

CONAN[®]

**HYBORIA'S FIERCEST
BARBARIANS, BORDERERS & NOMADS**



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HYBORIA'S FIERCEST BARBARIANS, BORDERERS & NOMADS

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Introduction

Welcome to the Wild Lands

BARBARIANS. BORDERERS. NOMADS.

The Hyborian Age is a world that is violent, heartless and brutal. In this dark world stalk equally violent, heartless and brutal warriors. Many are little more than bandits and murderers and others are more noble and honourable, but all of them are ferocious and enduring, able to deal out death as quickly as the world itself. What does it mean to be fierce? It means the characters stand in the world and look it straight in the eye, telling it that it has nothing on them. Sandstorms? Bah. A nomad horde is a living sandstorm, stripping the civilised of their flesh, leaving them with nothing but death in their wake. Earthquakes? Barbarians brought down Acheron, so too will they destroy the Hyborian cities with as much surety as an earthquake. Wind? Borderers are the cold draught that lays low the weak with silent wings of death. With hot, red, leaping blood are the veins of these fierce warriors rife. The barbarians, borderers and nomads of the Hyborian Age laugh with vibrant life, eager to bring down the walls and gates of civilisation, to watch it all burn as they plunder the wealth of ages, revelling in blood and gore as they wade through waves of humanity who are not fit to bow before them nor strong enough to ride and slay with them.

The first section of this book discusses how the various cultures of Conan's age look at the barbarian, borderer and nomad classes. Advice is given on what skills and feats to emphasise for each culture's iconic brand of those three classes, as well as additional cultural information to complement the information found in *Conan: The Road of Kings*. In some cases, variant rules are offered to better portray these character classes in some cultures.

The second section of this book reveals the secrets of the fierce classes. Information on pushing abilities and feats of might provide rules for exerting one's body to its utmost limit at a price to health and soul. New information and rules on survival discuss terrains,

*Let me live deep while I live:
let me know the rich juices of red
meat and stinging wine on my palate.
the hot embrace of white arms. the mad
exultation of battle when the blue blades
flame and crimson. and I am content. Let
teachers and priests and philosophers brood
over questions of reality and illusion. I
know this: if life is illusion. then I am no
less an illusion. and being thus. the illusion
is real to me. I live. I burn with life. I
love. I slay. and am content.*

Robert E. Howard, *The Queen of the Black Coast*

movement, camouflage, equipment and hunting. Tips on skills and an expansion of the Intimidate skill are also found here. New combat manoeuvres and a whole slew of new borderer combat styles provide for more varied combat and characters.

The third section of this book shows how to mix and match the eight character classes to create new archetypes of the three classes this book is focused on: the barbarian, the borderer and the nomad. Here you will find savage scouts, sea wolves, river rats, shamans, the pride of the nomads and many other character class combinations.

The fourth section of this book focuses on new feats designed with the barbarian, the borderer and the nomad in mind.

The final section of this book is focused upon an indispensable Games Master aid: pre-generated Non-Player Characters based on the three fiercest classes and various class combinations.

The Fierce of the Land

Cultures of the Fierce

THE VARIOUS CLASSES, in and of themselves, are but variations on the other classes, with better statistics here and lesser statistics there. These are not the recipe for great roleplaying experiences, but mere mechanics used to solve physical problems such as combat and stealth. The information presented here is supplemental to that featured in *Conan: The Road of Kings*, and more information on these countries, cultures and the people who inhabit them can be found there.

AQUILONIA

Aquilonia, of course, is comprised of Hyborians, one of the most adaptable of all the races. Of the three fierce classes, Aquilonians are more apt to begin in the borderer class than that of the barbarian or nomad. Many of the Aquilonian sub-races actually prohibit beginning with barbarian or nomad.

AQUILONIAN BARBARIANS

In most cases, an Aquilonian barbarian does not make a lot of sense. The Aquilonians are proud bastions of civilisation, guardians of chivalry and knighthood. Other than an Aquilonian going native or being raised by wolves in the wilds of Vendhya, it is unlikely that an Aquilonian would embrace barbarism. Some groups of Aquilonians living in back-woods areas might, however, be considered barbaric. The Games Master should feel free to disallow this option save in remarkable circumstances. However, if this option is taken, it is a favoured class for the generic Aquilonian. Still, it is unlikely the character would rise high in status or achieve anything important, as he would spend most of his days hunted or in gaol.

However, that said, it should be noted that a person taking the barbarian class does not necessarily have to come from a barbaric culture. Every culture produces those brutes who are almost savage in their attitudes and combat. Civilised gladiators, for example, may not be as well trained as a soldier, but more instinctive in their battles, so the barbarian class is probably appropriate for these characters.

The Bossonian Marches: The barbarian is a prohibited class for the Bossonians, who are considered a bulwark against barbarism. However, near the borders of Cimmeria and Pictland, deep in the recesses of the wilds, tribes of Hyborian

barbarians may yet dwell, worshipping Bori as of old... or some far older, far more sinister gods. These barbarians would not use the Bossonian template, however, but the Hyborian one. They are slighter than Cimmerians, accustomed to hiding in the forests. They lose confidence in the open but are dangerous when in the dark forests.

Gunderland: Barbarian is an exceedingly rare class for a Gunderman. Most Gunderman barbarians are simply shepherds or woodcutters living overlong in the wilderness. Shepherds tend flock for a living, usually for a rich landowner, and often live in shacks on the outskirts of villages, but most also have one or more pitiful dwellings in the wilderness, often little more than a cave. The woodcutters spend their time in the forests, cutting down trees for the feudal lords. The shepherds and the woodcutters live in the wild and are usually extremely poor. Living outside the boundaries of villages and castles makes them deeply suspect in the hearts of the peasants and serfs, the very symbols of poverty and barbarity. These barbarians usually have Profession (shepherd) or Profession (woodcutter) among their skills. These barbarians may be peasants or yeomen but are rarely serfs. Gunderland is also home to more literal Hyborian barbarians, throwbacks to the original Hyborian settlers who never quite came to terms with civilisation. Living deep in the back-woods of Aquilonia, these advocates of natural savagery disdain the civilising effect Aquilonia has had on their homeland. These barbarians still worship Bori and continue to insist Gunderland is a separate nation from Aquilonia, refusing to offer allegiance to feudal lords or to the distant king.

Regardless of his origin as a barbarian, the Gunderman's innate resolution works well with the barbarian's Crimson Mist ability. Iron Will is a good option for a character feat. Barbarians have poor Will saves, so bolstering this weakness will save the party from future frustrations by making sure their unstoppable war machine does not fail. Terror checks or Will saves against magical attacks, especially *domination* or similar Hypnosis spells. Further, succeeding on a Will save vs. Terror triggers the barbaric Crimson Rage ability, so bolstering the Will save makes this ability much more reliable. The worst Pictish monster or demon summoned by the horrific shamans merely enrage the Gunderland barbarians.

Some Gunderland military units actually encourage a certain degree of savagery, building soldier-barbarians to hopefully beat the Picts or Cimmerians at their own game. Some appropriate Gunderland barbarians include the savage scout (page 83), the wild hunter (page 101), the harrower (page 96) or the berserker (presented in *Conan: The Free Companies*). Gunderland barbarians are potentially limited when compared to the neighbouring Cimmerians due to the Gunderland barbarian's restrictions on taking the Fighting-Madness feat. Gunderland barbarians, especially barbarian-soldiers, make excellent trackers and shaman-slayers, often employed in the Westermarck or the Bossonian Marches to find hiding Picts.

Tauran: The barbarian is a prohibited class for the Taurans, who, like the Bossonians, are considered a bulwark against barbarism. However, the wild hunter (page 101) could easily be a Tauran wilderness man who has spent too much time in the wild to be comfortable in civilised homes. They are lithe, dextrous forest-men who can blend easily into the natural surroundings.

Westermarck: People of the Westermarck are very protective of their civilisation, and Westermarck characters who have grown barbaric are likely to be deemed renegade, allies of the Picts. This is not a suitable class for 1st level natives of the Westermarck unless the characters were actually raised by the Picts since childhood. The wild hunter class combination (page 83) would, however, be appropriate for a Westermarcker barbarian.

AQUILONIAN BORDERERS

Living outside the boundaries of village and castle makes them deeply suspect in the hearts of the peasants and serfs, the very symbols of poverty and barbarity, yet Aquilonia uses borderers either as expert huntsmen or as scouts in her military. Aquilonian borderers who choose the guide class combination rarely learn sorcery styles, as Aquilonians, on the whole, fear and despise sorcerers. Instead these guides choose extra skill points and bonus feats in lieu of advanced spells and sorcery styles.

The Bossonian Marches: Bossonia sponsors many borderers, whose Archery combat style is appreciated by the bow-favouring Bossonians. Bossonian borderers may also take the Bossonian Sniper combat style presented on page 76.

The Bossonian racial bonus to defensive fighting and the borderer's Favoured Terrain bonuses to Dodge Defence work together wonderfully. Many Bossonian borderers multiclass into soldiers, creating an excellent scouts.

Many of these scouts know Pictland and Cimmeria nearly as well as they know the Marches, so

Knowledge (geography) is a natural choice of skill for these characters.

Craft (bowyer), Hide, Listen,

Move Silently, Spot and Survival are usually kept as high as possible to help these characters combat the Picts and the Cimmerians. In addition to archery related feats, feats such as Alertness, Sleep Mastery and Stealthy are often favoured by the Bossonian borderer. Many feats from *Conan: Across the Thunder River*, such as Out of Thin Air, are highly appropriate for Bossonian borderers and scouts.

The wild hunter (page 101), the runner (page 104), the guide (page 109), the skirmisher (page 111), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all excellent class combinations for a Bossonian borderer. The skirmisher and the scout are the most likely combinations, as the soldier class is favoured by the militant people of the Bossonian marches. Most Bossonians choose the Archery combat style regardless of multiclassing choices. The emissary (page 102) is the least likely Bossonian class combination as there are no recognised Bossonian nobles.

Gunderland: Gunderland often sends borderers into forbidding Cimmeria. Like the barbarian class, many borderers are shepherds and woodcutters, living on the fringes of civilisation, and are feared by most villagers, usually having Profession (shepherd) or Profession (woodcutter) among their skills. Many Gundermen multiclass between soldier and borderer, often mastering two-weapon fighting techniques. Survival and Craft (weaponsmith) are popular skills for the Gunderman, who often must either live off the land or repair his own arms in the wild lands he roams through. Knowledge (geography) aids his role as a scout, while Spot and Listen skills help him to sense ambushes. A high Dexterity is desirable, not only because of the bonus to Dodge Defence it provides, but also to meet the prerequisites of feats that complement the borderer's combat styles. Finesse weapons are a good option for characters with mid or high Dexterity scores.

Like the Bossonian, the wild hunter (page 101), the emissary (page 102), the runner (page 104), the guide (page 109), the skirmisher (page 111), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all excellent class combinations for a Gunderman. The skirmisher and the scout are the most likely combinations for a Gunderman because the soldier class is favoured by these militant people. Most Gundermen choose the Gunderland Two Handed combat style (page 77) regardless of multiclassing choices. Gundermen are especially skilled with the pike, and their borderers excel with the weapon. If the Games Master does not allow alternative combat styles, the core Two-Weapon style is the second most common.

Poitain: Poitainians are natural borderers, especially if the Poitainian chooses borderer skills for his Adaptability ability. Borderer-soldier class combinations are particularly powerful with this sub-race because both classes are favoured. Poitainians know the value of intelligence and always use scouts before

New Weapon: The Gunderland Pike

Gunderland Pike: Any weaponsmith can fashion a pike. Those fashioned by the great weaponsmiths of Gunderland are the weapons most sought after by Gunderland Pikemen. These pikes are of exceptional quality. The Gunderland pike is an exotic two-handed melee weapon. The Gunderland pikes are slightly heavier and thicker than a standard pike. The tips are reinforced to deal more damage and more easily rip through armoured opponents. In all other aspects, they are identical to normal pikes.

Gunderland Pike

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment	Hardness	Hit Points	Weight	Type
Gunderland Pike	50sp	2d8	x2	4	-	8	12	20 lb.	Piercing

embarking on a crusade or war. Poitanian borderers are known huntsmen, keeping the wild forest lands of the nobles protected. Many Poitanian borderers are yeomen.

The wild hunter (page 101), the emissary (page 102), the runner (page 104), the guide (page 109), the skirmisher (page 111) and the outlaw (page 112) are all excellent class combinations for a Poitanian.



Tauran: The borderer is the favoured class for men from the Tauran. This is an optimum class for this sub-race and Taurans are the best trackers and rangers in Aquilonia, earning a racial bonus to all Survival checks, as well as a circumstance bonus to other key borderer skills. Move Silently and Survival should be kept at maximum ranks and feats such as Stealthy and Self-Sufficient are extremely appropriate for a Tauran as both are traits prized by this culture. Tauran characters are so woodland oriented that many who opt for other paths still take several levels in borderer.

The emissary (page 102), the guide (page 109), the skirmisher (page 111), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all excellent class combinations for a Tauran, while the wild hunter and the runner are the least likely, however, as Taurans tend to hold barbarians and nomads in disfavour.

Westermarck: Borderer is one of the most appropriate classes for a Westermarck native to take. Borderers from the Westermarck freely choose from the Two-Weapon, Archery or Westermarck Sniper (page 81) combat styles. Borderers from the Westermarck should maximise Hide, Listen and Move Silently skills to aid in the fight against the Picts. This works well in conjunction with his Favoured Terrain abilities. Westermarck borderers are hardy, honourable, self-sufficient, proud and industrious. Ranks in Craft (clothing), Heal, Knowledge (geography), Knowledge (nature) and Survival are important in this wild land. Craft (clothing) is used to repair and make clothing in this land where little is available on the open market. Heal is necessary because there are few physicians and with the Picts around, one needs to be able fight infections and wounds as one goes. The Knowledge skills are important so the character knows the lay of the land and what can be found there. Survival, of course, is needed to track and to live off the land. The entire culture of the Westermarck is dominated by fear of Picts, isolation, disease and animals, so the borderer is called upon to deal with all four of these dangers. He is a Pict-slayer, a finder of lost persons, a

healer and a hunter, all rolled up into one extremely versatile class custom-made for the Westermarck.

The emissary (page 102), the guide (page 109), the skirmisher (page 111), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all excellent class combinations for a Westermarcker. Borderer is the favoured class for Westermarckers. The wild hunter and the runner are the least likely, however, as Westermarckers tend to hold barbarians and nomads in disfavour.

AQUILONIAN NOMADS

Aquilonia is a fertile land of rolling hills and immense forests. It supports an agrarian lifestyle, not a nomadic one. However, the class could conceivably be taken by a devoted horseman, representing a herdsman or even, if combined with the noble or soldier class, a type of cavalier character. Aquilonian nomads would most likely be of this sort. Alternatively, Aquilonian nomads could be gypsy-like in their lifestyle, similar to those nomads found in the Border Kingdom or Brythunia. River rats (page 120) are also a possible lifestyle choice. The Bossonian marches, Gunderland and Tauran do not support a nomadic lifestyle, thus nomad is a prohibited class for these sub-races.

Cavalier style nomads take Balance, Handle Animal, Intimidate and Ride as background skills. They choose Handle Animal and Ride as their Adaptable skills. Gypsy-like nomads take Bluff, Handle Animal, Hide and Sense Motive as background skills, with Bluff and Sense Motive as their adaptive skills because of their ability to trade well. Aquilonian river rats take Balance, Sense Motive, Swim and Use Rope as background skills, with Swim and Balance as adaptive skills.

The Bossonian Marches: Bossonia does have runners (multiclassed borderer-nomads, see page 104) and jinettes (soldier-nomads from *Conan: The Free Companies*), although these are rare individuals who often merely have fallen in love with horses and horseback riding. The soldier-nomad class combination is the most likely because soldier is a favoured class for the Bossonians.

Gunderland: Gunderland does have runners (multiclassed borderer-nomads, see page 104) and jinettes (soldier-nomads from *Conan: The Free Companies*), although these are rare individuals who often merely have fallen in love with horses and horseback riding. The soldier-nomad class combination is the most likely because soldier is a favoured class for the Gundermen. Gundermen mistrust gypsy-style nomads and usually hang them for thieves.

Poitain: Generally, Poitanian nomads also do not make sense as the Poitainians live in castles and walled cities with a fairly advanced culture, making a nomadic lifestyle less than useful. Although it is still a favoured class, the Games Master should disallow this class at 1st level unless the nomads are gypsy-like, such as the Border Kingdom or Brythunian nomads. Runners (multiclassed borderer-nomads, see page 104) and jinettes (soldier-nomads from *Conan: The Free Companies*) are a possibility, however. If they have noble blood (a level of noble or the Noble Blood feat from *Conan: The Scrolls of Skelos*), these soldier-nomads are known as cavaliers. These cavalier style nomads take Balance, Handle Animal, Intimidate and Ride as background skills. They choose Handle Animal and Ride as their Adaptable skills. Poitanian Gypsies usually take Bluff, Handle Animal, Profession (merchant or carney) and Sense Motive as background skills, with Bluff and Sense Motive as their adaptive skills because of their ability to trade well. Poitanian river rats often work as ferries as well as cargo-men, taking Balance, Profession (ferry or cargo-hauler), Swim and Use Rope as background skills, with Swim and Profession as adaptive skills.

Tauran: Tauran does not support a nomadic lifestyle, thus nomad is a prohibited class for Taurans. Tauran does have runners (multiclassed borderer-nomads, see page 104) and jinettes (soldier-nomads from *Conan: The Free Companies*), although these are rare individuals who often merely have fallen in love with horses and horseback riding. The borderer-nomad class combination is the most likely because borderer is a favoured class for the Tauran. Tauran runners usually choose Knowledge (geography) as one of their background skills. They know the lay of the land, making them excellent runners.

Westermarck: The danger from the Picts and the wilderness are too great to support a nomadic lifestyle, so this character class should be prohibited from Westermarck natives at 1st level. Horses are too valuable to risk against Pictish ambushes, so mounted soldiers are rare as well. The most likely sort of nomad to be found here would be the river rat class combination (page 120), usually herding logs down the rivers to saw mills. Westermarck river rats take Balance, Profession (logger), Swim and Use Rope as background skills, with Swim and Balance as adaptive skills.

ARGOS AND THE BARACHAN ISLANDS

Argos, like Aquilonia, is comprised of Hyborians, one of the most adaptable of all the races, however, the Argosseans and Barachans have grown more specialised, focusing on the sea for the most part. Pirates are the favoured heroes of these people and nomad is an all but rejected lifestyle. Of the three fierce classes, Argosseans are more apt to begin in the borderer class than that of the barbarian or nomad.



ARGOSSEAN BARBARIANS

The Argosseans are a people who have bred Zingaran and Shemite strains into their Hyborian blood, as well as other aboriginal peoples. These aboriginal peoples still exist in pocket communities in the fertile valleys of Argos, and many of these are considered quite barbaric by the urban dwellers of Argos.

Argos and the Barachans, however, do support a strong pirate community, and many of these pirates are blood-thirsty enough to qualify as a barbarian. These sea wolves (see



BORDERER RULES VARIANT

Argossean borderers are woodsmen, so they often take Survival as one of their background skills instead of Profession (sailor). Likewise, Argossean borderers do more hunting than they do seafaring, so they replace Balance with Move Silently as one of their background skills. The Argossean racial bonuses apply to the new background skills.

page 90) are barbarian-pirates of sinister repute, savage and ruthless.

ARGOSSEAN BORDERERS

Argos uses borderers, especially borderer soldiers (such as the skirmisher on page 111 or the scout from *Conan: The Free Companies*), along their borders with Zingara and Shem.

Argos and the Barachan Islands have extremely strong ties to pirate cultures, and their borderers are no less seafaring than most of these people. Known as explorers (see page 106), these borderer-pirates seek out the horizon for new lands and new sea routes.

ARGOSSEAN NOMADS

Argos and the Barachans are not harsh enough environmentally to bring about a true nomadic culture. Although river rats can be found pushing cargo barges through the rivers and waterways of Argos, they are generally of a foreign caste. Argosseans and Barachans are prohibited from taking nomad as a 1st level class. They tend to despise nomads of any sort and, if any are around when a crime is committed, the nomads are usually the first to take the brunt of the blame.

BORDER KINGDOM

The haunted land is another Hyborian nation, a buffer between the wealthy Hyborian nations of the south and the barbaric hordes of Cimmeria and Nordheim to the north. This savage land gives rise to fierce Hyborian barbarians, borders and nomads in near equal numbers.



BARBARIAN RULES VARIANT

Argossean barbarians usually farm their lands, so they often take Profession (farmer) as one of their background skills instead of Profession (sailor). Likewise, Argossean barbarians do more hunting than they do seafaring, so they replace Balance with Survival as one of their background skills. The Argossean racial bonuses apply to the new background skills.

BORDER KINGDOM BARBARIANS

Barbarians exist in the Border Kingdom, and while many are Cimmerians or Nordheimer who have settled there, many are Hyborians who have been reduced to a tribal existence by hardship. Barbarian tribes can be found in the Eglolphian Mountains, the Great Salt Marsh and the Haunted Land. Many of the barbarian tribes battle with the beast-men, the half-men of Eridu and the Yemli (all detailed in *Conan: The Road of Kings*). Many of the people of Cragfell qualify as barbarians. The citadel of Atzel is often controlled by a war chief. Some of these 'barbarians' are simple degenerate, inbred families that have slowly regressed into savagery. Most of the known barbarian tribes honour the King Bull god, although many of the northern tribes honour Ymir.

Border Kingdom barbarians are usually more savage than most, rarely having any metal working skills at all. Those hailing from the mountainous regions of the Border Kingdom usually choose Climb, Hide, Jump and Spot as background skills. Climb and Jump are used to help in movement and Hiding is useful to avoid enemies or to hunt. Spot is used to notice weak natural bridges, thin ice or other danger spots. They often pick Spot and Survival as adapted abilities. Those barbarians from the Great Salt Marsh usually choose Hide, Move Silently, Listen and Swim as background skills, and Spot and Survival as adaptive skills. Border Kingdom barbarians from the Haunted Land usually choose Hide, Move Silently, Spot and Survival as background skills and pick Hide and Survival as their skills for Adaptability.

The savage scout (page 83), the clan chief (page 84), the horse nomad (page 88), the shaman (page 92), the war chief (page 94), the harrower (page 96) and the berserker (see *Conan: The Free Companies*) are all excellent class combinations for the Border Kingdom barbarian. All classes are favoured for the Border Kingdom Hyborian, so they tend to excel at whatever role they need to in order to survive.

BORDER KINGDOM BORDERERS

The Border Kingdom is basically frontier land, the premier breeding ground for borderers of all sorts. The borderers protect the cities and towns of the Border Kingdom from the barbarians, beast men, half-men and Yemli who lurk in the dark forests and forbidden wild lands of the nation. The city of Eridu uses borderers, especially wild hunters and skirmishers, to control the half-men who live in the rocky badlands surrounding the fertile valley of Eridu. Lucerthan is also defended by borderers.

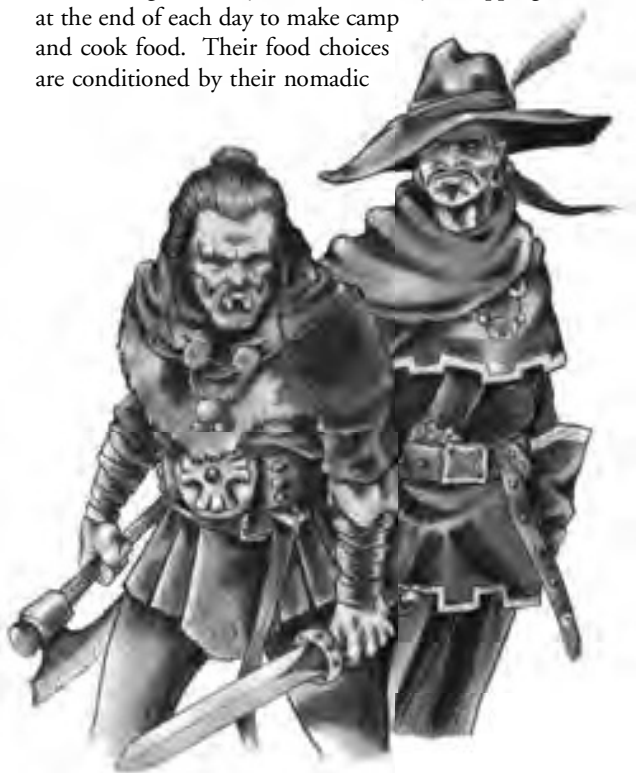
Many borderers in the Border Kingdom work as bounty hunters.

Border Kingdom borderers are much like borderers anywhere in their skill selections. Hide, Move Silently, Knowledge (geography) and Survival are usually chosen as background skills. Survival and Move Silently are usually chosen as their adaptive skills. Border Kingdom borderers rarely bother with Ride or Handle Animal skills. Most Border Kingdom borderers choose Archery as their combat style of choice.

The wild hunter (page 101), the emissary (page 102), the runner (page 104), the guide (page 109), the skirmisher (page 111), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all excellent class combinations for the Border Kingdom native. Emissaries are especially common, as most who travel as diplomats need some sort of outdoor woodsmen skills. All classes are favoured for the Border Kingdom Hyborian, so they tend to excel at whatever role they need to in order to survive.

BORDER KINGDOM NOMADS

Not everyone in the Border Kingdom is sedentary. Some, because they are hunted or because they refuse to serve one of the barons, move around from place to place in a gypsy-like fashion. Border Kingdom nomads live an interesting lifestyle, but are not constrained by national borders. Many of these highway nomads can be found as far south as Shem, as far east as Zamora and as far west as the Westermarck. They travel the roads and camp in fields, travelling in family groups, with each family unit having its own caravan or covered wagon. They travel in convoys, stopping at the end of each day to make camp and cook food. Their food choices are conditioned by their nomadic



lifestyle, consisting of whatever is readily available, including rabbit, game fowl, berries, leafy plants and molluscs. Each of these wandering family groups are ruled by a headman (see suzerain on page 119). If various nomad tribes come into conflict, the chiefs of each clan gather into a *divano*, a council, to attempt to resolve the conflict.

The Border Kingdom highway nomads are renowned for their undisguised emotions. When they laugh, cry or rage, they do it with all their tempestuous might, but these bright fires of emotion burn out quickly. One can be insanely furious one second, fall asleep and awaken the next morning perfectly pleasant and even cordial to the object of his fury the night before. They tend to be excessive at everything they do and lack respect for those who cannot match their excesses. To stay on the good side of a highway nomad, one must be able to drink as much, sing as loudly, dance as long and generally be able to go the distance with him. Those who cannot do so never have the nomad's respect. The Border Kingdom nomads are not well-liked by the people of the towns and cities, who are often afraid of them and will seek to drive them out. Accusations of child-stealing are common, as are charges of witchcraft and nomad women are believed to be seductresses who will lure men away from their wives.

These wandering tribes are known traders and liars, so they often have high ranks in Bluff, Gather Information, Handle Animal and, among the more intelligent, Sense Motive. Most Border Kingdom nomads have at least a few ranks in Craft (herbalism) and Heal. Most Border Kingdom nomads choose Bluff, Craft (herbalism), Handle Animal and Sense Motive as background skills, often choosing Bluff and Sense Motive as their adaptive skills. They are not accomplished woodsmen, so they rarely put ranks in Hide, Move Silently or Climb.

The nomads of the Border Kingdom do not put criminals in jail, nor do they execute those who break their inscrutable laws. Instead, they banish their criminals from the tribe – a sentence of social death. In many cases, not only the offender, but his family are banished as well, creating an excellent deterrent. This banishment can last days, years or eternity, but regardless of the length of the banishment, it involves a permanent loss of status and prestige. For a banishment of days, a permanent –2 penalty to Reputation is applied to the offender and his Reputation nature changes to Banished (see below) for the duration. For a banishment of years, a permanent –3 per year of the sentence penalty is applied, as well as the change in Reputation to the Banished nature. For the truly heinous, who receive a permanent banishment, the character earns a –20 penalty to Reputation, and his Reputation nature changes to Banished.

Border Kingdom nomads are expected to marry within their own tribe and the women are expected to be virgins when they marry. They usually marry between the ages of nine

NOMAD REPUTATION

Reputation in *Conan the Roleplaying Game* can be a tremendous asset among the nomadic people of the Border Kingdom. *Conan the Roleplaying Game* introduces several natures applicable to Reputation. Herein can be found a new nature to dictate how Reputation is used by characters. Each nature dictates how a character may use his Reputation score. A Reputation's nature determines which skill checks it may be used as bonus to. Remember, unless stated otherwise, people must recognise a character in order for his Reputation score to apply in a situation.

The Games Master may assign the following Reputation type to each character, as well as any presented in *Conan the Roleplaying Game* or its supplements. Players are allowed to select the nature of their own character's Reputation, though the Games Master has the option to force them to change this nature if the player does not live up to it.

Banished: The character is known to be socially unclean. The offender cannot have any social contact with other members of the tribe. The character has been condemned to live among the non-nomadic people of the world. The character is economically and socially dead. The character may apply double his Reputation modifier as a penalty to Bluff and Diplomacy checks when dealing with others of a nomadic society.

and fourteen. Men may marry a non-nomad if the woman conforms to the lifestyle and becomes one of them (i.e. taking the nomad class). Women may not marry outsiders and remain part of the tribe. Female Border Kingdom nomads wear long, many-layered, colourful skirts, heavy earrings and, if married, a head scarf. Their hair is worn long. Wealth is usually converted into jewellery and coins are usually worn on clothing as adornments. The men wear large hats and wide moustaches. Their clothing tends to be brightly coloured.

Border Kingdom nomads believe strongly in the supernatural, especially in regards to curses and healing rituals. Border Kingdom mystics (nomad-scholars, see page 122), called *drabardi*, learn the Curses sorcery style first. They call their curses *amria*. Necromancy, invoking the power of the dead, is called *mulé*. They also practice *drabaripé*, or Divination sorcery styles, as a form of healing and foretelling. They never try to predict their own futures with magic, but will do so for non-nomad visitors. The nomads also carry good luck charms, amulets and talismans to ward off misfortune and illness.

Land-based nomadic tribes in the Border Kingdom are somewhat hostile toward the river rat tribes (page 120), considering them poor cousins at best. The feeling is quite mutual. The river rats tend to be more violent than the land tribes.

The suzerain (page 119) and the fedayeen (page 126) are both excellent class combinations for the Border Kingdom nomad. All classes are favoured for the Border Kingdom Hyborian, however, these nomads are rarely militaristic, preferring to hide than to engage in war, so they rarely multiclass into barbarian or soldier classes.

BRYTHUNIA

Brythunia is a pastoral kingdom of callused herders, sun-bronzed farmers and wilderness-wise hunters. Vineyards and orchards are plentiful and the kings of the city-states prosper.

BRYTHUNIAN BARBARIANS

Barbarians are uncommon in Brythunia. Hyrkanian tribes in the north and Hyborian-descended hillmen from the Karpash and Graaskal Mountains constitute most of them. Many are Hyborian, remnants from the original migrations through these lands to settle Ophir, Corinthia and Koth. Some tribes hidden in the mountains and valleys of the Graaskals are of Acheronian descent, the sons and daughters of refugees from Acheron's burning fall, although most have interbred with Hyborians to be virtually indistinguishable from them, save for the occasional child born with glittering eyes. These tall, thin children are always raised as shamans. The hillmen of the Karpash Mountains have their own ancient gods to worship that seem to be aligned with the four elements. The haunted swamps also boast barbarian tribes of Hyborian or Acheronian descent, although those of Acheronian descent are usually so interbred with the Zamorians or Hyborians as to be virtually indistinguishable save for occasional throwbacks.

Brythunian barbarians are drawn to excitement, despite being simple folk. They tend to be quiet and unassuming, fearing those of great intelligence. Literacy, to them, is a form of sorcery and they fear any sorcery not derived from one of their own shamans. They rarely leave their hills unless something has driven them out.

Brythunian barbarians are hillmen. They usually choose Climb, Hide, Spot and Survival as background skills.

Climb is used to help in movement and Hiding is useful to avoid enemies or to hunt. Spot is used to notice weak natural bridges, thin ice or other danger spots. They often pick Hide and Survival as adapted abilities.

The savage scout (page 83), the clan chief (page 84), the shaman (page 92), the war chief (page 94) and the harrower (page 96) are all excellent class combinations for the Brythunian barbarian. All classes are favoured for the Brythunian barbarian, so they tend to excel at whatever role they need to in order to survive.

BRYTHUNIAN BORDERERS

Brythunia has great need of its borderers. Hyrkania, Turan and Hyperborea are constantly nipping at their borders, stealing their women for slaves and their grain for food. Corinthia and Nemediā consider the nation to be little more than a border kingdom, and thus a training ground for their troops. Brythunia's borderers are kept busy as scouts, skirmishers and runners, always fighting to keep their country's borders secure. Borderers are also hunters, hunting antelope, mountain buffalo, wolves and bear. Many of the borderers battle the Brythunian barbarians, to protect their civilisation or to steal the lands of the barbarians.

Brythunian borderers are much like borderers anywhere in their skill selections. Hide, Move Silently, Knowledge (geography) and Survival are usually chosen as background skills. Survival and Move Silently are usually chosen as their adaptive skills. Brythunian borderers rarely bother with Ride or Handle Animal skills. Most Brythunian borderers choose Two-Weapon as their combat style of choice.

The wild hunter (page 101), the emissary (page 102), the runner (page 104), the guide (page 109), the skirmisher (page 111), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all excellent class combinations for the Brythunian native.

BRYTHUNIAN NOMADS

Brythunian nomads, known as the Brytha, move around from place to place in a gypsy-like fashion, much like those in the Border Kingdom. Some scholars claim the Brythunian nomads and the Border Kingdom nomads are related, splinters of a single group back in the shadowed mists of time. Certainly the two cultures maintain similar traits, although there are noted differences. Like their Border Kingdom cousins, each of these wandering tribes are ruled by a suzerain (see page 119). They also practice fortune-telling for their livelihood, using a female mystic while another type of female mystic creates good luck charms and amulets to protect the tribe against misfortune and evil. The Brythunian nomads usually carry bread in their pockets to protect them against ghosts and demons. They also consider horseshoes to be good luck. Shaking young trees is believed to lower fevers. The Brythunian nomads also drink powdered portions of certain animals mixed with wine to cure illnesses or bring about visions.



sashes and usually sport large moustaches. In order to be considered an adult in Brythunian nomad society, one must be married. Marriage usually takes place between the ages of nine and 14.

Like the Border Kingdom nomads, Brythunian nomads use expulsion to punish the wicked among them and use curses to punish wicked outsiders. Those expelled from nomad society change their Reputation nature to Banished, as detailed on page 9. There is no stigma attached to those who have been temporarily expelled, however, so there is no permanent loss of Reputation once a nomad has been restored to the good graces of his people.

The pride of the nomads (page 114), the suzerain (page 119), the river rat (page 120), the mystic (page 122), the warrior of the horde (page 124) and the fedayeen (page 126) are all excellent class combinations for the Brythunian nomad. All classes are favoured for the Brythunian nomads, so they tend to excel at whatever role they need to in order to survive. Their mystics, *drabardi* or *drabengi*, are always female.

CIMMERIA

Cimmeria is a bleak nation of forested hills and towering mountains. Rain clouds hover perennially over the dark hills, bringing stinging rain, slick sleet and freezing snow. Rank upon rank upon rank of dark hills rise and fall in all directions, forested with strange, dusky trees that give the land a frightening, menacing appearance even by day. Its appearance at night would terrify a civilised man to the brink of sanity.

These tribes are skilled craftsmen, dancers and fortune-tellers, so they often have high ranks in Bluff, Craft (any), Handle Animal and Perform (fortune-telling). Most female Brythunian nomads choose Perform (dance), Perform (fortune-telling), Craft (herbalism) and Perform (storytelling) as background skills, often choosing two of the Perform skills as their adaptive skills. The females begin to learn the storytelling, called the *dorok*, early, usually around age 13. Around age 15, they learn the *prastonatama*, which is a ritualised dance given before the *dorok*. They are not accomplished woodsmen, so they rarely put ranks in Hide, Move Silently or Climb. The male Brytha usually take Bluff, Craft (any), Handle Animal and Ride as background skills, with Bluff and Handle Animal as adaptive skills.

Brythunian nomads travel in large wagons called *vardo*, which serve as mobile houses of a sort. They women dress in a similar fashion to those of the Border Kingdom nomads, with long, brightly coloured and many-layered skirts covering their legs. If a woman is married, she wears a head scarf over her hair, which is often worn in a bun. Young women wear their hair long, usually braided. They weave their coins into their hair or sew it into their clothing. Much of their wealth is worn as jewellery. Men wear large hats, silk pants,

Cimmerians have a skill disadvantage because of the -2 penalty to Intelligence. Appropriately, Cimmerians gain a racial bonus to Climb and circumstance bonus to Hide, Listen, Move Silently, Spot and Survival when the Cimmerian is in mountains and hills. Although mechanically there is little reason to maximise the Climb skill for most campaigns, from a roleplaying perspective a player may want to keep the Climb skill as high as possible. Imagine the embarrassment of a Cimmerian character failing his Climb check! At any rate, a total bonus higher than +25 is unnecessary. Cimmerians should also keep their Listen and Spot checks maximised as these are usually opposed checks. Survival should also be kept high to make the most use of the Track class ability.

CIMMERIAN BARBARIANS

Cimmerians are regarded as one of the fiercest and savage peoples in the world yet many in the far south regard them as semi-mythical. Barbarian is the favoured class of the Cimmerians. They are accustomed to slipping quietly through the



thick woods blanketing their hilly land and equally at home climbing precarious peaks.

According to *The Queen of the Black Coast* by Howard, the Fighting-Madness feat is a racial trait of the Cimmerians. Also, the bonuses to Strength, Constitution and Will saves offset the penalty to defence – and if a Cimmerian barbarian can demoralise an opponent, then the penalty to defence is effectively negated. Power Attack and Cleave are also common feats among Cimmerian barbarians.

Cimmerians do not practice refined swordplay as do the sword masters of Zingara or the martial artists of far-off Khitai, but battle with well-earned experience bought in blood on numerous battlefields where survival is not so much a matter of technical skill as it is intense spirit and indomitable will. Fighting is a serious business among the Cimmerians; one does not make an enemy of a Cimmerian unless willing to fight for one's life. Impoliteness is an invitation to a quick death among the Cimmerians, of course, few Cimmerians fear death and even fewer respect authority. Cimmerians respect honour and prowess.

Honour and reputation for the Cimmerians is a mixture of courage, honesty, integrity, loyalty and physical prowess, the traits most prized by the Cimmerians. They

will treat those who are honourable and skilled with respect. Cimmerians do not have social rankings beyond that simple attitude. Chief or herdsman, it does not matter, Cimmerians are not taught to fear and respect kings and chiefs because of their title, as civilised men are.

Most Cimmerians fight unarmoured but some clans use round shields in battle. Armour is often considered to be cowardly, although some of the more practical Cimmerians have been known to ignore that attitude.

The savage scout (page 83), the clan chief (page 84), the shaman (page 92), the war chief (page 94), the harrower (page 96) and the berserker (see *Conan: The Free Companies*) are all excellent class combinations for the Cimmerian barbarian.

CIMMERIAN BORDERERS

Cimmeria has its borderers as well as its barbarians. Even though all Cimmerians are barbarians culturally, not all Cimmerians need to have the barbarian class. Cimmerians are at a disadvantage in terms of bonus feats by taking the borderer class, but it does make for a less stereotypical character. Cimmerian borderers tend to come from tribes near the Pictish or Gunderland borders.

Cimmerians are, at best, indifferent archers. Some tribes may use the bow to hunt with, but most either trap, fish or hunt with the spear. Virtually none use the bow in battle, believing the bow to be an unmanly, cowardly weapon. Thus, Cimmerian borderers almost always take the Two-Weapon fighting style. The Nordheimer Ice Strom combat style (page 79) is another good option for the Cimmerian borderer, especially if he has levels in barbarian.

A Cimmerian borderer often has the Fighting Madness feat and his favoured terrain should be hills or mountains, depending on the location of his tribe. Cimmeria's hills are heavily forested, so the forest terrain is also a likely choice, especially if the Cimmerian borderer makes many forays into Pictland.

The wild hunter (page 101), the guide (page 109), the skirmisher (page 111), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all excellent class combinations for the Cimmerian, although the wild hunter is the most likely because barbarian is the favoured class.

CIMMERIAN NOMADS

Conan and his grandfather are notable exceptions to the rule in regards to Cimmerians. Virtually all of them stay home, never going far from their tribes for their entire lives except as necessary. There is no nomadic culture in Cimmeria. Indeed, with the climate and terrain, there are no herds of horses or any Cimmerian horsemen to speak of. Cimmerians who wish to be nomads must travel to a nomadic society and

multiclass into nomad while learning their way of life from actual nomads.

CORINTHIA

Corinthia is a triangle of land south of Brythunia, west of Zamora, east of Ophir, and north of Koth. Its landscape is mostly dominated by the Karpash mountains, which run along its south-eastern, southern, and south-western borders. A portion of the southern 'point' of Corinthia is desert where the city-states of Kamalla and Zahmahn are located. The west is dominated by forests that rise on jagged mountainous ridges until the Karpash Mountains rise above the tree line, separating Corinthia from Ophir. It is among these terrains that Corinthian barbarians, borderers and nomads live and thrive.

CORINTHIAN BARBARIANS

Barbarians live in the expansive and mysterious mountains and forests of Corinthia, lurking and hiding there, protecting their lands from civilisation. Descended from aboriginal peoples and the original Hyborian barbarians who came south from the wintry lands north of Nordheim, these barbarians are more apt to hide than to engage in combat – although they are bloodthirsty and fierce if forced to engage. Barbarians lurk within the Bloddolk Forest and in the Karpash Mountains.

Corinthian barbarians, although they do not call themselves Corinthians, tend to emphasise stealth, preferring to maximise Hide, Listen, Move Silently and Spot skills, as well as Survival. The women tend also to be crafters and dancers of some repute. Civilised traders often go into the outlying hills to bring back the crafted goods from these estranged

peoples for trade in the civilised cities. Male barbarians typically choose Hide, Listen, Move Silently and Spot as background skills, with Hide and Survival as adaptive skills. Female barbarians usually choose Craft (any), Hide, Move Silently and Perform (dance) as background skills, with Craft and Perform as adaptive skills.

The savage scout (page 83), the clan chief (page 84), the shaman (page 92), the war chief (page 94) and the harrower (page 96) are all excellent class combinations for the Corinthian barbarian. All classes are favoured for the Corinthian barbarian, so they tend to excel at whatever role they need to in order to survive.

CORINTHIAN BORDERERS

Borderers in Corinthia roam the Road of Kings as protectors of the caravan trains that are the life-blood of Corinthia. A few work as traders or slavers of the Corinthian barbarians. Other borderers serve as frontiersmen fighting to extend Corinthian civilisation into the wild mountains of Corinthia.

Corinthian borderers are much like borderers anywhere in their skill selections. Hide, Move Silently, Knowledge (geography) and Survival are usually chosen as background skills. Survival and Move Silently are usually chosen as their adaptive skills. Corinthian borderers rarely bother with Ride or Handle Animal skills except in a minimal capacity. Most Corinthian borderers choose Two-Weapon fighting or Two-Handed Weapon fighting (see page 77) as their combat style of choice.

The wild hunter (page 101), the emissary (page 102), the runner (page 104), the guide (page 109), the skirmisher (page 111), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all excellent class combinations for the Corinthian native.

CORINTHIAN NOMADS

Corinthian nomads are usually caravaneers, always on the move with the caravans moving along the Road of Kings. These caravaneers are usually led by the nomad with the highest Profession (caravaneer) ranking. One or two tribes of Corinthian nomads lead a more traditional nomadic lifestyle in the small desert around Zahmahn.

Caravaneers usually choose Handle Animal, Profession (caravaneer), Ride and Spot skills. Usually the Profession and Spot skills are chosen as the Hyborian adaptive skills. The Spot skill is to aid in looking for approaching bandits, oases or other threats and opportunities. There are different jobs on a caravan, such as muleteers or camel handlers, who care for the animals; and carters, who port merchandise around and caravan bosses. Larger caravans may have



more specialised jobs and duties, such as cooks, blacksmiths and wainwrights. When creating a caravaner, keep in mind the duties of the character and make sure his skills match his responsibilities. Some caravaners are also brokers or merchants and may have additional Profession skills.

The pride of the nomads (page 114), the outrider (page 117), the river rat (page 120), the warrior of the horde (page 124), and the jinette (see *Conan: The Free Companies*) are all excellent class combinations for the Corinthian nomad. All classes are favoured for Corinthians, so they tend to excel at whatever role they need to in order to survive.

GHULISTAN

The inhabitants of the Himelians are divided into many different tribes and clans of tall, hairy hillmen, both strong and fierce. These hill-tribes have their own barbaric code of honour, disdaining civilised behaviours, making fun of the weak and foolish. Above all, they hate traitors. Like the Hyrkanians, they prize horses and like the Vendhyans they prize customs and traditions. Like both, they fear mesmerism and sorcery. They are a fatalistic, superstitious lot, but easily enthused, especially at the prospect of slaughter and loot. They are of the east, and bound by long traditions and ancient ideas. A survivalist culture, the hillmen have adapted well to their surroundings, using the barbarian, borderer and nomad classes well to achieve that survival.

