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TITO'S TRADING POST



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Introduction

Tito's Trading Post

WELCOME TO TITO'S Trading Post. Here you will find all that is both mundane and wondrous to satisfy your equipment needs, collected from around the globe – although I warn you, I will have no truck with sorcery; go to the Stygians or Zamorians if that be what you are after, but I may be able to find some lotus around here somewhere... As I look for that, I may as well tell you what my trading post has available for you.

In the first part of my store, you can see I have equipment. It is nicely divided into sections – a fine mixture of old with new, local with imports. Ah, but you are not really here for a backpack, are you? If you will follow me through this door, I think you will find this room more to your liking. As you can see, I have quite the selection of weapons. Oh, do I see a glimmer of interest in your eyes? Ahem, as I say, in this next room we have weapons from around the world, from Vendhya to the Pictish Wilderness and everything in between.

If I can get you past the weapons, we have armour, shields and barding. Continuing on, we have a fine selection of unusual items, drugs, lotus plants and herbal preparations and beyond that door is our alchemical lab.

Are you heading for a foreign land and need to look the part? Our experts can tell you what normal equipment can be found in the various nations, as well as their trading habits and economies.

Let's hurry though. Tomorrow I am bound for Kush and I am hoping for a smooth journey.



Clothing & Equipment

HERE WE ARE in among the equipment I sell – cheap, mind you. Although I would love to sell everything here, you should not feel encouraged to burden yourself with everything but the castle gate on the off chance that it might come in useful on an adventure. I am sure you are more than capable of achieving your ends with little more than a broadsword and whatever can be found around you. The penalties for becoming laden down with junk may be severe. After all, if you really need something, you can always steal it – just not from me, if you please. However, for those who cannot resist going shopping, the following pages give an indication of what can be acquired by those with enough money to pay for it.

GOODS AND SERVICES

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

It is important to note that supply and demand make an enormous difference to cost. The beautiful Brythunian slave girl may be worth little more than a dozen silvers in the slave markets of Turan but as many as 300 to the rich Kothian who has ordered her kidnapped to be his wife; it might turn out that she is a king's daughter and her safe return could be worth a thousand gold lunas to her father. The prices given here can be no more than guidelines. In the end, an item is worth whatever a buyer is willing to pay for it.

Weights for all the items listed on the Clothing table below are their filled weights, except where otherwise designated.

Clothing is always assumed to be of minimum quality unless more money is spent to buy higher-quality clothing; see Merchant's Clothing and Noble's Clothing. The only colours available for common clothing are various shades of brown and pale green, since these can be made with simple dyes derived from oak-bark or weld.

Simple frontier clothes (Craft DC 5) wear out five days of rough wear. Typical border clothing (Craft DC 10) wears

out in a week of hard wear. High-quality clothing (Craft DC 15) lasts nearly a month. Superior clothing (Craft DC 20) can last up to three months with only the most minor of repairs. The Games Master may adjust Craft DCs depending on circumstances and materials at hand.

CLOTHING

A'gal: A triple circlet of braided camel-hair used to band a *kafieh* about one's head. The price listed above is for a basic band. More expensive versions may be made of braided silk. Jewelled, beaded or otherwise ornate versions cost considerably more. These coils symbolise a man's ability to abide by his obligations and his responsibilities.

Attars: These are the aromatics, the perfumes and incense that often radiate from the clothes of the wealthy and lucky. Frankincense, myrrh, musk, henna, amber, jasmine, lavender and lemon grass are all popular attars in Shem. The attar derived from the henna flower is an excellent antiperspirant.

Belt, Bakhariot: This is a sturdy horse-hair belt often used by the Himelian hillmen.

Belt, Knight's or Lady's: A narrow, fancy belt with a very long end designed to dangle decoratively towards the ground. The belt is enhanced with decorative metal studs, or even gems in richer versions.

Boots, Riding: High leather boots with flat soles, designed to be comfortable for a day in the saddle.

Boots, Work: Low leather boots suitable for spending all day on your feet. A favourite of peasants and infantry soldiers alike.

Breeks, Silk: Baggy, brightly coloured silk pants extending to just below the knee. Traditional pirate wear.

Chador: The women of the nomad tribes wear a *chador* or a full-body over-dress that includes a hood and veil. The *chador* has broad sleeves ending in a flap that can cover the hands. The necklines are high. The dress is one yard longer than the wearer and is usually made of six yards of fabric in total.

Chainse: A long-sleeved, ankle-length chainse is worn over the pelicon in Gunderland and the Bossonian marches; a kirtle is worn over the chainse.

Chemise: An undergarment for the wealthy and an overgarment for the poor, the chemise is typically low-necked and long-sleeved. It is essentially a long shirt. The price indicated here is for a linen chemise, although cheaper

Clothing

Item	Cost	Weight
A'gal	5 sp	—
Attars	10 sp	1 oz.
Belt	1 sp	½ lb.
Belt, Bakhariot	3 sp	½ lb.
Belt, Knight's or Lady's	5 sp	½ lb.
Boots, Riding	6 sp	1 lb.
Boots, Work	1 sp	1 lb.
Breeks, Silk	5 sp	—
Chador	8 sp	1 lb.
Chainse	2 sp	1 lb.
Chemise	1 sp	1 lb.
Choli	2 sp	½ lb.
Cloak	1 sp	1 lb.
Cote	35 sp	½ lb.
Dhoti	1 sp	1 lb.
Doublet	2 sp	½ lb.
Feathered Headdress	1 sp	—
Ghutra	½ sp	½ lb.
Girdle	30 sp	—
Gloves	5 sp	—
Gorget	1 sp	—
Gown	15-150 sp	3-10 lb.
Hat, Hood or Bonnet	1 sp	—
Hose or Stockings	½ sp	½ lb.
Houppelande	5 sp	3 lb.
Inar (Cimmerian jacket)	3 sp	1 lb.
Jacket, Jerkin or Coat	2 sp	½ lb.
Kafieh (flowing headdress)	½ sp	½ lb.
Khalat	6 sp	1 lb.
Khilat	7 sp	1 lb.
Kirtle or Dress	2 sp	1 lb.
Léine (Cimmerian shirt)	½ sp	—
Loincloth	¼ sp	—
Make-up	7 sp	—
Mantle (Cimmerian)	1 sp	1 lb.
Merchant's Clothing	See below	See below
Noble's Clothing	See below	See below
Palla	¼ sp	—
Pattens	½ sp	½ lb.
Pelicon	½ sp	*
Robe	4 sp	2 lb.

— No weight worth noting.

* Ten of these items together weigh 1 pound.

Sandals	½ sp	½ lb.
Sari	1 sp	2 lb.
Sheepskin Skirt	2 sp	1 lb.
Shemite Shawl	1 sp	1 lb.
Shemite Shawl (dress length)	2 sp	2 lb.
Shemite Thwab	10 sp	1 lb.
Shemite Woman's Bloomers	2 sp	1 lb.
Shemite Woman's Body-Shirt	1 sp	1 lb.
Shirt and Braes, or Shift	½ sp	—
Shoes	2 sp	½ lb.
Skirted Jacket	8 sp or more	½ lb.
Stola	1 sp	1 lb.
String of Beads	1 sp	—
Stygian Beaded Dress	6 sp	1 lb.
Stygian Body Sugar	15 sp	—
Stygian Depilatory	3 sp	—
Stygian Dress	5 sp	1 lb.
Stygian Faience Bead Net	10 sp	½ lb.
Stygian Henna	2 sp	—
Stygian Kilt	1 sp	1 lb.
Stygian Kirtle or Dress	2 sp	1 lb.
Stygian Kohl	3 sp	—
Stygian Leopard Skin	30 sp	1 lb.
Stygian Mantle	1 sp	1 lb.
Stygian Merchant's Clothing	5 sp	1 lb.
Stygian Noble's Clothing	12 sp	1 lb.
Stygian Outer Garment (woman's)	2 sp	½ lb.
Stygian Scented Cone	3 sp	—
Stygian Tunic, Female	¾ sp	½ lb.
Stygian Tunic, Male	½ sp	½ lb.
Stygian Wig	3 sp	½ lb.
Tabard or Surcoat	½ sp	½ lb.
Tebenna	2 sp	½ lb.
Trews	1 sp	½ lb.
Toga, wool	¾ sp	1 ½ lb.
Toga, linen	3 sp	1 lb.
Tunic	½ sp	½ lb.
Turban	1 sp	½ lb.
Vendhyan Dancing Girl Outfit	3 sp	—
Wimple	1 sp	*
Winter Clothing	x2	x1.5

varieties of sack cloth and more expensive varieties made of cotton or silk are also available.

Choli: Women wear a *choli*, which is a loose fitting blouse, in Vendhya. Vendhyian clothing tends to be gauzy and coloured beautifully, for the Vendhyans have a deep appreciation for gold, silver and jewelled embellishments.

Cloak: A warm woollen cloak, worn for protection against the elements or to demonstrate status.

Cote: A cote is a long-sleeved, low-waisted, long-skirted dress. It is essentially an elaborate chemise and can have decorative gold embroidery added if wealthy enough.

Dhoti: The basic garment in Vendhya is called a *dhoti*, which was an unstitched length of filmy cloth wrapped around the lower part of the body, similar to a skirt. Vendhyian men also wear the *dhoti*, although it is usually white or black, not the bright colours worn by women. The *dhoti* can be worn as a skirt or it can be wrapped through the legs to make a pants-like garment.

Doublet: This is the standard male garment in the Hyborean kingdoms – a simple, close-fitting coat extending just past the waist and made from lightly padded wool. It opens up the front and is fastened by buttons and loops, or long ‘points’ made from leather or catgut thongs tipped in metal. The more expensive the garment, the tighter the fit of the doublet and the more layers of padding.

Feathered Headdress: Worn by savages from the Black Coast to the Pictish Wilderness, this simple leather-headband has one or more common feathers and beads attached. More expensive versions may be made from copper and have great ostrich plumes, but these will be increased in price as for any other item of Merchant’s Clothing or Noble’s Clothing. Stygian prostitutes and courtesans wear tall plumed headdresses and nothing else.

Ghutra: A headdress that serves the functions of hat, veil and shawl. It is worn by women. Married women add a black cloth to wrap around their forehead. The cloth is known as *asaba*.

Girdle: Girdles are silken ornaments for the hips, often decorated with gold thread in various designs and patterns.

Gloves: Gloves are worn to protect the hands to some degree. For 1 to 5 sp, most gloves are made of linen. At 4 to 6 sp, the gloves are made of leather, either thick for smith work or fine for archery. An additional 2 sp will see the gloves lined with fur. An additional 10 sp will see the gloves armoured as gauntlets.

Gorget: A gorget is a scarf worn around the neck by women in the Tauran region of Aquilonia.

Gown: Gowns are long dresses with central drawstrings. Most styles include long sleeves of various volumes and designs. Often the gown is adorned with lace and ruffles. It is sometimes worn with an ornamental girdle.

Hat, Hood or Bonnet: A plain, simple head-covering in wool, felt or linen, worn to keep the rain and sun off or just for fashion.

Hose or Stockings: Woollen stockings or leggings extending from the foot to just below the waist and either tied onto the doublet with more ‘points’ or held up with garters.

Houppelande: A houppelande is worn by wealthier women in Poitain – it is a voluminous dress with long, flaring sleeves. Waistlines are worn high in Poitain.

Inar: Cimmerian males wear woollen *inars*, jackets with a type of pleated skirt.

Kafieh: The *kafieh* is a flowing headdress designed to allow the ends of the cloth to be wrapped around the face as a shield against sand, heat or cold.

Khalat: In Turan, many of the more conservative women, especially those with wealth, favour the *khalat*, a long costume that conceals the entire body. It includes a veil.

Khilat: The *khilat* is an embroidered robe with full, open sleeves. It is usually monochromatic other than on the edges, which are embroidered in patterns. The usual colour is white, although black and brown are also favourites. The garment is closed at the waist with a girdle or sash. The amount and type of embroidery reflect the status and wealth of the wearer. Sheiks of powerful nomad tribes often wear *khilats* embroidered with gold thread. The cost in the table above is for a basic, poor-man’s version. Highly embroidered *khilats* can cost as much as 110 to 220 silver coins.

Kirtle or Dress: A long plain dress made of wool.

Léine: The primary Cimmerian shirt is the *léine*, a saffron-coloured linen shirt that hangs to below the knee on men and to the ankle on women. If worn with *trews*, the shirt only hangs to mid-thigh.

Loincloth: The bare minimum of clothing that can be worn in polite company. This is a simple woollen, linen or leather covering for the loin area. It is usually worn suspended from the belt on both front and back in classic barbarian fashion.

Make-up: In Shem, women use eye shadow made of finely ground malachite, a green-blue mineral. Kohl is used as eyeliner. Kohl is a ground up mineral compound, antimony sulphide, mixed with olive oil. It gives a dark line and is used by both men and women on the desert to control the sun’s glare. Lip colours and rouge come from berries and cherries mixed with oil and a red mineral. Henna is used for body-art for ceremonies or important occasions; henna stays on the body about twenty or thirty days. Black henna is used on the feet and red henna is used on the hands and fingernails.

Mantle (Cimmerian): This is a rectangular cloak made of wool worn by Cimmerians. The longer the mantle, the more affluent the Cimmerian is among his people. Most are edged with some sort of fringe.

Merchant’s Clothing: Better quality clothing, fit for a merchant, classy whore, wealthy guildmaster or off-duty mercenary commander, is available for between five and twenty times the standard cost. This will be made from higher quality wool, with some use of metal buttons and other ornaments. More colours will be available, including red, orange and pink.

Noble's Clothing: All the items of clothing are available as better quality versions, made from finer and more beautiful varieties of cloth such as silk or velvet, with better dyes, better manufacture and more silver buttons, jewelled pins and fine brooches. Often huge quantities of cloth are used to denote status and the collar and cuffs may well be trimmed with fur. Clothing suitable for a noble costs at least 50 times as much as standard clothing or 100 times as much or more for a king's garb. All colours will be available, including blue and even purple.

Palla: The palla is a shawl worn over a stola.

Pattens: Wooden overshoes designed to save expensive or delicate footwear from muddy puddles.

Pelicon: A pelicon is a short, sleeveless slip worn as an undergarment. It is worn primarily by women in Gunderland and the Bossonian marches.

Robe: A plain priest's or scholar's robe in dark wool. More expensive versions, priced as per merchant's or noble's clothing, are available for particularly vain sorcerers or wealthy priests.

Sari: Tribal women in Vendhya sometimes wear a *sari*, a length of fabric wound around the entire body, with the loose end thrown over the shoulder. Urban Vendhyan women rarely wear the sari. Vendhyan clothing tends to be gauzy and coloured beautifully, for the Vendhyans have a deep appreciation for gold, silver and jewelled embellishments.

Shemite Thwab: An ankle-length Shemite gown worn by mountain nomads. These cotton gowns have narrow sleeves of rich embroidery, often with geometric designs. The wrist-edges have silver bells. The sleeves are so ornate that they are used over and over while the body of the dress is replaced when it wears out. If the dress colour changes, rectangles of cloth are applied just above the elbow to match the new body colour. Rose and orange silk patches often decorate the shoulders of these gowns regardless of the overall colour.

Shemite Woman's Bloomers: These voluminous white trousers, made in a manner similar to the mode of dress seen on Iranistani slave-girls, are sometimes worn beneath the *chador* and are held in place by a cord.

Shemite Woman's Body-Shirt: Worn beneath a *chador*, this is a white gauze blouse-like undergarment. The garment is held together in front by detachable buttons. More expensive versions include skilled lacework and gold buttons.

Shirt and Braes, or Shift: This is linen underwear and nightwear; either a shirt and 'braes' (shorts) for a man or a shift (long, simply cut underdress) for a woman.

Skirted Jacket: This jacket is prominent in Poitain. The longer the skirt, the wealthier the man and the more expensive the jacket.

Stola: The stola is the female version of the toga. It is a long, pleated dress worn over a tunic. Usually a palla is worn with it.

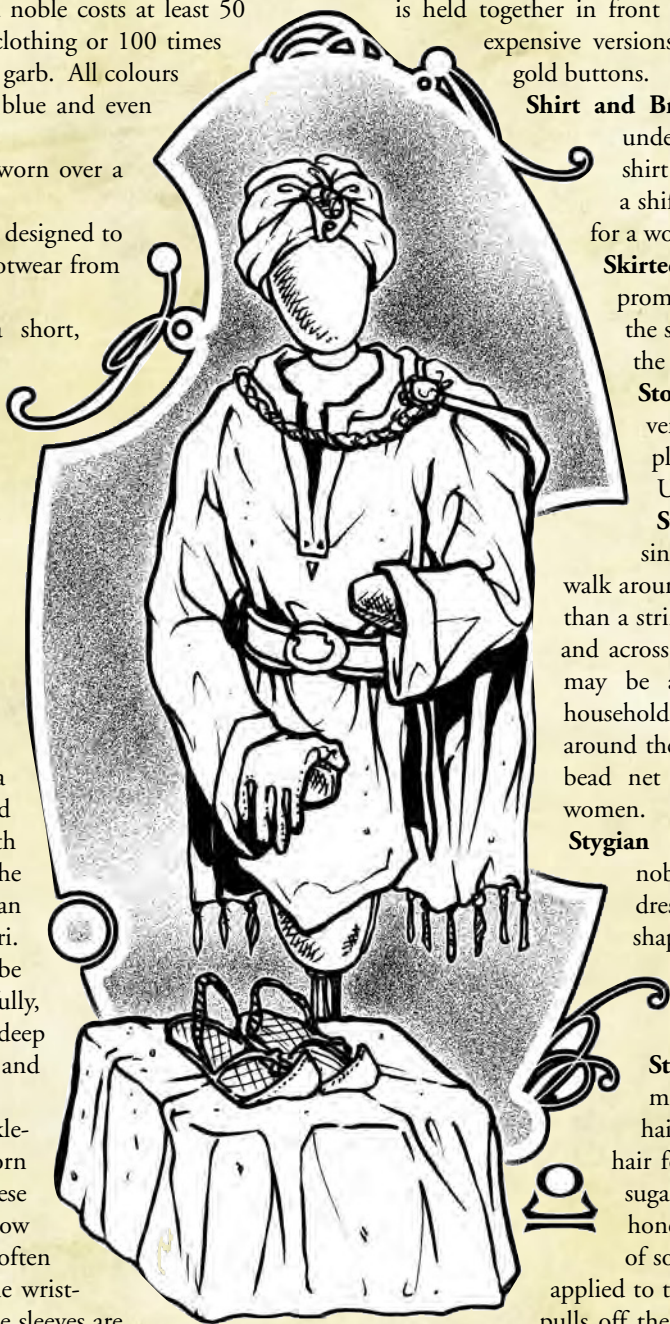
String of Beads: Dancing-girls, singers, musicians and serving girls walk around with no more to cover them than a string of beads round the buttocks and across the pubis. A scanty kerchief may be added for modesty in some households. Other women wear them around their tunics to imitate the faience bead net worn by upper-class Stygian women.

Stygian Beaded Dress: Some noblewomen wear beaded faience dresses. The pattern of diamond shapes is akin to fish-net. It does nothing to conceal but is extremely attractive. Most often the dress is blue.

Stygian Body Sugar: Another method to remove unwanted body hair (Stygians remove their body hair for hygiene) is to use a natural, sugar-based paste (often oil and honey) cooked to the consistency of soft taffy. This substance is then applied to the body and rubbed off, which pulls off the hair. The high sugar content inhibits bacterial growth, which is problematic in the hot Stygian climate for those who do not remove their body hair.

Stygian Depilatory: Stygians use depilatories of starch, arsenic and quicklime. For hygiene and cultural preferences most Stygians remove all of their body hair.

Stygian Dress: A long plain dress made of linen. The neckline is deep and wide, converging down to the waist.



Most dresses cover only one shoulder, leaving the other shoulder and breast bare.

Stygian Faience Bead Net: On festive occasions, the upper-class Stygian women wear nets of red, blue or green cylindrical faience beads across the middle third of their tunics. These nets restrict movement, making even sitting difficult. They impose a -1 penalty to all Dexterity-based skills while worn. However, sometimes dressing fashionably warrants the discomfort. Poorer women imitate this style by tying a string or two of beads around the waist, or even a ribbon with coloured stripes.

Stygian Henna: Henna is a dye used to redden fingernails and hair.

Stygian Kilt: The basic unit of clothing in Stygia is a simple rectangular piece of linen wrapped clockwise around the body to cover the area between the waist and the knees. Stygians turn the end of this loincloth back to make it double thick, tucking the top under the part already wrapped. A piece of the linen is then pulled up against the body and given a twist to prevent the interior portion from slipping down. Wealthier men wear a different kilt, one that is half-pleated and put on counter-clockwise, with the pleated part pulled forward into a peculiarly tied knot which is then tucked out of sight. Nobles then wear a long, transparent kilt over the short, half-pleated kilt. Older men wear longer kilts than younger men.

Stygian Kohl: Kohl is a black powder used to rim the eyes, paint eyebrows and darken eyelashes.

Stygian Leopard Skin: These are worn by Sem priests. The skin is worn over normal dress and held in place by a cord adjusted by a kind of slipknot on the shoulder.

Stygian Mantle: Different classes have certain mantles they wear. Conan snuck into Khemi once while wearing a fisherman's mantle, then later replaced that with a priest's mantle. A mantle is essentially a shoulder-wrap or hip-length cloak. Priests sometimes wear theirs over a robe or sometimes just over their kilt. It ends in a fringe tied into little knots. For a noble, the mantle is a silk cloak.

Stygian Merchant's Clothing: A merchant wears an opaque linen kilt, sandals and a mantle of high quality. A merchant mantle is generally a hip-length cloak with the hieroglyph for trade painted around the trim.

Stygian Noble's Clothing: All the items of clothing are available as better quality versions, made from finer and more beautiful varieties of linen, so sheer as to be near-transparent and often skin-tight. They are modestly trimmed with coloured braids, ribbons, edgings and embellishments, such as painted feather designs. Some add metal decorations and embroidery. Some include silk cloaks.

Stygian Outer Garment, Woman's: This is a smooth or pleated cloak made from the finest linen. It may have short sleeves and it may be pinned together over the bust. Some versions are tied in decorative folds. Outer garments are always sheer enough to show off feminine curves. Most women still wear the traditional (and often diaphanous) tunic underneath.

Stygian Scented Cone: At parties, women wear cones of scented fat on their heads. These cones slowly melt from the heat, making their heads, and the air around them, smell pleasant.

Stygian Tunic, Female: Women generally wear a long, white, smooth and fitted tunic held up with wide shoulder straps. The upper edge of the tunic comes either over or just below the breasts and the lower edge of the tunic reaches to the ankle. This design allows an ample freedom of movement by leaving the arms unencumbered. This dress is easy to dance in, allowing even simple gymnastic forms. Expensive tunics may be painted with a pattern of coloured feathers. The most expensive versions are diaphanous and skin-tight.

Stygian Tunic, Male: Worn only by the very poor or those from primitive nations, the tunic is a simply cut linen garment for the body and sometimes includes arms.

Stygian Wig: Wigs (and extensions) are fashioned with human hair. The wigs are made with a variety of weaves and knots. They are attached to real hair with beeswax and resin. The most luxurious wigs come with an internal padding of date-palm fibre to give them more fullness. Braids are the most common form of extension. The wealthy are often buried with extra sets of braids for their use in the afterlife.

Tebenna: A tebenna is a wide Argoscean cape worn over the shoulders. More expensive versions are heavily embroidered.

Trews: Some Cimmerians choose to wear woollen *trews* as pants, though in this case, the *léine* is shorter, hanging only to mid-thigh. Some trews have buttons on the back from the bottom to mid-calf. Trews are generally tight on the legs.

Toga: A toga is a long swath of cloth worn over a tunic. It is difficult to wear with armour or to fight in, so it is a garment associated with peace. Attack rolls are at a -1 if made while wearing a toga, and the toga prevents a full run. Most togas are made of wool. Other than prostitutes, women do not wear togas. Instead, they wear stolas.

Tunic: Worn only by the very poor or those from primitive nations, the tunic is a simply cut woollen garment for the body and sometimes arms.

Turban: Turbans are found throughout Turan, Iranistan and Vendhya, as well as other places. Almost all men in Vendhya wear a large turban. Many Vendhyans adorn their turbans with feathers. Some Vendhyans wear turbans, although this is uncommon.

Veil: This is a cloth used to cover the face, often worn in Turan, Iranistan and other Eastern nations.

Vendhyan Dancing Girl Outfit: Some dancing girls in Vendhya wear only a veil, ankle-bells and finger-cymbals.

Wimple: A scarf worn by Tauran women over their head. They are available in wool, linen (cost x2) and silk (cost x3).

Winter Clothing: All the above garments save the loincloth, shirt, braes, shift and footwear are available in heavier wool winter versions. The winter cloak is much more voluminous than the summer

version as well as being thicker, enabling it to be used as a makeshift tent or bedroll if need be.

Women wear make-up and jewellery, including armbands, rings, waist belts, leg and anklets, earrings, nose rings, toe rings, crowns, tiaras and other headdresses. Some women wear filmy robes over it all, including a gauzy veil.

ADVENTURING GEAR

Bedroll: A thick roll of blankets for those who cannot be sure where they will sleep each night.

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. One scatters caltrops on the ground in the hope that one's enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (base attack bonus +0) against the creature's Dodge Defence. If the creature is wearing shoes or other footwear, it gets a +2 circumstance bonus to his Defence. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Caltrops may not be effective against unusual opponents.

Case, for parchment: A wooden tube with a tightly capped end, for rolling one or two pieces of parchment.

Chain: Chain has a hardness of 10 and 5 hit points. It can be burst with a Strength check (DC 26).

Chalk: Stubs of white chalk, suitable for making simple marks on labyrinth walls, or crushing up and rubbing on the hands for improved grip.

Crowbar: The classic implement for tearing open doors and even pulling apart brickwork. Provides a +2 bonus to all attempts to break down doors. If used in combat, treat as an improvised club.

Firewood: Dry, seasoned oak, fruit-wood or other hardwood – predominantly large logs to burn all night but also including smaller kindling to start the fire and get it going.

Fishhook: This makes catching fishes far easier than 'tickling' them by hand.

Fishing Net: Can be used either from a boat or to block off a river and catch all the fish that would usually swim down it.

Flint and Steel: Striking the steel and flint together creates sparks. By knocking sparks into tinder, a character can create a small flame. Lighting a torch with flint and steel is a full-round action and lighting any other fire with them takes at least that long.

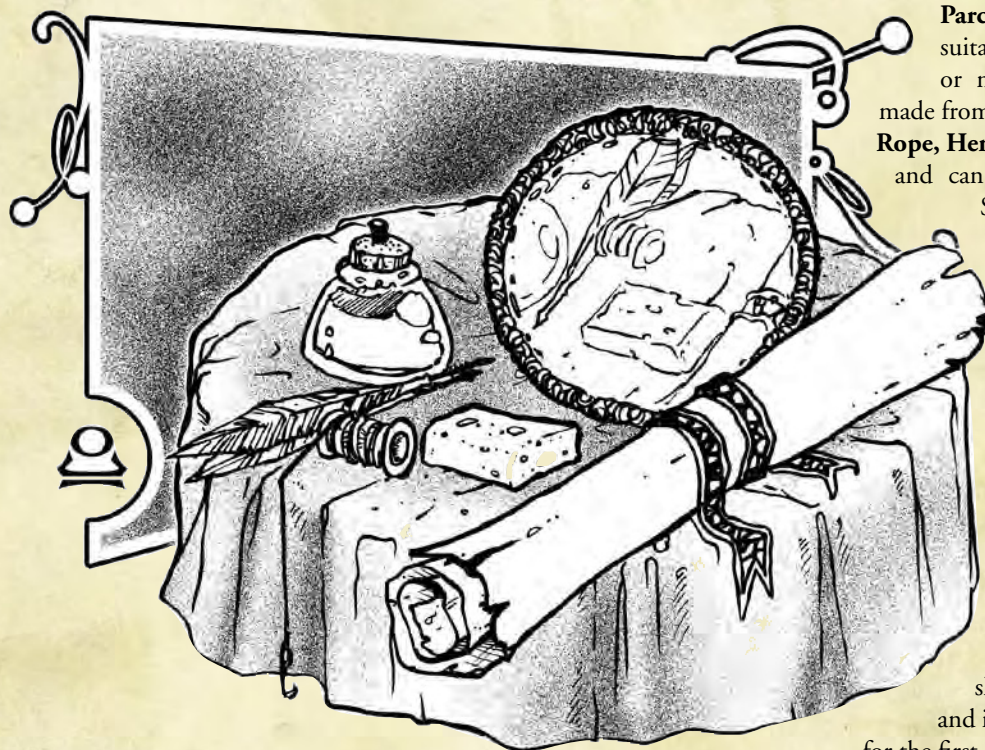
Grappling Hook: A three- or four-bladed hook, with a loop to tie a rope to. This is intended for use when scaling a building or other tall obstacle but could also be used to tear down spars or ropes on a ship.

Adventuring Gear

Item	Cost	Weight
Bedroll	½ sp	5 lb.
Caltrops	10 sp	2 lb.
Case, for parchment	2 sp	½ lb.
Chain (10 ft.)	15 sp	2 lb.
Chalk, 10 pieces	1 sp	1 lb.
Crowbar	2 sp	5 lb.
Firewood (per week)	2 sp	100 lb.
Fishhook	¼ sp	*
Fishing net, 25 sq. ft.	1 sp	5 lb.
Flint and steel	½ sp	*
Grappling hook	1 sp	4 lb.
Hammer	1 sp	2 lb.
Ink (1 oz. vial)	1 sp	*
Ink quill	½ sp	*
Ladder, 10-foot	1 sp	20 lb.
Lock		
<i>Very simple</i>	5 sp	1 lb.
<i>Average</i>	25 sp	1 lb.
<i>Good</i>	100 sp	1 lb.
<i>Amazing</i>	500 sp	1 lb.
Manacles	5 sp	2 lb.
Manacles, Masterwork	105 sp	2 lb.
Mirror, Small Steel	10 sp	½ lb.
Parchment (sheet)	½ sp	*
Rope, Hemp (50 ft.)	1 sp	10 lb.
Sewing Needle	½ sp	*
Sharpening Stone (personal)	10 sp	2 lb.
Slave Collar	1 sp	2 lb.
Sleeping Draught	1 sp.	*
Soap (per lb.)	1 sp	1 lb.
Spade or Shovel	1 sp	6 lb.
Tent	2 sp	20 lb.
Walking Stick	—	2 lb.
Whetstone	¼ sp	1 lb.

— No cost worth noting.

* Ten of these items together weigh 1 pound.



Hammer: For knocking in nails and spikes. If used in combat, treat as an improvised club.

Ink: This is black ink. Ink in other colours costs twice as much.

Ink Quill: This simple, shaped quill is derived from a feather and will last long enough to write 20 or 30 pages.

Ladder, 10-foot: Ideal for scaling low walls, this ladder could also be used as a makeshift bridge or even an uncomfortable but serviceable stretcher.

Lock: A lock is worked with a large, bulky key. The DC to open this kind of lock with the Open Locks skill depends on the lock's quality: very simple (DC 10), average (DC 20), good (DC 30) or amazingly good (DC 40).

Manacles and Manacles, masterwork: These manacles can bind a Medium creature. The manacled character can use the Escape Artist skill to slip free (DC 25, or DC 27 for masterwork manacles). To break the manacles requires success at a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have a hardness of 10 and 10 hit points. Most manacles have locks; add the cost of the lock to the cost of the manacles. For the same price, one can buy manacles for Small creatures. For Large creatures, manacles cost ten times this amount, and for Huge creatures, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive and Fine creatures can only be held by specially-made manacles.

Mirror, Small Steel: This highly polished circle of steel is excellent for shaving, signalling or peering around corners. It must be kept oiled against rust, and wiped clean before every use.

Parchment: Heavy-duty paper suitable for scribing maps, edicts, or notes. Parchment is usually made from fine goatskin.

Rope, Hemp: This rope has 2 hit points and can be burst with a successful Strength check (DC 23).

Sewing Needle: Very useful for running repairs to clothes, sails and even footwear. Also handy for poking holes in objects.

Sharpening Stone (personal): The personal sharpening stone is a fine-grained stone used to hone dents out of a blade. If one takes an hour to hone the blade and makes a Craft (weaponsmith) skill check (DC 20) one can give a steel slashing weapon a 'razor's edge' and increase its threat range by one for the first hit in a combat.

Slave Collar: Show the world who is boss by collaring all your slaves. Comes with a solidly implanted ring to allow for easy fixture to a chain or rope.

Sleeping Draught: This packet of bitter herbs contains within it powerful sleeping drugs. After drinking a mug of something with a full packet in it one must make a Fortitude save (DC 10) or fall into a deep sleep. One may choose to forego this save if one wishes to get a full night's sleep. Drinking this draught allows the user to rest fully despite any troubles he may otherwise have. In order to wake up before a full eight hours have passed one must make a Fortitude save (DC 15).

Soap: After spending three weeks in the jungle and are due to meet the King of Brythunia, nothing is quite so useful as a bit of soap.

Spade or Shovel: Use this for digging up treasure, clearing snow, making pit traps or carrying coal to the fire.

Tent: This simple tent sleeps two.

Walking Sticks: A stout staff can offer a great deal of assistance when walking. The character can balance better and using a walking stick reduces fatigue. Movement up hills and over loose material is easier as well. The character using a walking stick gains a +1 circumstance bonus to Balance and Climb checks (so long as the Climb DC is at most 10). The character also gains a +1 circumstance bonus to any Constitution checks made to avoid nonlethal damage from forced walks.

Whetstone: Any bladed weapon will need a whetstone sooner or later to keep it sharp.

SIEGE TOOLS

Siege warfare ranks among the most difficult, dangerous and boring forms of warfare imaginable. Unless the siege breaks in the first few weeks this kind of warfare involves long-term entrenchment, with occasional bouts of mayhem as one or both sides attempts to test the other's resolve.

Builder's Kit: A builder's kit contains a variety of tools for the creation and destruction of siege engines. Without a builder's kit an engineer suffers a -2 penalty to Profession (siege engineer) checks that involve the building or destruction of siege engines.

Folding Brace: This innovative device looks like so many metal struts hooked together. However, in a single round it can unfold to become a five-foot tall by four-foot wide archway. This locked archway can support up to 2,000 lb. of weight, making it an ideal support for an unsteady tunnel or other sapping operation.

Hand Bore: A hand bore is a large crank with a good-sized drill bit on the forward end. It is used to crack open tough stone surfaces or to create fissures that can be used to weaken a structure. As a full round action someone with Strength 15+ can bore a one inch wide hole in any normal rock surface.

Hand Ram: This short spear-shaped object has a flat, blunt blade designed for slipping between the stones or bricks of a fortification wall. Each round as a full-round action a character with a hand ram does 1d6 hit points of damage to the section of wall that he works on. No more than three characters may work on the same section of wall at a time.

Personal Banner: A personal banner is an individualised pennant that the character attaches to some prominent and obvious part of his armour (on a pole, his lance or his shield most

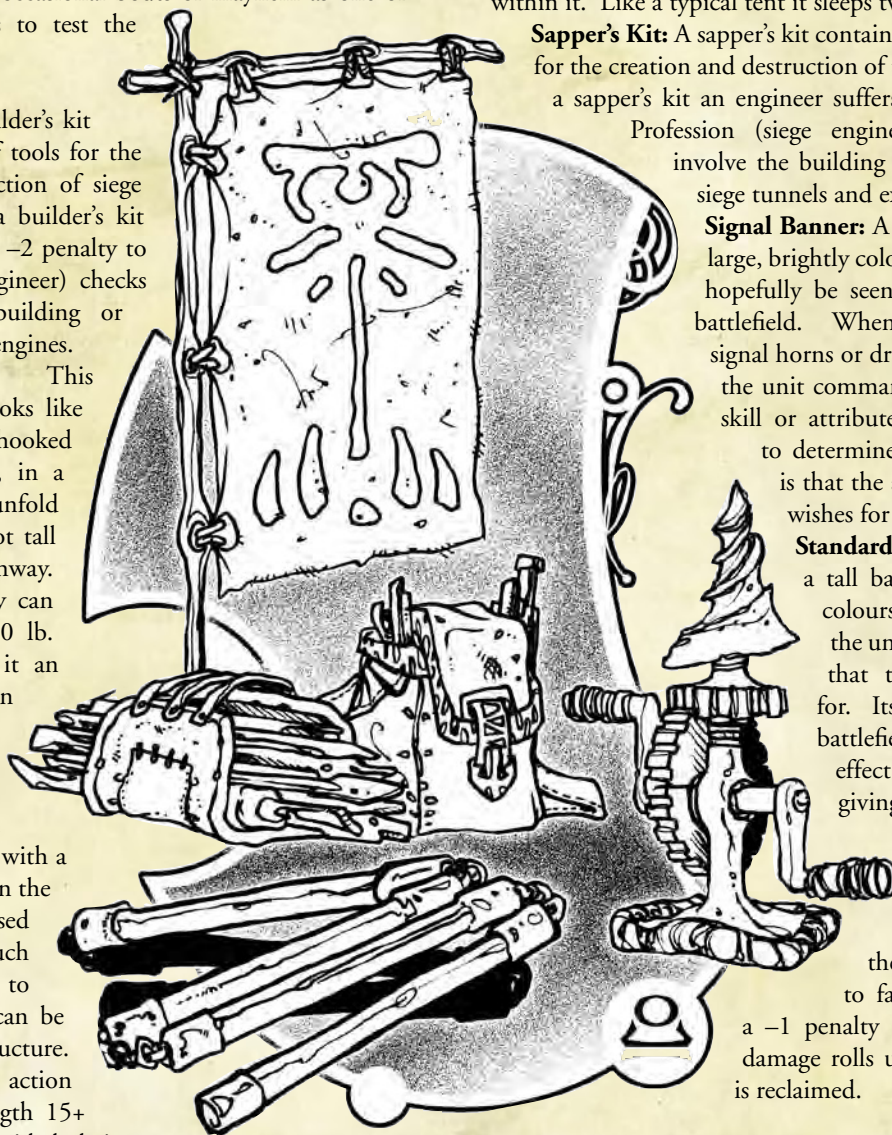
typically). It allows anyone who is trying to spot the character a +2 bonus on his Spot checks.

Portable Shelter: A portable shelter has somewhat more substance than a tent and therefore somewhat more weight. It has reinforced siding that provides one half cover to anyone within it. Like a typical tent it sleeps two.

Sapper's Kit: A sapper's kit contains a variety of tools for the creation and destruction of tunnels. Without a sapper's kit an engineer suffers a -2 penalty to Profession (siege engineer) checks that involve the building or destruction of siege tunnels and excavations.

Signal Banner: A signal banner is a large, brightly coloured flag that can hopefully be seen across an entire battlefield. When combined with signal horns or drums the flags give the unit commanders a +2 to any skill or attribute checks required to determine what, exactly, it is that the army commander wishes for them to do.

Standard: A standard is a tall banner bearing the colours and symbol of the unit, army or nation that the soldiers fight for. Its presence on the battlefield has a positive effect on morale, giving a bonus of +1 to all attack and damage rolls. Losing the standard causes the army's morale to falter, giving them a -1 penalty to all attack and damage rolls until the standard is reclaimed.



Siege Tools

Item	Cost	Weight
Builder's Kit	5 sp	5 lb.
Folding Brace	70 sp	10 lb.
Hand Bore	1 sp	5 lb.
Hand Ram	2 sp	15 lb.
Personal Banner	2 sp	½ lb.
Portable Shelter	25 sp	40 lb.
Sapper's Kit	5 sp	10 lb.
Signal Banner	5 sp	5 lb.
Standard	500 sp	10 lb.
Quicklime (per month usage)	100 sp	2 tons

Quicklime: Quicklime is a by-product of the creation of charcoal. Its primary use is to reduce the smell and potential contamination of latrines. Units that use quicklime have a +2 bonus to any Fortitude saves to resist disease during the long months of a siege.

Quicklime can be used to terrible affect when thrown at an oncoming force. Quicklime is heavily alkaline and evaporates moisture from any living thing it comes into contact with, dealing 1d6 points of damage each round that a character is subjected to contact with the substance. Washing quicklime off with water worsens the effects to 3d6 per round. The effects of quicklime can only be countered with some form of acid, of an equal strength to the quicklime itself, such as the juice of the apples of Derketa. If a character suffering the effects of quicklime exposure is not tended to within ten rounds the character must attempt a Fortitude saving throw (DC 25); failure results in permanent blindness. A character not tended to in 20 rounds must make an additional Fortitude saving throw (DC 30), failure results in the permanent loss of 1d4 points of Constitution.

CONTAINERS AND CARRIERS

Barrel: Used for transporting both wet and dry goods aboard ships or carts, the barrel is designed to be easy to manoeuvre despite its weight.

Basket: Perfect for carrying herbs, plants, flowers, fruit, berries or other gathered goods.

Bowl, Wooden: This can be used for either eating food or drinking ale and so is popular with mercenaries and others who prefer to travel light.

Bucket, Canvas: When you need to carry water for short distances and pour it out quickly at your destination, nothing does the job so efficiently as a bucket. This one is light due to being made from heavy, watertight canvas.

Chest: A small chest with a hasp for a lock, suitable for storing treasure or holding personal possessions on a long voyage. More expensive chests come with built-in drawers and hanging-rails, allowing them to be placed on end and used as small wardrobes when travelling.

Costrel, Leather: This pitch-lined leather container is like a wide, stoppered bottle with carrying straps, allowing for water or ale to be carried easily and accessibly.

Drinking-Jack, leather: Those who cannot afford a pewter tankard and do not want the weight of a clay one often buy simple drinking-jacks made from pitch-lined leather. They can be tied to a sword-belt, so you are always as ready for a drink as you are for a fight.

Flask: A ceramic, glass or metal container fitted with a tight stopper. It holds 1 pint of liquid.

Jug, Clay: A basic ceramic jug fitted with a stopper. It holds 1 gallon of liquid.

Containers & Carriers

Dry Goods

Item	Cost	Weight	Holds/Carries
Barrel	2 sp	20 lb.	10 cu. ft.
Basket	¼ sp	1 lb.	2 cu. ft.
Bucket, Canvas	¼ sp	*	1 cu. ft.
Chest	3 sp	15 lb.	3 cu. ft.
Kit bag, Canvas	1 sp	½ lb.	1 cu. ft.
Pouch, Belt	½ sp	½ lb.	¼ cu. ft.
Sack	½ sp	½ lb.	1 cu. ft.
Spell Component Pouch	1 sp	¼ lb.	⅛ cu. ft.

Liquids

Item	Cost	Weight	Holds/Carries
Bowl, Wooden	¼ sp	*	1 pint
Costrel, Leather	½ sp	*	2 pints
Drinking-Jack, Leather	¼ sp	*	1 pint
Jug, Clay	1 sp	1 lb.	1 gallon
Mug/Tankard, Clay	½ sp	½ lb.	1 pint
Mug/Tankard, Pewter	2 sp	*	1 pint
Pot, Iron	½ sp	2 lb.	1 gallon
Vial, Ink or Potion	1 sp	*	1 ounce
Waterskin	1 sp	*	½ gallon

* Ten of these items together weigh 1 pound.

Kit Bag, Canvas: Rather like a sack but with a carrying strap, the kit bag lets a soldier carry his plate, bowl, drinking-jack and a handful of trail rations on the road.

Mug/tankard, Clay: A versatile, sturdy and stylish drinking-vessel, the clay tankard is also useful as a one-use improvised weapon; treat it as a gauntlet that automatically breaks on a successful hit. Unlike a pewter tankard, it can be used for hot and cold drinks alike.

Mug/tankard, Pewter: Although this metal tankard can be very fancy-looking, it is no use for hot drinks as it is likely to heat up to the extent of burning the mouth whilst simultaneously cooling the drink down. Furthermore, it is not practical for an adventuring or even hard-drinking lifestyle, because as soon as you fall over on it, it will bend right out of shape.

Pot, Iron: A simple cauldron for hanging over a fire on a chain, or simply placing on hot embers supported on its three legs.

Pouch, Belt: A simple leather pouch for carrying money. Usually worn underneath clothes by soldiers and adventurers, to make it more difficult for one's enemies to find if one is left for dead.

Sack: This simple hessian sack has no carrying handle but can be easily folded into another container or pushed through the belt when empty, then slung over

the shoulder when filled with loot. It is popular with thieves and adventurers alike.

Spell Component Pouch: A small, watertight leather belt pouch with several small compartments for different varieties of incense and room for some magical links for cursing your enemies, this pouch is a must for any sorcerer. A sorcerer with a spell component pouch is assumed to have all the material components and focuses he needs except those that have a listed cost, or focuses that would not fit in a pouch.

Vial: A ceramic or metal vial fitted with a tight stopper. The stoppered container usually is no more than 1 inch wide and 3 inches high. It holds 1 ounce of liquid.

Waterskin: Essential travelling gear, the waterskin looks right at home whether slung over your back or dangling from your saddlebow.

ILLUMINATION

Item	Cost	Weight
Brazier	45 sp	7 lb.
Calishite Lamp		
<i>Brass</i>	10 sp	—
<i>Copper</i>	25 sp	—
<i>Silver</i>	142 sp	—
<i>Gold</i>	340 sp	—
Candles, ten	1 sp	1 lb.
Lamp oil, 1 pint	½ sp	½ lb
Lantern, candle	½ sp	3 lb.
Oil Lamp	9 sp	—
Torch	¼ sp	1 lb.

— No weight worth noting.

Brazier: This is a metal bowl that either depends from above or sits on metal legs and burns coal to generate shadowy light in a 30 ft. circle.

Calishite Lamp: This is the classic 'Arabian Nights'-style lamp with engraved metal and a pointed wick holder. Lights up a 30 ft., 360 degree area with bright and shadowy zones as indicated in the Light Sources & Illumination table. This style of lamp is common in eastern Shem, Turan and Iranistan. It is lit by oil.

Candle: A candle clearly illuminates a 5-foot radius and burns for 1 hour.

Lamp Oil: Typical oil used to burn in lamps. More expensive versions may be scented.

Lantern, candle: A candle lantern helps to protect a candle from being blown out and prevents hot wax dripping on the carrier's hand. A lantern can be carried in one hand.

Oil Lamp: This is a typical lamp found throughout the world used to burn oil for light.

Torch: A wooden rod capped with twisted flax soaked in tallow or a similar

item. A torch clearly illuminates a 20-foot radius and burns for 1 hour.

Light Sources & Illumination

Object	Bright	Shadowy	Duration
Candle	n/a ¹	5 ft.	1 hour
Lantern, oil	30 ft.	60 ft.	6 hr./pint
Torch	20 ft.	40 ft.	1 hr.

¹A candle does not provide bright illumination, only shadowy illumination.

