaked field of a faraway enemy, the rugged barroom brawler that protects the whores of his employer's brothel with hard calloused knuckles, or even the pious monastic follower of Mitra that raises his cudgel against the enemies of his church. There are countless different varieties of warrior in the Hyborian age, but some patterns do form.

The following sections look at the various basic character classes found in *Conan the Roleplaying Game* and describes what an average 'warrior' taken from those character types tends to be. These are general terms made for the average Hyborian soul, not specific points of fact or laws that all characters of these classes must live by. As with any class or character archetype, there is a lot of individualistic colouration that each character's nation, culture or background can add to.

BARBARIAN WARRIORS

By their very nature, the barbarians of Hyboria must be ready to fight for their survival. Every member of a barbarian culture knows that a rival tribe or clan could come looking to raid his home, forcing him to be ready at a very young age to cross weapons with an enemy. This makes them strong and stalwart combatants all, but only the elite fighters that are the first to the front when the battle horns sound can be the truest of *warriors*.

Barbarians make some of the best warrior tropes. Their ferocity in combat, their versatility with fighting styles and their unflinching will to survive most conflicts makes them powerful foes in any battle. It also makes them reckless and unreliable to their allies, especially when they give in to their emotions and set aside tactics for brute force. If a barbarian can find the fine line between soldier and berserker they can become something much more than just another clansman fighting for his people.

Barbarian warriors are dedicated to all martial aspects of tribe or clan. They are the ones leading the groups of spearmen into raids on enemy clans, or the brave souls that can charge at an enraged but cornered mammoth to feed the tribe. Barbarian warriors embody the spirit of battle, living such a hectic and dangerous life sometimes quite literally by the edge of a sword. When the

tribe is under attack, a warrior will drop whatever he is doing to meet the attackers head-on, defending those around him while they prepare their own defences. Since a true warrior is never more than an arm's length from his weapon, he will never be caught without a method to fight – even if it means using his woodsman's axe or crop scythe!

Warriors amongst the barbarian class tend to be straightforward fighters; pitting their sheer strength and ferocity against their enemies. Hitting an enemy hard and fast is key to a barbarian's fighting style, reducing most foes in a single stroke to a bloody ruin. They must be flexible enough to deal with the occasional opponent that can weather their blows – and likely deliver some of equal lethality!

Younger, less experienced barbarians tend to go strictly for the 'large weapon, big damage' ideal of combat styling, where they use the biggest weapon they can heft comfortably in order to deal single attacks of titanic damage potential. As a barbarian warrior gets more skilled and sees that aimed strokes mixed with their raw power is just as deadly a tactic, smaller and faster weaponry often decorates their belts and sheaths. A veteran barbarian knows that although a blood-spraying bardiche cleave will utterly destroy a single opponent, a stout hand axe and a common arming sword can leave a room full of enemies reeling and clutching their severed arteries in half the time.

When not actively fighting, a barbarian warrior tends to be setting his mind to the general tasks of the tribe or clan. Arranging for weapon upkeep, training the youths for future battles and putting their strength to good use as communal labour are good daily activities for barbarian warriors. Unlike career soldiers or sworn knights that only have to think about their next battle, a barbarian's life must be spent trying to survive in the wilderness. They must always be ready for the next threat, but they cannot abandon their normal tribal or clan duties in the process.

BORDERER WARRIORS

The life of any borderer is lived on the outskirts, the frontier, where unknown dangers lurk behind every tree line or dark shadow. Those who choose to live this type of life have to be ready to deal with threats at a moment's notice. At any time a deadly new beast or territorial local might try to claim a borderer's life, requiring them to be good



fighters at least; they have to know how to survive in the Hyborian age's toughest environments.

Borderers make excellent warriors for many reasons, but their innate combat abilities are not the chief ones. Their connection to the terrain around them, their knowledge about the enemies that they face and their constant adaptation to the battlefield are truly keys to being successful warriors. They are good combat-level leaders, helping their allies in combat as much as they battle on their own. Any warrior that can make each of his allies into better fighters will be that much more difficult to overcome.

Unlike soldiers or tribal barbarians, these wilderness men are rarely attached to any one given area or home in which they must defend. Instead they are constantly defending themselves and their allies, forcing them to be multi-faceted warriors that can do battle in a number of different ways. While some knights or axemen might argue differently, those borderers dedicated to archery are no less warriors than those who use melee weaponry to get the job done.

Fighting skills and experience aside, borderer warriors are some of the most well-rounded and skilled adventurers as well. They are not likely to hold down a career or vocation in any given place, nor are they going to be responsible for other peoples' equipment, armament or general defensibility. They can help others help themselves however, and tend to lay good groundwork for their allies to better defend themselves.

A borderer warrior will spend most of his time searching the wilderness for threats to eliminate or map out, making it safe for the next set of travellers that move through the area. Skilled warriors know how to use their terrain to their advantage, fighting only as hard as they have to. If a borderer does his job well enough, he and his allies can always have the benefit of the environment on their side and will deal with enemies that much quicker.

On a day-to-day basis, borderer warriors tend to be on the move. They often want to cover a great deal of ground with their time, working on their basic equipment repairs and maintenance while they cross miles of wilderness. They are rarely heavily armoured for this reason, making them rely upon speed and tactical superiority to avoid being wounded. The

same mentality goes for a borderer warrior's weaponry; they lean towards light weapons that require skill and precision rather than heavier ones that use brute force. It is much easier to bring a matched blade set into a thick jungle combat than trying to swing a greatsword under the low vines and branches. Borderers need to keep these sorts of things in mind if they are going to live long enough to become a veteran warrior.

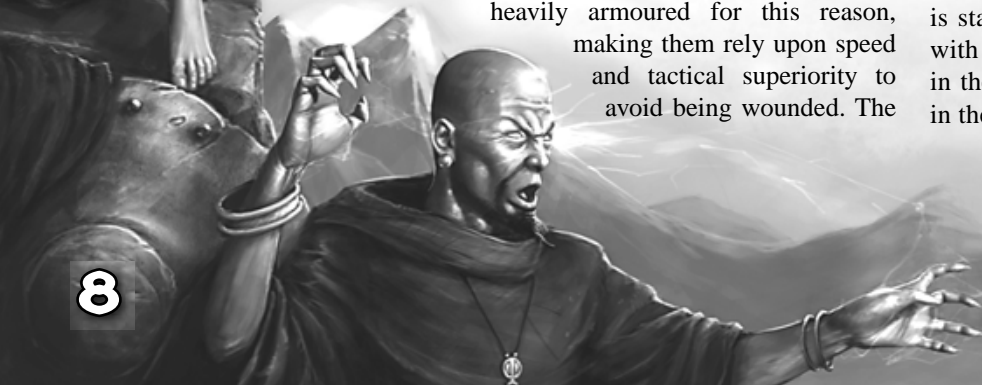
NOBLE WARRIORS

Hailing from noble bloodlines or privileged upbringings, nobles often are thought of as weak or even cowardly in the face of bloody-handed combat. This can be true for some, but there are a great many warriors amongst the nobility that personify honour and skill in battle. There have been examples of warrior kings and exalted duellists throughout Hyborian history, many of which could have bested twenty common soldiers in their prime without wrinkling their velvet blouse in doing so.

The noble, at initial inspection, is not likely to be the dedicated combat expert that barbarians and soldiers are. This is true, for the most part, but it does not have to be. Nobles have the money and the connections to purchase superior quality weaponry, rare armour, and training in unique fighting styles that can give them a serious edge. Zingaran fencers have shown their ability to overwhelm broadsword-armed soldiers, and where the Turanian 'dance of blades' began as a celebration of ancient royalty it can cut a foe to ribbons in just a few whirling steps. A noble's strength is in his assets and resources, which can be used to turn a sheltered socialite into a deadly warrior.

A noble warrior is rarely unknown as such, adding tales of his battle prowess to his reputation and social might. Noble families display their finer warriors like pieces of living art, heralding them as importantly as they would a sizeable army or defended fortification. In the brutal social circles of the nobility, having a beautiful yet deadly asset in their corner means they have another tool with which to bluff, bully or bargain with.

There are also noble warriors that do not live their lives behind polished doors or city walls. Some venture out with their people's forces, leading them from the front lines as shining reminders that the upper class is standing with them. Decorated war heroes, officers with political clout and soldiers that have been elevated in the eyes of the common folk all are noble warriors in their own right.





Most noble warriors spend a great deal of their time dealing with the weight of their lives; the social and economic realities they must handle are sometime far more harrying than a few dozen enemy spearmen. They have to keep up appearances, try to navigate the gossip-mill that is always surrounding them and practice their martial skills – all under the scrutiny of family members and fellow nobles. Many noble warriors leave the comfort of their homes and estates in favour of dangerous journeys and travel just to get away from the heavy weight of their responsibilities.

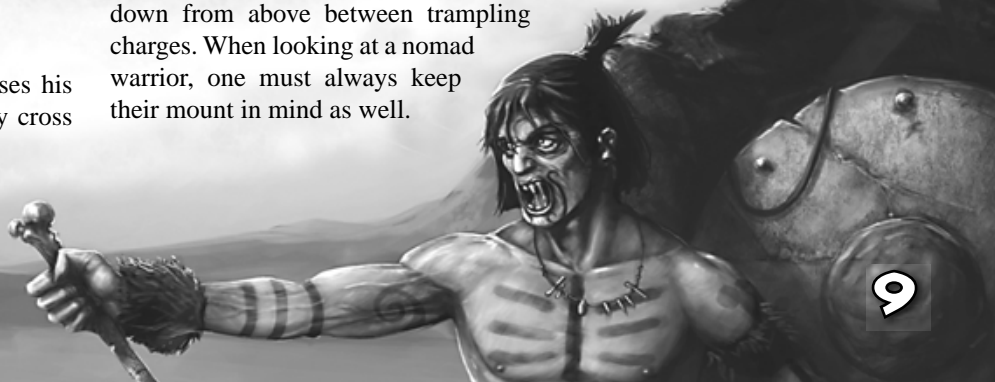
NOMAD WARRIORS

Roving the countryside from place to place, whether on roads or in the wilds, requires a special brand of bravery that is also found in many dedicated warriors. Nomads steel themselves against the long hours of travel and the hardships of long journeys, making them tough as iron and unquestionably willing to push their own limits. These are all good reasons why nomads make excellent warriors.

Like the borderer warrior, the nomad warrior uses his terrain to his advantage when in a conflict. They cross

rough undergrowth or shifting sand in a hurry, adding their momentum into their attack to create a fast and furious initial charge that few can avoid. A seasoned warrior will use this momentum to break the battle lines of an enemy, as well as their morale. The ‘hard and fast’ mentality of a nomad warrior is only augmented by his physical resilience and unwillingness to give up in the face of great dangers.

Most nomads spend so much of their lives on the road that they are nearly always accustomed to riding long hours in the saddle of a horse or camel, sometimes even on the back of larger beasts like bulls or even elephants. This means that a nomad warrior will work his mount into any good combat techniques, using its strengths to add to his own. Horse and camel nomads will use their speed and higher vantage point to overcome infantry, while bull riders will happily smash their mounts’ horned heads into lines of armoured soldiers and a nomad atop an elephant howdah will rain arrows or spears down from above between trampling charges. When looking at a nomad warrior, one must always keep their mount in mind as well.





Even though nomad warriors have a high tenacity, shrugging off exhaustion and fatigue, they are not often equipped for lengthy engagements. Hit and run tactics, follow-through charges and surgical strikes are their greatest strengths, leaving the longer conflict tactics to soldiers and barbarians. What a nomad warrior cannot kill on the charge, or within seconds thereafter, must be withdrawn from and re-engaged with renewed momentum. This can be difficult for some, but a skilled nomad warrior will be able to weave between foes with a dancer's grace.

Nomad warriors live a life of travel, always seeing new parts of the world and keeping a wary eye out for raiders, natural obstacles and similar threats to his progress. They are often the lead protectors of caravans or pilgrimages, riding out ahead of their groups to scout the way and make it safe. Taking with them a small group of allied fighters to deal with any issues they come across; nomad warriors seek out the troubles and try to eliminate them.

When not riding out to battle, nomad warriors generally have a host of skills useful to the caravan. Stewardship of animals, upkeep of wilderness gear and the hunting/gathering of food for the group often fall upon their shoulders. A warrior takes excellent care of all of his battlefield equipment. That includes his weapons, his armour, and his gear; and in the case of nomad warriors, his mount.

PIRATE WARRIORS

The terrors of the seas, pirates can rarely be thought of as great warriors. More often they are thought of as highwaymen and cutthroats that prey upon the sea-lanes instead of trade roads. Despite their treacherous career choices, pirates do not simply sail up to the side of a targeted vessel and ask nicely for their cargo – they board them in a hurry and fight bloody battles. This is where the pirate warrior shines.

Once the ships have gotten close enough for boarding, the pirate warrior is the first to sprint the planks or swing across on the rigging ropes. His cutlass or hand axe will be a reminder to the enemy that perhaps surrender is the best course of action.

The boarding party will follow his lead and drive hard into the defenders of the target vessel. Every pirate must expect to

see a little combat from time to time, but the warriors amongst them *live* for it.

The pirate warrior sees his fellow crew members as family and co-workers; a mix of a soldier's care for his unit and a thief's respect for his guild. They know that many of their fellows' lives rest in their capable hands, making their role in any battle on or off the ship that of the front line fighter. They tend to use smaller, one-handed weaponry that allows them to have good mobility on a ship's deck and that can be held in one's teeth should they have to leap overboard.

Pirate warriors are much like their fellow shipmates in most circumstances. They have normal duties on board their vessel from cutting chum for food fishing, swabbing decks and hanging sailcloth to charting navigational courses for their captains. In some cases, the warriors are the captains themselves. Until it comes time to draw their swords and pull oars for combat, pirate warriors are just the same as any other member of the ship's crew. They have to be; else the ship might not make it to their next engagement!

SCHOLAR WARRIORS

The knowledgeable ranks of scholars rarely learn how to do battle while they are learning ancient languages, historic mysteries and other hidden lore. The Warrior Way speaks of the cowardice of magic and how much it degrades fighters who rely upon it to win their battles. Scholars-turned-sorcerers know the feeling of power from their arcane ways, and the clash of steel on steel often pales in comparison. Anyone can swing a sword, but it takes something special to manipulate the elements of the world.

All of this being said, it does not mean that scholars cannot become true warriors as this book describes them. If a scholar can keep his sorcerous talents apart from his martial skills in practice and execution, the warrior remains pure in his combat ideals. If the scholar relies too much upon his powers and not enough upon his weapons, he maintains a powerful stance in his battles but loses the essence of what a warrior is.

Many scholars that choose to also be warriors use their arcane research in the other facets of their lives, using their magical talents to overcome non-combat challenges



and make their regular lives easier. Moulding the weather for good travels, seeing omens in future locations and so forth, are useful tools that in no way get in the way of the scholar's fighting style or training.

Considering the idea of a 'scholar warrior' is so rare, there are just as many different styles of their warfare as there are examples of their kind. Each scholar finds his own method of doing battle, but most look to fast and precise weaponry instead of large and brutal varieties. Time spent with their noses in books and scrolls often minimises the type of muscle work that swinging a halberd or bardiche requires. Finesse fighting and intelligent targeting is their real strengths.

The primary type of scholar warrior is found in a monastic order, particularly in Khitai and Stygia, where the research of magical ability is used to hone the mind and body into a dedicated temple. These warrior-monks do not use their powers in combat; rather they use them to better understand the universe in order to unlock their own potentials. This sort of arcane focus is close to being against the warrior path, but such students are always devoted to their fighting skills as much, if not more, than they are of their scholarly studies.

Scholar warriors are few and far between across the Hyborian age, and not every sorcerer that can also swing a sword qualifies. Although magic-wielding fighters exist, especially in magic-heavy nations, their reliance upon the arcane instead of the sanctity of steel makes them less like true warriors.

SOLDIER WARRIORS

The most likely class of character to maintain the ideal of a true warrior, soldiers are trained fighters that have to utilise their skills anytime their unit or group is called to battle. They live their lives from conflict to conflict, striking out in the name of their kingdom or employer while occasionally defending their assets at home. A soldier of the Hyborian age will be hard pressed to *not* follow the path of the warrior.

Soldier warriors are the members of their army or mercenary charter that understand their role in the battles that rage around them. They know the best ways to overcome their enemies and hopefully survive these engagements without suffering wounds they cannot recover from. They are not simply 'doing their job' out

on the battlefield; they are the personification of martial conflict and prowess.

It might seem inane to make any distinction between the soldier class and the term 'warrior', but in the scope of this book they can be very different things. Some soldiers are only in it for their wage or were conscripted into the service against their will. These soldiers might eventually learn how to appreciate their role and become warriors in their own time, but many will not have the right dedication to their skills and will eventually be found dead on a battlefield.

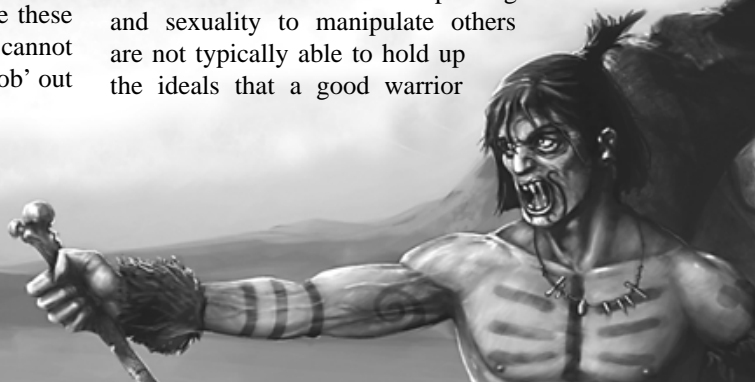
Many soldiers do not live with their units or armies at all times; some are only called to war when needed. The warriors amongst those kind of soldiers are commonly found practicing their fighting form, readying their gear for the next conflict, or helping new fighters get comfortable with their own skills. True warriors are devoted to their martial abilities, knowing that a few weeks without practice can dull a man's skills enough for his enemy to strike him down. Soldiers may only do battle when called by their superiors, but the warriors in their ranks will have never let their training fade.

Soldiers that consider themselves true warriors will often try their best to prepare others for future conflicts, training with their unit in specific formation combats in order to best ready for combat. Soldier warriors that serve in a heavy infantry unit will make sure they are well versed in spear and shield ranks, a lighter infantryman might focus on arming sword techniques. Essentially, a good warrior amongst soldiers will try to keep his people as a unified front against the enemy.

Quite a few warriors living a soldier's life will become officers and leaders of their fellow fighters. Unlike noble officers, who are often bequeathed the role from birthright or politicking, soldiers that become leaders of other soldiers do so out of respect and honour in the job. Warriors know the dedication it takes to be great at what they do, and seeing a soldier rise in the ranks means that they are to be obeyed – and perhaps a little feared.

TEMPRESS/TEMPER WARRIORS

Socialite con artistes that use polite graces and sexuality to manipulate others are not typically able to hold up the ideals that a good warrior





practices. They are so consumed by their physical and social image that they rarely have the time to learn how to be skilled or practiced combatants. The very teachings of the temptress that pass on 'secret arts' of backstabbing, poisoning and such, inherently go against what it means to be an honourable warrior.

There are rare examples of a warrior that prescribes to the tempter's way of life, but they are not commonly known or found amongst normal warrior tropes. These types of people are skilled at misdirection and avoidance of direct conflict; it is the core idea behind their career choice and the greatest element to their success. It is possible that a temptress could follow the warrior's way – but it would be a difficult and confusing life for her.

THIEF WARRIORS

Another class that has a difficult time following the honourable path of the warrior, the general definition of 'thief' is someone that strikes from the shadows. Hidden until the moment of the strike, most thieves cannot hope to stand toe-to-toe with foes – especially martially minded ones. Stealth and trickery are not the foremost tools of a true warrior, making it nearly impossible to be a thief warrior.

Thieves are not sub-par in combat, quite the opposite. They simply do not fight in the same manner as a soldier or barbarian does. They rely on quick strikes and aim for sensitive areas of a target, before ducking away out of harm's reach. Large weaponry or heavy armour is anathema to a good thief, forcing him to avoid prolonged combats whenever they arise. A thief's ideal combat is one where their opponent never even knows they are being attacked until they are already bleeding out.



There are thief warriors, oftentimes enforcers within thieves' guilds and gangs, that set aside stealth and trickery for intimidation and raw bloodshed. These examples still know how to use their thievery skills to work their trade in the shadows and alleys, but when it comes to a fight they try to outmanoeuvre and flank their foes. These warriors have a different sense of honour, but they retain the core belief that their main strength is found in their weapons and how they use them.





Warrior Nations

THE LOOK AND feel of the warrior changes from culture to culture, transforming into massively different archetypes as you cross the borders drawn on the map. Landscape, history, politics and social mores all have a sway upon how the warrior evolves in his community. The savage axeman from Cimmeria is no less a warrior than the regal fencer from Zingara or even the painted headhunter of the Black Kingdoms. They all put their faith in their strength and skill of arms, taking on each conflict with steely will and hard-edged persistence.

This chapter looks at most of the various cultures and nationalities of the Hyborian age and gives a brief description of what the warriors of that area tend to be like, what role do they normally perform in the community, and what sort of things warriors from that region can truly excel at if they wish to.

CIMMERIAN

Stereotyped by the rise of Conan himself, Cimmerians are a barbarian culture that sees most of their warriors form out of the clan defenders and hunters. The battling with other Cimmerian clans, the raiding Aesir, and the beasts of their dreary homeland temper every Cimmerian. Children and women are used to defending the clanholme and every hunter must know that his spear might taste raider instead of sheep that day.

Cimmerian warriors are steadfast, proud and powerful. They do not take disrespect well and a fast blade is far more likely than a request for an apology. At a young age, these clan warriors focus all of their abilities on protecting or providing for their clan. As they grow in

battle experience and ability, these warriors may want to venture out and seek new challenges.

Warriors from Cimmeria lean toward being amazing swordfighters and axemen, using their powerful musculature to overwhelm most foes with a flurry of blows – if not a single stroke. Cimmerian warriors despise the use of archery (except by women and children in limited cases), preferring to charge forward and deal with their enemies brutally, quickly and decisively.

HIMELIAN TRIBESMEN

Predisposed to stay fully barbaric, the tribesmen of the Himelian territory rarely follow the way of the warrior as much as they do the barbarian's code of honour. Although they spend all of their lives in constant duress and battle with their neighbouring tribes, the Himelians have few dedicated warriors amongst their populations.

Those who do devote their lives to the battles that rage across the mountain range between the tribes must be sure-footed, tough as nails, and perceptive. It is very easy in a skirmish between two tribes to get confused as to which tribesman is an ally and which is an enemy, so a good warrior will need to keep track of his friends and foes alike if he does not want to harm someone on his own side!

Warriors from this area, particularly of the Wazuli tribe, are excellent raiders. They use the cover of night or dusk to get close to their targets before revealing themselves in a deadly ambush. Their war-scarred bodies are able to take great amounts of punishment, allowing them to stay embroiled in a bloody combat longer than their enemies will be able to.





HYBORIAN

(Aquilonia, Baracha Islands, Border Kingdoms, Bossonian Marches, Brythunia, Corinthia, Khauran, Khoraja, Koth, Nemedi, Ophir)

All descended from the Bori-worshippers of a previous age, the Hyborians of the world are a diverse and fractious collection of smaller cultures that formed over the centuries. This means that they have developed many of their own traditions and social graces differently from those of their neighbours, affecting the evolution of their warrior types as well.

Hyborian warriors from all cultures retain their love of the heavy

but powerful greatsword, often regarding it as the perfect weapon for nearly all situations. What a skilled warrior cannot drop with a few connecting attacks from a greatsword is not likely to be felled. Many Hyborian warriors might carry smaller weapons for tighter fighting areas, like an arming sword or poniard, but these are always going to be thought of as 'secondary' arms.

This sort of equipment is prevalent throughout the militaries of Aquilonia, Koth and Ophir, where tales of battlefield leaders are told of them wading through the enemy, greatsword flashing in bloody arcs around them. Even with the rise of many mercenary groups and warlord armies in Nemedi, the lean toward the mighty greatsword can be seen. The only problem with its use in such a regimented manner is the sheer cost of having so many well-crafted weapons made for a warrior force.

There are a few exceptions to this however. Those Hyborians from Argos or the Barachan isles spend a lot of their time on ships or dockyards, where a heavy greatsword would be a hindrance against the cutlass or knife of a pirate. The warriors of the Bossonian Marchers are legendary with their special longbows, only turning to a blade when their arrows have not done the job. The pike-and-shield fighting style of Gunderman warriors has been the downfall of many raids. The fierce reputation and grey-eyed stare of the long-limbed Hyperboreans allow them to end most conflicts before they even begin, but the warriors amongst them lean toward the barbaric weapons of the old tribes. Of all the Hyborians, only the warrior Taurans have completely set aside the ancient tradition of the greatsword; they are instead more inclined to use weapon-tools, like axes or spears.

No matter where a Hyborian warrior is from, he will surely be a protector of his people and a fighter for their best interests.

HYRKANIAN/TURANIAN

Another culture ravaged by border skirmishes and tribal wars for centuries, the huge tracts of the continent known as Hyrkania and Turan have seen countless warriors rise from their villages, caravans and cities. These peoples grew up from an ancient history of being oppressed by the giant-blooded ancestors of the Stygians, learning from countless years of experience what it means to fight for everything you have. Despite the centuries that have passed since that time, they still produce resilient and skilful warriors.

There are two main types of warrior that hail from this end of the Hyborian continent; those who tend to kill with a bow and those who prefer the heft and flash of a tulwar. The Hyrkanian bow is one of the deadliest ranged weapons in all the lands, and a skilled warrior that knows how to use one can kill a man at a hundred paces or more. The prevalence of accurate archers in Hyrkania and Turan make it easy to see why so many warriors from the area are bowmen.

Melee warriors train with the strange curved tulwar from an early age, growing more and more comfortable with it until the exotic sword is as common as a dagger. Warriors that either do not have the steady aim or deep coffers to upkeep an archer's kit will only need to save up enough to have one good tulwar on their backs.

KHITAN

One of the regions most noted for their spiritual focus mixing with their martial prowess, the warriors of Khitai tend to be honourable combatants that believe strongly in one-on-one conflict, respect amongst combatants and a greater ideal for warfare. This does not mean that they handicap themselves when fighting 'westerners', but they tend to hold themselves to a higher standard of personal warfare that makes them rather unique in a world full of mercenaries and barbarians.

One type of Khitan warrior that sometimes baffles fighters from the west is the unarmed fighter. Bar brawlers and arena wrestlers are used to getting in close and just pounding or twisting their foes into pulp, but many Khitan warriors dedicated to unarmed combat use leverage, speed and precision strikes to devastate their opponents. A trained fighter in the Khitan martial arts can be a very lethal weapon.

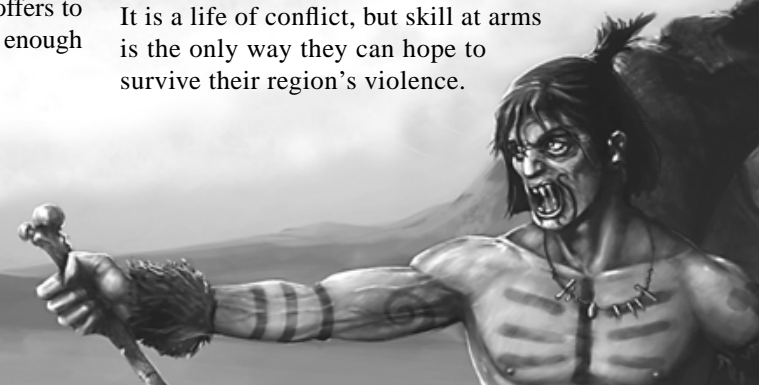
Due to their personal dedication to honour and single combat, these warriors do their best to spare a good opponent too many painful wounds. Using fast and sharp weapons that can kill an enemy in a single strike or two, instead of a lengthy affair of minor nicks and cuts, the warrior hopes to put down his foes fast and mercifully.

TRIBESMEN OF KUSH AND THE NORTHERN BLACK KINGDOMS

Amazing spearmen and skirmishers unlike any other, the tribesmen of this area of the world have to learn to be fighters as children. It is a harsh place that is home to little mercy or forgiveness, making dedicated warriors a prime commodity to most communities across the land.

Warriors from Kush and the surrounding kingdoms are brutal fighters for their local tribe; shedding blood and hefting shield against their fellow tribesmen in the name of their own local group. They know that dropping their guard for even a short amount of time could invite an ambush. Even against the tribes they know they have nothing to fear from, the warriors keep their weapons ready and their eyes wary.

It is a life of conflict, but skill at arms is the only way they can hope to survive their region's violence.





The spear and shield style is predominant among warriors from the kingdoms, but a few minor areas seem to have developed their own styles as well. The northern Stygian bow is found in the hands of many warriors of the Chaga tribe, while the Ghanatas are devilishly good with their serrated knives. No matter which tribe a warrior hails from, he will know what it is like to have fought for his life and the lives of others from an early age – making him one of the most experienced warriors in Hyboria.

NORDHEIMER

Hard landscapes create hard people, and there are not many places *harder* than Nordheim. Asgard and Vanaheim have been in conflict with one another (and several of their neighbours) for centuries. Whether talking about Asgard or Vanaheim, this frozen stretch of snow and stone breeds more warriors per settlement than anywhere else.

Nordheimers are, by the nature of their landscape and climate, tightly knit and familial, spending long hours in fire-warmed homes and longhouses to ward away the winter. This places a special importance upon their communities' warriors – they *must* protect the settlement all costs. Every lost life is another face they will not see smiling by the hearth, and it forces each Nordheimer warrior to be as cold as ice and as hard as steel.

Swords are the most common weapons found in the hand of any Nordheim warrior. They do not have a wooden haft or handle that can freeze and snap, nor do they have to be meticulously sharpened to be effective. When fighting fellow Nordheimers, a common occurrence for both cultures, the force of a broadsword's swing is enough to break bones and cause internal bleeding through several layers of leather and fur. This is especially true for warriors of the giant-blooded (see *Bestiary of the Hyborian Age*, page 51), who can crush a man with a dull rod of iron, let alone an anvil-tempered blade.

PICT

The tribal life of the Picts is not one that lends itself well to the ideals of a warrior, despite the masses of fighters and barbarians that make up their raiding and hunting parties. Warbands of deadly fighters fill the tribes, but very few are anything more than typical savages. For them, battle and bloodshed are nothing more than a means to an end – not

something to be revered or respected. Killing an enemy is killing an enemy, no matter how it has to happen.

There are some tribes that do keep a higher standard for war and conflict; especially the closer to the Westermarck they happen to live. These tribes see more traditional combat and battles that are not based on their tribe's survival, but instead are for territory or pride. These tribes raise Pict warriors to lead their forces against the armoured and well-armed soldiers of Aquilonia, often in little more than war paint and a loincloth.

Pict warriors are no less savage and bloodthirsty than their less martial peers; they simply know that battle for battle's sake is something that exists and they are quite good at it. They tend to be more experienced than common Picts, perhaps even more educated in the ways of the more modern world because of it. They use their speed and dexterity to get in close to their enemy, excelling at finesse fighting with small weapons that can inflict deadly wounds.

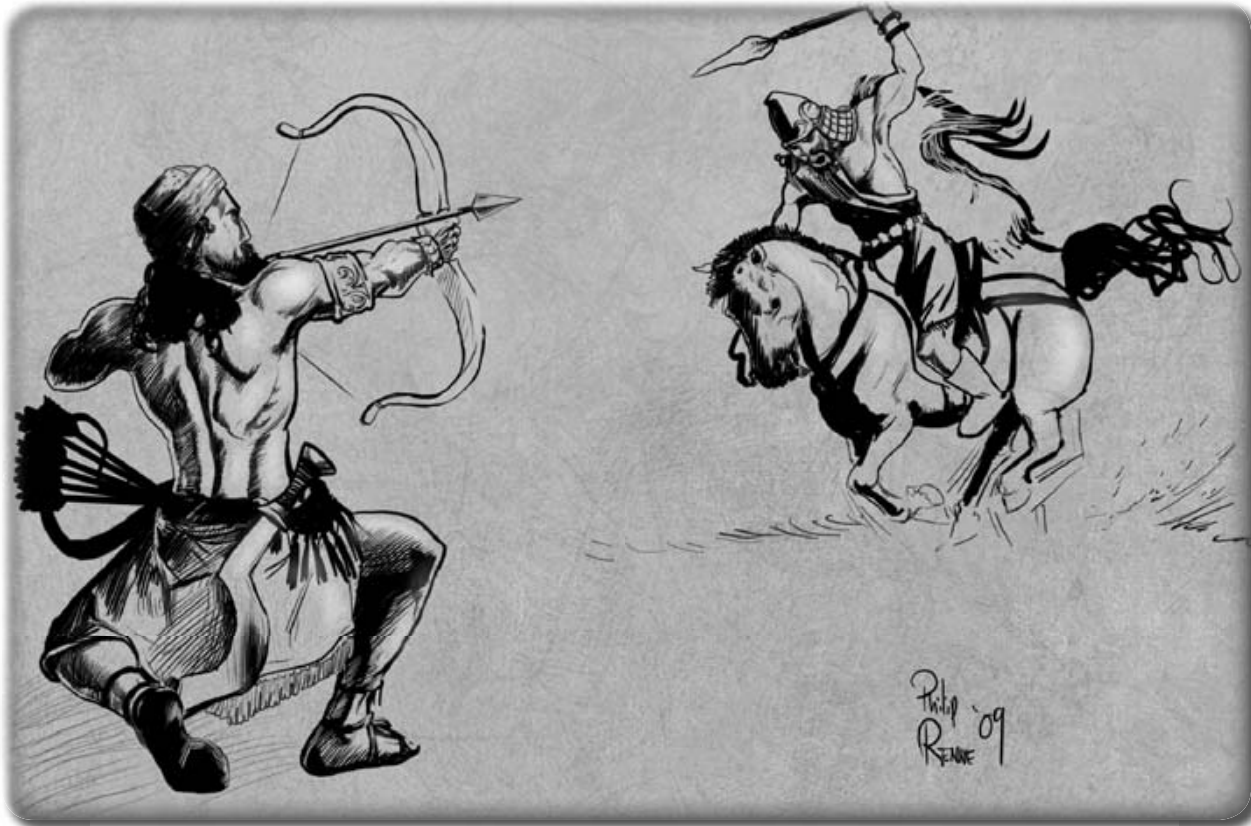
SHEMITE

The nomadic tribes of greater Shem and their settled cousins in the meadows have a long history of raising their sons to be fighters, protecting the tribe or village with a sharp eye and a sharper blade. Having existed as one of Stygia's neighbours for so long, the Shemites always have reason to watch southward to their borders for possible invasion. This makes them wary – and hellishly good shots with a bow.

Shemite warriors lean heavily upon the use of the bow. They pick and choose their targets, sinking arrows into them as the enemy closes. Their aim is deadly and brutally efficient the closer an enemy gets, but a good warrior knows that a bow in a joined engagement is likened to a weight hanging from a swimmer's feet. Drawing their scimitars or long knives when the battle closes, those warriors that live to see the end of the conflict then go out into the field and find those that their arrows merely wounded. They ask surrender from the honourable, and give only open throats to the unworthy.

Many warriors that hail from the greater nation of Shem will use their bows as often as possible to battle their enemies, having a good spear or sword to call upon if their aim is not quite true enough. The ability to put away their expensive archery equipment and draw a melee weapon in a hurry is very useful for any Shemite





warrior, saving them even a few precious seconds when an enemy has closed the range.