The men of the Himelian tribes tend to be hairy and ragged. On their heads sit wide turbans. Their curly hair is long and they are bearded. Their faces are cragged and wizened from the harsh Himelian winds. They are tall and boast broad, hairy shoulders. The men wear sturdy sheep- or yak-skin tunics, belted cloaks and soft leather boots. When traversing the higher slopes, they wear huge fur greatcoats with sleeves long enough to envelop cold hands. They gird themselves with Bakhariot belts that hold their ivory and gold-hilted tulwars.

Ghulistani prefer stealth and raids to open combat, so skills such as Hide and Move Silently are usually maximised. Due to their environment and the need to climb to high reaches to make their ambushes, they usually maximise their Climb skills. Survival skills are also maximised as possible.

Ghulistani barbarians, borderers and nomads almost universally possess the Fighting-Madness feat as the Ghulistani are among the most dangerous and savage combatants around. Stealth is also a common feat as it stacks well with the +2 circumstance bonus the Ghulistani already receive for Hide and Move Silently and the +1 racial bonus to Hide and Move Silently.

GHULISTANI BARBARIANS

Ghulistani favour the barbarian class. They are brave, steadfast, persistent and hospitable. They are also fearsomely violent. They are guerrilla fighters of noted ferocity, so many of them multiclass into thief to enhance their hit-and-run capabilities.

The savage scout (page 83) the war chief (page 94), the harrower (page 96) and the berserker (see *Conan: The Free Companies*) are the most appropriate class combinations for a Ghulistan barbarian. Perhaps the most appropriate is the harrower, the barbarian-thief. The Ghulistani barbarians are notorious ambushers and guerrilla fighters. The Sneak Attack ability of the thief works nicely in this capacity. The clan chief (page 84) is inappropriate because the Ghulistani leaders rule by might; as barbarians, the hillmen have no compunction about killing an ineffective, traitorous or weak leader. Unlike the civilised people to the south, they do not teach that their kings are holy, divine or special in any way, so the chiefs must defend their right to rule by force of arms and willpower. They are too afraid of sorcery to permit shamans to live among them, although any that might arise and be charismatic or strong enough to survive would likely be hypnotists.

GHULISTANI BORDERERS

Ghulistani tribes use borderers in many capacities. The entire mountainous region is basically frontier land, the premier breeding ground for borderers of all sorts. The circumstance and racial bonuses accorded to the Himelian tribesmen work well with the borderer class. The biggest disadvantage a Ghulistani borderer faces is the lack of favoured bonus feats. However, the borderer offers free feats in the form of combat styles.



Ghulistani borderers fight with javelins, stones, arrows, Zhaibar knives, scimitars or tulwars and are equally likely to take any combat style, including the Ghulistani Twin Thrown Weapons style detailed on page 77. The tribesmen are also aware of the superior bows made by the Hyrkansians and those weapons are especially prized among the hillmen. Hillmen borderers with the Archery combat style will almost always make a point of obtaining one of these bows.

The wild hunter (page 101), the runner (page 104), the guide (page 109), the skirmisher (page 111), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all excellent class combinations for a Ghulistan native. The wild hunter is perhaps the most likely because it uses the favoured barbarian class in conjunction with the borderer, giving the character bonus feats in addition to combat style feats.

GHULISTANI NOMADS

Some Ghulistani are nomadic in their lifestyle, herding mountain goats. Known as the Ghulpas, the 'people who move', they are the wanderers of the high altitude plateaus of the Himelian Mountains, a large area with an average elevation of 13,500 feet to 15,000 feet. The Ghulpas wander these high pastures in *gurs*, nomadic tents, tending flocks of goats and sheep. The area is also home to *chiru*, a Himelian antelope, and *kyang*, a wild Ghulistan ass. These nomads do not allow their daughters to marry non-Ghulpas, afraid they will become like birds in cages if made to live a non-nomadic lifestyle. They migrate across parts of the Himelians with caravans of goats, sheep, donkeys and shaggy horses. They are brightly robed and often bejewelled, considered carefree even by the other tribesmen. They live in a symbiotic relationship with the other Himelian tribesmen and the environment. They live by selling or bartering young animals, dairy products, wool, sheepskin and meat for other foodstuffs grown by the barbarians and borderers. The nomads also provide the villagers with sugar and tea from Khitai, Meru and Hyrkania. These nomads are environmentally important because they maintain the marginal hilly grasslands of the Himelians. Also, because they are able to move from pasture to pasture, the nomads are not restricted on herd size as the villagers are.

Ghulistani nomads are less fearful of shamans than others of their race and have mystics who deal with the wrathful deities and spirits of Himelians. Their three-eyed gods and demons are likened to storm clouds and sun rises, short but strong, often with multiple hands, heads and feet. Their skins are often oiled with human blood or with globs of human fat. They breathe storms from their noses and diseased miasmas issue from their mouths.

The pride of the nomads (page 114), the outrider (page 117), the suzerain (page 119), the mystic (page 122), the warrior of the horde (page 124) and the fedayeen (page 126) are all excellent class combinations for the Ghulistan nomad. The

pride of the Ghulpas is most likely as barbarian is a favoured class for the Himelian tribesman.

HYPERBOREA

Hyperborea is a cold, windy land to the east of Asgard. Hyperboreans are often tall and gaunt with pale eyes and hair, although many have foreign blood in them. The gaunt Hyperboreans hunt wild animals, herd domesticated animals, gather meagre berries and pick pale mushrooms to supplement their sparse gardens of grains and vegetables. Their culture is inclusive, shunning most outside trade contact, so the Hyperboreans have minimal industry. Still, the Hyperboreans are skilled at woodcraft and stonework. Common Hyperboreans know how to move through the pine forests and survive in the wilds for days. Many Hyperboreans go on extended wilderness forays, even going so far as to visit other countries.

HYPERBOREAN BARBARIANS

Barbarians thrive in the ridged hills and dark forests of Hyperborea, eking out a subsistence living. Many are Cimmerians or Nordheimer who have settled there, often after having escaped slavery but being unable to make it back home; but many are Hyborians who have been reduced to a tribal existence due to hardship. Most are still at the stone-age level of existence, although a few have iron-working skills. These tribes are ruled by clan chiefs for peaceful endeavours and by war chiefs for raids and wars. Grim shamans devoted to Bori and the cold spirits of the dark woods perform their black arts among towering stone pillars and colossal stone statues. Stone carving is a sacred art among the barbarians and the shamans are masters of cave paintings. Great double drums are the instrument of choice for these wicked shamans. The great event of adulthood for barbarian children is their first mammoth hunt.

Other barbarians are not born in the wild among tribesmen but are raised as such in slavery, bred to fight to the death in pits or gladiator rings. See the variant rule below for gladiator barbarians.

Hyperboreans are given Craft (stone) and Intimidate as background skills, and Hyperboreans also choose Survival. This gives them some ability to use their class feat of Track even without the expenditure of precious skill points. Barbarians in Hyperborea live or die by their skills. Hide, Listen and Spot are valuable to these hunters in this dark and twisted land. Most Hyperborean barbarians worry less about Bluff, Handle Animals (unless they are herdsmen), Climb, Ride or Swim, than they do about skills more related directly to survival. Harrowers, on the other hand, often have several ranks in

BARBARIAN RULES VARIANT

Barbarians raised in pit fighting or gladiator stables never really learn to track. Instead, substitute Power Attack for Track at 1st level to indicate this nature of barbarism. Likewise, Survival, Craft, Hide and Move Silently are never really learned by these barbarians and should be removed from their class skills. Substitute instead Bluff, Sense Motive and Tumble. This variant is especially suited to the barbarians of Hyperborea, Koth, Nemedra, Ophir, Vendhya, Zamora and Zingara.

Bluff to maximise their sneak attacks. Choose Survival and Intimidate as their adaptable traits – no matter what class the Hyperborean barbarian may multiclass into later, he has been trained from birth to survive and intimidate others. He will always want those to be class skills.

The savage scout (page 83), the clan chief (page 84), the horse nomad (page 88), the shaman (page 92), the war chief (page 94) and the harrower (page 96) are all excellent class combinations for the Hyperborean barbarian. Most strive for the position of war chief, as the soldier class is a favoured class for the Hyperborean.

HYPERBOREAN BORDERERS

Hyperborea is a vast, untamed wilderness, full of dark mystery and black fears. Borderers are used to extend the known boundaries of the vast stone kingdoms of Hyperborea. Hyperborean borderers are known for their enduring toughness, each of them diehards in the truest sense of the word. Stone axes are common weapons for these borderers, yet despite their crude material, these stone axes are ornate instruments of war and are usually named by the owner or the creator.

Hyperborean borderers are usually expert craftsmen and make their own stone or iron weapons.

Most Hyperborean borderers take the Two-Weapon combat style or the

Hyperborean Stone Warrior style (see page 77). Most Hyperborean borderers choose Survival as their background skill. Hide and Move Silently are often chosen as their adaptive skills for their Hyborian Adaptability trait.

The wild hunter (page 101), the emissary (page 102), the runner (page 104), the guide (page 109), the skirmisher (page 111), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all excellent class combinations for the Hyperborean native. The scout and the skirmisher are the most likely as soldier is the favoured class for the Hyperborean. This gives the Hyperborean combat styles as well as favoured class feats.

HYPERBOREAN NOMADS

Hyperborean nomads ride and herd horses, living in yurt-style homes made out of horse-hide. They also herd stunted cattle and reindeer, which they defend fiercely. They carve tools and weapons out of stone with astonishing alacrity. Most carry small stone talismans and idols carved for luck and other supernatural needs.

Hyperborean nomads usually choose Handle Animal, Ride or Survival as their extra background skill, depending on their function within the tribe. Handle Animal and Ride are their usual choice for their adaptive skills. Handle Animal is maximised until the synergy bonus to Ride is realised. After that, only occasional increases are given depending on need. Ride is usually kept maximised, as is Survival. These nomads are notorious for spotting danger, so Spot is another skill usually maximised. The people of Hyperborea often wear fur-lined hats and caps that cover the ears, so they tend to rely more on Spot than they do on Listen.

The pride of the nomads (page 114), the outrider (page 117), the suzerain (page 119), the river rat (page 120), the mystic (page 122), the warrior of the horde (page 124), the fedayeen (page 126) and the jinette (see *Conan: The Free Companies*) are all excellent class combinations for the Hyperborean nomad. The warrior of the horde and the jinette are most likely since soldier is a favoured class for the Hyperborean.



HYRKANIA

Hyrkania is properly regarded as the home of the nomad, the most likely character class to be held by a Hyrkanian. Hyrkanians are born to the saddle, learning to ride before they learn to walk. Hyrkanians almost always travel with three or four horses per warrior and they never stop to change horses; switching mounts is done on the hoof with the Hyrkanian simply gathering up his stuff, including the saddle, and vaulting onto another steed. Horse races, hunting and archery contests are popular pastimes. Farriers are important in their society and are particularly honoured.

The Hyrkanians, whether barbarian, borderer or nomad, armour themselves in urine-hardened horsehide, wear a tightly woven silk shirt beneath robes to blunt the damage of enemy arrows and use a small shield to protect their face. A spired steel cap with dangling earflaps protects the skull and iron squares are sewn into the fabric of their boots to protect their calves. Much of their armour and clothing is trimmed in fur. A typical Hyrkanian warrior carries a double-curved bow of wood, sinew and horn and up to three quivers of arrows. Most Hyrkanians also carry hooked lances, a scimitar or sabre hooked to their belts or saddles and a dagger strapped to their left arm.

The Hyrkanians are noted cavalry and horse archers. All Hyrkanians will take the Mounted Combat and Mounted Archery feats. Feats improving their archery will almost certainly be taken, especially Far Shot, for which the Hyrkanian does not need to meet the prerequisites. Hyrkanians are well-reputed for being able to shoot things at incredible distances. For this reason, a Hyrkanian will often keep his Spot skill as high as possible. It is easier to shoot a thing at a distance if one can see that thing in the distance. A Hyrkanian will usually keep his Ride and Survival skills maximised. A Hyrkanian will rarely walk as much as 20 paces if he can ride instead. He will often put at least five ranks in Handle Animal to earn the synergy bonus to Ride.

HYRKANIAN BARBARIANS

Hyrkania is a barbaric land filled with bearded nomads and barbarians. Most of the barbarians live in villages or travel with the nomads throughout the vast lands of Hyrkania. Hyrkanian barbarians are grim figures akin to wolves, taking what they want for they do not till the land nor herd animals. Those who surrender and co-operate are spared and those who put up a fight are slaughtered without mercy, their remains put on display for all to see. The world exists for the Hyrkanian barbarian to use or crush at his whim. They always travel on horseback and make their camps near vulnerable areas before mounting their raids at first light. They prefer to attack herded animals, slay the herdsman or shepherd and bring the animals back alive.

BARBARIAN RULES VARIANT

A barbarian tribe to be found in the far northeast of Hyrkania is the Wigur, a short, bandy-legged race with dark skin and braided black hair. The favoured class for the Wigur is barbarian instead of nomad. They dress in furs and skins, painting their faces in stripes and circles. They are a shamanistic people, conjuring up visions with their drumming and incense.

Hyrkanian barbarians are not eloquent; they are apt to express themselves with growls and grunts rather than spoken words half the time, the other half they are simply silent. They are a spontaneous, greedy people, acting more like a pack of wild wolves than a civilised group of people. Even Hyrkanian nomads find these steppe raiders uncouth. Hyrkanian barbarians, even those who are members of nomad tribes, tend to retain trophies of enemies they have vanquished, such as the severed ear of a powerful foe or the gold chain of a subjugated nobleman. They love to fight and tend to be burly and strong.

When attacking, hordes of Hyrkanian barbarians often give a ghastly roar as they descend like locusts upon a settlement. This battle roar is often enough to cow the entire settlement. Those hearing the roar of attacking Hyrkanian barbarians must make a Will save at a DC 15+ Charisma modifier of the barbarian leading the roar. Victims who fail their saving throw are shaken for a total of 1d4+1 rounds.

The savage scout (page 83), the harrower (page 96) and the horse nomad (page 88) are all excellent class combinations for the Hyrkanian barbarian. The horse nomad is the most likely because nomad is a favoured class for the Hyrkanian. Clan and war chiefs (pages 84 and 94 respectively) are in charge and all others know this. Chiefs and leaders who do not defend their authority are soon dead. Hyrkanian barbarians have a great respect for fire, so blacksmiths and mystics (page 122) are particularly revered. Hyrkanian shamans often use the kettle drum in their performances and magic.

HYRKANIAN BORDERERS

Hyrkanian borderers are unequalled masters of the Hyrkanian longbow,



able to shoot incredible distances. They are typically part of a nomad tribe or a barbarian horde. Those who are not multiclassed or otherwise part of a tribe of nomads or barbarians are typically caravan or herd guards.

Hyrkanian borderers will usually teach their horses tricks. The borderer will also put ranks in Hide in order to attack from ambush at range. Moving silent is secondary to Hide, as the Hyrkanian borderer rarely gets up close to his prey, and distance hides sound fairly well.

The wild hunter (page 101), the emissary (page 102), the runner (page 104), the guide (page 109), the skirmisher (page 111), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all excellent class combinations for the Hyrkanian. The runner is the most likely as nomad is a favoured class of the Hyrkanian.

HYRKANIAN NOMADS

Hyrkanians are nomads extraordinaire. They are herders and the Hyrkanians derive most of their base needs from the by-products of their livestock, from food to mobile shelters known as yurts. Their mobile lifestyle is not conducive to

agriculture, so most Hyrkanian nomads are accomplished traders, fostering great trade networks.

Nomadic culture is divided into commoners and nobles (see the suzerain class combination on page 119 for an example of a nomadic noble), a fluid system of caste. Anyone may be recognised as noble upon displaying skill in organising a tribal government or simply proving themselves a capable leader. Thus, Hyrkanian nomads can multiclass into the noble class much easier than other peoples, and taking the Leadership feat is usually enough. Religion is based on the mystics, who possess weird supernatural powers to intervene with the gods on behalf of the tribesmen. Hyrkanian religions are varied, ranging from those who worship Erlik to those who revere foreign gods such as Ishtar, while still others pay homage to the Everlasting Sky or to the moon.

The pride of the nomads (page 114), the outrider (page 117), the suzerain (page 119), the river rat (page 120), the mystic (page 122), the warrior of the horde (page 124), the fedayeen (page 126) and the jinette (see *Conan: The Free Companies*) are all excellent class combinations for the Hyrkanian nomad. The nomad class is favoured among the Hyrkanians.

IRANISTAN

The culture of Iranistan is one of art, family, honour, hospitality and fatalism. Its people are barbaric and nomadic. Most Iranistani are familiar with horses and camels from an early age, using them for travel and food. Note that due to the fatalism of the Iranistani people, their shamans do not learn Divination sorcery styles.

IRANISTANI BARBARIANS

Barbarian villages in Iranistan are built around the family unit, self-sufficient groups that follow a headman, usually the oldest male in the village, who in turn follows the clan chief.

Iranistani barbarians fight with sabres and tulwars, just as the nomads do. They are more likely to use a crossbow than a bow and arrow. Diplomatic and charismatic, the Iranistani barbarians are usually intimidating as well. A few ranks in Climb are certainly appropriate for those barbarians living in the Ilbars Mountains. The Iranistani also have Appraise and Sense Motive as background skills, although these are not class skills for the barbarian class. Roleplayers should be sure to place a few ranks in these skills as they fit the race well. Survival should be kept high to make the most use of the Track ability. Iranistani barbarians are also horsemen, so ranks in Handle Animal and Ride are fitting.

The savage scout (page 83), the clan chief (page 84), the horse nomad (page 88), the shaman (page 92), the war chief (page 94) and the harrower (page 96) are all superb class combinations for the Iranistani barbarian.

IRANISTANI

The folk of Iranistan are black-haired and often broad across the shoulders, with a full range of heights. Their eyes are brown and their complexion dark, with a small range of tribal variation in appearance and culture. They can range from fine-featured and near fair skinned, to swarthy and heavy-featured. Men favour facial hair, often oiling their beards, and women traditionally wear their hair long and straight. Women (and sometimes men) ornament their eyes with kohl, and most Iranistani wear richly ornamented clothing and anoint themselves perfumes or scented oils when possible.

Culture: The Iranistani are essentially a tribal people, with the tribal unit based on an extended family and hereditary allies, led by powerful chiefs loosely united under a powerful Shah. They are a proud people, and somewhat xenophobic, with a strong distrust of those outside their culture. Iranistani have a great appreciation of life and its pleasures, seeing it as a temporary gift that might be taken away at any moment. This fatalism fuels their art, with rich ornamentation adorning virtually all crafted items, and at the same time, they will readily give their lives in combat for honour or in defence of their faith.

Names: Iranistani names tend to be Arabic in origin, particularly Iraqi or Iranian. Examples: (male) Arshak, Balash, Bardiya, Gotarza, Hakhamani, Kerim, Kobad, Kujala; (female) Nanaia. Suggestions: (male) Abbal, Amar, Assad, Bijan, Davoud, Farouq, Firouz, Haroun, Hassan, Jaafar, Khalid, Parviz, Rahim, Rassoul; (female) Alireza, Badri, Farah, Farida, Fatima, Nissa, Sabah, Samina, Soraya, Tahereh, Zora.

Religion: Many northern Iranistani have adopted the Asuran religion and follow its strictures. However, their culture has flavoured their worship of this faith, and their innate fatalism steers them from attempting to divine the future. As a result, Iranistani scholars and mystics rarely use divinatory magic styles, and those schools are not taught to Iranistani worshippers or priests in Iranistan. The southern Iranistani follow a variety of more shamanistic, primitive faiths, and are not bound by this restriction.

- ❖ -2 to Wisdom, +2 to Charisma. Iranistani are quick to anger and often let their passions overcome their better judgement, but are charismatic and socially adept when dealing with their family, friends and potential allies.
- ❖ +2 circumstance bonus to all uses of the Appraise, Diplomacy, Forgery, Intimidate, Sense Motive and Spot skills when relating to haggling or negotiating the price of goods in an appropriate situation or venue. This bonus can apply whether the character is the buyer, seller, or an impartial negotiator, and only relate to the motives, goods, and or currency relating to any and all the parties in the transaction. This +2 circumstance bonus can also apply to any appropriate Craft or Profession skills if the character possesses them and they relate to the negotiation at hand.
- ❖ *Fatalistic:* Iranistani believe strongly in the machinations of fate, and that their destinies are to be adhered to rather than fought against. As a result, Iranistani characters do not collect or spend Fate Points as easily as other characters do. Iranistani characters begin with only 1 Fate Point (opposed to the standard 3 Fate Points for starting characters), and can never have more Fate Points than they have combined levels in all classes. Furthermore, the Games Master may impose an unmodified check (DC 10) for the use of a Fate Point – if the roll is less than 10, the Fate Point is lost and the character must adhere to the path the gods have set before them. The player can spend another Fate Point on the same action, but the same check must be repeated until the roll is successful or the player chooses not to spend further Fate Points. *(Note: Restricting player use of Fate Points is a seriously limiting factor, though in character with the Iranistani culture. The Games Master should feel at liberty to ignore this restriction, favouring only the initial limitation of Fate Points, or ignoring all aspects of this racial characteristic altogether. If so, it is suggested that this ability be replaced with a -1 racial penalty to all saving throw checks as per the Shemite race, described in Conan the Roleplaying Game.)*
- ❖ +2 racial bonus to Animal Handling and Ride checks for horses and camels. Most Iranistani are familiar with horses and camels from an early age, using them for travel (and food when necessity requires).
- ❖ **Weapon Familiarity:** Iranistani characters can use sabres and tulwars as though they are martial weapons, rather than exotic weapons. Additionally, they gain a +1 racial bonus to attack and damage rolls when using either of these weapons.

Background Skills: Appraise, Intimidate, Sense Motive

Favoured Class: Nomad

Prohibited Classes: Borderer

Automatic Languages: Iranistani

Bonus Languages: Afghuli, Kosalan, Puntian, Zembabwean



IRANISTANI BORDERERS

Borderer is prohibited to the Iranistani at 1st level. Characters who multiclass into borderer usually choose the Crossbow combat style (page 78) rather than the Archery or Two-Weapon style. Iranistani are not well regarded as marksmen and are unlikely to learn feats related to marksmanship even if they should bother to become a borderer.

IRANISTANI NOMADS

Nomad is the favoured class of the Iranistani. The Iranistani are essentially a tribal people, with the tribal unit based on extended family and hereditary allies. The nomads call their headmen 'sheiks'.

None of the Iranistani's background skills (Appraise, Intimidate and Sense Motive) are on the nomad's class skill list. Still, many Iranistani nomads have honed these skills as they are appropriate to the race. As nomads, the Iranistani are familiar with horses, so at least five ranks in Handle Animal and as many ranks (up to maximum) as can be spared in Ride are common. The Iranistani are notoriously diplomatic, as such, most Iranistani nomads have at least a couple of ranks in Diplomacy. The Iranistani also have keen eyes when viewing goods – keeping the Spot score high is also advised. The Iranistani are notoriously artistic, so a few ranks in Craft (any mundane) are also apt. Survival is often kept high as well to make the most use of the Track ability.

The pride of the nomads (page 114), the outrider (page 117), the suzerain (page 119, called a 'sheik' in Iranistan), the mystic (page 122), the warrior of the horde (page 124), the fedayeen (page 126) and the jinette (see *Conan: The Free Companies*) are all exceptional class combinations for the Iranistani nomad.

KHITAI

Khitai is an insular kingdom few ever leave, those who do are scholars and sorcerers. That they are yellow-skinned worshippers of bizarre gods and demons is not to be doubted, however. Their eyes have a typical Oriental look and their hair is dark, while their priests have their heads shaven. The knowledge and traditions of these people are esoteric and ancient and the people here have a taste for spectacle and tradition. The Khitan people are also noted for being extremely knowledgeable and wise, well-versed in ancient lore and folk-tales.

KHITAN BARBARIANS

Barbarian is a prohibited class for the Khitan. Any barbarians found in the trackless jungles or dank swamps of Khitai are not technically part of the Empire and thus are not Khitan. These barbarians are believed to be cannibals by most Khitans. Certainly they eat foods most would refuse. They cover themselves in mud paint to ward off mosquitoes and other insects. They adhere to unusual gods, venerating serpents, insects and reptiles as manifestations of divine will. Barbarians from these regions often have the Great Fortitude feat to fight off contagions. They have barbarian as a favoured class, have a -2 racial penalty against hypnotism, a +2 racial bonus to Hide checks, and have Hide, Profession (boatman) and Survival as background skills. All classes other than barbarian or commoner are prohibited to them.

KHITAN BORDERERS

Khitai uses borderers to defend its frontiers and to cut paths through the humid, tangled jungles. The Khitan borderer's passion is for leading people safely through the wilderness. He knows the jungle trails as well as he knows himself and he is a part of the jungle in a way that few others can match. He is not much interested in finding new lands or territories, but in fully exploring those areas already known. He has a vested interest in protecting the safety of his trails, so he will crush bandits and natives who endanger them or his charges. He is often a shrewd negotiator and is far more comfortable in civilised society than many woodsmen of other realms are. He is fairly talkative and friendly and far more accepting of outsiders than many other borderers. He has to be; his livelihood depends on satisfying those he guides through the jungles.

BORDERER RULES VARIANT

The Games Master may allow Khitan borderers to apply the Dabbler feat to the Nature or Oriental sorcery styles.

Khitan borderers often take the Khitan Jungle Hunter combat style (see page 78), the Khitan Unarmed Combat style (page 78) or the Archery combat style. Many Khitan borderers are dabblers in the Counterspells sorcery style to protect themselves from ancient spells guarding the ruins of Khitai's jungles. The background skills of the Khitan aid the borderer in his hunts. Knowledge (arcana) helps him know the darksome secrets of the twisted jungles and their grim ruins, Knowledge (any) can be used for geography, nature or local knowledge to good effect and Move Silently, of course, is always a necessity in a black jungle crawling with death on padded paws or slick scales. The cat-footedness of Khitans aids their Move Silently ability greatly. The Khitan borderer almost always puts a few ranks in Diplomacy, although rarely more than five.



The wild hunter (page 101), the emissary (page 102), the runner (page 104), the guide (page 109), the skirmisher (page 111), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all admirable class combinations for the Khitan borderer. The guide is perhaps the most likely combination, as scholar is a favoured class for the Khitan. Guides lead other scholars and visitors to the curious ruins hidden by the jungles of Khitai.

KHITAN NOMADS

Nomad is a prohibited class for the Khitan. For nomads of the Wuhuan Desert, use the Hyrkanian racial guidelines. Some Khitan soldiers multiclass into nomad to become jinettes (see *Conan: The Free Companies*), but this is uncommon.

KHORAJA

The barbarians, borderers and nomads of Khoraja are the Zaheemi hillmen (treat as Shemite variant, except all terrain bonuses apply to hills and mountains, favoured classes are nomad and barbarian, and pirate is the only prohibited class), who make up the light cavalry of Khoraja. They ride rangy steeds and use the Shemite bow to good advantage. They are lean and hawk-faced, wearing peaked, spired steel caps and chain-mail under their kaftans. Members of the Zaheemi clan have an allegiance to the Zaheemi and to Khoraja. They are charged to guard the Shamla Pass for Khoraja.

KHORAJAN BARBARIANS, BORDERERS AND NOMADS

The Zaheemi hillmen are often of the barbarian class. Most multiclass with the nomad class or vice versa, but some remain true barbarians. They usually maximise their ranks in Spot, Ride and Survival. The Zaheemi hillmen are also borderers, they almost always take the Zaheemi Light Cavalry combat style (page 81).

The savage scout (page 83), the clan chief (page 84), the horse nomad (page 88), the shaman (page 92), the war chief (page 94) and the harrower (page 96) are all excellent class combinations for the Khorajan barbarian. The horse nomad class is probably the most apt due to the Zaheemis' role as Khoraja's cavalry.

The wild hunter (page 101), the emissary (page 102), the runner (page 104), the guide (page 109), the skirmisher (page 111), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all excellent class combinations for the Zaheemi borderer.

The pride of the nomads (page 114), the outrider (page 117), the suzerain (page 119), the mystic (page 122),



the warrior of the horde (page 124), the fedayeen (page 126) and the jinette (see *Conan: The Free Companies*) are all excellent class combinations for the Zaheemi nomad.

KOTH

Koth is one of the oldest Hyborian kingdoms, a vast meadowland north of Shem, founded alongside Corinthia and Ophir. Koth is landlocked, so it has no ports but it is a fertile land of blue lakes and rivers. Western Koth is sub-humid prairie, meadowlands, forests, orchards and farms. Kothians are Hyborians and all classes are favoured.

KOTHIC BARBARIANS

The Harangi hillmen, the wolves of the hills, live in the southern Kothic mountains and hills around the haunted Zamanas Mesa. They drape themselves in furs and wield scimitars and tulwars. They braid their hair and wear it cropped in various patterns. They tend toward flat noses and are led by a hetman. They have Low Villages and High Villages, depending on the altitudes of the villages in the hills and mountains. They do not allow their sons and daughters to marry outside of their own people.

Leonard Carpenter's *Conan the Renegade* mentions Hwag of the Red Cliffs (a war chief), a nameless shaman who plucked out one of his eyes and gave it a full burial so that it may gaze upon the spirit world and a flat nosed chief (clan chief). They dwell in villages of plaster-stoned walls and conical roofs, so they are not nomads. However, the Harangi hillmen *are* horsemen, so they usually choose Climb, Ride, Spot and Survival as background skills. They choose Ride and Survival as adaptive skills. Most Kothians consider them to be thieves and cut-throats, the scum of Koth. They speak their own barbaric language.

The savage scout (page 83), the clan chief (page 84), the horse nomad (page 88), the shaman (page 92), the war chief (page 94) and the harrower (page 96) are all excellent class combinations for Harangi hillmen. All classes are favoured for inhabitants of Koth, so they tend to excel at whatever role they need to in order to survive.

Koth also has gladiator fights, especially around the city-state of Syreb. These gladiators are often are little more than barbarians. They can use a variety of weapons easily, dodge and use virtually every ability of the barbarian save Track. Thus, the variant rule presented on page 16, substituting Power Attack for Track, is appropriate. Kothic barbarian gladiators usually choose Bluff, Intimidate, Perform (act) and Tumble for background skills. Intimidate and Tumble are usually chosen for their adaptive skills. Few gladiators learn Survival, Craft, Listen, Move Silently or Swim skills. Many take levels in thief in order to gain the Sneak Attack ability.

KOTHIC BORDERERS

Borderers in Koth are not the frontiersmen usually thought of when the subject of borderers arise. Koth has no new frontiers to explore, however, they do have borders to defend. Kothic borderers are bands of light cavalry often charged with executing daring raids into Shem, Ophir, Corinthia, Zamora and Argos. They raid across the border and carry off whatever plunder and slaves they can before fleeing back into Koth. Most of these borderers, however, are displaced shepherds, woodsmen and villagers whose livelihoods have been destroyed by various military actions, wars and skirmishes along the borders. Most are still under the protection of a local lord, so even if these borderers can be found, the Kothic feudal lords usually provide them with alibis or military rescue. Koth's central government does not bother to do anything about these raiders, recognising they are the first line of defence in case of an invasion. These borderers often are racketeers, demanding tolls from any who wish to travel unmolested or unreported.

Kothic borderers are self-reliant, but not as self-sufficient as those of the Westermarck, since they have safe, civilised havens to return to after their raids and do not have to worry about Picts dogging their every move. They are tough, callous and greedy. They do not steal from Kothians but

only from 'enemy' nations. They place little faith in national sovereignty but are loyal to their immediate companions.

Most Kothic borderers choose the Archery combat style or the Kothic Skirmisher combat style (see page 78). They rely on mounted raiding tactics to strike their targets and disappear with their loot or slaves before pursuit can be organised. They choose Appraise, Ride, Spot and Survival as background skills, picking Appraise and Spot for their adaptive skills. They do not like to pick targets without loot or slaves, so they emphasise skills that allow them to establish lucrative goals before they begin the raid. Appraise, Ride and Spot are kept high throughout their levels. Hide and Disguise are also given high ranks. Most do not put ranks into Move Silently as they conduct their raiding while mounted and the skill does not help their horses move quietly. Intimidate is a popular skill – if the borderer can get the prey to surrender, so much less risk is involved in acquiring plunder and slaves.

The wild hunter (page 101), the emissary (page 102), the runner (page 104), the guide (page 109), the skirmisher (page 111), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all excellent class combinations for a Kothic borderer. All classes are favoured for these Hyborians, so no favoured feats are lost by multiclassing. Emissaries often lead borderer bands.

Skirmishers are those borderers who have been signed on as a military unit.

They are often career soldiers who are given command of the *spahis* units. Since the *spahis* do not

recognise Kothic royal blood as being inherently superior, these



skirmishers need not be of the noble class or have noble blood to rise to the command of the nomads. Outlaws are often notorious slavers and plunderers who do not have feudal protection.

KOTHIC NOMADS

The nomads of Koth herd long-horned cattle for their livelihood. They are master horsemen who roam eastern Koth. Although they are slavers, they primarily specialise in cattle raiding. They are a self-reliant and tough breed, often surly and unhelpful to anyone who comes across as being incompetent or useless. They choose Handle Animal, Heal, Hide and Move Silently as background skills, often choosing Handle Animal and Move Silently as adaptive skills. They are adept at stealing into a rival tribe's stockade and leading off as many livestock as possible. The suzerain nobles only get involved in glorious, boastful cattle-raids of immense scale; the smaller, more subtle raids are led by experienced raiders of any lineage or class combination. The nomads feel very protective of their grazing lands which they have held since time immemorial. In order to retain their lands from the land-grabbing civilised nobles of Koth, the nomads have entered into an interesting arrangement with Koth's king.

The nomads of Koth send their first born sons to serve five year terms in Koth's military as *spahis* in exchange for land rights. Thus, the nomads continually renew their right to the lands, plus their oldest sons gain military training and combat experience while the crown gains mounted military forces, a win-win situation for both parties. The *spahis* are unarmoured, relying on speed and intelligence rather than armour to survive a battle. They are mostly scouts and skirmishers. Occasionally they are used as suicide squads. The *spahis* choose Handle Animal, Ride, Move Silently and Hide as background skills, picking Handle Animal and Ride as adaptive skills.

The pride of the nomads (page 114), the outrider (page 117), the suzerain (page 119), the river rat (page 120), the mystic (page 122), the warrior of the horde (page 124), the fedayeen (page 126) and the jinette (see *Conan: The Free Companies*) are all excellent class combinations for Koth nomads. All classes are favoured for Koth Hyborians, so they tend to excel at whatever role they need to in order to survive.

THE BLACK KINGDOMS

The Black Kingdoms of the Hyborian Age are a grouping of widely disparate groups of indigenous peoples, each with their own habits, religions and lifestyles. The differences from one group to the next vary more expansively than can be discussed fairly in a

BLACK KINGDOMS RULES VARIANTS

The rules call for many inhabitants of the Black Kingdoms to have Profession (sailor) as a background skill, which does not make a lot of sense for those landlocked nations who are prohibited from taking the pirate class at 1st level. This can be replaced by Intimidate or Perform (drums).

Additionally, several feats from *Conan: Across the Thunder River* are appropriate for Black Kingdom natives. Even though many have 'must be Pictish' as a prerequisite, the Games Master may allow Kushites, Southern Islanders, Darfari and other Black Kingdom natives to take these feats. Some choice feats from that sourcebook include Wicked Savagery, Teeth Gleaming, Sense Weakness, Primitive Instincts, Into the Fray, Culling the Weak, as well as many of the Drum and Paint feats.

and spearing of prey is their daily focus. They often provide mercenary services and serve as caravan or safari guards. They regard the passage of seasons, the night sky and other astronomical bodies. The Gallah Kushites are prone to see omens everywhere and acknowledge the smallest coincidence as evidence of a spirit's will made manifest. They may have more than one wife. Status is often determined by how many white slaves a warrior has, although always he is technically subservient to the Chaga. If a Kushite spears a lion and holds onto

work of this size. With the broadest of strokes, some of the more well known tribes and kingdoms will be discussed below in regards to barbarians, borderers and nomads. The Games Master is encouraged to do his own research into real-life or fantasy Africa to give a more realistic flavour to games run in these jungle-shrouded kingdoms where violence is taken as a daily matter of course.

its tail as it dies, the warrior gains a +2 bonus to his Reputation and is allowed to keep the lion's mane for his headdress.

BLACK KINGDOM BARBARIANS AND BORDERERS

Black Kingdom barbarians and borderers live amongst each other and have essentially the same lifestyle as the other, so for the Black Kingdoms, to avoid replicating certain details, the barbarians and borderers will share entries.

Kush

Barbarians in Kush tend to be of Gallah descent. They are ebon giants separated into different tribes among the savannahs of Kush. To a Kushite, a person can only achieve happiness by being part of a group. The Mandigo live along the coast in a long string of trading villages. The Baghirmi, Dangola, Khalis, Zumba and Bornu are tribes of the grasslands. The tribe is more important than the nation. A Kushite will think of himself as a Dangola, not a Kushite.

Gallah Kushites are an overall robust and happy people despite living off of minimal resources. They are straightforward and do not suffer from remorse. Most refuse to take life too seriously, although they tend to become sullen and moody if they cannot hunt, which is their pride and joy. They do not moderate themselves, if they feel an emotion, they express it, even if the situation is inappropriate. Look to a Kushite to laugh when others are coming to grief, to sing when the urge takes them and to flare up in instant anger when slightly frustrated.

These savannah barbarians and borderers, for which the barbarian class is favoured, are well versed in the use of the spear, hiding, moving quietly and surviving in a hot realm of grasses and scrub. The spear is the favourite weapon of the Kushite barbarian, although those enslaved by other cultures are often given other weapons to wield. Spot and Listen are invaluable skills for the Kushite savannah barbarian, as is Survival. Run is a common feat among these barbarians. Some barbarians learn to ride, although few become true masters of horsemanship, save for the Keshani. Most Kushites take the Fighting-Madness feat as they are well known to be savage in combat.

The Gallah Kushites are typically hunter-gatherers and are warlike and expansionistic. They live in villages of white clay, mud and grasses. They hold the aged in high honour, using their wisdom in counsel. Most are not nomadic – they do not need to move with the seasons because the climate is always hot. Their life revolves around the game animals they hunt. The stalking

Keshani barbarians and borderers are horsemen and cattleherders. All are raised to be warriors. Boys, around age 13, leave their parents' home, paint their bodies white and, in a three month program, they are taught how to become warriors. When this training is over, they shave their heads and are circumcised. After this, sometime before their 17th birthday, they enter into a camp and allow their hair to grow again as they practice hunting the wild animals that may attack their herds. This stage of training may last a few years, but when they are done they may marry and own their own

cattle herds. At this point they are also allowed to sleep with the wives of anyone in their own age-set. Sexual jealousy is unknown among the Keshani. Keshani barbarians and borderers usually put ranks in Handle Animal and Ride to reflect their place as herdsmen and horsemen. Adventuring Keshani usually do not put more than five ranks into Handle Animal. Most Keshani barbarians learn the Fighting-Madness feat at 1st level, while Keshani borderers usually choose the Two-Weapon style, often fighting with a spear and club.

The savage scout (page 83), the clan chief (page 84), the horse nomad (page 88), the shaman (page 92), the war chief (page 94), the harrower (page 96), and the berserker (see *Conan: The Free Companies*) are all apt class combinations for the Kushite barbarian. Shamans almost always have Craft (blacksmith) as a skill, which is part of their mystique. Note that Kushite rituals, always done before and after hunts, are not allowed to be witnessed by outsiders. Kushite shamans who realise an outsider is watching their spell automatically fail in the casting because they believe outsiders ruin the rituals. Spies, even if former friends, are put to death if the tribe catches them.

Darfari

Barbarian is a favoured class for the Darfari. They prefer bludgeoning weapons and grapple attacks. Their feats will reflect these preferences. They are intimidating hunters by nature, whether they are hunting animal or human prey. They view other peoples as chattel. The Darfari does not regret its savagery, instead they revel in the strength to be drawn from merciless murder. They act as they feel they must, without regret and without thought; the Darfari is vigorous and unrestrained.

The military strength of the Darfari consists of all able-bodied men of any number of ages. There is no formal organisation or training (thus no real soldiers), experience in handling their weapons is gained through games of skill, the hunt and actual fighting. Their entire boyhood having been spent on the veldt tending cattle or in the darkest of jungles hunting prey turn them into the tough and strong tribesmen that they are.

In skills, the Darfari barbarian emphasises Intimidate, Hide, Move Silently and Survival. Perform (dance), Bluff, Listen and Spot are also important for both cultural and survival reasons. Most Darfari take the Fighting-Madness feat at 1st level to reflect their savagery in combat. Darfari borderers usually take the Darfari Subdual combat style (page 77).

The savage scout (page 83), the clan chief (page 84), the war chief (page 94), the harrower (page 96) and the berserker (see *Conan: The Free Companies*) are all excellent class combinations for the Darfari barbarian. Witchcraft, sorcery and juju are mainstays of their shamans (page 92), who speak to the dark spirits of nature.

Southern Black Kingdoms, the Black Coast and Southern Islanders

The Southern Blacks are tribal in nature, resembling the great African tribes like the Zulus and Bantu. They often go naked but may be adorned with rings of ivory or precious metal in their noses, ears or lips. The black kingdoms of Amazon and the Atlaians are southern kingdoms. Other tribes include the Suba of the Black Coast, the Bakalah, who are just southeast of Kush and the Bamulas and Jihiji, both neighbours of the Bakalah.

In battle, the Southern Black Kingdoms put their strongest warriors in the centre and their fastest warriors on the wings. The centre runs toward the enemy, then feigns a withdrawal while the wings run forward stealthily to flank and encircle the enemy. When the wings close, the centre charges from their feigned retreat and annihilates the enemy. The barbarians usually are in the centre and the tribal borderers find themselves on the wings. These barbarians are utterly ruthless and will kill anyone who is in their way, be they warrior, aged, infirm, woman or child, without flinching and without remorse.

Ritualistic displays of aggression are often used to intimidate an opponent rather than having an all-out war, since most tribes are too small to survive if they sustain heavy casualties, so these barbarians almost always maximise their Intimidate score. Perform (dance) is an important part of daily Black Kingdom life and part of military training. Although this skill will have little to do with a barbarian on an adventure, a well roleplayed southern Black Kingdom native will have more than the two free skill points placed here. Survival, of course, should be kept at maximum. Other skills of importance are Hide, Move Silently and Spot. Many of these tribes live in the jungle where awareness and camouflage mean the difference between life and death. Awareness is a common feat among these barbarians, as is Stealth. Sleep Mastery is recommended as well. Death comes on silent wings in the jungle and it does not pay to sleep too deeply. These feats are often taken before Fighting Madness. Interestingly, many of these tribes do not encourage the Listen skill. Many have their warriors wear headdresses with ear guards made of monkey-skin to ensure their warriors do not hear the pleas of doomed enemies.

These barbarians tend to be distant with strangers, although hospitable. They are easily excitable and enthusiastic. The southern black barbarian always walks toward his death with enthusiasm. He knows death is unavoidably coming and he will either inflict it or undergo it. Low level barbarians have all-black or predominantly black shields. As a barbarian rises in prestige and level, he is allowed more and more white on his shield. High level barbarians of great renown are usually called *Sidlodlo Sekhandla*, the pride of the people and are permitted pure white ox-hide shields.

BARBARIAN RULES VARIANT

Zimbabwean barbarians hunt with poison from their youth. Replace the Bite Sword class ability with Poison Use to reflect this skill.

The head of a southern black tribe is the *Inkosi*. He is regarded by his people as a father figure and is the source of their wealth, the spiritual symbol of their tribe and the man who determines the fate of his people. For a barbarian or borderer to die in the service of the Inkosi is the height of glory. The Inkosi is best represented by the clan chief class combination (page 84), although he may not take the noble class at 1st level. He must first prove himself as a warrior before he is acknowledged to be the heir to the throne of his people.

Borderers: Borderers of the southern black tribes wield ox-hide shields and stabbing or throwing spears (depending on tribe). Southern Black Kingdom borderers usually choose the Southern Black Kingdom Shield and Spear combat style (see page 80), the Southern Islander Javelin style or the Two-Weapon fighting style (usually a club and spear). Their traditional combat entails charging the enemy, locking shields with an enemy, then stabbing the enemy in the ribs or stomach with a stabbing spear. Ranged weapons include the throwing spear, not a bow and arrow, which is regarded as the weapon of a coward because it does not allow an opponent a chance at combat, honour and glory. Any Southern Black Kingdom native seen using a bow and arrow suffers a -2 penalty to Reputation among his fellows. This does not apply to Southern Islanders.

The savage scout (page 83), the shaman (page 92), the war chief (page 94), the harrower (page 96) and the berserker (see *Conan: The Free Companies*) are recommended class combinations for the southern black barbarian. Harrowers are typically formed as guerrilla groups known as *Umkhonto weSizwe*, or, 'Spears of the Nation'.

The Desert Tribes

The Ghanata are nearly xenophobic desert nomads, yet they still have barbarians and borderers among them, merciless warriors who slay and rend with scimitar and knife. They are brutal and unsocial master horsemen and camel riders.

The Ghanata tend to maximise their Ride, Listen, Move Silently, Spot and

Survival skills to exist in the harsh deserts. They do not have a hereditary system of nobility. Among the Ghanata, might makes right, so the strongest simply becomes chief until he is defeated in combat. Power Attack, Fighting-Madness and other feats that increase the ability to damage others are usually chosen by the Ghanata. The strongest must often defend his title by force of arms and the best proof of strength is to lay low one's enemy with a single blow. The Ghanata also take feats to enhance their horsemanship as a secondary measure and Mounted Combat is common. They are not given to archery or mounted archery, however. They prefer up close melee combat as a test of prowess and strength.