CLASS TOOL AND SKILL KITS

Blood-letting Kit: Blood-letting is practised with lancets, knives, scarificators, fleams or leeches. Scarificators and fleams are multi-bladed surgical knives. Leeches are small worm-like animals known to suck blood. Physicians known as 'leechers' place the leeches on the patient. The leeches are removed after they have drunk their fill to be stored in a jar for a few days, after which they can be used again. Leeches can be directed to small areas such as the mouth or ear by placing them in a small receptacle called a 'leech tube'. A

Class Tools & Skill Kits

Item	Cost	Weight
Blood-letting Kit	40 sp	5 lb.
Cording Mallet	12 sp	25 lb.
Crafter's Tools	20 sp	5 lb.
Crafter's Tools, Masterwork	120 sp	7 lb.
Healer's Kit	50 sp	1 lb.
Herbalist's Kit	2 sp	4 lb.
Leech Book	80 sp	3 lb.
Musical Instrument, any Brass	18 sp	3 lb.
Musical Instrument, any Pipes or Woodwind	8 sp	3 lb.
Musical Instrument, any Stringed	20 sp	5 lb.
Musical Instrument, Drum	3 sp	2 lb.
Musical Instrument, Horn	5 sp	3 lb.
Musical Instrument, Masterwork	+100 sp	—
Plague Gear	60 sp	2 lb.
Scale, Merchant's	2 sp	1 lb.
Sharpening Stone (wheel)	200 sp	150 lb.
Stygian Surgery Kit	100 sp	6 lb.
Thieves' Tools	30 sp	1 lb.
Thieves' Tools, Masterwork	130 sp	2 lb.
Tool, Masterwork	+100 sp	*
Treatise	60 sp	*

— No weight worth noting.

* Ten of these items together weigh 1 pound.

blood-letting kit is the perfect tool for anyone attempting a Heal check. It adds a +2 circumstance bonus to the check but it is exhausted after ten uses.

Cording Mallet: This wedge-shaped mallet axe is used by loggers and pioneers to split logs. If used as a weapon, only characters who take Exotic Weapon Proficiency (cording mallet) or have 4+ ranks in Profession (logger) are considered proficient with the tool. It is a bludgeoning weapon that does 1d10 damage with an Armour Piercing of 6.

Crafter's Tools: This is the set of special tools needed for any craft. Without these tools, a character has to use improvised tools (-2 penalty on the Craft check) if the job can be done at all.

Crafter's Tools, Masterwork: As crafter's tools but these are the perfect tools for the job, so the character gets a +2 circumstance bonus on the Craft check.

Healer's Kit: This kit is full of herbs, salves, bandages and other useful materials. It is the perfect tool for anyone attempting a Heal check. It adds a +2 circumstance bonus to the check. It is exhausted after ten uses.

Herbalist's Kit: This contains a pair of shears and a hooked stick for gathering herbs, a couple of small iron pots for boiling, a simple colander for straining and a small net-like arrangement of cords which can be tied up in a sunny, windy place for drying herbs.

Leech Book: Most professional healers in Hyborian nations use leech books for medical consultation. A leech book informs the healer what kind of blood-letting is necessary, whether the patient needs rest or exercise, if a change in diet is needed or what sort of medicine is required. The most well known leech book is *Kester's Leechbook*, a comprehensive two-volume medical tome by a reputed Nemedian scholar. Using

a leech book adds a +2 competence bonus to the Heal check of the healer to recover or avoid a disease or infection.

Musical Instrument, Common or Masterwork: Most medieval-style musical instruments are available in the Hyborian Age, including harps, lutes, horns, trumpets, drums, hurdy-gurdies, fiddles, bagpipes, shawms, psalteries and tabors. A masterwork instrument is of superior make. It adds a +2 circumstance bonus to Perform checks and serves as a mark of status. Some examples of instruments follow:

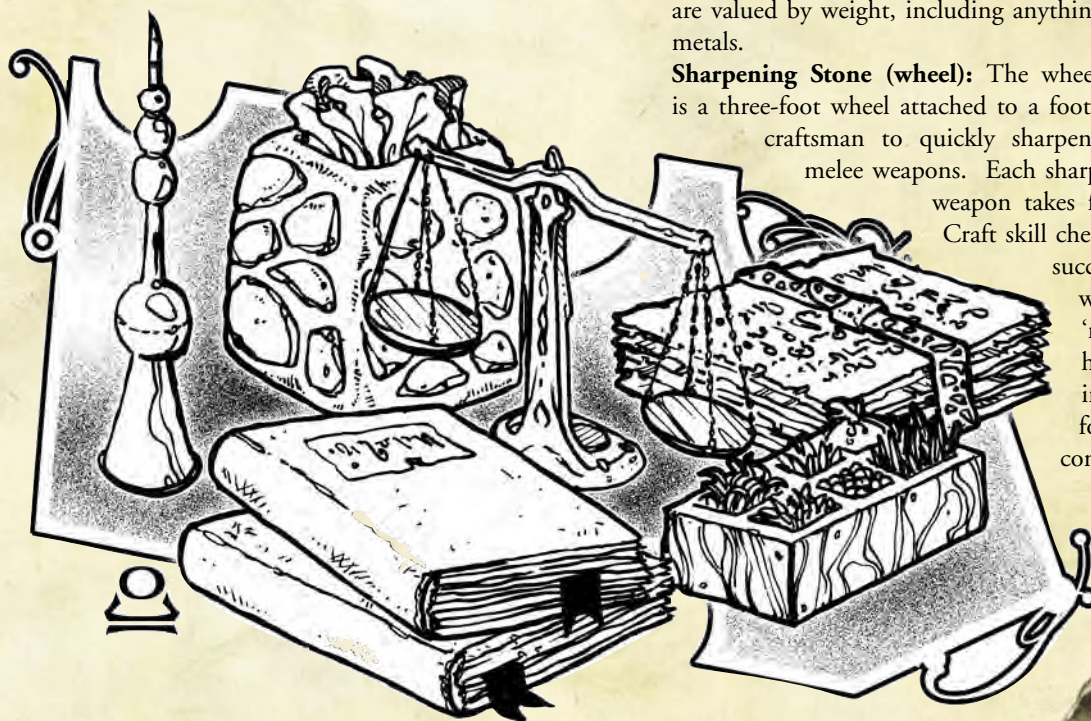
☒ **Rababa:** This is a traditional instrument of the Shemites. It is a one-stringed violin. The belly of the instrument is a membrane of animal skin or wood. There is no fingerboard and it has a rectangular body. It has a rich, thick sound comprised of both high and low tones.

☒ **Shabbaba:** This is a traditional instrument of the nomad tribes. It is a metal pipe similar to a flute.

Plague Gear: Plague gear protects doctors from contagion. The gear consists of a leather hood covering the entire head and thick leather gloves that reach up to the elbows. Round glass or crystal goggles permit sight. The hood's nose is shaped as a long, pointed beak, and is filled with aromatics. The finger tips of the gloves are pointed like claws and soaked in cleansing oils. When worn, provided that all breath is drawn through the nose, plague gear gives a +8 circumstance bonus to any saving throw against disease spread through the air or by touch. The doctor's bizarre appearance, symbolic of a carrion bird, is said to provide as much magical protection as the aromatics and oils themselves. All Listen, Spot and Search rolls made while wearing plague gear, however, suffer a -4 penalty due to sensory deprivation.

Scale, merchant's: This scale includes a small balance and pans and a suitable assortment of weights. A scale grants a +2 circumstance bonus to Appraise checks involving items that are valued by weight, including anything made of precious metals.

Sharpening Stone (wheel): The wheel sharpening stone is a three-foot wheel attached to a foot pedal. It allows a craftsman to quickly sharpen multiple slashing melee weapons. Each sharpened steel slashing weapon takes five minutes and a Craft skill check (DC 20). On a successful skill roll the weapon acquires a 'razor's edge' and has its threat range increased by one for the first hit in a combat.



Stygian Surgery Kit: A healing kit in Stygia includes knives, a drill, a saw, a couple of pairs of forceps, a censer a couple of hooks, small bags tied with string, some sort of beaked vessel, incense, amulets either containing small scrolls with spells inscribed upon them or with a spell inscribed directly on the amulet, a set of scales, two small pots, at least one papyrus scroll with medical information, a rudimentary pair of shears and a couple of spoons. Small amounts of crocodile and hippopotamus droppings are also carried about because of their antibiotic and contraceptive properties. The kits also have collections of herbs, having samples of several different kinds. Balsam apple is used as a laxative and for use on skin allergies. It also soothes headaches, gums and teeth, and can be used as a liver stimulant and for weak digestion. Bayberry stops diarrhoea, soothes ulcers, shrinks haemorrhoids and repels flies. Belladonna is a pain reliever. Camphor tree reduces fevers, soothes gums and soothes epilepsy. Caraway soothes flatulence and works as a breath freshener. Colchicum reduces swelling. Common juniper tree soothes chest pains and stomach cramps. Cubeb pepper takes care of urinary tract infections, larynx and throat infections, gum ulcers and soothes headaches. Fenugreek cleanses the stomach, calms the liver, soothes the pancreas and reduces swelling. Frankincense helps with throat and larynx infections, stops bleeding, cuts phlegm and stops vomiting. Garlic gives vitality, soothes flatulence and aids digestion, acts as a mild laxative and shrinks haemorrhoids. During huge construction projects, labourers are often given daily garlic for strength and vitality. Henna, used as a dye and as make-up, is also an astringent, stops diarrhoea and closes open wounds. Liquorice is a mild laxative, expels phlegm, soothes the liver, pancreas and chest and helps with respiratory problems. Mustard is used to induce vomiting. Myrrh stops diarrhoea, relieves headaches, soothes gums, toothaches and backaches. Mint soothes flatulence, aids digestion, stops vomiting and is an excellent breath freshener. Sandalwood, while used in Stygian incense, also aids digestion, stops diarrhoea, and soothes headaches and gout. Poppy relieves insomnia, relieves headaches, is an anaesthetic and soothes respiratory problems. Honey and crocodile dung are used as natural antibiotics.

Thieves' Tools, Masterwork: This kit contains extra tools and tools of better make, granting a +2 circumstance bonus on Disable Device and Open Lock checks.

Thieves' Tools: These are the tools needed to use the Disable Device and Open Lock skills. The kit includes one or more skeleton keys, long metal picks and pries, a long-nosed clamp, a small hand saw and a small wedge and hammer. Without these tools, a character will have to improvise tools and suffer a -2 circumstance penalty on Disable Device and Open Locks checks.

Tool, Masterwork: This well-made item is the perfect tool for the job and adds a +2 circumstance bonus to a related skill check (if any). Bonuses provided

by multiple masterwork items used toward the same skill check do not stack.

Treatise: A treatise is a written explanation of a disease, drug, poison or herbal concoction. When consulting a treatise to treat a patient or create a herbal remedy, following the instructions gives the patient a +4 circumstance bonus to any saving throws against the disease or poison (or gives the reader a +4 circumstance bonus in creating the alchemical or herbal item). More importantly, while the proper treatment is administered, the patient heals one extra point of ability damage per day. Medical alchemy, though, is not an exact science, so the treatise must be consulted prior to the treatment of every patient. Consulting a treatise successfully is a DC 15 check of the appropriate skill (in the case of disease, it is a Heal check).

COMFORTS AND GAMES

Bones: Six sided dice are used in some of the oldest games known to man. The values on the faces change from one game to another but the basic cubic shape remains the same. A set of bones can be used for any number of games of random chance so long as everyone knows the rules.

Cards: Cards are a more elaborate game of chance, readily available only in cultures that have some form of printing press technology. Otherwise cards are for officers, gentlemen and the nobility only. Typically made on a thick rag paper, cards have a single blank or patterned side and a painted side showing a value and some sort of traditional motif.

Fan: A fan is a device for keeping cool. It can be a personal fan used by the ladies, a folding fan used by the Khitans or even a large feathered fan used by slaves to keep their masters cool.

Figurine: Many soldiers and artists make simple figurines of wood or stone. These keepsakes resemble good friends, comrades lost in battle or other subjects that the buyer finds dear. Some are of a more graphic nature, depicting well-known camp followers, enemies carved up in the heat of battle and other similar topics.

Folding Stool: This cunning contraption uses canvas and several hinged metal legs to create a stable backless seat that can be easily folded up and packed. For an army on the move, such a device is a luxury – seats are in short supply.

Jacks: An evolution of the scatter sticks game, jacks are twisted pieces of metal vaguely resembling caltrops. They come in sets of 20 with a single, reasonably elastic ball. The goal is to bounce the ball and collect as many jacks as possible and still catch the ball before it hits the ground. Endless hours and quite a bit of coin can be spent playing jacks, so much so that some officers regard the game as anathema to army discipline.

Mancala: This is a capture the seed or stone game. Players take turns moving the seeds or stones across the board, trying to take as many of their opponent's seeds or stones as possible. This is a popular game in the Black Kingdoms.

EQUIPMENT

— No weight worth noting.

Memory Stones: This small pouch contains worn stones, each of which has the name of a separate task on it. When used, these help an individual remember his daily activities, thus gaining a +2 circumstance bonus to any Intelligence check to remember to perform tasks or to remember what they were doing at a specific time.

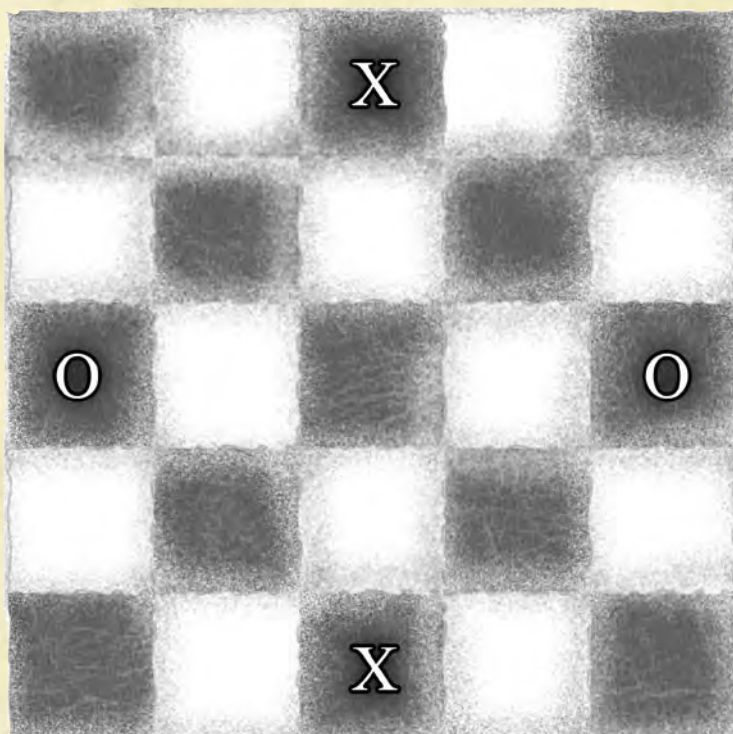
Nineteen Squares: The board games of Shem are played on a board of stone or clay divided into a grid. The most well known game is called Nineteen Squares. Its price and weight

It is a type of race game. Each square has designs in it and there are five rosette squares. Player one enters the board on square 1 with a roll of a die. Player two does the same on square a. Player one follows the path numbered above, and player two follows a similar path from his side of the board. Anyone landing on a rosette gains another roll of the dice. The first one to exit the board wins. It is possible to win the game in one turn if one continually rolls fours; the first four would put him on a rosette, giving him another roll, and if that is a four...

Seega: This Shemite board game marks out a playing area of either 5x5, 7x7 or 9x9 squares or pockets. Each player has either 12, 24 or 40 pieces, depending on the size of the playing area marked out. The object of the game is to capture the other player's pieces. When one player has only a single piece left, the game is over. The game is started by one player placing his pieces on the board in the squares marked X. The second player places pieces on the squares indicated with an 'O'. Then each player, in turn, lays down two pieces at a time in any square but the centre one.

Once the game commences, pieces can be moved one square adjacent. Diagonal moves are not allowed. A piece is removed from the board ('captured') when it is flanked





by two opposing pieces. Diagonal flanking does not count. Also pieces are only taken when the opponent makes a move that flanks the piece, not when the player makes a move that 'sandwiches' his own piece between two of the opponent's. Any and all flanked pieces are removed. If a player is completely blocked in and unable to make any moves, then the blocked-in player may remove any one of the opponent's pieces to clear a path. Also, if a move captures a piece and second move of the same piece will capture a second piece, then the second move may be taken, and so on in series. Several moves in the same turn are possible.

Senet: Senet is the most popular board game in Stygia, having been given to the people by Set himself. The game is played on a board of thirty squares in a 10 x 3 grid. The object of Senet is to move the 'dancers' around the board in an 'S' pattern and then off the board. One player uses

five cone-shaped pieces and the other uses five reel-shaped pieces. Senet is a race between the two kinds of 'dancers.' Players use four sticks as a form of dice. These sticks have a round side and a flat side. The curved side is painted black and the flat side is painted white. Players drop the four sticks to cast them. The number of white sides that show determines how many squares a player's dancer may move. If no white sides show, then the player may move six squares and gets an extra turn – or he can enter a new piece. A new dancer can only enter the board on a casting of four white sides or no white sides; a player must choose to move an active dancer four (or six) squares or may place a new dancer on square one of the board. If a dancer lands on a square occupied by another dancer, then the pieces 'attack' each other. Both players throw the sticks and the one with the most white sides wins (all black sides beat any number of white sides). The losing dancer is taken off the board.

If a dancer lands on square 15, the dancer is safe from attack and two or more dancers can share the square. If a dancer lands on square 26 the player gets an extra turn. If a dancer lands on square 27 the dancer drowns and must be taken off the board.

Toys: Toys can include miniature weapons, including slingshots, bows and throwing sticks. Children can also play with spinning tops, rattles, jump ropes and balls.

Umbrella Hat: This massive, slightly conical reed hat reaches just past the shoulders. Although clumsy, it does a fine job of keeping the rain off the head.

PROPERTY

Hovel: This one-room basic hut is made from mud or scrap, with a roof that barely keeps the rain off and no chimney.

Small House: This one-room house is made of wood and mud and has a thatched roof. The hearth is in the centre of the house, so as to reduce the risk of uncontrolled fires and



Property

Item	Cost
Hovel	5 gl
Small House	50 gl
Great House	250 gl
Manor House	950 gl
Lord's Castle	3,000 gl
King's Castle	12,000 gl

warm the room evenly. There are no windows, though a pair of simple wooden shutters may be set into one wall to provide a bit of light and air on sunny days. It comes with benches that line the walls, both for sitting on and sleeping on, and a simple wooden door with a latch and wooden bolt but no lock.

Great House: This two- to four-room great house is made of wood or even stone and has a thatched roof. This style of house is generally only found in cities or large towns. It has simple windows called fenestral windows, made from resin-soaked linen supported by a wooden lattice framework. The sturdy wooden door has a hasp for a lock and two large metal bolts. This house comes with trestle tables, stools and benches, straw beds and an outdoor privy.

Manor House: This is a fortified two-storey house made from stone, with perhaps four to six rooms. The ground floor has no windows save for narrow arrow slits. On the upper floor it has simple windows made from strips of processed horn, which let in a little light but are translucent and cannot be seen through. The roof is surmounted by a crenellated battlement, which can be accessed from a stair up from the upper floor. A large storage cellar beneath the ground floor can hold sufficient food and water to withstand a brief siege. The door is a stout, iron-bound oak affair with a massive wooden bar securing it and a second iron door of open grillwork behind it. It comes with furniture similar to that of the great house, except that the lord of the manor has a four-poster feather bed and his own wooden chair. The privy is indoors for maximum luxury.

Lord's Castle: This stone castle has a central keep with a great hall for feasting and meetings and around six to eight rooms for living accommodation above. A curtain wall surrounds the keep, with round towers at each corner and a heavily fortified gatehouse in the centre of one wall. Also in the courtyard are stables, kitchens, storage cellars and workshops. All the outer walls are crenellated and defended by arrow-slits, as are the lower floors of the keep. The upper floors of the keep may have small glass windows. The outer wall is surrounded by a moat, which is crossed by a permanent bridge or a drawbridge from the gatehouse. The gatehouse has thick iron-bound oak double doors, two portcullises, murder holes and guard rooms. The keep comes with feather beds in the upper rooms and a high and low table, benches, a chair and straw pallets in the great hall. The indoor privy opens out over the moat.

King's Castle: The King's Castle is very similar to the Lord's Castle except in the question of scale and grandeur. It will usually have an inner and outer courtyard, with perhaps eight or so towers on both the inner and outer walls. The keep may be three or four stories high so as to combine defence and luxury. The King's Castle is almost always built on a heavily defensible site, such as a granite outcrop or rocky island.

SPELLS FOR HIRE

Cost to have a spell cast for you: PP cost x scholar level x 50 sp.

Spell: This is how much it costs to get a spellcaster to cast a spell for hire. This cost assumes that a character can go to the spellcaster and have the spell cast at his convenience. Generally speaking, only independent scholars or priests making a little cash on the side, will cast spells for hire. Pious priests or shamans may cast a spell for someone in the same religion or tribe whose religious duties and obligations are in good standing but this will depend on the request and the reason for which the request is made. It may or may not also require a donation similar to the cost given above. All types of scholar are also renowned for a tendency to require payment in kind rather than cash; for example, asking the customer to go out, track down and slay a certain variety of giant man-ape and bring back his teeth.

The cost listed is for a spell with no cost for a material component or focus component and no XP cost. If the spell includes a material component, add the cost of the component to the cost of the spell. If the spell requires a focus component add one-tenth the cost of the focus to the cost of the spell. If the spell requires an XP cost, add 10 sp per XP lost.

FOOD AND LODGING

Ale: Most of the Aquilonian countries brew ale, mead or beer of some sort, as do their neighbours such as Zingara, Zamora, Cimmeria, Asgard and Vanaheim. Strength and quality are variable but drink enough of it and sooner or later you will be insensible.

Inn: Poor accommodations at an inn amount to a place on the floor near the hearth, plus the use of a blanket. Common accommodations are a place on a raised, heated floor, the use of a blanket and a pillow and the presence of a higher class of company. Good accommodations are a small, private room with one bed, some amenities and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, baked turnips, onions and water. Common meals might consist of bread, chicken stew (easy on the chicken), carrots and watered-down

Food, Drink & Lodging

Item	Cost	Weight
Ale		
<i>Gallon</i>	2 sp	8 lb.
<i>Mug</i>	¼ sp	1 lb.
Banquet (per person)	2 sp	—
Bread, ThreeLoaves	¼ sp	3 lb.
Cheese, Hunk of	½ sp	½ lb.
Inn stay (per day)		
<i>Good</i>	3 sp	—
<i>Common</i>	1 sp	—
<i>Poor</i>	¼ sp	—
Meals (per day)		
<i>Good</i>	3 sp	—
<i>Common</i>	1 sp	—
<i>Poor</i>	¼ sp	—
Meat, Chunk of	½ sp	½ lb.
Rations, Trail (per day)	1 sp	1 lb.
Spices	1 sp	½ lb.
Wine		
<i>Ghazan (gallon)</i>	4 sp	8 lb.
<i>Kyros (mug)</i>	2 sp	1 lb.

— No weight worth noting.

ale. Good meals might be composed of bread and pastries, beef, peas and ale or wine.

Rations, trail: Designed to keep well and be eaten without stopping, trail rations include dried fruit and salted meat, small dense oatcakes and biscuits and other concentrated food.

Spices: Legends speak of military food so bad it killed the soldiers foolish enough to eat it before they walked onto the field of battle. Although most camp food is not that bad, much of it is less than appetising. Soldiers reacted to this early on by formulating 'blends' of spices designed to make their food more palatable. Each blend of spices is somewhat different; the formulas are passed on from veteran to rookie down through the generations and changed slightly each time. A single packet of spices contains enough spice to flavour 30 meals.

Wine: Shem, Zingara and the southern Hyborian kingdoms produce wine. The best quality wine is from the Shemite city of Kyros. Cheaper wines also abound, with that produced by Ghaza being a standard for rough vinegary wine, the only benefit of which is inebriation, which is often more than good enough for down-at-heel adventurers.

VEHICLES

Note that all the ships mentioned here can manage with much smaller crews, down to ½ the usual

requirement, in emergencies. In such a case, speed is halved and none of the crew is likely to get a lot of rest.

Cart: A two-wheeled vehicle drawn by a single horse or other beast of burden. It comes with a harness.

Carack: This three-masted ship also has 18 oars on each side. It needs a crew of 40. A carack is 120 feet long and 20 feet wide, and it can carry 130 tons of cargo or 200 soldiers. This ship is designed for long sea voyages, since it can carry plenty of supplies and so is a favourite of merchants, pirates and explorers alike. It moves about 2 miles per hour when being rowed, or 3 miles per hour under full sail. It has a full-length deck with a forecastle ahead and an aftcastle behind. Caracks are made in both Argos and Zingara.

Galley, Corsair: The style of galley favoured by the Black Corsairs of the Southern Islands is similar to a Stygian galley but very much scaled up. At 120 feet long and only 12 feet wide, it glides through the water like a great snake. It has 40 oars on each side, a single mast and a crew of 85, though it often carries far more. It could carry 80 tons of cargo or 120 pirates. It moves about 2 miles an hour under sail, or 4 miles an hour with all the rowers rowing. The prow of the ship is steel for improved ramming capabilities.

Galley, Stygian: Stygian galleys are long, low and slender, with black-painted hulls. Traditionally their prows are in the form of serpents. A Stygian galley has fourteen oars on each side and one mast, and requires a total crew of 32. A galley of this kind is 65 feet long and 10 feet wide, and it can carry 35 tons of cargo or 50 soldiers. This ship moves about 3 miles per hour when being rowed or under sail. It has a single mast with a narrow black silk sail, a smaller jibsail and a sweep for steering. Accommodation is on deck or between the rowers' benches, protected from the elements by silken canopies.

Galley, Trading: This one-masted ship has ten oars on each side and requires a total crew of 24. A galley of this kind is 50 feet long and 15 feet wide and can carry 40 tons of cargo or 60 soldiers. This ship moves about 2½ miles per hour when being rowed or under sail. It has a single mast with a broad, striped silk sail, a smaller jibsail and a sweep for steering. Accommodation is on deck or between the rowers' benches, protected from the elements by silken canopies.

Vehicles

Item	Cost	Weight	Holds/Carries
Cart	100 sp	200 lb.	½ ton
Carack	75,000 sp	—	130 tons
Galley, Corsair	60,000 sp	—	80 tons
Galley, Stygian	20,000 sp	—	35 tons
Galley, Trading	15,000 sp	—	40 tons
Gondola, Stygian	4,600 sp	—	10 tons
Wagon	300 sp	400 lb.	2 tons
Vardo	800 sp	Variable	Variable

— No weight worth noting.

Vessels with these characteristics are made in Argos, Zingara and Turan alike, though an experienced seaman can easily tell the difference between the three styles of vessel.

Gondola, Stygian: This small, one-masted boat has three oars per side and is used for transporting people and cargo from shore to ship. It has a crew of seven and can carry 10 tons of cargo or 20 soldiers. Its top speed is around 1½ miles per hour. The gondola cannot make voyages on the open sea and must stay close to shore.

Rowboat: This 8- to 12-foot-long boat has a crew of one and holds one or two additional Medium passengers. It moves at about 1½ miles per hour.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

Vardo: This is a living wagon often associated with nomads and gypsies. It is warm and durable. It is a status symbol among gypsy cultures in the Border Kingdom and Brythunia. It often has sleeping berths and a kitchen. Some are heavy enough that three horses are required to pull them, but many are made with canvas tops and are light enough for one horse.

MOUNTS AND RELATED EQUIPMENT

Horses: The life or death of many adventurers depends on the quality of their horses and equipment. Horses require half-grain and half-hay for feed. Grass can be substituted for hay at a ratio of three to one due to the high water content of grass compared to hay. Grazing takes a considerable length of time, so horses cannot obtain much forage while in service, either as a mode of transportation or on a military campaign. A horse takes around 8 minutes to eat a pound of grain from a nosebag (it requires about 12 pounds per day) and about 18 minutes to eat a pound of hay from a feed box (it requires around 12 lbs per day). A horse also requires about two hours of watering per day to get its daily requirement of 8-12 gallons. That same horse requires nearly thirty minutes per pound of green grass if it is grazing. A horse requires about 40 pounds of grass per day, so if a knight expects his horse to forage and graze for its food, it will spend most of the day feeding. If an army or horde requires its horses to forage, the cavalry's range will be severely handicapped.

Thus, war commanders and nomad chieftains need to have their routes thoroughly scouted so that camps are established with plenty of available water. If hay can be found along the route (by moving the route through farms), then the packhorses only need to carry grain, extending their range out to ten days. Each additional packhorse per knight increases the range by two days; however most knights can only handle three additional packhorses at most. At best, a nomad prepared to fight at any time has an effective range of about 280 miles, which would take at least 14 days to cover.

Mounts & Related Equipment

Item	Cost	Weight
Bit and Bridle	1 sp	1 lb.
Camel, Racing	750 sp	—
Camel, Riding	80 sp	—
Camel, Pack	60 sp	—
Carrier Pigeon	1 sp	—
Dog, Pet	½ sp	—
Dog, War	50 sp	—
Feed (per day)	½ sp	10 lb.
Harness	15 sp	3 lb.
Horse, Riding	100 sp	—
Horse, Work	75 sp	—
Horseshoes and Nails, four	½ sp	—
Warhorse, Bhalkana	2,500 sp	—
Warhorse, Hyborian	800 sp	—
Warhorse, Kushite	200 sp	—
Warhorse, Stygian	1,500 sp	—
Warhorse, Turanian Desert	750 sp	—
Saddle, Pack	¼ sp	15 lb.
Saddle, Riding	5 sp	25 lb.
Stabling (per day)	½ sp	—

— No weight worth noting.

If a horse is to be kept combat-ready, it cannot be ridden for more than 20 miles per day. Searching for food and water for a horse counts as 'getting along in the wild' Survival check, but the character is specifically looking out for horse food as well as human food. For every two points over the DC (usually 10), the character finds either enough food for one human or for one horse. The maximum speed that can be travelled in this way is ½ the horse's overland speed, even if the character making the Survival check is foraging rather than hunting.

Probably the worst logistical part of any sort of large nomad horde involving horses is the waste. Horses produce about four and a half pounds of manure and half a gallon of urine per hundred pounds of body weight per day. A warhorse can conceivably produce 70 pounds of manure per day. Imagine a camp of several hundred horses and the problem of waste removal becomes evident or else health problems will result.

Horses need to be constantly looked after. This takes an hour per horse per day. A daily Handle Animal skill check is made at DC 10 to do this. A horse which has taken damage from forced marching or hustling will also need a Heal check (DC 10 +2 per hour the horse was subjected to a forced march +5 per hour beyond the first the horse was hustled). Success indicates the animal

is at least capable of going on the following day, though it does not in itself heal any damage.

A horse that does not get the attention it needs, whether it be lacking in grooming care, healing or food and water, has a risk of injuring itself the next day. It must make a Fortitude save when first ridden the following day (DC 15 +2 per day without proper care beyond the first). Failure indicates it has become lame and nothing will render it fit for anything other than the stewpot.

Camels: Camels have a well-deserved reputation for viciousness, stupidity and stubbornness. However, a well-trained camel with a familiar rider is unlikely to show these traits, making it an effective and versatile mount. In the desert, a well-trained camel even has advantages over a horse.

Camels are faster than horses at overland movement through the desert. Although a camel cannot beat a horse at a short distance race, a camel with an experienced rider can easily cover 75 miles a day over desert terrain. This is because they can travel for longer periods through the day without the fatigue and overheating that kills horses and because an experienced rider will carefully make use of the camel's ability to run at sustained high speeds for much of the day. Even an inexperienced rider can get the camel to move 50 miles per day over desert terrain, or 35 miles per day if it is carrying 301-900 lbs.

Camels can close their nostrils when sand is in the air and have longer lashes than horses to protect their eyes. Camels can walk for up to ten hours per day without becoming fatigued or injured. Furthermore, if the camel is carrying at most a light load, up to five hours of that daily movement can be hustling, so long as the camel has a chance to rest by spending an hour moving at normal speed after each hour of hustling. Hustling more often than this causes damage to the camel as usual for a mounted animal. A camel carrying a medium or heavy load may only hustle for at most one hour per day without damage.

Another advantage camels have over horses is their ability to travel without water and with minimal food. When water is available, it drinks faster than a horse, sucking up gallons of water in just a few seconds. Over time, a camel's food requirement is similar to a horse's, but the camel can go without any food or water for up to three days without injury or degradation of performance. However, at the end of the three days, it needs the full three days' worth of food and water it missed.

See the Bestiary chapter in *Conan the Roleplaying Game* for more information about particular mounts and other creatures.

MOUNTS AND VEHICLES

Mount/Vehicle	Per Hour	Per Day
<i>Mount (carrying load)</i>		
Camel, Pack	3½ miles	35 miles
Camel, Pack (401-1200 lb.)*	3½ miles	35 miles
Camel, Racing	5 miles	50 miles
Camel, Racing (201-600 lb.)*	3½ miles	35 miles
Camel, Riding	5 miles	50 miles
Camel, Riding (301-900 lb.)*	3½ miles	35 miles
Light Horse or Light Warhorse	6 miles	48 miles
Light Horse (151-450 lb.)*	4 miles	32 miles
Light Warhorse (231-690 lb.)*	4 miles	32 miles
Heavy Horse or Heavy Warhorse	5 miles	40 miles
Heavy Horse (201-600 lb.)*	3½ miles	28 miles
Heavy Warhorse (301-900 lb.)*	3½ miles	28 miles
Cart or Wagon	2 miles	16 miles
<i>Ship</i>		
Carack (rowed)	2 miles	20 miles
Carack (sailed)	3 miles	72 miles
Galley, Corsair (rowed)	4 miles	40 miles
Galley, Corsair (sailed)	2 miles	48 miles
Galley, Stygian (rowed)	3 miles	30 miles
Galley, Stygian (sailed)	3 miles	72 miles
Galley, Trading (rowed)	2½ miles	25 miles
Galley, Trading (sailed)	2½ miles	60 miles
Gondola, Stygian (sailed)	1½ miles	36 miles
Rowboat (rowed)	1½ miles	15 miles

*Quadrupeds, such as horses and camels, can carry heavier loads than characters can. See Carrying Capacity in *Conan the Roleplaying Game* for more information.

Bit and Bridle: Essential gear for any mount.

Carrier Pigeon: This bird is bought as a chick and trained using the Handle Animal skill to carry messages to specific places. It can carry a single small message (anything the Player can write on a 1 inch by 4 inch piece of paper is probably about right) at speeds of between 50 and 60 miles per hour, flying up to 500 miles in a day if need be. For kings, courtiers and spies these small birds can be more reliable and secure than trusting to the local sorcerer to send your messages.

Feed: Horses, donkeys, mules and ponies can graze to sustain themselves but providing feed for them (such as oats) is much better because it provides a more concentrated form of energy, especially if the animal is exerting itself. War dogs must be fed some meat, which may cost more or less than the given amount.

Harness: One of the great inventions of history, the harness allows a horse, ox or other animal to pull a chariot or wagon.

Horseshoes: Hooves are the part of the horse subjected to the most punishment. Some peoples, such as the Aquilonians and Nemedians, prefer to shoe their horse's hoofs. Others do not.

An unshod horse has better balance and climbing abilities, earning a +1 to all Balance and Climb checks. However, if an unshod horse is ridden on hard and unyielding terrain, such as cobblestone roads, mountains and the like, it may only be ridden for eight hours per day without damaging its hooves. Each hour beyond the eighth causes the horse 1d6 nonlethal damage. This is in addition to any damage from forced marches or hustling. Any unshod horse ridden hard or heavily worked for more than 60 out of 90 days will begin to take 1d3 points of lethal damage per day it is worked beyond that as its hooves will have worn down faster than their natural re-growth can make up for. The horse will need to rest at least 20 days before it can be worked again without damage.

Saddle, pack: A pack saddle holds gear and supplies, not a rider. A pack saddle holds as much gear as the mount can carry.

Saddle, riding: The standard riding saddle supports a rider.

Stabling: Includes a stable, feed and grooming.

Slaves

Item	Cost
Slave, Female, Beautiful	60 sp
Slave, Female, Common	30 sp
Slave, Female, High-Born, Educated, Beautiful	150 sp
Slave, Male, Rebellious Savage	5 sp
Slave, Male, Work-Shy Criminal	8 sp
Slave, Male, Hard-Working and Submissive	15 sp

Slaves range in price from a handful of silver for a surly, dangerous savage up to 300 pieces of silver for a beautiful, educated, high-class female kidnapped to order. Any slave bought to order costs double the standard price but the buyer can specify details such as nationality, hair and eye colour and physique.

Slavery is not much practised in the Hyborian nations, though the serfs and peasants of these supposedly civilised lands are virtually enslaved by their feudal overlords. Shem, Zamora and the lands beyond them practise slavery openly and without compunction, keeping their slaves cowed with regular beatings.

The Hyrkanians are particularly keen to capture slaves, though at present the slave markets of Turan are glutted with produce, so successful have the Hyrkanian slavers been. Assume all slave prices are one-tenth of normal in Turan.

SHEMITE GOODS

Coffee Kit: Coffee making equipment is prized by the nomads, sometimes as much as swords. This is one of the few possessions they can share with guests. Coffee beans are roasted on a shallow metal dish with a long handle, then cooled in a wooden dish. Once cooled, the beans are put in

Shemite Goods

Item	Price	Weight
Coffee Kit	12 sp	5 lbs.
Cylinder Seal	1 sp	—
Nomad Tent	300 sp	50 lbs.

— No weight worth noting.

a mortar and pounded with a pestle. The mush is boiled in an old battered and blackened pot with cardamom. Once boiled, the syrupy coffee is poured into a second, shiny coffee pot for serving. The kit includes tiny cups, mortar and pestle, utensils for stirring, a long-handled, shallow metal dish for roasting the beans and two coffee pots.

Cylinder Seal: These are cylindrical stones, often just an inch long, with images carved onto their curved surfaces. The cylinder seal is rolled over a soft piece of clay, leaving an impression of the curved image, which identifies the owner. The most popular subject is a scene in which the seal owner is presented to a god by another god, often the owner's patron deity. Other images include animals, real or imagined, and plants.

Nomad Tent: The nomads of Shem live, argue and sing among lines of long, low, black, camel-hair tents. A Shemite tent is supported by tall central poles whilst the front, back and sides are supported on lower poles. The sides and backs can be rolled up during midday to allow breezes to pass through. The more expensive tents have more poles, a sign of wealth and social standing among the nomads. The floor is covered by rugs and cushions. Water and food are stored at the back. A Shemite tent is divided into two sections. The first section, called the 'sitting-place', is reserved for the men and for guest-reception. The second section, the 'place of the women', is where the women cook and receive female guests. This is also where the family lives, sleeps and cooks. The women can watch the men and their visitors by looking over the dividing curtain. The dividing curtain is known as a *ma'nad*. The tent can be packed up within an hour by any nomad or anyone who has lived among the nomads. The camel hair it is sewn from expands when wet, making the tent waterproof. It is fairly easy to repair when damaged.

BUYING GOODS IN BULK CARAVANS AND CARGO

The basic unit of merchandise is the cargo – defined as an ambiguous unit equal to what a mid-sized caravan could carry. Cargos are generally bigger than a breadbasket, and somewhat smaller than a herd of

Cargo By Region

Region	Common (1,000 sp)	Uncommon (10,000 sp)	Exotic (50,000 sp)
East	Dried Fish	Arms	Furs
	Dried Fruits	Armour	Ivory
	Exotic Feathers	Beer	Olive Oil
	Grain	Black Lotus	Shemite Wine
	Leather	Exotic Cloth	
	Lumber	Exotic Goods	
	Raw Metal	Fine Lumber	
	Regional Cloth	Gems	
	Regional Goods	Gold	
	Semi-Precious Stones	Incense	
	Silk	Silver	
	Spices	Slaves	
	Wine		
South	Common (1,000 sp)	Uncommon (10,000sp)	Exotic (50,000 sp)
	Beer/Wine	Arms	Black Lotus
	Dried Fish	Armour	Fine Lumber
	Dried Fruits	Exotic Cloth	Furs
	Exotic Feathers	Exotic Goods	Gems
	Grain	Gold	Incense
	Leather	Ivory	Olive Oil
	Raw Metal	Lumber	Shemite Wine
	Regional Cloth	Semi-Precious Stones	Silk
	Regional Goods	Spice	Silver
	Slaves		
	Common (1,000 sp)	Uncommon (10,000sp)	Exotic (50,000 sp)
	Beer/Wine	Arms	Black Lotus
West	Dried Fish	Armour	Fine Lumber
	Dried Fruit	Exotic Cloth	Gems
	Grain	Exotic Feathers	Gold
	Leather	Exotic Goods	Incense
	Lumber	Furs	Ivory
	Raw Metal	Olive Oil	Silk
	Regional Cloth	Semi-precious stones	Silver
	Regional Goods	Shemite Wine	Spices
	Slaves		
	Common (1,000 sp)	Uncommon (10,000sp)	Exotic (50,000 sp)
	Beer/Wine	Arms	Black Lotus
	Dried Fish	Armour	Fine Lumber
Vilayet Sea	Dried Fruits	Exotic Cloth	Furs
	Grain	Exotic Goods	Gold
	Incense	Gems	Ivory
	Leather	Silver	Olive Oil
	Lumber	Spices	Shemite Wine
	Regional Goods	Raw Metal	
	Semi-Precious Stones		
	Silk		
	Slaves		

elephants. A cargo is generally larger than anything one man could comfortably carry. A Small or Medium hulled caravan can carry one cargo (barring modifications). Large caravans may carry as many as four cargos. The Games Master is the arbiter of how many cargos are carried by any given caravan.

Cargos fall into one of three categories of rarity: common, uncommon and exotic. Common cargos are easily available within the region. Uncommon cargos come from distant lands but are not unheard of. Exotic cargos come from distant lands, passing from caravan to caravan before they finally end up in the Shem's caravans. Of the three, exotic cargos generally bring the best price while common cargos are readily available and can easily be both bought and sold.

The value of a cargo depends on its rarity in the market the individual brings it to. Some goods are always rare (gems, gold, silver) while others may be quite valuable in one place and almost worthless in another (silk, spices). The cargo tables below suggest values by region as well as listing various common, uncommon and exotic cargos.

CARAVAN CARGO DESCRIPTIONS

The following entries give general descriptions of the cargos mentioned above. When necessary the Games Master should feel free to invent whatever details seem necessary at the time.

Arms: The caravan is carrying a load of weapons suitable to its country of origin. At the Games Master's option the caravan crew may break these weapons out when bandits attack, giving them access to better weapons than the average merchant caravan crew.

Armour: The caravan bulges with jerkins, shirts and hauberks made by local craftsmen. The merchants will not have time to break out the armour if attacked.

Beer: A somewhat bitter, somewhat sweet alcoholic beverage brewed with yeast and (if the drinker is fortunate) hops. Well-known breweries may sell their beer into other kingdoms, but most beers are locally brewed. Beer is one of the staples of Meadow Shemite economy. The Meadow Shemites sip beer from large vats, using bent straws to penetrate the layer of yeast foam and barley husks on the surface of the brew. A nomad bandit tribe finding a cargo of beer may not get incredibly rich, but they will have a solid liquid ration for a few weeks.

Black Lotus: Although called black lotus this cargo may include black, golden, green, grey, purple, white or yellow lotus. A cargo of lotus is usually small enough to hide in some other 'junk' cargo like grain or lumber. The value of the trash cargo is figured into the value of lotus cargo. Finding the black lotus requires a Search check (DC 15).

Dried Fish: Dried, smoked and salt-cured local fish. These cargos may not be terribly valuable but they do provide food for many days. A single cargo of dried fish contains 3,000 days of food.

Dried Fruits: Dried, sugar-cured or otherwise preserved fruits. These cargos may be somewhat valuable if taken outside of their originating region, but most preserved fruits do not travel very well at all.

Exotic Cloth: A caravan full of non-local cloth. A load of regional cloth taken to another region becomes exotic cloth. A load of exotic cloth taken back to its home region becomes regional cloth. When the Games Master establishes this cargo he must specify which region the cargo originally came from.

Exotic Feathers: A caravan full of colourful, exotic feathers. Although each feather may only sell for a few bits of silver (usually a half silver) in mass they can be quite valuable. The majority of the cargo caravan is taken up with measures to prevent salt water from damaging the merchandise.

Exotic Goods: A caravan full of non-local worked goods (shoes, boots, belts, silverware, bells). A load of regional goods taken to another region becomes exotic goods. A load of exotic goods taken back to its home region becomes regional goods. When the Games Master establishes this cargo he must specify which region the cargo originally came from. The Games Master should also feel free to describe the contents of the cargo, taking into account its region and country of origin.

Fine Lumber: A caravan full of fine-grained lumber. This lumber is not overly useful for making caravans or buildings, but makes fine furniture, statuary and other fancy work.

Furs: A massive load of fine furs from the northern lands. Furs are particularly valuable in many lands, as they can only be gathered from the north, where few merchants dare to tread. Fur animals rarely have hide stout enough to make armour, but civilized people pay handsomely for tissue thin leather attached to a pretty pelt.

Gems: A chest of rubies, emeralds, pearls and other rare stones. The chest is hidden in a 'junk' cargo of common goods (usually lumber or regional goods). The value of the cargo is included in the gem price. Finding the gem cargo requires a Search check (DC 15).

Gold: A chest of worked and unworked gold. This is the ultimate bandit cargo, the great haul that they all dream of. The chest is hidden in a 'junk' cargo of common goods (usually lumber or grain). The value of the cargo is included in the gold value. Finding the gold cargo requires a Search check (DC 20).

Grain: A cargo caravan full of dried grain. These cargos are often used to mask more interesting, and valuable, cargos.

Incense: A cargo caravan full of aromatics, including several kinds of mixed incense. These cargos tend to be highly flammable and subject to water damage, but the reward can be tremendous.

Ivory: The raw tusks of elephants. Ivory is valued all over the world, although its largest market is currently the Hybrian nations.

Leather: Tanned animal hides, usually cattle but sometimes camel, goat or sheep as well. Finely tanned leather is an important regular trade item, but not something that many bandits consider worthy plunder.

Lumber: Dried lumber of various species and kinds.

Olive Oil: Large barrels of olive oil, used for waterproofing, cooking and lamp oil. This oil is very valuable in most regions of the world, but is also hard to transport for any distance. Bandits know that Shemite caravans often carry a cargo of olive oil, and so target them whenever they may be headed to the east.

Raw Metal: The exact contents and type of a raw metal cargo must be defined when the Games Master places it. The metal has not yet been worked; instead it is headed to a larger market where craftsmen are more plentiful.