TRIBESMEN OF THE SOUTHERN ISLANDS AND BLACK KINGDOMS

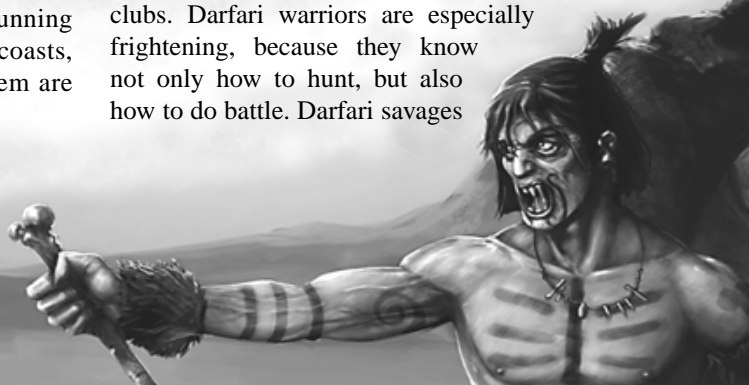
Fractious, dangerous and wild, the southern part of the continent is home to entire populations of warriors. Tribes of southern black kingdom folk have been known to dedicate their lives to the hunt and the thrill of the kill, waging inter-tribe wars that paint the jungle red. These warrior tribes are some of the purest fighters and survivors in all of Hyboria; completely consumed by their need to do battle and be victorious over their rivals.

The men of the Southern Islands raise numerous pirate warriors on their corsair ships. These hulking black-skinned brutes make short work of anyone that dares try to stop their ship's business, or stand in their way of taking new 'merchandise'. Instead of running through the jungles they are sailing along the coasts, but their dedication to the fights put before them are just the same.

The vast majority of the tribes in these areas prefer spears and javelins to nearly any other type of weapon for their flexibility of use and ease of manufacture. These warriors, no matter where they hail from, are fast and lethal skirmishers that rarely use large weaponry that might slow them down.

A skilled warrior does not need an oaken shaft with a hammered steel head; many of these tribesmen warriors use simple shafts of green wood that have been fire-hardened and sharpened at the tip. If their arms are strong and their aim true, even an armoured opponent could feel the bite of their spears.

Strange savages that have a dark mystery about them, the Darfari are a different style of warrior. They rarely care about honour or the fight as much as their hunt for food – be that animal or man. The Darfari are ambush hunters, leaping out of darkness in their jungles and swamps to hopefully strike down their targets with maces and clubs. Darfari warriors are especially frightening, because they know not only how to hunt, but also how to do battle. Darfari savages





are normally easy to thwart with armour and skill, but their warriors are not so easily discouraged.

STYGIAN

Stygians have a long tradition of raising huge armies to defend and expand their territory. Within these huge armies there have been many Stygian warriors that make combating their empire's enemies their primary priority. Khemi templars that stand day and night in front of the temples, devoted to the defence of their lords are good examples of these true warriors, but not the only ones.

Most Stygian warriors are excellent shots with the Stygian bow, riding toward their foes on the back of armoured chariots while raining finger-thick arrows down upon their enemies. Javelins and the khopesh sword are also both very popular amongst Stygian warriors for their ancient ties to the traditional weapons of the giant-blooded ancestors of the region. It is a point of pride for many of these warriors to look like the heroes of their history; bedecked in gold, gypsum and dyed reeds while wielding the weapons of their past kings.

Stygian warriors do not have to fight at all; they have entire armies of slaves, conscripts and volunteer infantry they can call upon to march off into battle for them if they wish it – but a warrior does not let another do his fighting for him. They are proud to fight, bleed and kill in the name of their dark god, empire or king. It is this devotion that places far more Stygians in the category of 'warrior' than most might think of the somewhat villainous culture.

VENDHYAN

The caste culture of Vendhya leaves room for distinct types of warriors that rise from the common fighters struggling to survive throughout the nation. No matter how advanced their society is, the constant intrusion by Hyrkanians from

the north and corsairs from the coasts gives good cause to have soldiers raised throughout the land.

The central castes produce the common soldiery for the army. They are not given special treatment from their superiors, but they will hopefully live a good enough life to be reincarnated into a higher caste when they eventually die in battle.

Warriors all, the lancers of the Kshatriya caste learn that they are the finest weapon and defence their nation has to call upon. Riding upon fast steeds raised by the best breeders in Vendhya and Iranistan, they bring the fight to the enemy and deal with them succinctly.

ZAMORIAN

The shadowy nation of Zamora is not thought to be the homeland to honourable warriors. This is not completely true however, and many lifelong warriors have sprung from its countryside and cities alike to make names for themselves in the world at large.

Zamorians are not commonly built for strength. They have smaller, lithe bodies that are much more suited for ranged or finesse fighting, leaving the heavy combat to Nemedian or Corinthian mercenaries. Their duck-and-weave style of combat is perfect for the primary places that Zamorian warriors find themselves in conflict – the dark city streets.

Those Zamorians that do want to live the life of a warrior will learn to fight fast, hard and skilfully or they will not manage to incapacitate their foes before they take grievous wounds. They are not typically strong enough to look into wielding high-damage weapons, relying instead upon critical strikes and technique rather than brute force. There are exceptions to this, but a Zamorian knife-fighter is one of the most dangerous warriors ever encountered on a city street.





ZINGARAN

Home to the famous school of arming sword fencers, Zingara has seen its share of conflicts in and around its borders. With a population so devoted to sailing and port life, the nation is home to a large number of warriors that are dedicated to the defence of ships and shipyards. They are something between sailor and soldier, and they know that their blade and the blades of their mates are the last things stopping a pirate from bankrupting them.

The fencers of Zingara are truly amazing warriors able to dazzle and baffle enemy soldiers with their skill at arms. They are not all honourable warriors, but the fencing school teaches that duelling and one-on-one combat is preferable to anything else.

There are many other types of warriors from Zingara due to the constant coming and going of ships and passengers, bringing with them a host of different weapons, armour and techniques.



The Art of Bloodshed

ANY BRUCE CAN simply pick up an axe and sink it organ-deep into an enemy, but a true warrior knows a dozen different ways to kill his target. They know the best and finest methods to get into and out of dangerous situations, hopefully bringing ruin to their foes and fortune to their allies in the same stroke of a sword. A true warrior does not treat combat like an obstacle to be leapt over or smashed through; it is a dance. It is an *art form* that must be honed like any other. To do this, a warrior needs technique, skill and the determination to learn.

This chapter is devoted to a large collection of combat-based feats, optional rules, special attacks and manoeuvres that all add something interesting and new to *Conan the Roleplaying Game*. Although they are designed more for the 'warrior' stereotype, any character that meets the proper prerequisites can choose to utilise them.

OPTIONAL ADDITIONAL RULES FOR CONAN COMBAT

Conan the Roleplaying Game is a fantastic game setting for players to build personalities and character roles that can evolve and change, to become an interesting facet of the overall gaming experience. It also lends itself by nature of the original material to being a violent game that will put these developing characters in potentially dangerous and life-threatening situations.

Combat in roleplaying games is always a big part of the action and excitement of the overall gaming experience, and we have done a great deal to make the second edition of *Conan* more action-packed and exciting than its predecessor. There is always room for improvement however, and we hope to offer some of those options here with the *Warrior's Companion*.

The following entries are a handful of optional adjustments or new rules Games Masters can choose to use in combat in an effort to add some additional grit, realism and danger.

PERMANENT DAMAGE - THE SCARS OF PAST BATTLES

In any roleplaying game where combat is likely to occur, characters are going to get injured – especially limb carving, head chopping, body hacking combat like that found in the many tales of Conan. *Conan the Roleplaying Game* uses a relatively standard 'hit point' system to reflect a character's damage and overall health, with characters suffering damage when they are in some way harmed.

It is a simple system to grasp. When a character endures enough damage to bring his hit point total to -10, he dies. Characters can even be killed outright if they suffer a single terrible blow that causes a great amount of damage, no matter their maximum hit point totals. As characters get more powerful and experienced however, gaining levels and hit points, it can sometimes seem a little less dramatic.

This optional rule, called 'Permanent Damage', is a way to put some of R.E. Howard's grit and realism back into the *Conan* game system. It represents the fact that many non-mortal wounds still leave a memorable mark upon a character. Broken or maimed limbs, jagged scars and slowly healing wounds are all possible. That Pict hand axe that is lodged in a thigh or a Stygian arrow plunged through a hand suddenly means a lot more than just the loss of hit points.

To utilise this optional rule in combat, the Games Master must make note of every character's Constitution ability score, plus or minus the character's Strength and Dexterity modifiers. The final score is an important part of the Permanent Damage system, and is called the character's *threshold*. Threshold is a vague sub-statistic used to signify the general physical health and fitness of the character in question.

For example, a character with a Constitution score of 13, Strength 16 (+3) and Dexterity 9 (-1) has a final threshold of 15 (13 + 3 - 1); a very simple sub-statistic to calculate.

Anytime a living (non-undead, non-demon, etc.) target is attacked by a physical implement of some kind (claws, sword, falling boulder, etc.) that successfully inflicts its maximum lethal weapon damage (the dice from the weapon itself, not additional dice from abilities or critical hits) *or* inflicts enough damage to surpass the target's threshold number, there is a chance for Permanent Damage.

When a chance of Permanent Damage has been determined (verified by the Games Master), the actual damage total is calculated and compared to the threshold of the target. The difference, either positive or negative, is then used as a dice roll modifier on the following Permanent Damage Table. The table determines whether or not the target will suffer any lasting effects from the attack. What those lasting effects do in game terms can be found in individual entries after.

Permanent Damage

2d6 (+/- modifier) Result	Permanent Damage
Less than 0	No Effect
0	Minor Scar
1-3	Impressive Scar
4-7	Painful Wound
8-10	Slowly Healing Wound
11	Hideous Scar
12	Limb Damaged
13	Agonising Wound
14	Sensory Organ Damaged
15	Organ Damage
16	Excessive Blood Loss
17	Limb Maimed
18	Sensory Organ Maimed
19	Organ Rupture
20+	Head Trauma

No Effect – The wound was bad, but only superficial and has no lasting effects upon the character.

Minor Scar – The character's wound will heal in a small and easily overlooked scar that will forever remind him of what happened.

Impressive Scar – The wounding hit ripped or sliced the exposed flesh of the character, leaving behind an area that will heal into something that people will talk about for

some time to come. While the scar is visible (Games Master should decide where the attack hit), the character gains a +1 circumstance bonus to Diplomacy. Gather Information and Intimidate skill checks made against characters accustomed to combat (soldiers, gladiators, etc.).

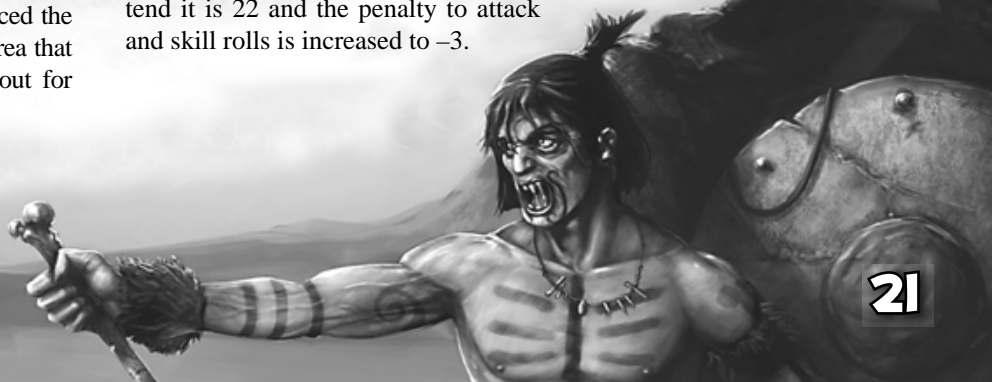
Painful Wound – The attack struck home in a particularly painful place (shin, kidney, groin, etc.) and will be distracting until it is properly dressed and tended to. Until the character receives a successful Heal skill check DC 18, he will suffer –1 to all attack and skill rolls. This effect *is* cumulative with other penalties.

Slowly Healing Wound – Something about how the damage inflicted will make the wound lightly infected and difficult to heal through natural means. This attack's damage should be recorded separately, as it will only heal at a rate of 1 hit point every full night of rest.

Hideous Scar – The wound dragged roughly across the character's neck, face or scalp, leaving an area that will heal as a puckered, ragged scar that is distracting to say the least to look upon. If the character does not have the scarred area covered (Games Master should decide where the attack hit), the character suffers from a –1 penalty to Diplomacy, Disguise, Gather Information and Perform skill checks.

Limb Damaged – One of the characters limbs has been seriously hurt by the attack, snapping tendons and fracturing bone. Roll 1d6; 1: Left Hand, 2: Right Hand, 3: Left Arm, 4: Right Arm, 5: Left Leg, 6: Right Leg. If a hand is injured, any skill or attack roll using that hand suffers a –2 penalty. If an Arm is injured, the character may not wear a shield upon it and suffers a –2 penalty to attack and damage rolls from melee weapons held by that arm. For each leg injured the character suffers a –5 ft. penalty to their Speed and –1 Dodge defence. These penalties remain until the character undergoes treatment; a successful Heal skill check DC 20 and a full eight hours of bed rest. NOTE: Two 'Limb Damaged' results upon the same limb upgrade the effects to that of 'Limb Maimed'.

Agonising Wound – The wound causes terrible agony upon the character. This is treated in all ways as a 'Painful Wound', but the DC of the Heal check to tend it is 22 and the penalty to attack and skill rolls is increased to –3.





Sensory Organ Damaged – One of the organs responsible for the character's senses has been struck by the attack, injuring it terribly. Roll 1d4; 1: Eye, 2: Ear, 3: Nose, 4: Mouth. If an eye is injured, ranged attack rolls suffer a –2 penalty, as do Search and Spot skill checks. If an Ear is injured, the character suffers a –2 penalty to Balance and Listen skill checks. If the nose is injured, the character suffers a –1 penalty to all skill checks from the throbbing distraction. If the mouth is injured, the character suffers a –2 penalty to any skill check or ability requiring speech or other verbal sounds. These penalties remain until the character undergoes treatment; a successful Heal skill check DC 22 and a full twenty-four hours of bed rest. NOTE: Two 'Sensory Organ Damaged' results upon the same type of organ upgrade the effects to that of 'Sensory Organ Maimed'.

Organ Damage – The attack affects the character deeply, bruising or tearing one of his internal organs. This is terribly painful and dangerous, inviting illness and infection – not to mention the haemorrhaging within. Until the character receives proper medical treatment, a successful Heal check DC 20 and a full week of bed rest, the character suffers a –2 penalty to his Fortitude saves and heals hit point damage at half the normal rate (round up). NOTE: Two 'Organ Damage' results upgrade the effects to that of 'Organ Rupture'.

Excessive Blood Loss – The attack has severed an important vein or artery, causing the character to lose copious amounts of blood until the wound can be staunched. Staunching the area requires a DC 15 Heal check using a tourniquet (something that can only be applied in 2d4 rounds) or the direct application of fire/intense heat equalling 5 points of damage. Until the wound is stopped bleeding the character loses 1 hit point per combat round (1 hp/minute outside of combat). Multiple 'Excessive Blood Loss' results are cumulative, meaning the character has several pouring wounds.

Limb Maimed – One of the characters limbs has been so badly damaged that it is all but useless. Roll 1d6; 1: Left Hand, 2: Right Hand, 3: Left Arm, 4: Right Arm, 5: Left Leg, 6: Right Leg. If a hand or arm is maimed, any skill, attack or damage roll using that limb suffers a –10 penalty and no shields can be used on that arm. For each leg maimed the character suffers a 50% penalty to their Speed and –4 Dodge defence. These penalties remain until the character undergoes treatment;

a successful Heal skill check DC 25 and a full month of bed rest. NOTE: Any 'Limb Damaged' or 'Limb Maimed' results upon a limb already suffering from a 'Limb Maimed' effect is considered to be shorn completely off and is considered to qualify immediately for the rules of *Massive Damage* (see page 189 of *Conan the Roleplaying Game: Second Edition*), no matter how much damage the last attack actually inflicted

Sensory Organ Maimed – The organs responsible for one the character's senses have been badly damaged by the attack, crippling that area of the body. Roll 1d4; 1: Eyes, 2: Ears, 3: Nose, 4: Mouth. If the eyes are maimed, the character is considered temporarily blinded; see the *Blind-Fight* feat on page 123 of *Conan the Roleplaying Game: Second Edition* for details on what being blinded means. If the ears are maimed, the character suffers a –4 penalty to Balance skill checks and is considered *staggered* (see page 192 of *Conan the Roleplaying Game: Second Edition*). If the nose is maimed, the character suffers a –2 penalty to all skill checks from the throbbing distraction and 2d3 points of temporary Charisma damage. If the mouth is maimed, the character suffers a –5 penalty to any skill check or ability requiring speech or other verbal sounds, as they cannot do much more than slur words. These penalties remain until the character undergoes treatment; a successful Heal skill check DC 26 and a full month of bed rest. NOTE: Any 'Sensory Organ Damaged' or 'Sensory Organ Maimed' result upon the same type of organ already suffering from a 'Sensory Organ Maimed' effect is considered to be permanently maimed. The damage from the attacks may be healed, but the penalties above will not go away short of sorcerous regeneration.

Organ Rupture – The attack ripped deep into one of the character's internal organs, nearly tearing it in two. This is treated in all ways as an 'Organ Damage', but the DC of the Heal check to tend it is 25, requiring a month of bed rest, and the associated Fortitude save penalty is increased to –5. Additionally, the character will lose one point of temporary Constitution each day until the bed rest is begun.

Head Trauma – The attack struck home at the worst place the character could hope... his head. The character must immediately save against *Massive Damage* (see page 189 of *Conan the Roleplaying Game: Second Edition*), no matter how much damage the last attack actually inflicted. If the character survives, he is automatically *stunned* for the following round and *staggered* for 2d6 hours afterwards.

Kristoff is about to be struck by a well-aimed arbalest bolt shot. Kristoff has a Constitution of 14, Strength of 11 and Dexterity of 13. His threshold is 15 (14+0+1). When the bolt slams home, it rolls '16' on its 2d8 damage, plus 2 for the firer's feats, for a total of 18 damage! Not only is this damage higher than Kristoff's threshold, but it was a maximum roll, making it eligible for Permanent Damage. The Games Master rolls the 2d6 and adds +3 for the difference between damage and threshold, scoring a total of '13' – Agonising Wound. The Games Master rules that the bolt slams into the inside of his thigh, sending pain coursing through his leg and torso instantly.



NARRATIVE COMBAT - DESCRIBING THE DEATHS OF HENCHMEN, THUGS AND TEEMING MASSES

In many *Conan* stories and similar tales we see our muscle-bound hero wade into a room full of unnamed enemies without a care in the world. In those stories he cuts a bloody swathe through them in a few pages, taking just a few minutes of the reader's time to see three dozen cultist minions slain. Such encounters are the heart of pulp sword and sorcery fiction, but can be extremely difficult to re-enact in a roleplaying game.

There are times in a roleplaying game when a powerful character or group of characters find themselves engaging opponents that are essentially no real threat to them, making them little more than nuisances to the flow

of the story. While it will only take the characters a few minutes to carve the entire room into bits, such a long and potentially tedious combat could consume several hours of gaming time. While this can be fun for some players, others might become bored during this long and entirely one-sided massacre.

The worst part of combat as described above is the fact that oftentimes the Player Characters come out of these situations completely unscathed. Due to their feats, abilities and equipment they unrealistically kill dozens of enemies and come out the other side unscathed. In the stories, it is common for even Conan and his allies to crush huge numbers of foes in single massive combats, but even they come out with a few cuts and bruises to show for it.

To help expedite these sorts of combats without losing the feel and flavour of the setting, or of the characters' abilities, we have designed the Narrative Combat system.

Narrative Combat is only to be used in situations where the Player Characters are obviously the superior force despite being outnumbered, or where the Games Master believes that a round-by-round battle is unnecessary. It is not a new gaming system or a way to resolve all combats; it is a fast tool to work out the details of what would be a long and arduous session of dice-rolling.

When Narrative Combat is used, the Games Master should explain to his players what he is doing and that he is using these optional rules to narrate the combat to them.

Every Player Character rolls a single normal attack; any kind of standard attack they are capable of using in a combat like the one being narrated. Once the attack roll total has been determined, the Player Character with the highest total may then add his normal damage roll (no critical hit effects) to his attack roll to come up with his groups' Narrative Score.

The Games Master then rolls three standard attacks for the collective group of henchmen, minions or otherwise lesser combatants that the Player Characters are defeating. The highest attack roll then adds a standard roll for its damage, but also gains a bonus depending on how badly the Player Characters are outnumbered (based on the table below). This calculates the enemies' Narrative Score.





Outnumbering Ratio (Enemy:PCs) ¹	Narrative Score Modifier
2:1	+0
3:1	+2
5:1	+6
10:1 or greater	+10

¹ Use the lowest applicable ratio

Once both sides' Narrative Scores are calculated, the Games Master can quickly roll how much damage the Player Characters suffer from minor cuts and lesions they undertake while dispatching the veritable horde of lesser foes. This damage is not considered an attack, is not susceptible to Damage Reduction and does not carry any special effects; it is merely hit point loss.

Narrative Score Results	Damage to Each Player Character
Enemies Higher	2d10
Enemies 5 or less points lower	3d6
Enemies 6-10 points lower	2d6
Enemies 11-15 points lower	1d6
Enemies 16 or more points lower	1d4

Once the damage has been determined and applied to every Player Character (roll for each character), the Games Master should then come up with an exciting and action-packed narrative scene that describes the carnage-filled victory they achieved.

Considering this optional combat system is designed to speed up combats that the Player Characters would otherwise breeze through, no Player Character can be brought below his Constitution score because of the Narrative Combat damage results.

Freidrich and his four allies break into a tomb filled with thirty shambling zombie-like things that the Games Master has determined would take forever to combat using traditional rules; he also knows it would be utterly one-sided in the characters' favour. Opting to use Narrative Combat to speed things up and get to the meat of the adventure, the Games Master has everyone roll their basic attack. The highest is Gerta, with a modified 19. She rolls the damage for her weapon and gets to then add another 7 for a Narrative Score of 26. The Games Master then rolls for his zombies and actually manages a 14, adding a further 4

points from their filthy teeth and 6 more from the 5:1 outnumbering ratio; a total of 24. The table shows that the enemies are within 5 points of Narrative Score, so each Player Character suffers 3d6 damage as the Games Master begins to narrate how Gerta and the rest chopped their way through the teeming wall of gnashing teeth and broken nails tearing at their arms and faces...

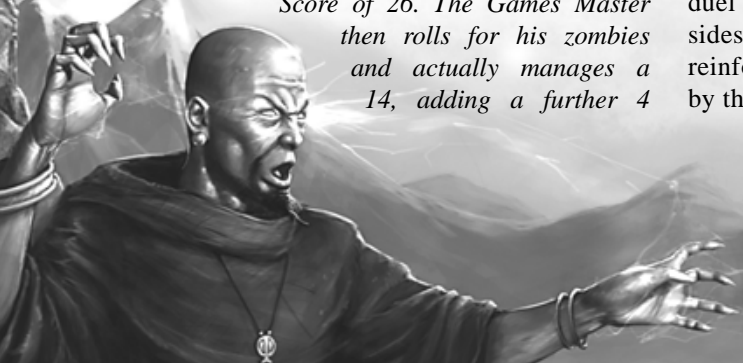
THE DUEL OF FATES - EPIC ONE-ON-ONE CHALLENGES

In movies and stories alike we have seen the main protagonist stride across the battlefield toward the main antagonist, clashing when they meet in a titanic combat that lasts several minutes. Strangely enough, none of the hundreds of other combatants surging around this fight ever try to get a flanking shot or sideways charge in on the leader of the enemy forces. This sort of epic face-off is what legends are made of – especially in this sourcebook, where respect and honour between warriors is paramount.

A standard combat between two equally-powered characters amidst a large mixed battle of less-experienced fighters can be difficult to undertake with standard combat rules. The lesser combatants will constantly get in the way or potentially give bonuses to one side or the other, allies will want to get involved, and the back-and-forth of common combat attacks will become tedious and boring. Even the players involved in the one-on-one battle might get bored with the 'I hit you, you hit me' race to zero hit points. This is why we have designed the 'Duel of Fates'.

A Duel of Fates is a single combat between two fighters of roughly the same skill that has some great personal or thematic importance to the combatants. A teacher battles his wayward student, a general crosses blades with his traitorous second, brother meets brother; these are all good reasons why an epic duel could take place. Whatever the reasoning behind the clash of two warriors in the centre of so many others depends on the situation.

When the Games Master decides to allow one of his Player Characters begin the Duel of Fates, the rest of the battle will continue to rage on around them, essentially creating a battle-within-a-battle. The duel will be protected from outside influence on all sides by the importance and tension of the conflict, reinforced by the blur of attacks and defences made by the duellists.





The following rules apply to the overall scene of a Duel of Fates:

❖ **No Outside Influence** – Any character that wants to affect either of the two combatants in a Duel of Fates must *first* spend a Fate Point to do so. It is very rare that someone would dare interrupt or influence these fights, but it does happen.

❖ **No Ranged Weaponry** – Any character involved in a Duel of Fates knows that this is a contest of physical determination and skill with a melee weapon.

❖ **No Magic** – Any character involved in a Duel of Fates cannot call upon sorcery without first spending a Fate Point to do so. Few sorcerers would ever join a martial fight like this, but they have to seriously break the sanctity of combat if they want to use their mystic charms to overcome their enemy.

❖ **No Tricks** – The combatants in a Duel of Fates are focussed upon the ring of steel on steel and the splatter of blood from a solid hit on their opponent, not on dirty tricks and foul play. Poisons, drugs and other less-than-savoury battle practices have no place in a Duel of Fates.

❖ **No Mercy** – The chance for surrender has passed. No quarter will be asked or given by either combatant. A Duel of Fates does not end until one combatant is down, most often dead.

The way a Duel of Fates functions is similar to a normal combat in most ways, except that both combatants do not inflict damage based on their weapons and feats necessarily, but as a matter of perseverance and skill. It is a fluid battle of willpower and martial prowess, not an exchange of blows back and forth through the initiative order of a combat.

Once a Duel of Fates has been instigated it will consist of a number of combat rounds similar to a normal combat. If this is taking place at the same time as a common combat encounter involving the rest of the characters, roll a single Initiative score for the Duel itself (with no modifiers). It will be upon that Initiative each round that the Duel will be rolled.

Each round, when the Duel of Fates is fought, both combatants choose to secretly roll either for attack or defence. This can be noted by using two different coloured dice and rolling behind a screen, making written notes, and so forth.

Attack Roll = 1d20 + Base Attack Bonus + Strength or Dexterity Modifier + Roll Basic Weapon Damage

Defence Roll = 1d20 + Parry or Dodge Bonuses + Strength or Dexterity Modifier + Damage Reduction of Armour Worn

Depending on which rolls were chosen and which character rolled higher than the other, that round's damage is inflicted. Unlike regular combat, where hit points are deducted per wounding attack, the loser of each round suffers special Constitution ability damage (*note*: if one of the duellists has no Constitution score – a vampire for example – use Charisma instead, to signify the character's dwindling spirit). This damage signifies the exhaustion and minor wounds inflicted upon the combatants, not an actual temporary ability drain or loss – it is merely a system to keep track of the general health of the combatants. However, they do lose hit points normally (see page 191 of *Conan the Roleplaying Game: Second Edition*) as their Constitution scores drop throughout the Duel.

The following table explains how much Constitution is 'lost' depending on the attack and defence rolls in a Duel of Fates:

Combatant Rolls	High Roller Effect	Low Roller Effect	Tie Roll Effect
Attack vs. Defence	—	-1d2+1 Con	Both Combatants lose -1 Con
Attack vs. Attack	-1 Con	-1d3 Con	Both Combatants lose -2 Con
Defence vs. Defence	—	-1 Con	—





The Duel of Fates will rage on each round, a narrative blur of parries and strikes that pushes the two combatants across the battlefield heedless of the other combats going on around them, until one combatant is finally brought to zero Constitution (or zero hit points, in the case of outside assistance or trickery). With real damage this means a character is dead, but in a Duel of Fates it opens a set of three options for the victorious fighter:

- ✿ **Final Blow** – The victor brutally and mercilessly ends the life of the loser. The expenditure of a Fate Point to be ‘Left for Dead’ will likely not be enough to save them.
- ✿ **Force Capture** – Although a duellist will not accept surrender during the Duel of Fates itself, the broken and bleeding enemy can always be taken hostage after he has been defeated.
- ✿ **Symbolic Claiming** – Many veteran warriors or officers carry symbolic weapons, armour or items that they would rather die for than lose to an enemy. The victor of a Duel of Fates can force the loser to openly hand over any one item to them in a grand show, often breaking the morale of the loser’s allies.

After the Duel of Fates is finished *half* (round up) of the duellists’ Constitution ability loss returns immediately and the rest come back at a rate of one point per hour, with the accompanying hit point losses returning as well.

The Hyborian age rewards the bold and the victorious, and whoever is considered the victor in a Duel of Fates automatically receives one to three Fate Points – they have proven themselves in a massive display of martial prowess and skill; they have earned a little more respect from the universe.

NEW CLASS BENEFITS

The core character classes in *Conan the Roleplaying Game* have specific abilities and class features that make them unique from one another. This section is devoted to new warrior-driven class features and options that add to and augment the existing character classes with new and improved combat-based abilities.

NEW BARBARIAN CLASS BENEFITS

The following are optional alterations and augmentations to the Barbarian class as written in *Conan the Roleplaying Game: Second Edition* (pages 41-44).



Cultural Weapon (Alternative to *Versatility*)

The *Versatility* class ability of a barbarian is a sign that he has a haphazard and spur-of-the-moment fighting style that can include any weapon in their hands. There are some barbarian cultures, tribes and clans that train their members not to be nearly so flexible; instead they focus early martial skills on the use of a single weapon important in some way to the community. Instead of the normal *Versatility* class feature gained through the levels, the barbarian instead uses this class feature.

At 1st level the barbarian chooses a single type of weapon (spears, sword, axes, etc.) to be his community’s cultural weapon. With that weapon in his hands he gains a +1 bonus to hit and damage. At 7th level this bonus increases to +3. The 14th level upgrade to this class feature increases the threat range by one point (a 20/x2 turns into 19-20/x2, etc.), after any other modifiers from feats, other features, etc. have altered it. At 20th level the barbarian is a death-dealing dynamo with his cultural weapon, adding an additional *multiplier* to the weapon’s critical effects (19-20/x2 becomes 19-20/x3, etc.).

Fighting Frenzy (Alternative to *Crimson Mist*)

Barbarians have been known to tap into deep fonts of rage inside of them, growing stronger and tougher for short periods of time, but this always weakens them afterwards – sometimes causing a fatal shock to their



systems. Not all barbarians rage like a frothing beast however, and quite a few use their unhinged anger to fuel their well-practiced fighting skills.

Replacing the *Crimson Mist* (and *Greater Crimson Mist*) barbarian class abilities, *Fighting Frenzy* is a different type of fighting-madness that is less based on brute strength and instead increases the barbarian's speed and agility. Like a great cat instead of an enraged bear, the barbarian grows quicker and more ferocious.

Once this class ability has been learned at 2nd level, the barbarian will fly into a predatory frenzy whenever he succeeds in a Will saving throw against Terror. This is treated in the same way as the *Fighting-Madness* feat (see page 126 of *Conan the Roleplaying Game: Second Edition*) in all aspects except the bonuses and penalties associated with it. As with *Crimson Mist*, the character may not activate *Fighting Frenzy* and *Fighting-Madness* at the same time, but could possess both easily enough. Having both allows the character to call upon on *or* the other as a Free Action, once per day.

When in a *Fighting Frenzy*, the barbarian gains +2 Strength, +4 Dexterity, an additional +10 feet of Speed and a +2 bonus to Will saves. The barbarian suffers a -2 penalty to Parry Defence, but not to Dodge Defence. He cannot use skills or abilities requiring patience or concentration, including sneak attacks and finesse fighting. He cannot use any sorcery feats or Skill Focus, if the latter is tied to a skill the barbarian cannot currently use. *Fighting Frenzy* lasts for 4 + the barbarian's Constitution bonus. When the *Fighting Frenzy* ends, the character immediately suffers -1 to all hit and damage rolls, -1 to Dodge Defence and -10 feet of Speed for as many rounds as the *Fighting Frenzy* lasted.

At 11th level, the *Fighting Frenzy* becomes more adrenaline-fuelled and powerful. The bonuses to Strength and Dexterity are increased to +4 and +6 respectively, the Will save bonus increases to +3.

NEW BORDERER CLASS BENEFITS

The following are optional alterations and augmentations to the borderer class as written in *Conan the Roleplaying Game: Second Edition* (pages 44-47).

New Combat Styles

Borderers focus their combat abilities on a specific type of fighting to deal damage to others, whether it is human or animal enemies. The following are a few new combat styles that borderer characters can choose at 2nd level (gaining the abilities below at 2nd, 5th and 11th levels.

Crossbowman: The borderer uses the crossbow to hurl bolts at enemy and prey alike. At 2nd level, the character gains the benefits of the *Precise Shot* feat whether or not he has the prerequisites for it. At 5th level, he gains the benefits of the *Ranged Finesse* feat whether or not he has the prerequisites for it. At 11th level the character can reload any crossbow as a Move action (or an arbalest as a single, full-round action).

Mountaineering: The borderer lives on the cliffs and crags, frequently battling his foes with little to no room to manoeuvre. At 2nd level, the character gains the *Skill Focus (Climb)* feat. At 5th level the character can use the *Climb* skill to avoid attacks of opportunity in the same fashion as the *Tumble* skill, so long as the movement is along a wall, cliff or similar surface. At 11th level, the borderer can add his *Favoured Terrain (Mountains)* bonus to his attack rolls and *Parry Defence* when fighting in that environment.

Pugilism: The borderer is used to having his fists solve many of his problems, running into troubles at several roadside inns and drinking halls during his travels. At 2nd level the character gains the *Improved Unarmed Combat* feat. At 5th level, the borderer gains the *Brawl* feat. At 11th level the character gains the *One-Two Punch* feat.

Spearman: The borderer is very well-attuned to the use of a spear and shield. At 2nd level, the character can hold any spear as a one-handed weapon. At 5th level the character gains the benefits of the *Hold Ground* feat whether or not he has the prerequisites for it. At 11th level the character gains the benefits of the *Improved Critical* feat with any spear he wields, whether or not he has the prerequisites for it.

Woodsmen: The borderer is at home in the forests and woods of his lands, never having a heavy axe far from him. At 2nd level, the borderer gains the *Self-Sufficient* feat for free. At 5th level, the character gains the benefits of the *Cleave* feat when wielding an axe of any kind, whether or not he has the prerequisites for it. At 11th level the character receives the benefits of the *Light-Footed* feat while in a forested environment, whether or not he has the prerequisites for it.

Terrain Tactics (Alternative to Guide)

Most borderers serve as guides to groups of travellers through the wilderness, helping them find the best places to move, camp





and hide when need be. Warrior-minded borderers are less likely to hire themselves out as guides to caravans and exploring parties. Instead they are more inclined to seek service in armies as scouts.

Instead of the common class ability *Guide*, a 7th level borderer can instead choose to learn *Terrain Tactics*, helping them see all of the best combat and strategic benefits of a landscape. Whenever he is actively and verbally giving combat advice to other characters in a terrain he has marked as favoured, the character grants a +2 bonus to attack rolls and Tumble skill checks.

At 13th level, any characters being tactically advised as above also gain +2 circumstance bonuses to their Initiative score, so long as the borderer has favoured terrain +2 or higher for the appropriate terrain.

At 20th level, the bonuses extend to any mounts and pets of the characters being tactically advised.

NEW NOBLE CLASS BENEFITS

The following are optional alterations and augmentations to the Noble class as written in *Conan the Roleplaying Game: Second Edition* (pages 47-53).