The savage scout (page 83), the horse nomad (page 88), the shaman (page 92), the war chief (page 94), the harrower (page 96) and the berserker (see *Conan: The Free Companies*) are all excellent class combinations for Ghanata barbarians. All classes are favoured for the Ghanata, so they tend to excel at whatever role they need to in order to survive.

Zimbabwei

The Zimbabweans are traders and empire-builders; long-horn cattle are the measure of wealth here. However, the true barbarians of Zimbabwe live outside of that system of life. They live amid the sweltering jungles and dank swamps where the cities cannot be built. These barbarians have grown up in a rich, colourful environment with incredible resources. They are not agricultural because the jungles provide them with all they need. They make their homes from wood and leaves or from sun-baked mud bricks. They are shorter than most humans and wear facial ornaments that startle those who have never encountered them before. These ornaments



include, but are not limited to, large plugs in earlobes or lips, bones inserted in various parts of the face or extensive scarification of the face. These denote status within the tribe and children are not decorated or ornamented until they come of age.

Because of the dangers of the jungles, Zambabwan barbarians and borderers walk with a stooped gait, keeping their centre of gravity low. They do not wear clothing while in their natural environment. At best, they may wear a loincloth when travelling to one of the Zambabwan urban centres to trade. Despite the dangers of their lifestyle, Zambabwan barbarians exhibit a carefree attitude, as though the world's dangers do not ever trouble them. Regardless of this attitude, their minds are alert and focused. A Zambabwan barbarian can go from laughing to utter silence in a heartbeat, freezing as soon as danger is sensed. These barbarians never rush into a confrontation and prefer to avoid danger. Their most common weapon is a poisoned dart sent spinning from a blow gun. They always consider a situation from all sides before acting, but when they do act, they do it with certainty and conviction.

Zambabwan barbarians use the Southern Islander racial template. They tend to put ranks in Heal, Knowledge (geography), Knowledge (nature) and Craft (herbalism). The Zambabwan barbarian is familiar with an amazing array of plants and animals and can use this knowledge to heal himself and others. They also put ranks into Climb because they may have to take to the trees at any moment to escape a predator. Listen and Spot skills are extremely important to their survival. Most have Skill Focus in both of these skills, along with the Alertness feat. Survival is often kept maximised. Zambabwan borderers usually take the Zambabwan Blowgun Ambush combat style (page 81).

The clan chief (page 84), the war chief (page 94) and the berserker (see *Conan: The Free Companies*) are all excellent class combinations for the Zambabwan barbarian. Zambabwan shamans (page 92) do not worship deities, but animal and ancestor spirits. They make use of the narcotic plants in the jungles to induce trances and lotus is commonly used by them. The harrower (page 96) is an extremely common class combination for the Zambabwan native. They have perfected the art of the ambush and usually choose the blow gun for their Sneak Attack style. Zambabwan savage scouts (barbarian/borderers, see page 83) almost always choose the Zambabwan Blowgun Ambush style (page 81).

BLACK KINGDOM NOMADS

Kush

Kushites are prohibited from taking the nomad class at 1st level. There are no true Kushite nomads. As a semi-nomadic people, players who wish to emulate the nomad class should

take the barbarian class and take ranks in Ride and Mounted Combat feats.

Darfar

Darfari horsemen are a force to be feared. These are Darfari who travel around in the hunt for prey, swooping out of the grasslands to bash a foe unconscious, throw him on a horse and ride off to consume him in privacy. They are quick skirmishers and are usually part of barbarian tribes. Other than horses, they vary little from the description given under barbarians and borderers for the Darfari.

The pride of the nomads (page 114), the outrider (page 117), the suzerain (page 119), the river rat (page 120), the mystic (page 122), the warrior of the horde (page 124), the fedayeen (page 126) and the jinette (see *Conan: The Free Companies*) are all excellent class combinations for the Darfari nomad.

Southern Black Kingdoms, the Black Coast and Southern Islanders

The nomad class is prohibited to the Southern Black Kingdom tribesmen, those of the Black Coast and Southern Islanders. Horses are largely unknown to these peoples and nations. Seeing a horse for the first time calls for a Terror save on the part of the superstitious southern tribesmen.

The Desert Tribes

The Ghanata are xenophobic desert nomads. They are members of a robber tribe of mostly mixed blood. The masked Tibu and the mysterious realm of Tombalku share the desert with the Ghanata. They tend to maximise their Hide, Listen, Move Silently, Ride, Survival and Spot checks if at all possible, with Listen, Ride, Survival and Spot taking priority. These are brutal people, so most will also put ranks in Intimidate. Their feats are almost all combat-oriented and are of the most brutal sort, such as Power Attack.

The pride of the nomads (page 114), the outrider (page 117), the mystic (page 122), the warrior of the horde (page 124), the fedayeen (page 126) and the jinette (see *Conan: The Free Companies*) are all excellent class combinations for the Ghanata nomad.

Zembabwei

There are no true Zembabwan nomads; they are a semi-nomadic people who herd cattle. Players who wish to emulate the nomad class should take the barbarian class and take ranks in Ride and mounted combat feats. Horses, however, are largely unknown to these peoples and nations.

NEMEDIA

Nemedia is the second great kingdom of the Hyborians, technologically and economically superior to the other Hyborian nations save Aquilonia. Nemedia's culture is similar to Aquilonia's own, although the Nemedians emphasise feudal bonds more and personal freedoms less.

NEMEDIAN BARBARIANS

Nemedian barbarians are usually bred to be such by the Nemedians in slave pits and gladiator arenas. They rarely receive formal training in weapons, thus are not soldiers, but instinctive fighters, so the barbarian class is appropriate for these characters. However, as the rules variant presented on page 16 suggests, these barbarians are not woodsmen.

These gladiators usually choose Perform (acting), Bluff, Sense Motive and Tumble as background skills. They choose any two of those for their adaptive skills. They make their living performing for the crowds. Although many are fights to the death, in civilised Nemedia just as many gladiator battles feature simulated deaths.

Most gladiator barbarians only multiclass into thief to gain access to the Sneak Attack feature. Only if freed do they usually embark on other paths.

NEMEDIAN BORDERERS

Nemedian borderers are usually huntsmen in the service of their lords or they work in military service as scouts, skirmishers or runners. Some Nemedian scholars are also borderers, travelling distant lands to gather knowledge for the Nemedian Chronicles. Some few, escaping the law, live as outlaws and bandits in the wild. The true borderer, however, is most often a nobleman's huntsman or gamekeeper.

The large woodland estates of the king, the barons and other feudal lords need policing against poaching. The borderer's job is to prevent illicit hunting to ensure plenty of game when the lord desires to hunt. The borderer has an intimate knowledge of the woodland and what lives there, making him invaluable on these hunts, wherein he functions as a guide or a beater. He is also a general retainer and is expected to go to war for him and enforce his law during peace. These borderers are sticklers for the law and are often disliked by their social inferiors and grudgingly respected by their social superiors. In adventuring parties, the Nemedian borderer prefers to be led by a character of noble birth (with the noble class or the Noble Blood feat offered in *Conan: The Scrolls of Skelos*).

As professional custodians of the forest, Nemedian gamekeepers choose Knowledge (nature), Handle Animal, Knowledge (local) and Survival as



background skills. Knowledge (nature) and Move Silently are usually chosen as their adaptive skills for the +2 bonus. Nemedian borderers rarely bother with Hide or Swim skills. They feel hiding is more appropriate for poachers and swimming is simply undignified. Most Nemedian borderers take the Archery combat style or the Nemedian Arbalester combat style (see page 78).

The wild hunter (page 101), the runner (page 104), the guide (page 109), the skirmisher (page 111), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all excellent class combinations for the Nemedian borderer.

NEMEDIAN NOMADS

Nemedians generally do not lead a nomadic lifestyle. Although gypsy-like people visit the cities, these are usually foreigners. The feudal system does not lend itself well to travelling serfs – the taxes alone would beggar most nomads. Some nomadic peoples ply the rivers of Nemedia as river rats, and some military units create jinnettes, but both of these are rare in Nemedia. Most 'nomads' in Nemedia are journeymen – craftsmen who have advanced beyond the apprentice stage but have not learned enough to settle in a city and become a master. However, the nomad class does not represent the journeyman at all. Games Masters should feel free to prohibit the nomad class to Nemedian characters unless one of the multiclass options listed below is selected for the character. Nemedians, with their social system, are unnerved by landless wanderers. Many of these landless wanderers would be treated with hostility, and with impunity, for no one will protect them. They have no lords, they have no retainers, they have no lands – thus they have no voice. Few Nemedians would willingly take up such a lifestyle.

The river rat (page 120) and the jinette (see *Conan: The Free Companies*) are the most appropriate class combinations for the Nemedian nomad. All classes are favoured for the Nemedian.

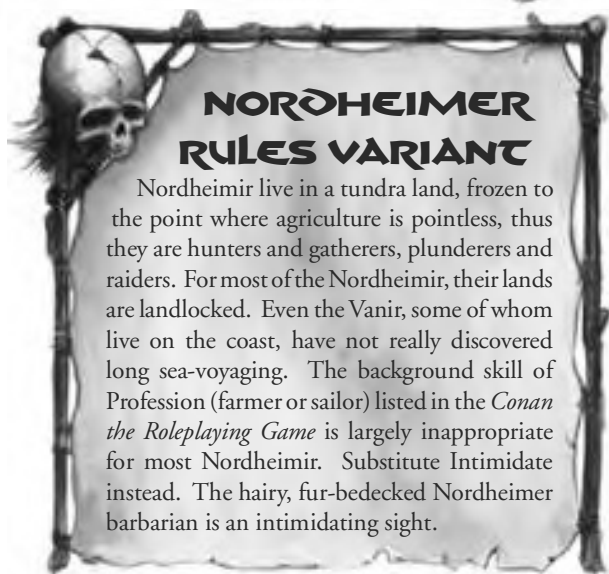
NORDHEIM

The Nordheimir are fierce warriors, proud and honourable. With white hot enthusiasm they pursue life, facing death fearlessly with a song on their lips. They are giant men who value honour, loyalty and reputation above all things, for their land is harsh. Even their women are strong, running households while the men war with each other across the icy plains and mountains. War is an essential ingredient in the life of the Nordheimer. War is their economy, social setting and religion. War measures courage, honour and manhood. Thus, the Nordheimir favour the barbarian class

NORDHEIMER BARBARIANS

Nordheimir make fantastic barbarians, for their entire savage culture is predicated upon bloodshed and survival of the fittest.

Nordheimir barbarians usually keep Survival maximised to make use of their Track ability. Spot is somewhat important in this savage land, but most Nordheimir do not bother much with Listen, Hide and Move Silently. Nordheimir are more concerned with valour and honour than stealth, and ambushing the enemy is not really their way. They are an artistic people, so ranks in Craft are appropriate, as are ranks in Intimidate, for the Nordheimir are simply intense,



Nordheimir live in a tundra land, frozen to the point where agriculture is pointless, thus they are hunters and gatherers, plunderers and raiders. For most of the Nordheimir, their lands are landlocked. Even the Vanir, some of whom live on the coast, have not really discovered long sea-voyaging. The background skill of Profession (farmer or sailor) listed in the *Conan the Roleplaying Game* is largely inappropriate for most Nordheimir. Substitute Intimidate instead. The hairy, fur-bedecked Nordheimer barbarian is an intimidating sight.

intimidating people. Jump and Climb is useful to them, so a few ranks in these skills are appropriate, although they are not as skilled in climbing as their southern neighbours, the Cimmerians. A social people, the Perform skill is important to them. They like to sing, tell stories and create poems. Those with at least ten ranks in a Perform skill are called *skalds* and earn a +1 bonus to Reputation for every five ranks they possess in each Perform skill.

Most Nordheimir take the Fighting-Madness feat and any other brute force feat they can. They rarely bother to finesse with weapons – instead they just bash their way to a bloody conclusion. Feats such as Power Attack, Improved Sunder and so on are appropriate for a Nordheimer barbarian.

The savage scout (page 83), the clan chief (page 84), the shaman (page 92), the war chief (page 94), the harrower (page 96), and the berserker (see *Conan: The Free Companies*) are all excellent class combinations for the Nordheimer barbarian. Clan chiefs must prove their worth as a barbarian warrior before they can claim their blood right as the son of a king or chief.

NORDHEIMER BORDERERS

Nordheimir borderers are a rare breed. They are usually the best hunters in the village and usually function as scouts for the warriors. They often lead the warriors on hunts for meat or on raids against enemies or rivals. These are the Nordheimir who are in love with their environment, focused upon stealth and opportunity. They are uncannily attuned to their environments, able to seemingly hear ice and snow creak and move, able to spot faults and safe passages across ice bridges and

across frozen lakes. Although Survival is always maximised, the Nordheimer borderer also focuses on Listen, Spot, Hide and Move Silently, in that order, as aids to his function in society.

Nordheimir borderers take Fighting-Madness and other power feats, for although they appreciate stealth, they are still Nordheimer at heart. When push comes to shove, the Nordheimer borderer intends to send his foe to Valhalla in a bloody splash. Bow and arrow is a coward's weapon, so the Nordheimer borderer usually chooses the Two-Weapon fighting style or the Nordheimer Ice Storm style (see page 79).

The wild hunter (page 101), the runner (page 104), the guide (page 109), the skirmisher (page 111), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all excellent class combinations for the Nordheimer borderer. The wild hunter is perhaps the most common of the class combinations.

NORDHEIMER NOMADS

Nomads are a prohibited class for the Nordheimir. They do not herd animals nor are they horsemen. The class is inappropriate for Nordheimir characters in their native land.

OPHIR

Ophir is a feudal kingdom, as many Hyborian kingdoms are. It is not as unified as Nemedra and is more fractious than Aquilonia. Ophir has a fragmented government by an aristocratic class of local powers, counts and barons, who perform civil and military functions in the name of the king for an equally fragmented kingdom subdivided into numerous fiefs and sub-fiefs. The people of Ophir tend to be a silent, surly lot and do not trust outsiders. This is extremely true of Ophir's barbarians, borderers and nomads.

OPHIREAN BARBARIANS

Ophirean barbarians are usually bred to be such by the Ophireans in slave pits and gladiator arenas. They rarely receive formal training in weapons, thus are not soldiers, but instinctive fighters, so the barbarian class is appropriate for these characters. However, as the rules variant presented on page 16 suggests, these barbarians are not woodsmen.

These gladiators usually choose Perform (acting), Bluff, Sense Motive and Tumble as background skills. They choose any two of those for their adaptive skills.

They make their living performing for the crowds. Although many are fights to the death, in civilised Ophir just as many gladiator battles feature simulated deaths.

Most gladiator barbarians only multiclass into thief to gain access to the Sneak Attack feature. Only if freed do they usually embark on other paths.

OPHIREAN BORDERERS

Borderers in Ophir tend to be prospectors. Some work on their own, others work for the king. They search for gems and precious stones among the rugged Ophirean mountain ranges. These are grim and lonely men who eschew soft comforts and the easy living of urban Ophireans. They tend to be highly suspicious and miserly, used to living one of the most frugal lifestyles imaginable. They earn a finder's fee when they turn over any potential mines to the king. The borderer must defend any caches or potential mine sites from poachers and squatters until the king's miners and soldiers arrive. He must often arrange to purchase the land from the feudal lord or he may have to defend his life against the feudal lord who does not want his fief to escheat back to the king just because of a gold find.

Ophirean prospectors choose the Appraise, Search, Spot and Survival skills as background skills, often picking Appraise and Search for their adaptive skills. Knowledge (geography) is a good skill to put points into. They may take the Archery or Two-Weapon combat style as desired.



The wild hunter (page 101), the emissary (page 102), the runner (page 104), the guide (page 109), the skirmisher (page 111), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all excellent class combinations for the Ophirean borderer.

OPHIREAN NOMADS

Ophireans are not quite given to a nomadic lifestyle. The barons and lords are too suspicious of people moving about too much. However, the treachery of the lords and barons of Ophir has sent people on the road, travellers who have thrown aside the 'protection' of the feudal lords for a life of self-reliance and constant movement. These bands of rovers survive by peddling goods and doing odd jobs at farms and mining colonies. Many work only as miners, working one place before moving on to the next mine for a while. River rats are also common in Ophir, working to move goods and ore up and down the rivers of the nation for the king. Except for these small bands of rovers, who survive by raiding and poaching for the most part, there are no true nomads in Ophir, and Games Masters are free to prohibit the class to Ophireans.

The pride of the nomads (page 114), the outrider (page 117), the river rat (page 120), the fedayeen (page 126) and the jnette (see *Conan: The Free Companies*) are all appropriate class combinations for the Ophirean. All classes are favoured for the Ophirean, so they tend to excel at whatever role they need to in order to survive.

PICTLAND

The Pictish Wilderness is a forbidding forest, an expanse of dire swamps and lushly vegetated woodland, hilly and almost jungle-like in its vitality and fertility. The tribelands of the Hawk, Raven, Wildcat and Turtle clans are to the northeast and those of the Panther, Alligator and Otter clans dwell more to the south, but all of them live along the Thunder River. To the west is the great confederacy of the Wolves and the Eagles live to the west of the Wolves, along the shores of the ocean.

The land is vitally important to the Picts, essential to their identity. The Picts deal with the realities of their woodland realm every moment. No matter where or when, the Picts are aware of their environment. They can mimic animal calls to attract prey within the range of their weapons. They can make use of natural lighting and foliage to hide within mere feet of prey. The environment provides the materials each of them uses to live – homes, weapons, clothing and food. The Picts who live along the shores of the ocean are not seafarers, however. They comb the beaches for walrus and whale carcasses thrown up by the waves while they fish along the shores, they do not venture far out into the wild, blue ocean.

For more information on the Picts, including additional class information, feats and prestige classes, see *Conan: Across the Thunder River*.

PICTISH BARBARIANS

Barbarian is the favoured class of the Picts. Different clans emphasise different skills, although all Picts tend to master most of the useful hunting skills as best they can. Those of the Turtle clan emphasise endurance, crafts, traps and listening. The Alligators emphasise hiding skills for their ambush tactics and many take ranks in Bluff. The Hawks and Eagles tend to be fantastic at Spot skills. The Wildcats are strongest at moving silently, sneaking up on their prey. The Wolf clan attacks in packs, often driving their victims over long distances while making sporadic attacks designed to exhaust their chosen foe. They specialise in tracking skills, such as Search and Survival. Ravens concentrate on the Survival skill and pluck out the eyes of their captives to ensure against escape. There are hundreds, if not thousands, of tribes living in the Pictish Wilderness. The Games Master is encouraged to develop his own based on various animals that might be found there. Both players and Games Masters should pick skills to complement the tribal totem, so that Picts do not become 'generic'. Each tribe should play differently, even though they share certain characteristics.

Many Picts maximise their Survival, Hide, Move Silently, Listen and Spot skills. They are guerrilla fighters and the best woodsmen in the world. Many take additional ranks in Tumble, especially if their Intelligence is high enough to do so without spending cross-class points in it. Picts also take feats such as Stealthy, Fighting-Madness and Point Blank Shot.

The savage scout (page 83), the clan chief (page 84), the shaman (page 92), the war chief (page 94), the harrower (page 96) and the berserker (see *Conan: The Free Companies*) are potential class combinations for the Pict barbarian.

PICTISH BORDERERS

Usually Picts are seen as the foes of the borderers, but Picts can certainly take the class. Those who do, serve the function of guides and hunting chiefs among the clans. They are also the avengers of the Picts, the ones who are most likely to take up a blood feud the fastest. Pictish borderers stalk the eternal twilight of the Pictish forest depths with catlike grace and cunning. They are silent killers and each step is deliberate and perfectly placed. These Picts never turn a stone or leaf in their passing. They strike like wind and vanish like smoke, leaving fear and death in their wake. Pictish borderers hide in the deep foliage of the trees, waiting for the ideal moment to rise up, send death on silent wings and then melt away into the wilderness,



only to reappear later and attack again in a different place, a different location.

Pictish borderers are quiet in both movement and speech. They are happiest when prowling the woods and at their least comfortable when dealing with crowds. A Pictish borderer will often become a hunting chief for the tribe and some become war chiefs. He often has more ranks than other Picts in Knowledge (geography) because he is always exploring the wilderness when not actively hunting something or somebody.

Many Picts maximise their Survival, Hide, Move Silently, Listen and Spot skills. They are guerrilla fighters and the best woodsmen in the world. A Pict will make a game out of sneaking up on game animals (or other humans), such as deer, rabbits, foxes and the like, and touching them with his bare hands before they even know of his presence. Many take additional ranks in Tumble, especially if their Intelligence is high enough to do so without spending cross-class points in it. Picts also take feats such as Stealthy, Fighting-Madness, Alertness, Far Shot, Precise Shot, Improved Precise Shot, Lightning Reflexes, Rapid Shot, Shot on the Run and Point Blank Shot. Pictish borderers usually take the Archery combat style, the Pictish Stalking Cat style (page 79), the Pictish Animal Hunter style (page 79) or the Skirmisher combat style (page 79).

The wild hunter (page 101), the emissary (page 102), the runner (page 104), the guide (page 109), the skirmisher (page 111), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all excellent class combinations for Pictish borderers.

PICTISH NOMADS

The Picts do not herd animals, ride horses or do any of the other things nomads do, other than track. This is a prohibited class for the Picts. They can only take this class if they leave the Pictish Wilderness and learn a whole new way of life.

SHEM

Pastoral Shem is a non-Hyborian land of decadent despots in the west and fierce nomads to the east. Shem is a large nation, lying betwixt Koth and Stygia. To the west and to the east are Argos and Turan, respectively. In the west, Shem is meadowland. In the east, desert. Although some Shemites are skilled with swords and spears, their archers are the most lethal. Extremely keen of eye, the Shemites are feared for their deadly archery skills. The Shemites are practically born with bows in hand and horses beneath them. Dressed in scale corselets and cylindrical helmets, the sons of Shem are always ready for war.

Shemites take feats such as Eagle-Eyed, Precise Shot, Mounted Archery and other feats to keep their reputation as keen eyed marksmen and impressive riders. Rich or poor, Shemites are renowned as unrepentant liars and tellers of tall tales, thus they tend to have high Bluff scores. Treasures, riches and beautiful things cause the hearts and souls of the Shemites to soar. They live to accumulate wealth and beauty, surrounding themselves with jewellery and lovely slaves. Even as barbarians, borderers and nomads, the Shemites tend to keep their Appraise scores relatively high.

SHEMITE BARBARIANS

Shemite barbarians are usually part of a nomad or hillmen tribe, including the infamous Zuagirs. These tribes move from place to place, seeking new watering holes or grazing grounds for their herds. They favour loose robes for clothing, which are useful in catching the wind and in retaining heat at night. They hold one thing above all else – water. They never waste water and the sharing of water is a sure sign of friendship and trust.

The barbarians of Shem are considered to be men devoid of compassion or mercy. These cold-blooded killers-for-hire are inhumanly cruel, fighting with the ferocity and lust of wild beasts. They do not leave fallen foes behind, but kill the wounded and the downed with pitiless intensity.

Shemite barbarians tend to keep Spot, Ride and Survival at maximum.

The savage scout (page 83), the clan chief (page 84), the horse nomad (page 88), the shaman (page 92), the war chief (page 94) and the harrower (page 96) are all excellent class combinations for the Shemite barbarian.

SHEMITE BORDERERS

Most Shemites are prohibited from taking borderer at 1st level, however Meadow Shemites and Pelishtim are not. Meadow Shemite and Pelishtim borderers are men who live in the wilds of Shem. Many of these Shemite borderers are little more than highwaymen, ambushing merchant caravans and the like. They are happiest when they are on the run and are openly scornful of those who choose an easier life – such as the life of a merchant. They do nothing half-heartedly, whether it be fighting, loving or looting, everything is done with vigour and without regret. Others are attached to *asshuri* or other military units as skirmishers or scouts.

Shemite borderers usually choose the Archery combat style. Their circumstance bonuses to terrain unfortunately do not stack with the Favoured Terrain bonuses of the borderer. Shemite borderers tend to keep Spot, Ride and Survival at maximum.

The wild hunter (page 101), the emissary (page 102), the runner (page 104), the guide (page 109), the skirmisher (page 111), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all good class combinations for the Shemite borderer.

SHEMITE NOMADS

Roaming in their white-robed hordes, nomadic Shemites dwell in the eastern deserts. They raid their western cousins constantly, burning with a fierce hatred for their civilised kin. Many consider the cities, towns and villages of Shem to be little more than nomad store houses. Among the desert nomads, the most notorious, the largest and most widely travelled tribe are the Zuagir. These determined riders of the hot sands range from Zamboula to Zamora, fighting savage battles along the eastern edges of the Hyborian nations, surviving through terrorism and plundering civilised lands. Other tribes include the Azilis.

The standard dress for one of the nomad men is a white, girdled *khilat*, a robe with full open sleeves, linen, cotton or silken breeches and a flowing headdress that falls to the

shoulders and is banded about the temples with a triple cirlet of braided camel-hair called a *kafieh*. The amount of embroidery on the *khilat* or *kafieh* indicates the relative position and wealth of the wearer. Cloaks are of camel hair. They also wear turbans wrapped around spired helmets. The women wear a *chador*, or a full-body robe that includes a hood and veil.

The nomads live, argue, sing and mend among lines of camel-hair tents. They are commanded by *sheiks*, or chiefs, who dwell in large, silk-walled tents hung with gilt-worked tapestries and littered with rich carpets and velvet cushions. The nomads follow only successful leaders and tend to have more faith in foreigners to lead them than in one of their own race. They want loot and they will follow the chief who will lead them to it.

The pride of the nomads (page 114), the outrider (page 117), the suzerain (page 119), the river rat (page 120), the mystic (page 122), the warrior of the horde (page 124), the fedayeen (page 126) and the jinette (see *Conan: The Free Companies*) are all excellent class combinations for the Shemite nomad.

STYGIA

Stygia is a decadent, sinister menace, a black land of nameless horror feared by the Hyborian races. Ruled by a dark theocracy devoted to the cult of Set, its small population is notably xenophobic, and its people are obsessed with the subjects of death and immortality, building dark tombs for their mysterious mummies. The population of about four million people is notably small for a kingdom of its size, for there is little arable land for the people to live on and there is a constant demand for sacrifices by the cults.

STYGIAN BARBARIANS

Barbarians in Stygia are savage desert dwellers. They are as sinister as most Stygians. They are the dusky skinned wanderers who conquered this land from the Giant-Kings, but who disdained to settle in cities of stone, preferring the dunes and sands of the land to a sedentary life. They dress in silken garments,

usually voluminous robes. They live in clan-based villages grouped around central markets and, usually, an oasis or well. Stygian barbarian clans usually have totems, or animal symbols, which they believe watch over their clan. One can readily determine the totem of a barbarian tribe just by looking at their pottery. They emblazon their animal symbol on nearly everything. Those living near the Styx know how to make papyrus boats and they have regular commerce with both urban and nomadic Stygians.

The barbarians worship Set and his grim pantheon of gods but the gruesome and sinister rituals used to worship Set are a guarded mystery. All that is known is that the religious ceremonies of the barbaric shamans (page 92) are comprised of unspeakable rites and human sacrifices in grisly quantities. The shamans wear monstrous, half-bestial masks surmounted by ostrich plumes in dark ceremonies. Silent, ritualistic processions also play an inexplicable part in this menacing religion. Sacred objects, such as curious black candles that flicker with strange green light and staves with white skull heads abound in the Stygians' grim ceremonies of creepy magic.

The savage scout (page 83), the clan chief (page 84), the horse nomad (page 88), the shaman (page 92), the war chief (page 94) and the harrower (page 96) are all choice class combinations for Stygian barbarian.

STYGIAN BORDERERS

Stygian borderers are tomb protectors or lotus guides. Stygian tomb protectors are charged by the priests of Set to watch over the tombs of Stygia. Most are masters of mounted combat and underground fighting techniques. Most are dabblers in the occult, able to summon up horrible curses or worse from the tombs they guard. They combine the tactics of the sniper with the bounty hunter to track those who violate the tombs of the ancients. They track down those who steal from the tombs as avengers of the dead, slaying those who have touched the tomb goods and returning the treasures back to their eternal vaults. A Stygian tomb guard is a killer, cold and remorseless. His faith in the mummies and Stygia's black gods are his fortress and he knows the ways of the desert with an uncanny alacrity. He is stern and focused, his eyes scanning always for thieves and raiders. He lives and breathes to protect his dead charges and his sleep is filled with dreams of crushing thieves and returning stolen treasures and mummies to their homes. Most Stygian tomb guardians use the Stygian Tomb Avenger combat style (page 80) instead of Two-Weapon or Archery styles. Tomb protectors usually take ranks in Concentration, Hide, Intimidate, Move Silently and Survival. They take feats such as Alertness, Blind Fight, Cleave, Combat Expertise, Combat Reflexes, Dabblers, Great Cleave, Improved Critical,



Improved Disarm, Improved Initiative, Improved Trip, Power Attack and Weapon Focus.

The lotus guides lead people through the lotus swamps and the lengths of the Styx. They know the Styx and the Stygian swamps like no other. They see their lives as similar to a journey down the Styx, a journey with a destined but unknowable end. Finding one's destiny is as finding the source of the Styx itself. They lead groups and individuals along these black routes, protecting them from the darker things prowling the wilderness. The lotus guide usually takes ranks in Diplomacy, Handle Animal, Knowledge (geography), Knowledge (nature), Ride and Survival. Negotiator, Self-Sufficient and Skill Focus are common feats for the lotus guide.

The wild hunter (page 101), the emissary (page 102), the runner (page 104), the guide (page 109), the skirmisher (page 111), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all excellent class combinations for the Stygian native.

STYGIAN NOMADS

Stygian nomads ride camels. Most are slavers who range into Kush, Darfar and Keshan, as well as travelling the Stygian wastelands. Their lifestyle is similar to that of Shemite nomads.

The pride of the nomads (page 114), the outrider (page 117), the suzerain (page 119), the river rat (page 120), the mystic (page 122), the warrior of the horde (page 124), the fedayeen

(page 126) and the jinette (see *Conan: The Free Companies*) are all excellent class combinations for the Stygian nomad. All classes are favoured for the Stygians, so they tend to excel at whatever role they need to in order to survive.

TURAN

Shining Turan is probably the wealthiest nation of the Hyborian Age, save Vendhya. The Turanian Empire is built upon the foundation of a large Hyrkanian force that swept out of the east on their horses, swinging around the Vilayet and finding that great inland sea to their liking. Turan is a vast empire of incredible size, virtually encompassing the Vilayet Sea by the time Conan is king of Aquilonia. All but the most northerly reaches of the Vilayet are controlled by Turan on both sides of the Vilayet. The northern reaches are too mountainous and cold for the Turanians to bother with. Turan borders Zamora, Koth, Shem and even sends forays into Hyperborea.

TURANIAN BARBARIANS

Most of Turan's barbarians are indigenous people driven into valleys and mountains by the Turanians. Non-Hyrkanian people such as the Yuetshi and the Khozgari hillmen are examples of barbarians in Turan. However, most Turanian barbarians are *kozaks*.

Yuetshi: The Yuetshi are a primitive people living near the southern shores of the Vilayet. Although they are in Turan, they are not Turanian. They have a -4 penalty to Intelligence and have background skills in Profession (fisherman) and Survival. They are dull and incurious. Their foreheads are low and retreating and they wear little more than loincloths and rags. They have long, apish arms and a heavy chest, but lean loins and thin, bandy legs. Their favoured class is barbarian.

Khozgari Hillmen: These are treacherous people who live in the Khozgari Hills and Misty Mountains alongside the Theggir and Ghoufags. They fight with bows and javelins, but are indifferent marksmen. They are warlike barbarians who only respect immediate and overwhelming force. They

fear the demons of the Summit. These hillmen are not Turanians either. Their favoured class is barbarian. They have a +2 bonus to Strength and a -2 penalty to Intelligence. They have background skills in Climb, Hide and Survival.

Kozaki: The wild steppes north and west of Turan are populated by criminals and soldiers who have taken up the Hyrkanian way of life, living on horseback in a nomadic and bloody lifestyle of violence and looting. Called the *kozak* (KAHS-ak) by the Turanians, they call themselves the Free-People. Kozaks are superior horsemen and exceptional warriors, ready for battle at any moment. The kozaks dress as Hyrkanians, wearing their daggers and weapons girdled high on their hips.

Anybody could join the kozaks, if the kozaks considered him a worthy warrior. Kozaks are independent and known for their free-spirit. Men of all nations, each with a score to settle against mighty Turan, live among the kozaki in the vast steppe. Kozaks, just like the Hyrkanians, are superb horsemen, they can remain in the saddle for extremely long periods of time, even sleeping in the saddle. Their horsemanship is a necessity for survival; their guerrilla tactics require impressive mobility. They raise horses, stealing them from caravans or buying them from the Zuagirs, the bandits who live in the deserts to the south of the steppes.

All kozaki barbarians take the Mounted Combat and Mounted Archery feats. Feats improving their archery will almost certainly be taken. Those of Turanian descent will usually take Far Shot, for which the Turanian does not need to meet the prerequisites. Turanians are well-reputed for being able to shoot things at incredible distances. For this reason, a Turanian kozaki barbarian will often keep his Spot skill as high as possible. It is easier to shoot a thing at a distance if one can see that thing in the distance. A kozak will usually keep his Ride and Survival skills maximised. Feats such as Skill Focus (Ride) and Animal Affinity are appropriate. Try to achieve at least five ranks in Jump and eight ranks in Balance, as well as acquire the Ride-by Attack feat, in order to make the most of the mounted combat manoeuvres presented on page 73. He will often put at least five ranks in Handle Animal to earn the synergy bonus to Ride.

The savage scout (page 83), the clan chief (page 84), the horse nomad (page 88), the shaman (page 92), the war chief (page 94) and the harrower (page 96) are all excellent class combinations for the kozaki barbarian. The horse nomad is the most likely if the player chooses a Turanian kozak because nomad is a favoured class for the Turanian. Other races belonging to the kozaki will likely have other favoured classes.

TURANIAN RULES VARIANT

Turanians seem more sedentary than their forebears, the Hyrkanians. Games Masters may wish to make soldier the favoured class for Turanians, retaining nomad as the favoured class for Hyrkanians.

TURANIAN BORDERERS

Borderers in Turan may be of any race if they are members of a Kozaki horde, but an actual Turanian borderer is often part of the military, with levels in soldier, such as the skirmisher on page 111 or the scout as found in *Conan: The Free Companies*. Other borderers are Turanian bounty hunters, sent to find escaped slaves or particularly bothersome kozaki.

Turanian bounty hunters are loners by nature. They are cynical and hard-boiled. They believe everyone is corrupt at heart and trust few people. Most are cruel and uncaring, hunting anyone so long as the money is good. Turanian borderers usually take the Archery combat style or the Turanian Slave Taker style from page 81. Bounty hunters usually have ranks in Gather Information, Hide, Intimidate, Listen and Search. Turanians are well-reputed for being able to shoot things at incredible distances. For this reason, a Turanian will often keep his Spot skill as high as possible. It is easier to shoot a thing at a distance if one can see that thing in the distance. A Turanian borderer will usually keep his Ride and Survival skills maximised. He will often put at least five ranks in Handle Animal to earn the synergy bonus to Ride. He will usually teach his horses tricks. The borderer will also put ranks in Hide in order to attack from ambush at range. Moving silently is secondary to Hide, as the Turanian borderer rarely gets up close to his prey, and distance hides sound fairly well.

Turanian borderers are noted cavalry and horse-archers. Turanian borderers either take the Archery combat style or the Turanian Light Cavalry style (see page 81). All Turanian borderers will take the Mounted Combat and Mounted Archery feats. Feats improving their archery will almost certainly be taken, especially Far Shot, for which the Turanian does not need to meet the prerequisites. Feats such as Combat Expertise, Combat Reflexes, Deceitful, Deft Hands, Improved Grapple, Improved Disarm, Improved Feint, Improved Initiative, Investigator, Persuasive and Stealthy are appropriate for a Turanian borderer.

The wild hunter (page 101), the emissary (page 102), the runner (page 104), the guide (page 109) and the outlaw (page 112) are all excellent class combinations for the Turanian borderer. The runner is the most likely as nomad is a favoured class of the Turanian.

TURANIAN NOMADS

Turanians are naturally nomads, although most have chosen a more sedentary lifestyle in their grand cities. Those Turanians still leading a nomadic lifestyle, be they herdsmen or kozaki, conform to the Hyrkanian nomad stereotype. Nomad is a favoured class among the Turanians.



VENDHYA

Vendhya's culture resembles that of the mythical India described in the Vedas and the people are divided into distinct classes, or castes. The people are born into their given class and this arbitrary system of division cannot be altered by skill, prestige or wealth. However, the caste system is similar to the feudal system of the Hyborians for the caste system implies a series of privileges and corresponding responsibilities. This caste system has an impact on the classes.

VENDHYAN BARBARIANS

Barbarians are prohibited to the Vendhyan race. Their advanced society with its sophisticated caste system does not allow for barbarians. Vendhyans who multiclass into it are probably gladiator slaves in another culture, driven to a barbaric state out of necessity.

VENDHYAN BORDERERS

Vendhyan borderers are explorers and guides through the trackless jungles, or frontier warriors battling the Himelian hillmen. Some are scouts for the military. The role depends on the caste of the borderer. Kshatriya or soldier caste borderers usually become emissaries (page 102), skirmishers (page 111) or scouts (see *Conan: The Free Companies*). Members of the priest caste who take up the borderer mantle usually become guides (page 109). Members of the merchant caste who become borderers are explorers and guides, leading caravan trains through the Vendhyan wildernesses or opening new trails to distant cities and lands.

Vendhyan soldier caste borderers are frontier warriors charged to defend Vendhya against the Himelian hillmen. They also hunt the hillmen in an active campaign of pre-emptive aggression. Their sole interest lies in the destruction of the hillmen who disrupt their trading and their lives. The Vendhyan borderer is skilled in the ways of woodcraft and how his enemies live. He is a killer, cold and remorseless. He runs hillmen down to the ground and then, with merciful efficiency or brutal torture, he kills the hillmen. He lives and breathes for the opportunity to kill the hillmen of the Himelians. He usually takes ranks in Concentration, Hide, Intimidate and Move Silently. His feats are usually Alertness, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Great Cleave, Improved Critical, Improved Disarm, Improved Initiative, Improved Trip, Power Attack and Weapon Focus. He is just as likely to take the Two-Weapon fighting style or the Archery style. He is also likely to take the Skirmisher style (page 79) or the Vendhyan Hillman Fighter combat style (page 81).

A Vendhyan merchant caste borderer is an explorer and guide. He is consumed by thoughts of exploration and discovery. No place, no matter how lush or vibrant, holds his attention for long. He often catalogues the new flora and fauna he comes across and makes detailed maps of his travels. To this end, he often has ranks in Knowledge (nature), Knowledge (geography) and Craft (cartography). He serves a critical role in advancing the borders of civilisation. He will also take ranks in Climb, Decipher Script, Ride and Search. He will take feats such as Acrobatic, Athletic, Endurance, Great Fortitude, Lightning Reflexes, Run, Self-Sufficient, Skill Focus (in any of the above skills) and Toughness. These are not as combat oriented as many borderers, so they usually take the Vendhyan Voyager style (page 81) instead of a combat style. Some multiclass into scholars, but they do not learn spells unless they dabble because they are not of the priest caste.

VENDHYAN NOMADS

Vendhyans, although they originated through migration, are not a nomadic people, but a colonist people. Vendhyans are prohibited from taking nomad at 1st level, although Vendhyans who leave the country certainly may adapt to the lifestyle elsewhere.

ZAMORA

Zamora is an arid, infertile land, not suited for farming. Zamora is not a Hyborian kingdom but is an ancient kingdom,

descended from a mysterious race known as the Zhemri, an elder and evil race from pre-Cataclysmic times. The fortunes of the Zhemri and, later, Zamora rose and fell constantly. The ancient origins of Zamora cause them to look with some disdain upon Hyborians and their barbaric origins. Some of the noble lines in Zamora can trace their lineage back to the earliest of the Zhemri families, a heritage extending far beyond any known Hyborian family line. Locked in vaults and in private libraries, mouldering tomes detail periods of time so ancient as to cause the mind to reel with the magnitude of history. Many Nemedian scholars long to get even a peek at some of these family histories for their own essays and researches. The Zhemri knew the Giant-Kings in the lands to the south and, later, in Acheron, a kingdom that attempted to match the Zhemri in venality. Currently the 3,000 year old civilisation has fallen into decadence and its people are viewed as a wicked race of thieves, cutthroats and sorcerers. Their culture is one of bribery, private contracts, hedonism and religion.

ZAMORIAN BARBARIANS

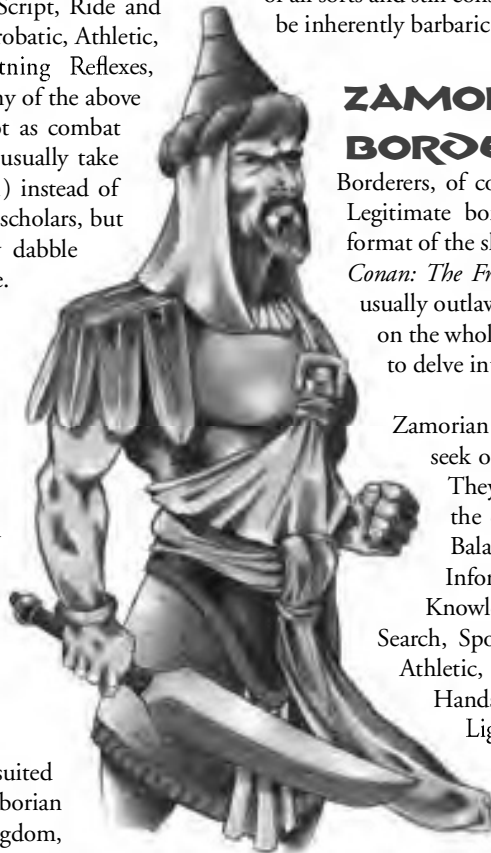
Zamorians are prohibited from taking barbarian at 1st level. The Zamorians are urbanites and are not well suited to the barbaric lifestyle. Zamorians who later multiclass into barbarian are usually enslaved gladiators forced to hone their instincts and learn to fight with grim and stolid strength through harsh lessons. Zamorians look down on barbarians of all sorts and still consider Hyborians of any race or class to be inherently barbaric.

ZAMORIAN BORDERERS

Borderers, of course, patrol the borders of Zamora. Legitimate borderers are soldiers and follow the format of the skirmisher (page 111) or the scout (see *Conan: The Free Companies*). Other borderers are usually outlaws on the run (page 112). Zamorians on the whole prefer to live in cities but others like to delve into underground ruins.

Zamorian tomb raiders are those Zamorians who seek out and loot ancient ruins and tombs.

They do not steal from the living but from the dead. They take ranks in Appraise, Balance, Climb, Decipher Script, Gather Information, Jump, Knowledge (arcana), Knowledge (geography), Listen, Search, Spot and Use Rope. Acrobatic, Athletic, Blind-Fight, Dabblers, Deft Hands, Diligent, Investigator, Lightning Reflexes and various





Skill Focus feats are common. Their favoured terrains are usually wherever they seek for their ruins and tombs or underground.

ZAMORIAN NOMADS

Not everyone in Zamora is sedentary, content to burgle houses, some are highway thieves. They are bandits of the road. They live free of society's imposed limits and refuse to live in the squalor of the cities. They live desperate and hunted lives, roaming the caravan trails of Zamora and other lands, rarely daring to set foot in the cities lest their crimes catch up with them. Zamorian highwaymen take ranks in Bluff, Handle Animal, Hide and Ride. Their feats usually include Acrobatic, Carouser, Combat Reflexes, Deceitful, Dodge, Mobility, Mounted Archery, Mounted Combat, Persuasive, Point Blank Shot, Precise Shot, Rapid Shot, Ride-By Attack, Self-Sufficient, Shot on the Run and Stealthy. Many grow so innately violent they become, in all essence, barbarians.

The outrider (page 117), the suzerain (page 119), the river rat (page 120), the mystic (page 122), the warrior of the horde (page 124), the fedayeen (page 126) and the jinette (see *Conan: The Free Companies*) are all excellent class combinations for Zamorian nomad.

ZINGARA

Zingara is a land torn apart and ruined by civil war. Under a dazzlingly complex political system, dukes and counts rule fiefs in the name of the King in Kordava, although in most cases that fealty is, at best, nominal and somewhat

confusing. The nobles of Zingara are a proud, individualistic race, not given to subservience. They rebel both openly and secretly. Today, Zingara is a faltering anarchy.

ZINGARAN BARBARIANS

Zingarans are prohibited from taking barbarian at 1st level. Zingarans who later multiclass into barbarian are usually enslaved gladiators forced to hone their instincts and learn to fight with grim and stolid strength through harsh lessons.

ZINGARAN BORDERERS

Zingaran borderers are often rebels, fighting with anger in the Zingaran civil war. Other borderers defend the borders against invaders as skirmishers (page 111). Others are explorers (page 106), plying their wares on the sea-lanes. Zingaran borderers often use the Two-Weapon combat style, Zingaran Whip combat style (page 82) or the Zingaran Sneak Attack combat style (page 82).

A Zingaran rebel often lead revolts, focused on a burning goal that involves dismantling the government by whatever means are possible. He takes ranks in Gather Information, Diplomacy, Hide, Move Silently and Spot and feats such as Leadership, Persuasive and Negotiator. The wild hunter (page 101), the emissary (page 102), the runner (page 104), the guide (page 109), the scout (see *Conan: The Free Companies*) and the outlaw (page 112) are all excellent class combinations for the Zingaran.