Regional Cloth: A caravan full of local cloth. A load of regional cloth taken to another region becomes exotic cloth. A load of exotic cloth taken back to its home region becomes regional cloth. When the Games Master establishes this cargo he must specify which region the cargo originally came from.

Regional Goods: A caravan full of local worked goods (shoes, boots, belts, silverware, bells). A load of regional goods taken to another region becomes exotic goods. A load of exotic goods taken back to its home region becomes regional goods. When the Games Master establishes this cargo he must specify which region the cargo originally came from. The Games Master should also feel free to describe the contents of the cargo, taking into account its region and country of origin.

Semi-Precious Stones: A chest full of semi-precious stones (lapis-lazuli, opals, topaz). The chest is hidden in a 'junk' cargo of common goods (usually lumber or regional goods). The value of the junk cargo is included in the stones' price. Finding the semi-precious stone cargo requires a Search check (DC 20).

Shemite Wine: The vineyards of Shem are known throughout the world for their fine wines. It is said that the people of the East will pay handsomely for even a flagon of their finest. Fortunately it comes a bit less dear to those

who live in the west. A caravan full of Shemite wine contains dozens of casks, each containing enough well made wine to get a dozen men drunk.

Silk: A caravan full of bolts of silk cloth. Silk is very common in the East (where it is the regional cloth) but hardly seen at all in the west. A man who could get a caravan full of silk from the East all the way to Messantia would have his fortunes made.

Silver: A chest full of raw and worked silver. The chest is hidden in a 'junk' cargo of common goods (usually lumber or grain). The value of the cargo is included in the silver's price. Finding the silver cargo requires a Search check (DC 15).

Slaves: A cargo caravan full of human merchandise, usually in relatively good condition.

Spices: A small chest full of spices, worth their weight in gold. The chest is hidden in a 'junk' cargo of common goods (usually grain or lumber). The value of the junk cargo is included in the spice cargo price. Finding the spice cargo requires a Search check (DC 15).

Wine: Casks of good, drinkable wine. The casks are not worth much individually but there is a 5% chance that a character can fence this particular cargo for ten times its normal value to a collector or someone with a specific, seasonal need.

City Storage Capacities for Cargo: Settlements have quite a bit of space to store cargo. This cargo may be local products or items stored at the settlement for eventual shipment elsewhere. The level of importance attached to the settlement determines how many cargos it contains, as well as their potential value.

- ❖ Insignificant settlements can store up to three cargos. These will generally be common cargos for the region, rather than uncommon or exotic cargos. Note that a common cargo on the Black Coast (say, ivory) may be worth quite a bit elsewhere.
- ❖ Minor settlements can store up to six cargos. These will generally be common cargos, although one or two may be uncommon or exotic cargos. There is a 10% chance that any given minor settlement will have one exotic cargo.
- ❖ Important settlements can store up to nine cargos. At least half of these are common cargos for the region. The other half is comprised equally of uncommon and exotic cargos.
- ❖ Any settlement may, at the Games Master's option, have a unique cargo of some kind. These cargos are always tied to specific story events that drive the characters ever deeper into the wild conflicts of the Hybrian Age.

Hyborian Age Weapons

WEAPONS ARE THE heart and soul of a *Conan the Roleplaying Game* warrior, no matter what his class. Barbarians, borderers, nobles, nomads, pirates, scholars, soldiers, temptresses and thieves all use weapons. Weapon choice is often more a function of racial preference over class preference. A good *Conan the Roleplaying Game* roleplayer will not choose a weapon because it does the most damage but because it is appropriate to the race of the character. A Vendhyan character will likely carry a kukri instead of a dagger, while a Bossonian will likely have Bossonian bow instead of a Stygian one. Often characters will carry weapons found in the region they are in. Conan did not just use straight broadswords in the Robert E. Howard short stories – when he travelled among the Zuagir, he often used a scimitar; when among the Afghulis, he used a Ghanata knife and so on. Characters should also feel free to choose weapons appropriate to the region they are adventuring in.

WEAPON CATEGORIES

Weapons are grouped into several interlocking sets of categories. These categories pertain to what training is needed to become proficient in a weapon's use (simple, martial or exotic), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed or two-handed), and its size (Small, Medium or Large).

Simple, Martial and Exotic Weapons: All player classes are proficient with simple weapons; all classes except for the scholar are also proficient with martial weapons. A character who uses a weapon with which he is not proficient takes a –4 penalty on attack rolls.

Melee and Ranged Weapons: Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

Reach Weapons: Lances, pikes, staves, war spears and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that are not adjacent to him. Most reach weapons double the wielder's natural reach, meaning that a typical Medium wielder of such a weapon can attack a creature 10 feet away but not a creature in an adjacent square. The wielder of a reach weapon can

still parry an adjacent foe's attacks with it, even if he cannot attack the foe.

Thrown Weapons: Axes, daggers, clubs, Ghanata knives, hatchets, hunting spears, javelins, knives and poniards are thrown weapons. The wielder applies his Strength modifier to damage dealt by thrown weapons, except for splash weapons. It is possible to throw a weapon that is not designed to be thrown – that is, a melee weapon that does not have a numeric entry in the Range Increment column on the Weapons table; however, a character who does so takes a –4 penalty on the attack roll. Throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet.

Ranged Weapons: Arbalests, bows, crossbows, longbows and slings are projectile weapons. Most projectile weapons require two hands to use; see specific weapon descriptions. A character gets no Strength bonus on damage rolls with a ranged weapon unless it is specially built to grant such. If the bow has a penalty for low Strength, apply it to damage rolls when fired. Bows can be shot as a full-attack action to gain all of a character's attacks (if he has multiple attacks) because drawing a bow's ammunition is a free action (see next definition).

Ammunition: Ranged weapons use ammunition: arrows (for bows), bolts (for crossbows) or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost.

Light, One-Handed and Two-Handed Melee Weapons: This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a one-handed weapon or a two-handed weapon.

Light: A light weapon is easier to use in one's off hand than a one-handed weapon is and it can be used while

grappling. A light weapon is used in one hand. Add the wielder's Strength bonus (if any) to damage rolls for melee attacks with a light weapon if it is used in the primary hand, or ½ the wielder's Strength bonus if it is used in the off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength bonus applies as though the weapon were held in the wielder's primary hand only.

An unarmed strike is always considered a light weapon.

One-Handed: A one-handed weapon can be used in either the primary hand or the off hand. Add the wielder's Strength bonus to damage rolls for melee attacks with a one-handed weapon if it is used in the primary hand, or ½ his Strength bonus if it is used in the off hand. If a one-handed weapon is wielded with two hands during melee combat, add 1½ times the character's Strength bonus to damage rolls.

Two-Handed: Two hands are required to use a two-handed melee weapon effectively. Apply 1½ times the character's Strength bonus to damage rolls for melee attacks with such a weapon.

Weapon Size: Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed.

A weapon's size category is not the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder and a two-handed weapon is an object of the same size category as the wielder.

Improvised Weapons: Sometimes objects not crafted to be weapons nonetheless see use in combat. As such objects are not designed for this use, any creature that uses one in combat is considered to be nonproficient with it and takes a -4 penalty on attack rolls made with that object. To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

WEAPON QUALITIES

Here is the format for weapon entries, given as column headings on the Weapons table below.

Cost: This value is the weapon's cost in silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon.

Damage: The Damage columns give the damage dealt by the Medium version of the weapon on a successful hit.

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three or four times, as indicated by its critical multiplier, using all applicable modifiers on each roll. Add all the results together.

Exception: Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

x2: The weapon deals double damage on a critical hit.

x3: The weapon deals triple damage on a critical hit.

x4: The weapon deals quadruple damage on a critical hit.

19–20/x2: The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. The weapon has a threat range of 19–20.

18–20/x2: The weapon scores a threat on a natural roll of 18, 19 or 20 (instead of just 20) and deals double damage on a critical hit. The weapon has a threat range of 18–20.

Armour Piercing: The entry in this column indicates the number added to the wielder's Strength modifier to determine the final armour piercing score of a successful blow and its effects on the opponent's Damage Reduction.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Weight: This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons and double it for Large weapons.

Hardness: The entry in this column is the amount reduced from any damage caused to the weapon, such as by a sunder attack. Hardness is, essentially, Damage Reduction for objects. However, Armour Piercing never applies against a weapon's hardness.

Hit Points: The amount of hit points the weapon has. If reduced to 0, the weapon can be considered destroyed.

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing or slashing. Some monsters

may be resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Special: Some weapons have special features. See the weapon descriptions for details.

WEAPONS

Few adventurers ever manage to retain long-term ownership of weapons or other martial equipment. Combat breakages, thefts and accidents all take their toll on weaponry and often characters will need to rely on daggers and other secondary weapons, loot weapons from fallen foes, or simply pick up found objects and use them to bludgeon their enemies to death.

Despite this, many adventurers have weapons they especially prefer and there are certainly advantages and disadvantages to various types of weapon. The Weapons table gives full statistics for all weapons used in *Conan The Roleplaying Game*.

WEAPON DESCRIPTIONS

Arbalest: This is a heavy and powerful steel-framed crossbow, designed for penetrating armour and long-range effectiveness. An arbalest is very slow to load, as it must be braced against the ground and laboriously 'spanned' with a mechanical device called a cranequin before a new bolt can be loaded in place. Reloading takes three full-round actions, so few adventurers bother to reload their arbalests during combat. An arbalest must be wielded with both hands.

Assegai: Known in the Black Kingdoms as an iXwa, the assegai is a short stabbing spear with a wide, long blade kept so sharp that it is used for shaving. The assegai is usually used in conjunction with a shield, but can be used with two hands if one wants.

Axe: The axe is an effective off-hand weapon or backup weapon, easily carried in a loop on the belt and reasonably effective against armour. It can also be used to hook enemy weapons.

Axe-Mace: This heavy and somewhat unwieldy weapon is most common among some primitive tribes and in the

CULTURAL EXOTICNESS

Optional Rule: A Games Master may decide any weapon not commonly found in the character's culture is an Exotic Weapon. For example, a *Bagh Nakh* may be Exotic to a Brythunian but not to a Vendhyan.

hands of warriors from cultures that value strength over finesse. With a single edged axe blade mounted to one side of a thick, spiked mace head, axe-maces tend to have very long handles to provide a much needed counterbalance. Axe-maces provide their wielders with the versatility to deal either massive slashing or severe bludgeoning damage as the combat situation demands.

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

Bardiche: The bardiche is a heavy axe-blade mounted on a thick ash shaft some four to six feet long. Though the blade is also quite large, it is highly curved so as to concentrate the initial impact into a very small area. This combination allows for both excellent armour penetration and the possibility of dealing heavy damage.

Battleaxe: The battleaxe is a powerful weapon, ideal for dealing deadly overhead blows from horseback but also sufficiently well-balanced for fast-moving melee combat. Mounted mercenaries favour it especially, since it is relatively cheap but highly effective against armoured enemies.

Bec-de-Corbin: This weapon takes the form of a small polearm with a small combined hammer and pick at its head. Swinging with great force, the wielder is able to concentrate all the energy of his blows into the sharp, pick end of the weapon, enabling him to cause a great deal of damage against the most heavily armoured of enemies, and the Bec-de-Corbin is commonly found in the hands of any warrior looking to battle metal-clad knights. The bec-de-corbin may be used as a piercing weapon with its pick-head or a bludgeoning weapon with its hammer. However, it may not be used as both within the same combat round. It was developed in northern Zingara by warriors harried by Poitainian knights.

Bill: This versatile polearm was originally derived from a hedging tool mounted on a long shaft but is in common use by heavy infantry and city watchmen alike. Nemedian soldiers, militia and mercenaries favour its use. A bill has a spearhead, curved axe-head and hook, all forged from a single blade and mounted on a shaft around six feet long. In better quality weapons the shaft will be protected by steel langets extending down most of its length from the head. You can use a ready action to set a bill against a charge, in which case it deals double damage on a successful hit against a charging character. A

Simple Weapons

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment	Hardness	Hit Points	Weight	Type
<i>Unarmed Attacks</i>									
Strike, Unarmed ^F	—	1d3	x2	0	—	—	—	—	Bludgeoning
Gauntlet ^F	5 sp*	1d6	x2	1	—	10	1	1 lb.	Bludgeoning
<i>Light Melee Weapons</i>									
Bagh Nakh ^F	5 sp	1d4	X2	1	—	10	1	1 lb.	Piercing
Dagger ^F	3 sp	1d4	19-20/x2	1**	10 ft.	10	1	1 lb.	Piercing
Flame Knife ^F	10 sp	1d4	18-20/x2	2**	—	10	1	1 lb.	Piercing
Hatchet ^F	2 sp	1d6	x3	1**	10 ft.	5	2	2 lb.	Slashing
Jambiya	6 sp	1d4+1	18-20/ x2	1**	—	10	1	1 lb.	Piercing/Slashing
Katar ^F	3 sp	1d6	X2	1*	—	10	1	1 lb.	Piercing
Knife, Yuetshi ^F	1 sp	1d6	x2	1	—	8	1	1 lb.	Slashing
Knife ^F	1 sp	1d4	x2	0	10 ft.	8	1	1 lb.	Slashing
Kukri	3 sp	1d6	X3	2	—	10	1	1 lb.	Slashing
Peshkabz ^F	1 sp	1d6	X2	3*	—	12	1	1 lb.	Slashing
Stiletto ^F	2 sp	1d4	x4	1	—	8	1	½ lb.	Piercing
<i>One-Handed Melee Weapons</i>									
Assegai	12 sp	1d10	x2	3	—	5	4	5 lb.	Piercing/Slashing
Club	—	1d8	x2	1**	10 ft.	5	4	2 lb.	Bludgeoning
Mace, Heavy	3 sp	1d10	x2	4	—	7	5	4 lb.	Bludgeoning
Mace, Light	2 sp	1d8	x2	2	—	7	3	2½ lb.	Bludgeoning
Spear, Hunting	2 sp	1d8	x2	1**	10 ft.	5	4	2 lb.	Piercing
<i>Two-Handed Melee Weapons</i>									
Half-Moon Longspear	50 sp	2d6	19-20/x2	2	—	7	4	15 lb.	Slashing
Spear, War ^{F R}	3 sp	1d10	x3	2	—	7	4	5 lb.	Piercing
Staff ^{F R}	—	2d4	x2	1	—	5	5	3 lb.	Bludgeoning
<i>Ranged Weapons</i>									
Bow, Hunting	3 sp	1d8	x2	1**	50 ft.	5	2	1 lb.	Piercing
Arrows (20)	1 sp	—	—	—	—	5	1	3 lb.	—
Javelin	3 sp	1d8	x2	1**	30 ft.	5	3	2 lb.	Piercing

* See the weapon description for special rules.

** The Armour Piercing score for all ranged weapons is reduced by 1 for each range increment beyond the first.

^F Finesse weapon.

^R Reach weapon.

bill may be used to make trip attempts. A character who is wielding a bill and who is tripped while making a trip attempt may drop the bill to avoid being tripped in return.

Bola, 3-ball or 4-ball: The bola is a hunting weapon designed in the Black Kingdoms for bird-hunting. The 3- or 4-ball bola is made from heavy wooden or even metal spheres, connected by a length of chain or strong cord and is a weapon designed to both damage and trip an opponent at range. When you throw and hit with the bolas, the target is tripped and may not trip you. If the target fails a Grapple check versus your

attack roll, it is also grappled. A bola may only grapple Large creatures or smaller. Any grappled creature may not fly. The target can free itself from the bolas as a full-round action.

Bow, Hunting: These small, simple bows are used around the world, both for hunting and combat. Any bow other than one of the regional longbows can be treated as a hunting bow. Hunting bows require two hands for use. They may be used while mounted. If you have a Strength penalty, apply it to damage when using a hunting bow.

Bow, Hyrkanian: The Hyrkanian bow is a composite bow made from horn, wood and sinew. A Hyrkanian bow requires

Martial Weapons

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment	Hardness	Hit Points	Weight	Type
Light Melee Weapons									
Axe ^F	3 sp	1d8	x3	1**	10 ft.	5	3	2 lb.	Slashing
Khandar*	125 sp	1d10	x2*	3	—	12	5	3 lb.	Slashing
Knife, Ghanata ^F	2 sp	1d8	x2	1**	10 ft.	8	3	2 lb.	Slashing
Kora	50 sp	1d8	19-20/x2	1	—	10	3	1½ lb.	Slashing
Pommel*	*	1d4	x2	1	—	*	*	*	Bludgeoning
Poniard ^F	10 sp	1d6	19-20/x2	1**	5 ft.	10	2	1 lb.	Piercing
Sword, Short ^F	50 sp	1d8	19-20/x2	1	—	10	3	1½ lb.	Slashing/Piercing
One-Handed Melee Weapons									
Axe-Mace	75 sp	1d10	x3	5	—	7	5	9 lb.	Slashing/Bludgeoning
Battleaxe	5 sp	1d10	x3	4	—	7	5	3 lb.	Slashing
Broadsword*	125 sp	1d10	19-20/x2	3	—	10	5	2½ lb.	Slashing
Cutlass	50 sp	1d10	19-20/x2	2	—	8	5	2 lb.	Slashing
Khopesh	240 sp	2d4	18-20/x2	4	—	10	9	4 lb.	Slashing
Knife, Zhaibar	25 sp	1d12	x2	1	—	8	6	3 lb.	Slashing
Lance, Heavy*	7 sp	1d10	x3	3	—	5	8	7 lb.	Piercing
Lance, Light*	5 sp	1d10	x3	2	—	5	5	4 lb.	Piercing
Scimitar	75 sp	1d8	18-20/x2	2	—	10	5	2½ lb.	Slashing
Sword, Arming ^F	100 sp	1d10	19-20/x2	2	—	10	4	2 lb.	Slashing or Piercing
Warhammer	7 sp	1d6	x3	7	—	7	4	4 lb.	Bludgeoning/Piercing
Two-Handed Melee Weapons									
Bardiche	8 sp	2d10	x3	5	—	7	10	7 lb.	Slashing
Bec-de-Corbin	30 sp	2d4	x4	7	—	7	10	12 lb.	Piercing/Bludgeoning
Bill*	7 sp	2d8	x3	6	—	7	10	6 lb.	Slashing/Piercing
Club, War	3 sp	2d6	x2	4	—	5	10	6 lb.	Bludgeoning
Nordheimir	8 sp	2d10	x3	5	—	7	10	7 lb.	Slashing
Double-Handed									
Axe									
Pike* ^R	5 sp	2d6	x3	2	—	5	8	10 lb.	Piercing
Pollaxe*	8 sp	2d6	x3	8	—	7	10	7 lb.	Slashing/Piercing
Sword, War* ^F	150 sp	1d12	19-20/x2	3	—	10	8	4 lb.	Slashing/Piercing
Ranged Weapons									
Arbalest	15 sp	2d8	x2	6**	70 ft.	6	5	20 lb.	Piercing
Bolts (10)	3 sp	—	—	—	—	5	1	2 lb.	—
Crossbow	12 sp	2d6	x2	4**	60 ft.	5	4	15 lb.	Piercing
Bolts (10)	2 sp	—	—	—	—	5	1	1 lb.	—
Sling	1 sp	1d8	x3	1**	40 ft.	—	—	0 lb.	Bludgeoning
Sling Bullets (10)	1 sp	—	—	—	—	—	—	5 lb.	—

* See the weapon description for special rules.

** The Armour Piercing score for all ranged weapons is reduced by 1 for each range increment beyond the first.

^F Finesse weapon.

^R Reach weapon.

Exotic Weapons

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment	Hardness	Hit Points	Weight	Type
<i>One-Handed Melee Weapons</i>									
Net	20 sp	—	—	—	10 ft.	2	4	6 lb.	N/A
Sabre	125 sp	1d10	18-20/ x2	2	—	10	8	4 lb.	Slashing
Sword, War*	150 sp	1d12	19-20/ x2	3	—	10	8	4 lb.	Slashing
Trident	15 sp	1d10	x3	2	10 ft.	6	8	4 lb.	Piercing
Whip* ^F	2 sp	1d4	x2	0	—	2	2	1 lb.	Slashing
<i>Two-Handed Melee Weapons</i>									
Flamberge	780 sp	2d10	18-20/ x2	5	—	10	10	6 lb.	Slashing/ Piercing
Greatsword	200 sp	2d10	19-20/ x2	4	—	10	10	6 lb.	Slashing/ Piercing
Tulwar	150 sp	2d8	18-20/ x2	3	—	10	10	6 lb.	Slashing
Talwar	150 sp	2d8	x2	3	—	10	10	6 lb.	Slashing
Gada	3 sp	2d6	x2	4	—	5	10	6 lb.	Bludgeoning
<i>Ranged Weapons</i>									
Bola, 3-ball*	15 sp	1d6	x2	0	10 ft.	2	3	4 lb.	Bludgeoning
Bow, Hyrkanian	25 sp	1d10	19-20/ x2	3**	100 ft.	5	3	2 lb.	Piercing
Arrows (20)	3 sp	—	—	—	—	5	1	3 lb.	—
Bow, Shemite	25 sp	1d10	x3	4**	100 ft.	5	3	2 lb.	Piercing
Arrows (20)	3 sp	—	—	—	—	5	1	3 lb.	—
Bow, Stygian	30 sp	1d12	19-20/ x2	2**	60 ft.	5	4	3 lb.	Piercing
Arrows (20)	4 sp	—	—	—	—	5	1	4 lb.	—
Longbow, Bossonian	20 sp	1d12	x3	5**	80 ft.	5	3	2 lb.	Piercing
Arrows (20)	3 sp	—	—	—	—	5	1	3 lb.	—

* See the weapon description for special rules.

** The Armour Piercing score for all ranged weapons is reduced by 1 for each range increment beyond the first.

^F Finesse weapon.

^R Reach weapon.

both hands to shoot and may be used while mounted. Hyrkanian bows all have strength ratings.

Bow, Shemite: The Shemite bow is very similar to the Hyrkanian bow. A Shemite bow requires both hands to shoot and may be used while mounted. Shemite bows all have strength ratings.

Bow, Stygian: The Stygian bow is heavy and powerful, shooting a long, weighty arrow that does a great deal of damage but will not travel so far as most other arrows. A Stygian bow requires both hands to shoot and may not be used while mounted,

though the Stygian nobility often use them from chariots. Stygian bows all have strength ratings.

Broadsword: This heavy, slightly tapered sword is intended for battlefield use and is often wielded by knights expecting to face lightly armoured enemies. It is too expensive for most mercenaries but many adventurers favour broadswords for their good balance and reasonable effectiveness against armour. Though the broadsword's handgrip is clearly only long enough for one hand to grip it comfortably, the pommel is large and often disc-shaped, allowing for a warrior to get his second hand behind the blow if need be and use the weapon two-handed. A broadsword being wielded two-handed can be used as a finesse weapon if desired.

Club, War: War clubs are used by warriors who cannot afford anything better, or who live in areas where better weapons are not generally manufactured.

Club: The club is perhaps the simplest of man-made weapons. It is most often found in primitive countries but may also be used by peasants and city mobs in more civilised nations.

Crossbow: Crossbows are favoured by countries that do not have many troops capable of wielding any type of longbow, which includes many of the Hyborian nations. It is reasonably quick to fire, as it can be reset by hand. Despite this, the experienced warrior will find a bow of any kind allows a far more rapid rate of fire. A crossbow requires two hands to fire. It may be reloaded as a full-round action.

Cutlass: Cutlasses are shorter than broadswords but almost as heavy and damaging. For this reason they are much-used by pirates, who need a weapon that is not likely to get entangled in rigging or stuck in the low ceilings below decks. Any one-handed weapon larger than the cutlass that is wielded in such a low-ceilinged environment is used with a -2 circumstance penalty to the attack roll.

Dagger: The dagger is an all-purpose weapon and tool, carried by almost everyone over the age of ten or so in the Hyborian countries. Most daggers have double-edged blades, making them more useful for stabbing than cutting but they are still short and handy enough to have many roles outside of combat.

Flamberge: The Nemedian flamberge is a huge, wavy sword. The waved design increases the surface area available for swings, allowing a warrior to cut through his opponent's defences with ease and cause crippling damage. It is difficult to construct and expensive.

Flame Knife: The Iranistani flame knife operates on the same principle as a flamberge, although applied to a double-edged dagger instead of a greatsword.

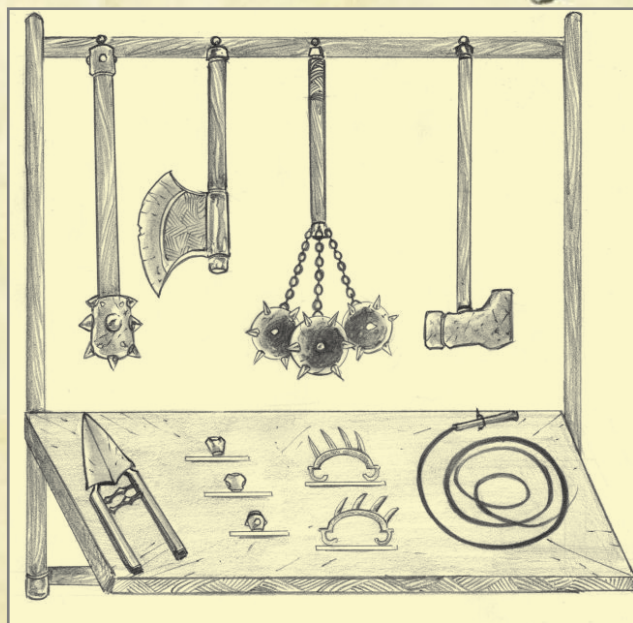
Gada: The gada is a large war-club associated with martial arts in Vendhya and its various militant gods. It is noted for its oversized head. The weapon is often made of brass and is the holy weapon of Hanuman.

Gauntlet: Gauntlets come free with all medium and heavy armours but some characters may elect to buy a gauntlet by itself as a weapon.

Greatsword: Possibly the most powerful weapon fielded on the battlefield by most Hyborian nations, the greatsword is a large, no-nonsense sword. Adventurers of Nemedria are particularly noted for wielding greatswords but most other Hyborian armies have at least a few knights armed with this deadly weapon.

Half-Moon Longspear: A Khitan adaptation of the war spear, the half-moon shaped blade of this weapon makes it ideal for dismounting attackers. Any rider hit by a half-moon longspear must make a Ride check at DC 10 + attack roll of attacker, or be dismounted.

Hatchet: The hatchet is more of a woodsman's tool than a weapon, though it is often pressed into service in combat.



Many armies carry a number of hatchets too, simply for cutting firewood, though a lowly man-at-arms or mercenary may certainly carry one onto the battlefield.

Jambiya: The jambiya is a curved dagger used in eastern Shem, Turan, Iranistan and Vendhya.

Javelin: The javelin is a light throwing spear rarely seen among the Hyborian military but sometimes used by more primitive armies. It is rather better balanced for throwing than the hunting spear but is a little too fragile for effective use in melee combat.

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

Khandar: This Vendhyan sword has a straight blade made of reinforced Vendhyan steel and is designed solely for hacking foes apart. A bar projects from the pommel, allowing it to be wielded with two hands for more powerful blows, changing the critical damage to x3.

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

Knife, Ghanata: The Ghanata knife is commonly used by the tribesmen of the Southern Desert. It is two feet long, heavy, razor-sharp and slightly curved.

Knife, Yuetshi: This is a long, saw-edged knife with a crescent-shaped blade. It is wielded by the Yuetshi fishermen of the southern Vilayet sea.

Knife, Zhaibar: The Zhaibar knife is as long as most swords, though it is shaped very much like a large knife, with a thicker blade than any sword. It is

used throughout Ghulistan. The blade is three feet long, triangular and intended for slashing rather than thrusting. Most Zhaibar knives are bone-handled.

Knife: A short, single-edged cutting tool, the knife can only really be effective as a weapon against unarmoured or defenceless foes.

Kora: Essentially a Vendhyan short sword, this weapon has a forward curving blade with an extremely wide end, much like an axe. The sharp side is on the concave portion. This weapon is often used to perform ceremonial sacrifices in the incensed temples of Vendhya.

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

Lance, Heavy: A heavy lance used from the back of a charging mount does double damage and has a +2 circumstance bonus to Armour Piercing. A heavy lance has reach: you can use it against opponents ten feet away but you may not use it against an adjacent enemy. Heavy lances are intended for use when mounted and are unbalanced for use on foot; if used while dismounted, treat a heavy lance as a war spear with a -2 circumstance penalty to all attack rolls.

Lance, Light: A light lance used from the back of a charging mount does double damage and has a +1 circumstance bonus to Armour Piercing. Light lances are intended for use when mounted but can still be reasonably effective on foot; if used while dismounted, treat a light lance as a hunting spear.

Longbow, Bossonian: The Bossonian longbow has justly made the Bossonian Marches famous for the quality and deadliness of their archers. This massive yew bow does not quite have the range of the Hyrkanian or Shemite bows but the Bossonian archers make up for this with deadly accuracy once the enemy is within range and utter steadfastness when he is not. A Bossonian longbow requires both hands to shoot and may not be used while mounted. If you have a Strength penalty, apply it to damage when using a Bossonian longbow. Bossonian longbows all have strength ratings.

Mace, Heavy or Light: The mace consists of a wooden or metal shaft topped with a heavy, blunt striking surface, usually flanged or ball-shaped. It is very effective against armour, crushing both the protection and the warrior inside it.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 Concentration check or be unable to cast the spell. An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The

net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action). A net is useful only against creatures within one size category of you. A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

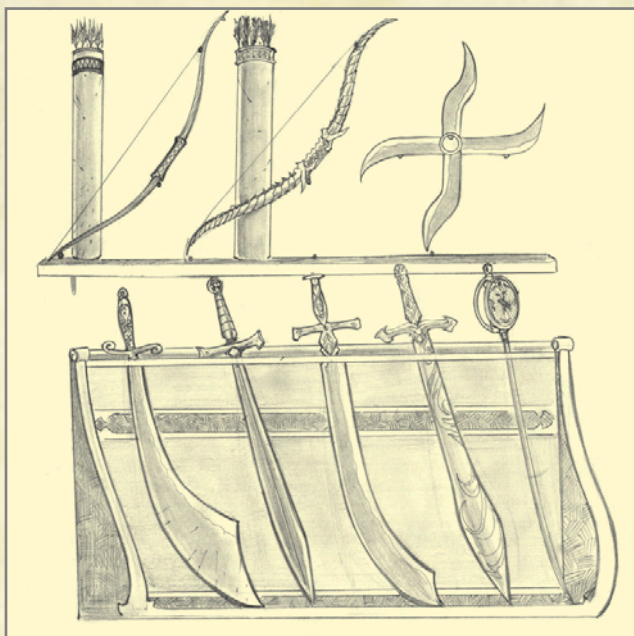
Nordheimir Double-Handed Axe: The long double-handed war-axes of the Aesir and Vanir essentially function as bardiches.

Peshkabz: The Peshkabz, with its T-shaped cross-section, is a Vendhyan dagger designed to pierce armour.

Pike: Pikes are extremely long spears. A pike is a special variety of reach weapon. A character wielding a pike can attack opponents who are 15 feet or 20 feet away, but cannot attack adjacent opponents or opponents who are 10 feet away.

Pollaxe: With an axe-head backed by a warhammer-head, the whole thing surmounted by a spear-point, the pollaxe is a versatile if heavy weapon. The ash shaft is usually around four to five feet long and protected by steel langets. You can use a ready action to set a pollaxe against a charge, in which case it deals double damage on a successful hit against a charging character.

Pommel: A pommel is the heavy steel counterweight on every sword-hilt. The following weapons can all be used to make pommel attacks: dagger, poniard, Ghanata knife, short sword, Zhaibar knife, arming sword, broadsword, scimitar, cutlass, sabre, war sword, greatsword and tulwar. Pommel attacks are useful when you wish to make a bludgeoning attack, or when you need to use a light weapon – for example, when grappling an enemy. A pommel can also be used to make a stun attempt using the Stunning Fist feat if you have it, just as though the pommel were an unarmed strike.



Poniard: This is a long, heavy dagger designed for war and favoured by fighting men as an off-hand or secondary weapon. The blade is usually 15 inches to 19 inches long, with the pommel, guard and handle bringing the total size of the weapon to over two feet.

Sabre: The sabre is a common cavalry weapon in the East. It is intended for one-handed use from horseback, or two-handed use on foot. Although it is classified as an exotic weapon, it may be wielded as a martial weapon by a mounted character, or by a character using it in both hands.

Scimitar: The scimitar is the Eastern equivalent of the sword, with a heavy, curved blade that provides extreme cutting power. It is the most common weapon among Hyrkanian and Shemite nomads.

Sling: The most basic projectile weapon, the sling is still highly effective, hurling lead bullets capable of breaking limbs or smashing skulls.

Spear, Hunting: The hunting spear is light enough to be wielded with one hand and is commonly used in pairs, with the first spear being flung and the second used to finish off the wounded animal. Some warriors from primitive countries use a hunting spear and shield in war.

Spear, War: This is a long, heavy spear with a broad, often leaf-shaped head. The war spear is a reach weapon; a character wielding it may attack foes who are 10 feet away but may not attack adjacent enemies.

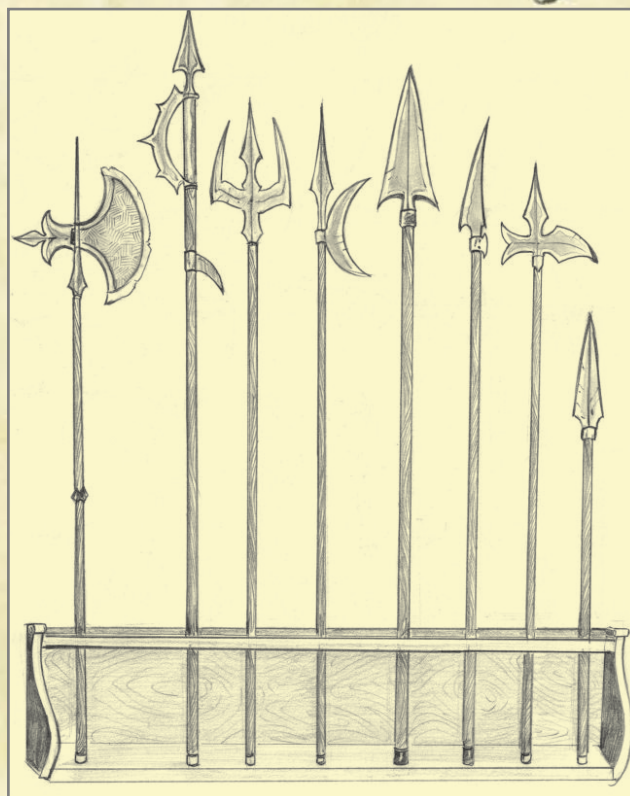
Staff: The staff is fully eight or nine feet long, a thick piece of oak or ash, usually shod at each end with iron. When wielded with both hands close to the butt it provides a good five to six feet of striking length, held towards the enemy and used for thrusts, sweeps and swings. A staff is a reach weapon but unlike more usual reach weapons it may be used freely to attack both adjacent opponents and those who are 10 feet away.

Stiletto: This is a long, narrow-bladed dagger, favoured at court and much used by noble ladies and assassins.

Strike, Unarmed: When you have lost your broadsword and poniard, or when you just want to prove a point, a fist to the jaw can be a devastatingly effective weapon, so long as your enemy is unarmoured.

Sword, Arming: The arming sword resembles the broadsword but is slightly shorter and lighter and often not quite so well made. Knights and mercenaries whose main weapon is a broadsword, battleaxe, heavy mace or two-handed weapon carry an arming sword as a backup weapon and some archers and crossbowmen also use it. Furthermore, it is the only weapon in its class light enough to be a finesse weapon. Well made, fancy-looking versions of the arming sword are often worn about town by nobles and other well-to-do types, since it does not attract quite so much attention as the more obviously military broadsword.

Sword, Short: The short sword is somewhere between the arming sword and poniard in length, with a blade some two feet long or a little longer. It is handy, concealable and can be



used as a finesse weapon, making it much favoured by thieves and skirmishers.

Sword, War: Also known as a bastard sword or hand-and-a-half sword, the war sword is intended for one-handed use from horseback, or two-handed use on foot. Although it is classified as an exotic weapon, it may be wielded as a martial weapon by a mounted character, or by a character using it in both hands. Note that its game statistics are slightly different depending on whether it is being wielded in one hand or two. Any time a war sword is being wielded in two hands, it may be used as a finesse weapon and to make piercing attacks. The table below summarises the various uses of the war sword.

Movement	Hands Used	Classification	Finesse?
Mounted	One Handed	Martial	No
Mounted	Two Handed	Exotic	Yes
On Foot	One Handed	Exotic	No
On Foot	Two Handed	Martial	Yes

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

Trident: A trident is a three pronged spear used to catch fish. Many coastal regions use the trident as a weapon. It is especially popular in Argossean gladiatorial arenas. The trident can be thrown. If you use a ready action to

Strength Ratings for Bows

All bows have strength ratings, selected at the time the bow is made. A strength rating is given as the Strength modifier the weapon is ideally suited for, and is given in brackets after the bow. For example, a Bossonian longbow made for a character of Strength 8 to 9 would be written as a 'Bossonian longbow (-1)' whereas a Shemite bow made for a character of Strength 16 or 17 would be written as a 'Shemite bow (+3)'.

A character whose Strength modifier is less than the strength rating of the bow has a -2 circumstance penalty on his attack rolls with that bow. A bow with a positive strength rating (+1 or higher), when used by a character who has a Strength bonus, allows that character to apply his Strength bonus to the damage dealt by the bow and to the Armour Piercing value of the bow, to a maximum of the strength rating of the bow.

For longbows with strength ratings of +1 or above, the cost to buy the bow is increased by +20 sp for each +1 of the strength rating.

For example, a character of Strength 16 has a Strength bonus of +3. If he were proficient with the Bossonian longbow, the ideal weapon for him to wield would be a Bossonian longbow (+3), at a cost of 80 sp. He would deal 1d10+3 damage with this weapon and it would have an Armour Piercing value of 9. If he had instead a Bossonian longbow (+2) at a cost of 60 sp, he would only deal 1d10+2 damage (AP 8). If he picked up a Bossonian longbow (+4), he would still deal only 1d10+3 damage (AP 9) and suffer a -2 penalty on his attack rolls with it.

set a trident against a charge, you deal double damage on a successful hit against a charging character. It can be used with one or two hands.

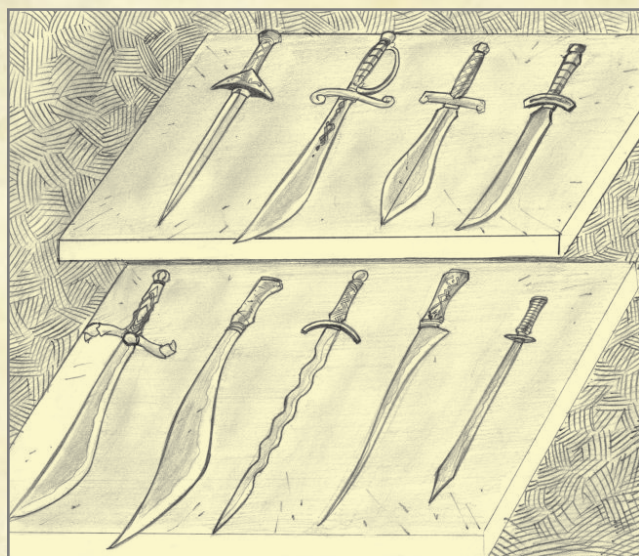
Tulwar: This two-handed, heavy curved sword resembles a massive scimitar. It is wielded for its sheer cutting power and sometimes as a symbol of rank among warriors of the East.

Warhammer: Though referred to as a warhammer, this weapon has a head that more closely resembles a meat tenderiser, used for bashing in the joints of an armoured opponent. The spike on the reverse of the head looks a little like a pickaxe blade and can be used to pierce right through heavy armour. The head is mounted on a three-foot long shaft of ash, allowing for good leverage.

Whip: A whip deals nonlethal damage, though if it deals 4 or more damage in a single blow, one point of this damage is considered to be lethal damage. It deals no damage to any creature with Damage Reduction of 3 or higher, whether from armour or natural DR. The whip is treated as a melee weapon with 15-foot reach, though you do not threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach, including adjacent foes.

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon. You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip

to avoid being tripped. When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent, including the roll to keep from being disarmed if the attack fails. Whips are finesse weapons. A whip can also be used to torture captives, granting a +2 circumstance bonus to all Profession (torturer) checks. The whip is assumed to be a large bullwhip, capable of inflicting serious pain and some injury; a cheaper cat o' nine tails or similar light whip can be made for 1 sp. This light whip is not a weapon, but can be used to deal 1 point of lethal damage and 1d4 nonlethal damage per minute on an unarmoured, helpless opponent.



Primitive Weapons

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment	Hardness	Hit Points	Weight	Type
<i>Light Melee Weapons</i>									
Hatchet ^F	1 sp	1d6	x2	0	10 ft.	2	2	2 lb.	Slashing
Knife ^F	½ sp	1d4	x2	0	10 ft.	4	1	1 lb.	Slashing
<i>One-Handed Melee Weapons</i>									
Club	—	1d8	x2	0	10 ft.	2	4	2 lb.	Bludgeoning
Khopesh, bronze	120 sp	2d4	18-20/ x2	2	—	5	9	4 lb.	Slashing
Sword, Short, bronze ^F	25 sp	1d8	19-20/ x2	0	—	5	3	1½ lb.	Slashing or Piercing
Spear, Hunting	1 sp	1d8	x2	0	10 ft.	2	4	2 lb.	Piercing
<i>Two-Handed Melee Weapons</i>									
Spear, War ^{F R}	1 sp	1d10	x3	0	—	3	4	5 lb.	Piercing
<i>Ranged Weapons</i>									
Bow, Hunting	1 sp	1d8	x2	0	50 ft.	2	2	1 lb.	Piercing
Arrows (20)	½ sp	—	—	—	—	2	1	3 lb.	—
Javelin	1 sp	1d8	x2	0	30 ft.	2	3	2 lb.	Piercing

^F Finesse weapon.

^R Reach weapon.

WEAPON AVAILABILITY

The standard weapons listed on the Weapons table are available in most regions, including all the Hyborian kingdoms and most of the Eastern nations. However, weapons with a region as part of their name, such as the Bossonian longbow and Ghanata knife, are usually only available in or around that region.

Likewise, exotic weapons are usually scarce outside of the regions in which most people have Weapon Familiarity with them. For example, tulwars are scarce in the Hyborian kingdoms but greatswords are scarce beyond them. It is always up to the Games Master to determine which weapons are available in specific regions.

WEAPON QUALITY

There are almost no specifically 'magical' weapons in the Hyborian age. However, superior and inferior quality weapons are sometimes available.

The standard weapons listed in the Weapons table are assumed to be of average quality. On occasion, it may be necessary to wield weapons of lesser quality; conversely, an adventurer who is fortunate enough to get his hands on a better quality

weapon will likely not give it up until it is prised from his dead fingers or lost in the corpse of his enemy.

In *Conan The Roleplaying Game*, the hierarchy of weapon quality is as follows: primitive weapons, standard weapons, Akbitanan weapons. Primitive weapons are the poorest quality and Akbitanan weapons are the best quality available short of the extremely scarce magical weapons.

PRIMITIVE WEAPONS

Primitive weapons are found in any place where it is hard to get good quality materials or where the craftsmen are relatively low skilled or, more commonly, both. This is particularly the case throughout the Pictish Wilderness and in many of the Black Kingdoms. Occasionally, primitive weapons can be found in more advanced nations, especially in frontier or isolated regions where both materials and smiths may be of low quality. Primitive weapons are usually only simple weapons, though occasionally primitive martial weapons are made. None of the exotic weapons can be made as primitive weapons. All primitive weapons are brittle and tend not to be so durable or keep such a good edge as standard weapons. They are usually made from stone, copper, bronze or poor quality iron. Some Hyborian age nations still have mostly bronze weaponry, such as Stygia.

Akbitanan Weapons

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment	Hardness	Hit Points	Weight	Type
Simple Weapons									
<i>Light Melee Weapons</i>									
Dagger ^F	50 sp	1d4	19-20/x2	3**	10 ft.	15	2	1lb.	Piercing
Stiletto ^F	50 sp	1d4	x4	3	—	12	2	½ lb.	Piercing
Martial Weapons									
<i>Light Melee Weapons</i>									
Poniard ^F	50 sp	1d6	19-20/x2	3**	5 ft.	15	4	1lb.	Piercing
Sword, Short	250 sp	1d8	19-20/x2	3	—	15	6	1½ lb.	Slashing/ Piercing
<i>One-Handed Melee Weapons</i>									
Broadsword*	625 sp	1d10	19-20/x2	5	—	15	10	2½ lb.	Slashing
Scimitar	375 sp	1d8	18-20/x2	4	—	15	10	2½ lb.	Slashing
Sword, Arming*	500 sp	1d10	19-20/x2	4	—	15	8	2 lb.	Slashing/ Piercing
<i>Two-Handed Melee Weapons</i>									
Sword, War*	750 sp	1d12	19-20/x2	5	—	15	16	4 lb.	Slashing/ Piercing
Exotic Weapons									
<i>One-Handed Melee Weapons</i>									
Sabre	625 sp	1d10	18-20/x2	4	—	15	16	4 lb.	Slashing
Sword, War*	750 sp	1d12	19-20/x2	5	—	15	16	4 lb.	Slashing
<i>Two-Handed Melee Weapons</i>									
Greatsword	1,000 sp	2d10	19-20/x2	6	—	15	20	6 lb.	Slashing/ Piercing
Tulwar	750 sp	2d8	18-20/x2	5	—	15	20	6 lb.	Slashing

* See the weapon description for special rules.

** The Armour Piercing score for all ranged weapons is reduced by 1 for each range increment beyond the first.

^F Finesse weapon.

Primitive weapons have only half the Hardness of standard weapons (rounded down), and their Armour Piercing value is reduced by 2, to a minimum of 0.

Furthermore, primitive weapons break if they strike completely ineffectively against a metal-armoured character – that is, if the armour's DR reduces the primitive weapon's damage to 0.

Primitive weapons cost only ½ the cost listed in the Weapons table, rounded down.

For example: A primitive war spear still does 1d10 damage with a x3 critical. However, its Armour Piercing value is 0 and its hardness is only 3. It costs only 1 sp.

For reference, a table of the most common primitive weapons is provided in the Primitive Weapons table sidebar.

AKBITANAN WEAPONS

The expertise of the Akbitanan smiths combines with a superb source of high-grade steel mined locally to the city to produce weapons that have near-perfect balance, unsurpassed hardness and a strength and flexibility that renders them almost indestructible. Akbitanan weapons can generally be found for sale only in Akbitana itself – these weapons are so famed that the smiths of that city have more than enough business without actively exporting their wares.