Well-Equipped (Alternative to *Wealth*)

Nobles that are destined to be warriors will tend to have the best equipment options and resources that their family's money can buy. This class feature represents their stockpile of favours and assets, replacing the normal *Wealth* class feature. In addition to his normal starting money and equipment, the noble receives 500 sp + 100 sp for every point of Charisma modifier he possesses (as long as the number is positive). Some of the noble's other starting funds can be added to this amount for the purposes of buying equipment, but *all* of this bonus amount must be spent on weapons, armour, clothing and equipment. This equipment is from the stockpiles of the noble's family, and each year – on the anniversary of his birth – he is allowed to take this amount in equipment again.

New Social Abilities

The following are some new social abilities that noble characters can choose at 4th, 9th, 14th and 19th levels.

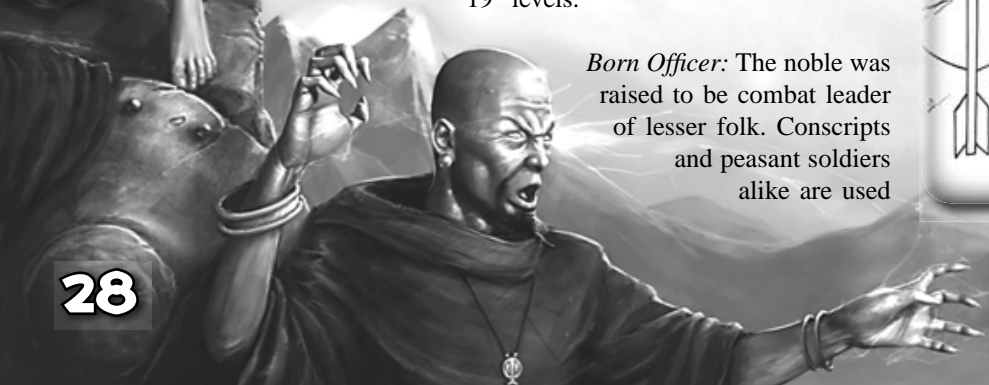
Born Officer: The noble was raised to be combat leader of lesser folk. Conscripts and peasant soldiers alike are used

to marching under his family's colours. Oftentimes this is done with the noble at the head of the unit's command. The character may add either his Strength or Dexterity bonus to his Leadership score, so long as the cohorts chosen are soldiers, militiamen or similar folk.

Fighting School: The noble's family has arranged for a specific trainer to come and teach the character some tricks of a particular fighting style or martial talent. The character may choose any feat as a bonus feat that has a Base Attack Bonus prerequisite, so long as he has all of the rest of the prerequisites as well.

Soldiery Training: The noble has been spending a great deal of time with the mentors of his family's guards or army. The noble character may choose one single *Formation Combat* style. If this social ability is chosen twice, the 'Improved' version of a previously chosen style is available. As a note, the noble counts as a 'soldier' for the purposes of adding to an allied soldier's or noble's Formations.

Threaten: Word has spread far and wide through gossip and rumour mills about the noble's combat prowess, making it easy for him to cause fear in his opponents. A noble with this social ability can take a standard action once per combat when facing sentient beings that know who he is (Games Master's discretion) to threaten them with his bloody reputation. The target(s)



of the character's threats must first roll a Reputation skill check with a modifier equal to the noble's class levels. Any who pass (thereby recognising the noble character) will have to immediately succeed in a Will saving throw DC 15 or be forced to withdraw from the combat in fear of what they have heard about the noble.

NEW NOMAD CLASS BENEFITS

The following are optional alterations and augmentations to the Nomad class as written in *Conan the Roleplaying Game: Second Edition* (pages 53-56).

Common Threat (Alternative to *Favoured Terrain*)

Nomads might be on the move a lot, but they rarely leave the landscapes and territories they know as home. This means that not only are they used to dealing with the natural issues that the area might set against them, but also the commonplace threats that endanger them. Common Threat is an alternate choice whenever a nomad receives the capability of taking the *Favoured Terrain* class feature (1st and 9th levels). Instead of choosing a terrain in which the nomad will gain bonuses to, they can instead choose a creature or enemy that is frequently encountered in their local territories. If a Common Threat is chosen at 1st level, the character may either choose another Common Threat or *Favoured Terrain* at 9th.

When this class feature is chosen, the nomad must note one what his Common Threat is. Raiders, thieves, wolves, hyenas, Picts, etc, are all good examples, but the Games Master has final say whether or not something is too broad a category to serve in this capacity. Any time the nomad is making Spot, Listen, Sense Motive or Survival skill checks involving his chosen Common Threat outside of combat he receives a +1 bonus (+2 at 4th level, +3 at 8th, +4 at 12th, +5 at 16th and +6 at 20th). This bonus is also applied to attack and damage rolls against that threat. The character can only affect a maximum number of targets equal to their Charisma bonus when using this ability.

NEW PIRATE CLASS BENEFITS

The following are optional alterations and augmentations to the Pirate class as written in *Conan the Roleplaying Game: Second Edition* (pages 56-60).

Parting Blow (Alternative to *Sneak Attack*)

Not all pirates are masters of dirty tricks as described by the *Sneak Attack* class ability. Some pirates prefer the thrill of crossing blades with their foes, locking their

cutlasses together at the basket hilts while struggling to gain the upper hand. This class feature replaces *Sneak Attack* at 3rd level (and all respective later levels) with the ability to deliver a deadly blow to any enemy unlucky enough to try and escape the flashing blade of the pirate warrior.

Parting Blow adds 1d6 damage to any attacks of opportunity made with a one-handed weapon. This shows that the pirate has his weapon at the ready, striking out at the enemy as they try to withdraw. This damage increases by an additional +1d6 for every three levels after 3rd.

Scrapper (Alternative to *Sneak Subdual*)

Some pirates use saps and clubs to knock their foes unconscious, but not this one. He prefers the balling of fists and the swilling of rum to deaden the pain of a brawl. Instead of gaining the *Sneak Subdual* class feature at 3rd level, the pirate can choose Scrapper instead. The pirate may choose either the Brawl or Improved Unarmed Combat feat. If he has both of these feats already, he gains the Toughness feat instead.

NEW SCHOLAR CLASS BENEFITS

See the *Monastic Scholars* section later in this chapter for a new series of benefits and class features for the Scholar class.

NEW SOLDIER CLASS BENEFITS

The following are optional alterations and augmentations to the Soldier class as written in *Conan the Roleplaying Game: Second Edition* (pages 64-67).

New Formation Combat Choices

Soldier characters have a list of rigid formations with which they can learn to better wage combat against their foes. The following are new *Formation Combat* choices for soldier characters to choose as they gain levels.

Advancing Infantry: The soldier is trained to move steadily forward, pushing his enemies aside with his shield while cutting them down with sword or spear. Whenever the soldier has two allied soldiers who have also selected *advancing infantry* within 5 feet of him, he gains a +2 bonus to Parry Defence and a +1 bonus to melee attack rolls against adjacent enemies. All three soldiers must be using targe, aspis or heavy shields and wielding one-handed weapons.



Improved Advancing Infantry: Whenever the soldier has two allied soldiers who have also selected *improved advancing infantry* within 5 feet of him and facing the same direction, he gains Damage Reduction 2 from attacks originating from the front and a +1 bonus to damage rolls. All three soldiers must be using targe, aspis or heavy shields and wielding one-handed weapons.

Hoplite: The soldier is trained to use heavier spears as one-handed weapons in tandem with medium shields, giving them good versatility while remaining well-protected. Whenever the soldier has two allied soldiers who have also selected hoplite within 10 feet of him, he gains the benefits of the *Spearman* feat and a +1 to hit with any spear wielded. All three soldiers must be using a targe or aspis shield, wielding spears of some kind, and cannot be wearing heavier than light armour.

Improved Hoplite: Whenever the soldier has two allied soldiers who have also selected *improved hoplite* within 10 feet of him, he gains +2 to his Parry Defence and +1 to all damage rolls with spears. All three soldiers must be using a targe or aspis shield, wielding spears of some kind, and cannot be wearing heavier than light armour.

Hurler: The soldier has trained with a group of others like him to throw their weapons as one. Whenever the soldier has two allied soldiers who have also selected *hurler* within 10 feet of him, he gains the benefits of the *Precise Shot* feat and a +2 to hit with any thrown weapons. All three soldiers must be using a thrown weapon of some kind and wearing light or no armour.

Improved Hurler: Whenever the soldier has two allied soldiers who have also selected *improved hurler* within 10 feet of him, he adds half-again to the Range Increment and +2 to the Armour Piercing of any thrown weapons. All three soldiers must be using a thrown weapon of some kind and wearing light or no armour.

Tortoise Heavy Infantry: The soldier is a part of a unit that is slow, plodding and nearly impossible to crack when they want to be. Whenever the soldier has two allied soldiers who have also selected *tortoise heavy infantry* within 5 feet of him and facing the same direction, he gains a +2 bonus to Parry Defence and Damage Reduction 2 to all attacks originating from the front. All three soldiers must be using heavy shields and wearing heavy armour.

Improved Heavy *Tortoise Infantry:*

Whenever the soldier has two allied soldiers who have also selected *improved tortoise heavy infantry* within 5 feet of him and facing the same direction, he gains a +2 bonus to hit with one-handed weapons and +3 additional Parry Defence to all attacks originating from the front. All three soldiers must be using heavy shields and wearing heavy armour.

Volley Support: The soldier has been trained to be part of an archer or crossbowman unit, using each other's arrow paths to better mark his own targets. Whenever the soldier has two allied soldiers who have also selected *volley support* within 10 feet of him, he gains the benefits of the *Far Shot* feat and a +2 to hit with any bow-type weapons (bows, crossbows and arbalests). All three soldiers must be using the same kind of bow-type weapon and wearing the same type of armour.

Improved Volley Support: Whenever the soldier has two allied soldiers who have also selected *improved volley support* within 10 feet of him, he gains the benefit of the *Improved Precise Shot* feat and adds +2 to the weapon's Armour Piercing. All three soldiers must be using the same kind of bow-type weapon and wearing the same type of armour.

NEW TEMPTRESS CLASS BENEFITS

The following are optional alterations and augmentations to the Temptress class as written in *Conan the Roleplaying Game: Second Edition* (pages 67-71).

Lewd Distraction (Alternative to *Compelling Performance*)

There are not many Temptress warriors in the world; their lifestyles just tend to be 'softer' than a dedicated battler can afford to have. This does not mean that every Temptress abandons the idea of combat or defending oneself martially, especially if they can combine their seductive image with their fighting styles. *Lewd Distraction* is a purposeful slip of a piece of armour or clothing, a revealing mishap with a bodice, or perhaps a somewhat unconventional fighting stance that can distract members of the opposite sex. A number of times each day equal to that listed for *Compelling Performance*, the Temptress can pass a Reflex saving throw DC 12 as a move action to create the distraction (DC 18 if wearing anything heavier than light armour). All combatants that would find the character sexually attractive (friend or foe) that can see the character must pass a Will saving throw DC 15 plus the Temptress' Charisma bonus or suffer a -2 penalty to Dodge and Parry Defence until the Temptress is wounded or drawn out of line of sight.



Self-Defence/Improved Self-Defence/ Perfected Self-Defence (Alternative to *Secret*

Art/Improved Secret Art/Perfected Secret Art)

Some Tempresses do not practice the underhanded *Secret Arts* that make them a dishonourable class, instead focussing on how to better defend themselves with traditional fighting techniques and skill rather than trickery or deceit. *Self-Defence* replaces *Secret Art* (and all of its greater incarnations) on the Tempress class feature table, allowing the character to choose one of the three *Self-Defence* abilities shown on the following table (and the progression of benefits therein).

Anatomy Knowledge: The character knows the softest and most sensitive areas of the body and how to strike them to cause agonising wounds and lasting damage.

Avoidance: The character is skilled at dodging and ducking attacks quickly and efficiently.

Flexibility: The character uses athleticism and finesse to place blows exactly where he wants them.

momentum and ferocity to overcome a single foe. A thief that chooses *Dispatching Blow* over *Sneak Attack* gains +1d6 damage with the first melee attack he inflicts in any given combat, so long as he acts on a faster initiative than his target, on the first round of combat. This bonus damage increases by +1d6 every two levels thereafter.

Poison Resistance (Alternative to *Poison Use*)

Those warriors that live the thief's life know that their peers are often envenoming their weaponry, making dealing with rival gangs and guilds a dangerous prospect. At 8th level, instead of learning how to use poisons effectively as per the *Poison Use* class ability, a thief can choose to instead train themselves to become resistant to most mundane poisons. The *Poison Resistance* class ability adds +5 to any Fortitude saving throws made against poisons that are not magical in nature.

NEW FEATS

This section is devoted to several new combat and warrior-type feats that will add to the scope of the *Conan Roleplaying Game* in new ways. Some are much-needed

	Self-Defence	Improved Self-Defence	Perfected Self-Defence
Anatomy Knowledge	+2 to Heal Checks and +1 to damage on Full-round attack actions.	+4 to Heal Checks and +2 to damage on Full-round attack actions.	+6 to Heal Checks and +3 to damage on Full-round attack actions.
Avoidance	+1 Dodge, +2 when fighting Defensively.	+2 Dodge, +4 when fighting Defensively.	+3 Dodge, +6 when fighting Defensively.
Flexibility	+1d4 damage when Finesse Fighting.	+1d6 damage when Finesse Fighting.	+1d8 damage when Finesse Fighting.

NEW THIEF CLASS BENEFITS

The following are optional alterations and augmentations to the Thief class as written in *Conan the Roleplaying Game: Second Edition* (pages 71-74).

Weapon Precision (Alternative to *Sneak Attack Style*)

Instead of choosing a weapon that adds to the damage of a *Sneak Attack*, *Weapon Precision* adds +2 to the Armour Piercing of a chosen light weapon for all attacks. Unlike *Sneak Attack Style*, the same weapon can be chosen multiple times for cumulative effect, showing the remarkable aim of the thief's attacks.

Dispatching Blow (Alternative to *Sneak Attack*)

Warrior thieves are often put into situations where they have to deal with a single foe quickly and efficiently. Most use an ambush style of engagement to deal with a foe in such a way, but more honourable warrior-type thieves are accustomed to using

augmentations, others are interesting methods to add more uniqueness to *Conan* characters. It should be noted that all of these feats can be selected as Soldier bonus feats.

DANCE OF BLADES (TURANIAN)

You have learned the traditional cart-wheeling, sword-swinging, cavorting dance of the ancient Turanian nobility. It is a beautiful mixture of tumbling, fixed dance steps and the twirling of very sharp scimitars. Not only is it breathtaking to behold, but your skill with it when applied in combat makes you a deadly blur of flashing steel and crimson blood.

Prerequisites: Base attack bonus +5, Perform (dance) 6 ranks, Tumble 6 ranks, Two-Weapon Fighting.

Special Prerequisite: Must be Shemitish, Turanian, Khorajan, or Iranistani.

Benefit: By spending a full-round action and succeeding in a DC 18 Tumble check



(+1 for every enemy currently threatening you), you use the dance of blades to move about within a combat, lashing out with your weapons. If you succeed in the skill check you may move exactly as though you made a normal Tumble check, ignoring attacks of opportunity while doing so. The difference is that you may take a full-round action's worth of attacks, in any order, against any targets you threaten during this move.

DEADLY (GENERAL)

So in tune with the lives you have taken over the years, you are an instrument of death when a weapon is in your hands. Once you have set to felling a foe, little can stop your decapitating strokes and eviscerating sweeps.

Prerequisites: Base attack bonus +6, Power Attack.

Benefit: Anything that is forced to make a Massive Damage save against one of your attacks does so at a -5 penalty.

HALBERDIER (GENERAL)

Applying your extensive knowledge of spear fighting to the

stabbing point on halberds and other long-hafted weapons, you can bring them to bear on an opponent and still wear a shield for protection.

Prerequisites: Base attack bonus +5, Strength 14+, Spearman.

Benefit: When wielding any non-buckler shield and a two-handed, non-sword weapon that inflicts Piercing damage, you wield it as though it were a one-handed weapon (retaining your shield bonuses).

HAMMERBLOW (GENERAL)

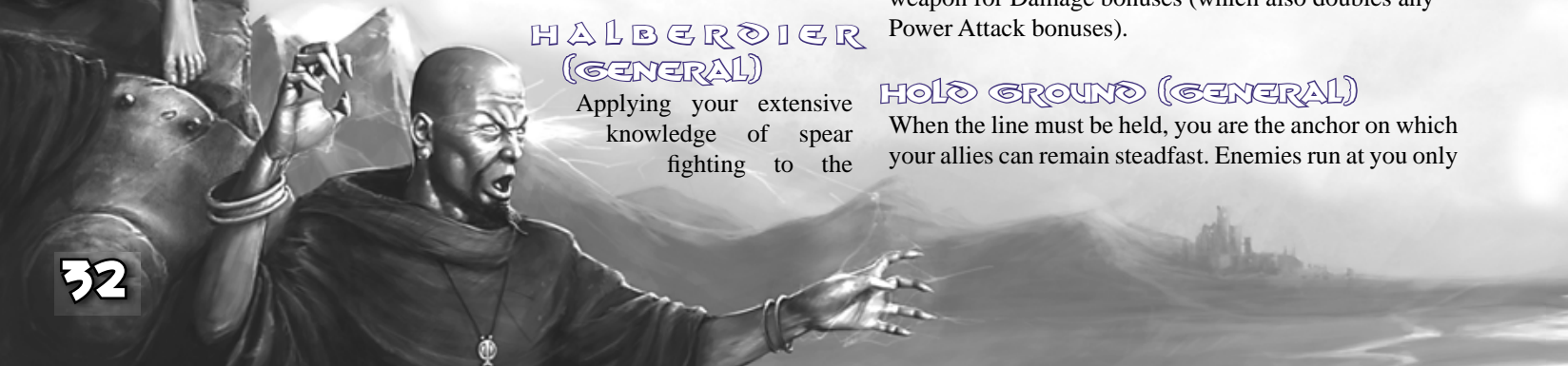
You are a fearsome foe when up close and personal, and you can lay most foes out with a single unarmed attack.

Prerequisites: Base attack bonus +3, Brawl, Power Attack.

Benefit: When making a full-round unarmed attack that has been modified by the Power Attack feat, you consider your unarmed strike to be a two-handed weapon for Damage bonuses (which also doubles any Power Attack bonuses).

HOLD GROUND (GENERAL)

When the line must be held, you are the anchor on which your allies can remain steadfast. Enemies run at you only



to die on your spears or blades.

Prerequisites: Constitution 13+, Endurance.

Benefit: You can set yourself for any incoming attacker, becoming a stalwart defender of your position. As long as you have not moved since last turn, you can choose to make your attack(s) of opportunity at any enemy *entering* a square you currently threaten. If you have multiple attacks of opportunity per round, you can use them at separate opponents that move into these squares, so long as you have attacks left.

IMPROVED HUMAN SHIELD (GENERAL)

You are extremely adept at restraining a foe with one arm and using him to shield you against incoming blows.

Prerequisites: Strength 14+, Improved Grapple.

Benefit: Whenever you have a target entwined in the Human Shield combat move (see page 208 of *Conan the Roleplaying Game: Second Edition*), you may hold a one-handed weapon in your off-hand, threatening the squares adjacent to you. You may only move a single five foot step each round and cannot make a full-round attack, but you may attack once each round at your highest attack bonus -4 to any eligible target (including the grappled target).

Normal: While holding an enemy in the Human Shield combat move, you cannot normally make any attacks other than grappling them.

KEEN-EYED FIGHTER (GENERAL)

Trickery and misdirection is a lesser warrior's tactics, and such hoodwinking will not fool you. You can read your opponent in battle, making it decidedly difficult to feint against you.

Prerequisites: Wisdom 13+, Sense Motive 4 ranks.

Benefit: Enemies that attempt to use the Feint combat manoeuvre upon you suffer a -6 penalty to do so.

ONE-TWO PUNCH (GENERAL)

A practiced pugilist, you know how to land an extra punch as part of a single combination of moves. Your off-hand blow might not be as powerful as your strong hand, but it is an extra edge whenever brawling.

Prerequisites: Dexterity 14+, Improved Unarmed Attack.

Benefit: When fighting unarmed (or whenever using unarmed combat-based weaponry), you are allowed to make a bonus off-hand unarmed attack at -4 to hit and adding only half normal Strength bonus to damage for that attack.

Normal: When fighting using solely unarmed attacks a character cannot normally act as

though they have an extra weapon, only gaining bonus attacks from a higher Base Attack Bonus.

SHIELD-SPLITTER (GENERAL)

Using your physical strength and leverage, you know how to split leather shields, splinter wooden ones and break the buckling from metal versions. When you target a shield, it rarely survives the attack.

Prerequisites: Strength 14+, Improved Sunder.

Benefit: Whenever you choose to use the Sunder combat manoeuvre to destroy a shield you inflict double damage upon the shield.

SIGNATURE FLOURISH (GENERAL)

You have turned combat into a graceful art form, even going so far as to practice a specific flourish with your weapon.

Prerequisites: Base attack bonus +3, Dexterity 13+, Weapon Focus.

Benefit: When finesse fighting with a weapon that you have selected for the Weapon Focus feat and you kill an opponent, you can immediately pass a DC 15 Reflex save to perform your signature flourish. Whether this is cutting a name or symbol in a falling foe or simply lifting his head off his neck in a spiral of gore, the effects are the same. Any allies of the killed individual must immediately pass a Will saving throw at DC 20 or be demoralised for the following 1d3 rounds.

SPEARMAN (GENERAL)

You are trained to use a long-hafted spear in tandem with a shield. Using the edge of the shield as a resting point and your own weight as a counterbalance, you can utilise a spear with greater ability.

Prerequisites: Base attack bonus +1, Strength 12+, Martial Weapon Proficiency.

Benefit: When wielding any non-buckler shield and a one-handed spear, you gain a +1 bonus to hit on spear attacks. Additionally, any two-handed spear can be wielded as a one-handed weapon when paired with a non-buckler shield; this weapon does not gain the bonus to hit, however.

WAR CRY (GENERAL)

You are a terribly intimidating foe for your enemies to face, and when you charge in screaming a blood-curdling battle cry they are paralysed with fear.

Prerequisites: Charisma 14+, Intimidate 8 ranks.

Benefit: Whenever you make a successful charge against an



intelligent opponent (Intelligence 5 or higher) you can bellow out your war cry at them, forcing them to pass a DC 15 Will save or be considered to be flat-footed for your charge attack. A foe can only ever be targeted by War Cry once per encounter, whether it is successful or not.

NEW COMBAT MANOEUVRES

This section is devoted to new combat manoeuvres for *Conan the Roleplaying Game*.

CALLED STRIKE

You aim your attack at a specific body part of your foe, inflicting

specific damage effects when successful.

Action: Full-round

Prerequisites: Base attack bonus 3+

Circumstance: The character makes a slow but deliberate attack at a damageable location of his target.

Effect: Taking a full-round action to make a single attack against his target, the character takes a variable penalty in order to potentially cause Permanent Damage upon them.

The following table shows the locations that can be targeted and the to-hit penalty associated with them:

Permanent Damage Type	Called Strike Modifier
Painful Wound	-2
Hideous Scar	-2
Limb Damaged (Arm)	-4
Limb Damaged (Leg)	-3
Sensory Organ Damage (attacker's choice)	-6
Excessive Blood Loss	-5
Head Trauma	-10

Special: If the optional rules for Permanent Damage are not being used, all Called Strikes should be made at a -8 penalty, but merely inflict double the weapon's damage dice on a successful hit.

COUNTERCHARGE

You push off your stance as an enemy closes to fight you, meeting him earlier than he intended and disrupting his momentum. If he is not prepared for the sudden change in his attack, he could leave himself open for your own deadly attack.

Action: Immediate/Standard

Prerequisites: Dexterity 13+, Fleet-Footed *or* Run.

Circumstance: While currently using the Delay combat move (see page 205 of *Conan the Roleplaying Game: Second Edition*) and being charged by an enemy, you move out to meet them.

Effect: When an enemy declares a charge against you while you are on a Delay action, you can nominate to Countercharge. You move at least five feet toward the enemy while they move toward you, stopping roughly halfway between your two starting positions. The enemy then makes his attack; albeit without any bonuses to hit from charging (penalties still apply normally). Once his attack has been made, if you survived the blow you may then make your own charge attack as normal. Your initiative result is modified to one less than the enemy countercharged after this attack is resolved.



DAZING BLOW

You use the flat of your blade to graze or slap a sensitive part of a target and daze them.

Action: Standard

Prerequisites: Base attack bonus +2, Heal 4 ranks.

Circumstance: The character uses a melee weapon that has a flat or blunt side to use to inflict nonlethal damage.

Effect: The character can make a dazing blow as a standard attack action against any target wearing light or no armour. Unless the weapon used is designed to only inflict nonlethal damage (sap, unarmed, etc.), this attack will have a -4 to hit penalty. If successful, the target must pass a Fortitude saving throw DC 12 or be considered *staggered* until the end of their next turn.

FEAR THE BUTCHER

Using a weapon with a stout blade, you strike at your foes with lateral arcs, splattering you and the surrounding area with gore as you brutally slay your foes. Those who look upon the scene are sure to fear for their lives.

Action: Standard

Prerequisites: Constitution 12+, Deadly (see New Feats).

Circumstance: The character inflicts painful and terrible wounds upon his enemy in order to demoralise the victim's allies.

Effect: When making an attack with a bladed weapon of some kind, the character can choose to take a penalty to his attack in the same fashion as he would using Power Attack (maximum to -10, however). If the attack hits and inflicts damage, all living intelligent (Intelligence 5+) creatures within 30 feet that can see the grisly display must immediately pass a DC 15 Will saving throw, modified by the character's reduction in his attack bonus, or become *demoralised* for 1d3 rounds.

MONKEY'S CHARGE

When you rush your enemy weapon in hand, you are a hard target to hit. You flip, leap and roll toward your foe like the howling monkeys of the Black Kingdoms.

Action: Full-round

Prerequisites: Dexterity 15+, Dodge, Tumble 6 ranks

Circumstance: The character announces a charge action aimed at a visible enemy within a standard move action.

Effect: The character moves up to his standard Speed away from his current position, moving in a straight line unobstructed by terrain. This charge ignores threatened squares for the purposes of attacks of opportunity and ends with a single melee attack. Due to the tumbling and rolling of the movement the character does not suffer the normal -2 penalty to the character's Defence, but only receives a +1 bonus to attack. This

bonus does not change the effects of a charge upon a Bull Rush or Overrun.

NAMING THE STROKE

You taunt your opponent by telling him exactly how you will wound him before you do it.

Action: Full-round

Prerequisites: Called Strike, Charisma 13+, Base attack bonus 3+, Weapon Focus

Circumstance: The character proclaims exactly where he is about to strike his opponent, then does so.

Effect: The attacking character verbally announces where he is planning on hitting his opponent, then makes an opposed Sense Motive skill check versus the target's Reflex saving throw. If successful the attacker gets a +2 bonus to attack his target in the specified area instead of the normal penalties for a Called Strike (see above). If the attacker's skill check fails, the attack continues as a normal Called Strike with *double* normal penalties.

TAKEDOWN

Your skill as a grappler allows you use your arms and legs in tandem, throwing a foe off-balance while joining them on the ground to continue your wrestle. Once you have your enemy on the ground and still in your grip, they have little chance to escape.

Action: Full-round

Prerequisites: Dexterity 13+, Improved Grapple, Improved Trip

Circumstance: The character must be adjacent to a foe, grabbing them with a normal grapple before twisting them into a prone position.

Effect: The character can use this combat manoeuvre as part of a standard grapple check. If successful and a hold is attained, the character can then immediately attempt to pull the victim to the ground with him. This requires a contested grapple check between the combatants, with the attacker's success knocking both characters prone in the same five foot square they are currently in. All normal grappling rules apply (except any movement is impossible), but the defender suffers a -4 penalty to try and break free of the grapple due to his inability to use height or weight from a prone position.

TIGER'S POUNCE

Using your strong legs and charging momentum, you add extra power behind your fists when you reach your target.

Action: Full-round

Prerequisites: Improved Unarmed Strike, Jump 4 ranks.

Circumstance: The character leaps at an enemy, beginning his



attacks while in mid-air to land more blows as he lands.
Effect: The character can use this combat manoeuvre to perform a Jump skill check as part of a charge. The character can then make a full-round action's worth of unarmed attacks at a single target, so long as their jump skill check brought them within attack range. These attack(s) are made at a -2 penalty to hit, but may add +1 to all damage rolls.



YEOMAN'S BANE

A defensive manoeuvre, you know how to best hold your shield and weapon to defend yourself against incoming arrows and bolts.

Action: Move

Prerequisites: Wisdom 13+, Toughness

Circumstance: The character advances with his shield and weapon covering his vital organs.

Effect: As the character moves, he may choose to do so at half normal Speed. If he does this, he is allowed to use his Parry Defence against attacks from arrows or bolts and counts the shield's Shield Bonus as Damage Reduction for those same types of attacks. The character must not currently be in melee

combat and has to be wielding a shield and one-handed weapon to use this combat manoeuvre.

A MARTIAL ALTERNATIVE TO SORCERY - MONASTIC SCHOLARS

This section is devoted to the rare Scholar that has foregone some or all of his sorcerous ways to learn instead how to channel his internal power for physical prowess and ability. It is a difficult and demanding path to walk but it can be tremendously rewarding.

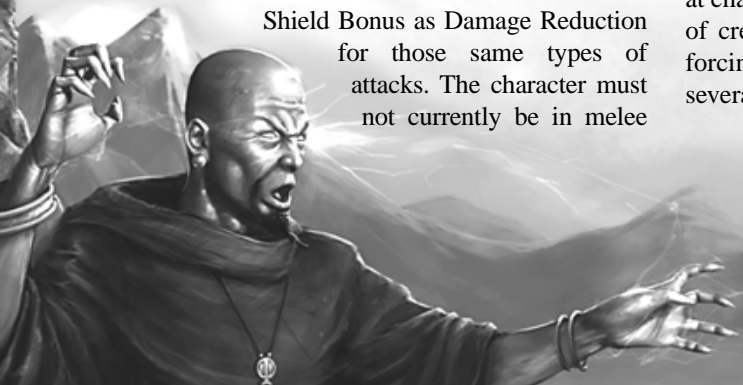
Instead of using arcane energies to wield spells and cast rituals that bend or break reality to a sorcerer's will, the monastic Scholar turns his learning into a new school of physical discipline and magical might. Where a sorcerous Scholar pores over tomes and scripts to unlock new spells and rituals for their potential use, the monastic Scholar reads philosophical texts, litanies and poetry to find key fragments of wisdom that will allow them to search their own inner self for the power to do great things.

Rare in the Hyborian age, monastic temples and teachers are only known to be found in Khitai, Vendhya, Stygia and a few scattered places in the Black Kingdoms. Wandering teachers on lifelong vision quests may surface on occasion (perhaps at the expense of a character's Fate Points), but typically it requires long journeys and arduous hardships to find these centres of monastic learning. Those who do however, rarely feel the time was ill spent.

BECOMING A MONASTIC SCHOLAR

Learning how to harness one's inner energies to augment martial abilities is a process that requires patience, endurance and time. In game mechanic terms, any Scholar character can choose the *Monastic Wisdoms* feat (as long as they meet the prerequisites) to wield the Meditations listed in this section.

It should be noted that the prerequisites for *Monastic Wisdoms* are relatively low and easily met, especially for a Scholar character. This is to make it feasible for starting characters to create a Monastic Scholar warrior at character creation. This allows the Player the freedom of creating a tailored character background instead of forcing the Games Master to bend their story around several gruelling months of monastic learning.



NEW SORCERY FEAT - MONASTIC WISDOMS

You have learned how to focus your inner arcane abilities in ways that are not spells or rituals, instead spending time in deep meditation to unlock your power and manifest it in ways that help define you as a warrior within as well as without. Trading in the ability to cast spells like a common sorcerer, you are instead a physical temple of martial and mystical skills.

Prerequisites: Concentration 4 ranks, Knowledge (arcana) 4 ranks, Scholar class feature.

Corruption: Must have less than 3 Corruption points to select this feat (but you may gain more afterwards).

Special Prerequisite: Must be taken at Character Generation or after the character spends 2d6 months training with a Monastic Scholar Guru (requiring a lengthy quest or Fate Point to discover).

Benefit: The character can now learn Meditations instead of Spells from his Scholar class levels. Whenever the Scholar class level table shows that the character would gain an Advanced Spell or Bonus Spell, he can gain a Meditation instead (see relevant section below). Whenever the Scholar gains a 'New Sorcery Style' he may choose to either branch out in a traditional Sorcery style normally, or increase his maximum Power Points by +1 (after any class feature multiplications).

For example, Ahvram has been a Monastic Scholar since character generation and has just risen from 6th to 7th level. He sees on the Scholar class table that he receives an Advanced Spell and a Bonus Spell. He chooses to add two new Meditations: Focal Strike and Focal Weapon. His next level, from 7th to 8th, will give him the choice of adding a new Meditation, learning a traditional school of Sorcery, or increasing his Power Point Maximum by +1 instead.

HOW TO USE MONASTIC MEDITATIONS

A Monastic Scholar that learns to use Meditations can call upon these 'spells' to augment their physical abilities or perform special effects. They are not cast or performed in the normal manner like spells or rituals; instead they require the Scholar to spend time in self-reflective thought. The time spent in a Meditation varies for each one, from a single moment's thought to upwards of an hour in a deep trance-like state.

Each Meditation has two main parts – the Reflection and the Effect.

The Reflection is the amount of actions or time the Scholar must spend doing nothing but readying himself for the Meditation's use and the Power Points associated with activating it. There is also a Concentration check difficulty listed; this is rolled at the *end* of the Reflection time to activate the Meditation. If successful, the Scholar must spend the listed Power Points to activate the Meditation. If the test is failed the time is wasted and half (round up) the listed Power Points are used up. When a character is in Reflection, he is considered to be flat-footed.

The Effect of the Meditation is what happens to the Scholar when he is successful in his reflections. Whether it is some kind of augmentation to his body, skills, abilities or a special action or attack that he can perform in a limited capacity; this is the Meditation's 'power'. Each Meditation will have one or more Effects to call upon after the Reflection is successfully carried out, with specific rules and game mechanics to utilise them.

Unless noted otherwise, a Monastic Scholar may have as many Meditations in effect at one time as he has spent Reflecting on.

THE MONASTIC MEDITATIONS

The following are the known Meditations that Scholars with the *Monastic Wisdoms* feat can choose in lieu of their Spells, as explained above. They must also meet the listed prerequisites, if any.

All-Seeing Eye

Darkness and light are nothing more than physical hindrances, but you know how to shut your physical eyes and see the world through the all-seeing and all-knowing inner eyes of the mind.

Prerequisites: Wisdom 13+



Reflection Time: 1 minute; 5 Power Points

Concentration: DC 15

Effect: The Scholar sees the world for one hour in the nimbus and haze of magical auras and mystic emanations, gaining the use of the *Blind-Fight* and *Eyes of the Cat* feats for the duration of that time.

All-Seeing Eye, Greater

When you close your eyes and look upon the world through the open window of your own mind, you see all that is hidden from you. No physical thing can hope to hide from your honed spirit-vision, and the world appears to you clearly through even the thickest of shades.

Prerequisites: Wisdom 15+, All-Seeing Eye

Reflection Time: 1 minute; 10 Power Points

Concentration: DC 20

Effect: The Scholar cannot be blinded in any way for one hour. Nothing can rob the Scholar of perfect visual acuity (blindfolds, ink, wounds, etc.). If the Scholar is truly blind (physical deformity, permanent wound, curse, etc) this Meditation lasts the remainder of the day when performed successfully.

Animalist Peace

There is a pattern to the natural world, and you know how to silence your own spiritual emanations to become part of the pattern. Once you are a piece of the natural pattern of the world, its animal members will see you as their equal.

Reflection Time: 10 minutes; 4 Power Points

Concentration: DC 12

Effect: The Scholar gains a +5 bonus to all Handle Animal and Ride skill checks for the rest of the day, or until he attacks anything with the 'animal' creature type.