ZINGARAN NOMADS

Zingarans are prohibited from taking nomad at 1st level, although Zingarans who leave the country certainly may adapt to the lifestyle elsewhere. Zingarans generally do not trust the highway nomads who travel from foreign lands through their country.



Secrets of the Fierce

Skills & Feats of the Fierce

BARBARIANS, BORDERERS AND nomads are full of violent surprises. Just when the villain thinks he has them beaten, they seem to find an extra reserve of power to bring things to an unhappy conclusion for the villain. This chapter discusses how these classes can do this.

PUSHING AN ABILITY

The people of the Hyborian Age are extremely tough, having the ability to 'push' their physical ability scores, Dexterity, Constitution and Strength. One of the most famous scenes in Howard's Conan saga is the crucifixion scene from *A Witch Shall Be Born* wherein Conan is cut down from a cross and has the nails pulled out of his hands, then he pulls the nails out of his feet himself, gets up, mounts a horse and rides into the desert without water.

This 'pushing' is not something that can be turned on and off at will. History records that it can only be done when the character has to use the ability in the service of a cause in which he has a passionate belief or a person for whom he cares more than life itself. Abilities may not be pushed in order to save the character's own life or to get himself out of trouble; they may only be pushed for the sake of another, much as Conan pushed his endurance and strength to the limit for the

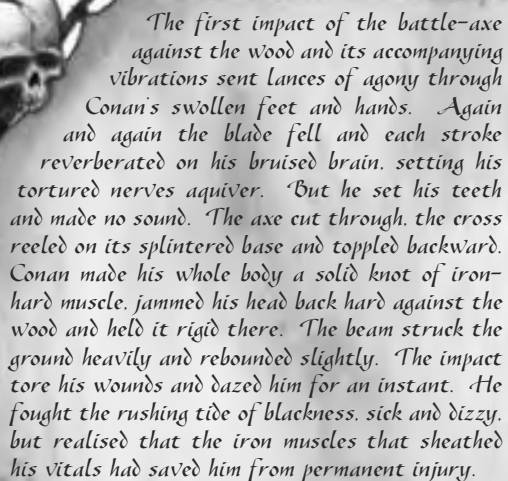
sake of Queen Taramis when he hung on the cross outside of Khauran. Like Conan, this may mean the character will survive a situation that would otherwise have killed him; this cannot, however, be his primary motivation. Love, hatred, blood or vengeance are appropriate motivations.

The push must relate to a single, achievable task. The push lasts for five rounds or until the task is accomplished, whichever is sooner. If the task becomes impossible, the push ends. For example, if a Hyborian borderer pushes his Dexterity in order to hurl a throwing axe accurately through the rope from which a Stygian sorcerer hangs, the borderer could make repeated attempts at heightened Dexterity to do this. However, if the Stygian then climbed the rope and stood on the edge, the Dexterity push comes to an end, as the specified task was to sever the rope while he was hanging from it.

The task must also relate to some ultimate goal. The task must assist the character in achieving the goal. For example, achieving revenge against the Khitan sorcerer is a goal, so the Hyborian borderer could push his Strength in order to smash down a door to and reach him. However, the borderer could not push his Strength just so he can carry out a particularly cumbersome golden idol of Ishtar as this has no bearing on the achievement of the final goal.

The goal must be one in which the character has invested considerable emotional significance. 'I do not want to die' is not a goal. However, 'I must cross the Thunder River and get the message to the Westermarck that the Pictish shaman is going to annihilate everyone with his black magic' certainly is. You may not push an ability in service to a goal that is not important to you personally, such as one you are attempting because you have been paid to do so. The Games Master has the final say on whether or not your proposed push is allowable.

Pushing an ability score increases it by one to three points; ability scores may not be increased by more than three points by pushing alone. Each ability push takes a standard action to perform. This increase is an inherent bonus, as it comes directly from the heart and soul of the character. You may push more than



The first impact of the battle-axe against the wood and its accompanying vibrations sent lances of agony through Conan's swollen feet and hands. Again and again the blade fell and each stroke reverberated on his bruised brain, setting his tortured nerves aqüiver. But he set his teeth and made no sound. The axe cut through, the cross reeled on its splintered base and toppled backward. Conan made his whole body a solid knot of iron-hard muscle, jammed his head back hard against the wood and held it rigid there. The beam struck the ground heavily and rebounded slightly. The impact tore his wounds and dazed him for an instant. He fought the rushing tide of blackness, sick and dizzy, but realised that the iron muscles that sheathed his vitals had saved him from permanent injury.

Robert E. Howard, *A Witch Shall be Born*

one ability at once if the task calls for it. Overcoming an enemy in combat is permissible.

Pushing an ability score is draining to the character in the long term. Increasing an ability score by one point burns 250 experience points, increasing it by two points burns 500 experience points and increasing it by three points (the maximum possible) burns 1,000 experience points.

FEATS OF MIGHT

Robert E. Howard's fantasy literature is filled with examples of great heroes using their might to perform incredible feats of might ranging from bursting through doors to freeing themselves from the grip of certain death. A feat of strength is *not* a combat manoeuvre and it cannot be used to directly damage a creature; that is the realm of the combat rules. A character can damage targets indirectly by a feat of strength, such as toppling a column to bring the roof down on a foe or even lifting the enemy and tossing him down a ravine.

Characters must have a Strength of at least 13 to attempt incredible feats of might by taxing their bodies to the limit, risking severe damage to accomplish the impossible. Feats of Might are basically Strength checks, but this chapter presents an alternative way to both resolve and boost them so that a character can achieve truly heroic actions.

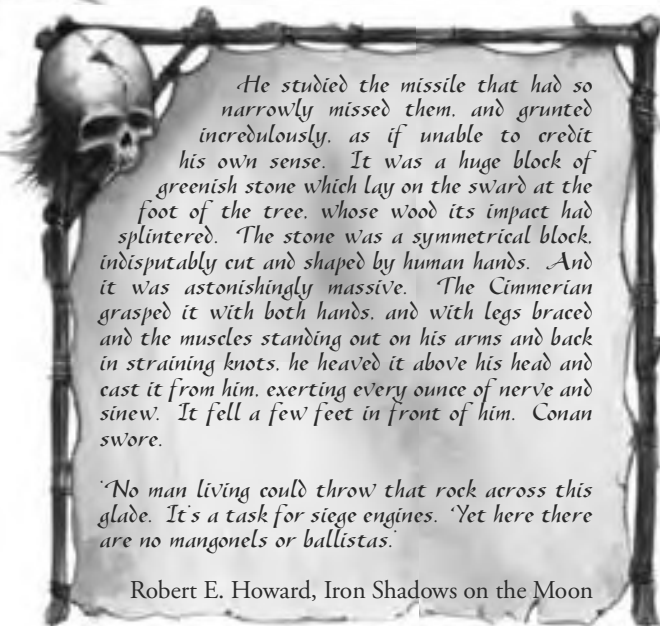
Automatic Success

If a character is strong enough, there are things he can do easily, without breaking so much as a sweat. Taking ten or taking 20 are good options to ensure success in a Strength check if the character has time, but Strength checks are needed if he wants to accomplish something quickly.

By pushing his body to the limit, the character succeeds automatically at any task whose DC is equal to or lower than his Strength score, but he is fatigued afterwards (-2 to Strength and Dexterity, cannot run or charge). This fatigue dissipates after resting for four hours minus the character's Constitution modifier (minimum of one hour) or after eight hours of normal, light activity. Note that a fatigued character who tries another automatic feat of might like this becomes exhausted as per the normal condition (-6 to Strength and Dexterity).

Pressing the Body's Limits

A hero can go over the limits of his own body, risking injury and pain in order to do what he has to. Strong characters obviously have an easier time than weaker ones when it comes to feats of might but both have a chance to achieve extraordinary things by taxing their body's resources beyond its normal limits.



He studied the missile that had so narrowly missed them, and grunted incredulously, as if unable to credit his own sense. It was a huge block of greenish stone which lay on the sward at the foot of the tree, whose wood its impact had splintered. The stone was a symmetrical block, indisputably cut and shaped by human hands. And it was astonishingly massive. The Cimmerian grasped it with both hands, and with legs braced and the muscles standing out on his arms and back in straining knots, he heaved it above his head and cast it from him, exerting every ounce of nerve and sinew. It fell a few feet in front of him. Conan swore.

'No man living could throw that rock across this glade. It's a task for siege engines. Yet here there are no mangonels or ballistas.'

Robert E. Howard, *Iron Shadows on the Moon*

The character can suffer a point of temporary ability damage to temporarily increase his Strength score for the purpose of performing a feat of might (not attacking directly), so that he can employ the automatic success rule to perform great deeds with his increased Strength score. If a character needs to boost his Strength to make an attack, see the 'Pushing an Ability' section. Each point of Constitution damage taken increases the Strength score by +2 and each point of Dexterity damage increases the Strength score by +1. This boost only lasts for one round or until the task is completed, which cannot be longer than ten minutes plus one minute per original Constitution modifier. In addition to the ability damage he takes, the character must succeed at a Fortitude save at the end of the task (DC equal to that of the original Strength check) or become fatigued.

There are four basic tasks that apply the rules for feats of might: lifting, pushing, throwing and breaking.

Lifting

Characters can normally lift over their heads something that weighs the maximum load they can carry without penalty or the need to make ability checks. They can lift double that amount with certain difficulty, are able to move only five feet per round and lose the Dexterity bonus to Dodge Defence Value. Characters with a Strength of 13 or more can try to go over that limit at the cost of their health. Conan, when trapped by a fallen stone in *Queen of the Black Coast*, when Bêlit's ghost appeared, was able to lift it off himself by pushing the envelope of his strength.

There are two complementary ways in which a character can try to lift more than he normally can: the Strength check method and the feat of might method.

The Strength Check Method

The Strength check method involves a simple Strength check with a DC depending on how much heavier the object he tries to lift is than his maximum load capacity. The base DC to try to lift something heavier than the maximum weight is ten, +1 per ten pounds that the object's weight exceeds the character's maximum load by. If the object's weight falls between the maximum load and the staggering load (double the maximum load), success means that the character was able to lift the object and can move normally and does not lose his Dexterity bonus to Dodge Defence. Failure means that the character can still lift the object, but is staggered.

The character can try to lift an object that is heavier than the maximum load he can carry while staggering. The base DC to do this is 20, +2 per ten pounds that the object weight exceeds the maximum staggered load by. Success means that the character can lift the object, but is staggered while failure means that the object did not budge.

In both cases, the character can maintain the effort for twice his Strength modifier in rounds, after which he is staggered (for weights between his maximum load and his maximum staggered loads) or must put the object down. He can try to keep on carrying the object, but suffers 2d6 points of subdual damage per round in which he persists in carrying a heavy object as normal.



The Feat of Might Method

The second way to lift heavy objects is simply to perform a feat of might, suffering ability damage to increase the Strength score and therefore the character's carrying capacity. During the task that the feat of might is in effect, the character can try to push himself even further by making a Strength check as detailed above, but using his temporarily augmented score.

Lift Capacity Table

Strength	Lift (Max)	Lift (Stagger)
13	150 lb.	300 lb.
14	175 lb.	350 lb.
15	200 lb.	400 lb.
16	230 lb.	460 lb.
17	260 lb.	520 lb.
18	300 lb.	600 lb.
19	350 lb.	700 lb.
20	400 lb.	800 lb.
21	460 lb.	920 lb.
22	520 lb.	1,040 lb.
23	600 lb.	1,200 lb.
24	700 lb.	1,400 lb.
25	800 lb.	1,600 lb.
26	920 lb.	1,840 lb.
27	1,040 lb.	2,080 lb.
28	1,200 lb.	2,400 lb.
29	1,400 lb.	2,800 lb.
+10	x4	x4

Pushing and Dragging

What a character cannot lift, he can push and drag along the ground. The most a character can pull or drag will as much as double or become half or less, depending on the object and the surface along which it is being dragged. The weight that can be pushed or dragged can be increased in a similar way as the weight that can be lifted: a Strength check (DC 15 + 1 per ten pounds above maximum) and/or a feat of might to augment the Strength score.

The speed at which characters can push heavy objects depends greatly on their Strength score. When time is of the essence, it is useful to know how fast characters can push something around. During a round, characters can push or drag fast, normal or slow, depending on the object's weight as described on Pushing/Dragging Speeds table. The surface the object is being pushed along may also slow down or speed up the object.

Normal speed means that the character can push or drag the object at his normal walk speed, accounting for his carried load and armour. Slow means that the character pushes or drags at half his normal walk speed and fast that he moves the object at 150% of his walk speed.

Pushing/Dragging Speeds Table

Strength	Fast	Normal	Slow
1	Up to 15 lb.	16-30 lb.	31-50 lb.
2	Up to 30 lb.	31-65 lb.	66-100 lb.
3	Up to 50 lb.	51-100 lb.	101-150 lb.
4	Up to 65 lb.	66-130 lb.	131-200 lb.
5	Up to 80 lb.	81-165 lb.	166-250 lb.
6	Up to 100 lb.	101-200 lb.	201-300 lb.
7	Up to 115 lb.	116-230 lb.	231-350 lb.
8	Up to 130 lb.	131-265 lb.	266-400 lb.
9	Up to 150 lb.	151-300 lb.	301-450 lb.
10	Up to 165 lb.	166-330 lb.	331-500 lb.
11	Up to 190 lb.	191-380 lb.	381-575 lb.
12	Up to 215 lb.	216-430 lb.	431-650 lb.
13	Up to 250 lb.	251-500 lb.	501-750 lb.
14	Up to 290 lb.	291-580 lb.	581-875 lb.
15	Up to 330 lb.	331-665 lb.	666-1,000 lb.
16	Up to 380 lb.	381-765 lb.	766-1,150 lb.
17	Up to 430 lb.	431-865 lb.	866-1,300 lb.
18	Up to 500 lb.	501-1,000 lb.	1,001-1,500 lb.
19	Up to 580 lb.	581-1,165 lb.	1,166-1,750 lb.
20	Up to 665 lb.	666-1,330 lb.	1,331-2,000 lb.
21	Up to 765 lb.	766-1,530 lb.	1,531-2,300 lb.
22	Up to 865 lb.	866-1,730 lb.	1,731-2,600 lb.
23	Up to 1,000 lb.	1,001-2,000 lb.	2,001-3,000 lb.
24	Up to 1,165 lb.	1,166-2,330 lb.	2,331-3,500 lb.
25	Up to 1,330 lb.	1,331-2,665 lb.	2,666-4,000 lb.
26	Up to 1,530 lb.	1,531-3,085 lb.	3,086-4,600 lb.
27	Up to 1,730 lb.	1,731-3,465 lb.	3,466-5,200 lb.
28	Up to 2,000 lb.	2,001-4,000 lb.	4,001-6,000 lb.
29	Up to 2,330 lb.	2,331-4,665 lb.	4,666-7,000 lb.
+10	x4	x4	x4

If the object is big enough for other characters to join in and help, they can use the aid another action to grant a +2 bonus to the character's Strength check. If the character is attempting a feat of might, each successful aid another roll will temporarily increase his Strength score by +1.

Throwing

Throwing large and heavy objects looks as impressive as it sounds and although it is hard to actually hit things with them, when they do, the action can have devastating effects. A character can throw anything he can lift over his head, meaning that he could perform a feat of might to throw an object heavier than what he would normally be able to lift without staggering, as Conan did in *Iron Shadows on the Moon* and in *The Devil in Iron*. He cannot throw it if he does stagger, either because he failed to perform his feat of might or because he would lift it staggered even if he succeeded. He *can* drop it one foot away from himself, which is the manoeuvre of choice if standing next to a sheer drop and a target is standing below.

Thrown heavy objects do not travel far regardless of the character's Strength. Their range increment depends on whether the objects represent a light, medium or heavy load but, regardless of how far the increment is, a thrown object cannot travel more than five range increments.

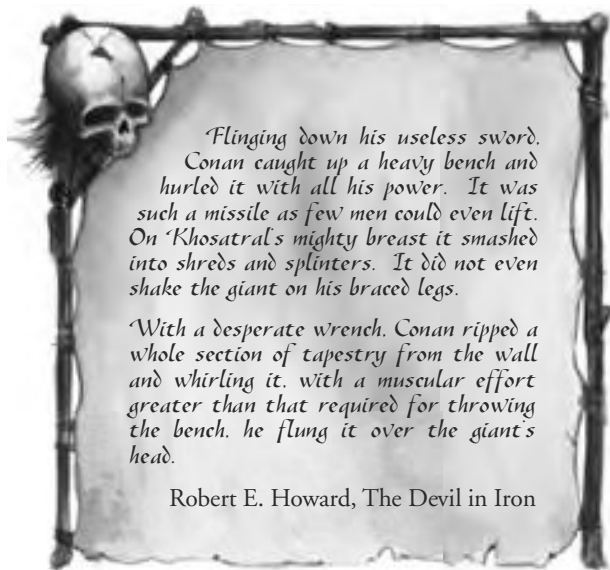
Thrown Heavy Objects Table

Load	Range Increment
Light	15 ft.
Medium	10 ft.
Heavy	5 ft.

There are a few special conditions for throwing heavy objects. Throwing an object that represents a medium or heavy load also causes a temporary point of Strength damage in addition to the damage incurred by a feat of might. Ranged weapons use their own range increment; they cannot be thrown as heavy objects because they are designed to work a certain way. Melee weapons can be thrown but their range increment cannot surpass ten feet. They do not fly well. Throwing a heavy object as an attack requires that the character have the object already hoisted above his head and then make a ranged attack roll against his target. The attack roll uses the Strength modifier rather than Dexterity.

For every 200 pounds of weight an object deals 1d6 points of damage provided it travelled at least ten feet either horizontally or vertically.

Every extra ten feet of vertical fall or 20 feet of horizontal trajectory causes an additional 1d6 points of damage. Lighter objects can also cause damage thanks to gravity, causing 1d6



points of damage per falling range increment, as determined in the Heavy Object Extra Damage table. The horizontal trajectory range applies to objects thrown at targets along the same horizontal plane, assuming that the object climbs a little in the air before falling down on the target, although not with the same force as one dropped or thrown straight down. If an object is thrown horizontally over the edge of a precipice or fortress wall, it also adds the falling distance damage in addition to the trajectory damage. See the Thrown Heavy Objects table. Thrown objects have a critical range of 20 and deal double damage on a successful critical hit.

Heavy Object Extra Damage Table

Object Weight	Falling Distance	Horizontal Trajectory
200-101 lb.	20 ft.	40 ft.
100-51 lb.	30 ft.	60 ft.
50-31 lb.	40 ft.	80 ft.
30-11 lb.	50 ft.	100 ft.
10-6 lb.	60 ft.	120 ft.
5-1 lb.	70 ft.	140 ft.

Breaking

The last of the actions a character may attempt with a feat of might is to break an object. One way to break an object is to deal damage to it, reducing its hardness with every strike and applying the remaining damage to the object's hit points until it breaks. Some objects can be broken simply by applying force to them, bending, pulling, pressing or otherwise stressing them to their breaking point without the need to attack. Such methods require a Strength check and have different DCs depending both on the object's construction and its materials.

Breaking things as a feat of might is straightforward: the character boosts his Strength score to give him a greater bonus for his Strength check or to bring it up so that it matches the object's break DC in order to shatter it automatically. Under the Games Master's judgement, some items may allow the character to exert continuous pressure, letting the character make a new Strength check every round in order to erode the object's resistance little by little. A character can sustain applied force towards breaking an object for a number of rounds equal to his Constitution score as it stood before he paid for the feat of might. Each check that fails by five or less reduces the object's break DC by two. As per all feats of might, this approach does not allow for taking ten or 20.

SURVIVAL

Barbarians, borderers and nomads have a trait in common. All of them exploit the wilderness in order to better survive in it. This section touches upon environmental effects on characters and equipment and some expansionary rules to aid these characters in their reliance upon their skills for survival.

GETTING LOST

There are many ways to get lost in the wilderness. Following an obvious road, trail, or feature such as a stream or shoreline prevents any possibility of becoming lost, but travellers striking off cross-country may become disoriented—especially in conditions of poor visibility or in difficult terrain.

Poor Visibility: Any time characters cannot see at least 60 feet in the prevailing conditions of visibility, they may become lost. Characters travelling through fog, snow, or a downpour might easily lose the ability to see any landmarks not in their immediate vicinity. Similarly, characters travelling at night may be at risk, too, depending on the quality of their light sources or the amount of moonlight.

Difficult Terrain: Any character in forest, moor, hill, or mountain terrain may become lost if he moves away from a trail, road, stream, or other obvious path or track. Forests are especially dangerous because they obscure far-off landmarks and make it hard to see the sun or stars.

Chance to Get Lost: If conditions exist that make getting lost a possibility, the character leading the way must succeed on a Survival check or become lost. The difficulty of this check varies based on the terrain, the visibility conditions, and whether or not the character has a map of the area being travelled through. Refer to the table below and use the highest DC that applies.

Survival DC's to Avoid Getting Lost

	Survival DC
Moor or hill, map	6
Mountain, map	8
Moor or hill, no map	10
Poor visibility	12
Mountain, no map	12
Forest	15

A character with at least five ranks in Knowledge (geography) or Knowledge (local) pertaining to the area being travelled through gains a +2 bonus on this check. Characters who have the appropriate Favoured Terrain gain their Favoured Terrain bonus on this check.

Check once per hour (or portion of an hour) spent in local or overland movement to see if travellers have become lost. In the case of a party moving together, only the character leading the way makes the check.

Effects of Being Lost: If a party becomes lost, it is no longer certain of moving in the direction it intended to travel. Randomly determine the direction in which the party actually travels during each hour of local or overland movement. The characters'

movement continues to be random until they blunder into a landmark they cannot miss, or until they recognise that they are lost and make an effort to regain their bearings.

Recognising That You Are Lost: Once per hour of random travel, each character in the party may attempt a Survival check (DC 20, -1 per hour of random travel) to recognise that they are no longer certain of their direction of travel. Some circumstances may make it obvious that the characters are lost.

Setting a New Course: A lost party is also uncertain of determining in which direction it should travel in order to reach a desired objective. Determining the correct direction of travel once a party has become lost requires a Survival check (DC 15, +2 per hour of random travel). If a character fails this check, he chooses a random direction as the 'correct' direction for resuming travel.

Once the characters are travelling along their new course, correct or incorrect, they may get lost again. If the conditions still make it possible for travellers to become lost, check once per hour of travel as described above, to see if the party maintains its new course or begins to move at random again.

Conflicting Directions: It is possible that several characters may attempt to determine the right direction to proceed after becoming lost. Make a Survival check for each character in secret, then tell the players whose characters succeeded the correct direction in which to travel, and tell the players whose characters failed a random direction they think is right.

Regaining A Character's Bearings: There are several ways to regain one's bearings. First, if the characters successfully set a new course and follow it to the destination they are trying to reach, they are not lost anymore. Second, the characters through random movement might run into an unmistakable landmark. Third, if conditions suddenly improve – the fog lifts or the sun comes up – lost characters may attempt to set a new course, as described above, with a +4 bonus on the Survival check. Finally, sorcery may make their course clear.

ADVANCED TRACKING

The Track feat covers only one part of tracking, that of actually following tracks. The expert tracker can garner far more information out of tracks, and put it to far more use, than simply following a fugitive or enemy through the wilderness. Once tracks are found, careful observation can reveal much about the tracked creature and its activities, particularly if the tracker is willing to spend a little more time than he would when simply following tracks. Even when the tracker is moving at speed, he may still garner additional information if skilled

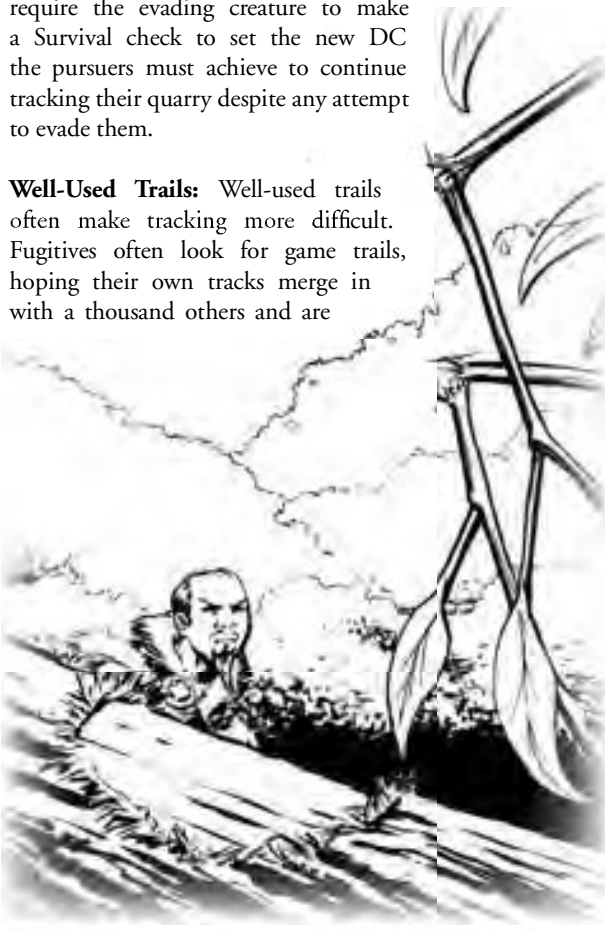
and lucky. Keep in mind that tracks are not just footprints and paw prints. A creature that sits or lies down will leave imprints of its body, and staves used for walking will leave imprints too. When creatures bend over or pick up an object, their prints vary. Nervous creatures walk differently than confident ones. Droppings or urine are part of a track trail, as are tufts of fur or pieces of cloth caught on thorns or strands of hair caught in tree branches. Garbage and disturbed objects also constitute tracks.

Whenever a Survival check is made to follow tracks and the result is five or more points higher than the DC, consult the Investigative Tracking table to discover the activity or information uncovered. Usually the tracker follows tracks normally until he comes to an area which was clearly the site of some considerable activity. Here it is appropriate to take 20 so as to perform a thorough investigation of the site in around 20 minutes. This is a Survival check.

Evading Pursuers

One of the worst things about invading the Pictish Wilderness, Cimmeria or even Hyrkania are the tracking abilities of the barbarians, borderers and nomads who live there. The odds are good that they will find the intruder. However, there are means by which characters can hope to evade pursuers. Unless stated otherwise, these methods require the evading creature to make a Survival check to set the new DC the pursuers must achieve to continue tracking their quarry despite any attempt to evade them.

Well-Used Trails: Well-used trails often make tracking more difficult. Fugitives often look for game trails, hoping their own tracks merge in with a thousand others and are



Investigative Tracking Table

Points above DC	Activity or Information Uncovered
5-9	Basic activities such as sleeping or eating; general creature type and size category
10-14	Creature's hourly movement speed, and nature of its footwear if any; creature's species or tribe
15-19	Complex activities such as combat or mating behaviour
20-24	Whether creature is injured or fatigued, size of load creature is carrying
25-29	Proportion of hit points creature has left, to nearest 10%; nature and time of its most recent meal
30+	Creature's physical ability scores, that is Strength, Dexterity and Constitution, to within two points each



obliterated by animals following later. Finding such a trail requires a Survival check (DC 15) or a Knowledge (nature) check (DC 20). Following a quarry along a well-used trail increases the tracking DC by +2.

Laying False Trails: A character lays a false trail by walking along fairly carelessly, stopping at a suitable obstacle such as a stream, worn log or other hard and featureless area and then walking backwards in his own footsteps. The idea is that the trackers will follow the trail to the obstacle, then assume they have lost the trail and begin searching far from the true trail. This can cost pursuers a great deal of time if done well, but truly expert trackers can tell the difference between walking forwards and backwards.

Walking in Circles: If a group of people want to evade pursuers, they walk around in a circle before attempting to use another method to sneak off to one side.

Altering Footprint Shape: This can be done by strapping animal hooves to the shoes, wearing large soft leather pads around the boots and similar techniques to disguise the true tread of the intruder. It is not likely to fool an expert because bipedal creatures walk differently than quadrupeds, but it may delay them for a while.

SPECIAL HIDING RULES

As the Picts prowl through the dim shadows of the primeval forest they call home, looking for the Westermarck ranger, or as the Cimmerians hunt for the warrior who slew their kin, or as the Kushites seek the rustler who has been stealing their cattle, successfully hiding in the wild means life or death. Whether you are hiding a character or an object, the normal rules call for a Hide check against the hunter's Spot check.

Certain modifiers, however, affect the effectiveness of hiding. If there are no suitable materials to conceal something, the attempt automatically fails. The size of the object also affects the Hide check: Fine +16, Diminutive +12, Tiny +8, Small +4, Medium +0, Large -4, Huge -8, Gargantuan -12, Colossal -16. The character may take ten or 20 on this check provided the appropriate conditions are met. The time to hide an object varies based on size. It takes a full-round action to hide a Tiny or smaller object. Larger objects require one additional minute per Size category above Tiny. Thus, it takes four minutes and one round to hide a Huge object.

SPECIAL CLIMBING RULES

Any time a character fails a Climb check by five or more, the character falls from the currently attained height. The same is true when a character fails a Climb check after being hurt. Falling from great heights can often prove to be fatal for most characters – it does not take much of a fall to hit the massive damage threshold.

Normally, characters skilled in tumbling can eliminate or ignore damage from falls. These instances rely upon intensive training to slow or stall descent or otherwise disperse the kinetic energy to reduce or eliminate damage. If characters without this skill fall, death is almost certain. However, anyone can attempt to halt a fall by making a Climb check at the wall's DC + 20 or a slope's DC + 10. Additionally, a character with a Favoured Terrain of mountains or a racial bonus to Climb checks (such as Cimmerians) may make the stop fall check with a +3 competence bonus. If a character has the Climb skill as a background skill (such as the Himelian hillmen), he gains a +1 competence bonus for the stop fall check. If the character also has maximum ranks in Climb, the bonus doubles. Thus, a Cimmerian with maximum ranks in Climb for his



level has a +6 competence bonus to stop a fall. If the character has five ranks of Tumble, he gains a +2 synergy bonus to these checks. Halting a fall is a partial action.

Slowing a fall is a standard action used to reduce the amount of damage dice taken from the impact from a fall. The character is grasping, bouncing and clinging to a near-vertical surface as he falls, reducing his velocity. Slowing a fall requires a Climb check for every 20 feet of falling against the wall's DC + 10 or slope's DC +5. Each success reduces the fall's height by five feet but inflicts 1d4 points of subdual damage. A failed attempt inflicts 1d6 points of subdual damage but does nothing for the fall itself. Add the total adjustments and for every ten feet the character suffers 1d6 damage.

FOOD AND WATER IN THE WILDERNESS

Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. In very hot climates, characters need two or three times as much water to avoid dehydration. A character can go without water for one day plus a number of hours equal to his Constitution score.

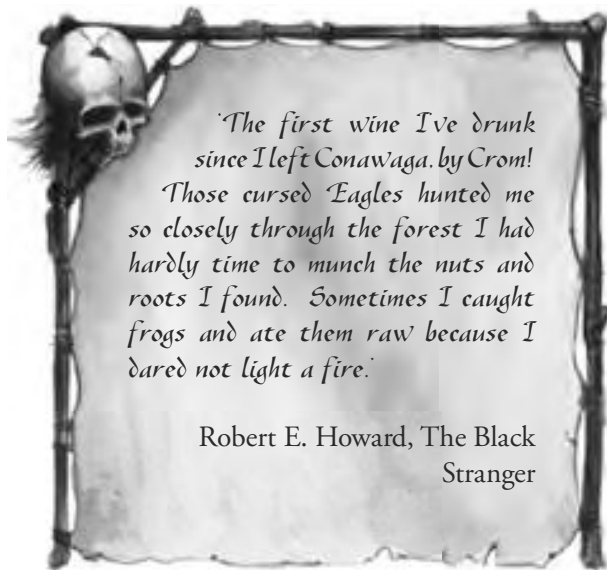
After this time, the character must make a Fortitude save each hour

(DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

A character can go without food for three days, in growing discomfort. After this time, the character must make a Fortitude save each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. This nonlethal damage is handled slightly differently than nonlethal damage dealt by weapons. Characters or animals who have taken any amount of nonlethal damage from lack of food or water are fatigued. Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed – not even magic that restores hit points heals this damage.

Foraging For Food

Finding food out in the wild is a skill the barbarians, borderers and nomads of the Hyborian Age excel at. Their Survival skill helps them identify safe plants and drinkable water. A character can survive for quite some time without food. The first couple of days will be the worst, as the psychological need for food will nearly become unbearable. If fear sets in, then lapses in thinking will occur and a character in the wilderness could poison himself if he panics over food. A calm character will avoid any plants with shiny leaves, white sap, tiny hairs, white or green berries, and/or bell-shaped flowers. Red berries are safer, but still should be avoided if not recognised. Black or blue coloured berries are likely to be safe, as are aggregate berries, such as raspberries. As far as fruit goes, a borderer will be safest with single fruit on a stem, save those from plants with shiny leaves, which should be avoided. A Survival check, DC 10, or a Knowledge (nature) DC 5, should be enough to determine the safety of natural food. The techniques would be known to any borderer for this determination. The first rule is to make sure there is enough of the potential food around to make it worth the effort. If there is, then rub a small bit of it on the inside of the wrist and wait a few minutes to see if there are any adverse



*'The first wine I've drunk
since I left Conawaga, by Crom!
Those cursed Eagles hunted me
so closely through the forest I had
hardly time to munch the nuts and
roots I found. Sometimes I caught
frogs and ate them raw because I
dared not light a fire.'*

Robert E. Howard, The Black
Stranger

Foraging DCs for Edible Food Table

Cold	Winter	Spring	Summer	Autumn
Coastal	26	23	20	23
Desert	None	29	27	29
Forest	16	13	10	15
Hill	26	24	22	25
Marsh	27	26	24	26
Mountains	30	27	26	27
Plains	26	24	20	24
Temperate				
Coastal	20	17	14	17
Desert	28	29	29	29
Forest	14	12	10	12
Hill	17	15	12	14
Marsh	24	23	22	23
Mountains	26	24	22	24
Plains	20	18	14	18
Underground	20	18	14	18
Warm				
Coastal	14	12	10	11
Desert	30	30	None	29
Forest	12	10	10	10
Hill	14	12	10	11
Marsh	24	20	20	20
Mountains	22	19	15	18
Plains	14	12	10	10

effects. If not, take a small bite and, without swallowing, chew it and see if there are no negative after-effects in the mouth. If all is well after that, eat a small amount. If the character is still well after eight hours, it is probably safe to eat the food.

Foraging DCs for Drinkable Water Table

Cold	Winter	Spring	Summer	Autumn
Desert	30	28	28	29
Forest	28	26	26	28
Hill	30	26	27	28
Marsh	22	15	20	20
Mountains	30	26	27	28
Plains	28	26	26	29
Temperate				
Desert	30	30	30	30
Forest	24	22	24	24
Hill	24	22	22	24
Marsh	18	16	14	18
Mountains	26	26	27	26
Plains	26	22	22	24
Warm				
Desert	30	30	30	30
Forest	18	16	16	18
Hill	24	20	20	22
Marsh	16	14	12	16
Mountains	22	18	20	22
Plains	26	22	24	26

Success in foraging depends on the climate and the season. Even the most seasoned Æsir hunter will not find much in the way of edible food on the heights of the Eiglophian Mountains in the middle of the winter. To determine the likelihood of finding edible plants in the wilderness, consult the Foraging DCs for Edible Food table for Survival or Knowledge (nature) checks.

The degree of success indicates the level of success in foraging. Foragers who beat the DC by five or more find enough to feed four people. Beating the DC by ten or more results in finding enough food to feed eight people. There is no limit to the number of foragers searching, however; for every increment of four searchers, the range of the search must increase by one mile. A standard search assumes one mile of searching. Characters who have Favoured Terrain or are in their native homeland (e.g. a Cimmerian foraging in Cimmeria) enjoy a +4 bonus to their Survival checks made to forage. Characters with five ranks in Craft (herbalism) or Knowledge (nature) receive a +2 synergy bonus to these checks.

Characters may forage while travelling overland, but suffer a -8 penalty to their checks if travelling along a major caravan route, -6 while on a road or -4 while on a path or trail.

Water in the Wilderness

The first order of survival is water. Blood or urine is not a viable substitute for water, as both will hasten dehydration and death. Dew can be collected from plants or from streams and creeks. Water should be boiled, if at all possible, to avoid contracting various illnesses and diseases, especially near the swamps. If that is not possible, then the character should drink the water anyway. Most diseases take a few days to develop anyway, which may afford the character time to find his way back to civilisation. Without water, the situation becomes grim.

Finding water can be as simple as a keen ear catching the sound of a nearby brook or as complicated as seeking out low elevations and digging one or two feet into the ground. Discovering water sources in the wilderness can mean the difference between life and death. The chance to discover water varies depending on the terrain and climate of the area searched. Consult the Foraging DCs for Drinkable Water table for the appropriate DCs. Characters native to a particular region or who have a Favoured Terrain receive a +2 regional modifier to all Survival checks in these areas. Characters with five ranks of

Effects of Contaminated Food or Water Table

d20	Fortitude DC	Primary/Secondary Damage
1-5	15	0/Unconsciousness
6-10	14	1d4 Int/2d6 Int
11-13	11	1 Wis/2d6 Wis + 1d4 Int
14-16	13	1 Con/1d8 Con
17-18	17	2d6 Str/1d6 Str
19	18	2d6 Con/1d6 Con + 1d6 Str
20	Varies	Disease as determined by Games Master

Knowledge (nature) receive a +2 synergy bonus with these checks.

On a result failed by five or more when searching for food or water, the character has accidentally ingested something harmful. While most plants are really not lethally poisonous, there are a few that are deadly. Water, on the other hand, is usually obvious if something is amiss. However, if an individual consumes foul water the results are often severe. Characters who have imbibed bad water or inedible food must roll a d100. If the result is a one, then the plant or water is clearly poisonous. Effects can include random ability damage on a failed Fortitude save, sweating, cramps or even disease. See Effects of Contaminated Food or Water table for sample results. On a roll of 2-4, the character suffers cramps and sweating. The onset time is 1d10 rounds. The effects last 1d10 minutes. They take 1d2 hit points of damage per minute for as long as the cramps and sweating persist. Any other roll just indicates the food has no nourishing value and tastes bad.

Hunting

Barbarians, borderers and nomads rely on hunting for sustenance as a means of survival more than most other classes. Hunting is a two-step process. First the hunter must locate prey, then he must stalk it. The Hunting DCs to Find Prey table reflects the chance the hunter will find a creature fit to eat. Assuming the character undertakes the hunt at the appropriate time (early morning or late at night), the DCs on the table are ready to use. If the character attempts to hunt at any other time, the DCs increase by +5. Each outing takes one hour. For every additional hour, the DC increases by +2, as most of the native animals recognise the intrusion into their habitats. Hunters make a Survival check against the listed DC. Success indicates they have spotted the animal and may begin the stalk.

A successful Survival check locates the prey. The Games Master will determine how many and the type if necessary. Characters can determine whether they wish to pursue their prey

Hunting DCs to Find Prey Table

	Cold	Winter	Spring	Summer	Autumn
Coastal	30	30	27	26	26
Desert	30	30	28	28	30
Forest	30	30	28	28	30
Hill	30	30	28	27	27
Marsh	30	30	28	27	28
Mountains	30	30	30	28	30
Plains	30	30	27	27	27
Temperate					
Coastal	26	26	22	20	20
Desert	28	28	30	30	28
Forest	24	24	20	20	20
Hill	25	25	22	22	22
Marsh	26	26	23	20	20
Mountains	27	27	24	24	24
Plains	25	25	22	20	20
Underground	27	27	24	24	24
Warm					
Coastal	20	20	20	20	20
Desert	28	28	30	30	30
Forest	20	20	20	20	20
Hill	20	20	20	20	20
Marsh	22	22	20	20	20
Mountains	23	23	23	23	23
Plains	20	20	20	20	20



or to abandon the kill depending on what creature type they locate. Spotting the prey follows the standard rules for spotting distance, except that the character automatically spots the prey and the prey has not spotted the hunter.

Food Units per Hour Table

Availability	DC	Quantity			Time (applied to quantity)		
		Skilled	Unskilled	Day	Night	Dawn/Dusk	
Poor	30	1d2	None	-2	-1	+0	
Fair	20	1d4	1d2	-2	-1	+1	
Good	10	1d6	1d4	-1	+1	+2	

The hunter may act once each round doing as he wishes. Each round the prey receives a Listen and a Spot check against the hunter's Move Silently and Hide checks. A successful roll on behalf of the prey means the prey has located the hunter and may now roll Initiative. The prey is aware of the hunter automatically if the hunter attacks it. It may then roll Initiative as normal. Once both sides are aware, combat begins as normal.

Most animals flee combat as the survival instinct is more powerful than anything else. If the hunter has targeted a carnivore, the creature responds to aggression at least until reduced to 50% hit points or less. Herbivores will flee upon injury unless protecting young. If the prey flees the combat, hunters may stalk their injured prey using normal tracking rules or search rules. For as long as the hunter pursues the animal, it cannot heal as it does not gain the rest required to restore lost hit points. The animal, if injured, must pass a Constitution check against a DC of 10 + 1 for each hour of flight. Failure indicates the animal suffers 1d6 points of subdual damage. This gradual accumulation of subdual damage eventually causes the animal to tire, thus allowing the hunter to usually find it if he has any skill whatsoever.

When the animal is found and killed, it may be dressed to provide food. To prepare meat properly for consumption, the hunter must pass a Survival check against a DC 10. A successful roll means the hunter has accumulated about 50% of the food units provided by the animal (see the Food Units and Size table). For every five points above the DC, the character can gain an additional 10% food units. Characters hunting in native terrain or Favoured Terrain receive a +5 regional bonus on this Survival check. A food unit takes care of the consumption needs of a standard Medium size creature.

Food Units and Size Table

Size	Maximum Food Units
Fine	No appreciable amount of food
Diminutive	1 unit
Tiny	2 units
Small	8 units
Medium	32 units
Large	64 units
Huge	128 units
Gargantuan	256 units
Colossal	512 units

The scent of the kill will possibly attract other predators. The Games Master should be prepared to have other potential combat encounters for sloppy hunts or poor dressing of the meat.

Fishing

Many barbarians and borderers fish with a spear, standing over or in the water with a spear ready to throw into the water to impale a fish, reptile or other swimming creature. For a standard sized fish (worth one food unit), the hunter must hit a DV 18. Success indicates he has struck and killed the fish. Usually one such throw is all that the fisherman will get, even if he has multiple attacks, as the disturbance in the water will frighten off most other inhabitants of the water. For each additional attempt, the target DV increases by +2. Characters may continue to fish in this manner until the DV is impossible to hit.

Line fishing is the easiest method of accumulating any real quantities of fish but fishing in this manner is not necessarily all that easy. Fish do not simply show up because there is a person there who wants to eat them. Three elements play a part in line fishing: time, availability and skill.

Time: The best time to catch fish is when the sun is either setting or rising. Night is second best, while daylight is the worst. See the Food Units per Hour table to see the effect time has on fishing.

Availability: Games Masters must arbitrarily determine the fishing quality of any given area. Swamps, bogs, shorelines and stagnant waters generally have poor availability. See the Food Units per Hour table to see the effect availability has on fishing.

Skill: Characters with ranks in Profession (fisherman) have a better time of things if working under the right conditions. However, if there are no fish, no fish are caught. Characters untrained in this skill may make an untrained Wisdom check against the listed DC's. Characters native to coastal regions or have the appropriate Favoured Terrain receive a +2 regional bonus to fishing checks.

Trapping

Small game animals can be difficult to hunt, as most are experts at running and hiding, so trapping is usually the best way to procure such meals. Trapping

has several advantages over hunting. One, it is quieter than hunting. Two, it allows the trapper time to do other things, such as procure water, build shelter or hide from predators. However, it does involve some skill, both in the construction of the trap and knowing the habits of the animals sought. Patience is also required, as most animals are suspicious of anything new in their territory. Only when they have grown used to the trap will they blunder into them.

A trap typically is defined by its location and triggering conditions, how hard it is to spot before it goes off, how much damage it deals, and whether or not the creatures receive a saving throw to mitigate its effects. Traps that attack with arrows, sprung spears and other types of weaponry make normal attack rolls, with a specific attack bonus dictated by the trap's design.

Some common traps include the spring snare, which, when placed on a path used by the animal, flings prey that runs through the snare into the air; the baited snare, which is similar to the spring snare, but uses bait instead of location to bring the animal to it, and deadfalls, one of the simplest traps to create, utilising either bait or a trail to draw the prey, which then knocks down the heavy rock poised above it. More advanced deadfalls can be made with tripwires or even with spears instead of rocks. One of the most dangerous traps is the sprung spear trap, which is made using a springy shaft with attached spears and a trip-wire.

For catching scavenger animals, baited pits with spears often work. A hole is dug and bait laid at the bottom in a noose. Spears or spikes line the pit, pointing down. The animal gets in, and cannot get out, and the struggles tighten the noose. Creatures who succeed on a DC 20 Search check detect a simple mechanical trap before it is triggered. (A simple trap is a snare, a trap triggered by a tripwire, or a large trap such as a pit.) A character with the Trap Sense class feature who succeeds on a DC 21 (or higher) Search check detects a well-hidden or complex mechanical trap before it is triggered. Complex traps are denoted by their triggering mechanisms and involve mechanisms linked to tree-branches, changes in weight, disturbances in the air, vibrations, and other sorts of unusual triggers.