Almost all Akbitanan-manufactured weapons are martial or exotic, with bladed arms such as daggers, swords and scimitars being the Akbitanan smiths' preferred products. It might just be possible to persuade an Akbitanan smith to manufacture another weapon, but they are unlikely to be willing to make a hafted weapon such as a spear or axe. This is because such a weapon must necessarily rely on a wooden shaft for much of its strength; and no smith can guarantee the strength of wood.

Improvised Weapons

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment	Hardness	Hit Points	Weight	Type
Light Melee Weapons									
Cup or Goblet**	30 sp	1d4	x2	—	10 ft.	6	1	½ lb.	Bludgeoning
Flagon or Tankard**	60 sp	1d6	x2	—	10 ft.	6	1	1 lb.	Bludgeoning
One-Handed Melee Weapons									
Sceptre	700 sp	1d8	x2	1	—	6	2	3 lb.	Bludgeoning
Vase**	300 sp	1d8	x2	—	5 ft.	6	1	2 lb.	Bludgeoning
Two-Handed Melee Weapons									
Bench**	6,000 sp	2d6	x2	8	5 ft.	6	40	100 lb.	Bludgeoning
Chair**	2,000 sp	2d4	x2	3	5 ft.	6	20	30 lb.	Bludgeoning

** The Armour Piercing score for all ranged weapons is reduced by 1 for each range increment beyond the first.

Akbitanan weapons grant an enhancement bonus of +1 to attack rolls and +2 to Armour Piercing. Furthermore, they have 1.5 times the usual Hardness and double the usual hit points for the weapon type (round down). An Akbitanan weapon costs five times the cost of the base weapon (minimum 50 sp).

For example, an Akbitanan war sword gives +1 to all attack rolls, has an Armour Piercing of 5, a Hardness of 15 and 16 hit points. It costs 750 sp.

For reference, a table of the most common Akbitanan weapons is provided in the Akbitanan Weapons table.

BROKEN AKBITANAN WEAPONS

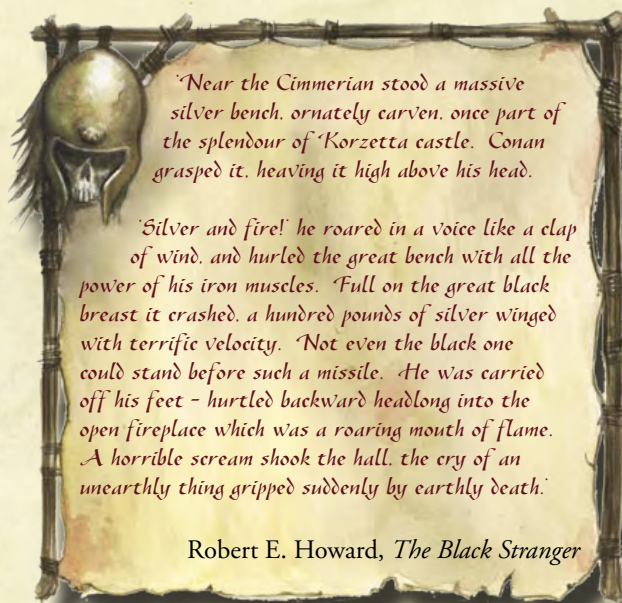
Broken weapons count as improvised and so bestow a –4 nonproficiency penalty to attack rolls and a –1 penalty to Parry Defence when used to parry. A weapon must be at least a one-handed melee weapon to be usable when broken. Light weapons are destroyed outright.

Treat a broken one-handed bladed weapon as a poniard and a broken two-handed bladed weapon as a scimitar or arming sword, depending on the size. Broken weapons only ever inflict slashing damage, as they no longer have sharp points. A broken weapon has the same hardness it originally had and the same number of hit points as a poniard or scimitar. All broken weapons (like all improvised weapons) score critical threats only on unmodified rolls of 20.

SILVER WEAPONS

At great expense, a weapon can be made of solid silver so that it bypasses the Damage Reduction of creatures such as demons. This is done only rarely – far more commonly a character must use an improvised weapon.

This is only practical for bludgeoning or piercing weapons. A silver slashing weapon cannot function, as it cannot hold an edge. A silver piercing weapon can just barely work, as it need not be quite so razor-sharp as a slashing weapon. Even then, it is not so efficient as the usual iron equivalent – on a successful attack with a silver piercing weapon, the wielder takes a –1 penalty on the damage roll (with the usual minimum of 1 point of damage). Silver bludgeoning weapons have no penalty.



Silver weapons have –1 Hardness and –1 hit points (minimum 1 in both cases) in comparison to their normal equivalents. They cost an additional 50 sp x (weapon weight in lb).

Silver Weapons

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment	Hardness	Hit Points	Weight	Type
Simple Weapons									
<i>Unarmed Attacks</i>									
Gauntlet ^F	55 sp*	1d6	x2	1	—	9	1	1 lb	Bludgeoning
Light Melee Weapons									
Dagger ^F	53 sp	1d4-1	19-20/x2	1**	10 ft.	9	1	1 lb	Piercing
Stiletto ^F	27 sp	1d4-1	x4	1	—	7	1	½ lb	Piercing
One-Handed Melee Weapons									
Mace, Heavy	203 sp	1d10	x2	4	—	6	4	4 lb	Bludgeoning
Mace, Light	127 sp	1d8	x2	2	—	6	2	2½ lb	Bludgeoning
Ranged Weapons									
Arrow (for hunting bow) (1)	16 sp	(-1)	—	—	—	4	1	3/10 lb	—
Martial Weapons									
Light Melee Weapons									
Pommel*	+50 sp	1d4	X2	1	—	*	*	*	Bludgeoning
Poniard ^F	60 sp	1d6-1	19-20/x2	1**	5 ft.	9	1	1 lb	Piercing
Sword, Short ^F	125 sp	1d8-1	19-20/x2	1	—	9	2	1½ lb	Piercing
One-Handed Melee Weapons									
Sword, Arming ^F	200 sp	1d10-1	19-20/x2	2	—	10	4	2 lb	Piercing
Ranged Weapons**									
Arbalest Bolt (1)	11 sp	(-1)	—	—	—	4	1	1/5 lb	—
Arrow (any bow) (1)	16 sp	(-1)	—	—	—	4	1	3/10 lb	—
Crossbow Bolt (1)	6 sp	(-1)	—	—	—	4	1	1/10 lb	—
Sling Bullet (1)	26 sp	—	—	—	—	—	—	1/2 lb	—

* See the weapon description for special rules.

** The Armour Piercing score for all ranged weapons is reduced by 1 for each range increment beyond the first.

^F Finesse weapon.

The Silver Weapons table gives game statistics for typical silver weapons, including the kind of improvised silver weapon that might be found in the houses of the rich. Note that the improvised weapons generally cost rather more by weight than 50 sp per pound; this reflects the typically increased cost of such finely made goods as intricately carved silver goblets.

Armour & Shields

ARMOUR

Having chosen a weapon, a smart warrior also should choose quality armour, armour I almost always have in stock and, if not, can get quickly for you. Armour protects you from harm by absorbing damage from an enemy's blows.

ARMOUR QUALITIES

To wear heavier armour effectively, a character can select the Armour Proficiency feats, but most classes are automatically proficient with the armours that work best for them.

Armour and shields can take damage from some types of attacks.

Here is the format for armour entries, given as column headings on the Armour and Shield tables below.

Cost: The cost of the armour for Small or Medium humanoid creatures.

Damage Reduction: Whenever a character is hit in combat, whether from a melee or ranged weapon, the Damage Reduction (DR) score of any armour he is wearing at the time is deducted from the damage rolled by the weapon.

Maximum Dex/Dodge: This number is the maximum Dexterity bonus to Dodge Defence that this type of armour allows. The Dexterity bonus that you add to your Dodge Defence cannot exceed this number while you are wearing the armour. Heavier armours limit mobility, reducing the wearer's ability to dodge blows. This restriction does not affect any other Dexterity-related abilities. Your Parry Defence is unaffected by the armour you are wearing.

Even if a character's Dodge Defence is effectively +0 because of armour, the character can still dodge. He is not counted as 'unable to dodge' for the purposes of sneak attacks.

Your character's encumbrance (the amount of gear he carries) may also restrict the maximum Dexterity bonus to Dodge Defence that he can use.

Shields: Shields do not affect a character's maximum Dexterity bonus to Dodge Defence.

Armour Check Penalty: Any armour heavier than a quilted jerkin penalises a character's ability to use some skills. An armour check penalty number is the penalty that applies to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble checks when a character is wearing a certain kind of armour. Double the normal armour check penalty is applied to Swim checks. A character's encumbrance (the amount of gear carried, including armour) may also apply an armour check penalty.

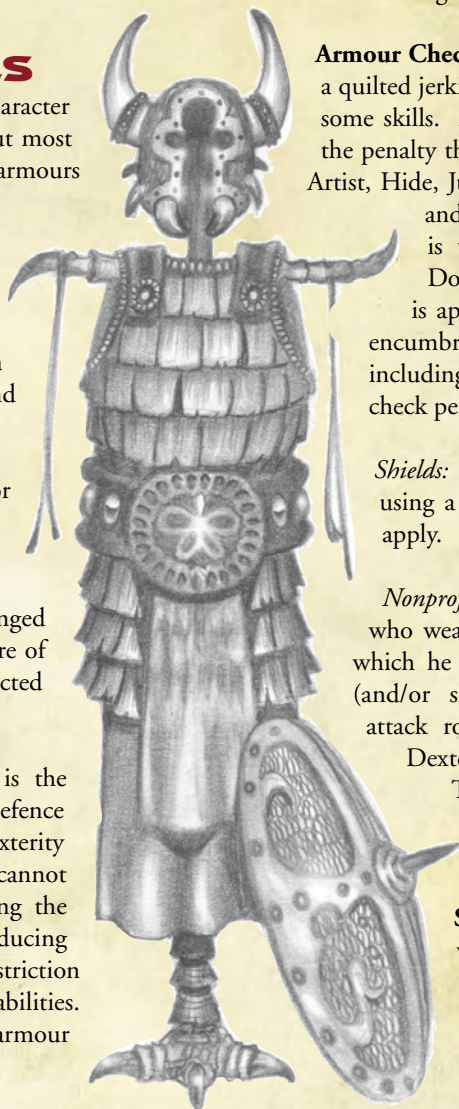
Shields: If a character is wearing armour and using a shield, both armour check penalties apply.

Nonproficient with Armour Worn: A character who wears armour and/or uses a shield with which he is not proficient takes the armour's (and/or shield's) armour check penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks.

The penalty for nonproficiency with armour stacks with the penalty for nonproficiency with shields.

Sorcery Failure: Armour interferes with the gestures that a sorcerer must make to cast an arcane spell that has a somatic component. Sorcerers thus face the possibility of sorcery failure if they are wearing armour.

Casting a Spell in Armour: A character who casts a spell while wearing armour must usually make a sorcery failure roll. The number in the Sorcery Failure column



Armour Table

Armour	Cost	Damage Reduction	Maximum Dex Bonus	Armour Check Penalty	Sorcery Failure	Speed (30 ft.)	Weight
Light Armour							
Horse-hide Jerkin	8 sp	4	+6	—	30%	30 ft.	4 lb.
Leather Jerkin	10 sp	4	+6	−1	40%	30 ft.	5 lb.
Mail Shirt	400 sp	5	+4	−3	60%	30 ft.	20 lb.
Quilted Jerkin	45 sp	3	+7	—	30%	30 ft.	2 lb.
Medium Armour							
Breastplate	2,000 sp	6	+4	−4	70%	25 ft.	20 lb.
Brigandine Coat	300 sp	6	+2	−5	70%	25 ft.	30 lb.
Chahar-aina	2,000 sp	6	+4	−4	70%	25 ft.	20 lb.
Mail Hauberk	800 sp	6	+3	−4	80%	25 ft.	35 lb.
Scale Corselet	100 sp	5	+3	−4	75%	25 ft.	25 lb.
Heavy Armour							
Bronze Scale Hauberk	170 sp	5	+2	−5	90%	25 ft.	40 lb.
Mail Hauberk and Breastplate	2,800 sp	9	+1	−8	95%	25 ft.	55 lb.
Mail Hauberk and Brigandine Coat	1,100 sp	9	+0	−9	95%	25 ft.	65 lb.
Mail Hauberk and Chahar-aina	3,600 sp	9	+1	−8	95%	25 ft.	55 lb.
Mail Hauberk and Scale Corselet	900 sp	8	+0	−8	90%	25 ft.	60 lb.
Mail Hauberk and Scale Hauberk	1,000 sp	9	+0	−10	100%	25 ft.	75 lb.
Mail Shirt and Breastplate	2,400 sp	8	+2	−7	85%	25 ft.	40 lb.
Mail Shirt and Brigandine Coat	700 sp	8	+1	−8	85%	25 ft.	50 lb.
Mail Shirt and Chahar-aina	2,400 sp	8	+2	−7	85%	25 ft.	40 lb.
Mail Shirt and Scale Corselet	500 sp	7	+1	−7	80%	25 ft.	45 lb.
Mail Shirt and Scale Hauberk	600 sp	8	+0	−9	100%	25 ft.	60 lb.
Plate Armour	6,500 sp	10	+2	−6	95%	25 ft.	55 lb.
Scale Hauberk	200 sp	6	+1	−6	90%	25 ft.	40 lb.
Helmets							
Steel Cap	+40 sp	+1	—	—	10%	—	3 lb.
Great Helm	+350 sp	+2	—	−2#	20%	—	7 lb.
Visored Helm	+450 sp	+1/+2	—	−1/−2#	20%	—	5 lb.

Penalty applies to Listen and Spot checks only.

on the Armour table is the chance that the spell fails and is ruined. If the spell lacks a somatic component, however, it can be cast with no chance of sorcery failure.

Shields: If a character is wearing armour and using a shield, add the two numbers together to get a single sorcery failure chance.

Sleeping in Armour: A character who sleeps in medium or heavy armour is automatically fatigued the next day. He takes a −2 penalty on Strength and Dexterity and cannot charge or run. Sleeping in light armour does not cause fatigue.

Speed: Medium or heavy armour slows the wearer down. The number on the Armour table is the character's speed while wearing the armour.

Shields: Shields do not affect a character's speed.

Weight: This column gives the weight of the armour sized for a Medium wearer. Armour fitted for Small characters weighs half as much and armour for Large characters weighs twice as much.

Optional Rule: Mail, either a shirt or a hauberk, weighs heavily upon the shoulders, causing fatigue in even the mightiest of Hyborian age warriors. As an optional rule, a Games Master can rule that any warrior wearing mail armour for more than a day at a time suffers fatigue until he goes for a day without the mail. Many warriors carry lighter armour for sleeping and non-combative duties.

ARMOUR DESCRIPTIONS

Breastplate: Worn over a lightly quilted doublet (included in the cost), the breastplate gives maximum protection to the torso and still allows for rapid movement.

Brigandine Coat: A brigandine coat or 'coat-of-plates' uses large, overlapping steel plates sandwiched between two layers of heavy cloth or leather and riveted together, giving a heavy but effective protection to the torso.

Bronze Scale Hauberk: A scale hauberk is made of 450 or so bronze scales individually stitched in overlapping rows to a loose-fitting leather coat. The hauberk includes a thick leather collar to protect the neck.

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

Great Helm: The armour penalty for a great helm applies to Listen and Spot checks only.

Horse-hide Jerkin: Worn by Hyrkanians, this armour is hardened with urine and worn with a tightly woven silk shirt.

Leather Jerkin: This is a cheap and simply made jacket of cowhide, thick enough to stop a glancing blow but a little encumbering.

Mail Shirt: The mail shirt only protects the torso, with the arms and perhaps hips being protected by quilted cloth or heavy leather.

Mail Hauberk: A mail hauberk covers the torso, arms and upper legs with mail armour and comes with greaves of steel plate to protect the lower legs. Mail hauberks are found throughout the world, though the best are made in Turan.

Plate Armour: The ultimate in protection, plate armour consists of shaped steel plates covering the entire body, from the tips of the toes to the crown of the head. Plate armour is always made to fit the wearer, a process that will take several months and usually requires a

sizable deposit upfront. There is a straight 20% chance that any given suit will *almost* fit a particular character, in which case it can be worn but with a maximum Dex bonus of +0. A suit that almost fits in this manner can be re-sized to fit the character perfectly, as though it were made-to-measure. This will take 1d4 weeks and costs 500 sp per week.

Quilted Jerkin: Painstakingly hand-sewn from 20 or more layers of linen, the quilted jerkin is light and usually fits well, allowing for almost completely unencumbered movement but not offering so much protection as a good suit of mail or scale armour.

Scale Corselet: This is armour for the torso only, made from overlapping layers of small oval metal scales held together by woven laces. It is usually worn with some light limb protection such as thick boiled leather plates or even simply multiple layers of quilted linen or wool. Scale corselets are common among mercenary bands and some of the Shemite nomads and Hyrkanian warriors.

Scale Hauberk: A scale hauberk covers the arms, torso and legs almost to the knee with metal scales similar to those used for a scale corselet. The lower legs may be protected by light mail armour, steel greaves or hardened leather plates.

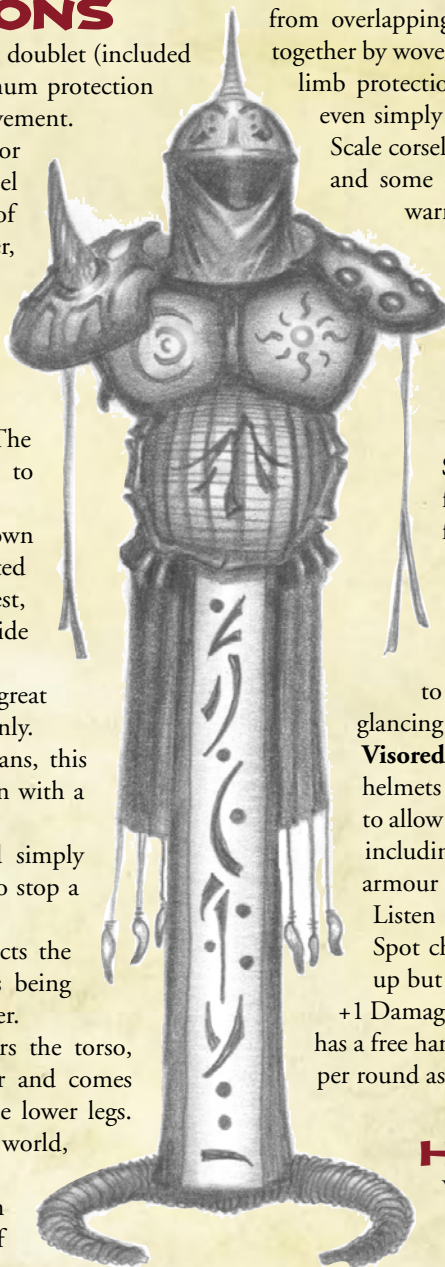
Steel Cap: This also includes all open-faced helmets, such as the morion helms favoured by Argossean soldiers and sailors, the horned helmets of the Nordheimr and the plain conical helms worn by the nomads of Shem. Most steel caps are simple, mass-produced items intended to protect the ordinary soldiery from glancing blows.

Visored Helm: Visored helms include any helmets which have some means of opening out to allow the wearer to more easily see and breathe, including sallets, close-helmets and armets. The armour penalty for a visored helm applies to Listen and Spot checks only. The penalty to Spot checks does not apply if the visor is worn up but in that case the visored helm only grants +1 Damage Reduction, rather than +2. If the wearer has a free hand, he may put the visor up or down once per round as a free action.

HELMETS

When a helmet is worn with a suit of armour, the two DRs are added together for all purposes.

If it becomes necessary to determine which of the two is left intact after an attack, assume that the helmet is the last piece of armour



to be destroyed, unless the Games Master's description of the combat specifies otherwise.

LAYERING ARMOUR

Certain types of armour may be layered together, which grants better protection than either could alone. Often the bulk and weight of two layers of armour makes this an impractical solution, though for heavy combat it may almost be worth it. All the combinations of armour that may be layered together are given their own entries in the Armour table. The result is always heavy armour.

ARMOUR QUALITY AND AVAILABILITY

Like weapons, armour has something of a hierarchy of quality, with armour from the best smiths being both better-fitting and offering more protection. There is no especially primitive armour; primitive nations such as the Black Kingdoms often have only leather or quilted jerkins available but these are not especially inferior in quality to those typically found throughout the Hyborian kingdoms. Breastplates, plate armour and brigandine coats, even of standard quality, are generally only available in the Hyborian nations, though nobles from other regions may travel to the north to have plate armour made for them.

SUPERIOR ARMOUR

Superior armour is only manufactured in a small number of regions, as follows:

Aquilonia: Breastplate, plate armour, visored helmet.

Koth: Scale corselet, scale hauberk, great helm.

Turan and Hyrkania: Mail shirt, mail hauberk, steel cap.
Zingara: Leather jerkin.

Note that superior armour of other kinds is never available.

Superior armour has a maximum Dexterity bonus that is +1 higher than usual for the armour and it weighs 10% less. More importantly, it is significantly harder and will only be damaged if the wearer is dealt 25 hit points of damage, rather than the usual 20 hit points. It costs three times as much as an equivalent suit of armour.

If two suits of armour are combined, such as a mail hauberk and breastplate, this increase to the maximum Dexterity bonus applies only if both suits of armour are superior. Superior quality armour must always be tailored to fit the wearer – a looted suit of superior armour can be reworked to fit its new owner but unless a Craft (armourer) check (DC 30) is made, the resulting armour will no longer be superior.

GETTING INTO AND OUT OF ARMOUR

The time required to don armour depends on its type; see the Donning Armour table.

Don: This column tells how long it takes a character to put the armour on. One minute is 10 rounds. Readyng (strapping on) a shield is only a move action.

Don Hastily: This column tells how long it takes to put the armour on in a hurry. The armour check penalty and Damage Reduction for hastily donned armour are each 1 point worse than normal.

Remove: This column tells how long it takes to get the armour off. Loosing a shield (removing it from the arm and dropping it) is only a move action.



Donning Armour

Armour Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Leather Jerkin, Mail Shirt, Quilted Jerkin, Brigandine Coat	1 minute	5 rounds	1 minute ¹
Scale Hauberk, Mail Hauberk, Breastplate	4 minutes ¹	1 minute	1 minute ¹
Plate Armour, Scale Hauberk, all Heavy Armour combinations	4 minutes ²	4 minutes ¹	1d4+1 minutes ¹

¹ If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters cannot help each other don armour at the same time.

² The wearer must have help to don this armour. Without help, it can be donned only hastily.

SHIELDS

Shields share some characteristics with armour and some with weapons, as well as having some qualities entirely their own.

All shields have a shield bonus. This is added to the Parry Defence of any character who is parrying.

In addition, the shield bonus is added to the Dodge Defence of any character who is dodging a ranged attack. This represents the relative ease of ducking down behind a shield to evade missiles.

All shields can be used to make shield bash attacks if desired but a shield used in this way does not add its parry bonus to the character's Parry Defence that round.

All the shields have Armour Check Penalties listed, as with armour. If a character wears armour and carries a shield, add the relevant Armour Check Penalties together.

Buckler: This is a small, round shield made from steel and designed to deflect attacks rather than

stop them directly. The buckler is held in the fist by a single handle. It is versatile enough to make an effective weapon, too, since it is relatively light and agile but also very hard. A buckler is classed as a light weapon if used to make shield bash attacks.

Shield, Large: The shield covers everything from a knight's triangular shield to the large round shields favoured by the Gundermen and Nordheimr. All large shields are made of layers of wood and softer materials such as canvas, rawhide and leather. Sometimes a large shield will have a steel boss in the centre. A large shield is usually strapped to the left arm and held by a handgrip in the left hand. It may instead be strapped to the shoulder to allow for two weapons or a two-handed weapon to be used, in which case it no longer confers a shield bonus to your Parry Defence but does confer a +2 shield bonus to Dodge Defence when dodging ranged attacks, rather than the usual +4. A shield strapped to the shoulder allows you to parry attacks if you should be left without a weapon in your hand, although it conveys no shield bonus to Parry Defence. Alternatively, a large shield may be strapped to the back, in which case it



Shields

Shield	Cost	Shield Bonus	Armour		Sorcery Failure	Damage	Critical	Armour		Hit Points	Weight	Type
			Check Penalty	Check Penalty				Piercing	Hardness			
Buckler	5 sp	+2	-1	-1	20%	1d6	x2	1	10	4	2 lb.	Bludgeoning
Shield, Large	7 sp	+4	-4	-4	15%	1d4	x2	0	6	10	8 lb.	Bludgeoning
Targe	3 sp	+3	-2	-2	30%	1d4	x2	0	6	6	4 lb.	Bludgeoning

may not be used to parry with at all and confers no bonus to dodging ranged attacks, but instead gives +2 DR against one opponent per round when the wearer is flanked. A large shield is classed as a one-handed weapon if used to make shield bash attacks.

Targe: The targe is a small, round wooden shield covered in a layer of thick leather and studded with steel. It has two straps, one of which goes over the forearm, with the second being held in the hand. This allows for an off-hand weapon to be held in the same hand as the targe, though if this is done the targe's shield bonus to Parry Defence is reduced to +1. The shield bonus to Dodge Defence against ranged attacks is unaffected. A targe is classed as a one-handed weapon if used to make shield bash attacks.

HORSE BARDING

Barding is a type of armour that covers the head, neck, chest, body and possibly legs of a horse or other mount. Barding made of medium or heavy armour provides better protection

than light barding, but at the expense of speed. Barding can be made of any of the armour types found on the Hyborian age.

Armour for a horse costs four times as much as armour for a human and also weighs twice as much as human armour. If the barding is for a pony or other Medium mount, the cost is only double and the weight is the same as for armour worn by a human. Medium or heavy barding slows a mount that wears it, as shown on the table below.

Barding	Base Speed		
	(40 ft.)	(50 ft.)	(60 ft.)
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft.*	35 ft.*	40 ft.*

*A mount wearing heavy armour moves at only triple its normal speed when running instead of quadruple.

Removing and fitting barding takes five times as long as the figures given on the Donning Armour table. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.



War Machines

CHARIOTS

The Stygian chariot is extremely lightweight, and as a result is significantly faster and more nimble than earlier chariots such as the lumbering Acheronian type. The northern nations regard chariots as essentially obsolete in any case, but the Stygian armies still use chariot regiments to powerful effect.

CHARIOT DESCRIPTIONS

All chariots require warhorses to pull such a weight at speed but there is a wide variation within the chariots themselves. Listed below are two designs seen on battlefields during the Hyborian Age. They vary from each other in several ways and are given the following characteristics:

Horses: This is how many warhorses are required to pull the chariot. No other creatures may be used in their place.

Passengers: Chariots are basically simple three-sided carts with space for two or more passengers. This lists how many Small or Medium creatures may ride in a chariot. Large creatures take the space of two Medium creatures. Creatures of Huge size or greater may not ride in the chariots listed below. A chariot will always require a driver to control its movement.

Speed: This is the base speed of the chariot when pulled by the maximum number of horses. As horses are lost through combat or other means, the chariot's base speed moves to the next number on this line, thus gradually slowing down.

Hardness: As detailed in *Conan the Roleplaying Game*, this is the hardness of each chariot.

Hit Points: Every chariot has a number of hit points. When these are reduced to 0, the chariot is destroyed.

Turn Rate: The lighter a chariot is, the faster its driver can get it to turn at speed. The first number here is the turn a chariot can make, in degrees, when moving at normal speed. The second number lists how much it can turn when making a double move. No chariot can turn at running speed.

Cost: This is the base price a chariot costs to purchase; any chariot may be upgraded however, as detailed on page 47.

Weight: This is the base weight of a chariot, without passengers, cargo and horses.

Cargo: All chariots may carry cargo instead of or in addition to any passengers. This amount is listed in this section. It is assumed that the passengers and their gear weigh no more than 200 pounds each – any excess above this amount will reduce the amount of other cargo that can be carried.

Overrun: This is the base damage caused by the chariot when performing an overrun attack.

Stygian War Chariot

Horses:	2
Passengers:	2
Speed:	60 ft./50 ft.
Hardness:	5
Hit Points:	10
Turn Rate:	90°/45°
Cost:	1,800 sp
Weight:	250 lb.
Cargo:	150 lb.
Overrun:	2d8

This is the standard war chariot of Stygia, little changed since the ancestors of today's Stygian warrior caste modified the design from the Acheronians thousands of years ago.

Acheronian War Chariot

Horses:	4
Passengers:	4
Speed:	40 ft./35 ft./30 ft./20 ft.
Hardness:	5
Hit Points:	20
Turn Rate:	45°/—
Cost:	3,200 sp
Weight:	500 lb.
Cargo:	300 lb.
Overrun:	4d6

Acheronian war chariots are rarely available to buy, since the remaining Acheronians no longer build them. Their game statistics are provided for comparison to the Stygian chariot and to represent more old-fashioned chariots,

such as might be found in ancient tombs or ridden by mysteriously resurrected Old Acheronians and giant-kings.

CHARIOT MOVEMENT

Chariots move in initiative order in the same way as any mounted combatant. There are however some important differences. A chariot may turn once at any point in its move, up to the amount listed as its turn rate. A light chariot may make this turn while making a normal or double move, heavy chariots may only make it safely when making a normal move and neither can safely turn while running.

In addition, chariots may 'drift' up to ten feet left or right for every full 30 feet they move forwards. This is performed as a free action and in no way impedes any other movement the chariot may perform.

A chariot driver may choose to whip his horses harder as a full-round action. If he succeeds at a Handle Animal check at DC 10, he may increase his base speed by ten feet for that round only.

Tight Turns

The driver may also attempt to get his chariot to make a much tighter turn than is entirely safe. A driver may choose to make two turns in a round instead of just one, though these must be made at the beginning and end of the move – they may not be made halfway through as a normal turn may. This is a full-round action and requires the driver to make a Handle Animal check at DC 12 if he is moving at base speed and DC 15 at double speed. A single turn may be made at running speed, again with a successful Handle Animal check, this time at DC 25.

If these checks are failed, the chariot will automatically overturn at the start of the next turn, as covered below in Collisions and Overturning.

CHARIOT COMBAT

All passengers on board a chariot may make their normal attacks as if they were mounted (see *Conan the Roleplaying Game*). The chariot driver, however, must always dedicate at least one hand to controlling the horses and so may only fully wield single-handed weaponry. Any passenger may make an attack at any point in their move, such is the speed of the chariot. This in no way affects the number of actions they may perform each round.

All chariots, no matter what their size, are assumed to take up a space five feet wide and ten feet long, with the horses directly ahead. Either passengers,

horses or the chariot itself may be targeted by an attack if within reach or range, though passengers will receive the benefit of cover for attacks to the front or sides of their chariot, as detailed in *Conan the Roleplaying Game*. This is from a low wooden barrier running round the sides and front of the chariot. Passengers receive no benefit for attacks originating from the rear of their chariot.

If any horse is slain while pulling a chariot, it must be cut free within one round, as described under Collisions and Overturning, or the chariot will automatically overturn.

Sideswipes

Although the main use of the chariot is to provide nobles with a platform for archery and a means of getting around the battlefield, they can also be used to directly injure enemies by driving the chariot sideways into an enemy chariot.

Any chariot driver moving his vehicle alongside another chariot may choose to sideswipe it as a full-round action. The drivers of both chariots must make an opposing Handle Animal check. The winner will deal damage to the loser's chariot, as listed below:

Chariot Sideswipe

Damage	Critical	Type
2d6	20/x2	Bludgeoning

Against Warriors on Foot

The passengers of a chariot may attack any warrior on foot as if they were mounted. Those on foot may fight back as if the warriors on the chariot were mounted. However, the driver of a chariot may overrun his enemies, driving his horses and chariot right over them.

Overrun attacks are detailed in *Conan the Roleplaying Game*. If successful, such an attack will cause an additional amount of damage to the target equal to the Overrun score of the chariot, as covered above.

Collisions and Overturning

One of the most impressive sights on the battlefield is that of a chariot moving at full speed then, for whatever reason, overturning. Wood, warriors and horses all tumble and break apart as the entire mess is veiled by a cloud of dust and blood. Few ever survive such accidents and it is often only the skill of the charioteer that can avoid such tragedy.

Handle Animal checks are used by the charioteer to control his chariot whenever he attempts an extreme action or when a collision looms up ahead. The DC of such checks are listed below:

Action	DC
Cutting free a dead horse before chariot overturns	10
Swapping drivers while chariot is in motion	10
Hitting Medium creature or object	15
Hitting Large creature or object	20
Hitting an immovable object such as a stone building	30

There is a +5 bonus to this check if the chariot is moving at base speed or slower and a -5 penalty if it is moving at running speed.

If the Handle Animal check is successful, the chariot neatly avoids the obstacle or swerves at the last moment.

Games Masters are encouraged to use the above examples as a base should their players ever attempt an action not listed here. If the driver passes his check, he succeeds in the action he was attempting or manages to avoid tragedy, as appropriate. If he fails the check by 5 points or less, the chariot must move in a completely straight line for the next round. No turns or drifts may be attempted. If the chariot cannot move straight ahead for whatever reason (an immovable object being directly in front of it for example), then the chariot will automatically overturn. If he fails by more than 5 points, the chariot will overturn.

Overturning

If a chariot overturns, the chariot itself, along with all passengers and horses, take an amount of damage equal to the Overrun score of the chariot. Passengers may make a Reflex check at DC 20 to halve this damage.

An overturned chariot, if it survives intact, takes 1d6 minutes to put right and re-hitch any living horses. As battles frequently last several hours, with brief rests between engagements, this is quite commonly done on the battlefield. The combined Strength required is equal to the original hit points of the chariot.

CHARIOT UPGRADES

All chariots may be upgraded with fittings and devices designed to increase their lethality in some way for battle. The weight of these upgrades is deducted from the cargo capacity of the chariot in question. Many charioteers and warriors spend a great deal of time personalising their chariots, wanting a distinctive-looking vehicle so as to ensure they are highly visible on the battlefield.

Archery Rack

Many chariots have the cheap addition of a simple wooden spear rack mounted inside, allowing crews ready access to

enough ranged weapons to last an entire battle. An archery rack holds up to two bows of any kind, and comes with three oversize quivers each holding up to 40 arrows. 10 lb. 20 sp.

Metal Banding

Large iron bands hammered around the frame at the sides of the chariot, greatly increasing its resilience to damage. Whereas a normal chariot may be susceptible to strikes from axes and heavier weapons, it will take a determined and accurate hit to damage one reinforced with metal banding.

Metal Banding adds a bonus of +1 to a chariot's hardness score. 120 lb. 200 sp.

COMMON HYBORIAN AGE WAR MACHINES

The following war machines are part of most organised warfare in the Hyborian Age. Some of these weapons appear in other, fallen times, but only after civilization recovers much of its former glory.

The following information and war machines are designed for use with the Open Mass Combat System for *Conan the Roleplaying Game*, available as a free download from the Mongoose Publishing website (www.mongoosepublishing.com).

Structure Dice: While most characters and things in the OMCS system have hit points, war machines have structure points, which serve the same purpose. An attack by a single character or creature must cause ten full hit points worth of damage to deal one structure point of damage to a war machine. Any lesser amount is ignored, the attack simply bouncing off the side of the war machine. Some war machine weapons are listed as causing structural damage. These weapons deal damage directly to the structure points of another building or war machine. Hardness is never applied to structural damage, except in the case of a threatened breach (see below) as such attacks are simply too powerful. Attacks by units in the mass combat system automatically cause structural damage to war machines, due to the large numbers of fighting men attacking together.

Hardness: All siege weapons have a hardness rating of 5 unless made of some material with a different hardness; war machines only use their hardness score when attacked by single characters, never when attacked by units.

Size: This lists how large the war machine is in relation to creatures.

War Machines

Name	Structure Dice	Size	DV	Attacks	Damage	Range Increment	Rate of Fire	Crew	Cost
Ballista	1d6 (3 sp)	Large	5 (-1 large, -4 stationary)	1	3d6/-	120 ft.	3	1	500 sp
Bridge	4d6 (14 sp)	Colossal	-2 (-8 colossal, -4 stationary)	None	None	20 ft. long	0	10	2,000 sp
Cauldron	1d6 (3 sp)	Large	5 (-1 large, -4 stationary)	1	2d8 (fire) or 3d8 (fire) or 5d8 (fire)	20 ft. down	1/.5/.25	3	200 sp
Heavy Catapult	3d6 (10 sp)	Huge	4 (-2 huge, -4 stationary)	1	5d6/3d6	200 ft.	8	5	800 sp
Hyrkanian Mountain	NA	Varies	NA	NA	NA	NA	NA	150	NA
Ladder	1d6 (3 sp)	Large	9 (-1 large)	None	None	20 ft.	None	3	50 sp
Light Catapult	1d6 (3 sp)	Large	5 (-1 large, -4 stationary)	1	3d6/1d6	150 ft.	5	2	550 sp
Ram	1d6 (10 sp)	Large	9 (-1 large)	1	-/2d6	0 ft.	1	6	50 sp
Siege Tower	3d6 (3 sp)	Gargantuan	4 (-6 gargantuan)	None	None	None	0	20	550 sp
Turtle	1d6 (3 sp)	Large	6 (-4 large)	None	None	None	5	2	250 sp
Trebuchet	4d6 (14 sp)	Huge	4 (-2 huge, -4 stationary)	1	6d6/4d6	250 ft.	10	6	1,400 sp

DV: This is the Defence Value of the war machine, used to defend itself against all attacks it may face.

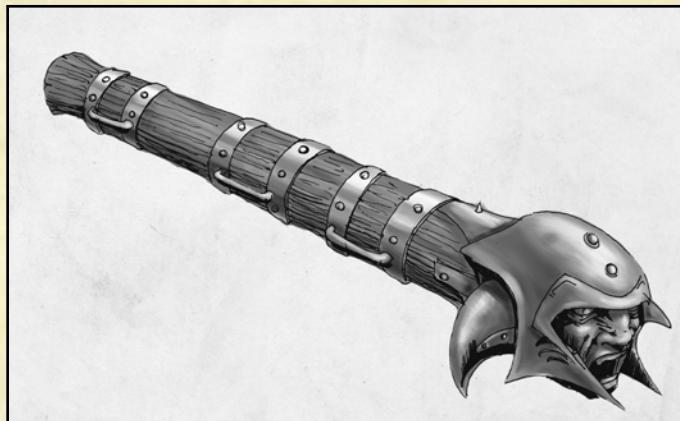
Attacks: War machines are devastating weapons, enabling them to slaughter huge numbers of warriors with each attack. Detailed here is the number of attacks a war machine possesses.

Damage: Many war machines are capable of causing structural damage to other war machines and structures. If a war machine is listed as having two types of damage for a single weapon, the latter will reflect structural damage, the former the damage caused to single characters and units alike.

Range Increment: This is the figure used to calculate the range penalty to any attack by a war machine. Ballistae and similar weapons that work by bow-like action can fire up to ten increments. Catapults and similar weapons that work by throwing action can fire up to five increments. Range increments for war machines work exactly as for normal ranged combat, with a -2 range penalty to the attack roll for each range increment over the first one.

Rate of Fire: Despite having many crewmen, most war machines are incredibly slow to reload, aim and fire. Listed here is how many full-round actions the crew must expend to fire and reload the war machine's weapons.

Crew: This is simply the number of crew required to maintain the war machine at peak efficiency in battle. Each weapon may lose up to a quarter of its crew, rounding down, before its rate of fire is affected. Each crewman lost after this point will cause the rate of fire to be doubled. The crew on a war machine must all have the Profession (siege engineer) skill. For every 3 ranks (rounded down) they have in this



skill, a +1 competence bonus is added to the war machine's attack roll. If there is variation in skill ranks among the crew, apply the rank held by the majority. If for any reason a war machine is operated by a crew lacking in this skill, apply the -4 penalty for attacking with a weapon in which one is not proficient to the war machine's attack roll.

Cost: Simply a guide as to how much a general must pay to own this war machine and have it within his army.

Ballista: A ballista is, in effect, a large crossbow capable of lofting a heavy dart. Although ballista can be fired at individual targets or into a crowd, they are most effective at delivering concentrated fire into target siege engines. Each ballista requires 1 person to work it. It fires most effectively, however, when attended by three separate engineers. An average unit of engineers will operate 10 ballistae at once.

Bridge: Since the beginning of time people have used streams, rivers and ditches to fend one another off. Over the centuries bright men have dreamed up an amazing number of ways to close the gap. The most popular have always been various forms of mobile bridges. These bridges are usually broken into two 10 ft. sections. Each section can be moved by four men. The first section is placed and its supports driven down, then the second moved over and secured. This allows the bridge to cover an 18 ft. gap, effectively bridging most small creeks and desert rivers. An average unit of engineers can deploy five bridges at once.



Cauldron: Many fortifications have 'murder holes', places where the defender can pour something, usually something hot, down into an enclosed area. Even those that do not have these marvellous inventions will often station cauldrons on their walls, as a way of making the attackers' lives even more miserable. A cauldron consists of a large, heavy iron pot attached to a support and heated by some kind of fire source. Each cauldron can be loaded with one of the following:

1. **Boiling Water:** Does 2d8 fire damage to anyone within a 10 ft. radius of the target point. Can unload once per round.
2. **Boiling Oil:** Does 3d8 fire damage to anyone within a 10 ft. radius of the target point. Can unload once every other round.
3. **Molten Lead:** Does 5d8 fire damage to anyone within a 10 ft. radius of the target point. Can unload once every four rounds.

Water is effectively free. A load of oil costs 20 sp. A load of lead costs 50 sp and weighs upwards of 200 lbs. An engineering company can run 12 cauldrons.

Heavy Catapult: A heavy catapult uses rope tension to create an elastic effect. Traditionally called a mangonel, it can loft fairly sizeable boulders high into the air. It can also be used to unleash loose masses of stones, packets of refuse or the severed heads of enemy soldiers. A competent engineering company can run up to five catapults at any one time. The catapult has a critical range of 18-20 for double damage.

Hyrkanian Mountain: A 'Mountain in the Hyrkanian Style' does not have any siege weapon attributes. An engineering company cannot carry one around and a king cannot simply command that one be made and expect it to appear tomorrow. These 'mountains' are in fact ramps of packed earth reinforced with bricks and mortared stone. Workers toil under a heavy canopy, made of local materials, that keeps the arrow attacks off. It requires 100 workers and 50 engineers to begin the building process. Each day, the engineers must maintain the canopy and monitor the work. The workers, meanwhile, are subjected to 1d4 ranged attacks per day per person. This will typically result in a fairly high casualty rate among raw recruits. The lead engineer must make a Profession (siege engineer) skill check with a minimum DC of 20. If the enemy army has an engineer he may choose to contest – if he does so and rolls under a 20, the DC remains 20. If the lead engineer fails then the works do not receive sufficient shelter to protect them during the working day, so it is wasted. On a success the mountain rises 5 ft. into the air, providing a ramp or filling in ditches as appropriate.

Ladder: A siege ladder looks much like its less aggressive counterpart.



However, the top will usually have hooks or grapples attached to it, in order to prevent the enemy from simply pushing it off. A siege team may choose to deploy ladders rather than using war machines. If they do so, they grant characters in their army a +2 circumstance bonus to skill checks required to breach a cliff or wall.

Light Catapult: A light catapult is a smaller, less powerful version of the catapult described briefly above. It can sling a single stone under 100 lb. or a relatively large number of smaller stones at an opponent. These lighter-weight catapults are often used to fling things other than stone (e.g. animal waste, hot sand bits of corpses) back at the enemy. A competent engineering company can run up to five catapults at any one time. The light catapult has a breach range of 19-20.

Ram: Rams range from simple logs to massive trees slung by ropes from a frame. The device described here has more in common with the latter than the former, and represents a balanced point between the two. These

rams have a frame to hang the striking device and some kind of cover, but are not large enough to require horses or ape-men to move. A unit of engineers can manage up to 5 rams at once. A ram has a critical range of 19-20 for double damage.

Siege Tower: A siege tower is a massive, wooden tower on wheels. Within, it contains a ladder and a number of soldiers. These soldiers wait while their fellows push this contraption across the field of battle until the tower comes into contact with the opponent's wall. They then open the top of the tower and try to issue forth. Siege towers are too clumsy to move to a battlefield. Instead, they are usually custom built at the site of the conflict. A group of siege engineers can run up to three siege towers at a time.

Turtle: A turtle is a large, wooden frame affixed with shields. It is large enough to fit roughly 30 men under it. In order to move the men inside pick the frame up, then march forward in lock step. If properly used it makes the people within immune to ranged attacks but terribly vulnerable to siege weapons. An engineering company can manage 20 turtles.

Trebuchet: A trebuchet is a massive catapult that uses a counterweight system rather than the complex and weaker

Unusual Items

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

ANIMAL MUMMIES

Animals are associated with the gods, so to honour the gods the Stygians mummify animals and give them as offerings. Mummified cats are left for Bast; mummified hawks are left for Harakht. So many animals are annually embalmed in Stygia that farms often raise the animals for the express purpose of selling them, killing them and mummifying them. Animal mummies can be used as the material component of the *summon beast*, *animal ally* and *children of the night* spells from *Conan the Roleplaying Game*.

Cost: 10 sp.

Requirements: Profession (mummifier) 6 ranks.

APE PIPES OF KHITAI

Khitan sorcerers have masterwork pipes that can control grey apes. These grant a +1 circumstance bonus to all Perform (pipes) checks, a +1 circumstance bonus to all Handle Animal checks targeting grey apes, and a +1 circumstance bonus to magic attack rolls targeting apes of any kind (any creature whose name includes the word 'ape', irrespective of type). These bonuses replace the usual +2 circumstance bonus to Perform checks given by most masterwork instruments.

In effect, musical instruments of this kind are little different to any other masterwork musical instruments, except they

are pitched specifically to assist with calming and controlling the chosen creature – in this case, grey and other apes. It is likely that similar masterwork musical instruments are used to control other types of creature, at the Games Master's discretion. In each case, the instruments will only be useful to control perhaps two to four specifically named and related creatures, such as a flute that controls dogs and wolves.

Purchase Price: 108 sp. This is for the grey pipes specifically, though similar masterwork instruments could provide a similar benefit at a slightly different price.

BLACK CANDLE OF SET

Thin, greasy plumes of smoke rise from these black candles. The tallow for these candles is rendered from the body of a virgin strangled with her mother's hair and made woman after death by her father. Each candle burning while casting a spell within 10 feet of it gives the caster a +1 circumstance bonus to his Magic Attack roll. The use of these candles puts a sorcerer in danger of Corruption (the item has a Magic Attack bonus of +2 per candle for determining the save DC). Burning more than two candles at once has a tendency to upset the magical balance of a given area and causes any spell cast to be considered a mighty spell if it is not already for determining runaway magic results. If a spell is already a mighty spell and is cast with more than two of these candles lit, then it automatically causes the requisite Will save as if it were the second casting of the spell.