Culmination of Force

You discover the perfect relation between your position in the universe and that of your enemy. Seeing the perfect path to bring your two points together, you can pour all of yourself into a single decisive blow that defies common logic in terms of strength and speed.

Prerequisites: Greater Focal Strike

Reflection Time: 2 full-rounds; 10 Power Points

Concentration: DC 20

Effect: The Scholar ends the Reflection with a single Unarmed attack that takes place between the combat rounds and is made with a +10 bonus to hit and damage, ignoring all forms of mundane Damage Reduction and inflicting



lethal damage (whether or not he possesses the proper feats to do so).

Endless Breath

Finding your connection to elemental air and the primal winds, you take a deep breath that will last an unbelievably long time.

Reflection Time: 1 full-round; 3 Power Points

Concentration: DC 14

Effect: The Scholar takes a single deep breath during Reflection, and it is enough to keep him from drowning, suffocating or inhaling toxins for up to one hour. If the Scholar speaks or willingly takes a breath before the end of the duration, this Meditation ends instantly.

Feat of Strength

Searching the void inside for the framework of your spiritual strength, you build a framework in your mind's eye to reinforce and enhance your bodily vigour. When you find it, you can exhibit tremendously powerful physical might.

Reflection Time: 1 minute; 2 Power Points

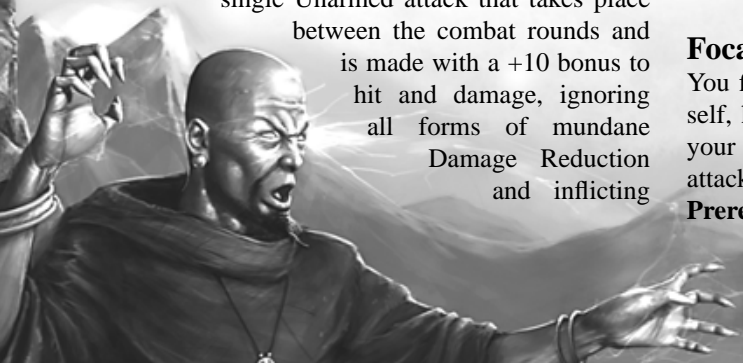
Concentration: DC 10

Effect: The Scholar is considered to have a Strength score 10 points higher than normal for the duration of one Skill or Strength check. This does not affect combat attacks or damage in any way.

Focal Strike

You find a specific truth in the mysteries of your inner self, holding onto it as a focal point for new clarity in your actions. Eliminating outside distraction, your next attack is quick and powerful.

Prerequisites: Base attack bonus +1



Reflection Time: 1 standard action; 1 Power Point

Concentration: DC 8

Effect: The Scholar makes an Unarmed attack in the round following the Reflection at +2 to hit and damage.

Focal Strike, Greater

Your ability to seek inner peace and tranquility has reached a point that allows you to shut out the entire universe before making your strike.

Prerequisites: Base attack bonus +3, Focal Strike

Reflection Time: 1 standard action; 3 Power Points

Concentration: DC 14

Effect: The Scholar makes an Unarmed attack in the round following the Reflection at +5 to hit and damage, ignoring the target's Parry Defence (the attack must be dodged if it is to be avoided).

Focal Weapon

Your thoughts turn your weapon into an extension of yourself, allowing your inner power to flow through it.

Prerequisites: Focal Strike

Reflection Time: 1 full-round; 2 Power Points

Concentration: DC 10

Effect: The Scholar makes a standard attack action with any light weapon in the round following the Reflection at +2 to hit and damage on all attacks.

Focussed Aim

Shutting out the outside world you place a tunnel of clarity between you and your target, you bring it into perfect focus.

Prerequisites: Base attack bonus +1

Reflection Time: 1 standard action; 2 Power Points

Concentration: DC 12

Effect: The Scholar makes a ranged attack at a selected target on the round following the Reflection, gaining +2 to hit and damage. The attack is considered to be at Point Blank Range (for all other purposes).

Focussed Aim, Greater

Your inner eye is far superior to your physical ones, allowing you to close the physical world out for a moment to connect the mystical points between you and your target. This perfect harmony makes it nearly impossible for you to miss.

Prerequisites: Base attack bonus +4, Focussed Aim

Reflection Time: 1 standard action; 5 Power Points

Concentration: DC 15

Effect: The Scholar makes a ranged attack at a selected target on the round following the Reflection, gaining +5 to hit and damage. The attack is considered to be at Point Blank Range (for all other purposes) and ignores Cover and Concealment.

Healing Trance

You lose yourself in a deep inner search for pure and healing energies that will mend your wounds. While in your healing fugue nothing can stir you, making you vulnerable as you repair your physical body.

Prerequisites: Painlessness

Reflection Time: 8 hours; 5 Power Points

Concentration: DC 15

Effect: The Scholar falls into a deep slumber for the duration of the Reflection time that he cannot be awakened from except by suffering damage (nonlethal or otherwise). The Reflection is considered as sleep for all purposes, but if the check is passed all of the Scholar's hit points are healed upon waking (but only if the sleep was uninterrupted).

Hide in Plain Sight

You are able to cloud the minds of your opponents, and disappear from sight.

Prerequisites: All-Seeing Eye

Reflection Time: 1 full-round; 5 Power Points

Concentration: DC 15

Effect: The Scholar gains a mystical ability to cloud his presence in the minds of onlookers. He chooses a number of targets each round, up to or equal to his Wisdom bonus. His Hide and Move Silently skill checks against these targets are considered to be 5 higher for all purposes. Other viewers are unaffected.

Imperviousness

Your body becomes as hard as iron, deflecting lesser wounds as if they were nothing more than an inconvenience.

Prerequisites: Painlessness

Reflection Time: 1 hour; 5 Power Points

Concentration: DC 18

Effect: The Scholar is considered to have a natural Damage Reduction of 5 in any combat round in which he has yet to take action. This lasts for the remainder of the day or until the Scholar is rendered unconscious.

Imperviousness, Greater

You are so in touch with your inner strength that it makes you a veritable fortress of the flesh.

Prerequisites: Imperviousness

Reflection Time: 1 hour; 10 Power Points

Concentration: DC 22

Effect: The Scholar reduces all mundane damage by half (round up) that he suffers in any combat round in which he has yet to take action. This halving takes place after all other Damage Reductions.



This Effect lasts for the remainder of the day or until the Scholar is rendered unconscious.

Painlessness

You pull all of your physical pains and ailments into yourself, a dissipating them harmlessly.

Reflection Time: 1 full-round; 3 Power Points

Concentration: DC 10 or DC 15

Effect: If passed using the DC 10 Reflection test, the Scholar may instantly heal half of his current nonlethal damage. If the Scholar used the DC 15 version, this Meditation will heal *all* nonlethal damage instead.

Sanctify Body

In a deep trance you find the impurities in your physical body and force them out from your temple, sweating them away in cold beads and rivulets.

Prerequisites: Healing Trance

Reflection Time: 4 hours; 10 Power Points

Concentration: DC 20, DC 25

Effect: The Scholar falls into a deep trance for the duration of the Reflection time that he cannot be awakened from except by suffering damage (nonlethal or otherwise). The Reflection is

considered sleep for all purposes, but if the DC 20 check is passed, any poisons currently in the Scholar's body are rendered inert (but only if the sleep was uninterrupted). The DC 25 version of the check removes any diseases as well as poisons.

Shatter Strike

You are able to break objects with the slightest pressure.

Prerequisites: Focal Strike

Reflection Time: 1 full-round; 4 Power Points

Concentration: DC 15

Effect: The Scholar makes an Unarmed attack in the round following the Reflection at +2 to hit and damage that is automatically considered a *Sunder* attack (see page 211 of *Conan the Roleplaying Game: Second Edition*) that ignores a weapon's Hardness.

Steadying Grace

Finding the centre of your inner self allows you to create a metaphysical anchor that you can use to root your body, giving you a preternaturally strong centre of balance.

Reflection Time: 10 minutes; 5 Power Points

Concentration: DC 14

Effect: The Scholar is granted a +5 bonus to all Balance, Jump and Tumble skill checks for the rest of the day, or until he is rendered unconscious.

Tirelessness

You are able to mediate and replenish energy at a preternatural rate.

Reflection Time: 1 hour; 2 Power Points

Concentration: DC 12

Effect: The Scholar is considered to have slept a full night's rest during the one hour of Reflection, but can only use this Meditation a number of consecutive days equal to the Scholar's Constitution bonus before he *must* take a real night's sleep.

Wind Runner

Your step is light as feather, allowing you to leap great distances in a single bound.

Reflection Time: 1 full-round; 5 Power Points

Concentration: DC 12

Effect: The Scholar finds a special weightlessness in his step and gait that increases his base Speed by 10 feet and doubles all jumping distances for the following minute.



Skills of the Warrior

EVEN THOUGH A warrior's life is dedicated to warfare and combat, it is not possible for a mortal being to fight all of their life – they have to sleep and keep up their livelihoods. Making sure weapons do not degrade, wounds knit fast and they stay fit enough to perform as best they can when in combat.

This chapter looks at a few new optional skills and skill uses that players and Games Masters can choose to add to their characters. These skills and skill uses are designed to be used by combat-oriented characters, but anyone could potentially learn them if the Games Master allows.

NEW WARRIOR SKILLS

These new skills have an additional line of information added to them. 'Class Skill' shows which classes may use a particular skill as a normal class skill.

CHALLENGE (CHA; TRAINED ONLY)

This skill is the character's talent to call out his foes to fight him, and him alone.

Class Skill: Barbarian, Noble, Soldier

Check: You can pick a single intelligent (Intelligence 5 or higher) enemy within communication range to try and challenge to single combat. This requires a Challenge skill check opposed by the enemy's Will saving throw. There are a number of modifiers to this skill check, as detailed in the list below.

- ✿ +1 if target is armed and character is not at time of challenge
- ✿ +2 if target is of higher effective level (HD in the case of creatures)
- ✿ +4 if target has sworn enmity, vengeance etc. upon the character
- ✿ -1 if target is of lesser effective level (HD in the case of creatures)
- ✿ -2 if target is unarmed and character is not at time of challenge

- ✿ -4 if target is at half or less of its normal maximum hit points
- ✿ -4 if target does not speak the language the challenge is issued in (or the challenger cannot be heard)

After all modifiers have been calculated, the character can then roll the skill check. If the Challenge fails, all allies of the challenged target gain a +1 morale bonus to hit the challenging character (invigorated by his failure) for the rest of the encounter. If the check succeeds however, the target must try to move and attack the character in as few actions as possible, joining the challenge as quickly as he can (and still attack). While the 'challenge' takes place, the two combatants must not interact with outsiders until one of them has fallen or retreated.

Action: Making a Challenge is a full-round action that requires the character to be within communication range.

Try Again: Challenge cannot be tried more than once per combat encounter when *failed*. A successful use of Challenge does not limit its use, and the skill can be used once more when the initial challenge is concluded.

Special: It should be noted that this is not a *Duel of Fates*, but this skill could be optionally used to begin one if the Games Master feels the two combatants qualify.

Synergy: Characters with 5 or more ranks in Intimidate or Sense Motive gain a +2 synergy bonus to Challenge, or +4 if the character has 5 ranks in both skills.

Restrictions: Characters in any form of Fighting-Madness (Crimson Rage, Fighting Frenzy, etc.) cannot use Challenge until their rage subsides.

SHARPEN (WIS; TRAINED ONLY)

The general maintenance of a warrior's blades is not always something that he has to see a blacksmith for. Once shown





the proper way to use a whetstone, he can spend hours grinding away at the metal of his weapons to give them a razor's edge. This skill represents a warrior's ability to put a fine edge on his weapons; rather than being able to forge or craft new ones.

Class Skill: Borderer, Nomad, Pirate, Soldier, Thief

Check: You are considered to know the proper ways to use a whetstone, oilcloth and a little pressure to sharpen any piercing or slashing weapon to a finer edge. This practice is not great for the weapon's longevity, but it seriously improves its ability to shear through enemy protection for the time being.

Depending on the result of the skill check, a melee weapon that inflicts piercing or slashing damage can have its Armour Piercing bonus temporarily increased at a cost of the weapon's Hardness. This signifies the slow wearing down of the weapon's material, making it thinner, sharper and more brittle. The bonus Armour Piercing lasts for the duration of a single combat encounter, after which the blade has been dulled back to normal once again. The reduction in Hardness is permanent, however.

The results of the skill check and the weapon modifiers attached to them are detailed on the table below:

Sharpen Skill Check Result	Armour Piercing Modifier	Hardness Reduction
Less than 10	N/A	-2
10-14	+1	-2
15-19	+1	-1
20+	+2	-1

This skill can also be used to make piercing ranged weapons slightly more deadly, adding +1 to their Armour Piercing value on a Sharpen skill check DC 15. Sharpened projectiles are not weighted the same any longer, meaning they also suffer a -1 to hit penalty. Failing a Sharpen skill check on a ranged projectile breaks the projectile completely.

Action: One full hour of skill use. This time does not need to be consecutive, but the weapon in question cannot be used in the interim or it will be considered an automatic failure of the skill

check. One melee weapon or ten ranged projectiles can be sharpened in this amount of time.

Try Again: This skill can be used on a melee weapon or recoverable (javelin, spear, etc) ranged projectile multiple times, but you cannot, for example, sharpen a previously sharpened sword to stack the benefits; you may only re-sharpen it after the first effects have worn off.

Synergy: Characters with 5 or more ranks in Craft (weaponsmith) gain a +2 synergy bonus to this skill.

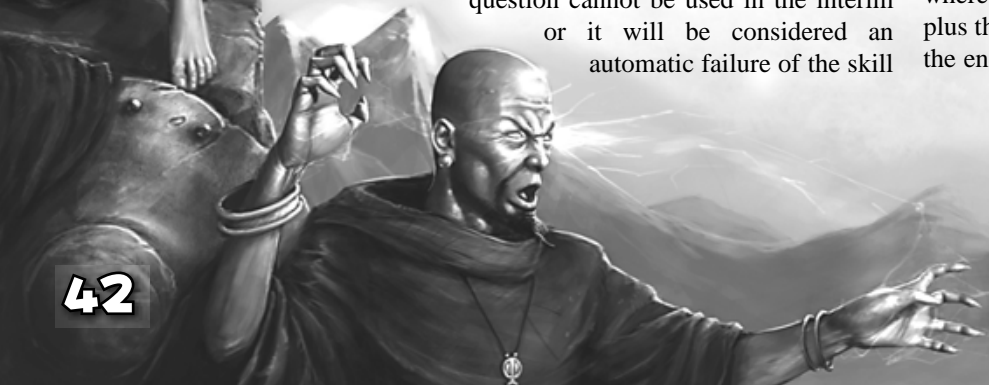


TACTICS (ING; TRAINED ONLY)

This skill measures a character's knowledge of warcraft and battlefield strategy.

Class Skill: Noble, Pirate, Soldier

Check: The primary use of the Tactics skill is to better co-ordinate allies and cohorts in a battle or combat. The character using the Tactics skill must be aware where enemies are (but need not necessarily see them) and where his allies are. Using the Tactics skill is DC 12, plus the average number of combatants on either side of the encounter. If successful, the character has a number



of tactical suggestions he can call out (or use himself) during the encounter equal to his Intelligence bonus plus half his level. Each use of a tactical suggestion allows the affected character to add +1 to hit and damage for their next attack action. These tactical suggestions can be as simple as 'aim for the weak point under the arm!' or 'go after the little guy, he's the weak link!' and they can only aid actions that take place on or after the skilled character's initiative. Failing this skill check will result in misinformation and doubt, penalising everyone on the character's side with a -1 to hit penalty for the duration of the encounter.

A battlefield commander may also better orchestrate his forces by looking over the geography of the field of engagement and estimating how best his soldiers will need to use it. The DC for this type of Tactics check is DC 20 plus 1 for every unit of ten or more soldiers (or five cavalry) that the character is trying to orchestrate. Failure means the army will be in a tactically disadvantageous position, giving the enemy a +1 bonus to all attack rolls for the first 5 rounds of combat. Success on the skill check gives the army's allied units +1 to hit on all attack rolls for the first 5 rounds of combat. It should be noted that this version of the Tactics skill can *only* be used for massive army-level engagements, not small party-based skirmishes.

Action: The *tactical advice* version of the skill requires one full-round action to study the conflict, during which time the character cannot suffer damage (or the check fails). Once the check has been made it is a free action to deliver a piece of advice to an ally.

Orchestrating an army requires 1d6 hours of battlefield assessment and unit studying, during which time the character must look over unit logs, battle drawings and similar information.

Try Again: No; the use of the Tactics skill can only determine the situation once per encounter, ambush or battle.

Synergy: A character with 5 or more ranks in Knowledge (Warfare) gains a +2 synergy bonus to Tactics.

NEW SKILL USES

The following entries are all optional uses for the existing skills found in *Conan the Roleplaying Game*. Warriors that spread their skill points across numerous talents and skills will now find that they have several new strategic uses for their normally less-martial abilities.

Each of these alternative skill uses has a 'minimum ranks' listed in its title, located

in parentheses next to the skill it requires. This is the number of skill ranks in the listed skill(s) that a character must possess before being able to utilise the optional skill use.

ARMAMMENT JUDGEMENT (APPRAISE; 3 RANKS)

The appraise skill is generally used by characters looking to steal or purchase items in order to first know how much the items are worth, or perhaps to know how much a newly acquired gemstone or piece of jewellery will sell for. A warrior's eye however, is more attuned to the costs of his armour and weapons.

By calling upon the appraise skill in a combat situation, a character can judge the quality and potential of an enemy's armour or weapons. It is a standard action that requires a DC 12 check for armour, DC 15 for weapons. A successful check on a piece of armour will allow the character to add +1 to his effective Armour Piercing for the encounter. A successful check on a weapon will add +2 to any attempts to sunder the weapon.

CAVALRY TEAM TRAINING (HANDLE ANIMAL; 6 RANKS)

It does not take much more than a decent equestrian knowledge base to train a single warhorse to serve as a combat steed for a cavalryman, but it does take time. Any horseman will agree that they would love to have the time to fully train every horse they ride out to battle, but sometimes there simply is not enough time or manpower to arrange for such a feat. In these cases it is acceptable for a single skilled warrior to push a group of horses through the basics – getting them ready to ride in an upcoming battle.

For a character to train a team of cavalry horses, they must have all the necessary supplies and equipment to do so. Additionally, the handle animal skill check is at a higher difficulty. The DC numbers below are for 5 horses being trained at once; the DC increases by +5 for each set of five horses beyond the first.

Combat Riding (DC 25)

Fighting (DC 22)

Guarding (DC 22)

Riding (DC 18)

No matter how many horses are being trained, the time required to train them remains the same, plus one day per horse beyond the first. So, a group of ten horses being taught *Fighting*

would be a DC 27 skill check that takes thirty days (three weeks plus nine days). If a character has enough spare time they are allowed to take longer on this training in order to Take 10 or Take 20.

**FIGHTING MEDITATION
(CONCENTRATION; 3 RANKS)**

A true warrior understands that even when he is not actively in combat he must keep his mind sharp. A practice that is very common in Stygia, Vendhya and Khitai, meditation and combat mantras help a warrior stay focussed on his abilities.

Meditation can be a training routine that a warrior uses to practice his individual moves; be they attacks or defences. A half-hour of fighting meditation in the hours after dawn can be exactly what a warrior needs to clear his head and prepare for the day's events. These morning exercises not only help put mind and body in tune with one another, but it help to build the muscle-memory needed to use a weapon as an extension of oneself.

Spending one half-hour in uninterrupted meditation gives the opportunity to make a Concentration skill check, DC 20 minus the character's Base Attack Bonus. Failure means the character is tired and still somewhat distracted, but otherwise has no effect. Success adds a +1 bonus to hit and parry with the weapon the character meditated with for his first encounter that day.

Additionally, if a Scholar character uses fighting meditation he regains 1d3 Power Points when successful.

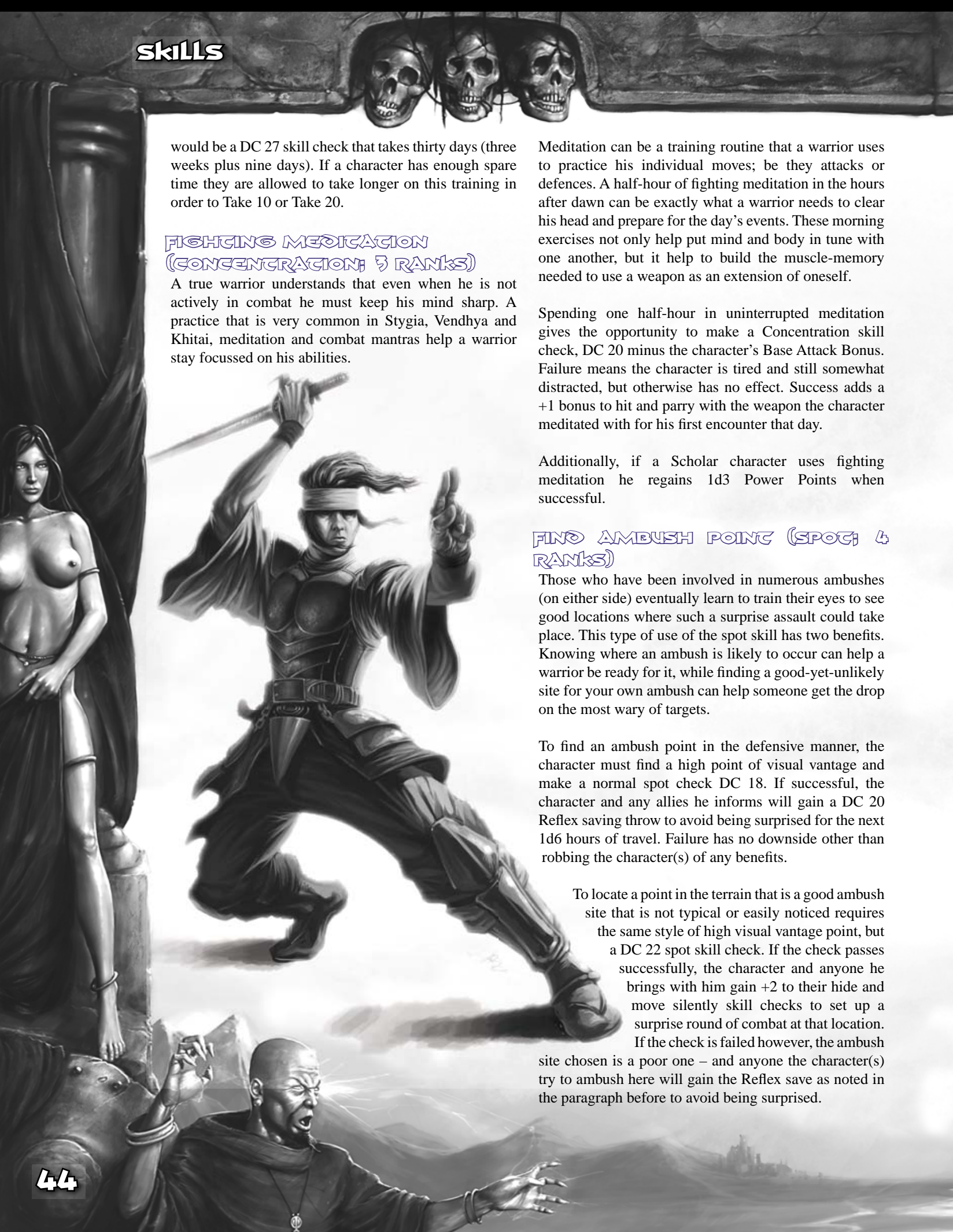
FIND AMBUSH POINT (SPOT; 4 RANKS)

Those who have been involved in numerous ambushes (on either side) eventually learn to train their eyes to see good locations where such a surprise assault could take place. This type of use of the spot skill has two benefits. Knowing where an ambush is likely to occur can help a warrior be ready for it, while finding a good-yet-unlikely site for your own ambush can help someone get the drop on the most wary of targets.

To find an ambush point in the defensive manner, the character must find a high point of visual vantage and make a normal spot check DC 18. If successful, the character and any allies he informs will gain a DC 20 Reflex saving throw to avoid being surprised for the next 1d6 hours of travel. Failure has no downside other than robbing the character(s) of any benefits.

To locate a point in the terrain that is a good ambush site that is not typical or easily noticed requires the same style of high visual vantage point, but a DC 22 spot skill check. If the check passes successfully, the character and anyone he brings with him gain +2 to their hide and move silently skill checks to set up a surprise round of combat at that location.

If the check is failed however, the ambush site chosen is a poor one – and anyone the character(s) try to ambush here will gain the Reflex save as noted in the paragraph before to avoid being surprised.



MARCHING CADENCE (PERFORM (SING); 4 RANKS)

Armies that have to cross long distances are often heard doing so to the beat of a drum or the periodic blow of a horn. This is mostly due to how much easier it is to fall in a proper step with the right beat to set your pacing to. A soldier that has lived long enough in the ranks knows this pacing by heart, finding himself coming up with rhymes and songs in his head to help keep mind and body focussed on the miles yet to cross. These musical rhythms are known as marching cadences, and they can be extremely helpful to groups of soldiers.

A character with enough performance talent can sing these cadence songs out loud; requiring a DC 12 Perform (Sing) check for every ten miles marched. There is a +2 to this DC for every full fifty people the character has to lead in the cadence. If this check is failed the whole group takes 20% longer to cover those ten miles, as the incorrect cadence makes the group tired and sore. If the check passes however, the entire group crosses those ten miles 10% faster than they normally would.

Note that this is solely for groups of people marching; it has no effect upon cavalry or wagon train movements.

PERSONALISING WEAPONS (CRAFT (WEAPONSMITH); 4 RANKS)

Most people in the Hyborian age use the weapons given or made for them by skilled craftsmen, sometimes paying exorbitant amounts of money for these weapons. The issue with this is that many veteran warriors (or young, brash braggarts) do not want to have just ‘any old sword’, they want something that will shine as their own – a weapon to be known by.

It requires all of the same tools and 10% of the original cost in materials to personalise a weapon with the craft (weaponsmith) skill. Special materials like gold, silver or gemstones can be used as well, but their cost is an additional amount (unless those materials are already on hand). The process takes one eight-hour workday for every hit point of the weapon, and a craft (weaponsmith) skill check at the end of every day. The DC for these checks is 14 for simple weapons, 18 for martial ones, and 20 for exotic weaponry.

A successfully personalised weapon adds +1 to the wielder’s effective Reputation, but also adds +2 to his Intimidate and Diplomacy checks against enemies and

allies, respectively. Failure in the skill check means the weapon has been damaged in a minor way, losing one point of permanent Hardness.

Typically, personalised weapons cost five times as much as their common counterparts if purchased from a skilled weaponsmith.

SECTIONING ARMOUR OFF (ESCAPE ARTIST; 2 RANKS)

Any adventurer knows that the worst part of long journeys in the wilderness is trying to get a decent night’s sleep anywhere you can lay a bedroll, if they are lucky enough to have one. This is compounded by the foolish warriors who think they are tough enough to sleep the night still clad in their armour. Sleeping in armour is not a good idea but it takes several minutes to don protective gear if attacked, causing a tough decision for a warrior to make every night.

Any warrior that understands the basics of how to wriggle out of ropes and manacles can teach himself to only undo a portion of the necessary buckles and straps to his armour when he takes it off. Removing a suit of armour in large sections rather than individual pieces can dramatically speed up the warrior’s ability to put it back on. This requires an Escape Artist skill check at a DC equal to 10 plus the Damage Reduction rating of the armour. If successful the character removes his armour in half the normal time, but can also don his armour in half the normal time (hastily or not). If the check fails, the armour takes twice as long as normal to remove and does not benefit from this skill use at all.

SUBTLE THREATS (INTIMIDATE; 6 RANKS)

A life of swordplay and bloodshed can cast a certain grim determination over a warrior’s pallor, revealing him to onlookers as someone who has seen more than his share of hardships and lived to tell about them.

Characters who want to play up their warrior’s mystique and give off an aura of danger can use this specialised version of the Intimidate skill. A character calling upon subtle threats makes a single Intimidate skill check at the beginning of any non-combat encounter (entering a busy tavern, shopping at the bazaar, etc). The result of the Intimidate skill check minus 5 is the subtle threats difficulty. This new number is the Will saving throw DC that





an NPC needs to overcome in order to react negatively towards the character.

For example, a character that rolls a '22' on his Intimidate skill check sets up an impressive DC 17 subtle threats when he walks into a Stygian lotus den. Anyone involved in the scene that is not an ally of his will need to make a Will saving throw of at least 17 to interact with him in a negative fashion.

Example negative interactions include: pick pocketing, heated arguing, sneak attacks, taunting or racial bigotry toward the character. Obviously this list is not complete, and it is up to the Games Master to decide what constitutes a 'negative action' toward the character to call for a saving throw.

It should also be noted that subtle threats are automatically cancelled when the character takes any form of hostile action toward someone. The urge to defend or survive overtakes the threatening nature of the character; although they may still simply wish to escape instead of fight the fearsome warrior.

TEMPORARY AID (HEAL; 5 RANKS)

A warrior's role in life is to commit themselves wholly to combat and violence, which means they will always be located where the bloodshed happens. Many warriors use this experience to learn the rudiments of battlefield first aid.

A character that has enough skill ranks in the Heal skill can perform a *short-term care* effect upon a wounded ally in a fraction of the time (1d6 rounds instead of 10 minutes), but knows that the hit points gained are just temporary. Twelve hours after a course of temporary aid is undertaken for a character, the hit points gained are immediately lost, plus an additional hit point per hour beyond that. Only a proper application of the Heal skill will stabilise the wounded character. After temporary aid has worn off, all further Heal skill checks made upon the recipient are at +3 DC; a penalty that goes away when the character is fully healed.

WARRIOR-FOR-HIRE (PROFESSION (SOLDIER/GLADIATOR/MERCENARY); 4 RANKS)

Warriors live expensive lives and a warrior is constantly repairing his goods or replacing lost weaponry. These sorts of things are not cheap, and not every warrior can afford to learn how to repair or replace them himself. Thus, most warriors will occasionally hire themselves out to do battle for coin.

The normal Profession skill offers half (round up) the skill's resulting check in silver pieces, but has no drawback other than taking a week away from the character's normal lifestyle. A character with the proper ranks in Profession (soldier, gladiator or mercenary) can choose to make a higher wage by highly endangering himself while on a short-term contract with an employer.

The character makes a normal profession skill check, adding a +2d6 bonus for every temporary point of Constitution damage the character wishes to suffer in the line of duty. This damage represents how hard the character pushed himself in combat over the course of the week, and needs to heal naturally afterwards. Otherwise, the coinage gained from a warrior-for-hire skill check is the same as the normal Profession skill.



Wood, Stone, Steel

UNLESS A WARRIOR is adept at unarmed combat or grappling he will need a good weapon in his hands to do his work. A stout spear or a shining sword is good enough, but many warriors need something special, such as a pommel spike for quick strikes or a serrated blade for punishing blows.

This chapter is dedicated to a host of new armour, weapons, equipment and gear modifications for players and Games Masters.

NEW ARMOUR

This section details and describes a handful of new types of armour, shields and protective equipment that warriors can find for purchase at most bazaars or could have made especially for them by expert armourers, tailors or tanners.

Aspis: The traditional shield of the hoplite warrior, the aspis is a round metal shield with bevelled edges that is strapped to the forearm and held by a riveted leather strap in the warrior's off-hand. It is often sculpted with the army insignia or soldier's crest, adding a personal element to each aspis. Most soldiers using an aspis wield shorter swords or stout spears, weapons that are perfect for stabbing around the sides of the shield's round edge.

Duellist Cape: Originally a regular sight in Zingaran courts, the duellist cape is the 'shield' of the noble fencers and swordsmen of that nation. It is a heavy leather half-cape that hangs over the shoulder and upper arm of the fighter's off-hand, allowing him to block or misdirect light blows without compromising his fighting ability. A character wearing a duellist cape adds +2 to the bluff check to make feint combat manoeuvres.

Grille: A favourite of gladiators and pit fighters, the grille helmet is actually three pieces of armour sewn or riveted into one piece of fearsome headgear. A hard leather cap and chin strap is riveted to a hammered metal helmet, often shaped like a predatory beast (bears, lions and dragons are favourites), and a row of tempered metal bars (sometimes spiked) are set as the 'faceplate' of the helm. This sort of armoured is mostly used by fighters that like getting up close with their



enemies – grille wearers add +1 to their unarmed and grappling-based damages.

Hyperborean Hide: The wilds of northern Hyperborea are cold and harsh, filled with large predatory animals and brutal raiders. The older villages and tribes living by the traditional methods of their ancestors do not often keep heavy forges or smithies, leaving the ownership of finer quality armour to the tribal elders and veteran warriors. Most northern Hyperboreans make tough armour by layering bear or mountain goat hides before soaking them in pine sap. The resulting sheets are then bent and hammered into wearable shapes that are often decorated with fur, teeth and sometimes polished wood or even ivory.

Laminated Wood: Although rare by common Hyborian standards, the Black Kingdoms, Kush and some tribes of the



New Armour

Armour	Cost	Damage Reduction	Maximum Dex Bonus	Armour Check Penalty	Sorcery Failure	Speed	Weight
<i>Light Armour</i>							
Suede Coat	100 sp	2	+8	—	20%	30 ft.	3 lb.
Wicker Tabard	30 sp	3	+6	—	25%	30 ft.	2 lb.
<i>Medium Armour</i>							
Hyperborean Hide	150 sp	6	+4	-3	50%	25 ft.	20 lb.
Laminated Wood	300 sp	5	+3	-6	70%	25 ft.	25 lb.
Pit Straps	500 sp	4	+4	-5	75%	30 ft.	18 lb.
<i>Heavy Armour</i>							
Plated Kit	3,000 sp	8	+3	-5	95%	25 ft.	35 lb.
<i>Helmets</i>							
Grille	+25 sp	+1	—	—	15%	—	4 lb.
Warhood	+100 sp	+1	—	-1	10%	—	6 lb.

New Shields

Shield	Cost	Shield Bonus	Armour Check Penalty	Sorcery Failure	Damage
Aspis	8 sp	+3	-2	15%	1d4
Duellist Cape	25 sp	+1	—	5%	—
Scarab	15 sp	+4	-3	10%	1d6

Shield	Critical	Armour Piercing	Hardness	Hit Points	Weight	Type
Aspis	x2	—	10	8	6 lb.	Bludgeoning
Duellist Cape	—	—	4	4	3 lb.	—
Scarab	x2	1	8	8	7 lb.	Slashing

Pictish Wilderness use thin sheets of carved, shaped and laminated soft woods to create highly protective suits of armour.

Pit Straps: Light bands of leather are reinforced with copper or bronze, spiked and studded throughout to make pit straps. Pit straps get their name from their most common wearer, the pit fighters of Shadizar or Tortage. Due to the number of spikes, studs and rasps built into a set of pit straps, this armour inflicts 1d2 points of damage each round against any target currently grappling the wearer.

Plated Kit: For warriors that do not wish to wear full sets of plated mail, whether because of expense or weight, a plated kit is a set of leathers

with several plates covering the vitals of the wearer. The shoulders, lower arms, thighs, abdomen and neck of the suit are heavily protected by these iron or even steel plates, but there are still many areas of the body that can be damaged. By taking a -4 penalty to hit against a plated kit, the Damage Reduction is reduced by 5.

Scarab: The traditional shield of the Stygian heavy infantry, a scarab shield is a fire-hardened bronze ring set around a deeply concave ebony bowl styled after the abdomen carapace of a scarab beetle. The bronze ring is traditionally sharpened to be used as a secondary weapon.