Most of these traps can be made from a Craft (trapmaking) skill check, although a Games Master may allow other skills to apply to various traps (see Designing a Trap, below, and the skill description). All woodland traps have the following elements: trigger, reset, Search DC, Disable Device DC, attack bonus (or saving throw or onset delay), and damage/effect.

A trap's trigger determines how it is sprung. A trap in the wilderness has two basic triggers. A location trigger springs a trap when someone stands in a particular spot. A

touch trigger, which springs the trap when touched, is one of the simplest kinds of trigger to construct. This trigger may be physically attached to the part of the mechanism that deals the damage or it may not. Once it is triggered, it may or may not be reset.

A reset element is the set of conditions under which a trap becomes ready to trigger again. For some wilderness traps, short of completely rebuilding the trap, there is no way to trigger it more than once. For others, to get the trap functioning again, it must be repaired. For many, resetting the trap simply requires someone to move the parts back into place. Repairing a mechanical trap requires a Craft (trapmaking) check against a DC equal to the one for building it. To calculate how long it takes to fix a trap, use the same calculations you would for building it, but use the cost of the raw materials required for repair in place of the market price. Resetting a trap usually takes only a minute or so. For a trap with a more difficult reset method, the Games Master should set the time and labour required.

The builder sets the Search and Disable Device DCs for a mechanical trap in the wild, although the base DC for both Search and Disable Device checks is 20. Raising or lowering either of these DCs affects the construction DC.

A trap usually either makes an attack roll or forces a saving throw to avoid it. Occasionally a trap uses both of these options, or neither. A pit, which a character can fall into and take damage, needs no attack roll, but a successful Reflex save (DC set by the builder) avoids it. Other save-dependent mechanical traps also fall into this category.

Pits come in three basic varieties: uncovered, covered, and chasms. Pits and chasms can be defeated by judicious application of the Climb skill, the Jump skill, or various magical means. Uncovered pits serve mainly to discourage intruders from going a certain way, although they cause much grief to characters who stumble into them in the dark, and they can greatly complicate a melee taking place nearby.

Covered pits are much more dangerous. They can be detected with a DC 20 Search check, but only if the character is taking the time to carefully examine the area before walking across it. A character who fails to detect a covered pit is still entitled to a DC 20 Reflex save to avoid falling into it. However, if he was running or moving recklessly at the time, he gets no saving throw and falls automatically. Trap coverings are usually as simple as piled refuse (straw, leaves, sticks, garbage). Pit traps often have something nastier than just a hard floor at the bottom. A trap designer may put spikes, monsters, or a pool of water at the bottom. Spikes at the bottom of a pit deal damage as daggers with a +10 attack bonus and a +1 bonus on damage for every ten feet of the fall (to a maximum bonus on damage of +5). If the pit has multiple spikes, a falling victim is attacked by 1d4 of them. This damage is in addition to any damage from the fall itself. Vicious creatures sometimes

live in pits. Any monster that can fit into the pit might have been placed there by the trap's designer, or might simply have fallen in and not been able to climb back out. Alligators, for example, will dig pits in dry months to reach water. In addition to pits, there are ranged attack traps, although these are extremely uncommon in the wilderness.

Ranged attack traps fling darts, arrows, spears, or the like at whoever activated the trap. The builder sets the attack bonus. A ranged attack trap can be configured to simulate the effect of a composite bow with a high strength rating which provides the trap with a bonus on damage equal to its strength rating. More common than ranged attack traps are melee attack traps. Melee attack traps feature such obstacles as sharp spears that spring from foliage and deadfalls. Once again, the builder sets the attack bonus. Armour can help defend against many of these traps, although a few melee attack traps, such as snares or nets, entrap the prey, regardless of armour.

The damage effect of a trap is what happens to those who spring it. Usually this takes the form of damage, but some traps have special effects. Falling into a pit deals 1d6 points of damage per ten feet of depth. Ranged attack traps deal whatever damage their ammunition normally would. If a trap is constructed with a high strength rating, it has a

corresponding bonus on damage. Melee attack traps deal the same damage as the melee weapons they 'wield'. In the case of a deadfall, the Games Master can assign any amount of bludgeoning damage preferred, but remember that whoever resets the trap has to lift that stone back into place. A melee attack trap can be constructed with a built-in bonus on damage rolls, just as if the trap itself had a high Strength score. Some traps have miscellaneous features that produce special effects, such as drowning for a water trap or ability damage for poison. Saving throws and damage depend on the poison or are set by the builder, as appropriate. Some sample traps are given below. The craft DC's are presuming that only normal wilderness equipment is available.

Sample Traps

Camouflaged Pit Trap: Craft (trapmaking) DC 25; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20. Note that some tribes of Picts commonly dump alligators into their pit traps.

Camouflaged Pit Trap 20': Craft (trapmaking) DC 35 (note that it is difficult to dig a twenty feet deep pit in the Pictish Wilderness with common tools carried by a borderer or settler. The possession of a shovel will decrease the DC by 10. In many places, the pits will start to fill with water within ten or fifteen feet of depth, making further digging difficult or impossible); location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 24; Disable Device DC 19.

Spiked Pit Trap: Craft (trapmaking) DC 37; location trigger; automatic reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (Attack +10 melee, 1d4 spikes per target for 1d4+2 each, AP 8); Search DC 18; Disable Device DC 15.

Camouflaged Spiked Pit Trap: Craft (trapmaking) DC 25; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (Attack +10 melee, 1d4 spikes per target for 1d4+2 each, AP 8); Search DC 21; Disable Device DC 20.

Well-Camouflaged Pit Trap: Craft (trapmaking) DC 26; location trigger; repair reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 27; Disable Device DC 20.

Fusillade of Darts: Craft (trapmaking) DC 20; location trigger; manual reset; Attack +10 ranged (1d4+1, dart, AP 2); multiple targets (fires 1d4 darts at each target



Herbs Table

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 two 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 four 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)
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 one 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)
Dandelion	Weed	DC 5 in spring and summer, impossible otherwise	Provides low-light vision (DC 24) Confers a +10% on all Divination spells that have a percentage chance for success (DC 32)
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)

in two adjacent 5 ft. squares); Search DC 14; Disable Device DC 20.

Poison Dart Trap: Craft (trapmaking) DC 20 and Poison Use; location trigger; manual reset; Attack +8 ranged (1d4 plus poison, dart, AP 2); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis); Search DC 20; Disable Device DC 18.

Deadfall Trap: CR 1; Craft (trapmaking) DC 18; location trigger; manual

reset; Attack +10 melee (2d6, rock, AP 5); Search DC 20; Disable Device DC 22.

Sprung Spear Trap: Craft (trapmaking) DC 20; location trigger; manual reset; Attack +12 ranged (1d8/x3, spear, AP 5); Search DC 20; Disable Device DC 20. *Note:* 200 ft. max range, target determined randomly from those in its path.

Large Net Trap or Snare: CR 2; Craft (trapmaking) DC 20; location trigger; manual reset; Touch Attack +5 melee; Search DC 20; Disable Device DC 25. *Note:* Characters in 10-ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save.

Herbs Table Contd.

Name	Type	Availability DC	Features (DC)
Elderberry (Tree of Doom)	Tree	DC 10, early autumn	Cures shakes (DC 26) Removes poison (DC 28)
Figwort	Woodland plant	DC 20	Confers a +2 bonus to saves against contact poison (DC 25) Heals 1d2 Dexterity damage (DC 28)
Hawthorn (Hagthorn)	Deciduous shrub or tree	DC 19 (spring)	Restores sobriety (DC 24)
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 imbiber into Fighting-Madness for two 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 one hour (DC 30) Confers <i>Greater Sorcerous News</i> for ten minutes (DC 32) Confers a +2 luck bonus on all magic attack rolls for one 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 ten feet for two 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 one 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 ten feet of user (DC 25) Keeps vampires at bay, preventing them from approaching within ten feet of user (DC 30)

HERBS AND HERBLORE

Barbarians, borderers and nomads are very much in touch with nature and usually know which herbs do what. Shamans in particular are skilled herbalists. 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. See the Herbs table for the DCs and effects.

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

Type: This is what the plant is.

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 five. 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 fully detailed in *Conan: Across the Thunder River*.

SKILLS OF THE FIERCE

Barbarians, borderers and nomads are skill users as well as warriors. The key to making the most out of these fierce classes is to focus on a few key skills. There are some skills that simply do not need to be kept at maximum ranks. Get a synergy out of them if you can, then move on to focus on other skills.

- ❖ **Knowledge Skills:** In most campaigns, combat and heroic manoeuvres are the name of the game, so various Knowledge skills do not offer enough mechanical benefits to reward investing many skill points in them. If the narrative combat system presented in *Conan: The Free Companies* is used, then Knowledge (warfare) is an exception to this rule. It has mechanical benefits beyond five ranks, warranting continued use – if large scale battles are common in the campaign.
- ❖ **Concentration:** Concentration is not worthy of maximum skill ranks unless the character is a sorcerer with spells requiring much Concentration. A total bonus of more than +10 is unnecessary in almost any event.
- ❖ **Climb, Jump and Swim:** Climb, Jump and Swim are only valuable in campaigns which feature direct environmental challenges as well as wilderness encounters. Otherwise there are few reasons to put ranks in these skills since they will never come into play.

Several skills, however, are important to the barbarian, borderer and nomad classes and should be maintained at maximum levels at all times.

- ❖ **Hide, Listen, Move Silently and Spot:** Hide, Listen, Move Silently and Spot are vital to these characters and need to be maintained at maximum ranks because these skills operate around opposed skill checks. If a fierce character does not have significant ranks in these skills, then the character will never see a successful skill check.
- ❖ **Survival:** The barbarian, borderer and nomad, since they begin the game with the Track feat,

need to keep Survival as high as possible to make the most of a class ability. There is rarely a need to invest further into Survival once the overall bonus reaches the +21 to +23 range. In a less mechanical aspect, many of the societies giving rise to barbarians, borderers and nomads give Survival a role in determining one's place in society. Most of these societies require every member of the tribe or community to participate in hunting and gathering. There are few of these communities with room to support a member who offers nothing but warfare skills. Characters with maximum ranks in Survival earn a +1 bonus to Reputation in tribal communities once their ability to contribute is established.

Some skills should be kept significantly high, although maximum ranks are rarely a necessity.

- ❖ **Handle Animal and Ride:** Handle Animal and Ride should have significant ranks in them, especially for nomad characters.

INTIMIDATION EXPANDED

There are many kinds of intimidation, a skill that realistically derives from nearly every aspect of the character doing the intimidation. Is it all force of personality? What about musculature? Seeing someone perform an incredible feat of endurance? Oral intimidation? Many barbarian, borderer and nomad characters run short on Charisma but are still quite intimidating characters. Below is an optional expansion of the Intimidation skill, along with new key abilities and usefulness.

Intimidation (varies)

Intimidation is six different skills. For instance, a character could have Intimidation (coerce). Having ranks in that skill does not affect ranks in any of the other five, such as making an Intimidation (bully) check. A character can have all six Intimidate skills, each with its own ranks, purchased as individual skills.

Bully (Str): You rely on your physical strength to get your way. By a liberal application of shoves, pushes and minor injuries, you get your opponent to back down or provide the information you desire. Bullying does not suggest torture, merely the threat of violence.

Overawe (Dex): Your lithe movement demonstrates your capability and agility. In effect, your grace lends to intimidating your opponent. Characters with this skill usually awe their opponents into giving in to their demands. These are the characters who swing their swords about in impressive displays or enter a room by swinging down from rafter to rafter.

Frighten (Con): Your health and stamina are your allies in forcing an opponent to back away. These attributes are commonly visible. Thus, you appear physically fit and capable of taking damage as well as giving it out. Your natural resistance to injury frightens your opponent into submitting to your requests.

Terrorise (Int): By merely speaking of the injury you will inflict upon your opponent, you can instil a desire to be away from you and also to conform to your demands. Use of the Terrorise skill locates the threat within the subject's mind, which oft-times creates a greater threat than is actually there.

Admonish (Wis): You may browbeat your foe into submission. You know what is best for them and you are not afraid to voice your opinions. Your insight in regard to the subject's flaws and failings are embarrassing on a successful result, thereby shaming them into doing your wishes.

Coerce (Cha): Through force of personality, you are able to modify a foe's reaction to be in accordance with your will. Your personality exudes competence and danger, thus encouraging those to back off. This skill basically functions as presented in *Conan the Roleplaying Game*.

Check: The character can change others' behaviour with a successful check against a DC, typically 10 + the target's Hit Dice. Bonuses against saving throws against fear apply to the DC of the check.

Retry: Retries do not work. The effects of a successful check presents the most beneficial outcome possible. A failed check undermines future attempts, as the character was and will likely not be cowed by your attempts.

Special: If the character has five or more ranks in Bluff, the character gets a +2 synergy bonus on Intimidate checks.

OVERNIGHT IN THE WILDERNESS

Barbarians, borderers and nomads generally do not prefer to make their homes in mighty castles of stone. Instead, their native wilderness, be it forest, mountain or desert, is their fortress. While these character classes love sleeping in the open, their more civilised companions prefer shelter. Even among the fierce class, during poor weather many build shelters for themselves.

THE WILDERNESS OVERNIGHT FATIGUE SAVE

Any character who sleeps outdoors overnight risks waking up feeling worse than when he went to sleep, what with the midges and other biting insects, the roots, rocks and thistles poking up into one's back, not to mention leaky shelters. Barbarians, borderers and nomads can alleviate these problems a good deal for their companions but anyone not used to such hardships may finish up rather out of sorts in the morning.

Sleeping outdoors in anything other than a good tent, bedroll and a thick mound of blankets requires a Wilderness Overnight Fatigue save, which is a Fortitude saving throw made in the usual manner. Failing this save means the character wakes up fatigued (-2 to Strength and Dexterity, cannot charge or run), just as if he had slept in armour. Any character with five or more ranks in Survival gains a +2 synergy bonus to this save, which characters with the Endurance feat gain a +4 bonus. Certain shelters provide additional bonuses or penalties.

TEMPORARY STRUCTURES

Overnight shelters can be built using the Survival skill (DC 15 +1 per additional person the shelter is



Typical Wilderness Overnight Fatigue Save DCs and Modifiers Table

Condition	Save DC
Warm spring or summer night	5
Chilly autumn night	10
Cold winter night, or cold desert night	15
Very cold winter night (cold enough to cause subdual damage)	20*
Hot desert day (assuming sleeping in the day and travelling at night)	15**
Precipitation	+2 to DC
Heavy Precipitation	+4 to DC (+6 if no bed)

* Note that the Wilderness Overnight Fatigue save is made in addition to any Fortitude saving throws required to avoid subdual damage.

** Only a sunshade provides any bonus against uncomfortable levels of heat.

to contain). Characters may apply their Favoured Terrain bonuses to this check. Failure indicates the shelter is built but not very well. It leaks or lets in draughts or is otherwise not weatherproof. The effect of this is up to the Games Master. It may collapse and disturb sleep or inhabitants could catch a disease. Fatigue could result. Failed shelters only provide half the bonus to Wilderness Overnight Fatigue saves. It takes an hour to build a one-man shelter. Larger shelters require an additional half-hour per person the shelter is to contain. Extra people helping to build the shelter reduce the time taken by 20 minutes for characters with five or more ranks in Survival or 30 minutes if not. No more than twice as many characters can work on a shelter than it is intended to hold. The following skills give a +2 synergy bonus to the Survival check if five or more ranks are possessed: Craft (woodworking), Profession (builder) or Profession (woodcutter).

Wilderness Beds: Barbarians, borderers and nomads are able to construct a bed out of natural materials with a Survival check (DC 10) in (70 – Survival check result) minutes, to a minimum of ten minutes. A bed is usually just bundle after bundle of soft plant matter piled in a great heap and a bedroll or blanket placed on top. Different materials have different effects on the Wilderness Overnight Fatigue saves. Beds made of mostly flowers offer a +1 bonus to the save. Beds made of grasses and ferns give characters a +2 bonus to the save. Beds made of heather are extremely comfortable, providing a +5 bonus to the save. Hemlock spruce or water hemlock beds offer a +3 circumstance bonus to the save. Pine beds also provide a +3 circumstance bonus to the save. Spruce offers a +4 circumstance bonus to the save. Other materials can be used but do not offer any additional bonuses to the save.

Benders: One of the simplest, most versatile and portable overnight shelters is the bender. Springy poles of willow are bent over into a dome shape to support a heavy canvas tent-like cloth. The bender is easy to put up and take down (base DC of 10 instead of 15). New poles can be cut from the nearest willow or similar tree every night. Its main drawbacks are the need to carry at a bare minimum the canvas and, if maximum speed is required, the poles too. It also has a distinctively artificial appearance as compared to shelters made entirely from local materials. An observer looking for signs of habitation gains a +4 circumstance modifier to his Spot or Search check to find a bender. Similarly, attempts to conceal a bender in the natural surroundings are made with a –2 penalty to the character's Survival check. Benders of any size can be erected in half the usual time for an overnight shelter.

Sunshades: Sunshades are for the desert or other hot, arid landscape, when there is little or no danger of rain but almost no natural shelter from the harsh glare of the sun. Such structures are necessary only in daylight, but the sensible desert wanderer will travel by night and sleep by day. Almost any piece of cloth can be used for a sunshade, such as a blanket, bender canvas or even a cloak, but it must be at least larger than the user's head and if possible a good deal larger than his stretched-out body if it is to be of any real use. As with a bender it must be attached firmly to poles or otherwise fixed above the character wishing shelter. A sunshade takes only one-quarter the usual amount of time for an overnight shelter to be rigged up, since no walls or waterproofing are required and it is easy to put up (base DC of 10, rather than DC 15). Again it is difficult to conceal, especially against the openness of the desert. Apply the same bonuses and penalties as for a bender with regard to concealment. A sunshade offers a +5 equipment bonus to resist a Wilderness Overnight Fatigue save brought on by the heat of the desert sun, assuming the character sleeps by day. In other situations it offers no bonus.

Caches: Caches are stores to keep one's goods intact and safe from the weather and enemies. Food caches must be made safe from animals, so many of them are kept in treetops to keep them safe from bears. A treetop cache for food can hold around 50 pounds of supplies. It takes about 20 minutes to construct one and get it ready. A Survival check (DC 10) and a Climb check (DC between 10 and 25) is required. Generally the woodsman decides the Climb DC for himself and the same DC is required to retrieve the cache. Equipment caches are usually hidden in hollow trees, small caves or buried underground. The character hiding the equipment makes a Survival check (DC 10). The Survival check for all types of caches becomes the Search DC for anyone looking for the cache. Buried caches assess a –10 penalty to searchers, who may notice a slight disturbance left by the burial. It takes two to four hours to bury an average cache one foot under the ground and half the time to dig up. Essentially a cache is smaller than a one-man shelter, making them simple to

build. Interestingly, most borderers who accidentally come upon another woodsman's cache leave it alone, even in dire need, knowing that it might make the difference between life and death for the person who cached it in the first place.

Caves, Overhangs and Cliffs: Outdoorsmen always make use of whatever terrain features can be found in a given area. Small caves or anything else providing a natural roof or wall are invaluable. It makes both shelter and concealment easier. This type of shelter needs a Survival check to find, with the DC being at the Games Master's discretion, from a DC of 10 in rugged terrain to DC 30 in a relatively flat wooded area. Survival checks made to hide a shelter built onto an overhang or cave have a +4 circumstance bonus and attempts to Spot or Search for the shelter are subject to a -2 penalty, rising to -4 if the character making the Spot or Search check is on the other side of the terrain feature used to provide the shelter. A cave, overhang or cliff shelter provides a +6 bonus to Wilderness Overnight Fatigue saves.

Fallen Trees: If no more permanent terrain features are available, a fallen tree can make an excellent roof. The outdoorsman gathers fallen wood or takes fresh green branches from trees and thatches in a pair of diagonally sloping walls down the sides of the tree, forming a shelter wide enough for one person but long enough for more than one to lie in a straight line down the length of the tree. This is a good compromise of concealment and shelter, providing a +1 bonus to concealment and a +4 bonus to Wilderness Overnight Fatigue saves.

Forked-Twig Shelters: Frontiersmen may use a couple of upright trees as a basis for a shelter and add a horizontal roof-pole balanced or lashed between their lowest branches, or they may gather branches and make a tepee-style shape, or pound a couple of upright forked twigs into the ground and add a roof-pole between them as though it were a fallen tree, with diagonal thatched walls providing good shelter from the weather and reasonable concealment. A forked-twig shelter gives no bonus to concealment but a +4 bonus to Wilderness Overnight Fatigue saves.

Gullies and Dugouts: A gully can make an effective shelter during good weather. Often gullies are the only half-decent natural shelters around in arid areas. During poor weather, because the gully is below ground level, the gully does not make for a good shelter. Where no gully can be found, one can be dug out. It takes two to four hours to dig out an artificial gully. As a rough guideline, clay takes four hours to dig out, sand three hours and light, loamy soil two hours. A simple thatched roof over the gully or dugout is required to complete the shelter. The thatch roof uses half the material a normal shelter requires and takes half the time. A bender canvas used as a roof will shelter twice its normal number of occupants. Roofing a gully takes a Survival check (DC 10 +1 per additional occupant). Gullies and dugouts are easy to conceal, giving a +3 circumstance bonus on all Survival

checks made to conceal it and a -2 penalty on Spot or Search checks to look for it since it will have a very low profile. A gully or dugout shelter provides a +3 bonus to Wilderness Overnight Fatigue saves.

Hides: A hide is a deliberately constructed and camouflaged shelter used for hunting or observation. A Survival check (DC 20) is made to build the hide, with a +2 synergy bonus if the character has at least five ranks in Hide. It takes one hour to build a one-man hide. Larger hides take proportionately more time, so that a three-man hide takes three hours, but the DC also increases by +5 for each person beyond the first the hide is intended for. A hide that has been successfully constructed is automatically considered concealed without additional time being spent to make it so - its primary purpose is concealment, after all. Hides are always at a -10 to Spot or Search for. They are made out of materials found on-site to ensure that they match the surrounding terrain as closely as possible. If the hide is constructed near enemy observers, Move Silently and Hide checks might be necessary alongside the Survival check to build the hide.

Sniping Post: A hide built with sniping in mind is a sniping post. Small arrow-slit style openings are left in the materials used, but thickly disguised on the sides, so that an enemy's vision is obscured unless it is looking right at the sniper. This means that most sniping post arrow-slits offer only a limited field of fire, but sniping out of a sniping post and then concealing oneself again is done at only -10 on the Hide check rather than the usual -20. A Survival check (DC 20) is made to build the sniping post, with a +2 synergy bonus if the character has at least five ranks in Hide. It takes one hour to build a one-man sniping post. Larger sniping posts take proportionately more time, so that a three-man post takes three hours, but the DC also increases by +5 for each person beyond the first the hide is intended for. A sniping post that has been successfully constructed is automatically considered concealed without additional time being spent to make it so - its primary purpose is concealment, after all. Sniping posts are always at a -8 to Spot or Search for. They are made out of materials found on-site to ensure they match the surrounding terrain as closely as possible. If the sniping post is constructed near enemy observers, Move Silently and Hide checks might be necessary alongside the Survival check to build the post.

WALKING AND RUNNING

Many barbarians and borderers prefer to walk than ride. Some do this out of a real preference or need for stealth, others do it out of financial or accidental necessity.

GOING BAREFOOT

Many primitive tribes, such as the Picts or Southern Black Kingdom tribesmen, tend to go barefoot or wear thin-soled moccasins. Walking barefoot or in moccasins allows characters to move more stealthily, gaining a +1 circumstance bonus to all Balance checks. Barefooted characters are more able to feel any unevenness in the terrain underfoot and are less likely to trip over or slip on unusual substances. Barefooted characters (or those in moccasins) also gain a +1 circumstance bonus to Reflex saves made in regards to natural traps with underfoot trigger mechanisms.

Civilised characters who do not come from a society naturally given to barefoot travelling who take to this mode of locomotion must become used to walking barefoot. This takes around two months and during this 'training' period, they may walk for no more than four hours per day.

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 no more than ten). The character also gains a +1 circumstance bonus to any Constitution checks made to avoid nonlethal damage from forced walks.

LONG DISTANCE RUNNING

Several stories tell of Conan's ability to run for miles on end, and even for days on end, as in *The Black Stranger*, to escape determined pursuit. The Endurance feat given to the barbarian, borderer and nomad classes make such efforts of human stamina easier for these characters.

Even with additional feats and a ready supply of hit points, few characters can run like Conan. However, with training, a character may. Any character with the Endurance feat may train specifically for long-distance running, rather than the more generalised fitness training which is abstracted into the various feats. The character must go out running at least four times a week, with each run lasting a full two hours. After several weeks of this, equal to 40—the character's Constitution score, the character will have achieved long-distance running training. For purposes of hourly and daily movement only, his effective movement rate is increased by +10 feet per round, so long as he is carrying at most 10 + his Strength modifier pounds of gear. This movement rate increase never applies to tactical or local movement and is not cumulative with a movement rate increase derived from a class feature. Furthermore, he may hustle for up to two hours at a time without risk of injuring himself.

If a character ever ceases his long-distance training, he immediately loses the benefits of it, and may regain them only after two weeks of training for every missed week.

MOUNTS

HORSES

Horses and equipment are central to a nomad's success. His life or death depends on the quality of his horses and equipment. Most nomads and other mounted characters usually have high ranks in Appraise and Animal Handling. Horses are required to train a minimum of 75 miles per week.

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, which is dry. 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 eight 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 pounds 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 30 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 required its horses to forage, the cavalry's range would 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. 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 a '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 ten), the character finds either enough food for one human or for one horse. The maximum speed that can be travelled in this way is one-half 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 on the order of an epidemic will be the result. Even horses kept in cities, towns and other urban areas have to keep up with removal problems of horse waste.

Horses need to be constantly looked after. This takes an hour per horse per day. A Handle Animal skill check is daily 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 the horse 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 is 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 stew pot.

Hooves and 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 subdual 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 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.

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 in 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 pounds of load.

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.

Abroad in Hyboria

Mastering Perilous Terrains

FOREST TERRAIN

FORESTS CAN BE divided into three categories: sparse, medium and dense. All three categories can be found within its borders, with more sparse terrain at the outer edge of the forest and dense forest at its heart. Different types of forest can be found in the various Hyborian wildernesses, including great redwoods just north of Zingara and along the coast; mangrove forests can be found along the northern shores; vast hemlock and cedar forests growing in each other's shade further north; and many other types of forests, all in a constant state of change as the various trees grow and decay in their manifold life-cycles. The great trees shelter the ground from the hot sun, creating a cooler ground that holds moisture, creating an environment suitable for shade-tolerant plants. A traveller through these woods will see a lot of old, decaying tree trunks on the ground amid thick undergrowth that clings to the legs and hides countless dangers. The Forest Terrain Features table describes in general terms how likely it is that a given area has a terrain element in it.

Forest Terrain Features Table

	Category of Forest		
	Sparse	Medium	Dense
Typical trees	50%	70%	80%
Massive trees	—	10%	20%
Light undergrowth	50%	70%	50%
Heavy undergrowth	—	20%	50%

Trees: The most important terrain element in a forest is the trees, obviously. A creature standing in the same square as a tree gains a +2 cover bonus to Defence Value and a +1 cover bonus on Reflex saves (these bonuses do not stack with cover bonuses from other sources). The presence of a tree does not otherwise affect a creature's fighting space, because it is assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has a Defence Value of four, a hardness of five and 150 hp. A Climb check (DC 15) is sufficient to climb a tree. Medium and dense forests have massive trees as well. These trees take up an entire five foot square and provide cover to anyone behind them. They have a Defence Value of three, a hardness of five and 600 hp. Like their smaller counterparts, it takes a Climb check (DC 15) to climb them. Some trees in dense forests take up 15 square feet. They have a Defence

Value of two, a hardness of five and 1,200 hp. It takes a Climb check (DC 20) to climb them without the proper tools, such as axes and springboards. It takes a Climb check (DC 15) if the proper tools are available.

Undergrowth: Vines, roots, fallen trees and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs two squares of movement to move into, and it provides concealment. Undergrowth increases the DC of Tumble and Move Silently checks by two because the leaves and branches get in the way. Heavy undergrowth costs four squares of movement to move into and provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Tumble and Move Silently checks by five. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Hide checks. Running and charging are impossible. Squares with undergrowth are often clustered together. Undergrowth and trees are not mutually exclusive; it is common for a five foot square to have both a tree and undergrowth.

Forest Canopy

It is common for animals and other forest dwellers to hunt from far above the surface floor. Creatures on branches in a forest canopy are considered to have cover when fighting creatures on the ground, and in medium or dense forests they have concealment as well.

'Beyond that river lay a huge forest, which approached jungle-like density along the spongy shores... The forest beyond the river might seem desolate and vacant of life to the ignorant eye, but life teemed there, not alone of bird and beast and reptile, but also of men, the fiercest of all the hunting beasts.'

Robert E. Howard, Beyond the Black River



Other Forest Terrain Elements

Fallen logs generally stand about three feet high and provide cover just as low walls do. They cost five feet of movement to cross. Forest streams are generally five to ten feet wide and no more than five feet deep. Pathways wind through most forests, allowing normal movement and providing neither cover nor concealment. These paths are less common in dense forests, but even unexplored forests will have occasional game trails.

STEALTH AND DETECTION IN A FOREST

In a sparse forest, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is $3d6 \times 10$ feet. In a medium forest, this distance is $2d8 \times 10$ feet, and in a dense forest it is $2d6 \times 10$ feet. Because any square with undergrowth provides concealment, it is usually easy for a creature to use the Hide skill in the forest. Logs and massive trees provide cover, which also makes hiding possible. The background noise in the forest makes Listen checks more difficult, increasing the DC of the check by two per ten feet, not one. Moving silently is also more difficult in undergrowth, as such the DC's for all Move Silently checks are similarly increased by +2.

FOREST FIRES

Most campfire sparks ignite nothing, but if conditions are dry, winds are strong or the forest floor is dried out and flammable, a forest fire can result. Lightning strikes often set trees afire and start forest fires in this way. Whatever the cause of the fire, travellers can get caught in the conflagration. A forest fire can be spotted from as far away as $2d6 \times 100$ feet by a character succeeding at a Spot check, treating the fire as a Colossal creature (reducing the DC by 16). If all characters fail their Spot checks, the fire moves closer to

them. They automatically see it when it closes to half the original distance. Characters who are blinded or otherwise unable to make Spot checks can feel the heat of the fire, and thus automatically 'spot' it when it is 100 feet away.

The leading edge of a fire (the downwind side) can advance faster than a human can run (assume 120 feet per round for winds of moderate strength). Once a particular portion of the forest is ablaze, it remains so for $2d4 \times 10$ minutes before dying to a smoking smoulder. Characters overtaken by a forest fire may find the leading edge of the fire advancing away from them faster than they can keep up, trapping them deeper and deeper in its grasp. Within the bounds of a forest fire, a character faces three dangers: heat damage, catching fire and smoke inhalation.

Heat Damage

Getting caught within a forest fire is even worse than being exposed to extreme heat. Breathing the air causes a character to take 1d6 points of damage per round (no save). In addition, a character must make a Fortitude save every five rounds (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. A character who holds his breath can avoid the lethal damage, but not the nonlethal damage. Those wearing heavy clothing or any sort of armour take a -4 penalty on their saving throws.

Catching Fire

Characters engulfed in a forest fire are at risk of catching fire when the leading edge of the fire overtakes them, and are then at risk once per minute thereafter. Characters at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent

round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means he is no longer on fire. A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another Reflex save with a +4 bonus. Those unlucky enough to have their clothes or equipment catch fire must make Reflex saving throws (DC 15) for each item. Flammable items that fail sustain the same amount of damage as the character.

Smoke Inhalation

Forest fires naturally produce a great deal of smoke. A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for two consecutive rounds takes 1d6 points of nonlethal damage. Also, smoke obscures vision, providing concealment to characters within it.

MARSH TERRAIN

Two categories of marsh exist: relatively dry moors and watery swamps. Both are often bordered by lakes, which effectively are a third category of terrain found in marshes. The Marsh Terrain Features table describes terrain features found in marshes.

Marsh Terrain Features Table

	--- Marsh Category ---	
	Moor	Swamp
Shallow bog	20%	40%
Deep bog	5%	20%
Light undergrowth	30%	20%
Heavy undergrowth	10%	20%

Bogs: If a five foot square is part of a shallow bog, it has deep mud or standing water about one foot in depth. It costs two squares of movement to move into a square with a shallow bog, and the DC of Tumble checks in such a square increases by two. A square that is part of a deep bog has roughly four feet of standing water. It costs Medium or larger creatures four squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to Defence Value, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a -10 penalty on attacks against creatures that

are not underwater. Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares. Both shallow and deep bogs increase the DC of Move Silently checks by two.

Undergrowth: The bushes, rushes, and other tall grasses in marshes function as undergrowth does in a forest (see above). A square that is part of a bog does not also have undergrowth.

Quicksand

Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters do not have a chance to detect a hidden bog before blundering in. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him or her 1d2x5 feet into the quicksand.

Effects of Quicksand: Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move five feet in whatever direction is desired. If a trapped character fails this check by five or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description in *Conan the Roleplaying Game*). Characters below the surface of a bog may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Rescue: Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope or similar tool that enables him to reach the victim with one end of it. Then he must make a Strength check (DC 15) to successfully pull the victim, and the victim must make a Strength check (DC 15) to hold onto the branch, pole or rope. If the victim fails to hold on, he must make a Swim check (DC 15) immediately to stay above the surface. If both checks succeed, the victim is pulled five feet closer to safety.

Hedgerows

Common in moors, hedgerows are tangles of stones, soil, and thorny bushes. Narrow hedgerows function as low walls, and it takes 15 feet of movement to cross them. Wide hedgerows are more than five feet tall and take up entire squares. They provide total cover, just as a wall does. It takes four squares of movement to move through a square with a wide hedgerow; creatures that succeed on a Climb check (DC 10) need only two squares of movement to move through the square.

Other Marsh Terrain Elements

Some marshes, particularly swamps, have trees just as forests do, usually clustered in small stands. Paths lead across many marshes, winding to avoid bog areas. As in forests, paths



allow normal movement and do not provide the concealment that undergrowth does.

STEALTH AND DETECTION IN A MARSH

In a moor, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is $6d6 \times 10$ feet. In a swamp, this distance is $2d8 \times 10$ feet. Undergrowth and deep bogs provide plentiful concealment so it is easy to hide in a marsh. A marsh imposes no penalties on Listen checks, and using the Move Silently skill is more difficult in both undergrowth and bogs.

WATER DANGERS

Any character can wade in relatively calm water that is not over his head, no check is required. Similarly, swimming in calm water only requires a Swim check (DC 10). Trained swimmers can just take ten. Remember, however, that armour or heavy gear makes any attempt at swimming much more difficult. See the Swim skill description.

By contrast, fast-moving water is much more dangerous. On a successful Swim check (DC 15) or a Strength check (DC 15), it deals $1d3$ points of nonlethal damage per round ($1d6$ points of lethal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage of $1d6$ points per minute for every 100 feet the character is below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals $1d6$ points of nonlethal damage from hypothermia per minute of exposure.

Drowning

Any character can hold his breath for a number of rounds equal to twice his Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding his breath. Each round, the DC increases by one.

When the character finally fails his Constitution check, he begins to drown. In the first round, he falls unconscious (zero hit points). In the following round, he drops to -1 hit points and is dying. In the third round, he drowns. It is possible to drown in substances other than water, such as sand, quicksand, fine dust and silos full of grain.

Floods

In many wilderness areas, river floods are a common occurrence. In spring, an enormous snowmelt can engorge the streams and rivers it feeds. Other catastrophic events such as massive rainstorms or the destruction of a dam can create floods as well. During a flood, rivers become wider, deeper and swifter. Assume that a river rises by $1d10+10$ feet during the spring flood, and its width increases by a factor of $1d4 \times 50\%$. Fords may disappear for days, bridges may be swept away, and even ferries might not be able to manage the crossing of a flooded river. A river in flood makes Swim checks one category harder (calm water becomes rough, and rough water becomes stormy). Rivers also become 50% swifter.

HILL TERRAIN

A hill can exist in most other types of terrain, but hills can also dominate the landscape. Hill terrain is divided into two categories: gentle hills and rugged hills. Hill terrain often serves as a transition



zone between rugged terrain such as mountains and flat terrain such as plains.

Hills Terrain Features Table

	—Hills Category—	
	Gentle Hill	Rugged Hill
Gradual slope	75%	40%
Steep slope	20%	50%
Cliff	5%	10%
Light undergrowth	15%	15%

Gradual Slope: This incline is not steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.

Steep Slope: Characters moving uphill (to an adjacent square of higher elevation) must spend two squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Balance check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters who fail by five or more fall prone in the square where they end their movement. A steep slope increases the DC of Tumble checks by two.

Cliff: A cliff typically requires a Climb check (DC 15) to scale and is 1d4×10 feet tall, although the needs of your map may mandate a taller cliff. A cliff is not perfectly vertical, taking up five-foot squares if it is less than 30 feet tall and ten-foot squares if it is 30 feet or taller.

Light Undergrowth: Sagebrush and other scrubby bushes grow on hills, although they rarely cover the landscape as they

do in forests and marshes. Light undergrowth provides concealment and increases the DC of Tumble and Move Silently checks by two.

Other Hill Terrain Elements

Trees are not out of place in hill terrain, and valleys often have active streams (five to ten feet wide and no more than five feet deep) or dry streambeds (treat as a trench five to ten feet across) in them. If you add a stream or streambed, remember that water always flows downhill.

STEALTH AND DETECTION IN HILLS

In gentle hills, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 2d10×10 feet. In rugged hills, this distance is 2d6×10 feet. Hiding in hills terrain can be difficult if there is no undergrowth around. A hilltop or ridge provides enough cover to hide from anyone below the hilltop or ridge. Hills do not affect Listen or Move Silently checks.

MOUNTAIN TERRAIN

The three mountain terrain categories are alpine meadows, rugged mountains and forbidding mountains. As characters ascend into a mountainous area, they are likely to face each terrain category in turn, beginning with alpine meadows, extending through rugged mountains, and reaching forbidding mountains near the summit.

Gradual and Steep Slopes: These function as described in Hill Terrain, above.

Cliff: These terrain elements also function like their hill terrain counterparts, but they are typically 2d6×10 feet tall. Cliffs taller than 80 feet take up 20 feet of horizontal space.

Mountain Terrain Features Table

	Mountain Category		
	Alpine Meadow	Rugged	Forbidding
Gradual slope	50%	25%	15%
Steep slope	40%	55%	55%
Cliff	10%	15%	20%
Chasm	—	5%	10%
Light undergrowth	20%	10%	—
Scree	—	20%	30%
Dense rubble	—	20%	30%
Rock wall	—	5%	70%
Cave entrance	—	10%	45%

Chasm: Usually formed by natural geological processes, chasms function like pits in a dungeon setting. Chasms are not hidden, so characters will not fall into them by accident. A typical chasm is 2d4×10 feet deep, at least 20 feet long, and anywhere from five feet to 20 feet wide. It takes a Climb check (DC 15) to climb out of a chasm. In forbidding mountain terrain, chasms are typically 2d8×10 feet deep.

Light Undergrowth: This functions as described in Forest Terrain, above.

Scree: A field of shifting gravel, scree does not affect speed, but it can be treacherous on a slope. The DC of Balance and Tumble checks increases by two if there is scree on a gradual slope and by five if there is scree on a steep slope. The DC of Move silently checks increases by two if the scree is on a slope of any kind.

Dense Rubble: The ground is covered with rocks of all sizes. It costs two squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks on dense rubble increases by five, and the DC of Move Silently checks increases by +2.

Rock Wall: A vertical plane of stone, rock walls require DC 25 Climb checks to ascend. A typical rock wall is 2d4×10 feet tall in rugged mountains and 2d8×10 feet tall in forbidding mountains. Rock walls are drawn on the edges of squares, not in the squares themselves.

Cave Entrance: Found in cliff and steep slope squares and next to rock walls, cave entrances are typically between five and 20 feet wide and five feet deep. Beyond the entrance, a cave could be anything from a simple chamber to the entrance to an elaborate dungeon. Caves used as monster lairs typically have 1d3 rooms that are 1d4×10 feet across.

Other Mountain Terrain Features

Most alpine meadows begin above the tree line, so trees and other forest elements are rare in the mountains. Mountain terrain can include active streams (five to ten feet wide and no more than five feet deep) and dry streambeds (treat as a trench five to ten feet across). Particularly high-altitude

areas tend to be colder than the lowland areas that surround them, so they may be covered in ice sheets (described below).

STEALTH AND DETECTION IN MOUNTAINS

As a guideline, the maximum distance in mountain terrain at which a Spot check for detecting the nearby presence of others can succeed is 4d10×10 feet. Certain peaks and ridgelines afford much better vantage points, of course, and twisting valleys and canyons have much shorter spotting distances. Because there is little vegetation to obstruct line of sight, the specifics on your map are your best guide for the range at which an encounter could begin. As in hill terrain, a ridge or peak provides enough cover to hide from anyone below the high point.

It is easier to hear faraway sounds in the mountains. The DC of Listen checks increases by one per 20 feet between listener and source, not per ten feet.

AVALANCHES

The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it is also possible to have an avalanche of rock and soil. An avalanche can be spotted from as far away as 1d10×500 feet downslope by a character who makes a DC 20 Spot check, treating the avalanche as a Colossal creature. If all characters fail their Spot checks to determine the encounter distance, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance. It is possible to hear an avalanche coming even if you cannot see it. Under optimum conditions (no other loud noises occurring), a character who makes a DC 15 Listen check can hear the avalanche or landslide when it is 1d6×500 feet away. This check might have a DC of 20, 25, or higher in conditions where hearing is difficult (such as in the middle of a thunderstorm).

A landslide or avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone may be able to get out of the way. Characters in the bury zone take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage,



or no damage if they make a DC 15 Reflex save. Those who fail their saves are buried.

Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he must make a DC 15 Fortitude save or take 1d6 points of lethal damage each minute thereafter until freed or dead.

The typical avalanche has a width of 1d6×100 feet, from one edge of the slide zone to the opposite edge. The bury zone in the centre of the avalanche is half as wide as the avalanche's full width. To determine the precise location of characters in the path of an avalanche, roll 1d6×20; the result is the number of feet from the centre of the path taken by the bury zone to the centre of the party's location. Avalanches of snow and ice advance at a speed of 500 feet per round, and rock avalanches travel at a speed of 250 feet per round.

MOUNTAIN TRAVEL

High altitude can be extremely fatiguing – or sometimes deadly – to creatures that are not used to it. Cold becomes extreme and the lack of oxygen in the air can wear down even the hardiest of warriors.

Acclimated Characters

Creatures accustomed to high altitude generally fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area, and acclimated to the high altitude. Characters with mountainous favoured terrain or which have a racial bonus to Climb checks (such as Cimmericians) count as acclimated. Characters can also acclimate themselves by living at high altitude for a month.

Characters who spend more than two months away from the mountains must reacclimatise themselves

when they return. Creatures that do not breathe are immune to altitude effects.

Altitude Zones

In general, mountains present three possible altitude bands: low pass, low peak/high pass, and high peak.

Low Pass (lower than 5,000 feet): Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travellers may find the going difficult (which is reflected in the movement modifiers for travelling through mountains), but the altitude itself has no game effect.

Low Peak or High Pass (5,000 to 15,000 feet): Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All non-acclimated creatures labour to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air. Acclimated characters do not have to attempt the Fortitude save.

High Peak (more than 15,000 feet): The highest mountains exceed 20,000 feet in height. At these elevations, creatures are subject to both high altitude fatigue (as described above) and altitude sickness, whether or not they are acclimated to high altitudes. Altitude sickness represents long-term oxygen deprivation, and it affects both mental and physical ability scores. After each six-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a Fortitude save (DC 15, +1 per previous check) or take one point of damage to all ability scores. Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations.



DESERT TERRAIN

Desert terrain exists in warm, temperate and cold climates, but all deserts share one common trait: little rain. The three categories of desert terrain are tundra (cold deserts), rocky desert (often temperate) and sandy desert (often warm). Tundra differs from the other desert categories, because snow and ice cover much of the landscape, it is easy to find water and during the height of summer, also, the permafrost thaws to a depth of a foot or so, turning the landscape into a vast field of mud. The muddy tundra affects movement and skill use as the shallow bogs described on page 62, although there is little standing water. The Desert Terrain Features table describes terrain elements found in each of the three desert categories. The terrain elements on this table are mutually exclusive; for instance, an area of tundra may contain either light undergrowth or an ice sheet, but not both.

Desert Terrain Features Table

	Desert Category		
	Tundra	Rocky	Sandy
Light undergrowth	15%	5%	5%
Ice sheet	25%	—	—
Light rubble	5%	30%	10%
Dense rubble	—	30%	5%
Sand dunes	—	—	50%

Light Undergrowth: Consisting of scrubby, hardy bushes and cacti, light undergrowth functions as described for other terrain types.

Ice Sheet: The ground is covered with slippery ice. It costs two squares of movement to enter a square covered by an ice sheet and the DC of Balance and Tumble checks there increases by five. A Balance check (DC 10) is required to run or charge across an ice sheet.

Light Rubble: Small rocks are strewn across the ground, making nimble movement more difficult. The DC of Balance and Tumble checks increases by two.

Dense Rubble: This terrain feature consists of more and larger stones. It costs two squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks increases by five, while the DC of Move Silently checks increases by two.