Manufacturing Cost: 10,000 sp per candle, which should cover the cost to secure a virgin from a kidnapper, as well as the father and mother, plus the cost to compel the father to defile his daughter's body, plus the cost of rendering down the body.

BOWL SARCOPHAGI

A bowl sarcophagus is a strange black cylinder, nearly four feet in height, and perhaps three feet in diameter at its widest circumference, which is half-way between the top and bottom. These ancient bowls are generally not built anymore by anyone. The sign of Set is carved upon the lid, the scaled serpent with its tail in its mouth. Too ancient to be holy, the bowl sarcophagus is made of unearthly metal similar to copper yet harder and is said to be a

*'He brought me from the lost jungles of
'Khitai where the grey apes danced to the
pipes of the yellow priests, and offerings of fruit
and wine heaped my broken altars.'*

R. E. Howard, *The Tower of the Elephant*

relic of the time when Set walked in the form of a man. Bits of black mould cling in the grooves of the hieroglyphics; the bowl sarcophagus smells as earth smells from far below the surface. The metal is usually corroded and eaten away in spots. They are used to contain the slumbering gods of the giant-kings and buried beneath Stygia's mighty pyramids.

Cost: 300,000 sp. *Requirements:* Craft (metalworking) 16 ranks; enough strange copper-like metal to form into a large bowl

BOX OF ZORATHUS

This ornate iron chest is capable of holding just 1 cubic foot of high-value goods. It weighs some 600 pounds empty, for its sides are fully two inches thick and reinforced. The *Box of Zorathus* is almost completely impregnable to being forced open, by virtue of the exceptional quality of its construction and the materials used. It was made to order for the Kothic merchant Zorathus. It is opened by pressing the skulls and dragons in a certain sequence, but if this is done with bare hands the wearer will be poisoned by a dose of black Stygian scorpion venom (see *Conan the Roleplaying Game*) with which the dragon's sharp fangs have been painstakingly coated. The fangs will inflict 1 point of damage and deliver a dose of the poison with the usual effects.

A character who does not know the sequence could potentially work it out with an Open Lock check (DC 40). Finding the trap would require a Search check (DC 30) and disabling it a Disable Device check (DC 30). The box itself has Hardness 15 and 30 hit points, so a strong man could potentially bash it open eventually.

Note that most aspects of the *Box of Zorathus* are not truly magical in nature, though an impregnable box which can kill thieves will seem like magic to most. Similar boxes could be made by an expert craftsman with a Craft (blacksmithing) check (DC 30) and sufficient time, so long as he had access to a very high-temperature source of heat such as at the Flaming Mountains of Khrosha (see *Conan the Roleplaying Game*).

After each poisoning, the fangs will need to be re-coated. When Zorathus bought the box, it came with 6 doses of poison in a large vial which he kept in the box, though if it is found at a later date the vial will have 1d6-1 doses remaining.

Purchase Price: 3,500 sp for the chest, plus cost of 6 doses of Stygian scorpion venom (6,000 sp).



CANOPIC JARS

Carved from alabaster and inscribed with spells, these jars hold the eviscerated organs of a mummy. There are four kinds of jars. The jar of Mestha has the head of a man and it holds an embalmed stomach. The hieroglyphs place this jar under the protection of the goddess of magic. The jar of Hapi has the head of an ape and it holds the embalmed small intestines of the deceased; its inscriptions dedicate this organ to Set's mate, Nephtys. The jar of Tuamautef has the head of a jackal and the embalmed heart of the dead man or woman is placed in this jar. It is protected by the goddess Neith. The jar of Qebshennuf has the head of a hawk and the liver is placed within to be protected by Serqet. The canopic jars are usually placed in sepulchral boxes.

Cost: 30 sp. *Requirements:* Craft (stonemason) 6 ranks.

COFFIN SARCOPHAGI

Stygian coffins are beautiful caskets for the burial of the dead. They are made for specific individuals, not in generic forms.

The Mummy-Cover: The mummy-cover, which lays directly on the mummy, is shaped like a mummy and is slightly

vaulted. The cover is made of wood, which is expensive in Stygia. It has a painted human face with a beard carved on it. It has a painted collar with grotesque figures of Stygian gods around it. The full names and titles of the deceased are carved in vertical lines. The cartouches (encircled names) of the king in whose time the deceased lived are also inscribed. The bottom portions, covering the legs, are painted with scenes of the deceased worshipping Set and the other bestial gods of Stygia. The inside of the cover is painted purple overall, and yellow pictures of apes adoring Set are painted on.

The Inner Coffin: This is often considered the most beautiful of the coffins, and craftsmen are instructed to expend their best efforts on this casket. The mummy and the mummy-cover are enclosed within this coffin and its sumptuous lid. It is built to fit the mummy exactly from measurements of the corpse. Craftsmen know how much allowance to give for the wrappings for an exact fit. This coffin, like the mummy-cover, is made of wood. The bottom is of one piece, as are each of the sides and the rounded top, pegged together with two-inch long wooden pegs. A solid and carved face in the form of the deceased is pegged to the lid. The face is given bronze eyelids and obsidian eyes and includes a wooden false beard. Solid and engraved hands are fixed to the painted breast upon the lid. Gold foil, lapis-lazuli and other semi-precious stones are often used, if the deceased can afford it, as part of the decorations. The whole of the inner coffin, in and out, is covered in a thin layer of plaster and then painted gold. Scenes and inscriptions are painted in red, green and white. Nephthys is painted at the coffin head on the inside and another bestial goddess is painted at the feet of the deceased, promising to protect the mummy. Inside the coffin are painted the monstrous figures of Stygian gods in shrines, as well as scenes of the afterlife, such as the weighing of the heart. Around the edge of the coffin, near the lid, the names and titles of the deceased are inscribed repeatedly in two lines. The lid is hermetically fitted to the coffin and sealed with pegs and dowels. After the mummy is laid within, any

'The vaulted ceiling was of lapis lazuli, adorned with clusters of great green stones, that gleamed with a poisonous radiance.'

'Green fire-stones,' growled Conan. 'That's what the people of Punt call them. They're supposed to be the petrified eyes of those prehistoric snakes the ancients called Golden Serpents. They glow like a cat's eyes in the dark. At night this hall would be lighted by them, but it would be a hellishly weird illumination.'

R. E. Howard, *Red Nails*

'The leader carried an ebony staff which supported a grinning white skull, and Conan knew it was one of the ritualistic processions so inexplicable to a foreigner, but which played a strong - and often sinister - part in the Stygian religion.'

R. E. Howard, *The Hour of the Dragon*

spaces are filled with plaster to seal the coffin. The whole coffin is covered in varnish to complete the seal and protect the outer paintings and decorations. This coffin is placed inside an outer coffin.

The Outer Coffin: This coffin is virtually identical to the inner coffin, and fits perfectly around the inner coffin. The artwork is a little less precise than that of the inner coffin and rarely incorporates precious metals or semi-precious stones. Once the inner coffin is laid inside, the outer coffin is likewise sealed and varnished. Extremely wealthy patrons may have additional outer coffins, although this is rare.

Cost: 300-30,000 sp. *Requirements:* Craft (carpentry) 6 ranks, Craft (painting) 4 ranks, Craft (jewellery) 4 ranks.

EBON STAFF OF SET

This is a masterwork black wooden staff, topped with a white human skull. It is typical of the accoutrements wielded by priests of various religions during their ceremonies, as well as by masters of sorcerous covens and societies when leading their acolytes in ritual.

The *ebon staff of Set* and similar items grant a circumstance bonus of +2 to all Perform (ritual) checks.

Purchase Price: 50 sp (minimum for a plain but masterwork staff or similar item; a bejewelled or gold-chased item could be worth far more).

GREEN FIRE-STONES

These large green stones are found in the jungles of Punt and elsewhere on the continent of Kush. A green fire-stone gives off a weird, unnerving glow, clearly illuminating a 10-foot radius and casting flickering shadows over a wider area. A cluster of three fire-stones will illuminate a 20-foot radius area.

Due to their weight (5 pounds each) green fire-stones are rarely used as portable illumination, but would be good for permanently lighting the interior of a building if they were not so odd. As it is, they are likely

to be used only by sorcerers, scholars and those of a similarly twisted demeanour. Anyone who does not have Corruption 1+ will feel distinctly unnerved when in an area lit by one or more green fire-stones. If a character lives in such an area for a week or more, he must make a Corruption save (DC 15) or gain 1 point of Corruption. Characters who already have at least 1 point of Corruption are unaffected and may even rather enjoy the glow.

Purchase Price: 150 sp. A character searching for green fire-stones in the appropriate place (warm jungles anywhere in the continent of Kush) may make a Search check once per week, with a +2 circumstance bonus if in Punt. A check result of 25 or higher means he has found a green fire-stone, with an additional fire-stone found for each additional 5 points he made the roll by.

SEPULCHRAL BOXES

Sepulchral boxes are small chests placed in tombs to hold ushabtiu figures, clothing, papyri and personal effects of a deceased person. They may be as small as six inches a side up to two feet a side. Some are perfectly square; others are oblong. Many have slightly wider bases than tops. Some have one compartment inside; others have two and yet others have four. The outsides of these boxes are usually painted with figures of the deceased worshipping Father Set, entreating him to give gifts of cakes, bread, beer, fowl, oxen, oil or whatever else the deceased might need in the afterlife.

Cost: 18 sp. **Requirements:** Craft (carpentry) 2 ranks

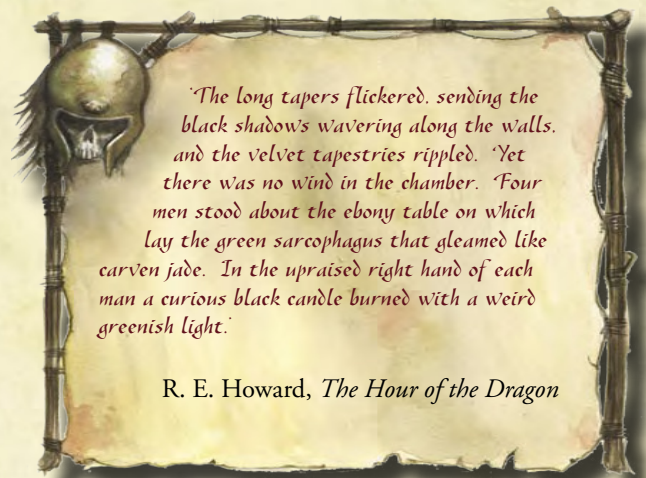
SEPULCHRAL TABLETS

Buried with the Stygian dead are ornate stone tablets inscribed with the names and titles of the person buried with the stelæ. The deceased's genealogies and the important events in the person's life are also inscribed on these stones. They are placed inside the tombs in the corridor leading to the mummy's chamber. They are either square or rounded at the top. Often they are made to resemble the façade of the Temple of Set. In addition to stone, wooden stelæ inlaid with glass are also found in some regions.

Cost: 16 sp. **Requirements:** Craft (stonemason) 4 ranks or Craft (woodworking) and Craft (glassworking) 4 ranks each

SORCEROUS AND RITUAL PARAPHERNALIA

At various times, *Conan the Roleplaying Game* and this volume refer to magical paraphernalia of an indeterminate sort, such as incenses, oils and



'The long tapers flickered, sending the black shadow's wavering along the walls, and the velvet tapestries rippled. Yet there was no wind in the chamber. Four men stood about the ebony table on which lay the green sarcophagus that gleamed like carved jade. In the upraised right hand of each man a curious black candle burned with a weird greenish light.'

R. E. Howard, *The Hour of the Dragon*

candles. Usually such paraphernalia is consumed as part of the material component for a spell, or is used during a ritual.

In most cases, there is no particular need for either the player or Games Master to worry about precisely what is in a character's collection of magical paraphernalia. So long as the total value is recorded and reduced each time it is used up, there is no need to list specific types of candle or incense. Most sorcerers are able to adapt almost any paraphernalia to specific purposes in any case.

Sorcerous paraphernalia can be made with the Craft (alchemy) or Craft (herbalism) skills. Typically, sorcerous paraphernalia costing 100 sp weighs around 1 pound.

USHABTIU FIGURES

The Ushabtiu figures are small humanoid figures made of stone, alabaster, wood or clay. They are placed in tombs, either on the floor, in the coffin or in sepulchral boxes and are designed to do labour for the deceased. Many are inscribed with the name of the deceased and the emblem of a scarab with its wings extended upon its breast. Many carry agricultural tools, although some do not, depending on the style desired, the artist who made them and the dictates of style at any given time. They are servants devoted to doing any work the deceased might be ordered to do in the afterlife so that the deceased may have leisure in death. Ushabtiu figures can be animated with an *Animate Statue* spell (from *Conan: The Scrolls of Skelos*) and are typically used as the material component for a *Magic Builder* spell (also from *Conan: The Scrolls of Skelos*).

Cost: 3-16 sp each. **Requirements:** Craft (stonemason) 4 ranks or Craft (woodworking) 4 ranks

Herbs & Poisons

HERBS

The raw materials for herbal items are generally very tricky to obtain and the final substances are also often difficult and time-consuming to manufacture. Rather than buying the raw ingredients, an herbalist will usually need to search for them himself. It is rare to find unprepared herbs for sale, since anyone who knows which herbs to pick also knows there is far more profit to be had in selling the various extracts and drugs that can be made from them than selling the herb by itself.

It takes a Survival or Knowledge (nature) check to find the herbs in the wild. Characters with Craft (herbalism) can thereafter unlock the herb's potential with another check. Any given herb can be located after an hour of foraging if the appropriate check succeeds.

Herbs

Name	Type	Availability DC	Features (DC)
Acacia	Deciduous Tree	DC 22	Cure 1d4 points of damage (DC 30)
Adder's Tongue	Perennial, found in woodlands	DC 26	Remove poison effects by viper poison if gathered during full moon (DC 24)
Agaric (death angel)	Mushroom	DC 24	+2 bonus to saves vs. cackle fever (DC 20) +1 magical attack bonus for curses (DC 22)
Agrimony	Plant	DC 24 (only in summer)	+4 bonus to saves vs. viper poison (DC 24) Puts characters to sleep for 1d3 days. They will not awaken unless damaged. Fort save DC set at herbalist's magic attack bonus. (DC 30)
Angelica	Type of Celery	DC 24 (cool, damp climates)	Cures filth fever (DC 26) +4 bonus vs. disease or +2 save against injury poisons (DC 28) Provides 1d3 temporary hit points (DC 30)
Anise	Delicate annual (summer)	DC 20	Provides +2 bonus to saves vs. diseases (DC 20) Provides a +2 herbal bonus to all saves against hypnotism sorcery styles (DC 24)
Asafoetida (Devil's Dung)	Six foot perennial	DC 25 (wooded areas)	Remedy for mind fire (DC 26) Confers a +1 to Intelligence checks for 2 minutes (DC 28)
Avens (Star of the Earth)	Common weed	DC 18 (hedgerows or paths in fields)	+2 to saves vs. slimy doom (DC 24) Allows resave against anything that causes ability damage to Strength (DC 28)
Belladonna (deadly nightshade)	Root with dark green leaves	DC 26	Poison: Type: Ingested DC 18 1d4 Con/1d4 Con (DC 26) Cures lycanthropy but poisons in the process (DC 30) +4 to sorcery saves for 4 rounds (DC 34)
Boneset	Perennial flowering plant	DC 25 (midsummer to autumn)	Cures disease (DC 20) +2 resave on red ache (DC 20) +2 resave yellow fever (DC 24)

Name: This is the modern name of the herb. Characters in the Hyborian Age likely have their own name for the herb.

Type: The genus of plant.

Availability: The listed DC is for Survival or Knowledge (nature) checks to find the specimen. Searches out of season increase the DC. Searches in the autumn add a +5 to the listed DC. Searches in the winter add +10 to the DC. Searches in the spring reduce the DC by 5. Certain herbs will never be found out of season and the Games Master is the final arbiter of this decision.

Features and DC: The feature is the ability the plant will yield and the DC is the target number for Craft (herbalism) to unlock the specimen's potential feature. Unless otherwise specified the bonuses offered by the herbs last for one hour after their consumption or inhalation. All diseases mentioned are from *Conan: Across the Thunder River*.

Herbs

Name	Type	Availability DC	Features (DC)
Broom (besom)	Dense shrub	DC 22 (cooler northern climates)	Cures 1d3 Dexterity damage (DC 24)
Celandine (devil's milk)	Perennial plant	DC 21 (summer)	Cures filth fever (DC 20) +2 herbal bonus to saves against slimy doom (DC 24) Allows resave against blindness (DC 25)
Cloves	Tree	DC 22	Improve non-player character reactions by one step for 1 minute (DC 22) +1 to saves against curse sorcery style spells (DC 28)
Comfrey Root	Herb	DC 20, summer, along ditches or river banks	+2 bonus to saves against red ache (DC 20) Cures 1d4 hit points (DC 24)
Deathstalk	Mushroom	DC 30 in graveyards	If cap is ground and placed in mouth of a cadaver, it speaks its last thought once. If ingested by a living creature there is no effect. (DC 20)
Figwort	Woodland plant	DC 20	Confers a +2 bonus to saves against contact poison (DC 25) Heals 1d2 Dexterity damage (DC 28)
Hemlock (warlock weed)	Weed	DC 26	Poison: Ingested DC 16; 2d12 hit points/ 2d6 Con (DC 24) Similar effect as black lotus blossom (DC see <i>Conan the Roleplaying Game</i>) (DC 40)
Holly (bar's wings)	Evergreen bush	DC 15	+1 save vs. curses for one day if rubbed on walking stick (DC 24) +1 luck bonus on any one roll (DC 30)
Horehound	Weed, grows where waste accumulates	DC 22, summer	+2 bonus to poison saves (DC 24) Allows reroll of any fear or Terror save (DC 32)
Ignis Weed	Weed	DC 28, dark places	Sends imbibor into Fighting Madness for 2 rounds (DC 28)
Larkspur	Weed	DC 22, grows well in fields or sand	Destroys all bodily parasites such as fleas and lice (DC 16) Adds +2 herbal bonus to saves against filth fever (DC 18)
Mandrake (sorcerer's root)	Plant	DC 30, only under full moon	Increase Intelligence score by 1d4+1 for 1 hour (DC 30) Confers <i>Greater Sorcerous News</i> for 10 minutes (DC 32) Confers a +2 luck bonus on all magic attack rolls for 1 minute (DC 34)
Mistletoe	Weed	DC 10	+2 to saves against the shakes (DC 18)
Mullein (graveyard dust)	Herb	DC 22 on mossy banks	Reduce DC of herbal recipes by 2 (DC 20) Prevent animals from coming within 10 feet for 2 hours (DC 24) Confers a +2 herbal bonus to saves against fear or Terror (DC 26)
Scullcap (madweed)	Weed	DC 26, banks of rivers and lakes	If powdered and thrown into the face of one in Fighting Madness or Crimson Mist, it immediately draws the barbarian out of the frenzy (DC 26) +4 saves against mindfire (DC 28)
Witch Hazel	Tree	DC 22	Cures 1 hit point of damage (DC 22) Automatically stabilises an individual who is reduced below 0 hit points and dying (DC 24) +2 to saves against inhaled poisons (DC 26) Chewing the black nuts (DC late fall only) grants an herbal bonus to Wisdom for 1 hour (DC 28)
Wolf's Bane	Herb	DC 24, high elevation, moist	+2 damage on attacks against wolves or wolf-like creatures (DC 20) Keeps lycanthropes at bay, preventing them from approaching within 10 feet of user (DC 25) Keeps vampires at bay, preventing them from approaching within 10 feet of user (DC 30)

HERBAL PREPARATIONS

BLACK DRAUGHT

Black draught, or laudanum, is a mixture of opium, alcohol and sugar. It was introduced in Zamora as an analgesic. It is frequently used to produce sleep. Many herbalists and physicians prescribe the black draught for just about any ailment. Treated as a medicine, black draught is often cheaper to acquire than a bottle of good wine. It is often the drug of choice for many professional kidnappers and brothel-keepers. Any who imbibe the black draught must make a Fortitude saving throw (DC 23) or fall fast asleep for 1d8 hours. Unlike the sleep of the black lotus blossom, this sleep is not useful, nor can one under its effect be awakened. The black draught has a low addiction rating (see pages 62-63 for definitions of addiction ratings).

Cost: 2 sp *Craft DC:* Herbalism 18

LOVE POTION

The love potion is used to secure a person's love for the next reasonably attractive (Cha 13+, within 20 years either way of the target's age) adult human of the opposite sex they see. Usually the character who administers the potion will ensure this is the correct subject, though this is not necessary for the potion to work.

A character who drinks a love potion must attempt a Will saving throw (DC = 10 + ½ character level of the person they may fall in love with + Charisma bonus of said person) or begin to have immediate feelings of love for the person. Success indicates they shake off the effect completely.

These feelings closely duplicate the early stages of being deeply in love, giving the victim an almost physical need to be with the person. If they were already at least a little in love, this love will be strengthened and revived; if not, it will be awakened as a completely new emotion. In either case the victim will probably be at least a little surprised, but will rationalise their feelings in the way all new lovers do.

The effects typically last at least a week, with a new saving throw possible after each full week. However, the victim does not usually recognise that they have been ensorcelled, even after that time, and may still believe their original feelings of love to have been genuine. By this time, too, those feelings may have blossomed into something more. Once they have thrown off the initial effects of the potion, the victim may make a Sense Motive check opposed to *their own* Bluff check. If they succeed, they realise that something was not quite right about their love. If they fails, they will still probably

feel strongly for the person, though it is always possible they will fall out of love for whatever reason after this point.

Cost: 1,500 sp. *Craft DC:* Herbalism 20; *Gather Herbs DC:* Herbalism 25 (gathered on the steppes to the east of Zamboula)

NARCINTHE

Narcinthe is the wine of jasmine petals. It is a heady wine brewed in Samara, a city in Turan west of the Misty Mountains, but brought to Shem for the benefit of its divinations. It is expensive (on the order of 30 sp for one drink) and, if a character can cast spells from the Divination sorcery style, it enhances their abilities by giving them a +1 bonus to some aspect of the spell as deemed appropriate by the Games Master. If a +1 bonus is not helpful or appropriate, the drink may reduce the Power Points needed to cast a divination spell instead. It is an addictive substance for sorcerers with a Medium addiction rating (see pages 62-63 for definitions of addiction ratings).

Cost: 409 sp; *Craft DC:* Herbalism 26; *Gather Herbs DC:* Herbalism 12 (Zingara, Khitai and Vendhya)

OPIUM

Opium is a narcotic drug. The skin of ripening opium poppy pods is cut with a sharp blade, releasing a thick, milky latex substance. This substance dries to a sticky brown material which is then scraped off the pods. Highly physically addictive, opium has been a major trade item in Shadizar for centuries. It is widely used as a painkiller and a sedative. It can be mixed in alcohol to form laudanum (see Black Draught above) or smoked in combination with tobacco. Opium has an Extreme addiction rating (see pages 62-63 for definitions of addiction ratings). Characters taking opium must make a DC 25 Fortitude save to avoid its effects.

Cost: 200 sp; *Craft DC:* Herbalism 18; *Gather Herbs DC:* Herbalism 12 (Aquilonia, Nemedia, Bruthunia, Corinthia, Ophir)

POTION OF MADNESS

This is made to a similar recipe as black lotus wine (see page 59), except that it also contains grey lotus extracts and the form is far more concentrated. The effect produced is intended to send the drinker permanently insane, rather than simply making him pleasantly drunk. A potion of madness comes in a small phial holding only a fluid ounce or so, which can then be added to another drink or foodstuff. It is very difficult to detect (Craft (herbalist) check, DC 23, to detect) when added to food or drink in this way. The potion of madness is an ingested poison, requiring a Fortitude save DC 23

to avoid its effects. Its initial damage is 2d6 Wisdom plus hallucinations. Its secondary damage is 2d6 Intelligence plus madness.

Cost: 1,500 sp. *Craft DC:* Herbalism 15; *Gather Herbs DC:* Herbalism 20 (from plains of northern Vendhya)

SLEEPING DRAUGHT

This liquid is almost completely tasteless and odourless (Craft (herbalist) check, DC 30, to realise it has been added to a liquid before drinking a full dose), as well as being extremely potent. It is commonly kept on hand by those in a position of authority who may need to deal with inconvenient guards when planning a jailbreak or robbery from their own people. A sleeping draught is made from a weakened extract of various lotus plants and related herbs. Sleeping draughts are ingested poisons, forcing one to make a Fortitude save DC 17 or fall unconscious for 1d3 hours. Its secondary damage, on a second failed save, is unconsciousness for another 2d4 hours.

Cost: 650 sp. *Craft DC:* Herbalism 20; *Gather Herbs DC:* Herbalism 25 (any jungle or swamp where any type of lotus grows)

LOTUS IN ALL OF ITS VARIETIES

Various lotus plants can be found everywhere from Khitai to Kush. They seem to grow predominantly in jungle or swamp environments, though none grow in the Pictish Wilderness. Even among scholars, there is some confusion as to the nomenclature of the various types of lotus plant and the various preparations that can be made from them. The following system of classification is intended to be simple and comprehensive; it includes all the various lotus plants and preparations mentioned in the *Conan* stories.

BLACK LOTUS

The most versatile and infamous of all the lotus plants is the black lotus. It grows extensively in the jungles around the Zarkheba River and is used by the denizens of the lost city of Xuthal, among other places, to make a variety of preparations. It seems likely that it also grows elsewhere in the Black Kingdoms, though probably nowhere so lushly as around that black-watered river. The plant itself is actively malevolent and is treated as a plant creature (see *The Scrolls of Skelos*).

Those who can get close enough to harvest it without being overcome by its dread fumes can find a variety of uses for it, including the deadly poison black lotus juice, the incense-like drug black lotus powder and the potent wine known as black lotus wine. The fresh-cut

flowers are known as black lotus blossom and are particularly potent in their hallucinogenic and narcotic effects.

BLACK LOTUS BLOSSOM

The flowers of the black lotus give off a heady scent that causes dream-haunted slumber. Any who inhale them must make a Fortitude saving throw (DC 25) or see hallucinations and suffer 1d3 Strength damage. Secondary damage is a dream-laden unconsciousness. However, this unconsciousness can also be useful, for the dreams that result are often prophetic or otherwise highly informative in nature. Anyone undergoing the sleep of the southern lotus may attempt a Knowledge (arcana) skill check once per hour to gain some useful insight into his current situation, at the Games Master's discretion. If this information tells of an immediate threat to his sleeping body, he may attempt to rouse himself through sheer willpower alone with a Will saving throw (DC 25). Black lotus blossom has a High addiction rating (see pages 62-63 for definitions of addiction ratings).

Cost: 1,250 sp/dose *Craft DC:* Herbalism 25; *Gather Herbs DC:* Herbalism 25 (jungles of northern Black Kingdoms), or 20 (banks of Zarkheba River)

BLACK LOTUS JUICE

This is a deadly poison, plain and simple. It immediately brings a man to his knees, weak as a kitten, and finishes him off soon after. It is an ingested poison, forcing a DC 25 Fortitude save or the victim will suffer an initial 1d10 Str and 1d6 Constitution damage. Its secondary damage is 2d6 Constitution.

Cost: 750 sp/dose; *Craft DC:* Herbalism 20; *Gather Herbs DC:* Herbalism 25 (jungles of northern Black Kingdoms), or 20 (banks of Zarkheba River)

BLACK LOTUS POWDER

This incense-like stuff is burnt to provide dreamy, opium-like effects which can either boost a sorcerer's power or allow rapid recovery from major sorcerous efforts, at the cost of a distinct lack of function for a day or so.

A sorcerer who has been reduced below 0 PP by the Pushing It rules (see *Conan the Roleplaying Game*) or some other means may return to full Base PP by burning one dose of the powder and then spending 4d6 hours completely helpless as he alternates between an unconscious stupor and wild waking dreams.

A sorcerer who is at 0 PP or above when he burns the black lotus gains 1 PP per hour for 4d6 hours, up to a maximum of his Maximum PP. His PP will not begin to reduce back to his Base PP until the black lotus powder wears off. He is

'I broke a glass ball upon your breast. The ball was filled with a weak distillate of the black lotus. The fumes produce unconsciousness but do no lasting harm. You will feel dizzy and ill for a time, though.'

John C. Hocking, *Conan and the Emerald Lotus*

not completely helpless during this time, but will suffer a -4 circumstance penalty to all Listen and Spot checks.

Black lotus powder has a Medium addiction rating (see page 62-63 for definitions of addiction ratings).

Cost: 300 sp/dose; *Craft DC:* Herbalism 20; *Gather Herbs DC:* Herbalism 25 (jungles of northern Black Kingdoms), or 20 (banks of Zarkheba River)

BLACK LOTUS WINE

Also known as lotus-juice, this is a wine-like drink, drunk for pleasure. It is a mixture of various extracts from the black lotus, steeped in a sizable quantity of strong wine. The quantities used in the recipe are a closely guarded secret, for if the balance is wrong the drinker may be made permanently insane or even killed by the lotus juices. When it is made correctly, lotus wine will render the drinker unconscious through alcohol poisoning before it kill him from the quantity of lotus used. The general effects are similar to those of burning black lotus powder, except that the wine offers no particular benefit to sorcerers – only hallucinations and drunkenness to dull the senses of the jaded. Black lotus wine is particularly common in the mad city of Xuthal. See also *Potion of Madness* (page 57) for a variety of this mixed with grey lotus.

'Green blossoms the size of a man's open hand burst from the corpse, leaping forth in such profusion that the body was almost hidden from view. Iridescent and six-petaled, the blooms pushed free of enclosing flesh, bobbing and shaking as if in a strong wind. In a moment they were still, and a sharp, musky odour, redolent of both nectar and corruption, rose slowly to fill the chamber.'

John C. Hocking, *Conan and the Emerald Lotus*

Cost: 50 sp/pint; *Craft DC:* Herbalism 20; *Gather Herbs DC:* Herbalism 25 (jungles of northern Black Kingdoms), or 20 (banks of Zarkheba River)

DISTILLATE OF BLACK LOTUS

Created by the priests of Keshan, these are glass balls containing a distillate of black lotus. When the ball is broken, fumes are released, rendering any who breathe them unconscious. It can be thrown with a range increment of 5 feet. Its cloud of fumes has a volume of 3,375 cubic feet (15 feet by 15 feet by 15 feet). The fumes dissipate after 2d4 minutes indoors in still air. The fumes dissipate in a matter of 2d6 rounds outdoors in still air but wind dissipates the fumes faster. Those breathing the fumes must make a Fortitude save (DC 21) or fall unconscious for 1d6 hours. Its secondary effect is dizziness and sickness, resulting in 1d4 Constitution damage.

Cost: Black Lotus, 1,875 sp. *Raw Materials:* ½ dose of black lotus. *Requirements:* Craft (alchemy) 10 ranks, Craft (herbalism) 8 ranks; *Craft DC:* Herbalism 20; *Gather Herbs DC:* Herbalism 25 (jungles of northern Black Kingdoms), or 20 (banks of Zarkheba River)

EMERALD LOTUS

Emerald lotus is an iridescent, green, six-petaled plant with a sharp, musky odour. Emerald lotus is one of the most addictive substances in the world. It effectively ages those addicted to it, making them appear at least twice their real age. Their skin hangs loose, their hair turns white and their hands turn into twisted claws. Despite this, the lotus is a wondrous gift to sorcerers. Its addicts claim that with enough emerald lotus their power will be limitless. The black seeds of the emerald lotus were lost before the fall of Acheron but have been found again recently by a twisted Stygian; a reject of the Black Ring.

Emerald lotus, unlike other forms of lotus, is not natural to the world. The emerald lotus was created by a sorcerer of Old Stygia named Cetriss, who bargained with dark gods for its secret. The sorcerous power of the lotus helped the seers of Old Stygia keep Acheron at bay. Cetriss is said to have decided there was little use in his lotus plant, so he abandoned it to seek out the secrets of immortality.

Taking a dose of emerald lotus, either as a straight powder or as a powder mixed with wine, doubles a sorcerer's Power Point total, taking his Power Point totals even beyond his normal maximum limits. Extra Power Points fade away according to the rules in *Conan the Roleplaying Game*. It also doubles a sorcerer's Charisma bonus to his Magical Attack rolls for

1d2 hours after taking it. Unfortunately, it is also a poison. Characters ingesting it must make a Fortitude save (DC 22) or take hallucinations as initial damage and 1d2 Constitution damage as secondary damage. After taking it, a sorcerer must make another Fortitude save (DC 25) or become physically addicted. Further, regardless of the success or failure of the Fortitude save, the sorcerer must make a Will save (DC 25) or become psychologically addicted, taking a rank in Corruption (Corruption save DC 25 to negate) or suffering madness (if the Corruption save is made). Addicts tend to have greenish stains on their tongues and teeth. The drug has an Extreme addiction rating (see page 63). If an addicted character goes for more than one day without at least a teaspoon of emerald lotus he will suffer 1d8 Dex, 1d8 Wis, 1d6 Con and 1d6 Str damage per day (Fortitude save 25 + 5 per day without drug) until he receives his drug, recovers or dies. If a character makes two successive Fortitude saves, he has fought off his addiction.

The emerald lotus is a vampiric fungus, feeding off the blood of creatures. Its thorns feed off the blood of corpses, animal or human, and without blood, the plant will die. It can slowly ambulate, scuttling like a crab. Its whip-like, thorny branches are animate and can attack like the twisting limbs of an octopus. It is said to undergo blood-madness, which is not unlike the feeding frenzy Vilayet sharks fly into when they smell blood.

Cost: 5,000 sp per dose. *Craft DC:* Herbalism 25; *Gather Herbs DC:* Herbalism 25 (unknown)

GOLDEN LOTUS

This lotus plant is something of a mystery. Its extract, golden lotus juice, is found in Zamboula and is perhaps the most beneficial of the various lotus preparations. However, if the plant itself is related to the other lotus plants then it must grow in a swamp or jungle, of which there are few near the steppes and deserts around Zamboula. It seems likely that this is another Khitan export, since Zamboula is on the main caravan route that extends from Khitai to Stygia. That would account for its relative rarity, as otherwise it would seem odd that such a useful plant would not be found more commonly in the Hyborian kingdoms. Alternatively, it is certainly possible that it is related to the white and black lotuses and so grows in Kush and the other Black Kingdoms. It could even be a swamp plant from southern Stygia, like the purple lotus.

If it does indeed grow in Kush or Stygia, it must be scarce indeed, for it is highly prized.

GOLDEN LOTUS JUICE

This golden liquid is extremely scarce and valuable, for it provides instantaneous relief from all herbal and alchemical effects, including the slumber, paralysis

or madness that may be caused by some of the other lotus varieties. Drinking a single dose of it will also cure 1d6 points of ability damage, if the drinker has any.

Cost: 1,200 sp/dose; *Craft DC:* Herbalism 25; *Gather Herbs DC:* Herbalism 30 (jungles of Khitai)

GREEN LOTUS

One of the two varieties of lotus found as far east as Khitai, the green lotus in its natural form is almost black in colour and so is sometimes called black lotus by the ignorant. Green lotus blossoms are cut from the lost jungles of Khitai by the priests of Yun, who dry the great flowers out and powder them into a fine dust for export by caravan to Stygia. This dust is known as green lotus blossom and is one of the deadliest poisons known to man.

GREEN LOTUS BLOSSOM

This is often called black lotus, though it is not the same plant as the true black lotus of Xuthal and the Zarkheba River. The green lotus blossom is a greenish-yellow powder that kills when inhaled. It grows only in the jungles of Khitai but is exported in small quantities to Stygia by caravan. Inhaling green lotus blossoms causes a Fortitude save (DC 24), or the inhaler will suffer 1d6 Con damage as initial damage and 2d6 Con as secondary damage.

Cost: 1,500 sp/dose; *Craft DC:* Herbalism 25; *Gather Herbs DC:* Herbalism 20 (jungles of Khitai)

GREY LOTUS

Perhaps related to the green lotus, the grey lotus is also found close to Khitai, but in the Swamps of the Dead beyond that mystical land. Its blossoms are cut, dried and powdered, then exported as far as Corinthia and perhaps elsewhere. Grey lotus blossom sends any who breathe its dust immediately and murderously insane. See also Potion of Madness (page 57) to see what happens if this is mixed with black lotus wine.

GREY LOTUS BLOSSOM

Any who breathe in this dust and fail their Fortitude saving throws (DC 22) are not only dealt 2d6 Wisdom ability damage but also enter berserk furies identical to those described under the Fighting-Madness feat (see *Conan the Roleplaying Game*). While infuriated, they will attack the nearest living creature and take secondary damage of 1d6 Wisdom.

Cost: 800 sp/dose; *Craft DC:* Herbalism 20; *Gather Herbs DC:* Herbalism 25 (Swamps of the Dead beyond Khitai)

PURPLE LOTUS

Found only in the ghost-haunted swamps of southern Stygia, the purple lotus has only two known uses. The juice extracted

from all parts of the plant forms a powerful paralytic poison, known as purple lotus juice.

PURPLE LOTUS JUICE

This is by far the most powerful paralytic poison known, capable of felling even the mighty Conan. It is an injury poison, requiring the victim to make a Fortitude save (DC 28). Failing that save subjects the victim to 3d6 Dexterity damage initially, plus paralysis. Its secondary damage, taken 12 hours later, is 1d6 Dexterity. The paralysis lasts about 12 hours.

Cost: 2,500 sp/dose; *Craft DC:* Herbalism 25; *Gather Herbs DC:* Herbalism 25 (ghost-haunted swamps of southern Stygia)

PURPLE LOTUS WINE

Certain Tlazitlan sorcerers brew a wine with the flowers of the purple lotus, rather than extracting the juice to smear on their blades. This wine provides much the same effects as the juice, but acts as an ingested rather than injury poison. It also has the advantage that it looks and tastes much like any other good quality red wine (Craft (herbalism) check, DC 25, to realise it has been added to a liquid before drinking a full dose). Those drinking the wine must make a DC 28 Fortitude save to avoid its initial and secondary damages as per normal poison rules. Its initial damage is 3d6 Dexterity plus paralysis. Its secondary effect, taken 12 hours later, is 1d6 Dexterity. The paralysis lasts about 12 hours.

Cost: 1,750 sp. *Craft DC:* Herbalism 25; *Gather Herbs DC:* Herbalism 25 (ghost-haunted swamps of southern Stygia)

RED LOTUS

Red lotus is found in the swampy estuary of the River Styx around the black-walled city of Khemi. An aphrodisiac in small quantities, the red lotus is a weapon used by Stygians against those who approach its harbour unasked.

RED LOTUS BLOSSOMS

The temple harlots of Idris wear only red lotus blossoms in their hair. This has the effect of rendering men and women stupefied. Anyone other than Idris' temple harlots, who have a limited immunity, who smells the blossom's perfume at close range (within 10 feet) must make a Will saving throw (DC 25) or be unable to take any non-sexual actions. Anyone under the influence of red lotus is considered entranced for the purposes of other spells. The effects last for an hour after the affected character leaves the range of the flower. An hour



after initial exposure, the character must make a second save or suffer 1d4 points of Wisdom damage.

Cost: 1,100 sp per dose. *Craft DC:* Herbalism 22; *Gather Herbs DC:* Herbalism 25 (swampy estuary of the River Styx around the black-walled city of Khemi)

RED LOTUS RESIDUE

The temple harlots keep red lotus residue under their long, sharp fingernails to dig into the men and women who kiss them. If a harlot inflicts at least 4 hit points of damage with her unarmed strike, a character must make a Fortitude saving throw (DC 20) or be unable to take any non-sexual actions. Anyone under the influence of red lotus is considered entranced for the purposes of other spells. The effects last for an hour. An hour after initial exposure, the character must make a second save or suffer 1d4 points of Wisdom damage.

Cost: 1,500 sp per dose. *Craft DC:* Herbalism 22; *Gather Herbs DC:*

Herbalism 25 (swampy estuary of the River Styx around the black-walled city of Khemi)

SILVER LOTUS

The beautiful silver lotus is only grown in two places in the whole world: at the source of the River Styx and at the Shemite city of Baalur. The vast majority of the fragile silver blossoms grow at the source of the River Styx in volcanic rock. The gardens of Baalur are only able to grow a relatively small amount. The lotus has flamboyant silver petals and downy, grey-green leaves. The petals have a medicinal effect. First, a tea made from the fine petals cures bad dreams, even the *dream plague*. Second, if made a bit stronger, it can create a sleeping draught (Will save DC 20 negates). Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). To make the dream plague cure, one must have a supply of silver lotus leaves and make a Craft (herbalism) check (DC 10) or a Craft (alchemy) check (DC 12). To make the sleeping draught, one must make a Craft (herbalism) check (DC 22) or a Craft (alchemy) check (DC 18).

Cost: 5,000 sp/dose outside of Baalur; 2 sp per dose in the Shemite city of Baalur. Seeds and whole plants cannot legally be purchased. Baalur only exports a small quantity of leaves per year.

WHITE LOTUS

The white lotus tree is larger than the other lotus plants, and is surprisingly benign or at least harmless. It grows exclusively in Keshan and elsewhere in the northern Black Kingdoms. There are no particularly powerful uses known for the plant, though it is possible that it may have properties only brought out by combining it in another herbal preparation. If so, experiment is the only way to find out for sure.

WHITE LOTUS POWDER

This powder, made from the rare white lotus, paralyzes when breathed in and blinds if it gets in the eyes. When thrown, it creates a cloud around a person. He must make a Fortitude save (DC 27) or suffer 3d6 Dexterity damage plus paralysis and blindness. The drug does 1d4 Constitution as secondary damage. The paralysis and blindness last for 1d4+2 hours.

Cost: 1,000 sp per dose. *Craft DC:* Herbalism 25; *Gather Herbs DC:* Herbalism 25 (Keshan and elsewhere in the northern Black Kingdoms)

WHITE LOTUS POLLEN

The pollen from the white lotus is a counter-reagent to black lotus,

negating its effects, regardless of the actual type of black lotus, instantly. It has no effect on any other form of lotus.

Cost: 800 sp per dose. *Craft DC:* Herbalism 25; *Gather Herbs DC:* Herbalism 25 (Keshan and elsewhere in the northern Black Kingdoms)

YELLOW LOTUS

Closely resembling the black lotus in its effects but a far less potent plant, the yellow lotus secretes yellow lotus resin but has no other particularly useful properties. It seems likely that it, like the black lotus, grows somewhere in the northern Black Kingdoms but is used by sorcerers from around the world.

YELLOW LOTUS RESIN

This is something like a poor man's black lotus powder, a dark yellowish-brown resin scraped from the leaves and flowers of the yellow lotus. Yellow lotus resin is used by sorcerers to provide visions and trances, with a strong hallucinogenic effect. Its effects last for 2d4 hours. It grants a +2 circumstance bonus to all Knowledge (arcana) checks made with relation to Divination. Furthermore, during its duration the sorcerer is considered to be resting for purposes of regaining Power Points, whatever he is actually doing. However, he has a -2 penalty to Listen and Spot checks while affected by the resin and for 1d6 hours thereafter.

Cost: 125 sp/dose; *Craft DC:* Herbalism 15; *Gather Herbs DC:* Herbalism 15 (jungles of northern Black Kingdoms)

MIXED LOTUS

Mixed lotus is a combination of the black and purple lotuses. It is commonly called grey lotus but this is technically incorrect. It causes a general sense of openness, euphoria, energy and well-being while enhancing tactile sensations. It is extremely addictive (see Herbal & Lotus Drug Addiction). When imbibing, a character must make a Fortitude save DC 25 to avoid its effects.

Cost: 200 sp; *Craft DC:* Herbalism 18

HERBAL AND LOTUS DRUG ADDICTION

Drug addiction functions much like a disease. Any time a character imbibes or applies a drug with an addiction rating, the character must succeed on a Fortitude save or become addicted. Drugs have a satiation period, the length of time a single dose remains effective in the character's system. Addiction will proceed like a disease if not satisfied by further doses of the drug. Each day the character takes ability save unless he succeeds on the Fortitude save. A sorcerer who

becomes addicted to a drug becomes obsessed (see *Conan the Role Playing Game* for the Rule of Obsession and its effect on sorcerers).

Drug Addictions

Addiction Rating	Fort DC	Satiation Period	Damage
Negligible	4	1 day	1d3–2 Dex (can be 0)
Low	6	10 days	1d3 Dex
Medium	10	5 days	1d4 Dex, 1d4 Wis
High	14	1 day	1d6 Dex, 1d6 Wis, 1d6 Con
Extreme	25	1 day	1d8 Dex, 1d8 Wis, 1d6 Con, 1d6 Str

Addiction Rating: Each drug is rated according to its addictive potential, from lowest (Negligible) to highest (Extreme). Sometimes, an individual's long-term addiction raises a drug's addiction rating for that individual. Drugs with a negligible rating are not subject to this change. Stronger drugs increase their addiction rating by one step for every two full months a character remains addicted to the drug. A character who recovers from an addiction and later becomes addicted again to the same drug does so at the addiction rating the drug had just prior to his earlier recovery.

Satiation Period: Each time a user takes a drug to which he is addicted, he is satiated and staves off withdrawal symptoms (including the penalties for obsession if applicable) for the period of time indicated on the table. Whenever the satiation period expires before the user takes another dose, the DC of the Fortitude save to resist damage (see below) increases by 5. The dose that causes a character to become addicted counts for the purpose of tracking the satiation period.

Damage: An addicted user who is not satiated takes the indicated amount of ability damage each day unless the character succeeds on a Fortitude saving throw.

Recovery: If a character makes two successful saving throws in a row, he has fought off his addiction and recovered and takes no more damage from withdrawal symptoms.

NATURAL POISONS

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or

object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used.

PERILS OF USING POISON

A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a natural 1 on an attack roll with a poisoned weapon must make a DC 15 Reflex save or accidentally poison himself with the weapon.

POISON IMMUNITIES

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures (constructs and undead) and creatures without metabolisms (such as elementals) are always immune to poison. Oozes, plants and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

TYPES OF POISON

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

Contact: Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient Damage Reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

Ingested: Ingested poisons are virtually impossible to utilise in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat.

Inhaled: Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts and other parts of the body.

Injury: This poison must be delivered through a wound. If a creature has sufficient Damage Reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles and the like sometimes contain injury poisons.

Poison Name: This is the name of the poison. A blank line indicates the same name as the line above it.