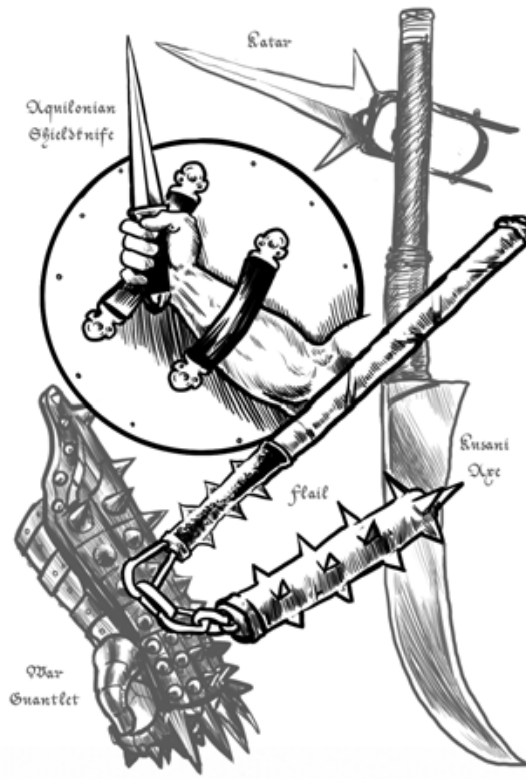
Suede Coat: Nobles and merchants can sometimes be found wearing long coats of padded suede to help protect them while retaining their opulent image. These add a +1 modifier to any reputation checks made to recognise the wearer, so long as they are trying to show off their higher status.

Warhood: A coil of fine chain that weaves into a padded facemask, the warhood is not as protective as a true helm but it allows a warrior to wear any face he wishes on a battlefield. The faceplate of a warhood is purchased with a specific animal, creature or expression represented upon it. This faceplate adds a +1 bonus to all Intimidate checks made while wearing the warhood.

Wicker Tabard: Sewn from hardened strands of wicker, this simple piece of armour is draped over the head and shoulders of the wearer and often secured with stiff leather or sometimes hemp cord. It is a cheap and simple way to reduce slashing damage, but does little against blunt attacks. Bludgeoning damage reduces the Damage Reduction of a wicker tabard to 1.

NEW WEAPONRY

Some of these weapons are somewhat specialised, but anyone that has the proper proficiency can utilise them normally.



New Weapons Table

Simple Weapons

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment	Hardness	Hit Points	Weight	Type
<i>Unarmed Attacks</i>									
Knuckledusters	2 sp	1d4	x2	—	—	4	2	1 lb.	Bludgeoning
<i>Light Melee Weapons</i>									
Katar ^F	10 sp	1d4+1	19-20/x2	3	—	10	2	2 lb.	Piercing
Light Axe	7 sp	1d6	x2	1**	10 ft.	6	2	2 lb.	Slashing
<i>One-Handed Melee Weapons</i>									
Cudgel	2 sp	1d6+1	x2	2	—	5	5	3 lb.	Bludgeoning
Kushknife	3 sp	1d4	19-20/x2	1	—	5	2	2 lb.	Slashing
Machete*	2 sp	1d6	x3	2	—	8	4	3 lb.	Slashing
<i>Two-Handed Melee Weapons</i>									
Hyborian Pick	3 sp	1d6	x4	3	—	5	4	5 lb.	Piercing
Maul	7 sp	1d10	19-20/x2	3	—	6	7	15 lb.	Bludgeoning
<i>Simple Ranged Weapons</i>									
Discus*	2 sp	1d4	x2	1	40 ft.	3	1	2 lb.	Bludgeoning
Long Dart (5)	1 sp	1d3	19-20/x2	1**	30 ft.	2	1	1 lb.	Piercing



Martial Weapons

Unarmed Attacks

Swordfist	35 sp	1d6	19-20/x2	2	—	8	5	4 lb.	Piercing or Slashing
War Gauntlet*	20 sp	1d6	x3	2	—	5	3	2 lb.	Bludgeoning and Piercing

Light Melee Weapons

Aquilonian Shieldknife*	25 sp	1d4	x2	1	—	10	2	2 lb.	Piercing
Pommel Spike*	10 sp	1d4+1	x2	1	—	8	1	1 lb.	Piercing

One-Handed Melee Weapons

Half-Spear	5 sp	1d6	19-20/x2	1	—	5	3	2 lb.	Piercing
Stygian Scimitar	80 sp	2d4	18-20/x2	2	—	10	5	3 lb.	Slashing
Warmace	35 sp	1d8	x4	2	—	6	5	6 lb.	Bludgeoning and Slashing

Two-Handed Melee Weapons

Bladespear*. ^R	20 sp	2d6	19-20/x2	3	—	8	6	6 lb.	Slashing
Halberd ^R	100 sp	2d8	x3	5	—	8	7	8 lb.	Slashing or Piercing
Kusani Axe ^R	30 sp	1d12	x3	4	—	8	8	10 lb.	Slashing

Martial Ranged Weapons

Horsebow*	5 sp	2d4	x2	1**	40 ft.	5	3	2 lb.	Piercing
Long Arrows (20)	2 sp	—	—	—	—	5	1	4 lb.	—

Exotic Weapons

One-Handed Weapons

Flail*. ^R	15 sp	1d8	18-20/x2	3	—	10	5	8 lb.	Bludgeoning
Hook	10 sp	1d6	x3	2	—	8	4	4 lb.	Piercing

Two-Handed Weapon

Trident ^R	60 sp	2d6	x3	2	—	10	8	8 lb.	Piercing
----------------------	-------	-----	----	---	---	----	---	-------	----------

*See the weapon description for special rules.

**The Armour Piercing score for all ranged weapons is reduced by one for each range increment beyond the first.

^FFinesse weapon

^RReach weapon



Aquilonian Shieldknife: Given to advance infantry officers in Aquilonia, the shieldknife is a short, wide blade that is held in the shield hand. When the soldier loses his spear or sword the shieldknife is always a good secondary weapon that can be at the ready despite having a shield in the same hand. A character holding an Aquilonian shieldknife in the same hand/arm as a buckler, aspis or targe can consider it equipped for the purposes of attacks despite the shield's presence.

Bladespear: A spear haft topped with a long blade similar to a scimitar's, the bladespear is designed like a smaller polearm, but is often held high on the haft and used at close quarters. Many Turanian hoplites use bladespears, giving them excellent versatility. The wielder of a bladespear can alter his grip on the weapon as a move action, changing it to or from a reach weapon.

Cudgel: A cudgel is a specialised form of club that has an enlarged head for short swings. A number of Cimmerian clans and Pictish tribes use cudgels as their standard infantry weapon due to their inexpensive nature.

Discus: A flat disk of fire-baked clay or chiselled stone, the discus is an implement often used in Argossean tests of physical skill. When hurled properly, the discus can reach great distances at remarkable speeds, making it a deadly projectile. Unlike most ranged attacks, the Armour Piercing rating of a discus is never lowered for the distance it travels.

Flail: This awkward but powerful weapon is a favourite of gladiators and heavy infantry. A flail is a stout rod of hard wood that has a metre-long series of chain links driven into one end that attach to the weapon's head – a cylinder of metal or stone often set with spikes or bladed flanges. Because of the whipping motion and arm strength it requires to wield a flail, few are skilled enough to use it. Flail attacks made by a proficient wielder impose a –3 penalty on the Parry Defence of a target (Dodge Defence is unchanged).

Halberd: One of the more difficult weapons to manufacture, the traditional halberd is a polearm topped with a wide axe-like blade that has a single spike at the top. Expensive to create due to the amount of skill it takes to forge the head properly, halberds are not often chosen as standard infantry weapons. They are more frequently seen in the hands of elite soldiers or royal guards.

Half-Spear: A half-spear is exactly what it sounds like; a common spear with half the haft cut off and the remaining amount wrapped in leather to form a long 'hilt' of sorts. It is an excellent stabbing weapon for warriors who need to draw in close, or for

spearmen that cannot afford to struggle with a long haft in a tunnel or tight pass. As a note, any spear can be turned into a half-spear permanently by breaking off two-and-a-half feet of its haft.

Hook: A wicked-looking weapon wielded by pirates and pit fighters, the hook is a bent iron or bronze rod that has been filed to a point or blade. The weapon is often driven into a crossbar of wood, but some have been used to replace shorn hands on unlucky warriors that want to replace their loss with a useful tool.

Horsebow: Used by Hyrkanian horse riders. The horsebow is an oversized hunting bow with a pronounced lower curve perfectly suited for use on the back of a warhorse. These bows can fire regular arrows (at –2 damage), but are designed to use much longer ammunition. These special arrows gain a +2 bonus to hit and damage when fired from horseback at targets within the first range increment.

Hyborian Pick: In the ages before the greatsword became the traditional weapon of Hyborian peoples, weapons derived from tools were much more common. A good pick was useful for early settlements, and so the sharpened iron tools became good for war as well. These weapons still find use in the hands of some lower class warriors.

Katar: The triangular blade of the katar punch-dagger is perfect for driving between the joints of heavy armour, and is commonly used in Vendhya as the secondary weapon of lancers and noble guardsmen.

Knuckledusters: A metal rod inserted in front of the knuckles of a sewn leather glove or gauntlet, knuckledusters add some impact and lethality to the wearer's punches.

Kusani Axe: Used almost solely by the royal headsmen of the tribes of Kusan, the Kusani axe is a sickle-bladed poleaxe that puts a massive amount of impact behind each swing. The haft of each axe is as big around as a man's arm, allowing for a much longer reach on every swing – if the wielder's arms are strong enough.

Kushknife: Named for the long-bladed knives carried by the Eshura tribe of mercenary tribesmen, each Kushknife is carved from one piece of bone before being soaked in a variety of saps and waxes to give it a near-metal hardness and edge. Long, slender and wickedly



sharp, the Kushknife is perfect for shearing through the light armour of Kushite tribal folk.

Light Axe: The light axe is small like a hatchet, but has a slightly longer haft to hold a thinner but longer head. Similar to a throwing axe in shape but reinforced for melee fighting, the light axe is a good counterpart to any one-handed weapon.

Long Darts: Wooden lengths tipped with metal points and fletched with thick goose or swan feathers, long darts are like miniature javelins. Skirmishers and hurlers in small units can inflict heavy casualties on lightly armoured targets with volleys of these missiles.

Long Arrows: Long arrows are half-again the normal length of a common arrow and tipped with a wider head of hammered metal. They have a short and head-heavy flight pattern, which is perfect for the firing style of a horsebow.

Machete: A stout piece of metal driven into a wooden handle and sharpened on one edge, the machete is perfect for cleaving limbs as well as underbrush. Characters that use a machete to travel through jungle or heavy forested areas can add a +2 bonus to their Survival skill to navigate such terrain.

Maul: Heavy wooden hammers with large square heads, mauls are used for driving tent poles or picket stakes in single overhead swings. Someone with strong enough upper body strength can also deliver bone-crushing blows with a maul and some warriors reinforce these tools with iron bands or spikes to create 'war mauls'.

Pommel Spike: A simple six-inch sharpened spike added to the pommel of any sword, this is often a weapon of opportunity. When in too close to use a warrior's blade effectively, the pommel spike can be quickly thrust down onto an enemy's arms, shoulders or even face to inflict grievous blows where otherwise they would have to withdraw and attack anew. Any weapon with an attached pommel spike counts as

always having a light off-hand weapon that can be used when grappling as normal.

Stygian Scimitar: A localised variant of the common single-bladed, curved sword, the Stygian scimitar has a distinct shape. The blade has an end that is twice as wide as where it connects with its hilt, and a flare to its back side that is given a sharpened edge to inflict wounds on the fore *and* backswing of the deadly sword.

Swordfist: A weapon of gladiators, the swordfist is a forged metal gauntlet with no fingers. Instead of having any flexibility to it, the gauntlet is actually a brace for a two-foot long straight sword blade. Using a swordfist allows the wielder to use either his unarmed or sword styled feats and abilities. For instance, a warrior with a swordfist could use his Weapon Focus (unarmed) or Improved Critical (shortsword), but not both.

Trident: This three-pronged weapon is a variant of that used to catch large fish off the coast of Argos and Zingara. It is a heavy and expensive weapon that requires specialised training, but the wounds it inflicts are terrible indeed.

War Gauntlet: A heavier version of the common gauntlet, a war gauntlet is actually a full armlet of riveted metal that protects up to the elbow joint. Along the back of the thick fingers are rows of spines or sometimes even blades, with a set of jagged protrusions following suit to the bottom of the forearm. Although its design means that no weapon may be wielded or fine manipulation performed by that hand, its extensive metal construction does give the wearer the benefits of wearing a buckler shield.

Warmace: The warmace is a common sight amongst Black Kingdoms warriors, as it is frequently used by their elite warriors to smash their foes to ruin. It is a solid piece of wood or bone (rarely metal) that has a dozen or more blades of copper or volcanic glass set in its wider end. The warmace inflicts heinous wounds when it strikes vital areas.



NEW EQUIPMENT

This section introduces several pieces of new equipment, some of which are extremely specialised; others are obviously usable by anyone.

New Equipment

Item	Cost	Weight
<i>Clothing</i>		
Hard Bracers	2 sp	2 lb.
Strapchest Blouse	5 sp	1 lb.
<i>Class Tools and Skill Kits</i>		
Layout Map	100 sp	2 lb.
Rendered Fat Oils	2 sp	1 lb.
Triage Kit	5 sp	5 lb.
<i>Adventuring Gear</i>		
Acid Etching Stylus	15 sp	½ lb.
Bow Satchel	3 sp	2 lb.
Citrus Extract Oils	10 sp	½ lb.
Donning Harness	6 sp	5 lb.
Filling Compound	10 sp	3 lb.
Holy Scabbard	10 sp	2 lb.
Lamination	2 sp	1 lb.
Otterskin	12 sp	1 lb.
Quickening Grease	10 sp	½ lb.
Reverse-Draw Scabbard	4 sp	2 lb.
Winter Scabbard	5 sp	3 lb.
<i>Slaves</i>		
Practice Assistant	30 sp	—
<i>Food, Drink and Lodging</i>		
Bitters, Salted	2 sp	½ lb.
Unforgiving Fermented Wine		
Gallon	3 sp	8 lb.
Bottle	1 sp	2 lb.
Flagon	½ sp	1 lb.
<i>Mounts and Related Gear</i>		
Armoured War Saddle	25 sp	75 lb.

Acid Etching Stylus: The use of this clay stylus and small acid paste pot allows the placing of a trademark, name or signature upon the metal of a blade. This can be used to dissuade thieves, mark a craftsman's workmanship, or just add special flair to a weapon's appearance.

Armoured War Saddle: A wide leather seat used by heavy cavalry, the armoured war saddle has two flanges of studded leather to protect a rider's legs. These 'saddle greaves' help keep the rider's legs from being attacked, granting him Cover against any attackers at the front

or side of him. The normal +4 bonus to Defence is increased to +6 against anyone on foot.

Bitters, Salted: A strong, traditional drink in the Barachan Isles and Zingara, dark bitters have always been an alehouse favourite. It typically has a dark, rich flavour that is unsurprisingly bitter and very much an acquired taste. Brawlers and tavern fighters add spoonfuls of sea salt to their bitters to give it an extra bite – but to also staunch stubborn mouth, lip and tooth wounds common to fist fighters. Drinking a full mug of salted bitters will heal 2d6 points of nonlethal damage, so long as it was inflicted through unarmed or bludgeoning attacks.

Bow Satchel: This useful archer's equipment is a stitched leather bag open at one end in which someone can store two unstrung bows and an entire spool of bowstrings. A simple flap closes the container, protecting the weapons within. Any bow kept within a bow satchel is considered protected from the elements and any hostile environmental effects (but not damage).

Citrus Extract Oils: Squeezed and refined from expensive citrus fruits grown in the southern islands, this jar of aromatic oils makes leather supple and flexible without reducing its toughness and ability to shrug off damage. Armour treated with citrus oils for a full hour each morning can reduce its Armour Check Penalty by –1 for the remainder of the day. A half-pound bottle of oil can treat up to ten pounds of leather, hide or quilted armour.

Donning Harness: Heavy armour can be a trial to don hastily, but this set of tethering straps can make the difference when armour must be slipped on in an ambush or unexpected combat. By winding the harness through the main joints and sections of a suit of armour, a process that takes three times as long as donning the armour itself, the character can pull the armour onto himself in a few hard yanks of the main cord. This reduces the time a character hastily dons armour by half (round up).

Filling Compound: The clash of steel on steel will put nicks, gouges and cracks in even the most well-made of weapons. Filling compound is a combination of wax, iron filings and natural resin that is used to fill in these weakened points. A single pound of filling compound can repair 1 hit point of damage inflicted to a weapon after application and eight hours of drying, which requires a Craft (weaponsmith) skill check DC 10.



Hard Bracers: While not armour exactly, these laced tubes of stiff leather have metal rods inserted in them to help reinforce the forearms. A warrior wearing hard bracers can use his unarmed combat skills to Parry other combatants' unarmed attacks, gaining a Damage Reduction of 2 against them.

Holy Scabbard: Many warriors fight for the sanctity and righteousness of their faith. Those who do will be all the more ready for the fight if they carry a token of their temple or god. The holy scabbard has been blessed and anointed. Its presence technically does nothing for the weapon, but the warrior using the sword drawn from a holy scabbard gains a +1 morale bonus to saving throws while wielding it.

Lamination: By coating the larger surface areas of his armour with coloured lamination resins, a warrior can remove all of the nicks and scratches from his armour and look more presentable. A single 1 pound tub of the product will coat a single suit of armour.

Layout Map: When a warrior is fortunate enough to know he is headed into battle, he can sometimes arrange for a geographical map to be drawn or researched for his use. Knowing the lay of the land before scouts even arrive can be a huge help in winning a large battle. Any character that reads over a layout map for 2d6 hours can add a +5 equipment bonus to a Tactics skill check made to *orchestrate an army*.

Otterskin: The oily skin of an otter is perfect for keeping water out of unwanted areas or off of unwanted items. Weapons will not rust or tarnish, leather will not rot, and so forth. Any object carefully wrapped in otterskin will be resistant to water, but not completely waterproof if submerged. A single pound of otterskin is often three sheets of about one foot square apiece.

Practicing Combatant: This is essentially a servant trained in the ways of combat against whom a character may practice against. They are typically 3rd level Soldiers, and are purchased for a variety of reasons. One chief utility of the practice combatant is to fill the '2 or more additional soldiers' needed to use the *formation combat* class ability of soldiers.

Quickening Grease: Humidity, wear and temperature can cause a weapon to stick in its sheath or scabbard, giving an opponent the chance to strike first.

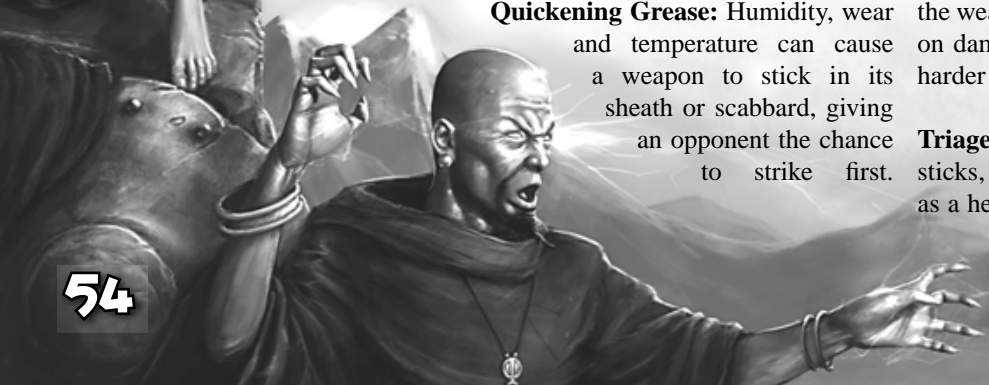
Quickening grease is a white pasty substance made from animal secretions and some plant oils. When applied liberally to the inside walls of a scabbard it lubricates the area for a faster draw. A weapon drawn from a greased piece of equipment grants the wielder a +1 bonus to Initiative on the turn in which it is drawn; its greased blade imposes a -1 penalty to the wielder's Parry Defence as well. Quickening grease lasts for one week after application, and a ½ pound skin of the substance can perform ten separate applications.

Rendered Fat Oils: Blocks of rendered animal fats are collected, pressed and wrapped in waxed cloth for use by wrestlers and pit fighters to accentuate their bodily physiques and make them more difficult to grapple. A single block (one pound) of the semi-solid substance can coat a human-sized body twelve times, with each coating lasting six hours of normal activity or two hours of combat. While 'oiled up' a character has a +1 Reputation bonus for being a fighter, and all opposing Grapple checks made to try and establish a hold upon them suffer a -4 penalty. The oils do not smell pleasant, imposing a -2 penalty to all Bluff, Diplomacy and Gather Information skill checks while applied.

Reverse-Draw Scabbard: Mounted blade-up, hilt-down, this upside-down sword scabbard can only be used with one-handed swords, as it uses a rubber-and-reed circlet at the scabbard's opening to hold the weapon in place. The ability to use gravity and an upswing to draw the weapon as part of an attack makes the reverse-draw scabbard a powerful element of a fast attack, adding a +1 to hit bonus to an attack made in conjunction with the Quick Draw feat.

Strapchest Blouse: Duellists rarely want to wear heavy armour, especially when fighting in a public area where they want others to see their skill. 'Hiding' behind a breastplate or cuirass is not likely to increase the crowd's opinion of him. The strapchest blouse is a billowing silken or cotton blouse that is much like a noble's shirt, but conceals a set of hard leather straps that add a tiny bit of protection to the wearer's vital organs. One cannot wear a strapchest blouse in addition to any armour on the chest or abdomen, and it takes a DC 25 Spot check to notice one being worn. Wearing a strapchest blouse reduces the critical threat range of a weapon attacking the wearer by 1 (to a minimum of 20). This has no effect on damage or other effects; it merely makes it slightly harder to critically hit the wearer.

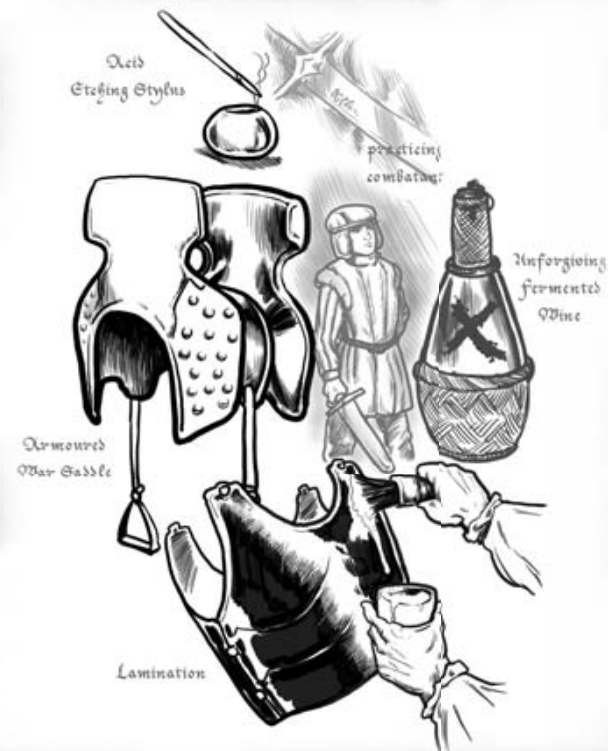
Triage Kit: This folded leather pouch of tourniquets, salt sticks, bees wax and lancing needles is not as extensive as a healer's kit or as broadly used as an herbalist's kit.



It contains all the tools needed for urgent battlefield medicine. The use of a triage kit adds +1 to a character's Heal skill checks, and is required for the optional skill use *Temporary Aid*.

Unforgiving Fermented Wine: Guzzling a flagon of wine can bring a warrior out of a wound inflicted stupor. However, some wines have a great deal more potency and can do much more than just rouse a man from the edge of consciousness. If unforgiving fermented wine is used in conjunction with the 'a flagon of wine' rule (see page 191 of the *Conan Roleplaying Game: Second Edition*), the drinker is returned to 1 hit point in the normal fashion. Additionally, they may add +2 to their Will and Fortitude saving throws for the next 2d6 rounds. After this bonus fades, the drinker becomes extremely woozy and suffers a -2 penalty to all skill checks, saving throws and attack rolls until they get six or more consecutive hours of sleep.

Winter Scabbard: Metal with frost upon it can stick to moist or oiled leather in wintery conditions, making it difficult to quickly draw a weapon in that climate. A winter scabbard is lined with soft rabbit fur and is slightly oversized, making it a snug and warm fit for any blade. Although it has no mechanical significance, Games Masters should never impose any sort of drawing penalty from weather or temperature upon a weapon in a winter scabbard.



WEAPON AND ARMOUR MODIFICATION

Not every broadsword is exactly the same as its counterpart forged in a village nearby, just as one nation's quilted jerkins might be made differently from their neighbour's. The key is modification. By adding or altering the normal template for a weapon or piece of armour, a whole new version of that item can be created.

Modifying a weapon or suit of armour requires a Craft (weaponsmith) or Craft (armourer) skill check respectively at a variable DC depending on the type of modification. Few experts use their talents cheaply, making it often more expensive than the original product by some margin.

WEAPON MODIFICATIONS

Each entry below contains the modification's name, the description of what it is, any weapon restrictions involved and the details of how difficult and costly the modification will be.

As a rule, modifying any akbitanan weaponry costs ten times as much as what is listed here and adds +10 to the DCs noted below.

Basket Hilt

An iron or bronze web cast around the hilt of a fighter's sword is enough to sometimes turn away a blow, especially in the hands of a skilled warrior. It adds weight to the weapon, but a good fencer or duellist knows how to compensate for this. Adding a basket hilt to a sword will add +1 to the wielder's Parry Defence with the weapon, but it adds a full 2 pounds of metal to the weapon's weight.

One-Handed Swords Only
DC 22 Craft (weaponsmith)
+30 sp

Boring Spike

Any hammer, club or mace is deadly when enough force is applied behind its attacks, but adding a conical metal spike to its surface adds a piercing ability that they sometimes lack. Any weapon with a boring spike added to it adds Piercing to its damage type and +1 to its Armour Piercing value; but reduces its Hardness by 1 due to the breach to the weapon's integrity by the spike's anchor.



Weapons with Bludgeoning Damage Only
DC 18 Craft (weaponsmith)
+15 sp

Bowcaps

The addition of small metal blades to the outer points of a bow's body or crossbow's arm gives an archer a potential melee weapon if needed. The blades are heated and driven into the wood, making them stable – but also unfortunately easy to drive too far into the wood and split it. A bow or crossbow with bowcaps can be used as a melee weapon that inflicts 1d6 damage, but whenever a melee attack inflicts more damage than the weapon's Hardness (after damage modifiers) the weapon suffers 1d4 Hit Points of damage.

Arbalest, Crossbows or Bow Types Only
DC 20 Craft (bowyer)
+25 sp

Catching Quillions

Many parries are caught on the crossbar of a sword's hilt and not its blade, so the welding of large prongs or *quillions* to the top of a sword's hilt increase that ability even more. A sword that has catching quillions gains a +2 bonus to Parry Defence with the weapon, but its uncomfortable hand grip now imposes a -1 penalty to hit.

Swords Only
DC 20 Craft (weaponsmith)
+15 sp

Fearsome Appearance

This modification adds grisly trophies, decorations and colourful pigments to a weapon to make it unique and striking, attracting attention to the warrior wielding it and striking fear in his enemies. A weapon that has received a fearsome appearance adds +1 to the wielder's Intimidate skill checks as long as the weapon is brandished in an obviously threatening manner.

All Weapons
DC 20 Craft (weaponsmith)
+25 sp

Narrowed Point-of-Impact

Most bludgeoning weapons are designed to spread a massive amount of force across a large area of the weapon's head to inflict its damage, but by slimming down the surface

area the damage can become more focussed. A weapon with this modification reduces the weapon's Hardness and Hit Points both by 1, but increases its effective Armour Piercing by +1.

Weapons with Bludgeoning Damage Only
DC 22 Craft (weaponsmith)
+12 sp

Serrated Edge

By notching and sharpening the edges on a bladed weapon, a deadly weapon that tears and saws its way through flesh is created. A weapon with a serrated edge reduces its Armour Piercing by 1 and its Hardness by 2, but increases its damage by +2.

Weapons with Slashing Damage
DC 25 Craft (weaponsmith)
+35 sp

Thickened Section

The notorious weakness of any hafted weapon is its wooden length, making it decidedly weaker than all-metal weaponry like swords or maces. This modification adds circular rings or bands of metal to the central section of a weapon's haft. These rings give the weapon an additional area with which to parry, but increase the weapon's weight significantly. A thickened section adds 1 to the weapon's Hardness rating, but also adds three pounds to the weapon's weight.

Weapons with Reach Only
DC 18 Craft (weaponsmith)
+10 sp

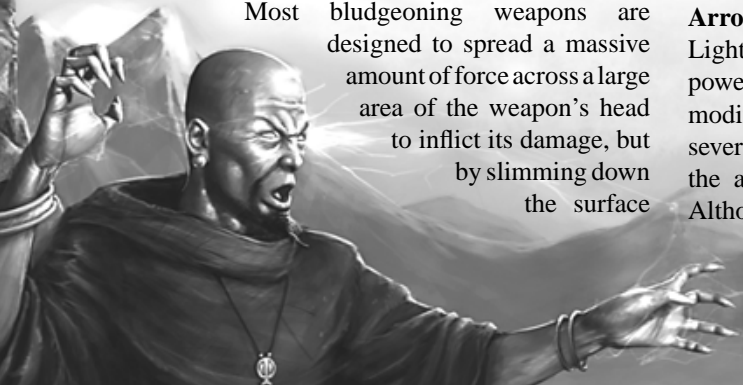
ARMOUR MODIFICATIONS

A suit of armour is a warrior's uniform; adding a personal element to it makes it special and unique for him. Armour modifications allow the wearer to add new and useful benefits to his battle attire, making his protective gear function sometimes in a completely different way.

Each entry below contains the modification's name, the description of what it is, any armour restrictions involved and the details of how difficult and costly the modification is.

Arrow Padding

Lighter armour types rarely defend well against the powerful puncturing shots of a bow or crossbow, but this modification grants them some resistance. By sewing several pads of cotton and sawdust over vital areas of the armour it can slow down high-speed projectiles. Although these arrow pads add 2 pounds to the armour's weight and an additional -1 to



its Armour Check Penalty, they increase the Damage Reduction of the armour by 2 to any ranged weapons that inflict piercing-type damage.

Hide, Leather or Quilted Armour Only
DC 20 Craft (tanner)
 +30 sp

Bladed Edge

This modification involves sharpening the metallic edge on the armour or shield, essentially adding an extra 'blade'. This blade is considered wielded even when the wearer has no other hands free, or is bound, and inflicts 1d4 damage when used. Avoiding hurting oneself on the edge requires the wearer to be additionally careful, adding an extra -1 to the Armour Check Penalty.

Metal Shields and Plate Armour Only
DC 22 Craft (weaponsmith)
 +20 sp

Chainweave

A mail shirt is good protection, but its construction leaves several holes through which a weapon could pierce. Careful winding of wicker or leather straps across these holes makes a more solid bank of protection, but causes the mail to be stiff and inflexible. This modification adds 1 to the Damage Reduction of the armour, but reduces its Maximum Dexterity Bonus by -1 and increases its Armour Check Penalty by -1.

Mail Armour Only
DC 18 Craft (weaver/tailor)
 +20 sp

Headbutting Blade

By riveting on a stout metal blade on the forehead or bridge of the nosepiece and reinforcing the area behind it, the warrior with this helm modification can deliver deadly blows in close combat. The helm imposes a -1 penalty to all Spot skill checks because of the eight-inch blade in the way, but the wearer can use the blade as part of an unarmed attack (head butt) that will inflict 1d6 lethal damage with a critical threat range of 20/x2.

This attack can even be used while the warrior is being grappled – but he cannot try to break the grapple that round if he does so.

Helms Only
DC 20 Craft (weaponsmith)
 +15 sp

Studs and Spikes

This modification will not only make the armour look savage and fearsome, but it will also inflict 1d3 points of damage each round against any target currently grappling/grappled by the wearer. This makes the armour slightly more difficult to safely move around in, adding -1 to the Armour Check Penalty and reducing the Maximum Dexterity Bonus by -1. NOTE: Pit straps modified in this fashion have their damage dice turned to 1d4s.

All Armour, No Shields
DC 20 Craft (armourer) and DC 18 Craft (weaponsmith)
 +35 sp





Many Paths, All Warriors

THIS CHAPTER IS dedicated to six prestige classes, each of which comes with its own unique class features and abilities. As always, the Games Master has the final say in whether or not to use these prestige classes in a game.

(Wis), Spot (Wis), Survival (Wis), Tumble (Dex) and Use Rope (Dex).

Skill Points at Each Additional Level: 3+ Int modifier.

THE AXEMAN

Warriors that know the power and simplicity behind an axe's use can devote their training and abilities into wielding it; the result is the axeman. A skilled axeman is to axes what a fencer is to swords, but he is not nearly as subtle. His blades are a flash of limb-lopping precision and bone-splintering force, leaving even the most heavily armoured targets a ruin of shorn flesh and bloody remains.

CLASS FEATURES

All of the following are class features of the Axeman prestige class.

Weapon and Armour Proficiency: The Axeman gains no new armour proficiencies, and is automatically proficient in any weapon that has 'axe' in its name. Note that armour check penalties for armour heavier than leather apply to certain skills, as noted in the core rulebook.

The axe is a simple weapon and few can question the primal elegance it embodies. An axeman turns that primitive idea into the extension of his skills, creating a mixture of ancient and modern with more modern fighting styles.

Hit Die: d12

Axe-Type Weapons: Any mention of 'axe-type weapons' in this prestige class is in relation to any weapon that has the term 'axe' in its name. Weapons that are described as having 'axe blades' or the like are *not* axe-type weapons, despite the similarities.

REQUIREMENTS

To qualify to become an Axeman, a character must fulfil all of the following criteria.

- Base Attack Bonus:** +4 or higher
- Feats:** Power Attack, Weapon Focus (any axe-type)
- Skills:** Intimidate 4 ranks

Axe Mastery: Starting at 1st level and increasing at 3rd, 5th and 7th levels, the Axeman becomes more attuned with the use of axes in melee combat. They are deadly instruments in his hands and he can make them shear through armour and flesh better than other warriors. The first bonus listed is a bonus to melee attack rolls made with axe-type weapons; the second is a bonus to damage. These bonuses stack normally with feats, other class features and the like.

CLASS SKILLS

The Axeman's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (any mundane) (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Perform (Cha), Profession (any) (Wis), Ride (Dex), Search (Int), Sense Motive

Bonus Feat: The Axeman gains a bonus feat at 2nd, 5th and 8th levels as he broadens his fighting style and overall skill base to accentuate his axe use. He may choose from the following feats, for which he must



have the normal prerequisites: Alertness, Athletic, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Deadly¹, Dodge, Endurance, Fighting-Madness, Great Cleave, Hold Ground¹, Improved Bull Rush, Improved Critical, Improved Initiative, Improved Overrun, Improved Sunder, Parry, Reflexive Parry, Run, Shield-splitter¹, Two-Weapon Combat, Two-Weapon Defence, Weapon Specialisation (Axe-type), Whirlwind Attack.

¹ New Feats found in this sourcebook

Low Grip: At 2nd level the Axeman knows the way to extend his potential threatened range by altering his handhold on larger axes. By sliding his grip down to the bottom of his axe he adds an arm's length to his reach, allowing him to strike targets farther away. As a move action the Axeman can turn any two-handed axe into a Reach weapon.

Power Hurler: The principles behind making a thrown axe inflict more damage like a melee strike are very similar, and the 3rd level Axeman can apply these principles almost instinctively. The Axeman not only gets to use the bonuses from his Axe Mastery class feature on thrown axe-type weapons, but can also use his Power Attack feat with thrown axes as well.