Sand Dunes: Created by the action of wind on sand, sand dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week. Sand dunes can cover hundreds of square miles. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side.

Other Desert Terrain Features

Tundra is sometimes bordered by forests, and the occasional tree is not out of place in the cold wastes. Rocky deserts have towers and mesas consisting of flat ground surrounded on all sides by cliffs and steep slopes (described in Mountain Terrain, on page 64). Sandy deserts sometimes have quicksand (described in Marsh Terrain, on page 62), although desert quicksand is a waterless mixture of fine sand and dust. All desert terrain is criss-crossed with dry streambeds (treat as trenches five to 15 feet wide) that fill with water on the rare occasions when rain falls.

STEALTH AND DETECTION IN THE DESERT

In general, the maximum distance in desert terrain at which a Spot check for detecting the nearby presence

of others can succeed is 6d6×20 feet; beyond this distance, elevation changes and heat distortion in warm deserts makes spotting impossible. The presence of dunes in sandy deserts limits spotting distance to 6d6×10 feet.

The desert imposes neither bonuses nor penalties on Listen or Spot checks. The scarcity of undergrowth or other elements that offer concealment or cover makes hiding more difficult.

SANDSTORMS

A sandstorm reduces visibility to 1d10×5 feet and provides a -4 penalty on Listen, Search, and Spot checks. A sandstorm deals 1d3 points of nonlethal damage per hour to any creatures caught in the open, and leaves a thin coating of sand in its wake. Driving sand creeps in through all but the most secure seals and seams, to chafe skin and contaminate carried water and gear.

PLAINS TERRAIN

Plains come in three categories: farms, grasslands and battlefields. Farms are common in settled areas, of course, while grasslands represent untamed plains. The battlefields where large armies clash are temporary places, usually reclaimed by natural vegetation or the farmer's plough. Battlefields represent a third terrain category because adventurers tend to spend a lot of time there, not because they are particularly prevalent.

The Plains Terrain Features table shows the proportions of terrain elements in the different categories of plains. On a farm, light undergrowth represents most mature grain crops, so farms growing vegetable crops will have less light undergrowth, as will all farms during the time between harvest and a few months after planting. The terrain elements in the table below are mutually exclusive.

Plains Terrain Features Table

	Plains Category		
	Farm	Grassland	Battlefield
Light undergrowth	40%	20%	10%
Heavy undergrowth	—	10%	—
Light rubble	—	—	10%
Trench	5%	—	5%
Berm	—	—	5%
Fence	55%	—	—

Undergrowth: Whether they are crops or natural vegetation, the tall grasses of the plains function like light undergrowth in a forest. Particularly thick bushes form patches of heavy undergrowth that dot the landscape in grasslands.

Light Rubble: On the battlefield, light rubble usually represents something that was destroyed: the ruins of a building or the scattered remnants of a stone wall, for example (as described in the Desert Terrain on page 67).

Trench: Often dug before a battle to protect soldiers, a trench functions as a low wall, except that it provides no cover against adjacent foes. It costs two squares of movement to leave a trench, but it costs nothing extra to enter one. Creatures outside a trench who make a melee attack against a creature inside the trench gain a +1 bonus on melee attacks because they have higher ground. In farm terrain, trenches are generally irrigation ditches.

Berm: A common defensive structure, a berm is a low, earthen wall that slows movement and provides a measure of cover. It costs two squares of movement to climb over a berm. Creatures outside a berm who make a melee attack against a creature inside the trench suffer a -1 penalty on melee attacks.

Fence: Wooden fences are generally used to contain livestock or impede oncoming soldiers. It costs an extra square of movement to cross a wooden fence. A stone fence provides a measure of cover as well, functioning as a low wall. Mounted characters can cross a fence without slowing their movement if they succeed on a Ride check (DC 15). If the check fails, the steed crosses the fence, but the rider falls out of the saddle.

Other Plains Terrain Features

Occasional trees dot the landscape in many plains, although on battlefields they are often felled to provide raw material for siege engines. Hedgerows (described in Marsh Terrain on page 62) are found in plains as well. Streams, generally five to 20 feet wide and five to ten feet deep, are commonplace.

STEALTH AND DETECTION IN PLAINS

In plains terrain, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 6d6×40 feet, although the specifics of your map may restrict line of sight. Plains terrain provides no bonuses or penalties on Listen and Spot checks. Cover and concealment are not uncommon, so a good place of refuge is often nearby, if not right at hand.



Fierce Feats

Trick & Talents of the Fierce

ALL CHARACTERS WITHIN *Conan the Roleplaying Game* will select at least one feat at 1st level, and more as they rise in levels. Feat selection is a crucial part of customising each character, and care should be taken to choose feats that complement the character's class features, racial traits and other capabilities.

AMBUSH (GENERAL)

You are skilled at taking advantage of surprise

Prerequisite: Hide 5 or more ranks, Move Silently 5 or more ranks, Improved Initiative

Benefit: If you are aware of your opponents and they are not aware of you, you may take an additional move action during the surprise round.

Normal: During a surprise round, only one standard action is allowed.

BRUTAL CHARGE (GENERAL)

The sight of you in the heat of battle is terrifying enough to turn your enemy's innards to water.

Prerequisites: Fearless, To Sail a Road of Blood and Slaughter

Benefit: Whenever you make a charge attack, your target must succeed at a Will save against a DC of 13 + your Charisma modifier or be shaken, suffering a -2 penalty on attack rolls, weapon damage rolls and saving throws for one round. Creatures immune to fear are also immune to this feat.



BULL STRIKE (GENERAL)

You learn to make vicious attacks after throwing yourself at an opponent.

Prerequisites: Dexterity 13+, base attack bonus +6 or higher, Improved Bull Rush

Benefit: When you perform a successful bull rush you may also follow it up with a single melee attack against that opponent. This melee attack uses your highest base attack bonus and is a free action. If the opponent is knocked or falls down during the bull rush, he is considered to be prone for the attack.

Normal: See the rules for bull rush in *Conan the Roleplaying Game*.

CLARITY (GENERAL)

You have an almost supernatural ability to notice things out of the ordinary.

Prerequisite: Wisdom 14+, Alertness

Benefit: You receive a +4 bonus to all Listen, Search and Spot checks.

CLIFF-CLIMBER (GENERAL)

You can climb cliffs and mountains with amazing skill.

Prerequisites: Climb 14 ranks, Climb background skill or racial bonus ranks

Benefit: Any time you ascend, descend or move from side to side on a surface and the DC is one that you cannot fail, you may move at your regular speed as a move action while climbing or make a double move as a full round action. In addition, opponents do not receive the +2 to hit you with either melee or ranged attacks while you are climbing. You may not use a shield while climbing, but you do retain your Dexterity bonus while climbing.

CULLING THE WEAK (GENERAL)

You can identify the weakest member of a group.

Prerequisites: Sense Motive 7 or more ranks

Benefits: You can determine who the weakest member of a group is with a successful Sense Motive check (DC 15). You gain a +1 insight bonus against this person with regard to skill checks, saving throws and attack rolls.

Special: The term 'weakest' has been left intentionally ambiguous to allow the Games Master to make a determination that fits the situation. In combat this might mean the opponent with the lowest Hit Die but in a social situation it might be someone with poor social skills or someone easily swayed. When dealing with sorcery, it could be the person with the worst Will save.

DRIVE YOUR ENEMY BEFORE YOU (GENERAL)

You charge with driving force.

Prerequisites: Improved Bull Rush

Benefit: When you charge, you strike your opponent with such force that you gain a +4 bonus to attack and damage rolls, as well as driving your opponent back as if you had performed a bull rush (use your attack roll as your bull rush total). This feat can only be used with melee weapons.

EAGLE EYE (GENERAL)

Your eyes are keen, your aim true. While other archers and throwers only strike with precision at short distances, you can attack an any range and reasonably expect to hit it.

Prerequisites: Dexterity 15+, Alertness, Point Blank Shot

Benefits: Point blank distance is considered to be 60 feet for you when you use ranged attacks. This means you gain the benefits of Point Blank Shot and other, similar feats and special abilities (such as Sneak Attack) when making ranged attacks to a distance of 60 feet or less.

Normal: Feats and special abilities which only work at point blank range apply only when the target is within 30 feet or less.

EXTREME MIGHT (GENERAL)

You are extremely accomplished at performing feats of might.

Prerequisites: Strength 13+

Benefit: Each point of Constitution damage taken increases your Strength score by +3 and each point of Dexterity damage increases the Strength score by +2.

Normal: Each point of Constitution damage taken increases your Strength score by +2 and each



point of Dexterity damage increases the Strength score by +1.

FLEET MOUNT (GENERAL)

Your mount has grown accustomed to your greater need for mobility.

Prerequisites: Nomad Charge +1, base attack bonus +8 or higher, Handle Animal 11 or more ranks, Ride 11 or more ranks

Benefit: Your mount, if trained by you for a month, gains the Fleet-Footed feat, thus gaining +10 feet to its base speed.

IMPROVED MOUNTED ARCHERY COVER (GENERAL)

You have practised mounted archery for long hours using your horse as cover.

Prerequisites: Dexterity 13+, Mounted Archery

Benefits: When you use the Mounted Archery Cover combat manoeuvre, you no longer need to make a Ride check to move into position and may move either into or out of cover as a free action up to once per round, though any further movements into or out of cover that round are move actions as usual. Furthermore, the penalty to your Ride checks while



receiving cover is halved to -2 and you gain improved cover (double the usual benefits for cover).

Normal: The usual rules for the Mounted Archery Cover combat manoeuvre are given on page 73.

LEAP AND SPRING (GENERAL)

You may leap and jump with amazing skill.

Prerequisite: Jump 9 or more ranks

Benefit: You receive a $+3$ to all Jump checks and Tumble becomes a class skill for you.

ONE WITH NATURE (GENERAL)

You are at home in the most difficult and dangerous terrain. What is more, the wilderness respects you and sees you not as an alien invader but as a natural part of its domain.

Prerequisites: Skill Focus (Survival)

Benefits: Choose a single environment type (desert, forest, hills & mountains, marsh and swamp, or plains). While within that environment, you gain a $+4$ bonus to all Survival checks, a $+2$ bonus to all saves against severe weather effects (which stack with bonuses gained from Survival checks) and suffer no movement penalties for moving through any type of difficult terrain within that environment.

Special: You can select this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of terrain.

OUT OF THIN AIR (GENERAL)

You are an expert sniper.

Prerequisites: Stealthy, base attack bonus $+13$

Benefits: You only take a -10 penalty to your Hide check following a sniping attempt.

Normal: If you have already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again. You take a -20 penalty on your Hide check to conceal yourself after the shot.

QUICK STEALTH (GENERAL)

You are adept at moving quickly while hiding.

Prerequisite: Hide 6 ranks

Benefit: Whenever you are hiding and moving more than one-half and up to your full speed, you do not suffer the -5 penalty to your checks.

Normal: You may move up to one-half your speed and Hide at no penalty. Moving faster than one-half and up to your full speed confers a -5 penalty to your Hide check.

SAVAGE CLEAVE (GENERAL)

When you see red, you become an unstoppable killing machine, capable of hewing through multiple opponents each time you attack.

Prerequisites: Strength $15+$, Cleave, Fighting-Madness, Great Cleave, Power Attack, base attack bonus $+8$ or higher

Benefits: This feat works as Great Cleave, save that you can take a five foot step after each opponent is reduced to

zero hit points. You can continue to take five-foot steps and make extra attacks in this fashion until no opponents remain within range, you miss with an attack roll or you fail to reduce an opponent to zero or fewer hit points.

Special: You only gain the benefits of this feat while under the effects of the Fighting-Madness feat.

SENSE WEAKNESS (GENERAL)

You can identify an individual's weaknesses.

Prerequisites: Culling the Weak, Sense Motive 13 or more ranks

Benefits: By studying a target and doing nothing else for a full round, you can determine their weaknesses. You gain a +2 insight bonus against this target with regard to skill checks, saving throws, attack rolls and damage.

SLASH AND BURN (GENERAL)

You are havoc incarnate. You destroy whatever and whomever you leave in your wake.

Prerequisites: Crimson Mist, Fearless, Ferocious Attack, To Sail a Road of Blood and Slaughter

Benefit: All DCs to break doors are at half the normal value during times when the character is engaged in a brawl, raid or combat. You also gain a +2 competence bonus to all Sunder attacks. Finally, when attacking an unattended object, you always inflict maximum damage.

SNIPER'S EYE (GENERAL)

You have a keen eye and know just how to take advantage of an ambush.

Prerequisites: Dexterity 13+, Alertness, Point Blank Shot

Benefits: You gain a +2 bonus to attack and damage rolls when attacking with a ranged weapon. In order to gain the benefits of this feat, you must be firing at an opponent who is within point blank range (usually 30 feet) and who is flat-footed or otherwise denied his Dexterity bonus.

Special: A soldier or nomad may select this feat as a soldier or nomad bonus feat.

TEETH GLEAMING (GENERAL)

Some savages have the custom of sharpening their teeth.

Prerequisites: Must be Pictish or Southern Black Kingdom tribesman

Benefits: When you are grappling an opponent and you perform the Damage Your Opponent action (see *Conan the Roleplaying Game*), you gain a +1 damage bonus and deal lethal piercing damage. This bypasses armour as usual.

Normal: The Damage Your Opponent action deals non-lethal bludgeoning damage which is not reduced by armour.

TWO-WEAPON STRIKE (GENERAL)

Paired weapons make one of the most versatile combat combinations imaginable and yours are more versatile still. You have learned to swing both weapons at precisely the same target area on your foe and in the same instant, opening up great gaping wounds that appear more like they were made with a greatsword than a pair of smaller blades.

Prerequisites: Power Attack, Two-Weapon Fighting, base attack bonus +3 or higher

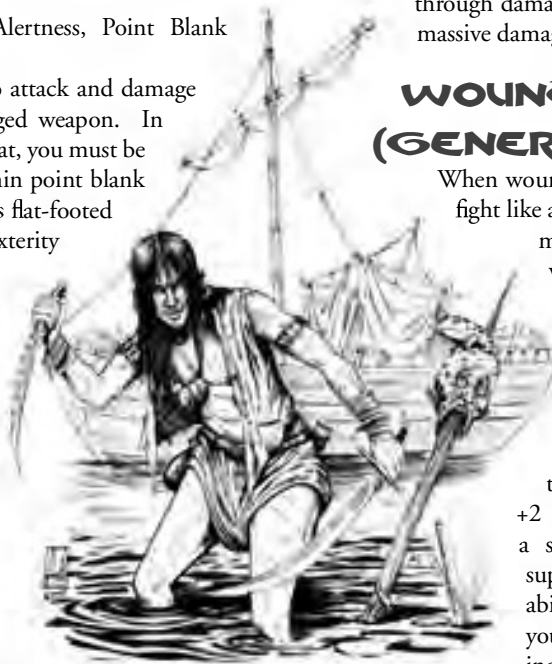
Benefits: When armed with slashing weapons in both hands, you can make a special attack once per round using both weapons. You combine your best primary hand attack with your best off hand attack, making a single attack roll based on your best primary hand attack bonus (as modified as usual for Two-Weapon fighting). This attack roll determines the results of both attacks. Determine threats and critical hits individually for each weapon, but otherwise as usual. If both attacks hit, total up the damage done and apply it as though it were a single attack for all purposes, including punching through damage reduction and causing death by massive damage.

WOUNDED FURY (GENERAL)

When wounded in battle and near death, you fight like a wounded or cornered animal; you may die, but you will take your foes with you.

Prerequisites: Constitution 15+, Fighting-Madness

Benefits: When reduced to 50% of your hit points or less in battle while in a Fighting-Madness, you gain a +2 bonus to attack and damage rolls and a +2 bonus to saving throws against a sorcerer's spells, spell-like effects, supernatural powers and extraordinary abilities. When reduced to 25% of your hit points or less, these bonuses increase to +3.



Joining the Fray

Fierce Fighting Styles

THE FOLLOWING ARE specialised combat manoeuvres that may be performed by anyone who meets their requirements. Unless otherwise stated, a character may only perform one of the following combat manoeuvres once per turn.

ARCHERY MANOEUVRES

Unless otherwise noted, the following combat manoeuvres can only be used in ranged combat.

COUNTER-CHARGE SHOT

You can halt an opponent's charge in its tracks by shooting a painful arrow into his mount at the appropriate moment.

Prerequisites: Improved Feint, Mounted Archery

Circumstance: You have spent a move action studying the mount and successfully made a Handle Animal check DC 15 just prior to its charge (all part of the same move action). You must have a standard action readied.

Effect: You have picked out a suitably painful part of the target's anatomy to aim for. On your standard action, you ready an action with the condition that if your opponent charges you will loose an arrow at the mount. If this occurs, the attack is resolved normally but the mount must make a Will save (DC = 10 + damage inflicted by the attack) or refuse to complete the charge, halting abruptly halfway through its movement. Its rider must make a Ride check (DC 10) to stay in the saddle but in any event cannot make his charge attack that round.

MOUNTED ARCHERY COVER

You can hang off your horse's side and fire arrows.

Prerequisites: Mounted Archery, Proficiency with a hunting bow or Hyrkanian bow.

Circumstance: Ride check DC 20, must be shooting with a hunting bow or a Hyrkanian bow.

Effect: Opponents on the other side of the horse can only see part of your head and arms and part of one leg. Moving into this position is a move action, requiring a Ride check. It grants you cover against opponents on the other side of the horse. Moving back onto the horse normally is also a



move action but does not require a Ride check. The cover granted is in the form of the horse and any attacks which miss the character due to the cover will strike your horse instead. While gaining cover in this form, you have a -4 penalty to Ride checks and may not make any attacks other than ranged attacks using a hunting bow or Hyrkanian bow, which are made as usual.

PARTING SHOT

You spur your mount to flee at full speed, then turn in the saddle and launch a last arrow at your pursuers as they take advantage of your retreat.

Prerequisites: Improved Feint, Mounted Archery

Circumstance: Must be making a mounted full retreat, moving away from your opponents as fast as you can. Opponents must be pursuing.

Effect: You may attempt a Bluff check as a move action opposed to target's Sense Motive check (although he may add his base attack bonus to the check), just as though making a feint with the benefit of the Improved Feint feat. If you succeed, you may make a single ranged attack against the target, who loses his ability to dodge or parry the attack (DV 10).

Normal: Feints may only be made with melee attacks.

WARNING SHOT

You shoot an arrow intended to pass close to the target, missing by a fraction of an inch.

Prerequisites: Improved Precise Shot, Precise Shot

Circumstance: Successful Spot check at DC 15.

Effect: You place an arrow past the ear or nose of the target, or at his feet, or even passing between his legs just shy of the groin. The idea is to demonstrate your incredible precision, giving your enemy the impression that not only will the next shot not miss, it will land exactly where you wish it to, generally passing straight through a vital organ. This can end many confrontational situations before a fight has really begun at all. You make a Spot check at DC 15, determining the optimum point at which to place your arrow. Next, you make an attack roll as usual, but if you 'hit', you have actually just missed the target in a highly intimidating manner. The target must make a Will saving throw (DC = 10 + ½ your level + your Intimidation modifier). If the save fails, he becomes shaken (see rules for shaken in *Conan the Roleplaying Game*).

MELEE

MANOEUVRES

Unless otherwise noted, the following combat manoeuvres can only be used in melee combat.

CHOKE

You may attempt to strangle your opponent when in a grapple.

Prerequisites: Improved Grapple.

Circumstance: You must be in a grapple.

Effect: During a grapple, you may use the special Choke action. You can choke your opponent for one round by winning an opposed grapple check (made in place of an attack). Normal suffocation rules apply with one exception: since this is a violent suffocation, the character can only hold his breath for one round per point of Constitution. If a character successfully breaks out of a Choke, he is considered stunned for one additional round after.

Normal: Choking is not a valid grappling option.

Normal Suffocation Rules: A character who has no air to breathe can hold his breath for two rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding his breath. The save must be repeated each round, with the DC increasing by +1 for each previous success. When the character fails one of these Constitution checks, he begins to suffocate. In the first round, he falls unconscious (zero hit points). In the following round, he drops to -1 hit points and is dying. In the third round, he suffocates.

KNOCK BACK

On a powerful attack, you can push foes a step back from you.

Prerequisites: Strength 15+, base attack bonus +6, Power Attack

Circumstance: You must hit an opponent and score maximum damage.

Effect: Your opponent must make a Fortitude save against DC 10 + the damage dealt. On your opponent's failed save, you knock him back five feet. Special size modifiers apply to the save attempt, unless you are of the same size as your opponent, in which case the modifier is +0. If your opponent is Colossal, then he receives a +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small -4, Tiny -8, Diminutive -12 and Fine -16. If you knock an opponent into a square he cannot occupy, or one occupied by another opponent, he takes an additional 1d6 + your Strength modifier in damage. Creatures immune to critical hits are immune to knock backs.

PUNISHING STRIKE

You may make an additional attack whenever you successfully score a critical hit.

Prerequisites: Base attack bonus +12 or higher, Cleave, Great Cleave, Power Attack

Circumstance: You must have critically hit an opponent.

Effect: You may immediately make another attack roll against the same opponent at the same attack modifier as the one that scored the critical hit. You may make only one punishing strike per round.

QUICK DRAW TWO-WEAPON BLUFF

You have learned how to feign that your fighting style revolves around only one weapon, drawing the off-hand weapon at an opportune time to completely surprise your opponent.

Prerequisites: Dexterity 19+, base attack bonus +12 or higher, Bluff 5 or more ranks, Improved Feint, Quick Draw, Two-Weapon Fighting

Circumstance: You must be wielding a weapon in your primary hand but nothing in your off hand.

Effect: You may attempt a Bluff check to feint, following the usual rules for the Bluff check except as follows. If the Bluff check succeeds, you may immediately draw a light weapon with your off-hand as a free action. Your opponent loses his ability to parry or dodge against any attacks you make with the off-hand weapon for one full round, starting the moment you draw it.

MOUNTED MANOEUVRES

Unless otherwise noted, the following combat manoeuvres can only be used in mounted combat.

CHARGED JUMP

Your horsemanship helps your mount leap over obstacles.

Prerequisite: Ride 5 or more ranks

Circumstance: Your mount must make a full double move in a straight line before attempting a jump.

Effect: If an experienced rider's mount makes a full double move in a straight line before attempting a jump, the rider can make a Ride check (DC 10) to aid the mount's Jump check. If you make your check, then the mount you are riding gets a +2 bonus to his check, as per the rule for favourable conditions. You cannot take ten on a skill check to aid another.

COAX THE BEAST

You can push a mount to run even after it is exhausted.

Prerequisite: Ride 5 or more ranks

Circumstance: Your horse is exhausted and you need to keep going.

Effect: An experienced rider can push his mount to run even after it is exhausted. By making a successful Ride check (DC 20 + number of previous checks) the character can delay one point of Constitution damage to his mount from pushing its movement. This does not actually negate the damage, but delays it until the rider and mount stop. Once stopped, the horse takes all of the Constitution damage at once, often killing the mount on the spot. A rider can only coax the beast one time for every three Constitution points the mount has. After this point, the mount begins losing Constitution at a rate of one point per minute until it has reached its total current ability damage, at which time it collapses.

DEFT DODGING

You and your horse can dodge blows.

Prerequisite: Ride 5 or more ranks, Mounted Combat

Circumstance: You and/or your mount are being attacked and you perform nothing but a single move this round.

Effect: By focusing on dodging opponents and defensive manoeuvres, the character grants both he and his mount a bonus to Defence. If both he and his mount perform nothing

but a single move in a round, the mount gains a +4 dodge bonus to Defence and the rider gains a +2 dodge bonus to his Dodge Defence.

HIT AND RUN

You make excellent ride-by attacks.

Prerequisite: Ride 10 or more ranks, Ride-By Attack

Circumstance: You approached an enemy in the previous round.

Effect: The mounted character can make an attack with a -1 penalty against any adjacent enemy that he approached in the previous round and then move away without suffering an attack of opportunity.

LEAPING ONTO YOUR HORSE

You can jump onto your waiting horse from above.

Prerequisite: Dexterity 13+, Jump 5 or more ranks, Ride 5 or more ranks

Circumstance: You need to leave and your horse is below you.

Effect: A character can leap from a 20 foot height or less into the saddle of his horse without damage to him or the animal. Characters must make a successful Ride check (DC 20) in order to land safely and avoid spooking the animal. On a failed check, the character and the horse both take 1d6 points of damage and the animal spooks. The character's armour check penalty, if any, applies to this roll.

RIDER'S LEAP

You can jump onto a moving horse with a rider.

Prerequisite: Dexterity 13+, Ride 8 or more ranks

Circumstance: You are within five feet of a mount that is both in motion and being ridden by another character and on an elevation at least equal to the target mount's back.

Effect: The character can combine riding skill, agility and a bit of luck to manage to jump onto a horse (or any other animal the character can ride) that is both in motion and being ridden by another character. To do this, he must get to within five feet of the target animal and on an elevation at least equal to the target mount's back. This can be accomplished by riding next to it, by leaping from a branch as it passes underneath or any other such means. The character then makes a Jump check (DC 15). If the check succeeds, the character is now perched on the target animal, behind the current rider. The rider may not use his Dodge Defence and loses any shield bonus to his Parry Defence. Either rider can make an opposed Ride check as a standard action to attempt to unseat the other. If a defender loses this check, he falls from the mount, taking damage as appropriate.

SIDESWIPE

You can knock over a smaller creature with your mount.

Prerequisite: Ride 8 or more ranks, Ride-By Attack

Circumstance: You need to slam into a smaller creature with the side of your mount.

Effect: A mounted character can try to knock over a smaller creature by slamming into it from the side as part of the movement action. To perform a sideswipe, the mount makes a melee touch attack against an opponent that is at least one size category smaller. If the touch attack succeeds, the mount and target must make opposed Strength checks. If the mount wins, the target falls to the ground and takes 1d8 points of subdual damage. If the target wins, the mount fails to knock the target down and takes 1d6 points of subdual damage. After the touch attack, regardless of the outcome of the Strength checks, the character must make a Ride check (DC 20) or the mount stops moving for the round. If this check succeeds, the mount can finish its move normally.

SNATCH AND GRAB

You can lean over the side of a moving mount and pick something up.

Prerequisite: Dexterity 13+, Ride 8 or more ranks

Circumstance: The character cannot have any weapons drawn when performing this manoeuvre.

Effect: As a standard action, a character can lean over the side of a moving mount and pick something up. If the object is on the ground, the rider must make an unarmed attack against a Defence of ten. If the character attempts to grab an object or weapon from an opponent's hand, he must make a standard disarm attempt, except the opponent has a -4 penalty to his attack of opportunity. If this attempt fails, the opponent does not get the opportunity to disarm the character.

STRADDLING TWO HORSES

You can control two horses.

Prerequisite: Dexterity 15+, Balance 8 or more ranks, Ride 8 or more ranks

Circumstance: Requires two horses of roughly the same size.

Effect: A character can straddle two horses and control them simultaneously. This manoeuvre can also be used to bring harnessed animals to a stop or to help control a horse whose rider has been incapacitated. In order to straddle two horses, the character must make a successful Ride check (DC 20). Failure indicates that he is unable to control the horses and falls prone, taking 1d6 points of normal damage and 1d6 points of subdual damage.

SUDDEN HALT

You can stop a charging horse quickly.

Prerequisite: Ride 4 or more ranks

Circumstance: The horse must be running or charging.

Effect: If a rider pushes his mount into a run or charge, he can use a full round action to bring the mount to a complete halt rather than slowing it down to a trot first. The rider must make a Balance check (DC 12) or fall off the mount as it rears itself back. The rider may dismount as a free action in the same round.

TACKLE

You can jump off a horse and onto an opponent.

Prerequisite: Jump 3 or more ranks, Ride 5 or more ranks

Circumstance: Attacking character must be on a mount.

Effect: A character using this manoeuvre can leap off his mount to initiate a trip or grapple attack on an opponent without provoking an attack of opportunity. The character gains a +2 bonus to the touch attack to initiate a grapple or trip, and a +4 bonus to the Strength check to resolve a trip. If the character fails to trip or successfully initiate a grapple, he automatically falls prone in a square next to his opponent.

ALTERNATIVE BORDERER COMBAT STYLES

All borderers learn special techniques and tricks to help them defend the frontiers and hunt down and destroy their foes. However, not all borderers are from the same culture or know the same techniques. The following alternative combat styles are available to any borderer character and are taken in lieu of the standard combat styles introduced in *Conan the Roleplaying Game*. The decision to take an alternative combat style must be made at 2nd level and once an alternative style has been chosen, it cannot later be changed. There are no racial prerequisites – the racial names of the styles simply indicate the culture most likely to develop that style.

BOSSONIAN SNIPER COMBAT STYLE

You thrive on ambushes and prefer to kill your foes when there is no chance of retaliation.

- ❖ **2nd level:** You are treated as having the Point Blank Shot feat.
- ❖ **5th level:** You gain an additional +1 to attack and damage rolls when making a ranged attack at point blank range (within 30 feet).
- ❖ **11th level:** You are treated as having the Sniper's Eye feat, even if you do not meet the normal prerequisites. This stacks with the bonus received at 5th level and with the Point Blank Shot feat.



CIMMERIAN POWER ATTACK COMBAT STYLE

Instead of becoming versed in archery or two-weapon combat, your combat style choice at this level is Power Attack.

- ❖ **2nd level:** You are treated as having the Power Attack feat even if you do not meet the normal prerequisites.
- ❖ **5th level:** You are treated as having the Cleave feat, even if you do not meet the normal prerequisites.
- ❖ **11th level:** You are treated as having the Great Cleave feat, even if you do not meet the normal prerequisites.

DARFARI SUBDUAL COMBAT STYLE

You prefer to eat your opponents as fresh as possible.

- ❖ **2nd level:** You learn to insure that your attacks are as nonlethal as possible. You do not suffer the normal -4 penalty to attack rolls when striking to inflict nonlethal damage.
- ❖ **5th level:** You gain a +2 bonus to nonlethal damage rolls made against flat-footed opponents or those who are denied their Dexterity bonus for any reason.
- ❖ **11th level:** You gain a +4 bonus to nonlethal damage rolls made against flat-footed opponents or those who are denied their Dexterity bonus for any reason.

This does not stack with the ability gained at 5th level but supersedes it.

GHULISTANI TWIN THROWING WEAPON COMBAT STYLE

Ghulistani guerrillas often fight with javelins and stones. You excel at this, able to wield two thrown weapons, giving you versatility in combat few others can match.

- ❖ **2nd level:** You are treated as having the Quick Draw feat even if you do not meet the normal prerequisites.
- ❖ **5th level:** You are treated as having the Improved Two-Weapon Fighting feat, even if you do not meet the normal prerequisites.
- ❖ **11th level:** You are treated as having the Improved Precise Shot feat, even if you do not meet the normal prerequisites.

GUNDERLAND TWO- HANDED COMBAT STYLE

While some borderers prefer to fight with two weapons, you prefer to fight with one large weapon to more efficiently bring down foes in only a few blows.

- ❖ **2nd level:** You are treated as having the Power Attack feat even if you do not meet the normal prerequisites.
- ❖ **5th level:** You are treated as having the Cleave feat, even if you do not meet the normal prerequisites.
- ❖ **11th level:** You are treated as having the Improved Sunder feat, even if you do not meet the normal prerequisites.

HYPERBOREAN STONE WARRIOR STYLE

Hyperborean borderers spend much time training their bodies to endure the hardships of combat and these warriors have gone to extremes. This style allows the borderer to go through the Endurance-Diehard-Toughness chain quicker than most other borderers.

- ❖ **2nd level:** You are treated as having the Endurance feat even if you do not meet the normal prerequisites.
- ❖ **5th level:** You are treated as having the Diehard feat, even if you do not meet the normal prerequisites.
- ❖ **11th level:** You are treated as having the Great Fortitude feat, even if you do not meet the normal prerequisites.

Special: You do not lose access to these feats while wearing armours other than light or no armour.

HYRKANIAN LIGHT CAVALRY STYLE

Mounted borderers are deadly opponents. You sweep out of the steppe at a fearsome pace, fighting from horseback with uncanny ability.

- ❖ **2nd level:** You are treated as having the Mounted Combat feat even if you do not meet the normal prerequisites.
- ❖ **5th level:** You share your Favoured Terrain bonuses with your mount.
- ❖ **11th level:** You are treated as having the Trample feat, even if you do not meet the normal prerequisites.

IRANISTANI CROSSBOW STYLE

You are one of a rare breed, an Iranistani who has multiclassed into borderer. You prefer the crossbow for its precision and killing power, despite its slowness.

- ❖ **2nd level:** You are treated as having the Rapid Reload feat.
- ❖ **5th level:** You are treated as having the Precise Shot feat, even if you do not meet the normal prerequisites.
- ❖ **11th level:** You are treated as having the Sniper's Eye feat, even if you do not meet the normal prerequisites.

KHITAN JUNGLE HUNTER STYLE

You prowl the jungles of Khitai, hunting for the scholars to obtain food, weird animals or certain horrible artefacts hidden in the numerous ruins.

- ❖ **2nd level:** You are treated as having the Alertness feat.
- ❖ **5th level:** You gain a +1 bonus to attack and damage rolls against animals in the jungle. In addition, you may add a +1 bonus to any two of the following skills while in the jungle: Bluff, Listen, Sense Motive, Spot or Survival.
- ❖ **11th level:** You are treated as having the Eagle Eye feat, even if you do not meet the normal prerequisites.

KHITAN UNARMED COMBAT STYLE

This style focuses on hitting hard and fast with the bare hands.

- ❖ **2nd level:** You are treated as having the Improved Unarmed Strike feat.
- ❖ **5th level:** You are treated as having the Improved Grapple feat, even if you do not meet the normal prerequisites.



- ❖ **11th level:** You are treated as having the Stunning Attack feat, even if you do not meet the normal prerequisites.

KOTHIC SKIRMISHER COMBAT STYLE

You prefer to work as a raider, improving ranged and melee combat capabilities when mounted.

- ❖ **2nd level:** You are treated as having the Mounted Combat feat.
- ❖ **5th level:** You are treated as having the Mounted Archery feat, even if you do not meet the normal prerequisites.
- ❖ **11th level:** You are treated as having the Ride-By Attack feat, even if you do not meet the normal prerequisites.

NEMEDIAN ARBALESTER COMBAT STYLE

You prefer the arbalest and the crossbow for its precision and killing power, despite its slowness.

- ❖ **2nd level:** You are treated as having the Precise Shot feat, even if you do not meet the normal prerequisites.
- ❖ **5th level:** You are treated as having the Improved Critical feat, even if you do not meet the normal prerequisites, whenever you shoot a crossbow or arbalest.
- ❖ **11th level:** You are treated as having the Improved Precise Shot feat, even if you do not meet the normal prerequisites.

NORDHEIMER ICE STORM COMBAT STYLE

The Nordheimir are not precision combatants. They fight with brute strength and brutal savagery. They rip through armour and shields with powerful blows and few can stand up to them for long in battle.

- ❖ **2nd level:** You hit armour with such brutal strength you add +1 to all armour piercing scores with your sword or battle axe.
- ❖ **5th level:** You are treated as having the Improved Sunder feat, even if you do not meet the normal prerequisites.
- ❖ **11th level:** You are treated as having the Improved Critical feat with any sword or axe (excluding hatchets or throwing axes), even if you do not meet the normal prerequisites. This ability remains even if the borderer has more than seven levels in barbarian.

Special: Nordheimir do not go unarmoured into battle. This combat style can be used even in medium or heavy armour.

PICTISH ANIMAL HUNTER STYLE

You are one of the best hunters in the Pictish Wilderness. Farming? Herding? Not when you can live entirely by stalking your prey in silence, bringing it down for you and your tribe to feast upon.

- ❖ **2nd level:** You are treated as having the Alertness feat.
- ❖ **5th level:** You gain a +1 bonus to attack and damage rolls against animals. This stacks with the Pict's racial circumstance bonus. In addition, you may add a +1 bonus to any two of the following skills while in the woods: Hide, Listen, Move Silently, Spot or Survival.
- ❖ **11th level:** You are treated as having the Eagle Eye feat, even if you do not meet the normal prerequisites.

PICTISH STALKING CAT STYLE

You thrive on ambushes and prefer the precision and long-distance killing power of the bow.



- ❖ **2nd level:** You are treated as having the Sense Weakness feat, even if you do not meet the normal prerequisites.
- ❖ **5th level:** You are treated as having the Sniper's Eye feat, even if you do not meet the normal prerequisites.
- ❖ **11th level:** You are treated as having the Out of Thin Air feat, even if you do not meet the normal prerequisites.

SKIRMISHER COMBAT STYLE

This style is well-suited to borderers who prefer opportunistic melee attacks to archery or more showy attacks. Fast and unimpeded movement through melee can make Sneak Attacks far easier than usual.

- ❖ **2nd level:** You are treated as having the Dodge feat, even if you do not meet the usual prerequisites for that feat.
- ❖ **5th level:** You are treated as having the Mobility feat, even if you do not meet the usual prerequisites for that feat.
- ❖ **11th level:** You are treated as having the Spring Attack

feat, even if you do not meet the usual prerequisites for that feat.

BLACK KINGDOM SHIELD AND SPEAR COMBAT STYLE

Your traditional combat entails charging the enemy with an ox-hide shield, then stabbing the enemy with a stabbing spear held in the other hand.

- ❖ **2nd level:** You retain your shield's bonus to Parry Defence even while using it to disarm or attack opponents or their gear.
- ❖ **5th level:** You are treated as having the Improved Disarm feat, even if you do not meet the normal prerequisites.
- ❖ **11th level:** You are treated as having the Two-Weapon Defence feat, even if you do not meet the normal prerequisites.

SOUTHERN ISLANDER JAVELIN COMBAT STYLE

You use a spear or a javelin, which can be used in both melee and ranged combat.

- ❖ **2nd level:** You are treated as having the Point Blank Shot feat.
- ❖ **5th level:** You are treated as having the Far Shot feat.
- ❖ **11th level:** You are treated as having the Eagle Eye feat, even if you do not meet the normal prerequisites.

STYGIAN TOMB AVENGER COMBAT STYLE

You hate tomb robbers with a passion unequalled. You know how to fight them and how to kill them.

- ❖ **2nd level:** *Killing Rage:* Your fury is deep and merciless. When attacking the tomb robbers you seek, the critical threat multiplier of your weapon is increased by one, from x3 to x4, for example.
- ❖ **5th level:** *Guided by the Ancients:* You truly believe that you are destined to protect the ancient dead of Stygia. Once per day you can re-roll any failed attack roll, saving throw or skill check. In order to use this ability, you must declare that you are using it immediately after the results of the first roll are known. The new check is made with the same bonuses as the failed check and the new result must be accepted, whether the re-roll is successful or not.



- ❖ **11th level:** *Death Comes on Swift Wings:* You are at your deadliest when using ranged attacks to strike down those who have stolen tomb goods or mummies under your charge. You can kill almost any foe with a single, well-placed arrow, so long as their defences are down. When using a ranged attack to strike a flat-footed opponent, the tomb avenger increases the critical threat range of the weapon by +1, from 19-20 to 18-20, for example. This bonus stacks with the benefits of feats like Improved Critical but is applied after all other changes are made to a weapon's critical range. The avenger must be within point blank range for this power to work.

SWIFT STRIDER STYLE

The swift striding borderer is not concerned with thoughts of combat, but is given to journeys.

- ❖ **2nd level:** You are treated as having the Run feat even if you do not meet the normal prerequisites.
- ❖ **5th level:** Your base speed increases by five feet per round.
- ❖ **11th level:** Your base speed increases by an additional five feet per round, to a total of ten feet of extra movement per round.

TURANIAN SLAVE TAKER STYLE

You know you earn the greatest reward when you bring prisoners and slaves back alive.

- ❖ **2nd level:** You learn to strike with the flat of your blade or otherwise insure that your attacks are as nonlethal as possible. You do not suffer the normal -4 penalty to attack rolls when striking to inflict nonlethal damage.
- ❖ **5th level:** You gain a +2 bonus to nonlethal damage rolls made against flat-footed opponents or those who are denied their Dexterity bonus for any reason.
- ❖ **11th level:** You gain a +4 bonus to Heal skill checks, allowing you to stabilise dropped bounties more easily. This stacks with bonuses earned from Skill Focus (Heal) and Self-Sufficient feats.

VENDHYAN HILLMAN FIGHTER COMBAT STYLE

You hate Himelian hillmen with a passion unequalled. You know how to fight them and how to kill them.

- ❖ **2nd level:** *Killing Rage:* Your fury is deep and merciless. When attacking Himelian hillmen, the critical threat multiplier of your weapon is increased by one, from x3 to x4, for example.
- ❖ **5th level:** *Deadly Familiarity:* You know just how to bluff and fight a hillman, and know just how to strike him down quickly and efficiently. When attacking a Himelian hillman, the critical threat range of your weapon is increased by +1, from 19-20 to 18-20, for example. This bonus stacks with the benefits of feats like Improved Critical but is applied after all other changes are made to a weapon's threat range.
- ❖ **11th level:** *Implacable Foe:* You cannot be dissuaded from striking out against the Himelian hillmen. You gain a +2 bonus to all saving throws against mind-affecting spells, skill checks, spell-like affects and supernatural abilities used by others to stop you in your war.

VENDHYAN VOYAGER STYLE

You are tireless and find it difficult not to find out what lays just beyond your circle of knowledge.

- ❖ **2nd level:** *Tireless Voyager:* You are able to walk all day without apparent effort and recover quickly from exertion. You can walk for 12 hours without need of resting. After 12 hours of walking, you are considered to be making a forced march but need only succeed at a Constitution check against a DC of 10 + 1 per hour beyond the first.

- ❖ **5th level:** *Scholar of the Natural World:* You make a comprehensive study of all the animals and terrain features of any area you explore and over time your accumulated knowledge makes you the equal of any scholar. You gain a +4 insight bonus to all Knowledge (geography) and Knowledge (nature) checks.
- ❖ **11th level:** *Guiding Star:* It is impossible for you to get lost when you have a particular destination in mind. You are guided by innate instinct and gut feeling and always end up just where you wanted to go. You instinctively know in which direction North lies at all times.

WESTERMARCK SNIPER COMBAT STYLE

You thrive on ambushes and prefer to kill your foes when there is no chance of retaliation.

- ❖ **2nd level:** You are treated as having the Point Blank Shot feat.
- ❖ **5th level:** You are treated as having the Sniper's Eye feat, even if you do not meet the normal prerequisites.
- ❖ **11th level:** You are treated as having the Eagle Eye feat, even if you do not meet the normal prerequisites.

ZAHEEMI LIGHT CAVALRY STYLE

Mounted borderers are deadly opponents. You ride a rangy steed and carry the terrible Shemite bow, which can send a shaft 500 paces.

- ❖ **2nd level:** You are treated as having the Mounted Archery feat, even if you do not meet the normal prerequisites.
- ❖ **5th level:** You are treated as having the Skill Focus (Ride) feat, even if you do not meet the normal prerequisites.
- ❖ **11th level:** You are treated as having the Far Shot feat, even if you do not meet the normal prerequisites.

ZEMBABWAN BLOWPIPE AMBUSH STYLE

You have perfected the art of the ambush by hunting prey in the jungle with your blowpipe. You know how to extract poison from natural sources such as tree frogs and how to use those poisons to envenom blowpipe needles.

- ❖ **2nd level:** You are treated as having the Poison Use feat, even if you do not meet the normal prerequisites.
- ❖ **5th level:** You are treated as having the Sniper's Eye feat, even if you do not meet the normal prerequisites.

Zimbabwean Blowpipe and Needles

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment	Hardness	Hit Points	Weight	Type
Exotic Ranged Weapons									
Blowpipe ^F	1 sp	1d3	x3	1*	15 ft.	1	1	½ lb.	Piercing
Needle, Blowpipe (20)	1 sp	–	–	–	–	1	1	½ lb.	–

* See the weapon description for special rules

^F Finesse weapon

Blowpipe: This long, hollow tube is a favoured weapon among the jungle-stalking Zimbabweans, who often employ poisons. While the blowpipe's needles deal relatively little damage to their target, they are capable of delivering contact or injury poisons and diseases.

Minimum Damage Rules

If penalties, including damage reduction from armour, reduce the damage of a successful attack to less than one, a hit still deals one point of damage. As an optional rule, this damage can be subdual damage. Primitive weapons still break if they strike ineffectively against armoured characters, that is, if the armour's DR reduces the primitive weapons damage to zero before the minimum damage rule is applied.

- ❖ **11th level:** You are treated as having the Precise Shot feat, even if you do not meet the normal prerequisites.

ZINGARAN SNEAK ATTACK COMBAT STYLE

You know how to attack quickly and with deadly aim with an arming sword or broadsword.

- ❖ **2nd level:** You are treated as having the Improved Feint feat, even if you do not meet the normal prerequisites.
- ❖ **5th level:** You are treated as having the Intricate Swordplay feat, even if you do not meet the normal prerequisites.
- ❖ **11th level:** You are treated as having the Zingaran Surprise feat, even if you do not meet the normal prerequisites.

ZINGARAN WHIP STYLE

You have chosen to master the whip, using it as a weapon, a rope and a training tool for instructing beasts and slaves.

- ❖ **2nd level:** You are treated as having the Exotic Weapon Proficiency (whip) feat.
- ❖ **5th level:** You gain the ability to inflict normal damage when attacking with a whip. When attacking with a whip, you are still unable to inflict damage to any creature with a Damage Reduction of one or higher.
- ❖ **11th level:** You can now inflict normal damage with a whip to any creature, regardless of its damage reduction, although DR still reduces damage.