Poisons

Poison Name	Type	Save DC	Onset Time/ Secondary Onset	Initial Damage	Secondary Damage	Craft DC	Price
Amanita	Ingested	11	6 hrs /24 hrs	2d6 Con	2d6 Con	9	180 sp
Arsenic	Ingested	13	2 hrs /1 min.	1d3 Str	2d6 Str	11	300 sp
Belladonna	Ingested	13	10 min. /1 min.	1d6 Con	2d8 Con	11	650 sp
Black Mamba Venom	Injury	15	Instant/1 min	1d6 Con, 1d6 Dex, see text	1d6 Con, see text	20	7,000 sp
Black Widow Venom	Injury	10	5 min./4 hrs	1d4 Dex	1d4 Dex	12	100 sp
Botulin	Ingested	16	3 hrs /3 days	1d6 Con	1d6 Con	14	300 sp
Cobra Venom	Injury	14	10 min. /1 min.	2d4 Str	1d4 Str	16	200 sp
Curare	Injury	17	Instant/10 min	1d12 Dex	1d12 Dex	19	1,500 sp
Cyanide	Ingested	20	1 hr /10 min	1d8 Con	2d8 Con *	22	1,800 sp
	Inhaled	22	5 rnds /10 min	2d8 Con	1d8 Con *	26	2,500 sp
	Injury	21	Instant/10 min	2d8 Con	1d8 Con *	27	2,100 sp
Digitalis	Ingested	18	30 min. /1 min.	2d4 Con	2d4 Con	16	500 sp
Dumb Cane	Ingested	12	30 min. /1 min.	1d3 Con	1d8 Con	10	150 sp
Fugu Toxin	Ingested	24	30 min./24 hrs	1d12 Con	1d12 Con	22	3,000 sp
	Injury	19	2 hrs /24 hrs	1d8 Str	1d10 Str	21	750 sp
Hemlock	Ingested	11	30 min/1 hr	1d12 Con	1d4 Con	9	250 sp
Poison Dart Frog	Injury	20	5 rounds/1 min.	1d10 Dex	2d10 Dex	22	3,000 sp
Raw Sewage	Ingested, Injury or Inhaled	10	Instant/1 min.	Nauseated	1d2 Str	—	—
Ricin	Ingested	22	1 day/3 days	2d6 Str	1d6 Str	20	700 sp
Salamander Poison	Contact	10	30 min. /1 min.	1d6 Str	1d3 Str	12	100 sp
Shellfish Toxin	Injury	22	Instant /1 min.	4d4 Str	2d4 Str	24	1,000 sp
	Ingested	18	30 min. /1 min.	3d4 Str	1d4 Str	16	650 sp
Stonefish	Injury	10	Instant/3 hrs	1d8 Con	1d4 Con	17	300 sp
Tarantula Venom	Injury	10	2 hrs /3 days	1d4 Dex	1d3 Dex	12	120 sp
Upas-Tree Juice	Ingested	22	2 rnds/1 min.	2d4 Con (and Power Points)	2d4 Con (and Power Points)	20	1,200 sp
Upas-Tree Oil	Injury	20	1 round/5 rounds.	1d6 Con (and Power Points)	1d6 Con (and Power Points)	25	1,000 sp
Water of Zarkheba	Ingested	25	1 round/1min	2d6 Con	1d6 Con plus Corruption*	NA	—
Wolfsbane	Ingested	13	30 min. /1 min.	1d3 Con	2d8 Con	11	200 sp

* These poisons inflict permanent ability score drain.

Type: The poison's method of delivery (contact, ingested, inhaled or via an injury) and the Fortitude save DC to avoid the poison's damage. Each additional dose of poison used increases the save DC by one. Being bitten by one tarantula may not be a problem, but being bit by ten of them is increasingly harder to overcome.

Onset Time/Secondary Onset: This column describes the poison's onset time and a secondary onset time. The secondary onset time is offset by a slash. While a long initial and/or secondary onset time renders the poison less than ideal for combat, it is perfect for assassinations, allowing the

assassin to be a considerable distance away when the venom takes effect.

Initial Damage: The damage the character takes immediately upon failing his saving throw against this poison after the onset time. Ability damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes after the secondary onset time as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Ability damage marked with an asterisk is permanent drain instead of temporary damage.

Craft DC: This is the Craft (herbalism) check to make one dose of the poison. If a character has 5 or more ranks in Craft (alchemy), the character gets a +5 synergy bonus on Craft (herbalism) checks to make poison. If the check is failed by a margin of five or more, half of the materials are ruined.

Price: The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal and even in big cities it can be obtained only from specialised, less than reputable sources.

NATURAL POISON DESCRIPTIONS

Amanita: This is a toxic mushroom found throughout Cimmeria, southern Hyperborea, Aquilonia, Brythunia, Nemedia, Zingara, Ophir and Corinthia. It is usually found alone or in clusters among mixed oak-hardwood and conifer forests. Symptoms set in within a few hours after eating, including severe abdominal pain, vomiting and diarrhoea that last for six to nine hours. After the onset of the initial symptoms, there is a lag of up to a day. This lag period is especially dangerous since it can lull the victim into a false sense of security. During this period, when no symptoms show, the amanita toxins destroy the liver, leading to internal bleeding, kidney failure and finally death within seven days after eating.

Arsenic: This is a common poison used for assassinations. Symptoms of arsenic poisoning include a garlic smell to the victim's breath and bodily fluids. Ingestion of a large dose leads to vomiting and severe bloody diarrhoea, followed by weakening and eventual death.

Belladonna: This plant poison comes from deadly nightshade, a herb with red sap and purple flowers. The fruit is a glossy, blackish-purple berry, and this is the most poisonous part of the plant. It can be found throughout the Pictish Wilderness, Cimmeria, the Border Kingdom, parts of Hyperborea, Aquilonia, Nemedia, Ophir, Corinthia, Brythunia, Zamora, parts of Turan and Hyrkania. Symptoms include high fever, rapid pulse, dilation of pupils, hot and dry flushed skin, headache, dry mouth, difficulty swallowing, burning of the throat, hallucinations and convulsions.

Black Mamba Venom: As little as 2 drops of black mamba venom can kill. Black mamba venom is a neurotoxin and a cardiotoxin, attacking both the nervous system and the heart. Symptoms of initial damage include slight local swelling and burning pain (–2 on all physical skill checks using that limb) and drooping or heavy eyelids. Symptoms of secondary damage include loss of control of tongue or jaw with slurred speech (–5 on all oral skill checks), mental confusion (–5 on all Intelligence-based skill checks), blurred vision and dilated pupils (–5 on Spot and visual Search checks), loss of reflexes (–

4 Reflex save penalty, which also affects Initiative), drowsiness (–1 on all Wisdom-based skills) and difficulty in breathing (character cannot run). This poison is unique in that it has tertiary damage taken a day later. Failure to save here causes 1d6 Con damage plus coma-like paralysis. Paralysis lasts for about 12 hours. Death is almost certain if the fourth save is failed during that 12 hours, a death preceded by convulsions and the loss of another 1d6 Con. 10% of the human race is allergic to black mamba venom, doubling the damage if the character falls into this category.

Black Widow Venom: Soon after a bite, the black widow spider's venom produces pain and sweating in the affected region. If not treated promptly, nausea, vomiting and fever follow. In severe cases, the victim may be paralysed or even die.

Botulin: Deadly even in tiny doses, botulin is a toxic bacteria by-product that attacks the victim's nervous system. It is extremely foul smelling and so must be hidden under heavily flavoured foods, such as spiced meats, heavy sausages or garlicky stews. Honey is a natural source of botulism bacteria and poison. The symptoms include sleepiness, vomiting, loose bowels and blurred vision. In its later stages, botulin causes fatigue and makes breathing difficult. Eventually, the nerves that control the diaphragm fail and the victim dies of suffocation.

Cobra Venom: Cobra venom blocks nerve impulses, causing respiratory failure and death. Symptoms include drowsiness, nausea, vomiting and abdominal pain. In addition, the effects of the bite include darkening and blistering of the flesh around the fang punctures and rotting flesh within 48 hours of the bite. The wound typically smells quite putrid within minutes of the bite or injection of the venom by a poisoned weapon.

Curare: The vine used to brew this deadly arrow poison is the curare plant, a Zarkheba River canopy vine with tiny, greenish-white flowers. The toxin is found in the plants' bark, root, leaves and stem, which are crushed and cooked down to a syrupy consistency. Symptoms include paralysis of the extremities, which gradually moves in toward the victim's neck, arms and legs, and finally paralyses the muscles of the chest and lungs, causing death.

Cyanide: Cyanide is a poisonous substance that destroys the brain, liver and heart. At high exposures it causes coma and death. Symptoms of large amounts of ingested cyanide include deep breathing and shortness of breath, convulsions and loss of consciousness, and death. Lower doses lead to breathing difficulties, heart pains, vomiting, blood changes, headaches and an enlarged thyroid. The inhaled version is a colourless gas with a faint, bitter, almond-like odour. In its solid form,



which may be ingested or delivered through injury, cyanide is a white solid with a bitter, almond-like odour in damp air.

Digitalis: The foxglove, a biennial plant with beautiful long spikes of white to purple flowers, is the source of this deadly poison. Symptoms include dizziness, vomiting, irregular heartbeat and delirium or hallucinations.

Dumb Cane: This is an ornamental plant with large spotted leaves. Its stems and leaves contain toxic crystals which, if swallowed, pierce the mouth, throat and digestive tract as they pass through, causing, at the very least, intense discomfort. Eating or drinking the plant leads to severe swelling of the lip, mouth and tongue and even difficulty swallowing, speaking and breathing. In large doses, the crystals cause severe digestive upset, breathing difficulties and – if enough is consumed – convulsions, coma and death.

Fugu Toxin: This neurotoxin is derived from the glands of the puffer fish and a dose of just 1-2 milligrams of purified toxin can be lethal. Fugu toxin is heat-stable and water-soluble, making it an ideal ingested poison because it can be served in hot foods or dissolved in drinks. Onset of the first symptoms occurs within hours after eating the poisoned food. The lip and tongue tingle and are anesthetised, then the face and hands are numb. Severely poisoned victims may be weak and have difficulty speaking. Stumbling, weakness, a blue tinge to the lips and skin, slow breathing and speech difficulties then develop. A rapid ascending paralysis occurs over the next 24 hours. Extremity paralysis precedes paralysis of the brain, heart and lungs.

Hemlock: Poison hemlock is native to Aquilonia, Nemedi and Brythunia. It is commonly found along roadsides, trails, ditches and field borders. Initial symptoms include clumsiness, poor coordination and headaches. Soon after, the victim suffers from an abnormally fast heartbeat, drooling, abdominal pain, delirium, weakness and seizures. As nerve receptors burn out, the victim goes from jumpy and energetic to fatigued and depressed, with a slowed heartbeat, muscular paralysis, slower reflexes and finally a cessation of breathing.

Poison Dart Frog Toxin: The poison produced by these tiny frogs is among the strongest known. A single drop can block vital nerve impulses and stop a victim's heart. When the frog feels threatened, its poison glands produce the toxin. The toxin has a clear smell and bitter, peppery taste that immediately causes vomiting. The frogs live in the rain forests of the Hyborian age, including parts of the Black Kingdoms, Vendhya and Khitai.

Raw Sewage: Raw sewage is exactly what it sounds like...

Ricin: Derived from castor beans, this poison is deadly and almost undetectable. The seeds from the castor bean plant contain a toxin that makes the blood thicken and clump up. Just one milligram of ricin can kill an adult human. The symptoms begin within a few hours of ingestion and include abdominal pain, vomiting and diarrhoea. Within several days, the victim suffers severe dehydration, a decrease in urine and a decrease in blood pressure that can lead to death.

Salamander Poison: Some salamanders produce a potent neurotoxin that absorbs into the victim's body through the skin. Victims suffer strong convulsions, sometimes so strong

that they can dislocate joints. In high concentrations the poison can be lethal.

Shellfish Toxin: This poison is one of the few that can kill within seconds. Only tiny amounts are required for a lethal dose and the poison can be smeared on a blade or even a pin or needle for an attack. It can also be delivered in a lethal dose in food, although this method is slower and less reliable. Shellfish toxin is derived from mussels or clams harvested during a period of plankton activity, one of the 'red tides' that occur in subtropical waters during the summer months. The plankton generates the poison and the shellfish filters the plankton from the water when it feeds, absorbing and concentrating the toxin within its body.

Stonefish: The poison of these fish causes excruciating pain within seconds of the sting. The pain peaks after an hour, but can last up to 12 hours if untreated. Subsequent mild pain may last for weeks. If the dose is strong enough, the victim may suffer shock, paralysis and collapse within a matter of hours.

Tarantula Venom: The bite of a large tarantula causes severe pain, numbness, respiratory difficulties and even heart failure. With a large dose, the victim lapses into a coma and dies within a few days. These spiders are found in and around Zamora.

Upas-Tree Juice: The upas-tree grows throughout the northern Hyborian kingdoms from Aquilonia to Nemedia and Brythunia. Its sap is a dangerous poison which is particularly deadly to serpents and other servants of Set. All creatures with the word 'serpent', 'snake' or 'Set' in their name have a -4 circumstance penalty to their saving throws against the juice of the upas-tree, and all priests of Set have a -2 circumstance penalty to their own saves. Furthermore, the juice has a powerful side-effect against sorcerers of any kind. Each point of Constitution damage it deals to a sorcerer also reduces his current Power Points by 1. There is no additional saving throw against this. Collecting upas-tree juice has an additional Gathering Herbs check in addition to the Craft check: Herbalism DC 20 (forests of northern Aquilonia, Nemedia and Brythunia).

Upas-Tree Oil: It is possible, though difficult, to concentrate the sap of the upas-tree into a viscous oil which can be smeared upon weapons. Furthermore, the juice has a powerful side-effect against sorcerers of any kind. Each point of Constitution damage it deals to a sorcerer also reduces his current Power Points by 1. There is no additional saving throw against this. Collecting upas-tree oil has an additional Gathering Herbs check in addition to the Craft check: Herbalism DC 20 (forests of northern Aquilonia, Nemedia and Brythunia).

Water of Zarkheba: The waters of the Zarkheba river are a deadly poison. Furthermore, in addition to the Constitution damage inflicted by drinking the water, the secondary damage includes Corruption – the drinker is filled with unnatural, evil thoughts, tempting him to turn from goodness. Any creature drinking the waters of Zarkheba and who must make a Fortitude save against the secondary damage must also make a Corruption save (DC 25, as for the Fortitude save; all the usual Corruption bonuses and penalties apply) or gain 1 point of Corruption.

The waters are extremely foul-tasting, and so are rarely used to poison someone secretly, since the victim will not down a full dose voluntarily. However, some groups or individuals may slay an enemy by simply throwing him in the river, or collect a dose and force-feed it to a particularly hated individual. The death it causes is swift but agonising.

Waters of the Zarkheba do not retain their potency for long when removed from that dread channel, indicating that some spell or curse may be partially responsible for the poison. Removing the water from the river immediately reduces the initial damage to 1d4 Constitution and removes the Corruption effect of the secondary damage. Furthermore, each day after it was drawn from the river, the Zarkheba river water's potency by -1 each day (up to a maximum of four days when the waters lose their potency). For this reason the water has no special resale value as a poison – the buyer can never be certain as to how potent the water will be by the time it reaches him.

Wolfsbane: The flowering wolfsbane (also called aconite or monkshood) is a perennial herb with hooded white or blue-purple flowers found in mountainous climates, especially in forests, moist woods and along creek banks. It is found most often in Cimmeria and Corinthia. The entire plant is poisonous when eaten. The symptoms include burning of lips and mouth and numbness of the throat, intense vomiting and diarrhoea, muscular weakness and spasms, a weakening pulse, paralysis of the lungs and convulsions. Death quickly follows the convulsions.

Alchemical Items

ALCHEMICAL ITEMS ARE quite similar in nature to herbal preparations, except that they require more extensive tools, usually a fully functional alchemist's laboratory.

OUTFITTING AN ALCHEMIST'S LABORATORY

Unlike the usual crafts, whose practitioners can often get by with portable toolkits, alchemy requires a great deal of equipment if one is to practice it at all, let alone successfully. At a bare minimum, a room around 10 feet by 10 feet will need to be set up to serve as a laboratory. Alchemical work can only be done if the alchemist is undisturbed, so a stout lock, a certain amount of isolation and guards of some kind are all recommended for the laboratory.

A basic laboratory can be set up for some 500 sp, so long as the above requirements are also met. This has only the bare minimum of equipment, such that in effect the alchemist is working with improvised tools (–2 to all Craft (alchemy) checks), though without even this minimal lab no work at all can be done.

For a more advanced laboratory, a 20-foot by 20-foot room will be required, along with 1,500 sp in equipment. This gives neither bonuses nor penalties to alchemy.

A masterwork laboratory requires a 30-foot by 30-foot room and equipment costing 5,000 sp. This grants a +2 bonus to all Craft (alchemy) checks.

The following additional alchemical items are available to scholars, as well as those given in *Conan The Roleplaying Game*. As usual an asterisk (*) indicates that the item can be used in conjunction with the *telekinesis* and *greater telekinesis* spells.

ACHERONIAN BLACK GLOBE

This glossy black globe looks, at first glance, somewhat like a globe of demon fire. However, close examination reveals the surface is slightly porous. Even close

examination (Search check DC 20) reveals that each pore contains a single spider's egg.

The globe remains inert until struck sharply against a solid object. Once struck, the outer surface of the globe becomes moist. 1d4 rounds later thousands of small, spider-like insects scurry out of it. Although they do 1 point of damage to everyone within a 20 ft. radius of the orb as they leave, their primary purpose is not direct assault.

Instead, the spider-like creatures begin to devour real spiders within a 1-mile radius. Within two days the flies and other vermin, unchecked by their natural predators, will begin to swarm. Within seven days the area becomes almost unbearable, inflicting a –2 morale penalty on all dice rolls and skill checks from everyone in the area who does not make a Will save (DC 15).

Acheronian sorcerers used black globes to 'soften' a siege target before unleashing terrible magic. The distraction and depression generated by the vermin swarms make the targets more susceptible to terror, hypnotism and suggestion.

Cost: 300 sp. *Requirements:* Craft (alchemy) 25 ranks.

ACHERONIAN DEMON-FIRE

This powerful demon-fire recipe, older and subtler than Kothic Demon-Fire (see page 72), is loaded into a glass orb which can be flung at an opponent. It can either be hurled directly at a character or on to the ground. In either case it has a range increment of 10 feet.

If thrown at a character, a ranged touch attack roll is made against his Dodge Defence. As usual for missile fire, Parry Defence cannot be used; a character who attempts to parry a demon-fire orb will simply set it off as soon as it contacts the parrying weapon. Against a character, it inflicts 1d6 fire damage and incapacitates him for 1d6 hours. He may make a Fortitude saving throw (DC 25) to avoid the incapacitation effect, but not the damage.

If thrown at the ground, the Acheronian demon-fire affects a 10-foot by 10-foot area. Any character within the area affected must make a Reflex saving throw (DC 20) or sustain

1 point of fire damage and be stunned for 1d4 rounds. A stunned character can take no actions – can neither dodge nor parry – and opponents receive a +2 bonus to their attack rolls to hit him.

Cost: 1,500 sp. *Requirements:* Craft (alchemy) 6 ranks.

ACHERONIAN GRAVE DUST

This substance looks like a dull grey, extremely light powder. Alchemists store it in soft, translucent orbs that dissolve in water. Each orb is approximately 1 inch in diameter.

When released into water, each orb contains enough poison to affect up to 10 people with a low level fever. When first ingested the drinker must make a Fortitude saving throw (DC 15) or take 1d6 Wisdom damage. One minute later he must make the same saving throw or take 1d6 Intelligence damage. This poison can only affect a single character once per day.

Acheronian sorcerers loaded grave dust into catapults and lobbed the orbs over city walls. Each orb that found its way into the city water supply severely weakened the target's defences. Those modern sorcerers that know the formula use it in much less grand schemes.

Cost: 700 sp. *Requirements:* Craft (alchemy) 30 ranks.

ACHERONIAN GUARDIAN ORB

This variation on the Acheronian Black Globe contains a single large spider in a glossy black sphere the size of a walnut. Careful inspection of the sphere reveals its surface contains neither flaw nor opening. Extremely careful scrutiny (Search check DC 25) allows the searcher to detect something about the size of a large wolf spider sitting, extremely still, in the heart of the sphere.

The alchemist must create the guardian orb for a specific person. While that person holds the orb he takes one hit point of damage each night. This damage heals normally.

If anyone else holds the orb for more than three rounds, or the orb is separated from its owner for more than five rounds, the glossy black coat breaks apart in large flakes as the spider within begins to expand. Within one round the creature becomes a giant spider. The spider awakens, possessed by a ravenous hunger; it will attempt to kill and eat every living creature within its immediate area. Once sated, it builds a nest and continues to feed until finally destroyed.

'He started violently and the chanting broke off as the kneeling blacks flung up their heads. An inhuman voice boomed out high above them. They froze on their knees, their faces turned upward with a ghastly blue hue in the sudden glare of a weird light that burst blindingly up near the lofty roof and then burned with a throbbing glow'. That glare lighted a gallery and a cry went up from the high priest, echoed shudderingly by his acolytes. In the flash there had been briefly disclosed to them a slim white figure standing upright in a sheen of silk and a glint of jewel-crested gold. Then the blaze smouldered to a throbbing, pulsing luminosity in which nothing was distinct, and that slim shape was but a shimmering blue of ivory.'

R. E. Howard, *Jewels of Gwahlur*

When the orb's bearer dies, the orb breaks five rounds after his death. So long as the spider does not come under attack it will first consume its former owner's body, then retreat to a safe location from which to begin more systematic hunting.

Cost: 2,000 sp. *Requirements:* Craft (alchemy) 25 ranks.

BLUE DEVIL'S-FLAME

This is an old Stygian trick used both by the priests of that cursed land to cow their followers with supposed displays of supernatural power, and by sorcerers everywhere to blind and daze their enemies, taking advantage of the opportunity to either slay them or make a quick getaway. In either case it has a range increment of 10 feet if thrown.

In the former mode, the *blue devil's flame* is dispersed so as to impress onlookers, but without being quite so bright as to actively dazzle them. The sorcerer adds a +2 circumstance bonus to any attempts to influence the onlookers by such means as Intimidate, Bluff and Diplomacy checks. This applies only to onlookers of 4 HD and below.

In the latter mode, the *blue devil's flame* bursts into light. This causes all creatures within 10 feet of the burst to be dazed for one round (unable to take any actions) and dazzled for 1 minute thereafter (–1 penalty to attack rolls, Search checks and Spot checks). A creature that makes a successful Fortitude save (DC 20) is unaffected by the dazing, and the duration of his bedazzlement is reduced to 1 round. Sightless creatures, as well as creatures already dazed or dazzled, are not affected by *blue devil's flame*.

Cost: 300 sp. *Requirements:* Craft (alchemy) 4 ranks.

DISEASE DUST

Alchemists in the Hyborian age may not understand the concept of bacteria but they do know how to break diseased matter down to a raw, powder form. This small glass vial or orb is filled with the distillate of an inhaled or contact disease (see any of the available regional sourcebooks, such as *Conan: Across the Thunder River* or *Conan: Aquilonia – Flower of the West*, for lists of diseases). When thrown directly at a character or onto the ground, it bursts into a 10-foot by 10-foot area of infection. Characters must make a Fortitude save (DC based on the type of disease +4) to avoid catching the illness. For example, if a sorcerer throws a vial of anthrax dust at a character, that character must make a Fortitude save against DC 20 to avoid catching anthrax (DC 16 +4).

Cost: 1,000 sp. *Raw Materials:* Diseased matter. *Requirements:* Craft (alchemy) 10 ranks.

DUST OF FORGETFULNESS

This powder is thrown or blown into an enemy's face. The range of the powder is only 5 feet. Launching it into the target's face is a standard action on the part of the thrower; the target cannot avoid it unless he has stated that he is holding his breath. He must make a Will saving throw (DC 20) or forget all that has occurred within the last 1d4+1 hours. This knowledge will gradually begin to return to him over the course of several weeks, so that by the end of a month he will recall everything he had forgotten once more.

Cost: 500 sp. *Requirements:* Craft (alchemy) 10 ranks.

ELIXIR OF ORKIDEH

Made from water that leeches magic, the elixir of Orkideh suppresses magic. If anointed on a magic item, the item will not function until the elixir evaporates or is rubbed off. If a sorcerer is anointed with this elixir, the sorcerer may not use Power Points (including his defensive blast) for 1d4 minutes. It can only be made with a certain water from beneath a citadel not far from Kheshatta. Obtaining this water from the bandits who control the citadel is not an easy task. This substance cannot be lifted with magic, nor can anyone carrying a flask of this elixir use magic.

Cost: 3,000 sp. *Requirements:* Craft (alchemy) 10 ranks (DC 25 to create).

FIRE WEED

Fire weed is a rare shrub that no longer exists in the wild, having been eradicated by man wherever it was found. It typically exists only in sorcerous gardens. On touching the skin, the

spines cause agonising pain as though the exposed part had been plunged into fire. The pain does not fade with time and for exposure to an extremity, amputation is the only solution. The pain is so bad that the affected person is usually glad to perform the amputation himself, even gnawing off the extremity if no other option is available to him. More extensive exposure inevitably results in death, not by any physical cause other than ultimate pain. Those poisoned by fire weed suffer wracking pains that impose a –4 penalty on attack rolls, defence, movement, skill checks and ability checks the first round of contact (Fortitude save DC 18 to halve the penalties). Each minute thereafter, the pain increases, imposing a further –1 cumulative penalty on attack rolls, skill checks, movement, defence and ability checks; the Fortitude save also increases by +1. After ten minutes of the most excruciating pain possible, the character, in addition to the continued cumulative penalties listed above, starts to take 1d4 points of temporary mental damage per round as the pain drives the character out of his mind (1d4 damage to Intelligence, Wisdom and Charisma). He also starts taking 1d2 temporary Constitution damage per minute as his heart starts to spasm. When his Constitution reaches zero, the character dies from the pain.

Cost: 900 sp. *Requirements:* Craft (alchemy) 6 ranks (DC 20 to separate from the plant).

Diluted, the poison made from fire weed becomes an intense potion with many applications, including relief for the pained limbs of the elderly and the treatment of certain fevers found only in the jungles of the Black Kingdoms.

Cost: 300 sp. *Requirements:* Craft (alchemy) 4 ranks (DC 18 to create).

Unknown to most people, there is an antidote, but it is costly and mentioned only in the rarest of medical papyri. The fiery red antidote is administered partially by mouth and partially by spreading over the affected parts of the body.

Cost: 9,000 sp. *Requirements:* Craft (alchemy) 16 ranks (DC 36 to create).

FLAME-POWDER

Flame-powder is something of a poor-man's demon fire. It is magically treated sulphur, which will burst into flame as soon as it is struck hard or crushed. It can be hurled to the ground with some force but only immediately adjacent to the sorcerer throwing it. In this case it affects a 5-foot by 5-foot area within 5 feet of the sorcerer, bursting into small flames that last for one round and deal 1d4 fire damage to any creature within its square, as well as potentially starting fires. Alternatively, it can be simply poured out over a surface, so that the next creature weighing at least 200 pounds who steps on it while running (or who weighs 400 pounds or more

'I bade you go to the watchers!' the chief bellowed. 'You have not had time to come back from them.'

The other did not reply; he stood woodenly, staring vacantly into the chief's face, his palm outstretched holding the jade ball. Conan, looking over 'Yar Afzal's shoulder, murmured something and reached to touch the chief's arm, but as he did so, 'Yar Afzal, in a paroxysm of anger, struck the man with his clenched fist and felled him like an ox. As he fell, the jade sphere rolled to 'Yar Afzal's foot, and the chief, seeming to see it for the first time, bent and picked it up. The men, staring perplexedly at their senseless comrade, saw their chief bend, but they did not see what he picked up from the ground.

'Yar Afzal straightened, glanced at the jade, and made a motion to thrust it into his girdle.

'Carry that fool to his hut,' he growled. 'He has the look of a lotus-eater. He returned me a blank stare. I - aiel'

In his right hand, moving towards his girdle, he had suddenly felt movement where movement should not be. His voice died away as he stood and glared at nothing; and inside his clenched right hand he felt the quivering of change, of motion, of life. He dared not look; his tongue clove to the roof of his mouth, and he could not open his hand. His astonished warriors saw 'Yar Afzal's eyes distend, the colour ebb from his face. Then suddenly as if struck by lightning, his right arm tossed out in front of him. 'Face down he lay, and from between his opening fingers crawled a spider - a hideous, black, hairy-legged monster whose body shone like black jade. The men yelled and gave back suddenly, and the creature scuttled into a crevice of the rocks and disappeared.'

R. E. Howard, *The People of the Black Circle*

but steps on it while walking) immediately triggers the effect. Used in this latter way, the flame-powder will lose its potency after one hour if no one steps on it.

Cost: 50 sp. *Requirements:* Craft (alchemy) 4 ranks.

FOUNTAIN OF BLOOD

The *fountain of blood* potion makes a person bleed like a fountain and prolongs his death. Using this potion in conjunction with Ritual Sacrifice, or other related feat, it allows the sorcerer to treat a sacrificial victim as having +10 hit points more than they had. This is cumulative with related feats such as Bleed Dry from *Conan: The Scrolls of Skelos*. A stronger version that turns the entire body, flesh and bone, into blood is rumoured to exist, although no one in Stygia today knows how to create that version.

Cost: 600 sp. *Requirements:* Craft (alchemy) 6 ranks (DC 20 to create).

GLOBE OF YEZUD

The *Globe of Yezud* entraps a highly venomous spider, of no more than around two inches in size, within a ball of black, shiny, polished jade.

This globe is activated just before use with a quick ritual requiring one round and a Perform (ritual) check (DC 15). During this ritual, the sorcerer using the *Globe of Yezud* names the target of the globe. The sorcerer using the *Globe*

of *Yezud* need not be the same sorcerer who created it, but he must be a sorcerer (that is, any character with Power Points). The target can be anyone known by name to the sorcerer using the globe.

From that point onwards, the globe will be completely inert until it touches the flesh of the named creature for at least one round. At that point it will transform back into the spider for one final time, and immediately bite the creature, hitting automatically. This bite is so minor it does not deal any damage, but it is sufficient to subject the target to the spider venom. This deals 1d6 Constitution primary damage and 2d8 Constitution secondary damage, with a DC 20 saving throw to halve the damage.

Once a *Globe of Yezud* has been activated by naming a target, its target may not be altered by any means.

Cost: 2,000 sp. *Requirements:* Craft (alchemy) 10 ranks, Knowledge (nature) 10 ranks, priest of Zath (must have the Priest feat and worship Zath, and be in good standing with the main cult of Zath in Yezud - see *Conan the Roleplaying Game*).

HELLFIRE PUFFBALL

Hellfire puffballs are dreadful bombs, giving off extreme heat and flames in a very localised area.

They also tend to dazzle those nearby. A

"They all saw it - a white puffball of smoke that tumbled over the tower-rim and came drifting and rolling down the slope toward them. Others followed it. They seemed harmless, mere woolly globes of cloudy foam, but Conan stepped aside to avoid contact with the first. Behind him one of the Irakzai reached out and thrust his sword into the unstable mass. Instantly a sharp report shook the mountainside. There was a burst of blinding flame, and then the puffball had vanished, and the too-curious warrior remained only a heap of charred and blackened bones. The crisped hand still gripped the ivory sword-hilt, but the blade was gone - melted and destroyed by that awful heat. Yet men standing almost within reach of the victim had not suffered except to be dazzled and half blinded by the sudden flare.

"Steel touches it off," grunted Conan. "Look out - here they come!"

R. E. Howard, *The People of the Black Circle*

hellfire puffball will only be set off by the touch of steel or iron, but any steel or iron will do.

Each *puffball* covers one 5-foot square completely to a height of five feet, and will drift and roll downhill at a speed of 30 feet (6 squares) per round. Any time it passes through a square containing any iron or steel, or any time some iron or steel contacts it, it will instantly explode, affecting all creatures within the 15 foot by 15 foot area centred on the *puffball's* position at the time. Affected creatures are dealt 10d6 fire damage, with a Reflex save (DC 20 if in one of the outer 5-foot squares, or DC 30 if in the central 5-square with the *puffball* itself) for half damage.

Furthermore, any creature within 30 feet of the *puffball* when it explodes, and looking in the direction of the *puffball*, must make a Fortitude save (DC 15) or be dazed for one round (unable to take any actions) and dazzled for 1 minute thereafter (-1 penalty to attack rolls, Search checks and Spot checks). A creature that succeeds in its Fortitude save is unaffected by the dazing and the duration of his bedazzlement is reduced to 1 round. Sightless creatures, as well as creatures already dazed or dazzled, are not affected by *blue devil's flame*.

The only drawback with the *puffballs* from a sorcerer's point of view is their rather nebulous nature. It is not possible to guide them in any way once they are released - even a Prestidigitation spell or minor gust of wind will disperse a *puffball* rather than guide it. Each *puffball*

simply rolls downhill, continuing in the same direction it was initially pushed in, unless some other factor alters things such as terrain (*puffballs* always take the downhill route where possible). If sufficient numbers of *puffballs* are rolled simultaneously, they will tend to form a great mass, with the individual *puffballs* bouncing off one another to some extent but generally covering a large area between them.

Hellfire puffballs are rather bulky, with each one being typically confined in a large sack. Though this sack seems to weigh almost nothing, it will be very bulky, and carrying more than one or two *hellfire puffballs* is difficult. For this reason these devices are most commonly used in defensive sieges, so that the sacks can be stored ahead of time in great arsenals away from anything iron, each sack then simply upended over the walls so as to roll downhill straight into the attacking army. No army worthy of the name ever lacks iron and steel in its arms and armour.

Note that once characters realise that it is ferrous metals that set off the *puffballs*, a number of strategies present themselves for dealing safely with them. The easiest is perhaps that used by Conan in *The People of the Black Circle*, where his forces simply shoot the *puffballs* with arrows. The *puffballs* should be classed as Defence Value 10 if in motion, with range modifiers applying as usual. Any hit with a steel-tipped arrow will set the *puffball* off, though there is never any 'chain reaction' effect - each *puffball* must be set off individually.

Cost: 2,500 sp. Requirements: Craft (alchemy) 15 ranks.

KOTHIC DEMON-FIRE

This small glass orb is filled with a deadly combination of substances that ignite into heat and flame on contact with air. It can either be hurled directly at a character or onto the ground. In either case it has a range increment of 10 feet.

If thrown at a character, a ranged touch attack roll is made against his Dodge Defence. As usual for missile fire, Parry Defence cannot be used; a character who attempts to parry a demon-fire orb will simply set it off as soon as it contacts the parrying weapon. Against a character, it inflicts 5d6 fire damage and stuns him for one round. A stunned character can take no actions, can neither dodge nor parry and opponents receive a +2 bonus to their attack rolls to hit him. He may make a Fortitude saving throw (DC 20) to avoid the stun effect, but not the damage.

If thrown at the ground, the Kothic demon-fire affects a 10-foot by 10-foot area. Any character within the area affected must make a Reflex saving throw (DC 20) or be dealt 2d8 fire damage.

Cost: 500 sp. Requirements: Craft (alchemy) 4 ranks.



LOTUS SMOKE

Lotus smoke is a preparation derived from green, grey or black lotus blossom. When cast on the ground (treat as a thrown weapon with a range increment of 5 feet) it sheds light in a 15 foot radius. One round later, it turns into a glowing ball that affects all who look on it (treat as an Evil Eye range spell) as though targeted by an *entrance* spell cast by the sorcerer who created the lotus smoke. The ball moves 10 feet in the same direction as it was initially thrown. One round later still, it turns into a cloud of smoke 15 feet by 15 feet by 15 feet in size, which moves in the same direction again, this time at 20 feet per round for 2d6 rounds. In smoke form, it has exactly the same effect as the lotus blossom it was originally derived from.

Cost: Lotus blacksmoke, 3,750 sp; lotus greensmoke, 4,500 sp; lotus greysmoke, 2,400 sp. **Raw Materials:** 1 dose of either green, grey, or black lotus blossom (which is considered to replace the usual one-third cost for raw materials). **Requirements:** Craft (alchemy) 10 ranks, Craft (herbalism) 8 ranks, *entrance*.

POTION OF HIBERNATION

This potion puts the drinker to sleep, a complete, deathlike sleep in which he does not age. He may sleep for up to 1,000 years, plus 1,000 years per point of Wisdom bonus

(if any). However, he will find himself physically drained by this process, so that he is dealt 1 hit point damage for each 100 years of sleep. This can, if he sleeps for long enough, kill him.

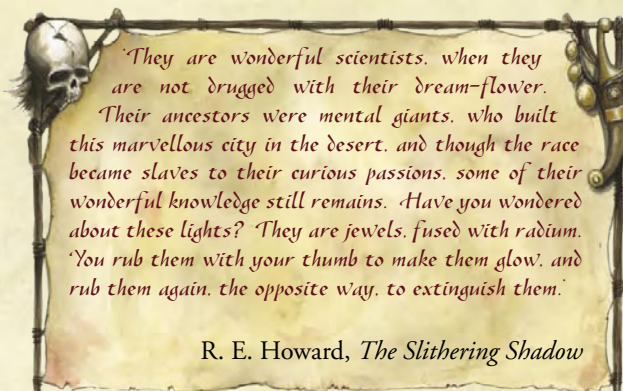
As he drifts off to sleep, the drinker makes a Will saving throw (DC 20). If successful, he may mentally set himself a condition which will cause him to awaken. This may either be a specific span of years (though this method is somewhat inaccurate, and will only work to within +/- 10% accuracy) or a different condition such as 'when anyone enters the chamber wherein I sleep' or 'when my sleeping body is touched'. He will awaken when the conditions are fulfilled.

If he fails his Will saving throw, he will remain asleep indefinitely. There may be ways of waking him, usually by magic, but these should be decided on a case-by-case basis by the Games Master.

Cost: 1,850 sp. **Requirements:** Craft (alchemy) 15 ranks, 1 dose of black lotus juice (included in price), must know at least two spells from the Immortality sorcery style.

RADIUM GEM

Radium gems are a refined form of green fire-stones (see page 53). A single radium gem provides illumination within a 10-foot radius, weighs a negligible amount, and can be switched on or off up to once per round as a free action. However, it still has a tendency to corrupt the carrier, exactly like green fire-stones do.



R. E. Howard, *The Slithering Shadow*

Anyone who does not have Corruption 1+ will feel distinctly unnerved when in an area lit by one or more radium gems. If he lives in such an area for a week or more, he must make a Corruption save (DC 15) or gain 1 point of Corruption. Characters who already have at least 1 point of Corruption are unaffected and may even rather enjoy the glow.

Cost: 500 sp. *Requirements:* Craft (alchemy) 10 ranks, 1 green fire-stone (included in cost).

ROPE OF DEAD WOMEN'S HAIR

This supernaturally strong rope is made from dead women's hair steeped in the juice of the upas-tree (see page 67). It weighs but 2 pounds per 100 feet, and can bear some 750 pounds without snapping. In appearance it seems only a thin and flimsy cord, so that a full 100-foot coil of it could be carried in a large belt-pouch.

The cost given is for a 100 feet length of the rope.

Cost: 1,250 sp. *Requirements:* Craft (alchemy) 6 ranks, 1 dose of *upas-tree juice* (included in cost), hair from 20 dead women.

STYGIAN TOMB-DUST

This dust causes temporary blindness when flung into the eyes. The target gets a Reflex saving throw (DC set by the attacker's magic attack roll) to avoid it completely.

If he fails, he is blinded for 2d6 rounds. A blinded character cannot see – neither dodging nor parrying are allowed; he moves at half speed, he suffers a –4 penalty on Search checks and on most Strength- and Dexterity-based skill checks, all checks and activities that rely on vision (such as reading and Spot checks) automatically fail; all opponents are considered to have total concealment (50% miss chance) to him.

Cost: 400 sp. *Requirements:* Craft (alchemy) 5 ranks, Knowledge (arcana) 5 ranks.

TA NEHEH LEAF ELIXIR

These prehistoric leaves are found only in sorcerous gardens or deep in Stygian swamps. These strange leaves are said to make a person immortal. The juices from the leaves are extremely addictive. To the living, the first dose of the elixir restores the drinker's age back to 16. It must be taken every month during the full moon thereafter or the character begins to age 2 years per day until the character's true age is achieved. It has an addiction rating of Extreme (see page 63). Any time a character imbibes this elixir, the character must succeed on a Fortitude save (DC 25) or become addicted.

The elixir has a satiation period, the length of time a

single dose remains effective in the character's system, of 1 month. Each time a user takes the elixir, if he is addicted, he is satiated and staves off withdrawal symptoms (including the penalties for obsession if applicable) until the next full moon. Whenever the satiation period expires before the user takes another dose, the DC of the Fortitude save to resist damage (see below) increases by 5. Addiction will proceed like a disease if not satisfied by further doses of the drug. Each day the character takes ability damage of 1d8 Dex, 1d8 Wis, 1d6 Con and 1d6 Str unless he succeeds on another Fortitude save (DC 25). A sorcerer who becomes addicted to a drug becomes obsessed (see *Conan the Role Playing Game* for the Rule of Obsession and its effect on sorcerers). If a character makes two successful saving throws in a row, he has fought off his addiction and recovered and takes no more damage from withdrawal symptoms.

The elixir can also be administered to the dead. Three leaves can keep the heart of a dead man beating. If given to a corpse, it moves its hit points to –9 until the next full moon. To maintain a dead man indefinitely at –9 hit points, the three leaves must be boiled each night of the full moon and administered to the corpse. The corpse can neither move nor speak. If the corpse is intact, it can be healed regularly. Otherwise, the corpse is simply maintained as an undead monster. If a person brews nine leaves each night of the full moon, the undead corpse is given full unlife with full hit points and a full movement rate, but the risen dead or mummy will be under the command of the sorcerer; the risen dead or mummy will seek more fluid. More than nine ta neheh leaves make the risen dead or mummy into an uncontrollable monster.

Cost: 2,000 sp. *Requirements:* Craft (alchemy) 4 ranks (DC 15 to create), plus a supply of the rare ta neheh leaves.

VIOLET CUREALL

This is a potion that rapidly cures wounds. It is made from certain specific herbs of Kush and the legendary Misty Isles. Though not so quick or effective as the Golden Wine of Xuthal, it is much more readily available and easy to brew for an accomplished sorcerer.

A single dose of this smoky violet potion restores 1d4 + (½ x Character Level, rounded down) hit points to any wounded character at a rate of 1 hit point per round each round after drinking it. However, a character can benefit from only one dose per day.

Cost: 300 sp/dose. *Requirements:* Craft (alchemy) 8 ranks (DC 20 to manufacture).

Crafting Items

RULES RECAP WITH NEW ADDITIONS

CRAFT (INT)

Like Knowledge, Perform and Profession, Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks, each purchased as a separate skill.

A Craft skill is specifically focused on creating something. If nothing is created by the endeavour, it probably falls under the heading of a Profession skill.

Check: When you are just attempting to earn a living by your craft, you make a Craft check every week and earn a number of silver pieces equal to your check result. Untrained labourers and assistants earn an average of ½ sp per day.

The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, your check results and the price of the item determine how long

it takes to make a particular item. The item's finished price also determines the cost of raw materials.

When you are attempting to Craft a specific item, you roll a Craft check each week multiplied by the DC required to create the item. You need a total of five times its value in silver pieces to complete it.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a –2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus on the check.

To determine how much time and money it takes to make an item, follow these steps.

1. Find the item's price.
2. Find the DC from the table below.
3. Pay one-third of the item's price for the cost of raw materials.
4. Make an appropriate Craft check representing one week's work. If the check succeeds, multiply your check result by

Crafting Items

Item	Craft Skill	Craft DC
Armour or Shield	Armourer	10 + DR
Hunting Bow	Bowyer	12
Any other Bow	Bowyer*	15
Any Bow with high Strength rating	Bowyer*	15 + (2 × rating)
Crossbow or Arbalest	Bowyer	15
Simple Melee or Thrown Weapon	Weaponsmith	12
Martial Melee or Thrown Weapon	Weaponsmith	15
Exotic Melee or Thrown Weapon	Weaponsmith	18
Mechanical Trap	Trapmaking	15 or higher
Superior Weapon or Armour**	Varies	+5
Very Simple Item (wooden spoon)	Varies	5
Typical Item (iron pot)	Varies	10
High-Quality Item (bell)	Varies	15
Complex or Superior Item (lock)	Varies	20

*If you are making a named racial bow such as a Bossonian longbow and you are not a member of the race in question, you take a –4 racial penalty to your Craft (bowyer) skill.

**You must have the appropriate feat – either Superior Armourer or Akbitanan Smith – to make superior armour or weapons.

the DC. If the result $\times$ the DC equals five times the price of the item in sp, then you have completed the item. If the result $\times$ the DC equals ten times or the price of the item in silver pieces, then you have completed the task in half the time. Other multiples of five times the DC reduce the time in the same manner.

If the result $\times$ the DC does not equal five times the price, then it represents the progress you have made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches five times the price of the item in silver pieces.

If you fail a check by 4 or less, you make no progress this week.

If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

When you use the Craft skill to make a particular sort of item, the DC for checks involving the creation of that item are typically as given on the above table.

Repairing Items: Generally, you can repair an item by making checks against the same DC that it took to make the item in the first place. The cost of repairing an item is one-fifth of the item's price.

When you use the Craft skill to make a particular sort of item, the DC for checks involving the creation of that item are typically as given on the following table.

Action: Does not apply. Craft checks are made by the day or week; see above.

Try Again: Yes but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Special: You may voluntarily add +10 to the indicated DC to craft an item. This allows you to create the item more quickly, since you will be multiplying this higher DC by your Craft check result

to determine progress. You must decide whether to increase the DC before you make each weekly or daily check.

Craft (herbalism) and Craft (alchemy): Two Craft skills, Craft (alchemy) and Craft (herbalism), are slightly different from the other Craft skills. Though creating items is identical with these two Craft skills, they are not open to all characters, since in the Hyborian kingdoms they are widely regarded as the preserve of sorcerers and witches. For this reason they have separate entries on the Skills by Class table. Craft (alchemy) involves making explicitly magical preparations, while Craft (herbalism) includes purely herbal potions as well as other natural products such as serpent venom.

A character with five or more ranks in Craft (alchemy) gains a +2 synergy bonus to all Craft (herbalism) checks. Likewise, a character with five or more ranks in Craft (herbalism) gains a +2 synergy bonus to all Craft (alchemy) checks. Furthermore, a character with five or more ranks of Knowledge (nature) gains a +2 synergy bonus to all Craft (herbalism) checks and vice versa.

Craft (herbalism) is also different in that the raw materials for it are not usually available to buy but

must be gathered by the herbalist in person. This means, in effect, that there is no cost for raw materials but that the character with the Craft (herbalism) skill must spend a day or more foraging for raw materials before he begins the actual manufacture of the herbal preparation. This foraging must take place in an environment and area in which the requisite plants actually grow. Thus, it is often necessary to spend a certain amount of time travelling to the right site for foraging first. Once there, there may well be various problems, at the discretion of the Games Master, including hostile natives, predatory animals, weird monsters, ghosts, demons and other difficulties.