Butcher's Cleave: At 4th level the Axeman has mastered the ability to lop off huge gobbets of flesh from his targets like a butcher does to a slaughtered animal. He knows how to aim his swing to shear straight through a meaty limb without even slowing down. The character can now use the Cleave (or other feats based on Cleave) feat whenever he rolls maximum damage on a melee attack, not just when he kills a foe. Butcher's Cleave cannot be used on the same target twice in the same chain of cleaving attacks.

To the Bone: At 6th level, the Axeman can put tremendous amounts of force into single attacks, driving his axe deep into a target. The Axeman can, as a full-round attack, use his Power Attack with a single axe-strike at an increased damage gain. When this attack hits, the Axeman inflicts 2 points of damage for each negative point the Axeman took to his base attack bonus with an axe wielded in one-handed; 3 points of damage per negative point if wielded in two-hands.

High Grip: An Axeman that has reached 6th level has built up immense strength in his forearms, allowing him to use larger weapons by holding them higher up the handle. The Axeman will take a -1 penalty to hit and damage, but can now use a two-handed axe-type weapon in one hand. This grip style is hard to keep up for too long, inflicting one point of nonlethal damage upon the Axeman each round he uses it.

Disarming Stroke: The 7th level Axeman is efficient at maximising the effects of his attacks, targeting a foe's weapon arms to try and weaken or dislodge their grip upon their weaponry. As a full-round attack action the Axeman can make a normal melee attack using an axe-type weapon with a -4 penalty to hit that combines the rules for a normal Disarm manoeuvre (see page 206 of the *Conan Roleplaying Game: Second Edition*).

Brutal Force: 8th level brings a new facet of violent action to the Axeman, who now knows the perfect arcs to bring the maximum amount of force into his attacks. All axe attacks of any kind made by the character impose a -2 penalty to his target's Parry Defence and add +1 to the attack's Armour Piercing rating.

Sundering Stroke: At 9th level, the Axeman can smash through an opponent's weapon as well as their flesh in a single attack. As a full-round attack action the Axeman can make a normal melee attack using an axe-type weapon with a -4 penalty to hit that combines the rules for a normal Sunder manoeuvre (see page 211 of the *Conan Roleplaying Game: Second Edition*).

Unstoppable Stroke: A 10th level Axeman has reached the height of his mastery of the axe, blasting through enemy defences with ease. Shields, armour and parrying weapons mean nothing to the attacks of the Axeman; his weapon passes through all defences like they were not there. Whenever the Axeman makes an attack with the *To the Bone* class feature, the penalties taken to his base attack bonus for the Power Attack feat reduce his target's Parry Defence and total Damage Reduction by an equal amount. Combined with the bonus damage from *To the Bone*, an Axeman can cut down most foes in a single mighty swing no matter what protection they are wearing.





The Axeman

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+1	+0	+1	+2	+0	Axe Mastery (+0/+1)
2	+2	+0	+1	+0	+2	+2	+0	Bonus Feat, Low Grip
3	+3	+1	+2	+0	+3	+3	+1	Axe Mastery (+1/+1), Power Hurler
4	+4	+1	+3	+1	+3	+3	+1	Butcher's Cleave
5	+5	+2	+3	+1	+4	+4	+2	Axe Mastery (+1/+2), Bonus Feat
6	+6/+1	+2	+4	+1	+5	+4	+2	To the Bone, High Grip
7	+7/+2	+3	+5	+1	+6	+5	+3	Axe Mastery (+2/+2), Disarming Stroke
8	+8/+3	+3	+5	+2	+6	+5	+3	Bonus Feat, Brutal Force
9	+9/+4	+4	+6	+2	+7	+6	+4	Sundering Stroke
10	+10/+5	+4	+7	+2	+8	+6	+4	Unstoppable Stroke



USING THE AXEMAN IN CONAN

For pikemen, spearmen and shield handlers there is always a place in the regimented armies of the Hyborian age. They can find work amongst Nemedian mercenaries, Aquilonian

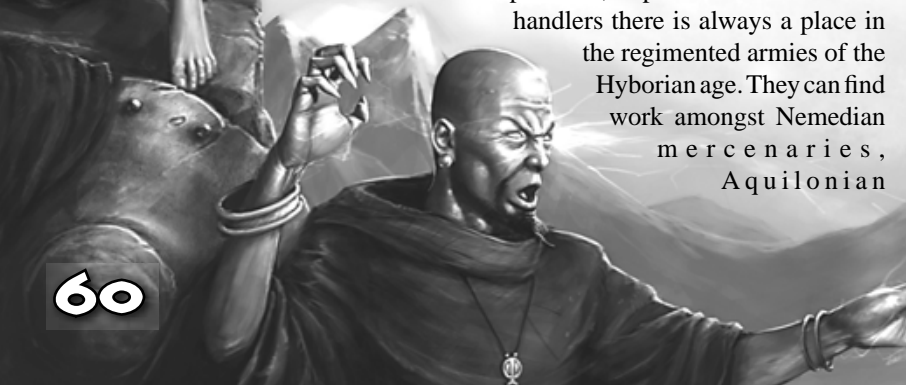
infantry or Shemite caravan guardians to name a few, but the brutally violent and unpredictable techniques of the Axeman are rarely what a commander wants in his employ.

Axemen are far more popular in barbaric locales, where bloodshed and violence are often the only way to survive. Nordheim, Hyperborea and Cimmeria see a great number of Axemen rise up, as does the Border Kingdoms. In these places it is a more useful trait to be able to leave a foe a bloody ruin than follow orders and work in formations. The Axeman can be allowed to skirmish and wreak havoc upon his enemies, which is where his brand of warfare is best served.

On a daily basis the Axeman is not much different than any other warrior; he performs his duties and works his career like all of his neighbours. He will rarely ever let himself work or live anywhere that he cannot keep at least a hand axe in his belt.

Axemen that take to the adventuring life are always a commodity for travelling parties that need offensive capabilities. Nothing dissuades a group of highway bandits like a skilled Axeman striding out to meet them; the first to fall in a spray of gore might cause their greed to falter.

Small communities and private gangs will sometimes make note of where an Axeman dwells and works, if only to stay aware who they can turn to in a hurry when they need a professional combatant – or where to watch for a powerful enemy to arise from.



FAMOUS AXEMEN OF HYBORIA

The following are a few well-known Axemen of Hyboria, which Games Masters can potentially work into their own stories.

Ruxhal, The Headsman of Darfar – When Ruxhal picked up his father’s gleaming hand axes, both examples of fine Akbitanan steel looted from a Stygian trader, he did not realise that with them he would also acquire his father’s livelihood as headhunter for the Juhnt tribe of Darfari. From the first time he leapt onto a foe with axes swirling, he knew that he had found his calling. Ten years later, and Ruxhal is still a deadly reminder that his people are adept at human hunting.

Chenneth Tusavian – Argossean born, Zingaran raised; Chenneth can be found hiring his services out as a deckhand and ‘boarding specialist’ all along the western coast and the Barachans. He lives for the thrill of swinging across the rigging onto an enemy ship, axes out in a flash to stain the decks red with their blood. Many of the pirates and sailors that have worked with him call him ‘Chummin Chenneth’ due to the amount of blood, flesh and innards that must be mopped from the decks when he is called to battle. It is said that he must have made a deal with the Shark Goddess to feed her children to bursting in exchange for his ferocious skills.

Brahn Icinsson – Small for a Vanir, Brahn was forced to learn early on that he would need to be skilled in his culture to survive. In a world where strength is admired above all things, cunning and cleverness often get left behind. Despite his smaller size he packed the muscle on where he could and trained himself to be the best with a great axe his northern village of Ramheim had ever seen.

THE DUELLIST

Combat and bloodshed are common occurrences in the Hyborian age, with fights breaking out in bazaars and alehouses all over the not-so-civilised world. Most of these violent outbreaks are random and unexpected, but there are a few that are announced by willing parties – duels between knowing combatants. The resulting battles can be quick and decisive, or might have long hours of pretence and preparation before they commence.

A duellist fights primarily with a one-handed weapon, turning it into an extension of his arm and the instrument of his will. Choosing precision and skill over raw strength and brutality, the duellist is more attuned to his own speed and agility than his physical power. A talented duellist will actually be able to turn an

opponent’s brawn against them, setting them up for what could hopefully be the deathblow that will end the fight.

Hit Die: d8

REQUIREMENTS

To qualify to become a Duellist, a character must fulfil all of the following criteria.

Base Attack Bonus: +6 or higher

Feats: Combat Reflexes, Parry

Skills: Bluff 6 ranks, Sense Motive 6 ranks

CLASS SKILLS

The Duellist’s class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Challenge¹ (Cha), Climb (Str), Craft (any mundane) (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Perform (Cha), Profession (any) (Wis), Sense Motive (Wis), Spot (Wis) and Tumble (Dex).

¹ New Skill found in this sourcebook.

Skill Points at Each Additional Level: 6+ Int modifier.

CLASS FEATURES

All of the following are class features of the Duellist prestige class.

Weapon and Armour Proficiency: The Duellist gains no new armour or weapon proficiencies. Note that armour check penalties for armour heavier than leather apply to certain skills, as noted in the core rulebook.

One-on-One: Beginning at 1st level and increasing at 5th and 9th levels, the Duellist learns how to focus all of his intentions upon a single target. As long as he is not distracted by the presence of other enemies or allies, the Duellist receives a bonus to hit and damage for all standard attacks (*not* attacks of opportunity) made with a one-handed weapon against his target. Defining a foe as being eligible for this class feature requires both the Duellist and the target to be the *only* individuals creating threatened squares for each other. If the Duellist is threatening or threatened by multiple targets, or if the target is threatening or threatened by other allies this class feature is nullified.

Bonus Feat: The Duellist gains a bonus feat at 2nd level and every two levels afterwards as his skills become more in tune with his personal combat methods, making him a better warrior in or out of single combat.



He may choose from the following feats, for which he must have the normal prerequisites: Athletic, Blind-Fight, Carouser, Combat Expertise, Deadly¹, Dodge, Fleet-Footed, Improved Disarm, Improved Feint, Improved Initiative, Intricate Swordplay, Keen-Eyed Fighter¹, Lightning Reflexes, Mobility, Quick Draw, Reflexive Parry, Run, Signature Flourish¹, Steely Gaze, Striking Cobra, Two-Weapon Defence, Weapon Focus, Weapon Specialisation.

¹ New Feats found in this sourcebook

Lunge: A 2nd level Duellist is aware that the first blow struck in single combat can be the last, and making sure that he strikes first is now a key element to his victories. This class feature allows the Duellist to make a normal Charge movement/attack with only 5 feet of movement instead of needing to move farther than 10 feet. This does not remove any other stipulations of the Charge action, merely shortens the distance necessary to perform it.

Improved Critical: Most Duellists have chosen the primary weapon they wish to fight with by the time they reach 3rd level, and are rewarded for it. The Duellist receives the *Improved Critical* feat for free with any one-handed or light weapon. If the character already possesses the *Improved Critical* feat, he receives the *Weapon Focus* feat in whatever weapon it was designated for. In the instance that the Duellist has both of these feats already, he instead gets to pick a Bonus Feat from the list above.

Opportunist: A Duellist needs to take every advantage of the errors his enemies make in combat, and at 3rd level he is better suited to do so. Successful attacks of opportunity against any enemy target that qualify for the *One-on-One* class feature (at the time of the attack) inflict the additional damage listed in the parentheses (1d6 at 3rd level, 2d6 at 7th).

Misdirect Charge: At 4th level the Duellist becomes adept at using his enemy's momentum against him. Whenever an enemy charges the Duellist and becomes eligible for the *One-on-One* class feature at the end of his movement, Misdirect Charge comes into effect. The enemy receives all the normal bonuses and drawbacks from the Charge action, but the Duellist gains a few defensive benefits against the attacker as well. These benefits last only until the end of the current action and include:

- ✦ A bonus to Parry Defence equal to the Charging attacker's Dexterity bonus.
- ✦ A bonus to Dodge Defence equal to the Charging attacker's Strength bonus.
- ✦ A free 5-foot step to take place *after* the Charging attacker finishes his attack.

Counterstroke: This class feature allows the Duellist to make an attack of opportunity against any enemy that qualifies for the *One-on-One* class feature if they attempt to use any of the following feats upon the Duellist: *Cleave*, *Great Cleave*, *Greater Sunder*, *Improved Bull Rush*, *Improved Disarm*, *Improved Feint*, *Improved Grapple*, *Improved Sunder*, *Improved Trip* and *Power Attack*.

Off-Handed: By 6th level the Duellist has practiced his fighting style for countless hours, taking into consideration the potential risk that his normal weapon hand is hurt or maimed in a battle. While such a thing is still disconcerting for the Duellist, he has now trained his off-hand to be nearly as good as his normal one. While this has no effect on fighting with two weapons at all, the Duellist can fight using his off-hand and only suffers a -2 penalty to hit.

Confidence: A 7th level Duellist is so at home with his skills and his abilities that little can shake him. This class feature allows the Duellist to automatically pass any Will saving throws made to counter effects or actions made by a target that qualifies for the *One-on-One* class feature. Additionally, the Duellist's supreme confidence in his abilities makes him remarkably hard to feint against; gaining a +5 bonus to the Sense Motive checks against feinting.

On All Sides: 8th level allows a Duellist to focus his mind on his fighting style and abilities, closing out the distractions that opposing enemies might pose for a lesser combatant. A Duellist with this class feature can now ignore the threatened squares of enemies when figuring out who he can target with the *One-on-One* class feature (and all of the other abilities that tie into it). He must still choose a single enemy to be the target of *One-on-One*, which he does at the beginning of the round (each round). The Duellist must still abide by the threatened squares created by his own allies however, meaning that he must still be the only one fighting the



enemy – even though that enemy may not be the only one fighting him!

Two-on-One: A Duellist that reaches 10th level is a master at dealing with his foes; nothing can distract him from his precise ability to dispatch one enemy at a time. This class feature now allows the Duellist to target an enemy for his *One-on-One* class feature (and all of the other abilities that tie into it) despite the threatened squares of his allies as well. He still must choose a single target for his *One-on-One* class feature each round, which he may do at the beginning of each round. This means that any enemy can be nominated as the Duellist's single combat target each round no matter the combat environment surrounding them.



The Duellist

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+0	+0	+2	+1	One-on-One (+1)
2	+2	+1	+2	+0	+1	+3	+1	Bonus Feat, Lunge
3	+2	+1	+3	+1	+1	+3	+2	Improved Critical, Opportunist (+1d6)
4	+3	+2	+3	+1	+2	+4	+2	Bonus Feat, Misdirect Charge
5	+4	+2	+4	+1	+2	+5	+3	Counterstroke, One-on-One (+3)
6	+4	+3	+5	+2	+3	+5	+3	Bonus Feat, Off-Handed
7	+5	+3	+6	+2	+3	+6	+4	Confidence, Opportunist (+2d6)
8	+6/+1	+3	+6	+2	+4	+7	+4	Bonus Feat, On All Sides
9	+6/+1	+4	+7	+3	+4	+7	+5	One-on-One (+5)
10	+7/+2	+4	+8	+3	+5	+8	+5	Bonus Feat, Two-on-One





USING THE DUELLIST IN CONAN

Most Duellists find themselves appearing in the world of the nobility, the realm where honour and duty tend to overlap and sometimes cross. A nation's king can do very well having an experienced Duellist in his court, sending naysayers and dissenters to their deaths at their private warrior's blade. These 'house Duellists' tend to be members of the ruler's family, trained and sponsored by the local nobility to serve a singular purpose – kill the enemies of the ruling class in public displays of force.

There are also wandering swordsmen; Duellists that live for the thrill of the fight and the rush of besting an opponent of equal skill. They are often the adventurer type that travels from city to city in search of ways to earn a living, hopefully using their talents in the process. Those Duellists that consider themselves honourable warriors will frequently leave their foes alive, accepting an honourable surrender. Depending on the enemy however, this is not always a possibility.

A Duellist's primary focus is obviously their fighting skill and ability, but their social background can determine a great deal about what else they have to do in order to live. Not everyone can live the life of a sellsword every day, and only those raised of noble birth can hope to live on inheritances and familial wealth alone. The rest have to lead normal lives, hold commonplace jobs, and ultimately survive. This is why so many Duellists make a living teaching others how to be Duellists like them.

With the exception of the noble Duellists that often live on the coffers of their families, most know that they can either put their skills to use as a combat instructor or sell their services to outsiders looking for a skilled warrior. A good duelling mentor can earn several hundred silvers a month, but it is gruelling and tedious work that is rarely exciting or enjoyable. Teaching others what you can is nothing compared to using your full allotment of skills to best an equal.

A good Duellist will quickly earn a reputation even outside of noble courts and rulers' throne rooms. As word spreads about the warrior's skill, he will be sought out. Whether it is by students that want to learn, employers who want to hire him, or challengers who want to battle him; these are the concerns of the Duellist.

FAMOUS DUELLISTS OF HYBORIA

The following are a few of the most well-known Duellists of the Hyborian age that Games Masters can choose to use in their own games.

- ❖ **Santega Boniface** – A dark-haired Zingaran fencer with a waxed beard as sharp as his sabre, Santega was once a proud member of a local shipping family. The sinking of a trading ship put a hold full of Khitan silk into the deep, and his family into debt. Santega had always been the best fencer in the family, ending seven blood feuds before his twentieth birthday, making him a very useful asset. His family sold him to their creditors and now Santega is a bloody-bladed problem solver for the criminal element of Kordava. When the gang bosses need someone punished publicly and viciously, they send for Santega's flashing sabre.
- ❖ **Garosoch of Asgalun** – The loyal executioner and courtly champion of King Mazdak, Garosoch is a masked warrior that travels under the banner of his king to his various holdings with grave instructions. Mazdak only sends his loyal, scimitar-wielding servant when he needs a subordinate dealt with. Sometimes this is just a public display of force, like a maiming or disfigurement in single combat, but most who end up on Garosoch's orders have their heads brought back to Mazdak. The executioner is large for a Shemite; strong and fast enough to deal with his enemies quickly and mercilessly. Garosoch lives an eerily silent life behind his frowning copper mask, never saying a word – for Mazdak cut out his tongue years ago to keep him from speaking of the king's plans if captured.
- ❖ **The Immortal Hauran Po** – Nicknamed 'the Immortal' due to his seemingly inexhaustible good luck when fighting superior opponents, the young Khitan swordsman named Hauran Po is a world traveller that never refuses a challenge to his skills. Hauran Po is said to have once been challenged by a drunken Conan in an alehouse somewhere in Turan, fighting the Cimmerian to a sweaty stalemate – a battle that could not be ended before mercenaries charged the village and both men had to turn their blades against others.



THE PIT FIGHTER

Throughout the world there are places devoted to professional fighters that enter arenas, dug out pits, fenced off yards and cellar rooms to do bloody battle with one another. These hardened warriors do not just fight to survive; they fight to make a living. It is their job to willingly enter combats with a variety of opponents in order to entertain a paying audience.

Pit fighters are a special breed of warrior. They have to be extremely skilled and talented in the art of combat to survive, but they must retain enough control over their skills not to finish the fight too soon. They train in the use of strange and exotic weaponry to excite onlookers and to be ready for what the fight manager has prepared for them.

When fighting for survival in the wilds, a pit fighter need not hold back his skills or prowess. There is no crowd to jeer at a quick death, no wage to risk and no theatrics to prove. When a professional fighter no longer has to watch or limit what he is doing anymore, there is little that can hope to best him.

Hit Die: d10

REQUIREMENTS

To qualify to become a Pit Fighter, a character must fulfil all of the following criteria.

Base Attack Bonus: +4 or higher

Abilities: Charisma 12+

Feats: Endurance, Weapon Focus (any Exotic Weapon)

Skills: Heal 4 ranks

Special Requirement: Character cannot be of the Civilised code of honour.

CLASS SKILLS

The Pit Fighter's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Perform (Showmanship) (Cha), Profession (gladiator/fighter) (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex).

Skill Points at Each Additional Level: 2+ Int modifier.

CLASS FEATURES

All of the following are class features of the Pit Fighter prestige class.

Weapon and Armour Proficiency: The Pit Fighter gains no new armour or weapon proficiencies, except those that are explained in the class features below. Note that armour check penalties for armour heavier than leather apply to certain skills, as noted in *Conan the Roleplaying Game: Second Edition*.

Combat Mastery: Starting at 1st level and again every three levels after, the Pit Fighter practices his combat techniques to the point of mastering certain combat manoeuvres and tricks of his trade. Each time this class feature is bestowed upon the Pit Fighter he must choose one of the following techniques. Some may only be taken once; others might have cumulative effects if chosen multiple times, which will be noted in the descriptions below.

Arterial Strike: The Pit Fighter knows how to inflict bleeding wounds upon his target. By passing a Heal skill check at the beginning of the round (DC 15 for humans, DC 20 for animals. Demons and undead are immune) the Pit Fighter turns one of his slashing or piercing attacks this round into an *arterial strike*. The attack has a -4 penalty to hit, but inflicts an extra 1d6 damage. Each time this technique is chosen after the first, the attack penalty decreases by 1 and the extra damage increases by +1d6 (-3/+2d6, -2/+3d6, etc.).

Bonebreaker: The Pit Fighter targets a joint or thinner bone on a target in order to bend, crack or otherwise impair it. By passing a Heal skill check at the beginning of the round (DC 18 for humans, DC 22 for animals. Demons are immune) the Pit Fighter turns one of his bludgeoning attacks this round into a bonebreaker. The attack has a -4 penalty to hit, but inflicts one point of Dexterity or Strength damage upon the target (Pit Fighter's choice). Each time this technique is chosen after the first, the attack penalty decreases by 1 and the amount of ability damage increases by 2 (-3/3 points, -2/5 points, etc.).

Critical Mastery: The Pit Fighter excels at making the most of his vital strikes, ramming home blows that might have otherwise missed their mark. Any rolls made by the Pit Fighter to confirm a critical threat are made with his Pit Fighter level as a bonus modifier to the die (4th level Pit Fighter adds +4, 7th level adds +7, etc.).

Fast Healer: The Pit Fighter has suffered many wounds throughout his career, and has attuned his body to the healing process so well that he actually heals at a faster rate. Each time



the Pit Fighter chooses this technique he naturally heals an additional 2 hit points per day of rest.

Prolonging Wound: Pit Fighters rarely want a crowd to see them finish off an opponent out of hand or too quickly, preferring to make their fights last longer. They wound their foes badly but not lethally in order to get the upper hand for a flashier finish. A Pit Fighter with this technique can choose to lessen the damage of his attacks by up to his base attack bonus, adding half the amount reduced to his Initiative for the following combat round.

Weapon Mastery: Pit Fighters are always being introduced to a variety of weapons in their line of work, some old and traditional, others unique and exotic. This makes them extremely skilled with most weaponry, adapting even to the strange or unorthodox. The Pit Fighter with this technique no longer suffers any penalty for not being proficient with a weapon.

Fighting Style: Every Pit Fighter teaches himself how to do battle in a way that caters to his skills and talents, resulting in interesting fighting styles that are found in the arenas and combat pits across the land. At 1st, 5th and 9th levels the character gets to choose from the following list of fighting styles to augment his impressive combat repertoire. You must have the 'normal' version of a style before attaining the 'Improved' version.

Beast Battler: The Pit Fighter is skilled at doing battle with trained beasts and predators purchased to fight him, receiving +1 to hit and damage in melee against targets with the animal type.

Improved Beast Battler: The Pit Fighter has all but mastered the ways to kill animals pitted against him, increasing the bonus from the *Beast Battler* style to +3.

Mankiller: Knowing the best ways to finish off a human opponent, the Pit Fighter makes the most of any opportunity to inflict massive wounds on them. The Pit Fighter increases his critical threat range against humans by one point (20 becomes 19-20, 19-20 becomes 18-20, etc.).

Improved Mankiller: The Pit Fighter has increased his ability to kill human beings even more, Critical hits made against human targets have their damage multiplier increased by one step (x2 becomes x3, x3 becomes x4, etc.).

Spiker: Spiked, studded or bladed armour is common amongst Pit Fighters, and this one knows how to make the very most of the damage they inflict. The Pit Fighter adds +2 to the damage that any armour or shield inflicts due to being spiked, studded or bladed.

Improved Spiker: The Pit Fighter has trained his body to bend and twist to bring the most spikes, studs or blades to bear upon his foes. Whenever inflicting damage with the spikes or blades on armour or shields, the Pit Fighter rolls two damage dice and takes the higher result.

Subduing: There are times where a fighter will need to knock his opponent out instead of killing them and the Pit Fighter knows precisely how to do that with any weapon. Any physical attack (not fire, cold, acid, etc.) performed by the Pit Fighter can be made to inflict nonlethal damage with no penalty to the attacks.

Improved Subduing: So skilled at rendering foes unconscious is the Pit Fighter that he gains a bonus to do so, even in the heat of combat. The character adds his Pit Fighter level to any nonlethal damage he inflicts with a physical attack (2nd level Pit Fighter adds +2, 6th level adds +6, etc.).

Bonus Feat: The Pit Fighter gains a bonus feat at 3rd, 6th and 9th levels as he trains himself to be more effective in combat. He may choose from the following feats, for which he must have the normal prerequisites: Alertness, Athletic, Brawl, Cleave, Combat Expertise, Combat Reflexes, Deadly¹, Diehard, Dodge, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Initiative, Improved Overrun, Improved Sunder, Improved Trip, Keen-Eyed Fighter¹, Monster Slayer, Parry, Performer, Power Attack, Reflexive Parry, Run, Shield-splitter¹, Signature Flourish¹, Stunning Attack, Toughness, Two-Weapon Combat, Two-Weapon Defence, War Cry¹, Weapon Focus, Weapon Specialisation, Whirlwind Attack.

¹ New Feats found in this sourcebook

Maximise Protection: At 2nd level the Pit Fighter knows that he is often expected not to wear much in the way of armour when fighting for a crowd, as they do not want to pay to see two iron-clad juggernauts wail away on each other for an hour. The Pit Fighter adds +2 to the Damage Reduction of any Light or Medium armour he wears. This bonus increases to +4 at 6th level.

Fame/Infamy: By 3rd level the Pit Fighter has become well-known for his experiences in the arenas and



fighting circles of his travels. He can temporarily raise his Reputation score temporarily by passing a Perform (showmanship) skill check. The amount of the raise depends on the level of the check. 1-10 is +2, 11-15 is +4, 16-20 is +6, 21-25 is +8 and 26 or higher is +10.

Showman Macabre: 4th level opens up a new level of crowd-pleasing violence for the Pit Fighter. Combining techniques he has acquired in his career in spectacularly grisly ways, the Pit Fighter finishes off his opponents with gruesome flair. The character gains a bonus to his Perform (showmanship) skill checks equal to half the amount of damage he inflicts on a public target on the round before. For example, if the Pit Fighter rolls 12 damage to remove the last 8 hit points from his opponent, he receives a +4 bonus to his Perform skill check to wow the crowd on the following round.

Bloody Mess: At 5th level, the Pit Fighter is an instrument of brutality. He can now add his Dexterity bonus to

damage to one attack per round, added *after* Damage Reduction if any standard damage gets through.

Back from the Brink: The Pit Fighter that has excelled enough to reach 8th level is fuelled by the cheers of the crowd. Whenever the Pit Fighter is reduced to between 0 and -9 hit points, he may choose to permanently suffer two points of Constitution damage. If he does so, his new maximum hit points must be calculated immediately. On his initiative the next round he is returned to one-half his new maximum hit point total as a full-round action.

Merchant of Death: This class feature allows the character to turn any one of his attack rolls into a natural '20' automatically, chosen *before* rolling. This does not affect the roll to confirm such a critical threat however, and could still result in a 'normal' hit. The Pit Fighter can only do this once per gaming session normally, but can choose to spend a Fate Point to use this class feature a second time.

The Pit Fighter

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+0	+1	+2	+0	Combat Mastery I, Fighting Style
2	+2	+1	+2	+0	+2	+3	+1	Maximise Protection (+2)
3	+3	+1	+2	+0	+2	+3	+1	Bonus Feat, Fame/Infamy
4	+4	+2	+3	+1	+3	+4	+2	Combat Mastery II, Showman Macabre
5	+5	+2	+3	+1	+4	+4	+2	Bloody Mess, Fighting Style
6	+6/+1	+2	+4	+1	+4	+5	+3	Bonus Feat, Maximise Protection (+4)
7	+7/+2	+3	+4	+1	+5	+5	+3	Combat Mastery III
8	+8/+3	+3	+5	+2	+6	+6	+4	Back from the Brink
9	+9/+4	+3	+5	+2	+6	+6	+4	Bonus Feat, Fighting Style
10	+10/+5	+4	+6	+2	+7	+7	+5	Combat Mastery IV, Merchant of Death



USING THE PIT FIGHTER IN CONAN

From the amphitheatres of Messantia, the brawling pits of Tortage, the Black Theatre of Luxor or any of the hundreds of similar venues, a Pit Fighter can earn his living from one coast of Hyboria to the other. It is a hard and demanding life, but few are more exciting.

They are constantly on the look out for a new match to arrange or a new venue to inspect for future shows. Their lives are spent doing battle for money, or in the search for them. The exceptions to this rule are slaves that have been taught to be Pit Fighters. Obviously they are not free to roam in search of their own matches, but their owner or manager will make sure they have no lack of new fights to earn them coin.

Pit Fighters take well to the adventuring life. They already have a leaning toward travel and social interaction with the populaces they meet, and any combat they find on the road is just practice for the next arena they manage to sign up for. Where they might be armed and dressed strangely compared to a road weary barbarian or coin-grubbing thief, their consummate fighting skills make them a welcome addition to most any travelling group.

FAMOUS PIT FIGHTERS OF HYBORIA

The following are a few of the most (in)famous Pit Fighters of Hyboria.

✿ **Ruthar Lotharis** – A seasoned veteran of the amphitheatres of Messantia, Ruthar is an Argossean pit fighter that left the business after a terrible leg injury. Leaving the arena to become a professional trainer, Ruthar spends his days in the teaching halls with the upcoming fighters..

✿ **Darag Wolf-Jaws** – Born in Darfar and sold as a slave to a trader in Turan, Darag is a tower of black muscle and scar tissue. His master raised him to be a bestial fighter that uses his teeth and a set of clawed gauntlets to be as savage of a Darfari as possible. He is frequently sent into the ring with fighters half his size, tearing them to shreds for the amusement of the crowd.

THE SAVAGE

Deep within the wilds of the Hyborian nations there are barbarians, and then there are *savages*. Warriors in the purest sense of the word, savages tap into themselves to find strength and skill enough to protect and provide for their tribes, villages or communities. They do not abide by the rules and regulations of the world around them, living by the spear and the safety it brings them and their allies.

Savages find a new source of fury and violence within them to unleash upon their foes, laying them low with power and agility in equal measure. They can be stalwart defenders or vicious destroyers depending on what the circumstance calls for. Savages know no fear other than the possibility for failure, and nothing will stand in their way once they have set their role in motion. Fight, kill, die; these are the tenets of the savage code.

Hit Die: d10

REQUIREMENTS

To qualify to become a Savage, a character must fulfil all of the following criteria.

Base Attack Bonus: +3 or higher

Feats: Fighting-Madness, Power Attack

Skills: Survival 4 ranks

Special Requirement: Character cannot have the Civilised code of honour.

CLASS SKILLS

The Savage's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (any mundane) (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str) and Tumble (Dex).



Skill Points at Each Additional Level: 2+ Int modifier.

CLASS FEATURES

All of the following are class features of the Savage prestige class.

Weapon and Armour Proficiency: The Savage gains no new armour or weapon proficiencies. Note that armour check penalties for armour heavier than leather apply to certain skills, as noted in *Conan the Roleplaying Game: Second Edition*.

Know No Fear: Realising his greater goal upon achieving 1st level, the Savage sets aside his fears and fully submerges himself in the role of warrior. This class feature makes the Savage automatically pass any Will saves during a combat encounter that is related to fear.

Simple Weapon Focus: Savages are often raised in primitive societies and away from the luxuries of advanced forges, leaving their cultures using weapons that are easier to fabricate. Skilled Savages at 1st level already know how to use these sorts of weapons as well as any civilised soldier uses their sword and shield. This class feature grants a +1 attack bonus to hit with any Simple weapon, melee or ranged, stacking with all earlier or current bonuses as normal.

As Good as Steel: A 2nd level Savage treats his weaponry with the respect and care that any warrior would, but does so knowing that the best materials in the world are not always available to them. This class feature allows the Savage to consider all Primitive weaponry he wields to instead be classified as High-Quality Weapons, no matter what they are made from. For information on these weapon quality classifications, see pages 152-154 of *Conan the Roleplaying Game: Second Edition*.

Savage Charge: One thing that a Savage always has on his side is his instinctual urge toward violence. At 2nd level the Savage knows the power behind an unexpected attack, charging directly at enemies with a terrifying cry, wail or look upon his face. Some Savages bite their tongue or cheek to spit blood as they charge, others ramble gibberish or beat their weapons against them as they run toward the enemy. Whatever the theatrics chosen, the Savage gains +2 to his damage rolls on the round in which he charges. Additionally, if charging a target with the Civilised code of honour, his antics are so worrisome that he no longer suffers the -2 penalty to Defence while charging that target.

Dedication: At 3rd level the Savage has graduated from a skilled warrior of his people to a symbol

of his people's ability to wage war. He may choose one of the following benefits at 3rd level and then again at 5th level to symbolise his growth as a Savage warrior. Each one can be chosen twice for cumulative effect.

Armour Piercing: All attacks made by the Savage increase their Armour Piercing by +1.

Faster Reactions: The Savage gains +2 to his Initiative modifier.

Greater Acuity: The Savage cannot ever be caught flat-footed. If this is chosen a second time he may no longer be flanked.

Tenacity: The Savage receives a +2 luck bonus on all Saving Throws.

Unflinching Resilience: The Savage gains 5 hit points.

Weapon Specialisation: The Savage may choose a weapon to gain the *Weapon Specialisation* feat for, ignoring all restrictions and requirements.

Simple Weapon Master: When the Savage reaches 3rd level he has all but mastered every type of weapon his people might have been exposed to. This class feature grants the Savage an additional +1 to hit with all Simple weapons, melee or ranged, stacking with all earlier or current bonuses as normal.

Cold Anger: The 4th level Savage has learned to better harness his rage and fury, becoming a cold instrument of death when his temper is unleashed instead of the normal frothing rampage. This class feature allows the Savage to activate his Fighting-Madness (or Crimson Rage) ability at will, but also reduces the Defence penalty to only -1 and extends the rage's duration by 5 rounds. It has no effect on the other bonuses or penalties associated with these rages, it just makes the Savage able to better control them.

Felling Blow: A 5th level Savage is the embodiment of animalistic power mixed with a warrior's skill, able to fell a massive beast or terrible foe in a single attack. This class feature allows the Savage to fully trade one of his daily uses of Fighting-Madness (or Crimson Rage) to augment a single attack. If he does so, this attack gains +5 to hit and damage and will automatically qualify for the Massive Damage special rule, no matter how much damage it manages to inflict.



The Savage

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+0	+1	+1	+1	Know No Fear, Simple Weapon Focus
2	+2	+1	+1	+0	+2	+2	+1	As Good as Steel, Savage Charge
3	+3	+2	+1	+1	+2	+3	+2	Dedication I, Simple Weapon Master
4	+4	+2	+2	+1	+3	+3	+2	Cold Anger
5	+5	+3	+2	+2	+3	+4	+3	Dedication II, Felling Blow

USING THE SAVAGE IN CONAN

The Hyborian age is more wilderness than civilisation, making the existence of Savage warriors more common than one might believe. In places like the Southern Islands, the Black Kingdoms and the Pictish Wilderness the presence of Savages is commonplace, and they blend in along with the other tribal fighters. They do appear from time to time in slightly less tribal areas, but stand out a great deal more.

Savages are always at the front of the tribe during a battle, placing them in direct conflict with their enemies. This means that a Savage might lead a group of tribals against an adventuring group that has ventured into their territory, or perhaps a Savage's raiding party is hungry for something the Player Characters have with them.