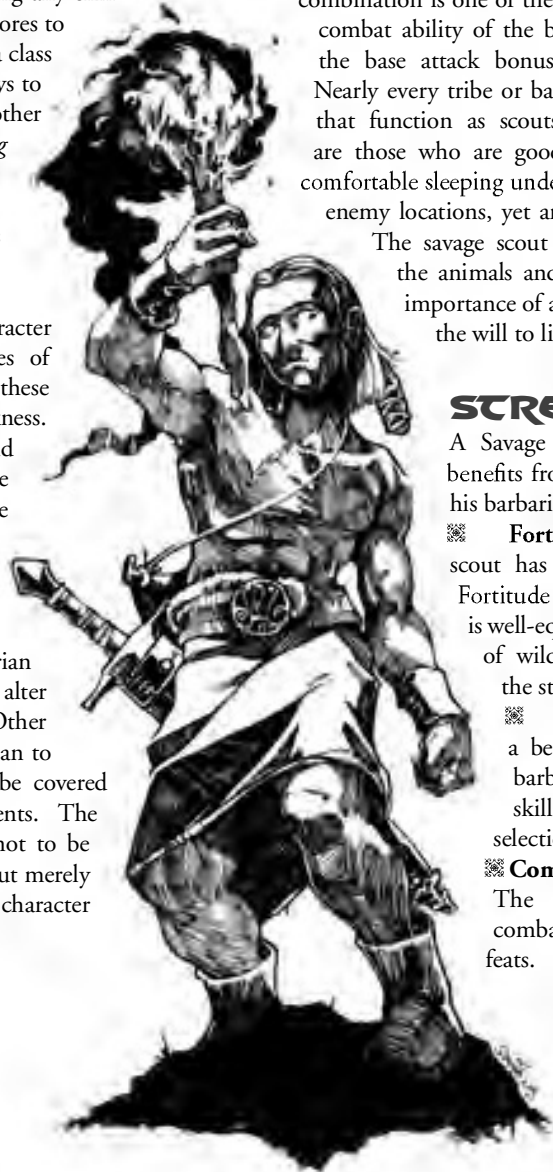
By Mighty Thews

Barbarian Multiclassing Options

THE BARBARIAN CLASS does not have to be a static concept, a Conan-clone, in *Conan the Roleplaying Game*. Although many game systems prefer prestige classes, much customisation can be realised by multiclassing instead. Barbarians can take levels in other classes to compliment their own combat mastery or further expand their skills and special qualities. The skill rules in *Conan the Roleplaying Game* further permit customisation by allowing any skill points realised from high Intelligence scores to be spent on any skill as though it were a class skill. This chapter presents possible ways to combine the barbarian with each of the other classes presented in *Conan the Roleplaying Game*, giving advice on feat and racial choices and other options available when the character gains new abilities from new levels in alternative classes.

With any sort of multiclassing, the character will lose access to high level abilities of the barbarian character class. All of these combinations include this inherent weakness. These character concepts lose double and triple threat ranges, impressive damage reductions scores, the Unconquerable ability and the Wheel of Death ability.

This chapter assumes that the character's main focus is the barbarian aspect, taking levels in other classes to alter their basic barbarian concept slightly. Other character classes taking levels in barbarian to compliment their primary focus will be covered in later chapters or in future supplements. The advancement rates offered herein are not to be taken as the final word on the subject but merely as guidelines to meet a particular character concept.



SAVAGE SCOUT

(BARBARIAN/BORDERER)

Every army, even a barbarian horde, relies on intelligence to make war. Scouts provide that intelligence and the best scouts are those with borderer experience. The savage scout is a barbarian who has taken levels in borderer. This class combination is one of the few that does not dilute the combat ability of the barbarian class by decreasing the base attack bonus progression or Hit Dice. Nearly every tribe or barbarian horde has characters that function as scouts. The best savage scouts are those who are good at surviving in the wild, comfortable sleeping under the sky, finding routes and enemy locations, yet are also fearless and adaptive.

The savage scout must understand the land, the animals and the natives, as well as the importance of awareness, improvisation and the will to live.

STRENGTHS

A Savage Scout gains a number of benefits from adding borderer levels to his barbarian class.

☛ **Fortitude/Reflex Saves:** The scout has a much improved rate of Fortitude and Reflex saves. The scout is well-equipped to survive the rigours of wilderness travel, compared to the straight class barbarian.

☛ **Skills:** The borderer has a better skill selection than the barbarian and offers a few more skill points per level. The skill selection is aimed at survival.

☛ **Combat Style and Free Feats:** The character can choose a combat style and receive free feats.

The Savage Scout (Barbarian/Borderer)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Barbarian 1	+1	+0	+0	+2	+2	+0	Track, Fearless, Versatility (-2 penalty), (character feat)
2 nd	Borderer 1	+2	+0	+0	+4	+4	+0	Skill Focus (Survival), Favoured Terrain +1
3 rd	Borderer 2	+3	+1	+1	+5	+5	+0	Combat Style, (character feat)
4 th	Barbarian 2	+4	+2	+1	+6	+6	+0	Bite Sword, Crimson Mist, (single ability increase)
5 th	Borderer 3	+5	+2	+1	+6	+6	+1	Endurance
6 th	Barbarian 3	+6/+1	+3	+2	+6	+6	+2	Trap Sense +1, Diehard, (character feat, all ability increase)
7 th	Barbarian 4	+7/+2	+4	+2	+7	+7	+2	Uncanny Dodge
8 th	Borderer 4	+8/+3	+5	+3	+8	+8	+2	Favoured Terrain +2, (single ability increase)
9 th	Barbarian 5	+9/+4	+5	+3	+8	+8	+2	Mobility, (character feat)
10 th	Barbarian 6	+10/+5	+6	+4	+9	+9	+3	Trap Sense +2, Toughness, (all ability increase)
11 th	Borderer 5	+11/+6/+1	+6	+4	+9	+9	+3	Improved Combat Style
12 th	Barbarian 7	+12/+7/+2	+7	+4	+9	+9	+3	Versatility (no penalty), (character feat, single ability increase)
13 th	Borderer 6	+13/+8/+3	+8	+5	+10	+10	+4	
14 th	Barbarian 8	+14/+9/+4	+9	+6	+11	+11	+4	Improved Uncanny Dodge, (all ability increase)
15 th	Borderer 7	+15/+10/+5	+9	+6	+11	+11	+4	Second Favoured Terrain +1, guide, (character feat)
16 th	Barbarian 9	+16/+11/+6/+1	+9	+6	+11	+11	+5	Trap Sense +3, (single ability increase)
17 th	Borderer 8	+17/+12/+7/+2	+10	+7	+12	+12	+5	Favoured Terrain +3
18 th	Borderer 9	+18/+13/+8/+3	+10	+7	+12	+12	+6	Swift Tracker, (character feat, all ability increase)
19 th	Barbarian 10	+19/+14/+9/+4	+11	+7	+13	+13	+6	Improved Mobility, Damage Reduction 1/-
20 th	Borderer 10	+20/+15/+10/+5	+12	+8	+14	+14	+6	Bonus Feat, (single ability increase)

- ❖ **Continued Advancement:** The borderer and the barbarian share the same base attack bonus so the character's combat capacity does not diminish.
- ❖ **Favoured Terrain:** The borderer's advantage in certain terrain is an asset to the barbarian in the wild.
- ❖ **Versatility:** This barbarian power meshes well with the borderer's Archery combat style, allowing the use of exotic bows without spending feats for proficiency.
- ❖ **Trap Sense:** The barbarian's ability to sense traps helps him when scouting in enemy territories.

WEAKNESSES

The savage scout character has a few weaknesses.

- ❖ **Weak Parry Bonus:** The scout is much less capable of parrying attacks than a straight class barbarian.
- ❖ **Slow Dodge Bonus:** The scout has a slower dodge through most of the levels, but by the time

he is 20th level, he is just as capable of dodging a blow as a single class barbarian.

- ❖ **Slow Will Save Progression:** Especially at lower levels, the Will save progression for the scout is slow.
- ❖ **Feats:** The borderer and the barbarian gain a few free feats, but they are fixed, which limits the character's options related to his particular fighting style.
- ❖ **Armour Restriction:** The borderer cannot wear medium or heavy armour and still enjoy his many special features, which is a problem for combat oriented scouts.

RECOMMENDED

OPTIONS

As the character combines barbarian with borderer levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ The borderer's combat style presents a chance for the character to gain feats he might not normally qualify for, provided he is willing to wear only light or no armour.

The character should pick a combat style and complement it with simpler feats that complete the style.

- ❖ The Archery style is the best choice for most savage scout characters. Versatility allows the savage scout to use a wide range of bows freely.
- ❖ Given the fact that borderers must wear light or no armour to enjoy the class's benefits, as well as the slow dodge and parry progression, any bonus feats from favoured classes should go towards defensive measures such as Dodge, Parry and Combat Expertise. Two-Weapon Defence is an excellent option if the character chooses the Two-Weapon style.
- ❖ A high Dexterity is desirable not only because of the bonus to Dodge Defence Value it provides, but also to meet the prerequisites of feats that complement both of the borderer's combat styles. Finesse weapons are a good option when the character has a mid or high Dexterity score.
- ❖ Survival is an essential skill for the savage scout, determining how well the character can track. Savage scouts are often called upon to find water, track food or enemies and a thousand other tasks requiring this skill. The savage scout needs to keep this skill at maximum ranks to remain superior.

RACES

Characters combining the barbarian and borderer classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Hyborians make the best savage scouts, as both classes are favoured by the adaptive Hyborian race. The adaptability and background skill options of the Hyborians also work heavily in favour of this combination with that race. A Tauran, a sub-race of Hyborian, also works well. Barbarian is not a favoured class but borderer is. Also, the racial features of Tauran work favourably for the savage scout character, offsetting the slower gain of favoured class feats. Argosseans, Bossonians, Barachans, Gundermen and Hyperboreans are the worst choices for a savage scout character out of the Hyborian races.
- ❖ Cimmerians, Kushites, Nordheimer, Picts, Southern Islanders and Darfari do not have borderer as a favoured class, but do have barbarian as a favoured class, making this a good option for these races.
- ❖ Zamorians are probably the worst racial choice overall for this type of character, because of their emphasis on urban living, which in itself would make a Zamorian scout both memorable and interesting. Zamorians, of course, need to start the progression with borderer, as barbarian is a prohibited class for them.
- ❖ Vendhyans, Zingarans, Khitans and Bossonians also all have barbarian as a prohibited class, so this class combination does not work for them. To play a savage scout for those kingdoms, the player must begin as a borderer and multiclass into barbarian.

- ❖ An out-of-work savage scout would do well as a bounty hunter. Their ability to track prey, snipe and endure the wild makes them dangerous men to have on a man's trail.

VARIANT RULES

The following rule variant is intended for multiclass barbarian/borderers only and reflect the special training a savage scout might receive in the course of his adventuring career.

- ❖ **Sure Footed:** Upon gaining 6th borderer level, the character may elect to take Sure Footed instead of Toughness. He is acutely aware of anything that may trip or hinder him. The savage scout may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

CLAN CHIEF (BARBARIAN/NOBLE)

A clan chief is a barbarian with a hereditary title. Barbarian tribes are often grouped together under lineages and clans, each led by one or more chiefs. Tribes with more than one chief often have more than one way to become a chief. This multiclass option is concerned with hereditary titles of chieftainship. Clan chiefs are not dictators and few clans allow a chief to make decisions alone, requiring the chief to listen to his council. The chief merely pronounces the decisions of the council in most cases. Autocratic behaviour often causes the chief to be deposed by the council. In practice, the decisions of a chief usually reflect the will and desires of the majority. Most barbarian tribes put a high value on conformity. Non-conformists are threats to the entire clan, so eccentrics or rebels become outcasts or branded as witches. Diplomacy is a must for this multiclass. Aside from those commonalties, being a clan chief has different responsibilities among the different races. Some examples are listed below.

Cimmerian Clan Chief: A barbarian on this path is from a warrior nobility, the highest class of Cimmerian society. Anyone descended from a past chief or king can lay claim to the rulership of the clan, if they are four generations or closer away from that chief or king. It is from these descendants that a new king is chosen. Keep in mind that physical health is essential here.

Black Kingdoms Clan Chief: The title applies to anyone from a village headman to a god-like king of many clans. Often the Kushite chief is the warrior with the largest resources and armies. In most cases, a hereditary chief is a ritualised position, a mere expression of symbolic authority. The symbolism is important, however, and his

authority is sanctioned by the tribes because he is regarded as a living pledge of divine favour for the clan. The hereditary chief is the focus of innumerable rituals. The title rarely passes from one chief to his chosen heir except by the death of the chief. A council of elders chooses the new chief from among all of the chief's male children, thus most new chiefs have at least one level of barbarian under their belt. The hereditary clan chief is responsible for the ritual success of the clan.

Pictish Clan Chief: A chief among the Picts is not a dictator who rules the village, clan or tribe. Pictish hereditary chiefs, whose titles are passed down to them from maternal lines, have no voting power, though they are given a small measure of additional respect due to their heritage. Pictish hereditary chiefs control community property and are expected to provide dogs and canoes to hunting or war parties, and are responsible for village reserves for times of bad weather.

STRENGTHS

A clan chief gains a number of benefits from adding noble levels to his barbarian class, the following being the most important for the role of the barbarian:

- ❖ **Special Regional Feature:** Most of the racial regional bonuses for the noble class include attack bonuses for certain weaponry, enhancing the attacks of the military clan chief armed with weapons typical for his race. This may slightly offset some of the combat dilution that occurs with this mixture of classes.
- ❖ **Wealth:** Most barbarians are poor. Clan chiefs are not. They do, however, have a need to purchase the best armour and shields because of their weak dodge and parry bonuses. Keep in mind that few barbarian tribes have coinage as a form of wealth. Wealth may take the form of land, cattle, horses or other livestock.
- ❖ **Improved Will Saves:** Clan chiefs are trained to be strong-willed. They tend to have Will saves equivalent to their Fortitude and Reflex saves because the noble class has a good Will save and the barbarian class has good Fortitude and Reflex saves.
- ❖ **Feats:** The noble gains a Leadership for free, which allows a barbarian to become a leader without having to spend a precious feat slot.

- ❖ **Slightly Improved Parry Bonus:** Clan chiefs are slightly better at parrying than an equivalent level barbarian.
- ❖ **Greater Skill Options:** The noble class has a wider range of social skills to choose from.

WEAKNESSES

The clan chief dilutes his combat ability by taking up noble levels, adding the following weaknesses.

- ❖ **Slower Base Attack Bonus progression:** Clan chiefs are not as well trained for combat as the typical barbarian. Although the special regional feature of the noble class offsets this weakness somewhat, it is undeniable that the noble-born clan chief is less able to launch an attack than a straight class barbarian of equal level.
- ❖ **Hit Dice:** The noble's d8 Hit Die is less than the barbarian's d10, creating a character with slightly fewer hit points on average per level.
- ❖ **Weak Dodge Bonus:** Clan chiefs are less capable of dodging attacks than straight class barbarians of equal level.
- ❖ **Weak Fortitude Saves:** Clan chiefs are less able to endure hardship and physical stress than a barbarian.
- ❖ **Slow Reflex Saves:** Clan chiefs do not react to danger as quickly as a barbarian at most levels.

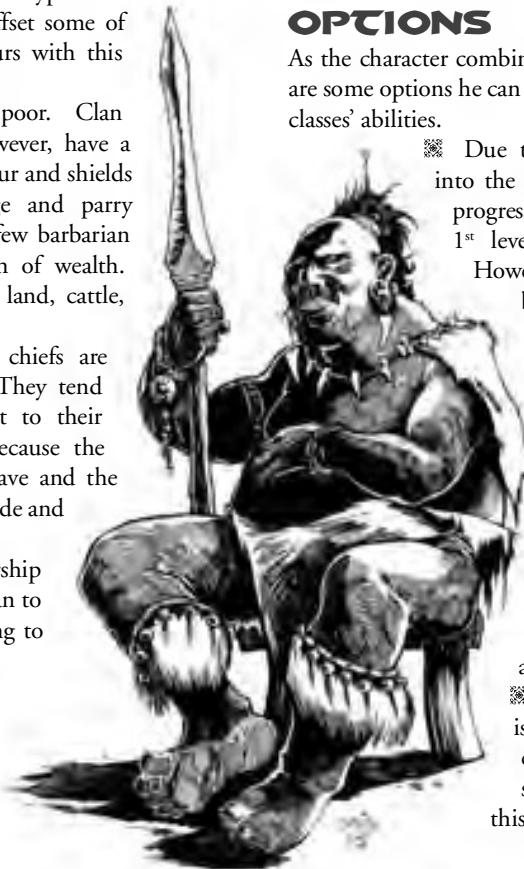
RECOMMENDED OPTIONS

As the character combines barbarian and noble levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ Due to the restrictions of multiclassing into the noble class, it is easier to start this progression off with the noble class at 1st level instead of the barbarian class.

However, most of the races for which barbarian is a favoured class also have noble as a prohibited class at 1st level. These cultures, while they often do have inherited titles, also require an heir to prove he is an able-bodied member of the clan first. Barbarians do not respect bloodlines on the basis of blood – they respect prowess first. If the Games Master permits, the noble class can be taken at 2nd level if the inherited title background is approved for the character.

- ❖ The health of a barbarian tribe is felt to be linked to the health of a clan chief, so a sickly clan chief must step down. Player Characters on this track would do well to keep their



Clan Chief (Barbarian/Noble)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Barbarian 1	+1	+0	+0	+2	+2	+0	Track, Fearless, Versatility (–2 penalty), (Character feat)
2 nd	Noble 1	+1	+0	+0	+2	+2	+2	Title, Rank Hath its Privileges, Wealth
3 rd	Noble 2	+2	+0	+1	+2	+2	+3	Special Regional Feature +1, (Character feat)
4 th	Barbarian 2	+3	+1	+1	+3	+3	+3	Bite Sword, Crimson Mist, (Single ability increase)
5 th	Barbarian 3	+4	+2	+2	+3	+3	+4	Trap Sense +1, Endurance
6 th	Noble 3	+5	+3	+2	+4	+4	+4	(Character feat, all ability increase)
7 th	Barbarian 4	+6/+1	+4	+2	+5	+5	+4	Uncanny Dodge
8 th	Noble 4	+7/+2	+4	+3	+5	+5	+5	Social Ability, (Single ability increase)
9 th	Noble 5	+7/+2	+4	+3	+5	+5	+5	Lead by Example +2, (Character feat)
10 th	Noble 6	+8/+3	+5	+4	+6	+6	+6	Enhanced Leadership, (All ability increase)
11 th	Barbarian 5	+9/+4	+5	+4	+6	+6	+6	Mobility
12 th	Barbarian 6	+10/+5	+6	+5	+7	+7	+7	Trap Sense +2, Diehard, (Character feat, single ability increase)
13 th	Noble 7	+11/+6/+1	+6	+5	+7	+7	+7	Special Regional Feature +2
14 th	Barbarian 7	+12/+7/+2	+7	+5	+7	+7	+7	Versatility (no penalty), (All ability increase)
15 th	Barbarian 8	+13/+8/+3	+8	+6	+8	+8	+7	Improved Uncanny Dodge, (Character feat)
16 th	Barbarian 9	+14/+9/+4	+8	+6	+8	+8	+8	Trap Sense +3, (Single ability increase)
17 th	Barbarian 10	+15/+10/+5	+9	+6	+9	+9	+8	Improved Mobility, Damage Reduction 1/–
18 th	Barbarian 11	+16/+11/+6/+1	+10	+7	+9	+9	+8	Greater Crimson Mist, (Character feat, all ability increase)
19 th	Barbarian 12	+17/+12/+7/+2	+11	+7	+10	+10	+9	Trap Sense +4
20 th	Barbarian 13	+18/+13/+8/+3	+11	+7	+10	+10	+9	Damage Reduction 2/–

Constitution scores and Fortitude saves high. Feats such as Great Fortitude are appropriate for clan chiefs.

- ❖ A clan chief should put ranks into Diplomacy and Intimidate in order to influence savage warriors and tribal councils. Feats such as Negotiator and Persuasive are appropriate for a clan chief character.
- ❖ Clan chiefs should choose social abilities that will help them in a military sense. Ally, Refuge and Reputation are excellent choices for clan chief characters. A common ally is the clan council.

RACES

Characters combining the barbarian and noble classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- ❖ A Hyborian is an excellent choice for a clan chief because both classes are favoured. Hyborian clan chiefs are usually the heads of small backwoods villages lost in the hills of the Hyborian nations. Brythunia probably has

many of these clans throughout its reaches and Corinthia probably has several tucked away in its mountainous valleys.

- ❖ Cimmerians, Kushites, Nordheimer and Picts are natural choices because barbarian is a favoured class for these races.
- ❖ Vendhyans, Zamorians, Zingarans, Khitans and Bossonians all have barbarian as a prohibited class, so this class combination does not work for them.

VARIANT RULES

The following rules variants are intended for multiclass barbarian/nobles only and reflect the special training a clan chief might receive in the course of his adventuring career.

- ❖ **Natural Inspiration:** The clan chief can choose Natural Inspiration as a social ability. The noble

must have at least one level of barbarian and must come from a barbaric culture to qualify. The clan chief has an instinctive understanding of the true causes of events around him and the correct course of action necessary to resolve them to his satisfaction. Once per day, he can add a bonus equal to his Wisdom bonus to any skill check (this bonus stacks with any other bonuses). If the skill to be modified is Wisdom based, then he doubles his Wisdom bonus instead. The decision to use this bonus must be made before the check is attempted.

❖ **Special Regional Features:** The Special Regional Features table in *Conan the Roleplaying Game* does not include many barbaric cultures. These cultures may add the bonus to one of their cultural bonuses (except for statistic bonuses) and a typical cultural weapon. For example, a Cimmerian clan chief could apply the special regional feature to his Climb checks and the broadsword. A Himelian tribesman might apply the feature to his Hide and Move Silently checks and Zhaibar knives.

HORSE NOMAD (BARBARIAN/NOMAD)

The horse nomad is a barbarian who has added nomad levels to his character. This combination is powerful because, unlike many of the class combinations available to the barbarian, this one does not dilute the barbarian's base attack bonus progression or change the character's Hit Die. The horse nomad is a master of mounted combat, a savage cavalier, rivalling knights and other mounted soldiers or nobles. Horse nomads often train in mounted combat or mounted archery. Horse nomads may also function as a mounted scout or courier between savage hordes. Horse nomads also care for the horses used by their nomadic tribes and hordes. This is an excellent combination for the *kozaki*.

STRENGTHS

A horse nomad gains a number of benefits from adding nomad levels to his barbarian class, the following being the most important for the role of the barbarian.

❖ **Much Stronger Fortitude Save:** The horse nomad is tough and rigorous. He has a much tougher Fortitude Save than a straight class barbarian.

❖ **Much Stronger Reflex Save:** The horse nomad is also quick on his feet, boasting a much stronger Reflex Save progression than the straight class barbarian.

❖ **Continued Advancement:** The nomad and the barbarian share the same base attack bonus so the character's combat capacity does not diminish.

❖ **Bonus Feats:** The nomad earns bonus feats, giving the barbarian character more flexibility for combat.

❖ **Favoured Terrain:** The horse nomad gains bonuses to Dodge Defence as well as circumstance bonuses to several useful skills.

❖ **Nomad Charge:** The horse nomad can charge his mount with greater skill than a straight class barbarian mounted on a horse.

❖ **Improved Parry:** The horse nomad has a stronger parry bonus than a straight class barbarian.

❖ **Mobility:** Because the barbarian has a weaker parry bonus progression than a straight class nomad, the Mobility bonus feat, especially if used with some ranks in Tumble, helps to protect the character.

WEAKNESSES

The horse nomad has a few weaknesses.

❖ **Slower Will Save:** The horse nomad has a slightly slower progression of Will saves than a single classed barbarian, breaking even for many levels.

❖ **Weaker Dodge:** The horse nomad has a weaker dodge bonus than a barbarian of the same level. The horse nomad relies so much on his horse that his ability to dodge has been impaired. This is somewhat offset by the nomad's Favoured Terrain ability.



RECOMMENDED OPTIONS

As the character combines barbarian and nomad levels, there are some options he can take to optimise the mixture of both classes' abilities.

❖ The horse nomad needs his mount, so he should choose some skills that create synergies with other skills and feats to protect his mount. An excellent combination is to put five ranks in Handle Animal, maximise his Ride skill and take Mounted Combat and Skill Focus (Ride) for feats if Barbarian is a favoured class. The Mounted Combat feat allows a character to negate a successful melee hit against his mount by

The Horse Nomad (Barbarian/Nomad)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Barbarian 1	+1	+0	+0	+2	+2	+0	Track, Fearless, Versatility (-2 penalty), (Character feat)
2 nd	Nomad 1	+2	+0	+0	+4	+4	+0	Track, Favoured Terrain +1, Born to the Saddle, (-2 penalty)
3 rd	Barbarian 2	+3	+1	+0	+5	+5	+0	Bite Sword, Crimson Mist, (Character feat)
4 th	Nomad 2	+4	+2	+1	+6	+6	+0	Bonus Feat, (Single ability increase)
5 th	Barbarian 3	+5	+3	+2	+6	+6	+1	Trap Sense +1, Endurance
6 th	Nomad 3	+6/+1	+3	+2	+6	+6	+2	Diehard, (Character feat, all ability increase)
7 th	Barbarian 4	+7/+2	+4	+2	+7	+7	+2	Uncanny Dodge
8 th	Nomad 4	+8/+3	+5	+3	+8	+8	+2	Nomad Charge +1, Favoured Terrain +2, (Single ability increase)
9 th	Barbarian 5	+9/+4	+5	+3	+8	+8	+2	Mobility, (Character feat)
10 th	Nomad 5	+10/+5	+5	+3	+8	+8	+2	Improved Mobility, (All ability increase)
11 th	Barbarian 6	+11/+6/+1	+6	+4	+9	+9	+3	Trap Sense +2, Toughness
12 th	Nomad 6	+12/+7/+2	+7	+5	+10	+10	+4	Toughness, (Character feat, single ability increase)
13 th	Barbarian 7	+13/+8/+3	+8	+5	+10	+10	+4	Versatility (no penalty)
14 th	Nomad 7	+14/+9/+4	+8	+5	+10	+10	+4	Bonus Feat, (All ability increase)
15 th	Barbarian 8	+15/+10/+5	+9	+6	+11	+11	+4	Improved Uncanny Dodge, (Character feat)
16 th	Nomad 8	+16/+11/+6/+1	+10	+7	+12	+12	+4	Favoured Terrain +3, (Single ability increase)
17 th	Nomad 9	+17/+12/+7/+2	+10	+7	+12	+12	+5	Second Favoured Terrain
18 th	Barbarian 9	+18/+13/+8/+3	+10	+7	+12	+12	+6	Trap Sense +3, (Character feat, all ability increase)
19 th	Barbarian 10	+19/+14/+9/+4	+11	+7	+13	+13	+6	Improved Mobility, Damage Reduction 1/-
20 th	Nomad 10	+20/+15/+10/+5	+12	+8	+14	+14	+6	Improved Mobility, (Single ability increase)

making a Ride check. Putting five ranks into Handle Animal gives the horse nomad a +2 synergy bonus in Ride. Taking the Skill Focus (Ride) gives the character a further +3 bonus to the Ride check. By taking Animal Affinity, the Ride check gains another +2 bonus. By 2nd level, a horse nomad could be making Ride checks at +12, not counting Dexterity or any further racial bonuses.

- ☒ Take feats to enhance the character's mounted capabilities. Mounted Combat, Mounted Archery, Animal Affinity, Weapon Focus (light lance or bow) and Improved Critical (light lance or bow) are all useful feats for the horse nomad.
- ☒ Fleet Mount (page 89) is a feat especially designed for this class combination.
- ☒ Heal and Survival are both good skills for the horse nomad, who must not only care for himself but also his mount.
- ☒ Use the mounted combat manoeuvres presented on page 75.

RACES

Characters combining the barbarian and nomad classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- ☒ Hyborians (except Taurans and Bossonians) are well suited to be horse nomads, as both classes can be treated as favoured classes.
- ☒ Turanians and Hyrkanians are excellent candidates for the horse nomad combination. The nomad is the favoured class for these races, plus they have bonuses to archery and have Ride and Survival as background skills.
- ☒ The Ghanata are well known as expert riders and they also make fantastic horse nomads. Like the Hyrkanians, nomad is a favoured class of the Ghanata, plus Ride and Survival are background skills. Further, though, the Ghanata gain a racial bonus to Ride and circumstance bonuses to Spot and Survival.

- ❖ The Shemites make renowned horse nomads. Again, nomad is the favoured class and Ride and Survival are background skills. Their bonuses with bows and Spot checks only increase their abilities with this class combination.
- ❖ Zamorians have barbarian as a prohibited class, so this class combination does not work for them.
- ❖ Bossonians, Khitans, Taurans, Zingarans and Vendhyans cannot use this progression at all; both nomad and barbarian are prohibited classes for the Bossonians, Khitans, Taurans, Zingarans and Vendhyans.

VARIANT RULES

The following rule variant is intended for multiclass barbarian/nomads only and reflect the special training a horse nomad might receive in the course of his adventuring career.

- ❖ Upon achieving 3rd level in barbarian, the horse nomad can choose the Fleet Mount feat instead of Bite Sword.

SEA WOLF (BARBARIAN/PIRATE)

A sea wolf is created by combining the feral power of the barbarian with the murderous heart of the pirate, merging their unique talents together to form a furiously violent pirate, an archetype of amoral power. They are raiders who loot and pillage coastal communities, acting without honour and without fear. Slaying and dying are their pleasures in life, unhampered by morality and other trifles that limit men's lives. They are brawlers and ruffians, tale-tellers and carousers. They are not mere pirates – they are an utter scourge, leaving a trail of blood, fire and tears behind them as they travel the seas and ports of the Hyborian Age. Sea wolves are havoc incarnate, they haunt the coasts of the Barachas, Zingara, Argos, Shem, Stygia, the Black Coast, Vendhya, Khitai and Turan and Hyrkania along the shores of the Vilayet Sea, ravaging the coastlines and plundering the treasures of the age.

STRENGTHS

The barbarian gains a number of benefits from adding pirate levels to his barbarian class, the following being the most important for the role of the sea wolf.

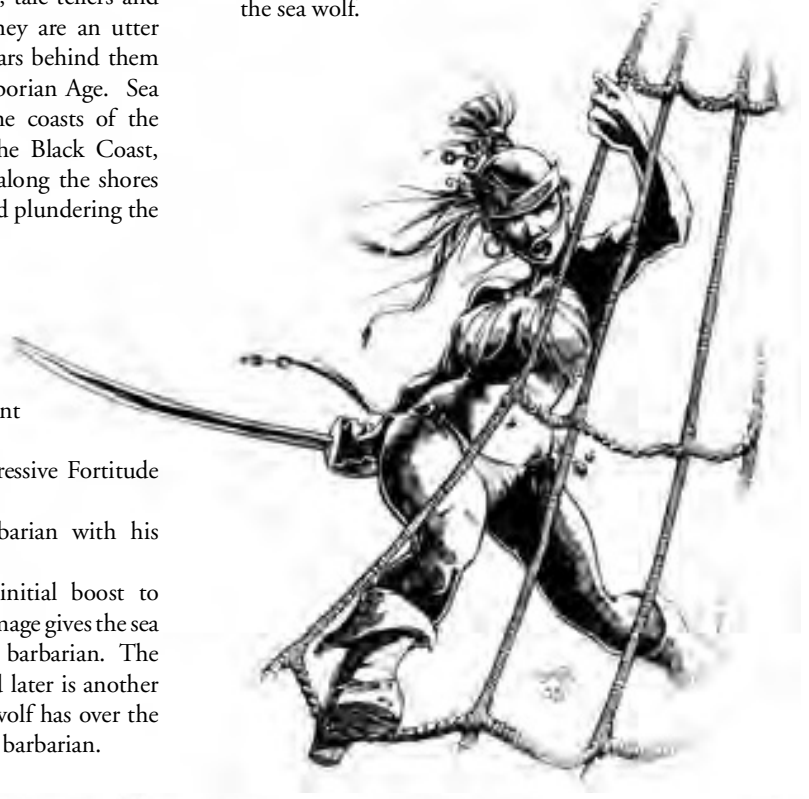
- ❖ **Saving Throws:** The sea wolf has impressive Fortitude and Reflex saving throws.
- ❖ **Seamanship:** This helps the barbarian with his weaker defence when on ships.
- ❖ **Ferocious Attack:** The initial boost to Initiative and melee attacks and damage gives the sea wolf the edge over a standard barbarian. The additional attack gained later is another advantage the sea wolf has over the straight classed barbarian.

- ❖ **To Sail a Road of Blood and Slaughter:** The free action *coup de grace* gives this barbarian the ability to kill fallen opponents quickly.
- ❖ **Sneak Attack:** Although less useful than the Sneak Attacks of the harrower option, this is still a powerful ability given to the sea wolf at mid-levels.
- ❖ **Parry:** The sea-wolf has a slightly better base parry bonus than a barbarian.

WEAKNESSES

The barbarian dilutes his combat ability by taking up pirate levels, adding the following weaknesses.

- ❖ **Slower Base Attack Bonus Progression:** Although the sea wolf has a slower rate of progression for base attack bonus than a straight line barbarian, the sea wolf does progress faster than a pirate, making this a foe of considerable power when set against pirates.
- ❖ **Hit Die:** The pirate's d8 Hit Dice diminishes the barbarian's ability to endure long battles or sustain damage, although the sea wolf is still a tougher opponent than a straight class pirate.
- ❖ **Dodge:** The sea wolf has a slightly lower base dodge bonus than a barbarian, although the pirate's seamanship ability mitigates this somewhat if the character is onboard a ship.
- ❖ **Will Saves:** The sea wolf has little in the way of willpower. His Will saves are abysmal at lower levels and not much better at higher levels.
- ❖ **Track:** Except during land raids, the Track bonus feat from the barbarian class will likely be used less often by the sea wolf.



Sea Wolf (Barbarian/Pirate)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Barbarian 1	+1	+0	+0	+2	+2	+0	Track, Fearless, Versatility (–2 penalty), (character feat)
2 nd	Pirate 1	+1	+0	+0	+4	+4	+0	Seamanship +1, Ferocious Attack
3 rd	Pirate 2	+2	+1	+1	+5	+5	+0	Pirate Code, To Sail a Road of Blood and Slaughter, (character feat)
4 th	Barbarian 2	+3	+2	+1	+6	+6	+0	Bite Sword, Crimson Mist, (single ability increase)
5 th	Pirate 3	+4	+3	+1	+6	+6	+1	Sneak Attack +1d6, Sneak Subdual
6 th	Barbarian 3	+5	+4	+2	+6	+6	+1	Trap Sense +1, Endurance, (character feat, all ability increase)
7 th	Pirate 4	+6/+1	+5	+3	+7	+7	+1	Uncanny Dodge
8 th	Barbarian 4	+7/+2	+6	+3	+8	+8	+1	Improved Uncanny Dodge, (single ability increase)
9 th	Pirate 5	+7/+2	+6	+3	+8	+8	+1	Mobility, (character feat)
10 th	Barbarian 5	+8/+3	+6	+3	+8	+8	+1	Improved Mobility, (all ability increase)
11 th	Pirate 6	+9/+4	+7	+4	+9	+9	+2	Sneak Attack +2d6, Seamanship +2
12 th	Barbarian 6	+10/+5	+8	+5	+10	+10	+3	Trap Sense +2, Diehard, (character feat, single ability increase)
13 th	Barbarian 7	+11/+6/+1	+9	+5	+10	+10	+3	Versatility (no penalty)
14 th	Pirate 7	+12/+7/+2	+10	+5	+10	+10	+3	Ferocious Attack (additional attack), (all ability increase)
15 th	Barbarian 8	+13/+8/+3	+11	+6	+11	+11	+3	(Character feat)
16 th	Barbarian 9	+14/+9/+4	+11	+6	+11	+11	+4	Trap Sense +3, (single ability increase)
17 th	Barbarian 10	+15/+10/+5	+12	+6	+12	+12	+4	Greater Mobility, Damage Reduction 1/–
18 th	Pirate 8	+16/+11/+6/+1	+13	+7	+13	+13	+4	Poison Resistance +1, (character feat, all ability increase)
19 th	Barbarian 11	+17/+12/+7/+2	+14	+8	+13	+13	+4	Greater Crimson Mist
20 th	Pirate 9	+17/+12/+7/+2	+14	+8	+13	+13	+5	Sneak Attack +3d6, (single ability increase)

RECOMMENDED OPTIONS

As the character combines barbarian and pirate levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ Useful feats for the sea wolf include Improved Bull Rush. Bull rushing opponents off the edge of ships is an excellent choice of tactic, especially if the opponent is heavily armoured. Athletic is another good choice of feat, bolstering both Climb and Swim checks. Use feats from *Conan: The Pirate Isles*, such as Hard Hands. If your character is Zingaran, take Freebooter's Fortune at 1st level so the character qualifies for Up the Rigging, Wave Dance and Viper's Speed later. Sea wolves are notorious brawlers, so the Brawl feat and the Improved Unarmed Strike feats are especially appropriate.
- ❖ Some feats designed for this class combination include Brutal Charge (page 69) and Slash and Burn (page 72).

- ❖ Try to meet the prerequisites for as many combat manoeuvres from *Conan: The Pirate Isles* as you can. Take ranks in either Jump or Tumble, take ranks in Swim, increase the character's Reputation and take feats such as Improved Grapple, Leadership and Combat Reflexes.
- ❖ Take skills that improve the class features of the pirate, such as combining Tumble with Mobility.
- ❖ Southern Islander or Southern Black Kingdom tribesmen are natural-born sea wolves. Both classes are favoured for them. Although a perfectly reasonable black corsair can be built from the pirate class alone, the sea wolf multiclass echoes their ferocity a little better.

RACES

Characters combining the barbarian and pirate classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Hyborians in general are also well suited for sea wolves, as both classes can be treated as favoured classes, but it does not work so well for some of the more specific Hyborian sub-races. Taurans and Bossonians cannot use this progression at all, as both pirate and barbarian are prohibited classes for these races.
- ❖ Vendhyans, Zingarans and Khitans all have barbarian as a prohibited class, so this class combination does not work for them.
- ❖ Zamorians cannot use this progression at all; both pirate and barbarian are prohibited classes for the Zamorians.
- ❖ In Conan's time, the Vanir are not a seafaring people. There is no reason, however, for this to be an eternal situation. Perhaps after *The Hour of the Dragon*, the coastal Vanir develop their ship building along Viking lines and become veritable sea wolves, looting and burning the Hyborian coastlines as their Viking descendants will do in ages to come.
- ❖ Picts are also not traditionally a seafaring people. However, a coastal Pict (perhaps from the Shark tribe) would make an interesting sea wolf. Perhaps an entire tribe of them has taken to the sea or one has decided to voyage with visiting Zingarans.

VARIANT RULES

The following rule variant is intended for multiclass barbarian/pirates only and reflect the special training a sea wolf might receive in the course of his adventuring career.

- ❖ **Sea Dog:** Replace Track with Sea Dog because the sea wolf is well versed in the ways of shipboard combat. He gains a +2 bonus to all attack rolls and a +2 bonus to his dodge defence while fighting on board ships or when fighting in water at least waist deep.

SHAMAN (BARBARIAN/SCHOLAR)

Violent and disturbing, barbarian shamans are the holders of strange mystical powers. Chosen by spirits, these barbarians let loose with their souls to fly to other worlds to gain the power to fight spirits and heal their clansmen. A shaman (or oracle in the case of Cimmerians) is a barbarian who has taken scholar levels. Despite the weird journeys the shamans believe they undertake, they still have to live in this world, hunting, cooking, gardening and housekeeping in order to survive, so levels in barbarian are still taken in addition to scholarly levels. Shamans rarely have as many spells as a studied priest, again reflecting the continued progression in the barbarian class. Shamans usually follow the acolyte background. Shamans claim to understand the true nature of things and the true causes of events in the world around them. Since a shaman's activities only have meaning

in relation to their people, some brief cultural comments are given below.

Cimmerian: The Cimmerians have no priests, sorcerers, shamans or witches. Those who traffic with the power of the gods, even through prayer, are weaklings in their eyes. The Cimmerians do not make sacrifices to Crom or any other deity and see those that do as either touched in the head or simply weak. The Cimmerians are superstitious, not wanting to try the gods. Those Cimmerians who take this multiclassed path are known as oracles, as befitting their superstitious nature. These oracles could read the dooms evident in a flight of birds or in the entrails of an animal. Just about any aspect of nature is endowed with spiritual significance that can be read by those who are wise. These Cimmerian oracles learn the sorcery style of Divination only; thereafter they take bonus feats in lieu of additional sorcery styles and, when they run out of divination spells to learn, they take +2 skill points in lieu of additional advanced spells.

Darfari: The ghastly cult of Darfar demands cannibalism. The eating of people is a matter of ritual and symbolism. The Darfari do not worship any one particular god, but have a shamanistic religion based on many disgusting gods, such as Yog, Lord of the Empty Abodes, and numerous dark spirits of nature – animal and jungle spirits that empower the world with magic and life. Witchcraft, sorcery and juju are mainstays of their religious experience, although most of their magic is directed toward mystical entities to bring chosen weather, to encourage a good harvest or to bring about success in war. Their magic is not usually directed against terrestrial foes. The spear and club are usually far more reliable against flesh and blood. Nature Magic, Divination and Curses are common sorcery styles for a Darfari shaman.

Kushite or Northern Black Kingdom: The ruling class of Kush worship Set, while the common masses of Gallah worship Jullah in opposition to Set. The Chaga have modified their Set worship somewhat over the centuries from the original Stygian ceremonies, mixing in doses of witchcraft, shamanism and Gallah superstition into the faith. The specific rituals used to worship Set are a shrouded secret, but they are known to be gruesome and sinister, comprised of unspeakable rites and human sacrifices in grisly quantities. Kushite shamans wear monstrous, half-bestial masks surmounted by ostrich plumes in certain ceremonies. Silent, ritualistic processions also play an inexplicable part in this dark religion. Sacred objects, such as curious black candles that flicker with strange green light and staves with white skull heads abound in the Chaga's grim ceremonies of black magic. Sacred beasts, both terrestrial and otherwise, abound in their religious culture. The Kushite shamans terrify their subjects as well as their enemies, for they can and will sacrifice their own followers to further their corrupt ends. Kushite shamans tend to focus on curses and magical links. They often learn the *Doom of the Doll* curse (see *Conan: The Scrolls of Skelos*), taking feats

such as Hexer and Focused Magical Link. Crafts are also important to this class of shaman.

Derketa, Queen of the Dead is another Kushite goddess. She is probably a type of Earth Mother figure, a goddess of fertility as well as of death, symbolising the circular nature of life. She is represented as the mate of whatever god each tribe holds supreme. The Gallah of Punt represents her as the mate of Jullah. Worship of Derketa, Queen of the Dead, involves orgiastic rites performed before squat golden idols. Human sacrifice is part of her ceremonies, commonly using the poisoned fruit called the Apples of Derketa, and the juice of those fruits can kill, whether by ingestion or external application. Shamans of Derketa take the Carouser and Debaucher feats, focusing on curses, hypnotism and magical links for their magic. Sexual enslavement via magic (see *Enslave* in *Conan: The Scrolls of Skelos*) is a common end to enemies of Derketa's shamans.

Nordheimer: Nordheimer shamans, known as *godi* in Vanaheim and *godar* in Asgard, tend to be more political than religious, taking a chieftain-like role as well as ensuring the proper ceremonies are conducted for any given event. Religion tends to be a personal event among the Nordheimer, but even they have their oracles, much as the Cimmerians do. A Nordheimer can only take the scholar class by virtue of his bloodline, his wealth and his Reputation. If he is found lacking in any of these three areas, then he will not be chosen for this role. The character must be descended from a king or shaman, he must be wealthy as Nordheimer measure wealth and his Reputation must exceed ten before he can multiclass into scholar. Worship is conducted outdoors around places such as beneath guardian trees, near sacred wells or within sacred arrangements of stones. The Nordheimer shaman focuses on the Divination sorcery style almost exclusively, although a few branch out into Cosmic Sorcery and/or Hypnotism. Mostly, they take the bonus feats and bonus skill points in lieu of new styles and further advanced spells once they have learned the Divination style.

Pict: The Picts are renowned for their particularly bloodthirsty rites to satisfy unsavoury gods and horrible black spirits. The shamans of the Pict clans wield terrible magical powers, often wielding more influence than the chiefs of the clan. The shamans are the centre of the nasty religious and horrible ritual aspects of the Picts. Picts understand good and evil as indications of whether or not obligations to the malicious spirits are being met and the shamans control this aspect of life. They are mediums acting as

intermediaries between this world and the dark spirit world. Fortunately for the Westemarck and the rest of the world, the various tribal shamans spend most of their time battling spirits or each other rather than banding together and raiding the Hyborian kingdoms. Thus some of the earliest spells they learn are curses, and they love practising such spells on rival tribes. The magic of the Pictish shaman is bloody and grim. Their altars are crude affairs, charred with fire and stained with blood. Accompanied by thundering drums, the shamans dance grotesquely and captives are sacrificed to their dire gods and vile spirits. Blood makes their magic mighty and their ceremonies revolve around the hunt and the cycle of life, including births, rites of passage and deaths. Pictish shamans are wary of sharing their magic, and this even extends to teaching it to their own tribe or even family. Acolyte shamans must be constantly on the alert to prove their loyalty, or they are likely to find themselves used as the next sacrifice to the weird Pictish gods. More information on Pictish shamans can be found in *Conan: Across the Thunder River*.