Each day spent foraging, assuming you are in the right place, you make a Craft (herbalism) check. The DC is dependent on the plant you are looking for and the location in which



Gathering Plants

Plant	DC to gather (by location)
Apples of Derketa	20 (jungles of northern Black Kingdoms)
Black Lotus	25 (jungles of northern Black Kingdoms) or 20 (banks of Zarkheba River)
Golden Lotus	30 (jungles of Khitai)
Green Lotus	20 (jungles of Khitai)
Grey Lotus	25 (Swamps of the Dead beyond Khitai)
Purple Lotus	25 (ghost-haunted swamps of southern Stygia)
Red Lotus	25 (swamps outside of Khemi)
White Lotus	25 (Keshan and elsewhere in the northern Black Kingdoms)
Yellow Lotus	15 (jungles of northern Black Kingdoms)

you are foraging. You may not take 10 on this check, as it is essentially random whether the plant you are looking for is available at all in the area you are searching. If you succeed, you have found and gathered sufficient quantities of the plant to make one dose of the appropriate drug; if you roll more than the DC, you have found enough for one additional dose for each +1 that you rolled over and above the amount required. You gain a +1 circumstance bonus to this check for each day beyond the first that you spend looking for the plants, as you eliminate areas in which they cannot be found and become more likely to discover specific places where large quantities grow, so that you can return the following day to gather more.

If you are in a location in which several different useful plants grow, you can gather several different plants during the same day. You make a separate Craft (herbalism) check for each type of plant, though you suffer a –2 circumstance penalty to each check for each type of plant beyond the first for which you are searching.

In most cases, fresh herbs gathered like this must be turned into the final preparation within 2d6 weeks of being picked, or they deteriorate and become completely worthless. You can spend a day with a Craft (herbalism) check (DC 15) to dry out your finds so as to preserve them for up to a year, if you do not have time to prepare them right away. You will need to make a further Craft check to transform the herbs into the final preparation. This final Craft check is made exactly like any other Craft check, with the check result being compared to the DC and the total cost of the herbal preparation. The only difference is that there is no raw materials cost, since the raw materials have been gathered. Furthermore, you need only roll a total equal to the silver piece value of the products, rather than five times the silver piece value. The high price paid for herbal products is more a reflection of the dangers and difficulties involved in gathering them than the time and skill involved in brewing them up.

Note that it is possible to prepare a large batch at once, which is often useful if you have large quantities of the plant and

need to begin crafting it into a preparation right away before it rots. However, if you do this, you will not have any finished products until you have made the whole batch. In effect, you are simmering the whole lot together in one cauldron and cannot draw off any for use until it is all prepared.

For versatile plants such as the black lotus, which can be used for a variety of different preparations, you will gain enough of the plant to make one dose of each of the various preparations for each dose of the plant you gather.

Writing a Treatise: A treatise is a written explanation of a particular subject (such as a disease) of herbalism or alchemy. In the case of a disease, the treatise includes its proper treatment. Writing a treatise requires extended research and experimentation. It requires a Craft (alchemy) or Craft (herbalism) check, the DC equal to the subject disease, drug, poison or herbal mixture. See page 14 for the benefits of a treatise.

Synergy: If you have 5 ranks in a Craft skill, you get a +2 bonus on Appraise checks related to items made with that Craft skill.

COMPLEX CRAFT RULES

With most skill checks, a single die roll determines success. For complicated and time-consuming tasks (such as crafting an unusual item or researching an obscure bit of knowledge) or at times when the Games Master wants to build tension and suspense, the complex craft skill check can be used. A complex craft skill check requires a number of successful checks in order for the item to be crafted. The complexity of the task is reflected in the DC of the required check, the number of successful rolls required to complete the task and the maximum number of failed rolls that can occur before the attempt fails. In most cases, one or two failed rolls does not mean that a complex skill check has failed but if three failed rolls occur before the character makes the required number of successful rolls, the attempt fails. Although three failures is a common baseline, Games Masters are encouraged to change the number if the situation warrants it.

The Games Master can also apply a penalty to future rolls in the complex check if the character rolls one or more failures. For instance, an intricately forged Nordheimir sword with swirling lines in the metal requiring a complex Craft (weaponsmith) check might assess the character a –2 penalty on the Nordheimir craftsman's checks for each failed check

Example Complex Craft Skill Checks

Successes Required	Complexity	Example (Skill)
2 or 3	Slight	Making a primitive weapon (Craft (weaponsmith))
4 to 6	Ordinary	Making a crossbow (Craft (bowyer)); crafting a martial weapon (Craft (weaponsmith))
7 to 9	Good	Making superior armour (Craft (armourer)) or Akbitanan weapon (Craft (weaponsmith)); making an ordinary quality weapon out of primitive materials
10 or more	Amazing	Creating an Unusual Item (Craft (alchemy) or Craft (any)); inventing a new use for Lotus (Craft (herbalism) or Craft (alchemy))

made as part of the complex check (representing the metal becoming less workable).

Each die roll is one portion of a complex craft check and each die roll in the attempt represents at least a single day (if the item's value is no more than 10 sp) or a full week (if the item's value is higher than 10 sp) of work (it might represent more time, depending on the task in question).

TRYING AGAIN

Complex Craft skill checks can usually be retried. However, some craft skill checks have consequences, such as using up raw materials, which must be taken into account.

INTERRUPTING A COMPLEX CRAFT SKILL CHECK

Most complex craft skill checks can be interrupted without adversely affecting the result of the check. However, the Games Master is free to rule that interrupting a specific check affects the result. At the Games Master's discretion, an interruption can count as one failed roll in the check's progression or can mean that the complex check fails.

AID ANOTHER

You can use the aid another action normally with complex skill checks; that is one way apprentices can be used by the master craftsmen. Anyone aiding the character making the attempt must roll their Aid Another attempts each time the character makes a new die roll that is part of the complex craft skill check.

TAKING 10 AND TAKING 20

You can take 10 on any die roll during a complex skill check in any situation when you could take 10 on a normal check using that skill.

You cannot take 20 when making a complex Craft skill check. Taking 20 represents making the same skill check repeatedly until you succeed but each successful die roll in a complex skill check represents only a portion of the success you must achieve to complete the skill check.





COMPLEX CRAFT SKILL USE

Normal use of the Craft skill in many ways resembles a complex skill check, though it penalises the character on each failure (rather than only after three failures).

You can replace the standard Craft check rules with a complex Craft check. In that case, a single failed check does not ruin one third of the raw materials; instead, rolling three failures before achieving the requisite number of successes ruins one-third of the raw materials, requiring the character to start over. Each check represents a single day (if the item's value is no more than 10 sp) or a full week (if the item's value is higher than 10 sp) of work.

Craft DC	Successes Required
9 or lower	1
10-14	3
15-19	5
20-24	7
25 or higher	10

Creating a weapon with a +1 bonus to attack adds +5 to the Craft DC and +1 to the number of successes required by the table. Creating a weapon with a +1 bonus to damage adds +5 to the Craft DC and +1 to the number of successes required by the table. Doing both adds +10 to the Craft DC and +2 to the number of successes required by the table.

Creating a weapon with 50% more hardness or 50% more hit points adds +5 to the Craft DC, but only requires the normal amount of successful rolls as indicated on the table. Twice as much hardness adds +10 to the Craft DC and adds 1 to the number successes required.

Adding 1 to a weapon's Armour Piercing quality adds +2 to the Craft DC. Making a weapon prone to breaking against metal armour not as prone to breaking (allowing the weapon a break save) adds +5 to the Craft DC and adds 1 to the number of successes required.

Thus, creating a hatchet out of primitive materials that is just as good as a quality weapon is DC 12 (the base DC for a primitive hatchet) +10 for doubling the hardness, +4 for adding 2 to its Armour Piercing and +5 for making it less breakable, which results in a Craft (weaponsmith) DC 31, and would require 12 successful Craft (weaponsmith) rolls at that DC to create.

Creating an Akbitanan weapon or Superior Armour only adds +5 to the DC and requires only the regular number of rolls as indicated on the table to create if the character has the appropriate feat.

Other changes to crafted items, such as making the save more difficult on lotus poisons, can have similar DC adjustments made by the Games Master as needed.

Merchant & Craft Guilds

CRAFT GUILDS

As Hyborian specialisation of industry became more and more prominent, the city's bakers, cobblers, stone masons and carpenters associated with one another and banded together for protection and mutual trade. As these associations, or guilds, grew larger and more important in Hyborian nations, the guild leaders petitioned the kings of that era for more rights and these rights were granted to them in order to protect Hyborian nations against outsiders so long as the craftsmen upheld some measure of civic service and duty.

The guilds protect themselves against outsiders by barring or restricting trade, forcing merchants and traders in foreign goods of a type made by a local guild to pay a stipend or tariff for the right to sell the goods in that particular Hyborian city. The tariff is then split between all the relevant craftsmen in the guild with a portion given to the feudal lord for the right to charge the tariff. The only exception to this is on annual fairs or on established market days, when anyone can buy and sell to the public. Women generally join guilds when their fathers or husbands join. They become independent guild members at the death of the applicable male.

Guilds often use secret signs to communicate basic information to other members, as well as mysterious gestures to identify fellow guild members and their ranks. Many guilds incorporate religious and philosophical concepts and traditions into their meetings, making them mystery cults of a sort. During festivals the guilds often put on trademark plays to emphasise their preferred themes and religious stories. For example, the Goldsmiths may put on a complex play illustrating the creation of gold myths present in the religious traditions of Mitra.

GUILD CRAFTSMEN

The craftsmen usually live in neighbourhoods of similar skilled craftsmen, although this may vary somewhat depending on the size of the city. Often the master craftsmen of a particular craft all belong to the same family. They share apprentices between them, working together to regulate competition and promote prosperity for the entire family and, by extension, the prosperity of Hyborian nations as a whole.

Apprentices: Throughout Hyborian nations, the basic economic assumption is that everyone is employed by the time they are 14 or 15, an expert in their craft. Becoming an expert is difficult, as is entering any select inner circle of a group or cult. A craftsman begins his life as an apprentice to a master, working in exchange for food, clothing, shelter and an education. It is illegal in most of Hyborian nations to apprentice anyone older than 12 who has been working in agriculture prior to age twelve to prevent mass migrations to the cities. Usually the parents of a youth pay the master a fee to entice him to take on the child as an apprentice. An apprentice is not paid money in any circumstance and this position lasts for about five to nine years. During his apprenticeship he is not permitted to marry, as the master would then be required to feed and house additional people without due compensation. Some girls negotiate the ability to marry provided some sort of forfeit payment is made to their master or mistress. Also, trips to taverns, brothels and inns are often regulated or banned as well. Most apprentices live in the attic of the master's house, furthest away from the valuable tools and raw materials of the shop located on the ground floor. Apprenticeship is not without its dangers, especially for girls. Female apprentices are easy prey for the sexual advances of their masters and they might even be sold into prostitution by their mistresses.

Journeyman: Once the master has given his approval of the apprentice's overall work and skill level, the apprentice leaves the home of his master and goes out into the world as a hired hand, carrying a letter of recommendation from his apprentice master. He is called a journeyman because he journeys from town to town, working for master after master to learn different techniques. A journeyman is allowed to work for any master he wants and is paid with wages for his labours. He also collects letters of recommendations from all the masters he has worked with. Only a journeyman or master may use his Profession skill or Craft skill to earn an income. He works six day weeks from sun-up to sun-down. Most journeymen live on the third floor of a master's house. This stage of his career as a craftsman lasts around seven years. In order to rise above the status of journeyman to master, the journeyman must choose a specific town to settle in, then he has to produce a masterpiece. This masterpiece must be created on his own time with his own materials and tools, both of which are difficult to procure on their modest wages. This is further made more difficult to accomplish as most journeymen work for various masters six or more days

per week from sunrise to nightfall and most Hyborian cities forbid craftsmen to work after nightfall because unwatched artificial light is a fire hazard. In addition to the need to craft an unqualified masterpiece to rise to the rank of master, the journeyman must also prove he has accumulated wealth and reputation. Once a journeyman has produced his masterpiece and has proved his social worth, he is granted the rank of master and accorded the privileges of that class.

Masters: A master is a full citizen of a town. As such, he is also expected to be a respectable member of that town, which usually implies that he be a family man. This often means he has to find a wife, which is enough of a hurdle sometimes to keep some men as an eternal journeyman, forever working for other masters. Masters are allowed to establish their own workshops, hire journeymen and train apprentices. Masters usually build three storey homes. Their workshop is on the ground floor. The master and his family live on the second floor. Journeymen live on the third floor. Apprentices are often given a bed in the attic. Masters are also given a say in rules, regulations and other matters pertaining to the guild. Most guilds have a restriction on how many masters can operate in the city, so some journeymen are denied the position for economic reasons until an opening is present.

Along with the social and economic benefits associated with the rank of master, there come responsibilities. Craftsmen must perform public duties, such as patrolling their district, donate time, work and effort for the king and his projects, donate time and work to the temples as needed and provide dowries for poorer craftsmen's daughters. The masters look after sick and elderly guildsmen if necessary, investigate sabotage, provide for the families of dead craftsmen in perpetuity (or until the family leaves Hyborian nations or otherwise becomes capable of providing for themselves) as well as two other important duties: the protection of the secrets of their craft and the assurance of their craft guild's quality in the city.

The guild masters are charged with protecting the secrets of their craft. Hyborian apprentices and journeymen are rarely allowed to leave their city to maintain the valuable secrets of their craft. In the same manner that Akbitana protects its trademark industries, the craft guilds of Hyborian nations virtually chain their craftsmen to their cities. If a journeyman flees the Hyborian nations, the craft masters are expected to expend due effort in hunting down and slaying the fugitive craftsman. They record the individual marks of all craftsmen working in the city. The mark of a master must accompany the mark of a journeyman to prove the quality of the workmanship.

Guild masters also make sure their craft is represented fairly and with due quality. Craftsmen who produce inferior products or are found to cheat the public are punished. Fines, reduction in status and expulsion are all common

punishments for defrauding the people of Hyborian nations. Jobs in Hyborian nations need to be done right the first time, and the master craftsmen ensure this happens by overseeing the training and practise of all craftsmen in the city.

Additional Information

Joining a guild is an honour and earns an apprentice an immediate +2 bonus to Reputation. Simply being in a guild results in a perceived increase in social status and class. Most craft guildsmen attempt to gain a talented Reputation. Becoming a journeyman for a guild earns the craftsman another +2 bonus to Reputation. Becoming a master requires at least a 20 Reputation and, if attained, earns the craftsman a +4 bonus to Reputation, making him one of the movers and shakers of the Hyborian economy.

Most craftsmen in Hyborian nations are of the Commoner or Scholar class (non-sorcerous, generally speaking). Skill Focus and other feats designed to enhance skills are typical feats for the craftsmen to take. Craftsmen do not make a living from combat, so combat-oriented feats are rare. Craft masters take the Leadership feat to attract apprentices and journeymen, although few can afford to house and maintain their full allotment of 1st level apprentices. Craftsmen tend to have an allegiance toward their guild, giving them a +2 Charisma bonus when dealing with other guild members who share their allegiance.

Player Characters who successfully apprentice and become journeymen in any Craft skill (usually with the accumulation of at least 6 skill points in a craft) may find themselves barred from leaving the city where they are apprenticed, depending on guild laws in that city. Their ability to adventure may also become hampered, although this may be alleviated by allowing some amount of time to lapse between adventures. Also, if a Player Character becomes a master craftsman (after completing a DC 30 masterpiece), he will find he has additional duties to perform and, if found lax, may be fined. This fine may well be part of the 'high living' spending of treasure or it may be on top of that.

MERCHANT GUILDS

Merchants early in Hyborian history had difficulties because of feudal obligations. Difficulty in procuring the right to leave a manor or fief was but one of the hurdles faced by early merchants. This resulted in foreign merchants dominating the marketplace. Obviously, a career in trade was hampered by feudal obligations, so many merchants sought to become free. This, however, had its own problems. The price of freedom from a feudal lord was that the merchants and their property were no longer protected by the feudal lords. Without that protection, merchants risked more than they could reasonably recover in profit.



Thus the merchants found they needed to band together to achieve the protection they had lost in the gaining of their freedom. Seeing the accomplishments of the craft guilds, the merchants used the same model, creating their own guilds for the same privileges of protection and support. However, these guilds have their own price, for they can set prices, arrange trade and regulate working hours. In much of Hyborian nations, a work day is up to 16 hours in the summer and 12 hours in the winter; essentially guild members worked during all available daylight hours. High-ranking members of guilds usually wear medallions on silver chains.

Benefits to Guild Members: The merchant guild establishes rights and norms to ensure guild members, called burghers in Gunderland, the Westermarck and the Bossonian Marches, enjoy an income – an income the feudal lords had taxed heavily prior to the establishment of the guilds. Rules and regulations for merchants are determined by the guilds and the merchant guilds have the power to impose sanctions on members who violate those rules. The advantages of the merchant guilds are similar to those of the craft guilds. Merchant guilds are noted for their charity toward disadvantaged members, providing aid to members who fall into poverty, taking care of funeral expenses of dead members and looking after a dead member's family.

Benefits to Feudal Lords: Feudal lords found many advantages to granting rights to cities to form guilds. Guilds provide structure and self-regulation for the cities, allowing the cities to almost run themselves without siphoning too much direct power from the control of the feudal lord. The guilds levy dues from their members and use them to pay the feudal lords in lump sum payments. Fief-holders have found that tax collection is easier from central guilds as opposed to sending collectors and agents out to each and every merchant in the city. Guilds also sponsor community events

and often form private theatre troops to demonstrate their wealth and influence. Many guilds are also charged with public defence, members taking turns to man the walls of the smaller cities and towns.

Rights of the Guilds: The merchant guild has the power to exclude and discriminate against foreign merchants. Foreign merchants are forced to unload their wares in Hyborian warehouses where members of the merchant guild have the right to purchase the goods at privileged prices. Foreign merchants are also required to pay special tolls, fees and taxes that the merchant guild members are exempt from paying. The merchant guild also sets up a system of brokering, wherein foreign merchants are forbidden to deal directly to the customers but have to employ local brokers chosen by the merchant guild. The guild also has the right to limit its membership based on any number of qualifications. Women are often excluded from guilds that require long-distance travel. This is largely to protect the women. Women on long trade journeys face abduction, rape or murder from bandits who are likely to leave a male merchant alone. Hyborian feudal lords have given the merchant guilds the power to punish those who break the laws of the guilds. The guilds have the power to assess a fine or fee against all traders who are not members of the appropriate guild. Those who cheat the public unduly are also punished by the guild. Fines and confiscations are common sanctions. Other punishments include imprisonment, flogging, shaving or any number of tortures. The merchant guilds usually have their own appointed magistrates who arbitrate disputes among the merchants of a given guild. The guild checks weights and measures and often fixes prices on certain goods and services. The guilds have a familial aspect as well, although not as strongly pronounced as the craft guilds. The eldest son of a guild member is admitted into the guild as a matter of law. Younger sons of guild members are required to pay a small fee to join.

Guild Structure: Hyborian merchant guilds are run by one or two aldermen who answer to the manorial lord. Different guilds in Hyborian nations have different means of choosing their aldermen. Some are merely appointed by the feudal lord while others assume the position by popularity or even heredity. The aldermen are in turn aided by two to four wardens. Beneath the wardens sit a council of a dozen to two dozen of the more prominent merchants of that guild. The aldermen, wardens and the council preside over guild meetings, religious rituals, funds and estates.

Other guilds: Craft and merchant guilds are so successful in Hyborian nations in promoting their members' well-being that many guilds are being established for nearly every conceivable trade. Tutors, philosophers, ratcatchers, road menders, domestic servants, bell ringers, thieves, beggars and even prostitutes are beginning to form guilds in the largest Hyborian cities, jealously defending their members against freelance competition.

Hirelings & Slaves

DURING THE TIME of Conan, when one thinks of 'slaves' the first thing that comes to mind is a nubile virgin, head bowed, beautiful face, well-formed body, submissive and perfectly helpless. Perhaps a muscular, broken tribal youth whose fate is to be stripped of all will and forced to push a mill wheel for the rest of his natural life. Maybe even a eunuch, ordered to guard a seraglio or carry a palanquin and destined to be beheaded by the first daring adventurer that crosses his path. However, not all slaves are of the helpless, unassuming and useless kind – in the Hyborian Age it is possible to own and buy every kind of human being, from the rather pitiful examples given above to a full-grown warrior or even a scholar. The following rules are intended to handle the acquisition of above-average slaves and henchmen.

Keep in mind that adding rules to hire or buy above average slaves may seriously imbalance your game, allowing every character to acquire Non-Player Character henchmen at a relatively low cost. Also, slaves with Player Character classes, being heroes in their own right, may detract from the spotlight and glory of their masters and, worse still, the rest of the party, if their owner lets his slaves do all the dangerous work. On the other hand, having slaves with abilities and training of their own can, if properly handled and strictly watched, enrich the game experience of everyone, both Players and Games Masters.

SLAVE SHOPPING

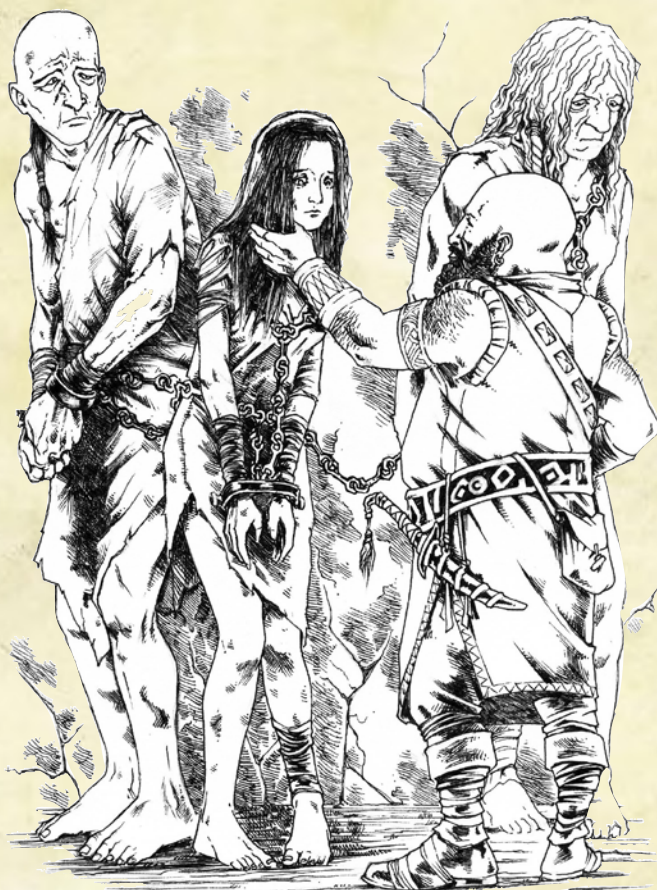
The costs given for slaves in *Conan the Roleplaying Game* assume the slave to be a 1st level Commoner, with no other experience or training. If you desire to introduce slaves with more experience into your game, use the Slave Cost table instead of the one found in *Conan the Roleplaying Game*.

Slave Cost

Item	Cost*
Commoner, male	10 sp per class level
Commoner, female	30 sp per class level
Noble, male	150 sp + 50 sp per class level
Noble, female	200 sp + 100 sp per class level
Scholar or Soldier	40 sp per class level
Other classes	30 sp per class level

* The cost for all slaves should be halved if the slave is particularly rebellious or unpleasant (such as a captured barbarian); by the same token, double the price of any slave that is especially hardworking and/or submissive. If beauty is a desirable trait for the buyer, a slaver may further double the price for an exceptionally attractive slave (Charisma 15 or more).

To be able to sell the slave at a price given for a class other than commoner, the slaver must first be aware of the slave's character class and then provide visible proof of it, particularly in the case of noble slaves. Otherwise, all slaves are worth no more than commoners. Slaves with more than one class have the combined cost of all their class levels.



Hireling Services

Hireling	Cost per Day*	Notes
Apprentice	1 sp per every 2 ranks of Craft or Profession, or two character levels	Includes all tradesmen, craftsmen and other hired workers up to 5 th level
Craftsman	2 sp per every 2 ranks of Craft or Profession, or two character levels	Includes all tradesmen, craftsmen and other hired workers up to 10 th level
Master Craftsman	3 sp per every 2 ranks of Craft or Profession, or two character levels	Includes all tradesmen, craftsmen and other hired workers of 11 th level or higher
Soldier	1 sp per soldier level	Includes any soldier with up to two Formation Combat styles
Man-at-Arms	2 sp per soldier level	Includes any soldier with up to three Formation Combat styles
Officer	3 sp per soldier level	Includes any soldier with four or more Formation Combat styles
Sage	2 sp per scholar level	Includes any non-magical scholar
Priest	4 sp per scholar level	Includes any character with the Priest feat
Sorcerer	8 sp per scholar level	Included any magically-oriented scholar
Specialist	4 sp per character level	Includes specialists of any character class or profession

* All the costs listed in this table are in addition to any feeding and housing expenses, which are also the responsibility of the employer.

The 90% price reduction for slaves bought in Turan applies only to the cost of commoner slaves; slaves of other classes bought in Turan cost one-half (as opposed to one-tenth) the listed price. Keep in mind that not all character classes are available in all slave markets, and particularly rare specimens can reach astronomical prices.

SLAVE ABILITIES

The above prices assume the slave has an average (non-elite) array of ability scores (13, 12, 11, 10, 9, 8). If you wish the slave to have his ability scores rolled as per the standard character generation method, the total price for the slave is doubled. This doubling is cumulative with all other price increases incurred from the slave's quality and character; thus, a slave that is particularly hardworking/submissive (x2), beautiful (x2) and has an elite array of abilities (x2) costs six times the amount given in the slave cost table. Slaves with ability scores obtained by the heroic character generation method are simply not available in the Hyborian Age.

HIRING HANDS

Absolute possession is not the only method available to buy people in the Hyborian Age. Professionals can be hired, their services paid as a salary instead of buying them outright. The costs on the Hireling Services table should apply to the service of hirelings in *Conan the Roleplaying Game*.

To be able to demand the listed price, a character must be specifically

hired for the corresponding task. An expert thief whose employer does not know or care about his thieving abilities is most likely to be hired (and paid) as a simple recruit.

LABOURER LOYALTY

Owning another human being is one thing; earning their loyalty is another. Most servants and henchmen in the Hyborian Age will turn on their masters immediately when faced with an apparently good reason to do it – and for a slave there are plenty of reasons.

Whenever the possibility arises for a Non-Player Character slave or hireling to disobey or betray his master, he must make a Loyalty check. The Games Master has the last word on whether a Loyalty check is called for, but a good rule of thumb is to require one whenever the slave or hireling is presented with a good opportunity to defy his master (such as a bribe, a better payment offer, a chance to escape or defect and so on) *and* he can get away with it.

The base DC for a Loyalty check is 30 plus the slave or hireling's Corruption score (if any). A hireling or slave's Loyalty check is calculated thus:

Loyalty check = 1d20 + Wisdom Bonus + Will Save

A hireling or slave adds the difference between his level and that of his master to the Loyalty check as a bonus if the slave or hireling is of a higher level than his master. If the master is a higher level than the slave or hireling then the difference between the two characters' levels is applied as a penalty to

the Loyalty check. If the save fails, it means the character will gladly defy his owner or employer; that is, he will defect, take the bribe, run from the fight, desert, escape or even attack his master, depending on the circumstances that prompted the Loyalty check.

Player Character slaves or hirelings never make Loyalty checks; the decision whether to betray their master or not is theirs alone. Followers attained via the Leadership feat are likewise never required to make Loyalty check.

Allegiance: If a slave or hireling has an Allegiance to anything or anyone other than his master, apply a -2 penalty to all Loyalty checks made by that slave or hireling. This penalty changes to -5 if the master has an Allegiance that clearly opposes that of the slave or hireling. In the rare case that a slave actually has an Allegiance to his master, treat him as if he was a follower; that is, he should not have to make Loyalty checks.



EMPLOYEE EXPERIENCE

Slaves and hirelings will, sooner or later, advance in level. While it stands to logic for Non-Player Characters to go up in levels normally as characters do, in game terms it may quickly become unbalancing, turning a Player Character's retinue into a small army and detracting from the flavour of *Conan the Roleplaying Game*.

The Games Master is encouraged to use one of the following options to handle the level advancement of Non-Player Character slaves and hirelings.

Advancement Based on Master's Experience: Slaves and hirelings gain one quarter of all the experience earned by their master; thus, if a character earns 1,000 experience points upon finishing an adventure, each of his slaves and hirelings would gain 250 experience points. This method strains suspension of disbelief and makes it harder to keep account of experience points; nevertheless it is a thorough and balanced experience distribution system.

Advancement Based on Master's Level: Slaves and hirelings advance one level for every three character levels earned by their master. This is a safe and easy, if somewhat unrealistic, way to keep the level of Non-Player Character servants steadily advancing, while maintaining their level significantly below their master's.

Independent Advancement: Slaves and hirelings advance in levels just as other characters do, though they only earn experience if they actually take an important part in the development of an adventure. A slave or hireling that was nothing but part of the background during the adventure should earn no experience points at all. Furthermore, a slave or hireling may never earn more than 500 experience points per adventure, since his very reason for undertaking it was the design of another character. This is the most realistic of the systems suggested herein, yet it requires the Games Master to keep a separate record for each slave and hireling in the party, which may be a daunting task when dealing with large groups.

Non-Player Characters

THE NON-PLAYER CHARACTERS used in this sourcebook are not given Fate Points or languages. There are several reasons for this omission. First, if Non-Player Characters use Fate Points as much as Player Characters, no one will ever get killed and the Player Characters' jobs will be that much harder. Fate Points exist primarily as an opportunity for players to influence the game in a favourable direction. Games Masters do not need that particular contrivance. Second, who knows what a Non-Player character has been through in his life? In both cases, the Games Master's discretion is required. If the Games Master wants to give the Non-Player Characters Fate Points, he is at leave to do so. Languages function in a similar manner. If the Games Master wants a character to speak a given language then the character speaks it.

MASTER TITO, LICENSED MASTER- SHIPMAN OF ARGOS

Medium Argossean 7th level Commoner

Hit Dice: 7d4 (17 hit points)

Initiative: +2 (+2 Ref)

Speed: 30 ft.

Dodge Defence: 13 (+3 level)

Parry Defence: 14 (+3 level, +1 Str)

BAB/Grapple: +3/+4

Attack: Dagger +4 melee

Damage: Dagger 1d4+1/19-20 x2 / AP 2

Space/Reach: 5 ft. (1)/5 ft. (1)

Special Qualities: Adaptability (Decipher Script, Appraise), background skills (Balance, Gather Information, Profession (sailor), Use Rope)

Saves: Fort +2, Ref +2, Will +8 (+11 vs. corruption)

Abilities: Str 13, Dex 10, Con 11, Int 16, Wis 16, Cha 14

Skills: Appraise +13, Balance +4, Bluff +8, Decipher Script +5, Diplomacy +10, Gather Information +10, Knowledge (local) +8, Profession (merchant) +16, Profession (sailor) +14, Sense Motive +10, Spot +8, Use Rope +4 (spent 2 skill points on literacy)

Feats: Negotiator, Skill Focus (appraise), Skill Focus (Profession (merchant)), Skill Focus (sense motive)

Code of Honour: Civilised

Reputation: 10 (Talented)

Leadership: —

Allegiances: Argos



Master Tito is a sturdy man with a black beard. He is a good judge of men and an accomplished steersman. He does not bear much love for the rich merchants of Argos or Argos' judges, both of whom have fleeced him often in suits. He can speak the language of Kush and trades with that nation often. He owned a prowed, broad-waisted galley called

"If we must travel together," said the master, "we may as well be at peace with each other. My name is 'Tito, licensed master-shipman of the ports of Argos. I am bound for 'Kush, to trade beads and silks and sugar and brass-hilted swords to the black kings for ivory, copra, copper ore, slaves and pearls."

Robert E. Howard, *Queen of the Black Coast*

Argus; however, that ship came to an end when he ran afoul of Bêlit, the Queen of the Black Coast. He died with an arrow in his heart.

CRAFTSMEN OF THE HYBORIAN AGE

These craftsmen can be potters, painters, implement makers, weaponsmiths, chariot-builders or any other sort of craftsmen desired. Simply define their Craft (any mundane) skill. About 50% of all merchants encountered will be 3rd level. 25% will be 1st or 2nd level and 25% will be 4th or higher in level.

CIMMERIAN CRAFTSMEN

Apprentice Craftsman: Medium Cimmerian **Barbarian** 1/**Commoner** 1; **Hit Dice:** 1d10+1d4 (8 hit points); **Initiative:** +3 (+2 Ref, +1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 11 (+0 level, +1 Dex); **Parry Defence:** 11 (+0 level, +1 Str); **BAB/Grapple:** +1/+2; **Attack:** Hatchet +2 melee or Broadsword +2 melee; **Damage:** Hatchet 1d6+1/ x3 / AP 2; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Attacks:** Versatility (-2 penalty); **Special Qualities:** Illiteracy, background skills, track, fearless; **Saves:** Fort +2, Ref +3, Will +3 (+6 vs. corruption); **Abilities:** Str 13, Dex 12, Con 10, Int 11, Wis 8, Cha 9; **Skills:** Climb +5, Craft (any mundane) +8, Diplomacy +3, Hide +3**, Intimidate +3, Jump +3, Listen +1**, Move Silently +5**, Spot +3**, Survival +5**, Use Rope +3; **Feats:** Fighting-Madness, Skill Focus (Craft (any mundane)); **Code of Honour:** Barbaric; **Reputation:** 3 (Talented); **Leadership:** -; **Allegiances:** Clan, family

Young Craftsman: Medium Cimmerian **Barbarian** 1/**Commoner** 3; **Hit Dice:** 1d10+3d4 (13 hit points); **Initiative:** +2 (+1 Ref, +1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 12 (+1 level, +1 Dex); **Parry Defence:** 12 (+1 level, +1 Str); **BAB/Grapple:** +2/+3; **Attack:** Hatchet +3 melee or Broadsword +3 melee; **Damage:** Hatchet 1d6+1/ x3 / AP 2 or Broadsword 1d10+1/19-20 x2/ AP 5; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Attacks:** Versatility (-2 penalty); **Special Qualities:** Illiteracy, track, fearless; **Saves:** Fort +1, Ref +2, Will +4 (+7 vs. Corruption); **Abilities:** Str 13, Dex 12, Con 10, Int 12, Wis 8, Cha 9; **Skills:** Climb +7, Craft (any mundane) +10, Craft (any other mundane) +5, Diplomacy -3, Hide +3**, Intimidate +3, Jump +3, Listen +1**, Move Silently +5**, Spot +5**, Survival +5**, Use Rope +3; **Feats:** Craftsman, Fighting-Madness, Skill Focus (Craft (any mundane)); **Code of Honour:** Barbaric; **Reputation:** 5 (Talented); **Leadership:** -; **Allegiances:** Clan, family

Experienced Craftsman: Medium Cimmerian **Barbarian** 1/**Commoner** 5; **Hit Dice:** 1d10+5d4 (18 hit points);

Initiative: +4 (+3 Ref, +1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 13 (+2 level, +1 Dex); **Parry Defence:** 13 (+2 level, +1 Str); **BAB/Grapple:** +3/+5; **Attack:** Hatchet +5 melee or Broadsword +5 melee; **Damage:** Hatchet 1d6+2/ x3 / AP 3 or Broadsword 1d10+2/19-20 x2/ AP 6; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Attacks:** Versatility (-2 penalty); **Special Qualities:** Illiteracy, Background Skills, Track, Fearless, Skill Focus (see feats); **Saves:** Fort +3, Ref +4, Will +3 (+6 vs. Corruption); **Abilities:** Str 14, Dex 13, Con 11, Int 13, Wis 9, Cha 10; **Skills:** Climb +10, Craft (any mundane) +12, Craft (any other mundane) +7, Diplomacy -2, Hide +3**, Intimidate +7, Jump +3, Listen +1**, Move Silently +5**, Spot +7**, Survival +5**, Use Rope +5; **Feats:** Craftsman*, Fighting-Madness, Leadership, Skill Focus (Craft (any mundane)), Skill Focus (Intimidate); **Code of Honour:** Barbaric; **Reputation:** 7 (Talented); **Leadership:** 6; **Allegiances:** Clan, family

Master Craftsman: Medium Cimmerian **Barbarian** 1/**Commoner** 7; **Hit Dice:** 1d10+7d4 (23 hit points); **Initiative:** +5 (+4 Ref, +1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 14 (+3 level, +1 Dex); **Parry Defence:** 15 (+3 level, +2 Str); **BAB/Grapple:** +4/+6; **Attack:** Hatchet +6 melee or Broadsword +6 melee; **Damage:** Hatchet 1d6+2/ x3 / AP 3 or Broadsword 1d10+2/19-20 x2/ AP 6; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Attacks:** Versatility (-2 penalty); **Special Qualities:** Illiteracy, Background Skills, Track, Fearless, Skill Focus (see feats); **Saves:** Fort +4, Ref +5, Will +5 (+8 vs. corruption); **Abilities:** Str 14, Dex 13, Con 11, Int 14, Wis 9, Cha 10; **Skills:** Appraise +3, Climb +12, Craft (any mundane) +15, Craft (any other mundane) +10, Diplomacy -2, Hide +3**, Intimidate +7, Jump +4, Listen +1**, Move Silently +5**, Spot +9**, Survival +5**, Use Rope +5; **Feats:** Craftsman*, Fighting-Madness, Leadership, Skill Focus (Craft (any mundane)), Skill Focus (Intimidate); **Code of Honour:** Civilised; **Reputation:** 10 (Talented); **Leadership:** 7 (3rd level cohort; 5 1st level apprentices); **Allegiances:** Clan, family

* Feat from *Conan: The Scrolls of Skelos*; it gives a +2 bonus to all Craft skills

** These skills need to be reduced by -2 if the character is not in the mountains or hills

HYBORIAN CRAFTSMEN

Apprentice Craftsman: Medium Hyborian 1st level **Commoner**; **Hit Dice:** 1d4 (3 hit points); **Initiative:** +1 (+1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 11 (+1 Dex); **Parry Defence:** 10; **BAB/Grapple:** +0/+0; **Attack:** Hatchet +1 melee finesse; **Damage:** Hatchet 1d6/ x3 / AP 1; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Illiteracy, Adaptability (Craft (any mundane), appraise), Weapon Familiarity, Background Skills (Appraise, Craft (any mundane), Knowledge (local), Spot); **Saves:** Fort

+0, Ref +1, Will +2 (+5 vs. corruption); **Abilities:** Str 11, Dex 12, Con 10, Int 13, Wis 8, Cha 9; **Skills:** Appraise +7, Craft (any mundane) +12, Handle Animal +3, Knowledge (local) +5, Sense Motive +1, Spot +3, Use Rope +3; **Feats:** Craftsman*, Skill Focus (Craft (any mundane)); **Code of Honour:** Civilised; **Reputation:** 2 (Talented); **Leadership:** –; **Allegiances:** Guild Master, Guild, Guild members

Journeyman Craftsman: Medium Hyborian 3rd level **Commoner**; **Hit Dice:** 3d4 (7 hit points); **Initiative:** +2 (+1 Ref, +1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 12 (+1 level, +1 Dex); **Parry Defence:** 11 (+1 level); **BAB/Grapple:** +1/+1; **Attack:** Hatchet +2 melee finesse; **Damage:** Hatchet 1d6/x3 / AP 1; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Illiteracy, Adaptability (Craft (any mundane), appraise), Weapon Familiarity, Background Skills (Appraise, Craft (any mundane), Knowledge (local), Spot); **Saves:** Fort +1, Ref +2, Will +3 (+6 vs. corruption); **Abilities:** Str 11, Dex 12, Con 10, Int 13, Wis 8, Cha 9; **Skills:** Appraise +12, Craft (any mundane) +14, Handle Animal +3, Knowledge (local) +7, Sense Motive +1, Spot +5, Use Rope +3; **Feats:** Craftsman*, Skill Focus (Craft (any mundane)), Skill Focus (Appraise); **Code of Honour:** Civilised; **Reputation:** 4 (Talented); **Leadership:** –; **Allegiances:** Guild Master, Guild, Guild members

Experienced Journeyman: Medium Hyborian 5th level **Commoner**; **Hit Dice:** 5d4 (12 hit points); **Initiative:** +2 (+1 Ref, +1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 13 (+2 level, +1 Dex); **Parry Defence:** 12 (+2 level); **BAB/Grapple:** +2/+2; **Attack:** Hatchet +3 melee finesse; **Damage:** Hatchet 1d6/x3 / AP 1; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Illiteracy, Adaptability (Craft (any mundane), Appraise), Weapon Familiarity, Background Skills (Appraise, Craft (any mundane), Knowledge (local), Spot), Skill Focus (see feats); **Saves:** Fort +1, Ref +2, Will +3 (+6 vs. corruption); **Abilities:** Str 11, Dex 12, Con 10, Int 14, Wis 8, Cha 9; **Skills:** Appraise +15, Craft (any mundane) +17, Handle Animal +3, Knowledge (local) +13, Sense Motive +1, Spot +10, Use Rope +5; **Feats:** Craftsman*, Skill Focus (Craft (any mundane)), Skill Focus (Appraise), Skill Focus (Knowledge (local)), Skill Focus (Spot); **Code of Honour:** Civilised; **Reputation:** 6 (Talented); **Leadership:** –; **Allegiances:** Guild Master, Guild, Guild members

Master Craftsman: Medium Hyborian 7th level **Commoner**; **Hit Dice:** 7d4 (17 hit points); **Initiative:** +3 (+2 Ref, +1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 14 (+3 level, +1 Dex); **Parry Defence:** 14 (+3 level, +1 Str); **BAB/Grapple:** +3/+4; **Attack:** Hatchet +4 melee or Hatchet +4 melee finesse; **Damage:** Hatchet 1d6+1/x3 / AP 2; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Illiteracy, Adaptability (Craft (any mundane), Appraise), Weapon Familiarity, Background Skills (Appraise, Craft (any mundane), knowledge

(local), Spot), Skill Focus (see feats); **Saves:** Fort +2, Ref +3, Will +4 (+7 vs. Corruption); **Abilities:** Str 12, Dex 13, Con 11, Int 15, Wis 9, Cha 10; **Skills:** Appraise +17, Craft (any mundane) +19, Craft (any other mundane) +6, Handle Animal +4, Knowledge (local) +15, Sense Motive +1, Spot +10, Use Rope +7; **Feats:** Craftsman*, Leadership, Skill Focus (Craft (any mundane)), Skill Focus (Appraise), Skill Focus (Knowledge (local)), Skill Focus (Spot); **Code of Honour:** Civilised; **Reputation:** 9 (Talented); **Leadership:** 7 (3rd level cohort; 5 1st level apprentices); **Allegiances:** Guild Master, Guild, Guild members

Guild Master: Medium Hyborian 9th level **Commoner**; **Hit Dice:** 10d4 (25 hit points); **Initiative:** +4 (+3 Ref, +1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 15 (+4 level, +1 Dex); **Parry Defence:** 15 (+4 level, +1 Str); **BAB/Grapple:** +4/+5; **Attack:** Hatchet +5 melee or Hatchet +5 melee finesse; **Damage:** Hatchet 1d6+1/x3 / AP 2; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Illiteracy, Adaptability (Craft (any mundane), Appraise), Weapon Familiarity, Background Skills (Appraise, Craft (any mundane), Knowledge (local), spot), Skill Focus (see feats); **Saves:** Fort +3, Ref +4, Will +5 (+8 vs. Corruption); **Abilities:** Str 12, Dex 13, Con 11, Int 16, Wis 9, Cha 10; **Skills:** Appraise +20, Craft (any mundane) +22, Craft (any other mundane) +11, Diplomacy +2, Handle Animal +4, Knowledge (local) +18, Sense Motive +3, Spot +12, Use Rope +7; **Feats:** Craftsman*, Leadership, Negotiator (*Note: if an Aquilonian or Kothian armoured, the character may select Superior Armourer instead*), Skill Focus (craft (any mundane)), Skill Focus (Appraise), Skill Focus (Knowledge (local)), Skill Focus (Spot); **Code of Honour:** Civilised; **Reputation:** 11 (Talented); **Leadership:** 9 (4th level cohort; 12 1st level apprentices); **Allegiances:** Guild Master, Guild, Guild members

* Feat from *Conan: The Scrolls of Skelos*; it gives a +2 bonus to all Craft skills

HYPERBOREAN CRAFTSMEN

Hyperboreans are master stone masons and craftsmen, although their metal work leaves much to be desired. Their weapons are considered primitive weapons, so they usually trade for higher quality weapons.