The day to day life of a Savage is never much different than that of his fellows. The tribe or clan must perform dozens of different tasks to survive in the wilderness, and a Savage is no different than his brethren in that regard. He will hunt and gather food or supplies for the community, teach his skills to the youthful members of the tribe, and use his physique to aid with more laborious tasks. It is not until there is a call to arms that the Savage becomes something more.

Those Savages that become taken with the outside world, suffer wanderlust, or maybe even go out on some kind of personal quest for enlightenment or spirituality, are the only ones that end up parted with the adventuring type. They tend to be too wild and unpredictable to depend upon,

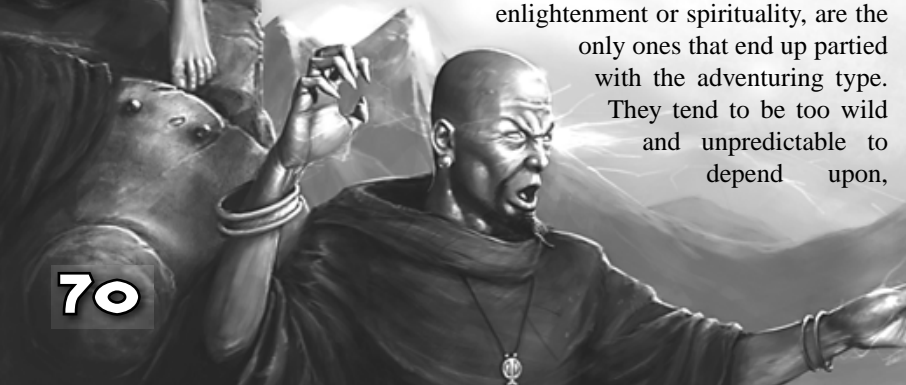


especially in civilised settings, and can instantly make a mess out of an otherwise mundane situation. More than one group of travelling characters has been run out of a town by an angry mob because of their ally Savage's actions.

FAMOUS SAVAGES OF HYBORIA

The following are a few sample Savages that exist in the Hyborian age to be used as Non-Player Characters by Games Masters.

- ❖ **Dawn Peaks Saug** – A savage without a tribe, this mysterious Pict wanders the Westermarck in search of troublesome Aquilonian patrols to ambush and destroy. He paints his entire body a brilliant green with the crushed berries of a local bush, mats his hair with mud and leaves, and wears nothing save for a thin bandolier that holds his knives and



hatchets. Saug is considered a bogeyman of sorts to the nobility in the Westermarck, springing out of the brush and undergrowth to terrorise their men. Why he hates them so or why he lives amongst no family is unknown, merely his thirst for blood and death amongst the Aquilonians.

- ❖ **Eru Eru Nahn** – Leader of a small sect of nomadic lion hunters in Kush, Eru Eru is a tall Kushite Savage that is known for his amicable personality to outsiders, his collection of lions' paws worn around his neck and shoulders, and his long, ivory spear. With nothing more than spears and leather shields, he and his Hyan (translates to *hyenas*) prowl the Kushite landscape in search of the largest and most feared lions to test their skills against. He bares many scars and has lost many men, but never has a lion stalked by Eru Eru ever escaped his trophy necklace.
- ❖ **Yorammu Shaguari** – The leader of all huntsmen and warriors for the sizeable Tughuri tribe in the deep southern Black Kingdoms. Yorammu is blind in one eye and bares many facial scars from where he almost met his doom in the embrace of a green lotus vine. He pulled himself free, but its thorns took his eye. Fortunately for him the nectar seeped into his wounds and somehow deadened him to pain – making him the most relentless fighter his tribe has ever known.

THE WARLORD

The warlord is an inspirational leader of his allies. Soldiers and other fighters follow him into battle because he is a powerhouse on the field of battle and the lynchpin of nearly every tactic his forces become embroiled with. Not only is a warlord a proven warrior of supreme prowess and ability, but his very presence in a conflict is often enough to embolden his allies. With the warlord at their side, they can excel far beyond what they were capable of without him.

A warlord on his own is an elite warrior that should be more than a match for most enemies, fighting with a variety of weapons and strategies that will constantly best his foes without issue. Dangerous situations are dealt with out of hand and even the most fearsome of opponents are faced without fear or hesitation. Warlords are consummate warriors and leaders of men, making them the perfect choice to head any group of soldiers or adventurers.

Hit Die: d10

REQUIREMENTS

To qualify to become a Warlord, a character must fulfil all of the following criteria.

Base Attack Bonus: +5 or higher

Feats: Leadership

Abilities: Charisma 13+

Skills: Profession (Mercenary or Soldier) 6 ranks

Special Requirement: Character must possess one form of the *Formation Combat* class feature.

CLASS SKILLS

The Warlord's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Challenge¹ (Cha), Climb (Str), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (any) (Int), Listen (Wis), Perform (oratory) (Cha), Profession (mercenary or soldier) (Wis), Ride (Dex), Search (Wis), Sense Motive (Wis), Sharpen¹ (Wis), Spot (Wis), Survival (Wis), Tactics¹ (Int) and Tumble (Dex).

¹ New Skill found in this sourcebook.

Skill Points at Each Additional Level: 6+ Int modifier.

CLASS FEATURES

All of the following are class features of the Warlord prestige class.

Weapon and Armour Proficiency: The Warlord gains no new armour or weapon proficiencies. Note that armour check penalties for armour heavier than leather apply to certain skills, as noted in the *Conan the Roleplaying Game: Second Edition*.

Inspire: At 1st level the Warlord begins to show his potential on a battlefield, inspiring his allies on by his presence alone. This class feature adds +1 to the attack rolls of a number of allied combatants equal to his Warlord class level and Charisma bonus, so long as the Warlord makes a successful to hit roll on the same combat round and they are within 60 feet of him. This bonus increases to +2 at 5th level and +3 at 10th level.

Instinctual Attack: This class feature allows the Warlord to make a full-round attack on the turn in which



he charges a number of times equal to his Wisdom bonus each day.

Bonus Feat: The Warlord gains a bonus feat at 2nd level and every two levels after as he trains himself to be the best warrior he can be. He may choose from the following feats, for which he must have the normal prerequisites: Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Fleet-Footed, Greater Weapon Focus, Greater Weapon Specialisation, Halberdier¹, Hold Ground¹, Improved Disarm, Improved Feint, Improved Initiative, Intricate Swordplay, Keen-Eyed Fighter¹, Lightning Reflexes, Mobility, Mounted Combat, Quick Draw, Reflexive Parry, Run, Spearman¹, Spirited Charge, Steely Gaze, Striking Cobra, Trample, Two-Weapon Defence, War Cry¹, Weapon Focus, Weapon Specialisation, Web of Death, Whirlwind Attack.

¹ New Feats found in this sourcebook

Formation Combat: A good Warlord has practiced his unit combats well, wanting to be able to fit in with the soldiers and mercenaries that he might be leading. At 2nd, 5th and 8th levels the Warlord acquires another tactical choice to utilise. The Warlord may choose one of the Soldier class *Formation Combat* formations (from this sourcebook or pages 65-66 of *Conan the Roleplaying Game: Second Edition*) to add to his own repertoire. For all general purposes, the Warlord counts as being a Soldier for these class features.

Soldier's Life: At 3rd level, the Warlord is so accustomed to working with other warriors and soldiers that he automatically falls into their patterns and unit formations. His men can always count on him to be there for them in any capacity, no matter what he is wearing, armed with or if he is mounted. This class feature allows the Warlord to serve as one of the soldiers necessary for the *Formation Combat* class feature to function; no matter how they are armed or equipped. This means that the Warlord can help any character with the *Formation Combat* class feature in any situation.

Lead the Charge: A 4th level Warlord is a true inspiration to his allies when he leads them into battle, filling them with courage and vigour as he charges headlong at the enemy. This class feature grants an additional +1 to hit and damage to all allies within 30 feet that make a Charge action *after* the Warlord makes a Charge action in the same round.

Never Surrender: 6th level shows the Warlord's complete control over his

level-headedness in a combat situation, becoming a pillar of impossible strength even when things look bleak. The Warlord with this class feature can pass or fail any Will saving throws in a combat encounter at his own discretion. The exception to this class feature is any Will saves required because of magical spells; the Warlord only gets a +3 bonus to his Will saves against magical spells or rituals.

Enemy Evaluation: Reaching 7th level, the Warlord has managed to acquire an enormous amount of experience fighting various enemies and foes. By spending a moment to watch an enemy fight, the Warlord can see patterns in his foes' fighting styles and remember the best ways to overcome the moves he recognises. After one round of watching an enemy perform combat actions (during which the Warlord can fight defensively), the Warlord gains a +2 bonus to hit that target for the remainder of the combat.

Embodiment of Victory: At 9th level, a Warlord is the focus point of any combat plan or tactical scenario and is the pinnacle of battlefield leadership. Each round in which the Warlord acts before his allies allows him to choose any of his combat-based feats to utilise normally in conjunction with this class feature. The feat chosen in this manner can then also be used for the remainder of the round by a number of allies equal to the Warlord's Charisma bonus. These allies can ignore all prerequisites of this 'borrowed' feat.



The Warlord

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+1	+0	+1	+1	+1	Inspire (+1), Instinctual Attack
2	+1	+1	+2	+0	+1	+1	+2	Bonus Feat, Formation Combat
3	+2	+1	+2	+1	+2	+2	+2	Soldier's Life
4	+3	+2	+3	+1	+2	+2	+3	Bonus Feat, Lead the Charge
5	+4	+3	+4	+1	+3	+3	+3	Inspire (+2), Formation Combat
6	+5	+3	+4	+2	+3	+3	+4	Bonus Feat, Never Surrender
7	+6/+1	+4	+5	+2	+4	+4	+4	Enemy Evaluation
8	+7/+2	+5	+6	+2	+4	+4	+5	Bonus Feat, Formation Combat
9	+8/+3	+5	+6	+3	+5	+5	+5	Embodiment of Victory
10	+9/+4	+6	+7	+3	+5	+5	+6	Bonus Feat, Inspire (+3)

USING THE WARLORD IN CONAN

The leaders of men in times of violence and conflict have been, and will always be, the strongest assets a combat force can hope to acquire – making the presence of Warlords much sought after. Like any devoted warrior, a Warlord will never be far from where the battles are; it is his goal to be victorious when others might only find defeat.

Warlords are rarely left to their own devices once the world finds out where and what they are. Leaders of nations and cultures seek them out to lead their forces to victory. They are often spoken of in military and mercenary circles fondly, and successful Warlords know that gainful employment is never far away.

Warlords live by their ability to lead others, and their skills must stay honed if they wish to be able to do so. This requires any good Warlord to constantly seek out groups of allies to go off to battle with as often as possible. This means that a Warlord is rarely ever alone, travelling with his allies as long as it takes to find another battle, war or perhaps even a simple ambush in which he can use his formidable skills.

FAMOUS WARLORDS OF HYBORIA

The following are a few famous Warlords that Games Masters can bring into their own games.

❖ **Zarin Fhustour** – Not making the cut to enter the Black Dragons of Tarantia, Zarin left the

Aquilonian army despite his almost preternatural knack for leading his fellow spearmen. He moved south into Ophir and began seeking out other disenfranchised soldiers, forming his own private force to lead against the forces of Aquilonia whenever possible.

❖ **Silva Argash** – This scarred veteran of several wars is a well-known name amongst the Nemedian mercenaries living along the Karpash Mountains. She has brought her Akbitanan bladespear to fight for nearly every professional fighting company the nation has ever known. While her services are expensive, they are well worth it and where Silva travels she often brings bloody victories.

❖ **Gher Arphranios** – The leader of an elite Bossonian archer group, Gher is a tall and lanky Argossean that was raised in northern Aquilonia to learn the ways of the longbow. Being a foreigner to the area, he had to overcome major prejudices and local traditionalists, but his unerring aim and inspirational voice turned him into a local war hero after he and his group moved to the Westermarck to hunt Picts. Over a hundred confirmed tribesmen have been killed by Gher's arrows alone, and it is little wonder he has become so respected amongst the men of the 'marck.





THE WRESTLER

A wrestler is the personification of bodily might, training himself to use his entire body as a weapon instead of having to rely on forged or crafted arms. What a fencer does with a sabre or an axeman does with his axe a wrestler does with his bare hands and muscular limbs.

Wrestlers are hard as shoeing nails and spend their lives practicing their talents against a variety of foes. Experienced wrestlers start their careers often by accident; finding that they are good at getting in close to their enemies and eliminating their weaponry with ease. By foregoing traditional combat tactics, the wrestler surprises his enemies and ruins any tactical plans they might have had when he wraps his steely arms around them.

Hit Die: d12

REQUIREMENTS

To qualify to become a Wrestler, a character must fulfil all of the following criteria.

Base Attack Bonus: +3 or higher

Feats: Improved Grapple, Improved Initiative

Skills: Tumble 4 ranks

CLASS SKILLS

The Wrestler's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Challenge¹ (Cha), Climb (Str), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Tumble (Dex) and Use Rope (Dex).

¹ New Skill found in this sourcebook.

Skill Points at Each Additional Level: 2+ Int modifier.

CLASS FEATURES

All of the following are class features of the Wrestler prestige class.

Weapon and Armour Proficiency: The Wrestler gains no new armour or weapon proficiencies, especially considering how rarely they choose to use them. Note that armour check penalties for armour heavier than leather apply to certain skills, as noted in *Conan the Roleplaying Game: Second Edition*.

Critical Grapple: As of 1st level the Wrestler has put a new focus on the lethality of his grappling holds and techniques. With this class feature the Wrestler gains the ability to critically hit with his 'Damage an Opponent' grapple use (see page 200 of *Conan the Roleplaying Game: Second Edition*), multiplying the amount of damage inflicted. Whenever the Wrestler chooses to *Damage an Opponent*, he rolls his normal Grapple check. If this check is a natural '19' or '20', the damage inflicted is multiplied by x3.

Improved Hold: From 1st level, the Wrestler can choose to inflict lethal damage with his *Damage an Opponent* grapple uses. Additionally, the damage die used changes from 1d3 to 1d4, no matter whether or not the Wrestler inflicts nonlethal or lethal damage.

Reactionary Grapple: A 2nd level Wrestler is so talented with his grappling that he can reach out and turn an unexpected foe into his holds in a shooting motion that can catch most opponents off guard. This class feature allows the Wrestler to instigate a grapple as part of an attack of opportunity.

Unflinching Form: The Wrestler has to have a terribly high pain tolerance and resistance to superficial wounds if he plans to ever keep consistent and firm holds on armed or armoured foes. By 2nd level the Wrestler has trained his body to ignore small wounds while committing himself to a grapple. The Wrestler is considered to have a Damage Reduction of 3 whenever the character is currently grappling a target. This number increases to Damage Reduction of 6 at 4th level.

Turn Weapon: At 3rd level the Wrestler has battled many foes and knows how to use their own weaponry against them. This class feature allows the Wrestler to use the *Use Opponent's Weapon* grapple action with any weapon the target is currently carrying, not simply light weapons. If the turned weapon is light the normal to hit penalty is reduced to -2, a one-handed weapon is turned at the normal -4, and a two-handed weapon suffers a -6 penalty to hit. Otherwise, the action is exactly like *Use Opponent's Weapon* (see page 201 of *Conan the Roleplaying Game: Second Edition*).

Wrench Limb: The 3rd level Wrestler is well aware that one of the best ways to deal with an opponent quickly is to inflict lasting damage to their arms or legs to lessen their ability to fight or flee. This class feature allows the character to inflict ability score or Speed damage with



their *Damage an Opponent* grapple actions. Instead of inflicting nonlethal or lethal damage as normal, the Wrestler can inflict 2 points of Strength or Dexterity (not both with the same attack) damage *or* reduce the target's Speed by 5 feet (to a minimum of 5 feet).

Stranglehold: Moving up to the constriction of a living target's airway during a grapple, a 4th level Wrestler can tear the consciousness from his targets, eventually killing them through strangulation. Instead of inflicting any damage through *Damage an Opponent* (even as modified by *Wrench Limb*); the Wrestler can instead inflict 1 point of Constitution damage per successful action. The target will lose consciousness when reduced to a Constitution of 2, and die when it reaches 0. For obvious reasons, only living targets of Large size or smaller can be affected by this class feature.

Deathgrip: There are tales of brawny men tearing the throats out of their foes barehanded, or snapping an enemy's neck like kindling. At 5th level, the Wrestler can now perform the *Damage an Opponent* grapple action once a day as if it were a *Coup de Grace* combat move (see page 198 of *Conan the Roleplaying Game: Second Edition*).



The Wrestler

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+1	+0	+2	+1	+0	Critical Grapple, Improved Hold
2	+2	+1	+1	+0	+2	+2	+1	Reactionary Grapple, Unflinching Form I
3	+3	+1	+2	+1	+3	+2	+1	Turn Weapon, Wrench Limb
4	+4	+2	+2	+1	+3	+3	+2	Stranglehold, Unflinching Form II
5	+5	+2	+3	+2	+4	+4	+2	Deathgrip





USING THE WRESTLER IN CONAN

Seen often in the in larger cities where wrestling as a sport has become quite popular, many Wrestler warriors look just like any other fighter travelling the Hyborian landscape. It may not be apparent to an onlooker that the warrior is a Wrestler until he throws down his spear and shield to get a foe in his grasp.

Sportsmen Wrestlers are less inclined to use their skills and talents in life or death situations; to them their grappling skills are tools to be used against willing fighters and other sporting types. They might use their abilities when they have to, but they are generally devoted to wrestling as a contest – not in battle.

Other Wrestlers see the usefulness of their grappling talents and are not afraid to use them against armed enemies or even the beasts of the Hyborian age. One camp of warrior Wrestler keeps his grappling skills as a backup for when his conventional weaponry fails. When a sword is knocked away or a spear broken, then he shoots forward to get a hold on his foes. The other type of Wrestler is the fighter devoted to his grappling technique, choosing to consider all other forms of fighting as secondary. This does not mean that this Wrestler will forego a good sword or axe, merely that he views his own body as a much greater weapon. In many cases, he is right.

Wrestlers of any variety make excellent travelling companions, especially for those types who do not commit themselves to battle regularly. A Wrestler is very good at incapacitating an enemy while his allies escape from, flank or engage any remaining opponents.

FAMOUS WRESTLERS OF HYBORIA

The following are famous Wrestlers that use their strength and power to overcome their adversaries.

✿ **Urokov the Eight-Fingered** – Despite losing two fingers from his right hand in a battle with Aesir raiders, Urokov is well-known throughout his homeland of western Hyperborea. He is a huge man with scars covering much of his upper torso and neck from years of wrestling mountain bears for sport and entertainment. When his small village was raided and his hand mauled, it was his bear-grappling techniques that won the day. After a half-dozen Aesir raiders fell at the big man's feet, necks broken, they chose to cut their losses and move on. Ever since Urokov has been a local hero and renowned for his mighty arms and physical ferocity.

✿ **Dashalla Runtain** – This muscular Kothic woman is the head of a house of ill-repute in Daramish, protecting her whores and clients alike with her slave-trained wrestling skills. Having lived the first part of her life as a caretaker for house slaves, Dashalla knows some of the greatest and fastest ways to render a man to a whimpering pile of broken limbs at her feet. The people of lower Daramish know that coming to *Res Putalla* (The Red Cat) means playing by Dashalla's rules – or leaving with a permanent limp.

✿ **Ciar and Finn Bainenstone** – Born to the Clan Bain in central Cimmeria, Ciar and Finn are identical twins who left their clan behind when they were young men to find adventure. Both men are large of stature, their hair kept in the low braid of their clan at all times. When they left their clan, they took very little with them; forcing them to rely upon their natural physical prowess and practiced wrestling skills to survive in the harsh Hyborian world. Their skills have made them popular as enforcers amongst the gangs of Shadizar.



Famous Warriors of the Hyborian Age

THIS CHAPTER IS a short collection of Non-Player Characters that embody the various aspects of what a Hyborian warrior should be.

BJORNEN WHINTERSSON; THE SCYTHE OF STEEL

A consummate warrior of the north, Bjornen is a mammoth of a man who is said to have the blood of a frost giant in his lineage. Tired of being ridiculed for his size, he moved south into foreign lands in hopes of finding others that might understand and appreciate his enormity.

With a grandfather that was one of Ymir's children, Bjornen was destined for greatness when he was born. He was the strongest and largest of the children in his village, and at the age of nine he slew his first Vanir interloper. By the time he was a young adult, his blonde head was already topping over seven and a half feet tall!

Large Humanoid (Nordheimer (Aesir) Barbarian 13)
Home Environment: Border Kingdoms, Cimmeria and the Pictish Wilderness

Initiative: +9 (+1 Dex, +8 Reflexes)

Sensory Traits: Listen +8, Spot +10

Languages: Cimmerian, Nordheimer, Pictish

Dodge Defence: 19 (-1 size, +1 Dex, +9 class)

Parry Defence: 27 (+8 Str, +4 class, +4 Shield)

DR: 15 (+8 Mail Shirt and Breastplate, +2 Great Helm, +5 Natural)

Hit Points: 113 hp

Saves: Fort +14, Ref +9, Will +8

Defensive Specials: Fearless, Improved Mobility, Improved Uncanny Dodge, Trap Sense +4

Speed: 25 ft.

Attack: War Sword +22 melee (1d12+9, AP 3)

Full Attack: War Sword +25/+20/+15 melee (1d12+12, AP 3)

Space/Reach: 5 ft. (1) / 5 ft. (1)

Base Attack: +13/+8/+3

Grapple: +26

Special Attacks: +1 to damage rolls with any sword, Cleave, Greater Crimson Mist, Improved Grapple, Improved Sunder, Power Attack, Weapon Familiarity (war sword)

Sorcery Knowledge: —

Abilities: Str 26, Dex 12, Con 19, Int 12, Wis 8, Cha 12

Special Qualities: Bite Sword, Cultural Weapon (war sword), Winterkin

Feats: Blood of the Giants¹, Brawl, Diehard, Endurance, Great Fortitude, Iron Will, Run, Track, Weapon Focus (war sword)

Skills: Bluff +8, Climb +22, Craft (leatherwork) +10, Gather Information +8, Handle Animal +8, Intimidate +17, Jump +12, Knowledge (geography) +8, Knowledge (nature) +8, Survival +18, Use Rope +8

Code of Honour: Warrior Way

Reputation and Social Standing: 7 (+1)

Possessions: Asgardian Mail Shirt and Breastplate, Horned Helm, Asgardian War Sword, Large Shield, 8 Flagons of Blueberry Wine

¹ This feat appears in *The Bestiary of the Hyborian Age*

COMBAT

Bjornen was bred to be a warrior, plain and simple. His size and tremendous strength means that *any* weapon in his meaty fists is a deadly implement that can shear, impale or crush nearly any man he attacks. His favourite weapon has always been the traditional war sword of his people, but his actual fighting style is one that he learned from Border Kingdom mercenaries. Adding a large shield to his other arm with which he can knock most blows aside, Bjornen is a juggernaut of a man in cold-forged armour. A single slash from his sword can bisect an armoured rank of foes.



Winterkin (Ex): Bjornen has the blood of frost giants in his veins, making him immune to the naturally dangerous elements of his parent's natural territory. Bjornen does not suffer any damage or negative effects of any kind from cold-based sources, but suffers double normal damage and negative effects of heat and fire-based sources.

Plot Hooks

- ✦ Bjornen is a remarkably warm and sensitive person, and he has made drinking buddies out of the Player Characters over a few nights in a Border Kingdoms tavern. When word arrives via an Aesir messenger that Bjornen's father has fallen ill and that he is being asked for by the old man, Bjornen asks if the Player Characters will go to the North with him. He admits that he likely does not need protection, but he feels that the trip back might be easier to handle with a few friends around. When they arrive to discover that Bjornen's father was actually poisoned by a local Vanir trespasser, Bjornen will ask for the characters' help in the destruction of his enemies.



AMBALYO THE PANTHER OF DARFAR

A powerful warrior from the depths of the Darfari jungles, Ambalyo learned how to be a better warrior from Amra the Lion's example. He wants his tribe and his people to become more than just savages, and he is willing to arm and train them in the western ways of warfare to do so.

One of the simple black kingdoms folk that learned under Conan when he was Amra the Lion, Ambalyo took what he learned to heart and made it part of him. Returning to his people after his short time as a seafaring warrior, he showed his fellows how to use steel blades and wear protective armour – turning his tribe of Darfari savages into a cohesive skirmishing force.

Ambalyo became a powerful leader to his tribe of swords for hire. Although his 'soldiers' were little more than armour-clad savages, they were remarkably effective. For the promise of northern concubines and glittering riches, Ambalyo took his tribe of warriors across half of southern Hyboria and back.

Medium Humanoid (Darfari Barbarian 10)

Home Environment: Southwestern Hyboria; Southern Kingdoms and Darfar

Initiative: +10 (+3 Dex, +7 Reflexes)

Sensory Traits: Listen +10, Spot +8

Languages: Aquilonian, Darfari, Kushite

Dodge Defence: 20 (+3 Dex, +7 class)

Parry Defence: 18 (+5 Str, +3 class)

DR: 6 (+5 Scale Corselet, +1 Natural)

Hit Points: 80 hp

Saves: Fort +9, Ref +10, Will +7

Defensive Specials: Fearless, Improved Mobility, Improved Uncanny Dodge, Trap Sense +3

Speed: 25 ft. (in scale), 40 ft.

Attack: Stygian Scimitar +15 melee (2d4+5, AP 2)

Full Attack: Stygian Scimitar +15/+10 melee (2d4+5, AP 2)

Space/Reach: 5 ft. (1) / 5 ft. (1)

Base Attack: +10/+5

Grapple: +15

Special Attacks: +1 to attack rolls with any bludgeoning





weapon, Bite Attack (+1 lethal damage), Cleave, Fighting Frenzy, Improved Overrun, Power Attack
Sorcery Knowledge: —

Abilities: Str 20, Dex 16, Con 14, Int 12, Wis 12, Cha 9
Special Qualities: Bite Sword, Versatility (no penalty)
Feats: Deadly, Diehard, Endurance, Fighting Madness, Fleet-Footed, Striking Cobra, Track
Skills: Bluff +6, Climb +7, Intimidate +8, Jump +12, Knowledge (local) +8, Perform (dance) +8, Profession (sailor) +6, Ride +10, Survival +12, Swim +8
Code of Honour: Warrior Way
Reputation and Social Standing: 8 (+1)
Possessions: Shemetish Scale Corselet, Stygian Scimitar, Leather Bracers

COMBAT

Ambalyo is a great cat when he fights, slashing out with his shining scimitar to maim or kill lesser opponents and closing happily to close quarters, where his sharpened teeth can tear off anything that gets too near! He is fast and powerful, like the panther he is nicknamed after.

PLOT HOOKS

✦ Ambalyo yearns to equip his tribesmen with northern and western weaponry, but knows that it cannot always simply be taken from a village or town. He has collected a large sum of coin from early contracts and raids and approaches the Player Characters to do some weapons and armour trading for him. With the amount of money he is giving them they could live like kings, but it would surely be with a pack of angry Darfari on their heels. They could also go ahead with the purchase, but then they have to figure out how to get two cartloads worth of gear out to a war camp in the jungle...

LORD AMALRIC THE NEMEDIAN, MERCENARY GENERAL OF KHORAJA

Lord Amalric is the supreme mercenary general of the armies of Khoraja, having been given the responsibility from the king himself many years before Conan came along to serve in the ranks. He was the one to give Conan the role of captain in his forces and the nickname of 'Throat-Slitter' upon his return to mercenary life.

Lord Amalric is a noble man with charm to spare, always ready to open his halls to friends and allies while his servants pour wine and ale to overflowing. Passionate and jovial to those he cares for, Lord Amalric is often viewed as the best person in all of Hyboria for a



mercenary to try and work for. He pays well, he makes sure his troops are happy, and there is never a shortage of action to be had in his territories. He has stood with his armies against many different enemies, and was even badly wounded in the Battle of the Pass of Shamla, when a spear through his leg nearly killed him. Even so he managed to get back to his feet weeks later, and return to his role as mercenary general.

Medium Humanoid (Nemedian Noble 7 / Soldier 5 / Warlord 4)
Home Environment: Nemedian War Camps, Brythunia, Corinthia
Initiative: +10 (+1 Dex, +5 Reflexes, +4 Improved Initiative)
Sensory Traits: Listen +8, Spot +8
Languages: Aquilonian, Bossonian (dialect), Corinthian (dialect), Nemedian (Literate)

Dodge Defence: 19 (+1 Dex, +7 class, +1 Dodge)
Parry Defence: 23 (+4 Str, +11 class, +1 Parry, +4 Large Shield)
DR: 9 (+8 Mail and Breastplate, +1 Steel Cap)
Hit Points: 62 hp
Saves: Fort +8, Ref +6, Will +14
Defensive Specials: Dodge

Speed: 25 ft.
Attack: Broadsword +20 melee (1d10+5, AP 3)
Full Attack: Broadsword +20/+15/+10 melee (1d10+5, AP 3)





Space/Reach: 5 ft. (1) / 5 ft. (1)

Base Attack: +13/+8/+3

Grapple: +16

Special Attacks: +2 to hit with Broadsword, Hunting Bow, Heavy Lance and War Spear, Formation Combat (heavy infantry, hoplite, improved heavy infantry), Improved Bull Rush, Improved Overrun, Improved Sunder, Instinctual Attack, Power Attack, Weapon Familiarity (Greatsword)

Sorcery Knowledge: —

Abilities: Str 17, Dex 12, Con 10, Int 16, Wis 14, Cha 19

Special Qualities: Adaptability (Gather Information and Knowledge (local)), Enhanced Leadership, Inspire (+1), Lead By Example +2, Lead the Charge, Officer (1), Rank Hath Its Privileges, Social Ability (*ally*), Soldier's Life, Title (Mercenary General), Wealth

Feats: Combat Expertise, Improved Initiative, Investigator, Leadership, Mounted Combat, Steely Gaze, War Cry, Weapon Focus (broadsword), Weapon Specialisation (broadsword)

Skills: Bluff +14, Diplomacy +15, Gather Information +14, Handle Animal +8, Intimidate +16, Knowledge (geography) +7, Knowledge (local) +12, Knowledge (nobility) +13, Profession (mercenary) +14, Ride +12, Search +10, Sense Motive +8, Tactics +8

Code of Honour: Mercenary

Reputation and Social Standing: 25 (+5)

Possessions: Exquisite Noble's Outfit, Kothic Mail and Breastplate, Nemedian Steel Cap, Large Shield bearing a Rearing Lion, Nemedian Broadsword, Master Bred Courser (Light Warhorse)

COMBAT

Lord Amalric would never expect his soldiers to battle in any situation that he himself would not enter, forcing him to constantly train alongside his men. He is very adept at the traditional Nemedian broadsword-and-shield style that his heavy infantry use, and when he is behind his heavy wooden shield, few individual enemies can hope to break his defence.

PLOT HOOKS

✦ Lord Amalric is always on the look out for good recruits to add to his mercenary armies.

The Player Characters could run into the path of the armies just after the mercenaries suffered large losses in a recent battle.

This makes Amalric more inclined to pay more for deserved

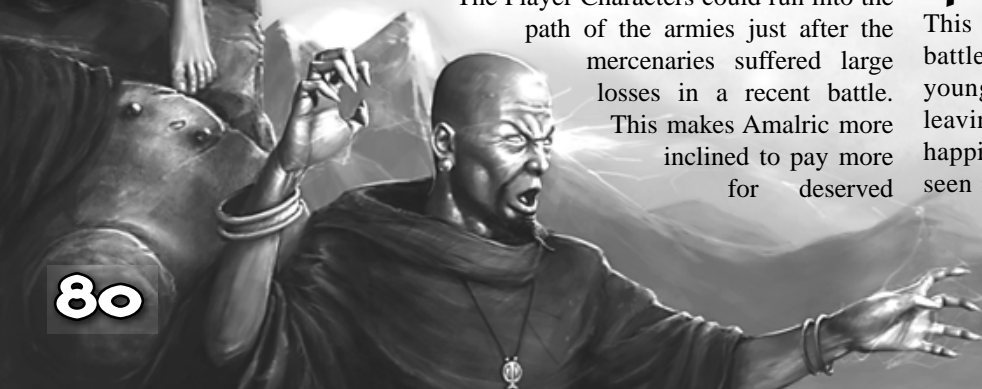
services, and more desperate to take some recruits' negotiations. Will the Player Characters decide to spend a few months as mercenaries?

✦ An enemy war camp has sprung up somewhere in secret out in the unclaimed wilderness and Lord Amalric cannot spare a few scouts to send to investigate it. He contacts the Player Characters for a sizeable fee to hire them to venture out 'innocently' to see this war camp and return with their troop composition and general morale. Will the Player Characters do this for the mercenary general? What will they tell him when they discover that it is not an army at all, but instead a summoned horde of black horrors from hell and the coven of sorcerers that control them?



PADRAIG URROGH OF SEVEN STONES, OWNER OF THE LOW TIDE TAVERN

This muscle-bound Cimmerian adventurer once battled Picts, Sorcerers and Stygian slavers in his younger days. Now he has turned to only occasionally leaving his seedy tavern in Tortage; the *Low Tide*. He happily talks to adventuring types about what he had seen in his lifetime, and from time to time he leaves



the bar in the hands of his wife and son to join them in their exciting adventures!

Born on Seven Stones Ridge in Western Cimmeria, Padraig grew up to become a handsome and ferocious warrior for his clan. When he became of age he left his home behind and travelled south into Aquilonia and the lands beyond. He marvelled at the strange people and places he found, and he forgot wholly about ever wanting to return to dreary Cimmeria. Having been unexpectedly grouped in with a plot to stop a Stygian sorcerer, Padraig learned the true meaning of friends and camaraderie.

During his travels he eventually sailed to the pirate city of Tortage. Lost for many weeks in the wonders of rum and the haze of lotus smoke, Padraig became enrolled in a dockside fighting contest held by a group of influential thugs. The violence cleared his head and he fought many battles against other warriors, one of whom tore out his left eye completely along with much of his cheek and brow, but he still prevailed. Taking the purse money from the fights to a little tavern in the sailor quarter of Tortage, Padraig gambled his way into taking possession of the bar itself from its owners. The *Low Tide Tavern* became Padraig's new love, and although he might leave it behind for a few weeks at a time to go on short adventures, he knows that it is safe in the hands of his Barachan wife, Alyssia.

Medium Humanoid (Cimmerian Barbarian 7 / Thief 1 / Axeman 4)

Home Environment: Cimmeria or Tortage; Barachan Isles

Initiative: +17 (+3 Dex, +10 Reflexes, +4 Improved Initiative)

Sensory Traits: Low-light Vision, Listen +12, Spot +10

Languages: Aquilonian, Cimmerian, Nordheimer, Zingaran

Dodge Defence: 19 (+3 Dex, +6 class)

Parry Defence: 19 (+4 Str, +5 class)

DR: 3 (+3 Quilted Jerkin)

Hit Points: 102 hp

Saves: Fort +12, Ref +13, Will +10

Defensive Specials: Fearless, Mobility, Trap Disarming, Trap Sense +2, Uncanny Dodge

Speed: 30 ft.