Apprentice Craftsman: Medium Hyperborean 1st level **Commoner**; **Hit Dice:** 1d4+1 (4 hit points); **Initiative:** +1 (+1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 11 (+1 Dex); **Parry Defence:** 10; **BAB/Grapple:** +0/+0; **Attack:** Hatchet +1 melee finesse; **Damage:** Hatchet 1d6/x3 / AP 3; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Illiteracy, Weapon Familiarity, Background Skills (includes Craft (any mundane)); **Saves:** Fort +1, Ref +1, Will –1; **Abilities:** Str 11, Dex 12, Con 12, Int 13, Wis 8, Cha 7; **Skills:** Appraise +5, Craft (stone) +8, Craft (any mundane) +3, Diplomacy –

3, Gather Information -3, Intimidate +2, Knowledge (local) +5, Spot +1, Use Rope +3; **Feats:** Skill Focus (Craft (stone)); **Code of Honour:** -; **Reputation:** 1 (Talented); **Leadership:** -; **Allegiances:** Feudal lord, village, family

Journeyman Craftsman: Medium Hyperborean 3rd level **Commoner**; **Hit Dice:** 3d4+3 (10 hit points); **Initiative:** +2 (+1 Ref, +1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 12 (+1 level, +1 Dex); **Parry Defence:** 11 (+1 level); **BAB/Grapple:** +1/+1; **Attack:** Hatchet +2 melee finesse; **Damage:** Hatchet 1d6/ x3 / AP 3; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Illiteracy, Weapon Familiarity, Background Skills (includes Craft (any mundane)); **Saves:** Fort +1, Ref +2, Will +0; **Abilities:** Str 11, Dex 12, Con 12, Int 13, Wis 8, Cha 9; **Skills:** Appraise +7, Craft (stone) +12, Craft (any mundane) +5, Diplomacy -3, Gather Information -3, Intimidate +2, Knowledge (local) +7, Spot +3, Use Rope +3; **Feats:** Craftsman*, Skill Focus (Craft (stone)); **Code of Honour:** -; **Reputation:** 1 (Talented); **Leadership:** -; **Allegiances:** Feudal lord, village, family

Experienced Journeyman: Medium Hyperborean 5th level **Commoner**; **Hit Dice:** 5d4 +5 (17 hit points); **Initiative:** +2 (+1 Ref, +1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 13 (+2 level, +1 Dex); **Parry Defence:** 12 (+2 level); **BAB/Grapple:** +2/+2; **Attack:** Hatchet +3 melee finesse; **Damage:** Hatchet 1d6/ x3 / AP 3; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Illiteracy, Weapon Familiarity, Background Skills (includes Craft (any mundane)), Skill Focus (see feats); **Saves:** Fort +2, Ref +2, Will +0; **Abilities:** Str 11, Dex 12, Con 12, Int 14, Wis 8, Cha 7; **Skills:** Appraise +13, Craft (stone) +15, Craft (any mundane) +6, Diplomacy -3, Gather Information -3, Intimidate +2, Knowledge (local) +10, Spot +5, Use Rope +5; **Feats:** Craftsman*, Skill Focus (craft (stone)), Skill Focus (Appraise); **Code of Honour:** -; **Reputation:** 3 (Talented); **Leadership:** -; **Allegiances:** Feudal lord, village, family

Master Craftsman: Medium Hyperborean 7th level **Commoner**; **Hit Dice:** 7d4+7 (24 hit points); **Initiative:** +3 (+2 Ref, +1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 14 (+3 level, +1 Dex); **Parry Defence:** 14 (+3 level, +1 Str); **BAB/Grapple:** +3/+4; **Attack:** Hatchet +4 melee or Hatchet +4 melee finesse; **Damage:** Hatchet 1d6+1/ x3 / AP 4; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Illiteracy, Weapon Familiarity, Background Skills (includes Craft (any mundane)), Skill Focus (see feats); **Saves:** Fort +3, Ref +3, Will +1; **Abilities:** Str 12, Dex 13, Con 13, Int 15, Wis 9, Cha 8; **Skills:** Appraise +15, Craft (stone) +17, Craft (any other mundane) +10, Diplomacy -2, Gather Information -2, Intimidate +3, Knowledge (local) +12, Spot +5, Use Rope +7; **Feats:** Craftsman*, Leadership, Skill Focus (Craft (stone)), Skill Focus (Appraise); **Code of Honour:** -; **Reputation:** 6 (Talented); **Leadership:** 6 (3rd level cohort; 3 1st level apprentices); **Allegiances:** Feudal lord, village, family

Grand Master: Medium Hyperborean 9th level **Commoner**; **Hit Dice:** 10d4+10 (35 hit points); **Initiative:** +4 (+3 Ref, +1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 15 (+4 level, +1 Dex); **Parry Defence:** 15 (+4 level, +1 Str); **BAB/Grapple:** +4/+5; **Attack:** Hatchet +5 melee or Hatchet +5 melee finesse; **Damage:** Hatchet 1d6+1/ x3 / AP 4; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Illiteracy, Weapon Familiarity, Background Skills (includes craft (any mundane)), Skill Focus (see feats); **Saves:** Fort +4, Ref +4, Will +2; **Abilities:** Str 12, Dex 13, Con 13, Int 16, Wis 9, Cha 8; **Skills:** Appraise +18, Craft (stone) +20, Craft (any other mundane) +15, Diplomacy -1, Gather Information -2, Intimidate +3, Knowledge (local) +15, Sense Motive +1, Spot +7, Use Rope +7; **Feats:** Craftsman*, Leadership, Negotiator, Skill Focus (Craft (stone)), Skill Focus (appraise); **Code of Honour:** -; **Reputation:** 8 (Talented); **Leadership:** 8 (4th level cohort; 8 1st level apprentices); **Allegiances:** Feudal lord, village, family

NORDHEIMIR CRAFTSMEN

Æsir and Vanir craftsmen love to use surface ornamentation, often incorporating intertwined and elongated animals. Nordheimir craftsmen carve rune stones, whittle wooden carvings and forge metalwork. The Nordheimir metalworkers are held in high esteem and almost always decorate their work, often using inlays of gold and silver. The Nordheimir have perfected a technique known as pattern welding, wherein they use thin layers of alternating steel and iron, which are stacked, welded, stretched, folded and, beginning with more welding, the process is repeated with spiral twisting between the folding stages. The finished blades have serpentine patterns of fine lines decorating the surface. Although they are a primitive culture and use primitive tools, including stone anvils instead of metal ones, their swords and other metal work are not primitive by any means.

Apprentice Craftsman: Medium Nordheimir 1st level **Barbarian**; **Hit Dice:** 1d10+1 (7 hit points); **Initiative:** +1 (+2 Ref, -1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 9 (-1 Dex); **Parry Defence:** 15 (+1 Str, +4 shield); **Damage Reduction:** 6 (mail shirt, steel cap with horns); **BAB/Grapple:** +1/+2; **Attack:** Hunting Spear +2 melee; **Damage:** Hunting Spear 1d8+1/ x2 / AP 2; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Attacks:** Versatility (-2 penalty); **Special Qualities:** Fearless; **Saves:** Fort +3, Ref +1, Will +2 (+5 vs. Corruption); **Abilities:** Str 12, Dex 9, Con 12, Int 13, Wis 8, Cha 9; **Skills:** Appraise +5, Craft (any mundane) +8, Craft (any other mundane) +5, Hide +0**, Intimidate +3, Listen +0**, Move Silently +0**, Profession (farmer) +1, Spot +4**, Survival +4**; **Feats:** Fighting-Madness, Skill Focus (Craft (any mundane)), Track; **Code of Honour:** Barbaric; **Reputation:** 2 (Talented); **Leadership:**

–; **Allegiances:** Family, Barbarian clan, barbarian tribe; **Possessions:** Forge, craftsman tools, comb, mail shirt, steel cap with horns, hunting spear, dagger, boots, round shield

Young Craftsman: Medium Nordheimir 3rd level **Barbarian**; **Hit Dice:** 3d10+3 (21 hit points); **Initiative:** +2 (+3 Ref, –1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 11 (+2 level, –1 Dex); **Parry Defence:** 16 (+1 level, +1 Str, +4 shield); **Damage Reduction:** 6 (mail shirt, steel cap with horns); **BAB/Grapple:** +3/+4; **Attack:** Broadsword +4 melee; **Damage:** Broadsword 1d10+1/19-20 x2 / AP 4; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Attacks:** Versatility (–2 penalty), crimson mist; **Special Qualities:** Fearless, bite sword, trap sense +1; **Saves:** Fort +4, Ref +2, Will +3 (+6 vs. corruption); **Abilities:** Str 12, Dex 9, Con 12, Int 13, Wis 8, Cha 9; **Skills:** Appraise +7, Craft (any mundane) +12, Craft (any other mundane) +9, Hide +0**, Intimidate +3, Listen +0**, Move Silently +0**, Profession (farmer) +1, Spot +6**, Survival +6**; **Feats:** Craftsman*, Endurance, Fighting-Madness, Skill Focus (craft (any mundane)), Track; **Code of Honour:** Barbaric; **Reputation:** 4 (Talented); **Leadership:** –; **Allegiances:** Family, Barbarian clan, barbarian tribe; **Possessions:** Forge, craftsman tools, comb, mail shirt, steel cap with horns, broadsword, dagger, boots, round shield

Older Craftsman: Medium Nordheimir 5th level **Barbarian**; **Hit Dice:** 5d10+5 (33 hit points); **Initiative:** +3 (+4 Ref, –1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 12 (+3 level, –1 Dex); **Parry Defence:** 16 (+1 level, +1 Str, +4 shield); **Damage Reduction:** 6 (mail shirt, steel cap with horns); **BAB/Grapple:** +5/+6; **Attack:** Broadsword +6 melee; **Damage:** Broadsword 1d10+1/19-20 x2 / AP 4; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Attacks:** Versatility (–2 penalty), crimson mist; **Special Qualities:** Fearless, bite sword, trap sense +1, uncanny dodge; **Saves:** Fort +5, Ref +3, Will +3 (+6 vs. corruption); **Abilities:** Str 13, Dex 9, Con 12, Int 13, Wis 8, Cha 9; **Skills:** Appraise +7, Craft (any mundane) +14, Craft (any other mundane) +11, Hide +0**, Intimidate +5, Listen +0**, Move Silently +0**, Profession (farmer) +1, Spot +8**, Survival +8**; **Feats:** Craftsman*, Endurance, Fighting-Madness, Mobility, Power Attack, Skill Focus (Craft (any mundane)), Track; **Code of Honour:** Barbaric; **Reputation:** 6 (Talented); **Leadership:** –; **Allegiances:** Family, Barbarian clan, barbarian tribe; **Possessions:** Forge, craftsman tools, comb, mail shirt, steel cap with horns, broadsword, dagger, boots, round shield

Master Craftsman: Medium Nordheimir 7th level **Barbarian**; **Hit Dice:** 7d10+7 (46 hit points); **Initiative:** +5 (+5 Ref); **Speed:** 30 ft.; **Dodge Defence:** 15 (+5 level); **Parry Defence:** 17 (+2 level, +1 Str, +4 shield); **Damage Reduction:** 6 (mail shirt, steel cap with horns); **BAB/Grapple:** +7/+9; **Attack:** Broadsword +9 melee; **Full Attack:** Broadsword +9/+4 melee; **Damage:** Broadsword 1d10+2/19-20 x2

/ AP 5; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Attacks:** Versatility (no penalty), crimson mist; **Special Qualities:** Fearless, Bite Sword, Trap Sense +2, Uncanny Dodge; **Saves:** Fort +6, Ref +5, Will +4 (+7 vs. Corruption); **Abilities:** Str 14, Dex 10, Con 13, Int 14, Wis 9, Cha 10; **Skills:** Appraise +8, Craft (any mundane) +17, Craft (any other mundane) +14, Hide +1**, Intimidate +8, Listen +0**, Move Silently +1**, Profession (farmer) +1, Spot +10**, Survival +10**; **Feats:** Craftsman*, Diehard, Endurance, Fighting-Madness, Improved Sunder, Mobility, Power Attack, Skill Focus (craft (any mundane)), Track; **Code of Honour:** Barbaric; **Reputation:** 9 (Talented); **Leadership:** –; **Allegiances:** Family, Barbarian clan, barbarian tribe; **Possessions:** Forge, craftsman tools, comb, mail shirt, steel cap with horns, broadsword, dagger, boots, round shield

Elder Master Craftsman: Medium Nordheimir 9th level **Barbarian**; **Hit Dice:** 9d10+18 (68 hit points); **Initiative:** +6 (+6 Ref); **Speed:** 30 ft.; **Dodge Defence:** 16 (+6 level); **Parry Defence:** 18 (+3 level, +1 Str, +4 shield); **Damage Reduction:** 6 (mail shirt, steel cap with horns); **BAB/Grapple:** +9/+11; **Attack:** Broadsword +11 melee; **Full Attack:** Broadsword +11/+6 melee; **Damage:** Broadsword 1d10+2/19-20 x2 / AP 5; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Attacks:** Versatility (no penalty), Crimson Mist; **Special Qualities:** Fearless, Bite Sword, Trap Sense +3, Uncanny Dodge, Improved Uncanny Dodge; **Saves:** Fort +8, Ref +6, Will +5 (+8 vs. corruption); **Abilities:** Str 14, Dex 10, Con 14, Int 14, Wis 9, Cha 10; **Skills:** Appraise +6, Craft (any mundane) +17, Craft (any other mundane) +14, Craft (any other mundane) +4, Hide +1**, Intimidate +10, Listen +0**, Move Silently +1**, Profession (farmer) +2, Spot +13**, Survival +13**; **Feats:** Craftsman*, Diehard, Endurance, Fighting-Madness, Greater Sunder, Improved Sunder, Mobility, Power Attack, Skill Focus (craft (any mundane)), Track; **Code of Honour:** Barbaric; **Reputation:** 11 (Talented); **Leadership:** –; **Allegiances:** Family, Barbarian clan, barbarian tribe; **Possessions:** Forge, craftsman tools, comb, mail shirt, steel cap with horns, broadsword, dagger, boots, round shield

* Feat from *Conan: The Scrolls of Skelos*; it gives a +2 bonus to all Craft skills

** Includes +1 circumstance bonus for being in a cold environment.

MEADOW SHEMITE CRAFTSMEN

The Shemites have a class of artisans who primarily work for the temples. Most art in Shem is used to honour the nobility, the priesthood and the gods. Artisans often work in stone as sculptors. Statues, engravings, embossments and cylinder seals are common forms of art. Statues are often of rulers and gods. Shemite cities have schools of art run by the

temples to train their artisans. The artisan class also includes smiths. Shemite smiths know and use almost all known techniques of forging and casting, including the complicated lost-wax method.

Apprentice Craftsman: Medium Meadow Shemite 1st level Commoner; **Hit Dice:** 1d4 (3 hit points); **Initiative:** +1 (+1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 11 (+1 Dex); **Parry Defence:** 10; **BAB/Grapple:** +0/+0; **Attack:** Hatchet +1 melee finesse; **Damage:** Hatchet 1d6/ x3 / AP 3; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:**

Meadow Shemite Traits, Illiteracy, Weapon Familiarity, Background skills; **Saves:** Fort -1, Ref +0, Will +1 (+4 vs. corruption); **Abilities:** Str 11, Dex 12, Con 10, Int 13, Wis 8, Cha 9; **Skills:** Appraise +7, Bluff +1, Craft (any mundane) +8, Diplomacy +3, Handle Animal +1, Hide +2**, Knowledge (local) +5, Listen +0**, Move Silently +2**, Ride +3, Spot +4**, Survival +0**, Use Rope +3; **Feats:** Skill Focus (craft (any mundane)); **Code of Honour:** Civilised; **Reputation:** 2 (Talented); **Leadership:** -; **Allegiances:** Temple, priests, home city

Journeyman Craftsman: Medium Meadow Shemite 3rd level Commoner; **Hit Dice:** 3d4 (7 hit points); **Initiative:** +2 (+1 Ref, +1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 12 (+1 level, +1 Dex); **Parry Defence:** 11 (+1 level); **BAB/Grapple:** +1/+1; **Attack:** Hatchet +2 melee finesse; **Damage:** Hatchet 1d6/ x3 / AP 3; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Meadow Shemite Traits, Illiteracy, Weapon Familiarity, Background Skills; **Saves:** Fort +0, Ref +1, Will +2 (+5 vs. Corruption); **Abilities:** Str 11, Dex 12, Con 10, Int 13, Wis 8, Cha 9; **Skills:** Appraise +9, Bluff +1, Craft (any mundane) +12, Diplomacy +3, Handle Animal +1, Hide +2**, Knowledge (local) +7, Listen +0**, Move Silently +2**, Ride +1, Spot +6**, Survival +0**, Use Rope +3; **Feats:** Craftsman*, Skill Focus (Craft (any mundane)); **Code of Honour:** Civilised; **Reputation:** 4 (Talented); **Leadership:** -; **Allegiances:** Temple, priests, home city

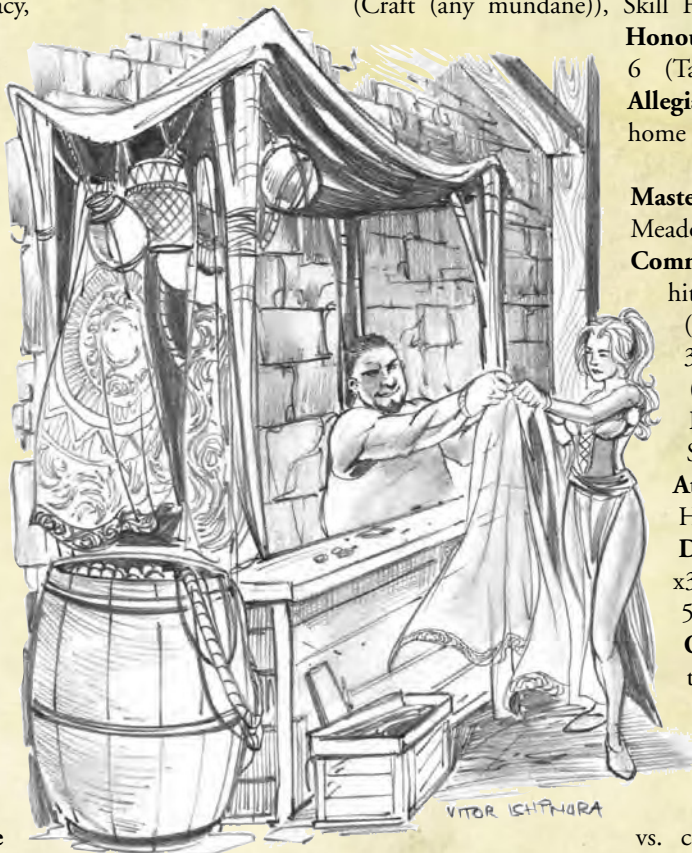
Experienced Craftsman: Medium Meadow Shemite 5th level Commoner; **Hit Dice:** 5d4 (12 hit points); **Initiative:** +2 (+1 Ref, +1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 13 (+2

level, +1 Dex); **Parry Defence:** 12 (+2 level); **BAB/Grapple:** +2/+2; **Attack:** Hatchet +3 melee finesse; **Damage:** Hatchet 1d6/ x3 / AP 3; **Space/Reach:** 5 ft (1)/5 ft (1); **Special Qualities:** Meadow Shemite traits, illiteracy, weapon familiarity, background skills, skill focus (see feats); **Saves:** Fort +0, Ref +1, Will +2 (+5 vs. corruption); **Abilities:** Str 11, Dex 12, Con 10, Int 14, Wis 8, Cha 9; **Skills:** Appraise +15, Bluff +1, Craft (any mundane) +15, Diplomacy +3, Handle Animal +1, Hide +2**, Knowledge (local) +10, Listen +0**, Move Silently +2**, Ride +3, Spot +9**, Survival +0**, Use Rope +5; **Feats:** Craftsman*, Skill Focus (Craft (any mundane)), Skill Focus (appraise); **Code of Honour:** Civilised; **Reputation:** 6 (Talented); **Leadership:** -; **Allegiances:** Temple, priests, home city

Master Craftsman: Medium Meadow Shemite 7th level Commoner; **Hit Dice:** 7d4 (17 hit points); **Initiative:** +3 (+2 Ref, +1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 14 (+3 level, +1 Dex); **Parry Defence:** 14 (+3 level, +1 Str); **BAB/Grapple:** +3/+4; **Attack:** Hatchet +4 melee or Hatchet +4 melee finesse; **Damage:** Hatchet 1d6+1/ x3 / AP 4; **Space/Reach:** 5 ft (1)/5 ft (1); **Special Qualities:** Meadow Shemite traits, illiteracy, weapon familiarity, background skills, skill focus (see feats); **Saves:** Fort +1, Ref +2, Will +3 (+6 vs. corruption); **Abilities:** Str

12, Dex 13, Con 11, Int 15, Wis 9, Cha 10; **Skills:** Appraise +17, Bluff +2, Craft (any mundane) +17, Craft (any other mundane) +6, Diplomacy +4, Handle Animal +2, Hide +2**, Knowledge (local) +12, Listen +0**, Move Silently +2**, Ride +3, Spot +9**, Survival +0**, Use Rope +7; **Feats:** Craftsman*, Leadership, Skill Focus (Craft (any mundane)), Skill Focus (Appraise); **Code of Honour:** Civilised; **Reputation:** 9 (Talented); **Leadership:** 7 (3rd level cohort; 5 1st level apprentices); **Allegiances:** Temple, priests, home city

Grand Master: Medium Meadow Shemite 9th level Commoner; **Hit Dice:** 10d4 (25 hit points); **Initiative:** +4 (+3 Ref, +1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 15 (+4 level, +1 Dex); **Parry Defence:** 15 (+4 level, +1 Str); **BAB/Grapple:** +4/+5; **Attack:** Hatchet +5 melee or Hatchet +5 melee finesse;



Damage: Hatchet 1d6+1/ x3 / AP 4; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Meadow Shemite traits, illiteracy, weapon familiarity, background skills, skill focus (see feats); **Saves:** Fort +2, Ref +3, Will +4 (+7 vs. corruption); **Abilities:** Str 12, Dex 13, Con 11, Int 16, Wis 9, Cha 10; **Skills:** Appraise +20, Bluff +2, Craft (any mundane) +20, Craft (any other mundane) +11, Diplomacy +6, Handle Animal +2, Hide +2**, Knowledge (local) +15, Listen +0**, Move Silently +2**, Ride +3, Sense Motive +1, Spot +13**, Survival +0**, Use Rope +7; **Feats:** Craftsman*, Leadership, Negotiator, Skill Focus (craft (any mundane)), Skill Focus (appraise); **Code of Honour:** Civilised; **Reputation:** 11 (Talented); **Leadership:** 9 (4th level cohort; 12 1st level apprentices); **Allegiances:** Temple, priests, home city

* Feat from *Conan: The Scrolls of Skelos*; it gives a +2 bonus to all Craft skills

** Includes +1 circumstance bonus for being in a plains environment.

SHEMITE (AKBITANAN) SWORDSMITH

Grand Master: Medium Meadow Shemite **Soldier 2/ Commoner 7**; **Hit Dice:** 7d4+2d10 (28 hit points); **Initiative:** +3 (+2 Ref, +1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 15 (+4 level, +1 Dex); **Parry Defence:** 15 (+4 level, +1 Str); **BAB/Grapple:** +5/+6; **Attack:** Akbitanan Scimitar +8 melee; **Damage:** Akbitanan Scimitar 1d8+1/ 18-20 x2/ AP 5; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Meadow Shemite Traits, Illiteracy, Weapon Familiarity, Background Skills, Skill Focus (see feats); **Saves:** Fort +4, Ref +2, Will +3 (+6 vs. corruption); **Abilities:** Str 12, Dex 13, Con 11, Int 16, Wis 9, Cha 10; **Skills:** Appraise +18, Bluff +4, Craft (swordsmith) +20, Craft (any other mundane) +9, Diplomacy +6, Handle Animal +2, Hide +2**, Knowledge (local) +13, Listen +0**, Move Silently +2**, Ride +3, Spot +11**, Survival +0**, Use Rope +7; **Feats:** Akbitanan Smith, Craftsman*, Endurance, Leadership, Skill Focus (craft (any mundane)), Skill Focus (appraise), Weapon Focus (scimitar); **Code of Honour:** Civilised; **Reputation:** 21 (Talented); **Leadership:** 9 (4th level cohort; 12 1st level apprentices); **Allegiances:** Temple, priests, home city

* Feat from *Conan: The Scrolls of Skelos*; it gives a +2 bonus to all Craft skills

** Includes +1 circumstance bonus for being in a plains environment.

STYGIAN CRAFTSMEN

Medium Humanoid (Stygian (Hybrid) Commoner 3); **Hit Dice:** 3d4-3 (5 hp); **Initiative:** +2 (+1 Dex, +1 Reflex save); **Speed:** 30 ft.; **Dodge Defence:** 12 (+1 level, +1 Dex); **Parry**

Defence: 11 (+1 level); **DR:** - ; **BAB/Grapple:** +1/+1; **Attack:** Primitive artisan tool -3 melee; **Damage:** Primitive artisan tool 1d2/ 20 x2/ AP 0; **Special Qualities:** Stygian (hybrid) qualities, artisan background skills, illiteracy; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Saves:** Fort +0, Ref +2, Will +3; **Abilities:** Str 11, Dex 13, Con 9, Int 10, Wis 12, Cha 8; **Skills:** Concentration +2, Craft (any) +13, Perform (ritual) +4, Spot +10, Swim +3, Use Rope +4; **Feats:** Craftsman, Skill Focus (Craft (any)), Skill Focus (spot); **Reputation:** 2 (Talented); **Leadership:** -; **Code of Honour:** Civilised; **Allegiances:** Family, City, Stygia ; **Possessions:** Artisan's mantle, loincloth (or nude), artisan's tools

Stygian craftsmen are non-combatants (they have a -1 racial penalty to their BAB and they suffer a -4 penalty for not being proficient with any weapons). They are usually pretty good at spotting problems with their work. They often perform small rituals over their work and as they do their work in hopes that the gods will help them perform well.

MERCHANTS OF THE HYBORIAN AGE

Merchants work as accountants, writers, warehousemen and general managers for their businesses. At higher levels, the merchant may have accumulated enough wealth to buy favour from a noble, or perhaps even to marry into a minor noble family and become lesser nobility. Few, however, manage to accumulate that much wealth.

These merchants are based on the commoner class for the most part, although any class with Profession (merchant) can be a merchant. Scholarly merchants are walking calculators, well-educated and skilled. Armed with array of skills and impressive intelligence, these merchants are harder to fool than the common garden-variety. These are studied in their profession, determined to excel and gather wealth. Some of these characters are extremely wily and dangerous. They tend to maximise their Sense Motive checks in order to obtain maximum profits from the goods they sell.

About 50% of all merchants encountered will be 3rd level. 25% will be 1st or 2nd level and 25% will be 4th or higher in level.

HYBORIAN MERCHANTS

Apprentice Merchant: Medium Hyborian **1st level Commoner**; **Hit Dice:** 1d4-1 (2 hit points); **Initiative:** -1 (+0 level, -1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 9 (-1 Dex); **Parry Defence:** 10; **BAB/Grapple:** +0/+0; **Attack:** Hatchet +0 melee ; **Damage:** Hatchet 1d6/ x3 / AP 1; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Illiteracy,

Adaptability (Decipher Script, Appraise), Weapon Familiarity, Background Skills (Diplomacy, Gather Information, Bluff, Sense Motive); **Saves:** Fort -1, Ref -1, Will +4 (+7 vs. corruption); **Abilities:** Str 10, Dex 8, Con 9, Int 13, Wis 12, Cha 11; **Skills:** Appraise +5, Bluff +4, Decipher Script +3, Diplomacy +4, Gather Information +4, Knowledge (local) +3, Profession (merchant) +8, Sense Motive +5, Spot +5; **Feats:** Negotiator, Skill Focus (Profession); **Code of Honour:** Civilised; **Reputation:** 4 (Talented); **Leadership:** -; **Allegiances:** Guild Master, Guild, Guild members

Average Merchant: Medium Hyborian 3rd level **Commoner**; **Hit Dice:** 3d4-3 (4 hit points); **Initiative:** +0 (+1 level, -1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 10 (+1 level, -1 Dex); **Parry Defence:** 11 (+1 level); **BAB/Grapple:** +1/+1; **Attack:** Dagger +1 melee; **Damage:** Dagger 1d4/19-20 x2 / AP 1; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:**

Adaptability (Decipher Script, Appraise), Weapon Familiarity, Background Skills (Diplomacy, Gather Information, Bluff, Sense Motive); **Saves:** Fort +0, Ref +0, Will +5 (+8 vs. Corruption); **Abilities:** Str 10, Dex 8, Con 9, Int 13, Wis 12, Cha 11; **Skills:** Appraise +8, Bluff +5, Decipher Script +5, Diplomacy +5, Gather Information +5, Knowledge (local) +3, Profession (merchant) +10, Sense Motive +5, Spot +5 (spent 2 skill points on literacy); **Feats:** Diligent, Negotiator, Skill Focus (profession); **Code of Honour:** Civilised; **Reputation:** 5 (Talented); **Leadership:** -; **Allegiances:** Guild Master, Guild, Guild members

Experienced Merchant: Medium Hyborian 5th level **Commoner**; **Hit Dice:** 5d4-5 (7 hit points); **Initiative:** +0 (+1 level, -1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 11 (+2 level, -1 Dex); **Parry Defence:** 12 (+2 level); **BAB/Grapple:** +2/+2; **Attack:** Dagger +2 melee; **Damage:** Dagger 1d4/19-20 x2 / AP 1; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Adaptability (Decipher Script, Appraise), Weapon Familiarity, Background Skills (Diplomacy, Gather Information, Bluff, Sense Motive), skill focus (see feats); **Saves:** Fort +0, Ref +0, Will +5 (+8 vs. corruption); **Abilities:** Str 10, Dex 8, Con 9, Int 13, Wis 12, Cha 12; **Skills:** Appraise +11, Bluff +10, Decipher Script +5, Diplomacy +6, Gather Information +6, Knowledge (local) +5, Profession

(merchant) +12, Sense Motive +7, Spot +6 (spent 2 skill points on literacy); **Feats:** Diligent, Negotiator, Skill Focus (Appraise), Skill Focus (Bluff), Skill Focus (Profession); **Code of Honour:** Civilised; **Reputation:** 8 (Talented); **Leadership:** -; **Allegiances:** Guild Master, Guild, Guild members

Master Merchant: Medium Hyborian 7th level **Commoner**; **Hit Dice:** 7d4 (17 hit points); **Initiative:** +1 (+2 level, -1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 12 (+3 level, -1 Dex); **Parry Defence:** 13 (+3 level); **BAB/Grapple:** +3/+3; **Attack:** Dagger +3 melee; **Damage:** Dagger 1d4/19-20 x2 / AP 1; **Space/Reach:** 5 ft (1)/5 ft (1); **Special Qualities:** Adaptability (Decipher Script, Appraise), Weapon Familiarity, Background Skills (Diplomacy, Gather Information, Bluff, Sense Motive), Skill Focus (see feats); **Saves:**

Fort +2, Ref +1, Will +6 (+9 vs. Corruption); **Abilities:** Str 11, Dex 9, Con 10, Int 14, Wis 13, Cha 13; **Skills:** Appraise +14, Bluff +12, Decipher Script +6, Diplomacy +8, Gather Information +7, Knowledge (local) +7, Profession (merchant) +14, Sense Motive +10, Spot +6 (spent 2 skill points on literacy); **Feats:** Diligent, Negotiator, Skill Focus (appraise), Skill Focus (bluff), Skill Focus (profession), Skill Focus (sense motive); **Code of Honour:**

Civilised; **Reputation:** 10 (Talented); **Leadership:** -; **Allegiances:** Guild Master, Guild, Guild members

Guild Master: Medium Hyborian 9th level **Commoner**; **Hit Dice:** 10d4

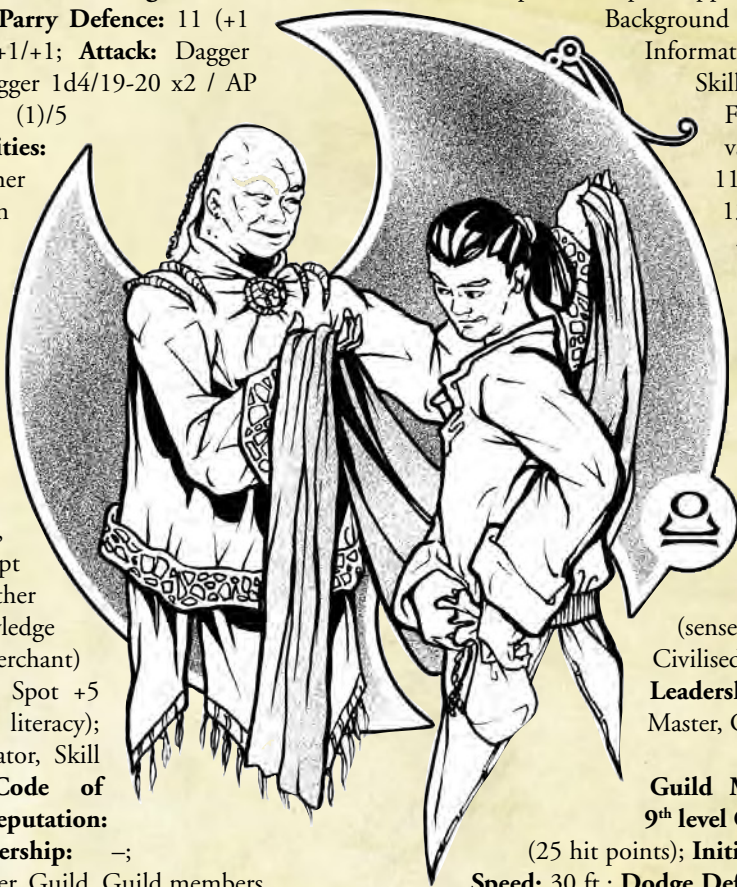
(25 hit points); **Initiative:** +2 (+3 level, -1 Dex);

Speed: 30 ft.; **Dodge Defence:** 13 (+4 level, -1 Dex);

Parry Defence: 14 (+4 level); **BAB/Grapple:** +4/+4;

Attack: Dagger +4 melee; **Damage:** Dagger 1d4/19-20 x2 / AP 1; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:**

Adaptability (Decipher Script, Appraise), Weapon Familiarity, Background Skills (Diplomacy, Gather Information, Bluff, Sense Motive), Skill Focus (see feats); **Saves:** Fort +3, Ref +2, Will +7 (+10 vs. corruption); **Abilities:** Str 11, Dex 9, Con 10, Int 14, Wis 14, Cha 13; **Skills:** Appraise +16, Bluff +12, Decipher Script +6, Diplomacy +10, Gather Information +8, Knowledge (local) +8, Profession (merchant) +17, Sense Motive +13, Spot +7 (spent 2 skill points on literacy); **Feats:** Diligent, Leadership, Negotiator, Skill Focus (Appraise),



Skill Focus (Bluff), Skill Focus (Profession), Skill Focus (Sense Motive); **Code of Honour:** Civilised; **Reputation:** 12 (Talented); **Leadership:** 10 (5th level cohort; 18 1st level followers); **Allegiances:** Guild Master, Guild, Guild members

ARGOSSEAN MERCHANTS

Argosseans are Hyborians but they have their own modifications to their build compared to an Aquilonian or Nemedian, who use a generic Hyborian template. Also, Commoner is not a favoured class for Argosseans, so their skills and feats are affected by this simple change.

Apprentice Merchant: Medium Argossean **1st level Commoner**; **Hit Dice:** 1d4-1 (2 hit points); **Initiative:** -1 (-1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 9 (-1 Dex); **Parry Defence:** 10 (+0 level, +0 Str); **BAB/Grapple:** +0/+0; **Attack:** Hatchet +0 melee ; **Damage:** Hatchet 1d6/ x3 / AP 1; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Illiteracy, Adaptability (Decipher Script, Appraise), Weapon Familiarity, Background Skills (Balance, Gather Information, Profession (sailor), Use Rope); **Saves:** Fort -1, Ref -1, Will +4 (+7 vs. Corruption); **Abilities:** Str 10, Dex 8, Con 9, Int 13, Wis 12, Cha 11; **Skills:** Appraise +5, Balance +3, Bluff +2, Decipher Script +3, Diplomacy +3, Gather Information +5, Knowledge (local) +3, Profession (merchant) +5, Profession (sailor) +5, Sense Motive +3, Spot +5, Use Rope +3; **Feats:** Negotiator; **Code of Honour:** Civilised; **Reputation:** 4 (Talented); **Leadership:** -; **Allegiances:** Guild Master, Guild, Guild members

Average Merchant: Medium Argossean **3rd level Commoner**; **Hit Dice:** 3d4-3 (4 hit points); **Initiative:** +0 (+1 level, -1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 10 (+1 level, -1 Dex); **Parry Defence:** 11 (+1 level); **BAB/Grapple:** +1/+1; **Attack:** Dagger +1 melee ; **Damage:** Dagger 1d4/19-20 x2 / AP 1; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Adaptability (Decipher Script, Appraise), Weapon Familiarity, Background Skills (Balance, Gather Information, Profession (sailor), Use Rope); **Saves:** Fort +0, Ref +0, Will +5 (+8 vs. corruption); **Abilities:** Str 10, Dex 8, Con 9, Int 13, Wis 12, Cha 11; **Skills:** Appraise +6, Balance +3, Bluff +3, Decipher Script +3, Diplomacy +3, Gather Information +5, Knowledge (local) +3, Profession (merchant) +10, Profession (sailor) +5, Sense Motive +3, Spot +5, Use Rope +3 (spent 2 skill points on literacy); **Feats:** Negotiator, Skill Focus (profession); **Code of Honour:** Civilised; **Reputation:** 5 (Talented); **Leadership:** -; **Allegiances:** Guild Master, Guild, Guild members

Experienced Merchant: Medium Argossean **5th level Commoner**; **Hit Dice:** 5d4-5 (7 hit points); **Initiative:** +0

(+1 level, -1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 11 (+2 level, -1 Dex); **Parry Defence:** 12 (+2 level); **BAB/Grapple:** +2/+2; **Attack:** Dagger +2 melee ; **Damage:** Dagger 1d4/19-20 x2 / AP 1; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Adaptability (Decipher Script, Appraise), Weapon Familiarity, Background Skills (Balance, Gather Information, Profession (sailor), Use Rope), Skill Focus (see feats); **Saves:** Fort +0, Ref +0, Will +5 (+8 vs. Corruption); **Abilities:** Str 10, Dex 8, Con 9, Int 13, Wis 12, Cha 12; **Skills:** Appraise +9, Balance +3, Bluff +5, Decipher Script +3, Diplomacy +4, Gather Information +6, Knowledge (local) +5, Profession (merchant) +12, Profession (sailor) +5, Sense Motive +5, Spot +6, Use Rope +3 (spent 2 skill points on literacy); **Feats:** Negotiator, Skill Focus (Appraise), Skill Focus (Profession (merchant)); **Code of Honour:** Civilised; **Reputation:** 8 (Talented); **Leadership:** -; **Allegiances:** Guild Master, Guild, Guild members

Master Merchant: Medium Argossean **7th level Commoner**; **Hit Dice:** 7d4 (17 hit points); **Initiative:** +1 (+2 level, -1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 12 (+3 level, -1 Dex); **Parry Defence:** 13 (+3 level, +0 Str); **BAB/Grapple:** +3/+3; **Attack:** Dagger +3 melee ; **Damage:** Dagger 1d4/19-20 x2 / AP 1; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Adaptability (decipher script, appraise), weapon familiarity, background skills (balance, gather information, profession (sailor), use rope), skill focus (see feats); **Saves:** Fort +2, Ref +1, Will +6 (+9 vs. corruption); **Abilities:** Str 11, Dex 9, Con 10, Int 14, Wis 13, Cha 13; **Skills:** Appraise +12, Balance +3, Bluff +7, Decipher Script +4, Diplomacy +6, Gather Information +7, Knowledge (local) +7, Profession (merchant) +14, Profession (sailor) +5, Sense Motive +8, Spot +6, Use Rope +3 (spent 2 skill points on literacy); **Feats:** Negotiator, Skill Focus (appraise), Skill Focus (profession), Skill Focus (sense motive); **Code of Honour:** Civilised; **Reputation:** 10 (Talented); **Leadership:** -; **Allegiances:** Guild Master, Guild, Guild members

Guild Master: Medium Argossean **9th level Commoner**; **Hit Dice:** 10d4 (25 hit points); **Initiative:** +2 (+3 level, -1 Dex); **Speed:** 30 ft.; **Dodge Defence:** 13 (+4 level, -1 Dex); **Parry Defence:** 14 (+4 level); **BAB/Grapple:** +4/+4; **Attack:** Dagger +4 melee ; **Damage:** Dagger 1d4/19-20 x2 / AP 1; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Adaptability (decipher script, appraise), weapon familiarity, background skills (Balance, Gather Information, Profession (sailor), Use Rope), Skill Focus (see feats); **Saves:** Fort +3, Ref +2, Will +7 (+10 vs. corruption); **Abilities:** Str 11, Dex 9, Con 10, Int 14, Wis 14, Cha 13; **Skills:** Appraise +14, Balance +3, Bluff +7, Decipher Script +4, Diplomacy +8, Gather Information +8, Knowledge (local) +8, Profession (merchant) +17, Profession (sailor) +6, Sense Motive +11, Spot +7, Use Rope +3 (spent 2 skill points on literacy); **Feats:** Leadership, Negotiator, Skill Focus (Appraise), Skill Focus (Profession), Skill Focus (Sense Motive); **Code of**

Honour: Civilised; **Reputation:** 12 (Talented); **Leadership:** 10 (5th level cohort; 18 1st level followers); **Allegiances:** Guild Master, Guild, Guild members

HYRKANIAN/TURANIAN MERCHANTS

Apprentice Merchant: Medium Hyrkanian/Turanian 1st level Nomad; **Hit Dice:** 1d10 (6 hit points); **Initiative:** +2 (+2 Ref); **Speed:** 30 ft.; **Dodge Defence:** 11 (+1 favoured terrain); **Parry Defence:** 13 (+3 shield); **Damage Reduction:** 4 (horse hide armour, spired steel cap with earflaps); **BAB/Grapple:** +1/+1; **Attack:** Scimitar +1 melee or Hyrkanian bow +3 ranged; **Damage:** Scimitar 1d8/ 18-20 x2 / AP 2 or Hyrkanian bow 1d10/ 19-20 x2/ AP 3; **Space/Reach:** 5 ft (1)/5 ft (1); **Special Qualities:** Favoured terrain +1, born to the saddle; **Saves:** Fort +2, Ref +3, Will +1 (-1 vs. hypnotism); **Abilities:** Str 11, Dex 12, Con 10, Int 8, Wis 12, Cha 9; **Skills:** Craft (bowyer) +1, Intimidate +3, Profession (merchant) +6, Ride +5, Survival +5; **Feats:** Far Shot, Skill Focus (Profession (merchant)), Track; **Code of Honour:** -; **Reputation:** 1 (Talented); **Leadership:** -; **Allegiances:** Family, Nomad clan, nomad tribe; **Possessions:** Urine-hardened horsehide armour, tightly woven silk shirt beneath robes, targe, a spired steel cap with dangling earflaps, boots with iron squares sewn into the fabric, double-curved bow of wood, sinew and horn and up to three quivers of arrows, scimitar hooked to his belt or saddle and a dagger strapped to his left arm, turban or high fur hat, sheepskin, wide-sleeved tunic, sash and loose-fitting trousers.

Average Merchant: Medium Hyrkanian/Turanian 3rd level Nomad; **Hit Dice:** 3d10 (17 hit points); **Initiative:** +3 (+3 Ref); **Speed:** 30 ft.; **Dodge Defence:** 12 (+1 level, +1 favoured terrain); **Parry Defence:** 14 (+1 level, +3 shield); **Damage Reduction:** 4 (horse hide armour, spired steel cap with earflaps); **BAB/Grapple:** +3/+3; **Attack:** Scimitar +3 melee or Hyrkanian bow +5 ranged; **Damage:** Scimitar 1d8/ 18-20 x2 / AP 2 or Hyrkanian bow 1d10/ 19-20 x2/ AP 3; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Special Qualities:** Favoured terrain +1, born to the saddle; **Saves:** Fort +3, Ref +4, Will +2 (+0 vs. hypnotism); **Abilities:** Str 11, Dex 12, Con 10, Int 8, Wis 12, Cha 9; **Skills:** Bluff +3, Craft (bowyer) +1, Diplomacy +1, Intimidate +5, Profession (merchant) +7, Ride +5, Sense Motive +3, Spot +3, Survival +5; **Feats:** Endurance, Far Shot, Negotiator, Persuasive, Skill Focus (profession (merchant)), Track; **Code of Honour:** -; **Reputation:** 2 (Talented); **Leadership:** -; **Allegiances:** Family, Nomad clan, nomad tribe; **Possessions:** Urine-hardened horsehide armour, tightly woven silk shirt beneath robes, targe, a spired steel cap with dangling earflaps, boots with iron squares sewn into the fabric, double-curved bow of wood, sinew and horn and up to three quivers of arrows, scimitar hooked to his belt or saddle and a dagger strapped to

his left arm, turban or high fur hat, sheepskin, wide-sleeved tunic, sash and loose-fitting trousers.

SHEMITE NOMAD MERCHANT

Average Merchant: Medium Hyrkanian/Turanian 3rd level Nomad; **Hit Dice:** 3d10 (17 hit points); **Initiative:** +3 (+3 Ref); **Speed:** 30 ft.; **Dodge Defence:** 12 (+1 level, +1 favoured terrain); **Parry Defence:** 14 (+1 level, +3 shield); **Damage Reduction:** 4 (horse hide armour, spired steel cap with earflaps); **BAB/Grapple:** +3/+3; **Attack:** Scimitar +3 melee or Shemite bow +5 ranged; **Damage:** Scimitar 1d8/ 18-20 x2/AP 2 or Shemite Bow 1d10/ x3/ AP 4; **Space/Reach:** 5 ft (1)/5 ft (1); **Special Qualities:** Favoured terrain +1, born to the saddle; **Saves:** Fort +2, Ref +3, Will +1; **Abilities:** Str 11, Dex 12, Con 10, Int 8, Wis 12, Cha 9; **Skills:** Appraise +1, Bluff +5, Diplomacy +1, Handle Animal +1, Hide +3*, Intimidate +5, Listen +3*, Move Silently +3*, Profession (merchant) +7, Ride +7, Sense Motive +3, Spot +9*, Survival +7*; **Feats:** Animal Affinity, Endurance, Negotiator, Persuasive, Skill Focus (profession (merchant)), Track; **Code of Honour:** -; **Reputation:** 2 (Talented); **Leadership:** -; **Allegiances:** Family, Nomad clan, nomad tribe; **Possessions:** white, girdled *khilat*, cotton breeches, *kafieh*, a triple circlet of braided camel-hair, Shemite bow, arrows, scimitar, jamiya.

* Includes +2 circumstance bonus for desert terrain.

STYGIAN MERCHANT

Medium Humanoid (Stygian (Hybrid) Commoner 3); **Hit Dice:** 3d4 (8 hp); **Initiative:** +0 (-1 Dex, +1 Reflex save); **Speed:** 30 ft.; **Dodge Defence:** 10 (+1 level, -1 Dex); **Parry Defence:** 10 (+1 level, -1 Str); **DR:** -; **BAB/Grapple:** +1/+0; **Attack:** Bronze knife -4 melee; **Damage:** Bronze knife 1d4-2/ 20 x2/ AP 0; **Special Qualities:** Stygian (hybrid) qualities, merchant background skills, literacy; **Space/Reach:** 5 ft. (1)/5 ft. (1); **Saves:** Fort +1, Ref +0, Will +2; **Abilities:** Str 8, Dex 9, Con 10, Int 11, Wis 12, Cha 13; **Skills:** Bluff +8, Diplomacy +3, Intimidate +3, Profession (merchant) +10, Sense Motive +8; **Feats:** Negotiator, Persuasive, Skill Focus (Profession (merchant)); **Reputation:** 4 (Talented); **Leadership:** -; **Code of Honour:** None; **Allegiances:** Family, City, Wealth; **Possessions:** Merchant's mantle, kilt, sandals, primitive bronze knife

Stygian merchants are usually somewhat literate in the common script, although they cannot read actual hieroglyphs unless they have had training as a scribe. Merchants are non-combatants (they have a -1 racial penalty to their Base Attack Bonus and they suffer a -4 penalty for not being proficient with any weapons).

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