Attack: Battleaxe +18 melee (1d10+7, AP 4)

Full Attack: Battleaxe +18/+12/+7 melee (1d10+7, AP 4)

Space/Reach: 5 ft. (1) / 5 ft. (1)

Base Attack: +11/+6/+1



Grapple: +15

Special Attacks: Axe Mastery (+1/+1), Butcher's Cleave, Cleave, Crimson Mist, Improved Sunder, Power Attack, Shield-Splitter, Sneak Attack Style (poniard), Sneak Attack +1d6/+1d8

Sorcery Knowledge: —

Abilities: Str 19, Dex 16, Con 18, Int 14, Wis 14, Cha 16

Special Qualities: Bite Sword, Low Grip, Power Hurler, Versatility (no penalty)

Feats: Brawl, Diehard, Endurance, Eyes of the Cat, Fighting Madness, Sleep Mastery, Track, Weapon Focus (Battleaxe)

Skills: Balance +6, Bluff +12, Climb +6, Craft (alcohol) +6, Diplomacy +6, Gather Information +10, Hide +10, Intimidate +10, Jump +8, Knowledge (gambling) +10, Knowledge (geography) +6, Knowledge (local) +12, Move Silently +10, Profession (barkeep) +8, Ride +6, Search +8, Sense Motive +10, Survival +8, Swim +6, Tumble +5

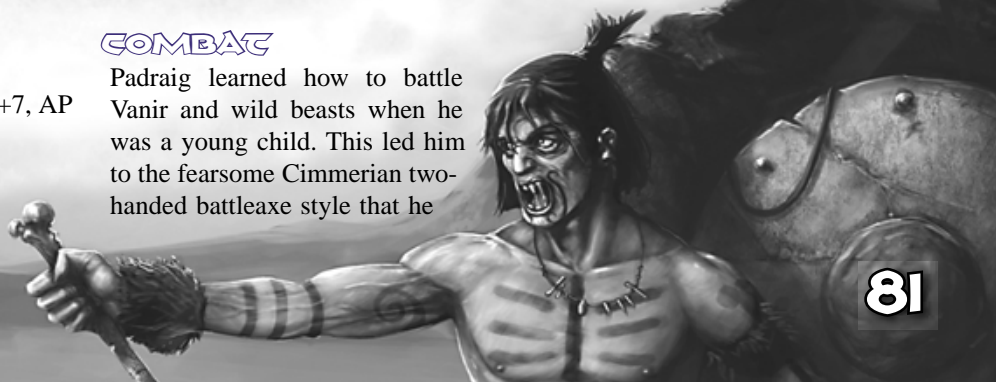
Code of Honour: Barbaric

Reputation and Social Standing: 6 (+1)

Possessions: Superior Quilted Jerkin, Cimmerian Battleaxe, Silver Flask of Apricot Brandy, Signet Seal of the *Low Tide Tavern* in Tortage

COMBAT

Padraig learned how to battle Vanir and wild beasts when he was a young child. This led him to the fearsome Cimmerian two-handed battleaxe style that he





still uses, making short work of most armour as he drives the blade home. He is crafty and smarter than he looks, allowing him the room to perform manoeuvres that will baffle those facing the 'one-eyed barbarian' and let his axe find its mark.

Plot Hooks

✦ The *Low Tide Tavern* is not exactly a high-class establishment, but the pirate guilds and street gangs generally leave it alone in fear of what Pdraig will do to them. When Pdraig and his wife are called away to the funeral of one of his old adventuring buddies, he asks the Player Characters to act as security for the tavern. Will they do him this service, and for how much? When word spreads that Pdraig has left the tavern unguarded, will the Player Characters be able to do as they said they would and protect the patrons?

VALENZO, EXILED COUNT OF KORZETTA

A bitter man who was forced to flee his homeland and county because of an ally he had made, a dark wizard that summoned up fiends and made pacts with horrible infernal entities, Valenso never actually trafficked with demons as much as spent time with a man that did – a man that later turned out to be Thoth-Amon himself. Valenso moved far away to Korvela Bay at the border of the Pictish Wilderness to escape scandal and rumours of his dark allies, only to be plagued by their haunting presence regardless.

Valenso is haunted by dark visions and demonic dreams that frequently keep him up at night, steering his actions against Thoth-Amon's enemies. Using the demonic pact that Thoth arranged with Valenso in his guise as a black stranger, the Stygian sorcerer wielded the count's subconscious like a weapon. With powerful oneiromantic dream messages, Valenso would stand against Thoth-Amon's foes without ever even questioning the true source of these dreams; when he finally does stand against the black stranger's visions he is summarily hunted down and killed by horrific fiends as punishment for breaking the unknown pact with Thoth-Amon.

Medium Humanoid (Zingaran Noble 12 / Duellist 3)

Home Environment: Korvela Bay; Pictish Wilderness

Initiative: +11 (+4 Dex, +7 Reflexes)

Sensory Traits: Listen +9, Spot +9

Languages: Acheronian, Aquilonian (Literate), Argossean, Nemedian (Literate), Pictish, Zingaran (Literate)

Dodge Defence: 19 (+4 Dex, +5 class, +1 Dodge)

Parry Defence: 30 (+2 Str, +9 class, +1 Parry, +1 Duellist's Cape, +4 Cha, +3 Zingaran)

DR: 6 (+6 Breastplate)

Hit Points: 65 hp

Saves: Fort +6, Ref +11, Will +9 (+4 against Corruption)

Defensive Specials: *Demonic Pact*, Dodge

Speed: 25 ft.

Attack: Arming Sword +15 melee (1d10+2, AP 2) or Crossbow +13 ranged (2d6, AP 4)

Full Attack: Arming Sword +15/+10 melee (1d10+2, AP 2) or Crossbow +13 ranged (2d6, AP 4)

Space/Reach: 5 ft. (1) / 5 ft. (1)

Base Attack: +11/+6/+1

Grapple: +13

Special Attacks: +3 to hit with Broadsword and Arming Sword, Improved Feint, Improved Riposte, Intricate Swordplay, Lunge, Opportunist (+1d6), Signature Flourish, Weapon Familiarity (Greatsword)

Sorcery Knowledge: —

Abilities: Str 14, Dex 18, Con 12, Int 15, Wis 9, Cha 19

Special Qualities: Do You Know Who I Am?, Enhanced Leadership, Lead By Example +4, One-on-One (+1), Rank Hath Its Privileges, Social Ability (*ally, threaten*), Title (Count), Wealth

Feats: Combat Expertise, Combat Reflexes, Improved Critical, Leadership, Signature Flourish, Weapon Focus (arming sword)

Skills: Balance +8, Bluff +18, Challenge +12, Diplomacy +20, Gather Information +12, Intimidate +18, Knowledge (arcana) +12, Knowledge (local) +8, Profession (sailor) +3, Ride +8, Search +6, Sense Motive +14, Use Rope +8

Code of Honour: Warrior Way

Reputation and Social Standing: 18 (+2)

Corruption and Insanity: 3; Sleeplessness (Demonic Nightmares)

Possessions: Superior Noble's Outfit, Duellist's Cape, Zingaran Arming Sword, Utility Dagger, Zingaran Charm against Possession (+2 Will save)

COMBAT

Valenso grew up as a skilled duellist with an arming sword, able to best multiple combatants at once with his flashy and potent fighting style. Little can pierce his web



of steel when he sets himself as the defender, even as his blade strikes out like a scorpion's stinger to draw blood over and over again. He is not modest about his skills either, using a boastful tongue and witty banter to draw down his foes' guard before going for a deathblow.

PLOT HOOKS

✦ A Zingaran scholar has figured out that Count Valenso is being directed and steered by otherworldly forces. This scholar is even convinced that the count is not aware of the severity of this connection, and wants to save the reputation of his country's nobility. Writing how to perform a severance ritual to disconnect Valenso and the black stranger forever in a scroll, the scholar sends the Player Characters to Korvela Bay to perform the ritual upon Valenso. Will the ritual work, or was the scholar actually just Thoth-Amon in disguise using the ritual to better cement his stranglehold upon the count's mind?



WOERCLAIN THE INDOMITABLE, GLADIATOR OF MESSANTIA

Sold into slavery by Vanir raiders as a child, Woerclain (pronounced *war-slain*) eventually ended up in the salt mines of Stygia, where he developed his inner strength and physical fitness. A Zingaran gladiatorial manager saw him and immediately purchased

him to be trained in the fighting pits. Seven long years Woerclain spent learning how to be the toughest, fiercest fighter he could – and then he fought in the Messantian amphitheatre for the first time. Hearing the roar of so many people, too many to count, was enough to make this sheltered Cimmerian know that he would spend the rest of his days basking in their applause.

So skilled was he that his ageing owner gave him a chance to fight for his freedom, which he did so victoriously. He spent a few months trying to earn a living in the slum towns outside of Messantia, but found he could not leave behind his life of bloodshed. He came back to the fighting life, and is now a regular attraction at the amphitheatre.

Medium Humanoid (Cimmerian Barbarian 6 / Pit Fighter 6)

Home Environment: Coliseum of Messantia, Argos

Initiative: +14 (+4 Dex, +10 Reflexes)

Sensory Traits: Listen +6, Spot +6

Languages: Aquilonian, Argossean, Cimmerian, Hyperborean, Zingaran

Dodge Defence: 20 (+4 Dex, +6 class)

Parry Defence: 21 (+5 Str, +6 class)

DR: 9 (+4 Pit Straps, +1 Grille, +4 Maximise Protection)

Hit Points: 105 hp

Saves: Fort +13, Ref +14, Will +11

Defensive Specials: Fearless, Maximise Protection (+4), Mobility, Trap Sense +2, Uncanny Dodge

Speed: 30 ft.

Attack: Trident +19 melee (2d6+7, AP 3) or Spiked Gauntlet +17 melee (1d6+5, AP 2)

Full Attack: Trident +19/+14/+9 melee (2d6+7, AP 3) or Spiked Gauntlet +17/+12/+7 melee (1d6+5, AP 2)

Space/Reach: 5 ft. (1) / 5 ft. (1)

Base Attack: +12/+7/+2

Grapple: +21

Special Attacks: Bloody Mess, Combat Expertise, Combat Mastery (*critical mastery, fast healer*), Crimson Mist, Deadly, Fighting Style (*mankiller, spiker*), Improved Grapple, Power Attack, Weapon Focus (Trident)

Sorcery Knowledge: —

Abilities: Str 20, Dex 19, Con 18, Int 12, Wis 14, Cha 16

Special Qualities: Bite Sword, Fame/Infamy, Showman, Macabre, Versatility (-2)

Feats: Brawl, Diehard,





Endurance, Improved Initiative, Improved Unarmed Attack, Sleep Mastery, Track

Skills: Balance +6, Bluff +5, Challenge +8, Climb +9, Decipher Script +4, Gather Information +5, Heal +8, Hide +8, Intimidate +9, Jump +10, Knowledge (arcana) +4, Knowledge (geography) +5, Move Silently +9, Search +6, Sharpen +5, Survival +6, Swim +6, Tumble +10

Code of Honour: Barbaric

Reputation and Social Standing: 8 (+2)

Possessions: Spiked/Bladed Pit Straps, Scowling-faced Grille Helm, High Quality Trident, High Quality Spiked Gauntlet

COMBAT

Woerclain is a veteran of Zingaran fighting pits, street circles in Tortage and the amphitheatre at Messantia. His fighting styles vary depending on what he is up against. He is especially fond of pairing his trusted trident with a gauntlet of reinforced spikes and ringlets, stabbing a foe with the tri-pronged spear until he can toss it aside and grapple with them. Once grappled, his enemy has no hope of escaping his blades and spikes placed on his bright green, pit strap armour and grille. When Woerclain is finished with his opponent, he is oftentimes covered in blood and bits of their shorn flesh. There is no wonder why he is such a crowd favourite.

PLOT HOOKS

- ✦ An unexpected storm forced a ship full of fighters coming up from the Black Kingdoms ashore, and Woerclain needs suitable opponents to battle in the upcoming arena event. He will gladly give the Player Characters coin and arena-side benches for the event if they can manage to get fighters or beasts for him to battle. These opponents must be worth his time however, as the crowd will be able to tell if they are not up to the fight. What will the Player Characters do to help remedy this issue?





The Martial Disciple

YASMINA, WATCHING, DID not see by what roguery of movement or illusion the man in the green turban avoided the terrible disembowelling thrust. But the keen blade whickered between side and lifted arm, and to Yasmina it seemed that Khemsa merely brushed his open palm lightly against Conan's bull-neck. But the Cimmerian went down like a slain ox.

Robert E. Howard, 'The People of the Black Circle'

From the Rakshas enslaved to the Black Circle to the unfathomable masters of far Khitai, a handful of Hyborian age warriors eschew armour and weapons in favour of esoteric disciplines. These strange arts, pre-Atlantean or perhaps pre-human, give them strength and speed beyond the limits of ordinary men. Some say they are more akin to sorcery than swordplay; certainly in their mysticism – and, often, their madness – these martial disciples share much with the dread scholars of the dark arts.

Adventures: Who can say what drives a man to dedicate his life to the mastery of body and soul, or what drives such a master to traverse the dark places of the world? Most martial disciples are shackled, either by their strange masters or by their own will, to a monastery or cult. When they wander the world it is generally on the business of their superiors. A few come into possession of ancient secrets by other means, either stumbling across the same inventions that fired the first masters by strange chance or finding manuals from the pre-cataclysmic age. These martial disciples are far more likely to travel and adventure. Martial disciples are an alien breed to the Hyborian races, however, and when they join a band of adventurers it is generally for their own esoteric purposes, little understood by other folk.

Characteristics: Most martial disciples are immediately recognisable while travelling the Hyborian nations or their immediate neighbours, as by far the greatest number hail from the distant east. Martial disciples not enslaved to some dread order are generally self-sufficient and self-contained, speaking little and

sagely. They are more likely to be mistaken for scholars than any other warrior class. The martial disciple's most formidable skills revolve around unarmed combat, and so most travel lightly armed, if armed at all.

Religion: Martial disciples often follow the strange gods of distant climes, often dedicating themselves to a particular idol or effigy that represents an aspect of their fighting style. Some literally worship the terrible masters of their order as some of those masters seem more akin to gods than mortals. Other martial disciples scorn the gods entirely; like corrupt and decadent sorcerers, they prize their own arts above all else, natural or supernatural. A few, often multiclass scholar-disciples, seek to further their mental and martial prowess by trucking with black things from the outer dark. These last are often the deadliest martial disciples of all; they are certainly the most terrible.

Background: Depending on the method by which they acquired their arts, martial disciples may hail from almost any background. Khitans comprise the majority of martial disciples, for many temples in that land preserve some dim memory of ancient styles. The black seers of Yimsha, in the Himelians, also trained their apprentices in strange martial arts. Elsewhere in the world, lost manuals of body and mind await only an intrepid or foolish adventurer to return their secrets to the world of the living in the form of new varieties of martial disciple. All martial disciples display a level of detachment and discipline rare outside of sorcerous circles, if, indeed, they are themselves outside those circles.

GAME RULE INFORMATION

Abilities: The martial disciple needs a high Wisdom to get best use from many of his class features, particularly if he pursues one of the more mystical martial disciplines. A high Dexterity helps him survive unarmoured in a world of mailed warriors, and also to finesse



an unarmed strike through kinks in that mail. Strength increases the damage dealt by a martial disciple, Constitution his own ability to survive. Finally, many martial disciple class skills are based off of Intelligence.

Hit Dice: d8 (average)

CLASS SKILLS

The martial disciple's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (alchemy) (Int), Craft (herbalism) (Int), Craft (any mundane) (Int), Decipher Script (Int), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (arcane) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex).

Skill Points at 1st Level: (4 + Int modifier) x4

Skill Points at Each Additional Level: 4 + Int modifier

CLASS FEATURES

All of the following are class features of the martial disciple.

Weapon and Armour Proficiency: A martial disciple is proficient with all simple weapons. Note that armour check penalties for wearing medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight-of-Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Improved Unarmed Strike: At 1st level, the martial disciple gains Improved Unarmed Strike as a bonus feat.

Martial Disciple: Upon attaining his 2nd level in this class, the disciple chooses one (and only one) martial discipline to which he dedicates his training. He cannot later change his discipline, nor can he acquire another. Many characters, particularly those who do not begin their adventuring careers as disciples, have little choice in the discipline they practice – they must accept whatever teachings esoteric writings or venerable teachers deign to grant them.

At the games master's option, other martial disciplines may be available in addition to, or in place of, those listed below.

Fell Hand Discipline – Strike the Soul (Su): The disciple may add his magic attack bonus to his unarmed attacks in place of his base attack bonus. If he does so, his opponent must use his own magic attack bonus for defence, rather than his parry or dodge defence.

While using this technique with a full-attack action, the disciple may make as many iterative attacks as his base attack bonus would allow, at the usual penalties.

Flesh of Mountains Discipline – Surmount the Dagger (Ex): While unarmoured, the disciple gains damage reduction 2/-. This is identical to the damage reduction provided by armour, and stacks with that provided by this class or the barbarian class.

Iron-Banded Discipline – Snapping Mongoose Strike (Ex): The disciple can initiate a grapple attempt whenever he deals damage with an unarmed strike. If the disciple does not possess the Improved Grapple feat, he still provokes an attack of opportunity normally.

Mighty Blows Discipline – Dread Blow (Ex): The disciple may sacrifice any additional attacks he may be entitled to in order to make a single, deadly unarmed strike, as a full-round action. Should it hit, this blow is automatically treated as a critical threat.



The Martial Disciple

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+0	+0	+2	+2	Improved Unarmed Strike
2	+1	+1	+1	+1	+0	+3	+3	Martial Discipline
3	+2	+2	+2	+1	+1	+3	+3	Acrobatics +5, Disciplined Defence
4	+3	+3	+3	+2	+1	+4	+4	Uncanny Dodge
5	+3	+3	+3	+2	+1	+4	+4	Mobility
6	+4	+4	+4	+3	+2	+5	+5	–
7	+5	+5	+5	+3	+2	+5	+5	Improved Martial Discipline
8	+6/+1	+6	+6	+4	+2	+6	+6	Improved Uncanny Dodge
9	+6/+1	+6	+6	+4	+3	+6	+6	Acrobatics +10, Disciplined Blow
10	+7/+2	+7	+7	+5	+3	+7	+7	Improved Mobility, Damage Reduction 1/-
11	+8/+3	+8	+8	+5	+3	+7	+7	Speed of the Hare
12	+9/+4	+9	+9	+6	+4	+8	+8	–
13	+9/+4	+9	+9	+6	+4	+8	+8	Damage Reduction 2/-
14	+10/+5	+10	+10	+7	+4	+9	+9	Greater Martial Discipline
15	+11/+6/+1	+11	+11	+7	+5	+9	+9	Greater Mobility, Acrobatics +15
16	+12/+7/+2	+12	+12	+8	+5	+10	+10	Damage Reduction 3/-
17	+12/+7/+2	+12	+12	+8	+5	+10	+10	Speed of the Wind
18	+13/+8/+3	+13	+13	+9	+6	+11	+11	–
19	+14/+9/+4	+14	+14	+9	+6	+11	+11	Damage Reduction 4/-
20	+15/+10/+5	+15	+15	+10	+6	+12	+12	Master Martial Discipline

Thousand Blows Discipline – Second Hand (Ex): The disciple gains Two-Weapon Combat Proficiency as a bonus feat, even if he does not meet the prerequisites.

While fighting unarmed, the disciple is treated as fighting with two weapons.

Acrobatics: By 3rd level, the martial disciple learns to push his body in ways ordinary men would consider impossible. He gains a +5 bonus to jump, tumble and balance checks. This is an extraordinary ability.

At 9th level, this bonus increases to +10.

At 15th level, this bonus increases to +15.

Disciplined Defence: At 3rd level, the disciple learns how to turn his preternatural awareness of self and surroundings into defence. While unarmoured

or wearing light armour, he gains a bonus to Defence equal to his Wisdom modifier (if positive). This is an extraordinary ability.

Mobility: From 5th level onwards, the martial disciple gets a +4 bonus to Dodge Defence against attacks of opportunity caused when he moves out of or within a threatened area. If the disciple already has Mobility from some other source, such as being a 5th level nomad already, he instead gains Improved Mobility (see below). Note that Mobility does not apply if the disciple is mounted. This is an extraordinary ability.

Improved Martial Discipline: At 7th level, the disciple masters a more advanced technique associated with his martial discipline. He must select this technique from the same tree as his first martial discipline.



Fell Hand Discipline – Blows Undreamt (Su): The disciple adds his magic attack bonus to the armour piercing rating of his unarmed strikes.

Flesh of Mountains Discipline – Scorn the Blade (Ex): While unarmoured, the disciple gains damage reduction 4/–, superseding that provided by the Surmount the Dagger discipline. This is identical to the damage reduction provided by armour, and stacks with that provided by this class or the barbarian class.

Iron-Banded Discipline – One Hundred Hands (Ex): The disciple is treated as a Large creature for purposes of grappling. He gains a +4 bonus on grapple checks and may become immune to the improved grab ability of certain creatures.

Mighty Blows Discipline – Stunning Blow (Ex): Any critical hit the disciple lands with an unarmed strike automatically stuns his target for 1d4–1 rounds. The target gets a Fortitude save (DC 10 + ½ the disciple's class level + the disciple's Wisdom modifier) to resist this effect.

Thousand Blows Discipline – Forest of Fists (Ex): When multiple enemies attack the disciple, they do not gain the usual cumulative bonuses to their attacks. The disciple can still be flanked, however.

Disciplined Blow: At 9th level, the disciple learns how to better focus the energy of his body and mind. He adds his Wisdom modifier (if positive) to attack rolls in addition to either his Strength or Dexterity modifier.

Damage Reduction: Starting at 10th level, the martial disciple gains the extraordinary ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage the disciple takes each time he is dealt damage. At 13th level, this damage reduction rises to 2. At 16th, it rises to 3. At 19th, it rises to 4. Damage reduction can reduce damage to 0 but not below 0.

Improved Mobility: From 10th level onwards, the disciple never provokes attacks of opportunity, whatever he does, so long as he moves at least 10 feet during the combat round. If the disciple somehow already has Improved Mobility, such as for already having had Mobility from another source before reaching

5th level and so gaining Improved Mobility at 5th level instead of Mobility, then he instead gains Greater Mobility (see below). Note that Improved Mobility does not apply if the disciple is mounted. This is an extraordinary ability.

Speed of the Hare: An 11th-level disciple moves at speed ordinary men struggle to match. His base speed increases by 30 feet. This is an extraordinary ability.

Greater Martial Discipline: At 14th level, the disciple nears full mastery of his esoteric art, and can execute a new technique derived from those he already learned. He must select this technique from the same tree as his first martial discipline.

Fell Hand Discipline – Clasp the Mind (Su): When the disciple damages an opponent with an unarmed strike, he also drains 1d6 power points from his target. If the victim has no further power points, or never had any to begin with, he instead suffers one point of temporary Wisdom damage.

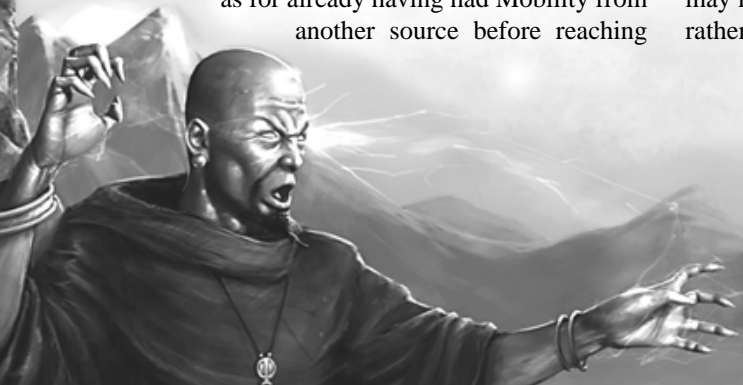
Flesh of Mountains Discipline – Defy the Hammer (Ex): While unarmoured, the disciple gains damage reduction 6/–, superseding that provided by the Scorn the Blade discipline. This is identical to the damage reduction provided by armour, and stacks with that provided by this class or the barbarian class.

Iron-Banded Discipline – Cage of Limbs (Ex): The disciple is treated as a Huge creature for purposes of grappling. He gains a +8 bonus on grapple checks and may become immune to the improved grab ability of certain creatures.

Mighty Blows Discipline – Tree-Fell Strike (Su): The disciple strikes with such overwhelming force that his critical hits deal extra damage even to objects or creatures normally immune to such effects, such as plants.

Thousand Blows Discipline – One Thousand As One (Ex): The disciple adds together the damage he dealt his target in that round. Damage reduction is applied to the total damage, rather than the individual blows.

Greater Mobility: From 15th level onwards, the disciple may move up to his speed as part of a full attack action, rather than merely taking a five-foot step. He may move





and attack in any order, so he might for example move five feet, attack once, move another five feet, attack twice more and then move again for the remaining 50 feet of his movement. Note that greater mobility does not apply if the disciple is mounted or wearing heavy armour. This is an extraordinary ability.

Speed of the Wind: A 17th level disciple possesses remarkable quickness, and often seems to move faster than the eye can see. His base speed increases by an additional 30 feet. This stacks with the Speed Of The Hare class feature. This is an extraordinary ability.

Master Martial Discipline: Upon attaining 20th level, the martial disciple reaches the pinnacle of his achievement as he is inducted into the master technique of his chosen discipline, the most terrible secret of his art. Many of these strange and esoteric manoeuvres rely as much upon sorcery as sinew, for the disciple has now achieved a state almost akin to that of a mystical being. The disciple must select this technique from the same tree as his first martial discipline.

Fell Hand Discipline – Blind God’s Eye (Su): The disciple can make unarmed strikes at a distance while using his Strike the Soul technique. He effectively adds 15 feet to his reach. He can make attacks of opportunity, grant or benefit from flanking bonuses, trip, disarm, sunder or even grapple any opponent within his expanded reach, just as if he were within a few feet of his target. This is not a ranged attack and does not provoke attacks of opportunity from nearby enemies.

Flesh of Mountains Discipline – Dream the Mountain (Su): The disciple applies his damage reduction even to magical and energy attacks that would otherwise affect him normally.

Iron-Banded Discipline – Iron God’s Grasp (Ex): The disciple is treated as a Gargantuan creature for purposes of grappling. He gains a +16 bonus on grapple checks and may become immune to the improved grab ability of certain creatures.

The disciple has the option to conduct a grapple normally or to hold the opponent one-handed. If he chooses to do



the latter, he takes a –20 penalty on grapple checks, but is not considered grappled himself.

Mighty Blows Discipline – Dread God’s Hammer (Ex): The disciple automatically confirms a critical threat, including one dealt by his Dread Blow class feature.

Furthermore, any creature that fails its save against his Stunning Blow technique is stunned for 1d4-1 minutes.

Thousand Blows Discipline – Storm of Wrath (Ex): The disciple gains Whirlwind Attack as a bonus feat, even if he does not meet the prerequisites.

The disciple may make a Whirlwind Attack as an attack, rather than a full-attack action, allowing him to use it as part of his normal attack routine. As such, he can make multiple Whirlwind Attacks in a round, take a move action and use a Whirlwind Attack, or combine a Whirlwind Attack with other attacks.

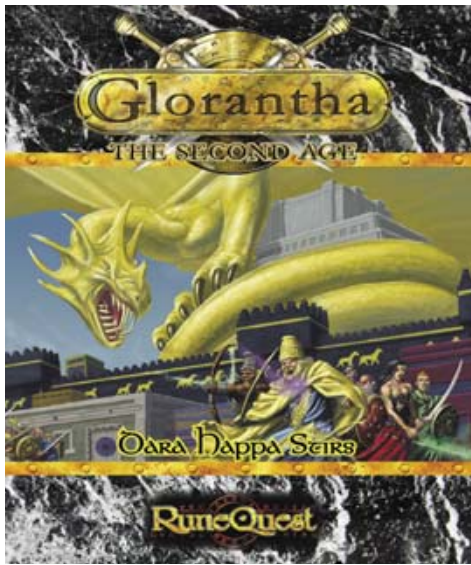




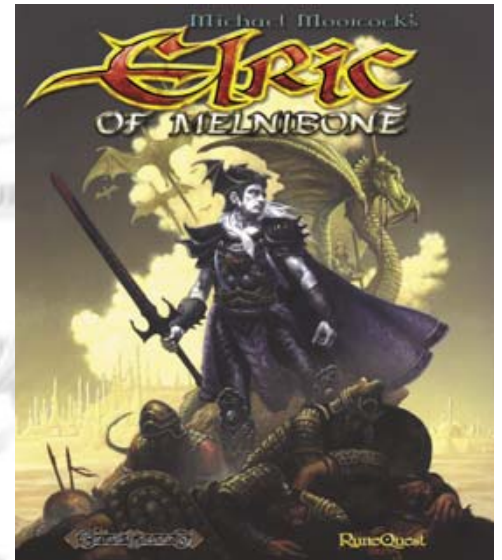
Index

- Adept 31, 32, 33
 All-Seeing Eye, Greater 38
 Ambalyo 78
 Animalist Peace 38
 Barbarian 58, 61, 65, 68, 71, 74
 Barbarian Warriors 7
 Bjornen Whintersson 77
 Black Kingdoms 15
 Borderer Warriors 7
 Cimmerian 13
 Contents 1
 Credits 2
 Culmination of Force 38
 Duel of Fates 24
 Endless Breath 38
 Feat of Strength 38
 Focal Strike 38
 Focal Strike, Greater 39
 Focal Weapon 39
 Focussed Aim 39
 Focussed Aim, Greater 39
 Healing Trance 39
 Hide in Plain Sight 39
 Himelian 13
 Hyborian 14
 Hyrkanian 15
 Imperviousness 39
 Imperviousness, Greater 39
 Khitan 15
 Kush 15
 Lord Amalric 79
 Monastic Scholars 36
 Monastic Wisdoms 37
 Narrative Combat 23
 New Armour 47
 New Class Benefits 26
 New Code of Honour 5
 New Combat Manoeuvres 34
 New Equipment 53
 New Feats 31
 New Skill Uses 43
 New Warrior Skills 41
 New Weaponry 49
 Noble Warriors 8
 Nomad Warriors 9
 Nordheimer 16
 Padraig Urrogh 80
 Painlessness 40
 Pict 16
 Pirate Warriors 10
 Sanctify Body 40
 Scholar Warriors 10
 Shatter Strike 40
 Shemite 16
 Soldier Warriors 11
 Steadying Grace 40
 Stygian 18
 Tempress/Tempster Warriors 11
 The Axeman 58
 The Duellist 61
 The Martial Disciple 87
 The Pit Fighter 65
 The Savage 68
 The Warlord 71
 The Warriors' Livelihoods 7
 The Warrior Way 5
 The Wrestler 74
 Thief Warriors 12
 Tirelessness 40
 Turanian 15
 Valenso 82
 Vendhyan 18
 What is a Warrior? 6
 Wind Runner 40
 Woerclain the Indomitable 83
 Zamorian 18
 Zingaran 19

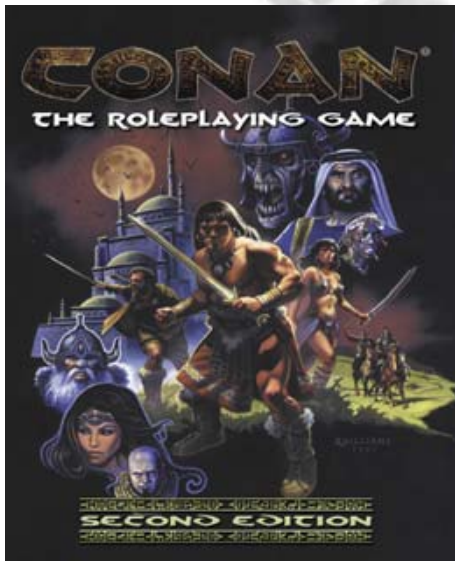




Dara Happa Steirs is a Gloranthan sourcebook and campaign setting of epic proportions. Within its pages you will find detailed information concerning Yelm's empire: history, myths, and political structures for the empire in Glorantha's Second Age. You will also find new cults, new magic, expanded character creation for Dara Happa adventurers, a full campaign spanning 10 years of Dara Happa history and numerous story seeds for additional action and intrigue.



The eldritch isle of Melniboné and the Young Kingdoms across the sea provide a wealth of strange places, deadly foes and potent spells for the Elric of Melniboné roleplaying game. Sail the seas of fate into a demon-haunted world where dragons ride the storm-racked skies and the price of dreams is above rubies. Walk the streets of fabled Elwher, steal the lore of Pan Tang, and cross the Sighing Desert as you quest for eternal Tanelorn.

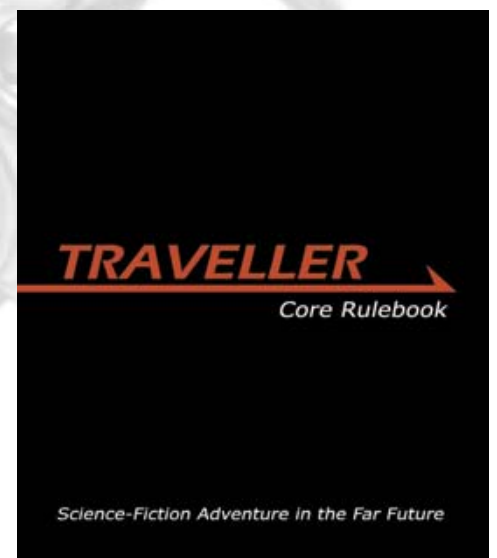


Enter the Hyborian Age. The civilised kingdoms at the heart of the world make war on one another with massed ranks of mercenaries while idle nobles chatter and gossip in the courts of Aquilonia and Nemedia. In the north the barbarians of Asgard, Vanaheim and Cimmeria make war on anyone close enough to raid and in the west the Picts savagely reject the encroachment of settlers into their primeval forests. Pirates infest both the open ocean in the south and the inland Vilayet sea, earning the ire of Stygian sorcerer-priests and Turanian horse lords alike. This world of expansive plains, steaming jungles, ancient tombs and otherworldly horrors gives no quarter - you must wrest your destiny from it with the strength of your limbs and the edge of your sword!

Traveller is back, and it is better than ever!

Based on the Classic Traveller rules set, this book has been streamlined for modern roleplaying, and yet still retains that unmistakable Traveller aura. With complete rules for character and world creation, spaceships, encounters and trading, it is your gateway into new universes.

The Traveller Main Rulebook is the cornerstone of all your Traveller games, to be expanded upon with core supplements such as Mercenary and High Guard, or used with different settings like Strontium Dog, Hammers Slammers, Judge Dredd and, of course, the Original Traveller Universe.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ('Wizards'). All Rights Reserved.

1. Definitions: (a) 'Contributors' means the copyright and/or trademark owners who have contributed Open Game Content; (b) 'Derivative Material' means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) 'Distribute' means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) 'Open Game Content' means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) 'Product Identity' means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) 'Trademark' means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) 'Use', 'Used' or 'Using' means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) 'You' or 'Your' means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorised version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

System Reference Document Copyright 2000–2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Conan: The Warrior's Companion is © 2009 Conan Properties International LLC. CONAN®, CONAN THE BARBARIAN® and related logos, character, names, and distinctive likenesses thereof are trademarks of Conan Properties International LLC unless otherwise noted. All Rights Reserved. Mongoose Publishing Ltd Authorized User.

CONAN[®]

THE WARRIOR'S COMPANION

The Hyborian Age is a wild and savage time. Conan's era is not a time for negotiations, niceties or subtle engagements. More of the great barbarian's problems were solved upon the edge of his sword than ever across the negotiation table.

This sourcebook pumps new life into the vein's of the Hyborian Age warrior, those who pick up arms and devote their lives to the strength and honour of battle. With a host of new skills, skill uses, feats and equipment designed especially for the warriors, this book grants a new level of martial superiority in Conan's world.

This book also includes:

- New combat rules such as 'The Duel of Fates' and 'Permanent Damage', which help embolden the steel on steel action in Conan the Roleplaying Game: Second Edition.
- New and brutal Combat Manoeuvres such as Called Strike, Monkey's Charge, Fear the Butcher and Takedown.
- Alternative class features for all the core classes to make better warriors out of them; including a new style of Sorcery: Monastic Enlightenment.
- New Prestige Classes like the Duellist, Pit Fighter and Savage; and a new core class: the Martial Disciple!

US \$24.95

MGP
7816

OGL



MONGOOSE
PUBLISHING



Conan the Roleplaying Game is © 2009 Conan Properties International LLC.

ISBN 978-1-906508-22-7



9 781906 508227