Southern Islander: The Southern Islanders or Southern Black Kingdom natives have their own brand of shamanism. There are shamans, isangomas and inyagas. The shamans are usually witch-finders, concentrating on Counterspells and Divination, or they are priests of dark gods such as Jhil and Agujo, concentrating on Curses and Counterspells as sorcery styles. Isangoma are female spiritualists who commune with the spirits of the ancestors. They primarily focus on Divination and Counterspells as sorcery styles. Some delve into Curses and Necromancy. Inyanga are male herbalist shamans, wise in the knowledge of flora and fauna. They learn nature magic as their first sorcery style, taking feats such as Self-Sufficient, Skill Focus (Craft (herbalism)), Skill Focus (Heal), Skill Focus (Knowledge (nature)) and Skill Focus (Survival).

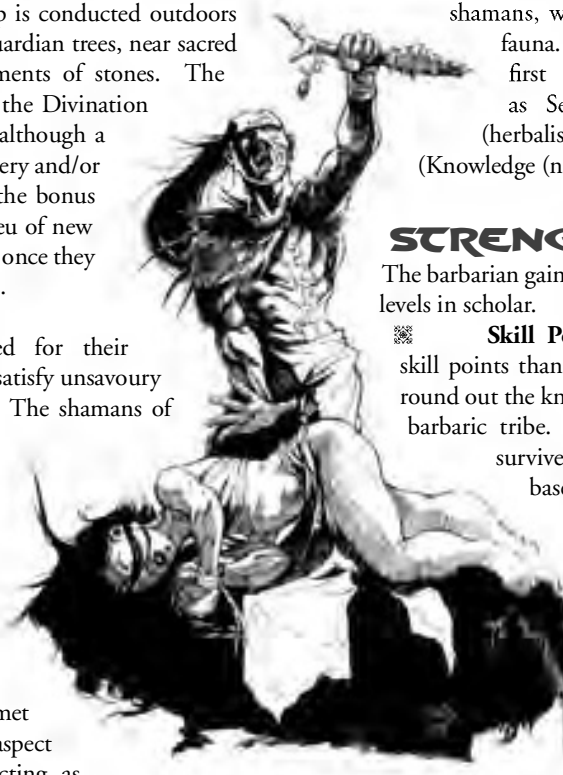
STRENGTHS

The barbarian gains a number of advantages by taking levels in scholar.

☼ **Skill Points:** The shaman has far more skill points than a straight class barbarian, able to round out the knowledge and skill base of any given barbaric tribe. This character is well-suited to survive in the Hyborian Age via his skill base.

☼ **Improved Will**

Saves: The shaman is more wilful than a straight class barbarian, which helps his Initiative as well.



The Shaman (Barbarian/Scholar)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Barbarian 1	+1	+0	+0	+0	+2	+2	+0	Track, Fearless, Versatility (-2 penalty), (character feat)
2 nd	Scholar 1	+1	+0	+0	+0	+2	+2	+2	New Sorcery Style, Scholar, Background, Base Power Points, Knowledge is Power
3 rd	Scholar 2	+2	+0	+0	+1	+2	+2	+3	+1 Power Point, New Sorcery Style, (character feat)
4 th	Barbarian 2	+3	+1	+0	+1	+3	+3	+3	Bite Sword, Crimson Mist, (single ability increase)
5 th	Scholar 3	+4	+2	+1	+1	+4	+4	+3	Advanced Spell
6 th	Barbarian 3	+5	+3	+2	+1	+4	+4	+4	Trap Sense +1, Endurance, (character feat, all ability increase)
7 th	Scholar 4	+6/+1	+3	+2	+2	+4	+4	+5	Advanced Spell, New Sorcery Style
8 th	Barbarian 4	+7/+2	+4	+2	+3	+5	+5	+5	Uncanny Dodge, (single ability increase)
9 th	Scholar 5	+7/+2	+4	+2	+3	+5	+5	+5	Advanced Spell, Iron Will, (character feat)
10 th	Barbarian 5	+8/+3	+4	+2	+3	+5	+5	+5	Mobility, (all ability increase)
11 th	Scholar 6	+9/+4	+5	+3	+4	+6	+6	+6	Advanced Spell, +1 Power Point, Increased Maximum Power Points (triple)
12 th	Barbarian 6	+10/+5	+6	+4	+4	+7	+7	+7	Trap Sense +2, Diehard, (character feat, single ability increase)
13 th	Scholar 7	+11/+6/+1	+6	+4	+4	+7	+7	+7	Advanced Spell
14 th	Barbarian 7	+12/+7/+2	+7	+4	+4	+7	+7	+7	Versatility (no penalty), (all ability increase)
15 th	Scholar 8	+13/+8/+3	+8	+5	+5	+7	+7	+8	Advanced Spell, New Sorcery Style (character feat)
16 th	Barbarian 8	+14/+9/+4	+9	+6	+6	+8	+8	+8	Improved Uncanny Dodge, (single ability increase)
17 th	Scholar 9	+14/+9/+4	+9	+6	+6	+9	+9	+8	Advanced Spell
18 th	Barbarian 9	+15/+10/+5	+9	+6	+6	+9	+9	+9	Trap Sense +3, (character feat, all ability increase)
19 th	Scholar 10	+16/+11/+6/+1	+9	+6	+7	+9	+9	+10	Advanced Spell, +1 Power Point
20 th	Barbarian 10	+17/+12/+7/+2	+10	+6	+7	+10	+10	+10	Improved Mobility, Damage Reduction 1/-, (single ability increase)

The bonus Iron Will feat gained at 9th level adds to the shaman's ability to resist manipulation. This also aids in the barbarian's Crimson Mist ability.

❖ **Sorcery:** Shamans can cast spells, which most barbarians cannot do. They have the fear and respect of their tribes and the fear of most others. This also gives the character the ear of any chiefs in the tribe, as shamans are accorded

places of honour in most tribes and their counsel is often sought.

WEAKNESSES

Levels in scholar dilute the barbarian's combat ability, adding the following weaknesses:

- ❖ **Low Base Attack Bonus:** The shaman's base attack bonus is lower than a straight class barbarian.
- ❖ **Hit Die:** The scholar's d6 Hit Die is far inferior to the barbarian's d10, diminishing the barbarian's ability to

survive prolonged combat. On average, he will have 20 fewer hit points by 20th level than a straight class barbarian.

- ❖ **Weaker Fortitude and Reflex Saves:** The shaman has slightly weaker Fortitude and Reflex saves than a straight class barbarian.
- ❖ **Defence Values:** The shaman is severely hampered in his ability to defend himself compared to the straight class barbarian. His base parry bonuses are woefully inadequate in comparison and his base parry, while only marginally lower at most levels than a straight class barbarian, has a much slower development.
- ❖ **Abilities:** A shaman's only advantage for the barbarian is his access to skill points, thus Intelligence must be high, which may diminish one or more of his physical attributes, affecting his ability in combat.
- ❖ **Slow Magic Attack Bonus:** This progression slows down the magic attack bonus, which is bad for shamans – they must be successful with their magic in order for their tribe to follow them.

RECOMMENDED OPTIONS

As the character combines barbarian and scholar levels, there are some options he can take to optimise the mixture of both classes' abilities:

- ❖ During character creation, the character should consider having a high Intelligence in order to maximise the benefit of having a large skill selection. This also allows the character to increase skills that are not class skills for the barbarian when taking levels of barbarian, as bonus Intelligence skill points may be spent on any skill as though it were a class skill.
- ❖ Also during character creation, the character must choose a high Charisma. A high Charisma aids the shaman in his performances. Having a high magical attack is more important to the shaman than having power points. Unsuccessful magic will get a shaman killed or outcast by the society he is failing. This will offset the slow magic attack bonus progression somewhat.
- ❖ To compensate for the poor dodge and parry bonuses, the shaman must either rely on armour or ranged weapons. Choose the best armour possible and available and avoid combat as much as possible. When combat is inevitable, try to stay at a distance to avoid being hit by powerful melee weapons. Pick feats to maximise the character's ability to fight with ranged weapons. The shaman's fighting style should emphasise avoiding combat, so feats such as Dodge, Mobility, Parry, Combat Expertise and Archer's Bane are recommended. Spending a few bonus skill points from Intelligence on Tumble is not a bad idea.

RACES

Characters combining the barbarian and scholar classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Although Hyborians are technically suited for all class combinations, as all classes are treated as favoured classes, there are some excellent alternatives.
- ❖ Bossonians, Taurans, Vendhyans, Zingarans and Khitans all have barbarian as a prohibited class, so this class combination does not work for them.
- ❖ A Khitan has the scholar as a favoured class and has background skills in Knowledge. The Khitan shaman also has racial bonuses to Knowledge checks and a bonus feat to help mitigate some of the disadvantages of this class combination. However, the Khitan is also not permitted to take the barbarian class at 1st level, so scholar must be the first level taken, giving the character an even wider skill base than most barbaric shaman.
- ❖ A Stygian has the scholar as a favoured class as well as a racial bonus to using Stygian bows. A Stygian shaman worships in the deserts, jungles and swamps of Stygia, not in the urban centres controlled by the priests of Set.

VARIANT RULES

The following rule variant is intended for multiclass barbarian/scholars only and reflect the special training a shaman might receive in the course of his adventuring career.

- ❖ **Performed Magic:** Upon achieving 3rd level in barbarian, the shaman can, in lieu of Trap Sense, gain an additional competence bonus to Perform checks and Magic Attack Rolls. This increases as Trap Sense normally would, thus a shaman achieving his 9th barbarian level would gain an additional +3 to his Perform checks and Magic Attack rolls.

WAR CHIEF (BARBARIAN/SOLDIER)

There are many types of barbarian/soldier archetype available to choose from. Many tribes of barbarians maintain individuals who are dedicated to warfare and defence. Picts, for example, have secret societies where the members train in warfare techniques different than the standard tactics used by the rest of the savage tribe. All barbarian tribes have one or two individuals who seriously study warfare and tactics, destined to become the tribe's war chief. A war chief must be able to lead war parties successfully, so the barbarian's ability to sense traps becomes important, especially when leading war parties against foes known to use natural traps.

STRENGTHS

A war chief gains a number of benefits from adding soldier levels to his barbarian character.

- ❖ **Continued Advancement:** The barbarian and the soldier share the same base attack bonus so the character's combat capacity does not diminish.
- ❖ **Fortitude Save:** War chiefs are tough and have a better Fortitude save than a straight class barbarian. Both the barbarian and the soldier classes have strong Will saves. The combination only enhances this save. This better increases his chances against massive damage and other endurance tests.
- ❖ **Feats:** The soldier class gives the barbarian character many bonus feats, giving the war chief a combative edge over a straight classed barbarian.
- ❖ **Formation Combat:** These barbarians learn to fight in formation, often surprising foes.

WEAKNESSES

A war chief has a few drawbacks when adding soldier levels to his barbarian class.

- ❖ **Dodge and Parry:** Slower initial dodge and parry bonuses; overall dodge will be slightly higher for the war chief, but parry will be considerably lower. The war chief is less capable of defending himself than a straight class soldier or barbarian.
- ❖ **Poor Will Saves:** Both the barbarian and the soldier have weak Will saves. Combining these two classes only emphasises this weakness.
- ❖ **Weak Reflex Saves:** The soldier class has weaker Reflex saves than the barbarian class, diluting one of the strengths of the barbarian class when combined with it.

RECOMMENDED

OPTIONS

As the war chief combines soldier and barbarian levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ High Charisma is a must for this character concept. As a leader of men, he must inspire confidence.
- ❖ Iron Will is a good option for a character feat. Both the soldier and the barbarian have poor Will saves, so bolstering this weakness will save the party from future frustrations by making sure their unstoppable war machine does not fail Terror checks or Will saves against magical attacks, especially *domination* or similar hypnosis spells. Further, succeeding on a Will save vs. Terror triggers the barbaric Crimson Rage ability, so bolstering the Will save makes this ability much more reliable.

- ❖ Leadership at 6th level is also a good choice. War chiefs are more successful if they have followers they can lead into war.

- ❖ Lightning Reflexes and Improved Initiative are also strong options for character feats, permitting the character to improve his chances of being the first into combat and to be the first to splatter the life's blood of his opponents before his own is spilled.
- ❖ Power Attack, Cleave and Great Cleave are also good choices for bonus feats, improving his ability to drop opponents quickly.

RACES

Characters combining the barbarian and pirate classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Cimmerians, Himelian Tribesmen, Hyborians (except for most of the specific sub-races), Gundermen, Hyperborean, Kushites, Nordheimer, Picts, Meadow Shemites, Pelishtim, Southern Islander, Southern Black Kingdom tribesmen and Darfari make the best war chiefs, having either barbarian or soldier as a favoured class.
- ❖ Bossonians, Taurans, Vendhyans, Zamorians, Zingarans and Khitans all have barbarian as a prohibited class, so this class combination does not work for them.

VARIANT RULES

The following rules variants are intended for multiclass barbarian/soldiers only and reflect the special training a war chief might receive in the course of his adventuring career.



The War Chief (Barbarian/Soldier)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Barbarian 1	+1	+0	+0	+2	+2	+0	Track, Fearless, Versatility (–2 penalty), (Character feat)
2 nd	Soldier 1	+2	+0	+0	+4	+2	+0	Bonus feat
3 rd	Barbarian 2	+3	+1	+0	+5	+3	+0	Bite Sword, Crimson Mist, (character feat)
4 th	Soldier 2	+4	+2	+1	+6	+3	+0	Bonus Feat, (single ability increase)
5 th	Barbarian 3	+5	+3	+2	+6	+3	+1	Trap Sense +1, Endurance
6 th	Soldier 3	+6/+1	+3	+3	+6	+4	+2	Formation Combat, (character feat, all ability increase)
7 th	Barbarian 4	+7/+2	+4	+3	+7	+5	+2	Uncanny Dodge
8 th	Soldier 4	+8/+3	+5	+4	+8	+5	+2	Bonus Feat, (single ability increase)
9 th	Barbarian 5	+9/+4	+5	+4	+8	+5	+2	Mobility, (character feat)
10 th	Soldier 5	+10/+5	+5	+4	+8	+5	+2	(All ability increase)
11 th	Barbarian 6	+11/+6/+1	+6	+5	+9	+6	+3	Trap Sense +2, Diehard
12 th	Soldier 6	+12/+7/+2	+7	+6	+10	+7	+4	Bonus Feat, (character feat, single ability increase)
13 th	Barbarian 7	+13/+8/+3	+8	+6	+10	+7	+4	Versatility (no penalty)
14 th	Barbarian 8	+14/+9/+4	+9	+7	+11	+8	+4	Improved Uncanny Dodge, (all ability increase)
15 th	Soldier 7	+15/+10/+5	+9	+8	+11	+8	+4	Formation Combat, (character feat)
16 th	Barbarian 9	+16/+11/+6/+1	+9	+8	+11	+8	+5	Trap Sense +3, (single ability increase)
17 th	Soldier 8	+17/+12/+7/+2	+10	+9	+12	+8	+5	Bonus Feat
18 th	Barbarian 10	+18/+13/+8/+3	+11	+9	+13	+9	+5	Improved Mobility, Damage Reduction 1/–, (character feat, all ability increase)
19 th	Barbarian 11	+19/+14/+9/+4	+12	+10	+13	+9	+5	Greater Crimson Mist
20 th	Barbarian 12	+20/+15/+10/+5	+13	+10	+14	+10	+6	Trap Sense +4, (single ability increase)

❖ **Class Skills:** Upon achieving 1st level in soldier, the war chief adds Knowledge (geography), Knowledge (local) and Search to his class skill list. Upon achieving 2nd level as a barbarian, the war chief adds Hide, Listen, Move Silently, Spot and Survival to his class skill list.

❖ **Bonus Feats:** Upon achieving 1st level as a soldier, the war chief can select any feat in this sourcebook or *Conan: Across the Thunder River* as soldier bonus feats.

HARROWER (BARBARIAN/THIEF)

The harrower is a fearsome character, combining the most lethal characteristics of the barbarian and the thief to create a stealthy killer, advance scout and wilderness hunter. They sense traps, survive instinctively and react with lightning speed. They are expert at setting up woodland traps and ambushes, then herding enemies into the traps and ambushes. Harrowers are tacticians, for example, they may build a palisade in the wilderness, then chase after a column of troops, making such noise that there seemed to be more

than there really are, herding the doomed soldiers into the wall. Once stopped by the wall, other harrowers or tribesmen, hiding in the trees or cliffs, then pelt the soldiers with arrows until all are dead.

STRENGTHS

By taking levels of thief in addition to his barbarian class, the harrower maximises his ability to strike terror into his opponents. Some of the most important benefits offered to the barbarian from this combination of classes follow.

- ❖ **Eyes of the Cat:** The ability to see in the dark is invaluable to the harrower.
- ❖ **Improved Reflex Saves:** The harrower relies on his reflexes more than a standard barbarian, and adding thief levels to the barbarian has the benefit of increasing the Reflex saves at the cost of diminishing Fortitude saves slightly. This also has the added advantage of improving his Initiative, which is useful in light of his Sneak Attack ability.

- ❖ **Sneak Attack:** The harrower strikes fast, hard and precisely. He often has time for one attack before he must flee, thus the Sneak Attack is perfect for the harrower fighter, providing the barbarian with a truly devastating attack.
- ❖ **Skills:** The thief's large skill base provides the barbarian with the means to hide and scurry effectively. He also has more defensive options, especially with the Tumble skill.

WEAKNESSES

In addition to diluting the barbarian's combat ability by taking thief levels, the harrower also suffers from the following weaknesses:

- ❖ **Decreased Parry Bonus:** The harrower, more concerned with offence than defence, has a slightly lower parry bonus than a straight class barbarian. His dodge bonus, however, is only slightly slowed, even a little better at higher levels.
- ❖ **Hit Die:** The thief's d8 Hit Die is lower than the barbarian's d10, giving the harrower approximately ten hit points less than a straight class fighter by 20th level.
- ❖ **Base Attack:** The base attack bonus of the thief is not as strong as the barbarian's, thus lowering the character's chances to hit a target.
- ❖ **Fortitude Saves:** The character's Fortitude saves are diminished compared to a straight class barbarian but his Reflex saves are improved.
- ❖ **Armour Restrictions:** In order to best utilise the thief skills, including Light-Footed, the character must limit his armour options, especially if the *Evasion* special ability is chosen.

RECOMMENDED OPTIONS

As the character combines barbarian with thief levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ The Sneak Attack is the supreme advantage of combining barbarian and thief levels. Feats should be chosen so that they complement the Sneak Attack's chance to hit and damage an opponent. These range from the simple attack bonus feats like Point Blank Shot (which conveniently has the same maximum range as ranged Sneak Attacks), to more sophisticated manoeuvres like Improved Feint to create the chances for Sneak Attacks rather than wait for them to happen. Improved Initiative and Lightning Reflexes both improve Initiative, which increases the odds of successfully getting a Sneak Attack. Improved Feint also enhances the capabilities of gaining a Sneak Attack later in the melee.
 - ❖ Choose feats from other products such as *Conan: Across the Thunder River* and *Conan: Shadizar – The City of Wickedness* that expand the capabilities of the Sneak

Attack ability. Feats such as Out of Thin Air or Brutal Attack (from *Conan: Shadizar – City of Wickedness*) are useful for Sneak Attacks.

- ❖ Choose feats that work well with the thief skills, such as combining Mobility with Tumble or Skill Focus (Bluff) with the Bluff skill. Alertness and Stealthy are also good feats to choose.
- ❖ Do not waste skill points on urban skills such as Sleight of Hand, Pick Locks or Escape Artist. Spend skill points on stealthy skills.
- ❖ A harrower should exploit the options for high Dexterity and concentrate ability increases that way. Choose light, finesse weapons to get around armour or opt for ranged attacks.
- ❖ Take special abilities such as *Crippling Strike* or *Opportunist* to maximise Sneak Attacks and quick hit-and-run attacks. Avoid *Evasion* as that limits the armour choices of the character.
- ❖ Barbarians do not have as many skill points as thieves do. The mixture is diluted somewhat. Pick up a few skills according to the character concept. Harrowers should take ranks in Hide and Move Silently, as well as Tumble, Spot and Listen. Ranks in Bluff increases the odds of later Sneak Attacks. Ranks in Climb allow the character access to difficult to reach places. Ranks in Knowledge (local) and Knowledge (geography) are important for the harrower, who needs to know the lay of the land and where aid can be found. Characters with a high score in Intelligence will be able to treat some of those thief skills as class skills in *Conan the Roleplaying Game*.
- ❖ Many harrowers are often on the run, resulting in a need to catch sleep in snatches and opportune moments. The Sleep Mastery feat is a good choice for this character concept.

RACES

Characters combining the barbarian and thief classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- ❖ This class, like all class combinations, is perfectly suited for Hyborians, who treat all classes as favoured classes for purposes of determining bonus feats.
- ❖ Cimmerians, Himelian Tribesmen, Kushites, Nordheimer, Picts, Southern Islanders, Southern Black Kingdom tribesmen and Darfari make the best harrowers, having either barbarian as a favoured class.
- ❖ Bossonians, Taurans, Vendhyans, Zamorians, Zingarans and Khitans all have barbarian as a prohibited class, so this class combination does not work for them.

VARIANT RULES

The following rules variants are intended for multiclass barbarian/thieves only and reflect the special training a harrower might receive in the course of his adventuring career.

Harrower (Barbarian/Thief)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Barbarian 1	+1	+0	+0	+2	+2	+0	Track, Fearless, Versatility (-2 penalty), (character feat)
2 nd	Thief 1	+1	+0	+0	+2	+4	+0	Sneak Attack Style, Sneak Attack +1d6/+1d8, Trap Disarming
3 rd	Barbarian 2	+2	+1	+0	+3	+5	+0	Bite Sword, Crimson Mist, (character feat)
4 th	Thief 2	+3	+2	+1	+3	+6	+0	Eyes of the Cat, (single ability increase)
5 th	Thief 3	+4	+2	+1	+4	+6	+1	Sneak Attack +2d6/+2d8, Trap Sense
6 th	Barbarian 3	+5	+3	+2	+4	+6	+2	Trap Sense +1, Endurance, (character feat, all ability increase)
7 th	Thief 4	+6/+1	+4	+3	+4	+7	+2	Sneak Attack Style, Light-Footed
8 th	Barbarian 4	+7/+2	+5	+3	+5	+8	+2	Uncanny Dodge, (single ability increase)
9 th	Thief 5	+7/+2	+5	+3	+5	+8	+2	Sneak Attack +3d6/+3d8, (character feat)
10 th	Thief 6	+8/+3	+6	+4	+6	+9	+3	Trap Sense +2, Special Ability, (all ability increase)
11 th	Barbarian 5	+9/+4	+6	+4	+6	+9	+3	Mobility
12 th	Barbarian 6	+10/+5	+7	+5	+7	+10	+4	Trap Sense +2, Diehard, (character feat, single ability increase)
13 th	Thief 7	+11/+6/+1	+7	+5	+7	+10	+4	Sneak Attack +4d6/+4d8
14 th	Barbarian 7	+12/+7/+2	+8	+5	+7	+10	+4	Versatility (no penalty), (all ability increase)
15 th	Thief 8	+13/+8/+3	+9	+6	+7	+11	+4	Sneak Attack Style, Poison Use, (Character feat)
16 th	Barbarian 8	+14/+9/+4	+10	+7	+8	+12	+4	Improved Uncanny Dodge, (single ability increase)
17 th	Thief 9	+14/+9/+4	+10	+7	+9	+12	+5	Sneak Attack +5d6/+5d8, Trap Sense +3
18 th	Barbarian 9	+15/+10/+5	+10	+7	+9	+12	+6	Trap Sense +3, (character feat, all ability increase)
19 th	Thief 10	+16/+11/+6/+1	+11	+8	+9	+13	+6	Special Ability
20 th	Barbarian 10	+17/+12/+7/+2	+12	+8	+10	+14	+6	Improved Mobility, Damage Reduction 1/-, (single ability increase)

☞ **Sure Footed:** Upon gaining 4th thief level, the character may elect to take Sure Footed instead of Light Footed. He is acutely aware of anything that may trip or hinder him. The harrower may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. This focus on speed means that Decipher



Script and Forgery become cross-class skills.

☞ **Trust Nothing:** Upon gaining 8th thief level, the character may elect to take Trust Nothing instead of Poison Use. The character has learned that nothing can be trusted, be it people or doorways. The character may now add his Trap Sense ability's bonus to all Sense Motive checks as a synergy bonus.

By Honed Senses

Borderer Multiclassing Options

THE BORDERER CLASS is a versatile concept in *Conan the Roleplaying Game*. The skill rules in *Conan the Roleplaying Game* further permit customisation by allowing any skill points realised from high Intelligence scores to be spent on any skill as though it were a class skill. Still further, borderers can take levels in other classes to complement their own combat mastery or further expand their skills and special qualities. This chapter presents possible ways to combine the borderer with the other classes presented in *Conan the Roleplaying Game*, presenting advice on feat and racial choices and other options available when the character gains new abilities from new levels in alternative classes.

With any sort of multiclassing, the character will lose access to high level abilities of the borderer character class. All of these combinations include this inherent weakness. These character concepts lose full speed Swift Tracking, Guide bonuses to mounts, Heroic Sacrifice and additional Favoured Terrains and higher Favoured Terrain bonuses.

This chapter assumes that the character's main focus is the borderer aspect, taking levels in other classes to alter his basic borderer concept slightly. Other character classes taking levels in borderer to complement their primary focus will be covered in other chapters or in future *Conan the Roleplaying Game* supplements. The advancement rates offered herein are not to be taken as the final word on the subject but merely as guidelines to meet a particular character concept.

WILD HUNTER (BORDERER/ BARBARIAN)

The wild hunter is a renegade, a wilderness man of mysterious habits, a borderer who has spent so much time in the wilderness he has become a stranger to society, a savage who has foresworn his civilised heritage.

His reflexes are honed to animal-sharpness and his endurance is legendary. Despite his physical strengths, he is impulsive, given to satisfying his urges, be it hunger, thirst or revenge, the moment the urge occurs.

STRENGTHS

A wild hunter gains a number of benefits from adding borderer levels to his borderer class.

- ❖ **Fortitude/Reflex Saves:** The wild hunter has a much improved rate of Fortitude and Reflex saves. The wild hunter is well-equipped to survive the rigours of wilderness travel, compared to the straight class borderer.
- ❖ **Skills:** The borderer and barbarian have a similar skill set geared toward wilderness survival.
- ❖ **Continued Advancement:** The borderer and the barbarian share the same base attack bonus and Hit Die so the character's combat capacity does not diminish.
- ❖ **Versatility:** This barbarian power meshes well with the borderer's Archery combat style, allowing the use of exotic bows without spending feats for proficiency.
- ❖ **Trap Sense:** The barbarian's ability to sense traps helps him in enemy territories when hunting.

- ❖ **Strong Base Dodge Bonus:** Although the base dodge bonus gets a slow start, overall, the renegade wild hunter is better at dodging blows than most borderers.

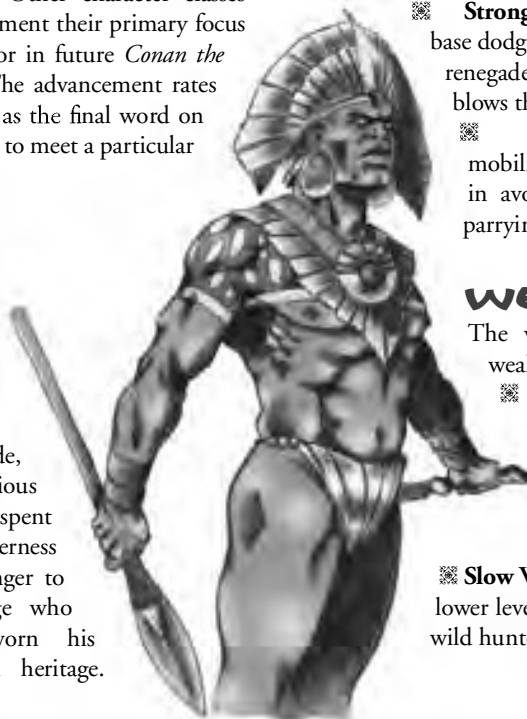
- ❖ **Mobility Chain:** The barbarian's mobility abilities aid the wild hunter in avoiding attacks he has a hard time parrying.

WEAKNESSES

The wild hunter character has a few weaknesses.

- ❖ **Weak Parry Bonus:** The wild hunter is much less capable of parrying attacks than a straight class borderer. The wild hunter is more focused on evading attacks than blocking them.

- ❖ **Slow Will Save Progression:** Especially at lower levels, the Will save progression for the wild hunter is slow.



Wild Hunter (Borderer/Barbarian)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Borderer 1	+1	+0	+0	+2	+2	+0	Track, Favoured Terrain +1, (character feat)
2 nd	Barbarian 1	+2	+0	+0	+4	+4	+0	Skill Focus (survival), Fearless, versatility (-2 penalty)
3 rd	Borderer 2	+3	+1	+1	+5	+5	+0	Combat Style, (character feat)
4 th	Barbarian 2	+4	+2	+1	+6	+6	+0	Bite Sword, Crimson Mist, (single ability increase)
5 th	Borderer 3	+5	+2	+1	+6	+6	+1	Endurance
6 th	Barbarian 3	+6/+1	+3	+2	+6	+6	+2	Trap Sense +1, Diehard, (character feat, all ability increase)
7 th	Borderer 4	+7/+2	+4	+3	+7	+7	+2	Favoured Terrain +2
8 th	Barbarian 4	+8/+3	+5	+3	+8	+8	+2	Uncanny Dodge, (single ability increase)
9 th	Borderer 5	+9/+4	+5	+3	+8	+8	+2	Improved Combat Style, (character feat)
10 th	Barbarian 5	+10/+5	+5	+3	+8	+8	+2	Mobility, (all ability increase)
11 th	Borderer 6	+11/+6/+1	+6	+4	+9	+9	+3	Toughness
12 th	Barbarian 6	+12/+7/+2	+7	+5	+10	+10	+4	Trap Sense +2
13 th	Borderer 7	+13/+8/+3	+7	+5	+10	+10	+4	Second Favoured Terrain +1, Guide, (character feat, single ability increase)
14 th	Barbarian 7	+14/+9/+4	+8	+5	+10	+10	+4	Versatility (no penalty), (all ability increase)
15 th	Borderer 8	+15/+10/+5	+9	+6	+11	+11	+4	Favoured Terrain +3, (character feat)
16 th	Barbarian 8	+16/+11/+6/+1	+10	+6	+12	+12	+4	Improved Uncanny Dodge, (single ability increase)
17 th	Borderer 9	+17/+12/+7/+2	+10	+6	+12	+12	+5	Swift Tracker
18 th	Barbarian 9	+18/+13/+8/+3	+10	+6	+12	+12	+6	Trap Sense +3, (Character feat, all ability increase)
19 th	Borderer 10	+19/+14/+9/+4	+11	+7	+13	+13	+6	Bonus Feat
20 th	Barbarian 10	+20/+15/+10/+5	+12	+7	+14	+14	+6	Improved Mobility, Damage Reduction 1/-, (single ability increase)

❧ **Armour Restriction:** The borderer cannot wear medium or heavy armour and still enjoy his many special features, which is a problem for combat-oriented wild hunters.

RECOMMENDED OPTIONS

As the character combines barbarian with borderer levels, there are some options he can take to optimise the mixture of both classes' abilities.

❧ The borderer's combat style presents a chance for the character to gain feats he might not normally qualify for, provided he is willing to wear only light or no armour. The character should pick a combat style and complement it with simpler feats that complete the style.

❧ The Archery style is the best choice for most wild hunter characters. Versatility allows the wild hunter to use a wide range of bows freely and keeps him away from the need to parry attacks. This character combination creates an excellent sniper character. However, if the character qualifies for the Fighting-Madness feat, the Two-Weapon style can be an impressive choice.

❧ Given the fact that borderers must wear light or no armour to enjoy the class benefits, as well as the slow dodge and parry progression, any bonus feats from favoured classes should go towards defensive measures such as Dodge, Parry and Combat Expertise. Two-Weapon Defence is an excellent option if the character chooses the Two-Weapon style.

- ❖ A high Dexterity is desirable, not only because of the bonus to Dodge Defence Value it provides, but also to meet the prerequisites of feats that complement both of the borderer's combat styles. Finesse weapons are a good option when the character has a mid or high Dexterity score.
- ❖ Survival is an essential skill for the wild hunter, determining how well the character can track. Wild hunters are often called upon to find water, track food or track enemies and a thousand other tasks requiring this skill. The wild hunter needs to keep this skill at maximum ranks to remain superior. Feats such as Self-Sufficient are especially called for with this sort of character, who is not likely to ask for aid.

RACES

Characters combining the borderer and barbarian classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Hyborians make the best wild hunters, as both classes are favoured by the adaptive Hyborian race. The adaptability and background skill options of the Hyborians also work heavily in favour of this combination with that race. Members of the Tauran also make good wild hunters, although barbarian is not a favoured class for them.
- ❖ Cimmerians, Himelian tribesmen, Kushites, Nordheimer, Picts, Southern Islanders, Southern Black Kingdom natives, Darfari make decent wild hunters because barbarian is a favoured class for them.
- ❖ Shemites are prohibited from taking the borderer class at 1st level, so this multiclass must be modified to apply to them.

VARIANT RULES

The following rules variants are intended for multiclass borderer/barbarians only and reflect the special training a wild hunter might receive in the course of his adventuring career.

- ❖ **Power Attack Combat Style:** Upon achieving 2nd level in borderer, the wild hunter may elect to take Power Attack combat style. Instead of becoming versed in Archery or Two-Weapon combat, the borderer's combat style choice at this level is Power Attack. He need not have the usual prerequisites for this feat, but can only use it while wearing light or no armour. When the wild hunter reaches 5th borderer level he receives the

Cleave feat and at 11th level he receives the Great Cleave feat.

- ❖ **Class Skills:** Upon achieving 1st level in barbarian, the wild hunter adds Heal and Knowledge (nature) to his class skill list. Upon achieving 2nd level in borderer, the wild hunter adds Intimidate to his class skill list.

EMISSARY (BORDERER/NOBLE)

An emissary is a borderer with a noble title. Emissaries travel frontier kingdoms and wild lands to bring missives of peace, hire barbaric mercenaries and establish trade agreements. Emissaries purchased land from the Picts to build the Westermarck and emissaries helped establish the Road of Kings along its long route.

STRENGTHS

An emissary gains a number of benefits from adding noble levels to his borderer class, the following being the most important for the role of the borderer:

- ❖ **Special Regional Feature:** Most of the racial regional bonuses for the noble class include attack bonuses for certain weaponry, enhancing the attacks of the military emissary armed with weapons typical for the race. This can stack nicely with the borderer's combat styles for some races. This may slightly offset some of the combat dilution that occurs with this mixture of classes.
- ❖ **Wealth:** Most borderers are poor. Emissaries are not. They do, however, have a need to purchase the best armour and shields because of their weak dodge and parry bonuses.

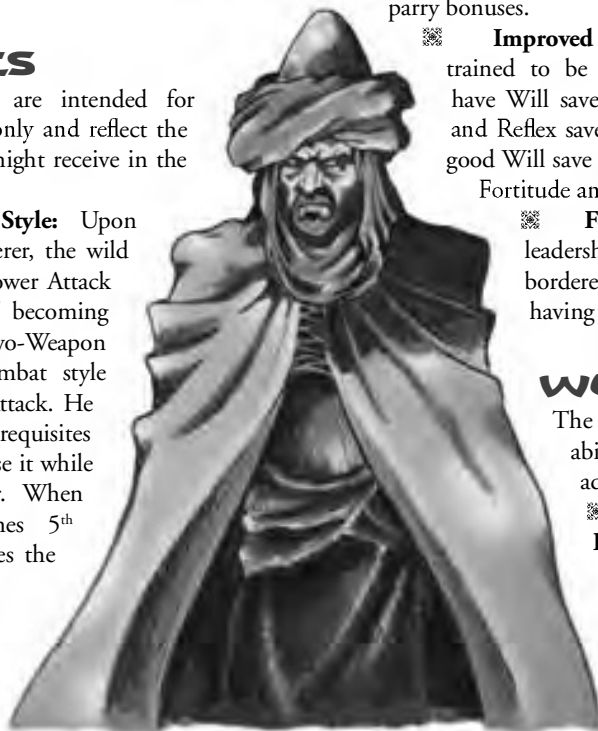
- ❖ **Improved Will Saves:** Emissaries are trained to be strong-willed. They tend to have Will saves equivalent to their Fortitude and Reflex saves because the noble class has a good Will save and the borderer class has good Fortitude and Reflex saves.

- ❖ **Feats:** The noble gains a leadership for free, which allows a borderer to become a leader without having to spend a precious feat slot.

WEAKNESSES

The emissary dilutes his combat ability by taking up noble levels, adding the following weaknesses.

- ❖ **Slower Base Attack Bonus progression:** Emissaries are not as well trained for combat as the typical borderer. Although the special regional feature of the noble class offsets this weakness



Emissary (Borderer/Noble)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Borderer 1	+1	+0	+0	+2	+2	+2	Track, Favoured Terrain +1
2 nd	Borderer 2	+2	+1	+1	+3	+3	+2	Combat Style, (character feat)
3 rd	Noble 1	+0	+0	+0	+0	+0	+2	Title, Rank Hath its Privileges, Wealth, (character feat)
4 th	Noble 2	+3	+1	+2	+3	+3	+3	Special Regional Feature +1, (single ability increase)
5 th	Borderer 3	+4	+1	+2	+3	+3	+4	Endurance
6 th	Noble 3	+5	+2	+2	+4	+4	+4	(Character feat, all ability increase)
7 th	Borderer 4	+6/+1	+3	+3	+5	+5	+4	Favoured Terrain +2
8 th	Noble 4	+7/+2	+3	+4	+5	+5	+5	Social Ability, (single ability increase)
9 th	Borderer 5	+8/+3	+3	+4	+5	+5	+5	Improved Combat Style, (character feat)
10 th	Noble 5	+8/+3	+3	+4	+5	+5	+5	Lead by Example +2, (all ability increase)
11 th	Borderer 6	+9/+4	+4	+5	+6	+6	+6	Diehard
12 th	Noble 6	+10/+5	+5	+6	+7	+7	+7	Enhanced Leadership, (character feat, single ability increase)
13 th	Borderer 7	+11/+6/+1	+5	+6	+7	+7	+7	Second Favoured Terrain +1, Guide
14 th	Noble 7	+12/+7/+2	+5	+6	+7	+7	+7	Special Regional Feature +2, (all ability increase)
15 th	Borderer 8	+13/+8/+3	+6	+7	+8	+8	+7	Favoured Terrain +3, (character feat)
16 th	Noble 8	+14/+9/+4	+7	+8	+8	+8	+8	(Single ability increase)
17 th	Borderer 9	+15/+10/+5	+7	+8	+8	+8	+9	Swift Tracker
18 th	Noble 9	+15/+10/+5	+7	+8	+9	+9	+9	Social Ability, (character feat, all ability increase)
19 th	Borderer 10	+16/+11/+6/+1	+8	+9	+10	+10	+9	Bonus Feat
20 th	Noble 10	+17/+12/+7/+2	+8	+10	+10	+10	+10	Lead By Example +4

somewhat, it is undeniable that the noble-born emissary is less able to launch an attack than a straight class borderer of equal level.

- ❖ **Hit Dice:** The noble's d8 Hit Die is less than the borderer's d10, creating a character with slightly fewer hit points on average per level.
- ❖ **Weak Dodge Bonus:** Emissaries are less capable of dodging attacks than straight class borderers of equal level.
- ❖ **Weak Fortitude and Reflex Saves:** Emissaries are less able to endure hardship and physical stress than a borderer, reacting to danger slower than an equivalent level borderer at most levels.

RECOMMENDED OPTIONS

As the character combines borderer and noble levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ An emissary should put ranks into Diplomacy and Intimidate in order to influence barbarian chiefs and

foreign kings. Feats such as Negotiator and Persuasive are appropriate for an emissary character.

- ❖ Emissaries should choose social abilities that will help them in a diplomatic sense. Ally, Refuge and Reputation are excellent choices for emissary characters.

RACES

Characters combining the borderer and noble classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Hyborians (save for Gundermen, Hyperboreans and Argosseans) are excellent choices for an emissary because both classes are favoured. Bossonians are not likely to have emissaries, however, because noble is a prohibited class. Taurans, however, make excellent emissaries; borderer is a favoured class for Taurans.
- ❖ Chaga make a nice racial type for an emissary. Living in the wilds of Kush, their nobles may have to have above average survival ability to do their jobs. Noble is a favoured class for the Chaga.

- ❖ Stygians use emissaries, sending them southward into Kush, Darfar and Zembabwei.
- ❖ Vendhyans use emissaries to make treaties with the Himelian tribesmen, Kosala, Afghulis and Iranistani.
- ❖ Kushites, Northern and Southern Black Kingdom Tribesmen, Ghanata, Nordheimer, Picts, Southern Islanders, Darfari make poor emissaries as they do not have noble classes available at 1st level. They will have to begin their careers as borderers and then be acknowledged as noble.

VARIANT RULES

The following rule variant is intended for multiclass borderer/nobles only and reflect the special training an emissary might receive in the course of his adventuring career.

- ❖ **Light Cavalry Style:** The emissary is often mounted when travelling across the wilderness. Skilled in mounted combat, they are deadly opponents. At 2nd borderer level, the emissary may elect to take the Light Cavalry style. Instead of becoming versed in Archery or Two-Weapon combat, the borderer's style choice at this level is the Mounted Combat feat. He need not have the usual prerequisites for this feat, but can only use it while wearing light or no armour. When the wild hunter reaches 5th borderer level, he shares his Favoured Terrain bonuses with his mount and at 11th level he is treated as though he has the Trample feat.

RUNNER

(BORDERER/NOMAD)

Some borderers serve as messengers, carrying orders from generals to the units involved in a battle. This is a vital occupation, requiring speed, luck, courage, memory, initiative and clarity of speech. A good runner can make the difference between victory and defeat during the fog of war, and so can command a high wage from a general who recognises his capabilities. In addition to his battlefield duties, the runner is often given related tasks such as carrying a message quite some distance, perhaps to a second army, or acting as intelligence, gathering information on the enemy. Other runners are more hit-and-run guerrilla fighters for their nomad tribe, charging into the fray over great distances, the first to strike and the first to leave. This combination is powerful because, unlike many of the class combinations available to the borderer, this one does not dilute the borderer's base attack bonus progression or change the character's Hit Die. The runner is a rover capable of surviving in any environment his occupation takes him into.

STRENGTHS

A runner gains a number of benefits from adding nomad levels to his borderer class, the following being the most important for the role of the borderer.

- ❖ **Much Stronger Fortitude Save:** The runner is tough and rigorous. He has a much tougher Fortitude save than a straight class borderer.
- ❖ **Much Stronger Reflex Save:** The runner is also quick on his feet, boasting of a much stronger Reflex save progression than the straight class borderer.
- ❖ **Continued Advancement:** The nomad and the borderer share the same base attack bonus so the character's combat capacity does not diminish.
- ❖ **More Favoured Terrains:** The runner gains Favoured Terrains from both classes.
- ❖ **Nomad Charge:** The runner can charge his mount with greater skill than a straight class borderer mounted on a horse.
- ❖ **Bonus Feats:** The nomad bonus feats can materially add to the borderer's chosen combat style.

WEAKNESSES

The runner has a few weaknesses.

- ❖ **Slower Will Save:** The runner has a slightly slower progression of Will saves than a single classed borderer, breaking even for many levels.
- ❖ **Lower Favoured Terrain Bonuses:** The runner gains fewer Favoured Terrain bonuses than a straight class borderer.



Runner (Borderer/Nomad)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Borderer 1	+1	+0	+0	+2	+2	+0	Track, Favoured Terrain +1, (character feat)
2 nd	Nomad 1	+2	+0	+0	+4	+4	+0	Skill Focus (survival), Second Favoured Terrain +1, Born to the Saddle, (-2 penalty)
3 rd	Borderer 2	+3	+1	+1	+5	+5	+0	Combat Style, (character feat)
4 th	Nomad 2	+4	+2	+2	+6	+6	+0	Bonus Feat, (single ability increase)
5 th	Borderer 3	+5	+2	+2	+6	+6	+1	Endurance
6 th	Nomad 3	+6/+1	+2	+2	+6	+6	+2	Diehard, (character feat, all ability increase)
7 th	Borderer 4	+7/+2	+3	+3	+7	+7	+2	Favoured Terrain +2
8 th	Nomad 4	+8/+3	+4	+4	+8	+8	+2	Nomad Charge +1, Second Favoured Terrain +2, (single ability increase)
9 th	Borderer 5	+9/+4	+4	+4	+8	+8	+2	Improved Combat Style, (character feat)
10 th	Nomad 5	+10/+5	+4	+4	+8	+8	+2	Mobility, (all ability increase)
11 th	Borderer 6	+11/+6/+1	+5	+5	+9	+9	+3	Toughness
12 th	Nomad 6	+12/+7/+2	+6	+6	+10	+10	+4	(Character feat, single ability increase)
13 th	Borderer 7	+13/+8/+3	+6	+6	+10	+10	+4	Third Favoured Terrain +1
14 th	Nomad 7	+14/+9/+4	+6	+6	+10	+10	+4	Bonus Feat, (all ability increase)
15 th	Borderer 8	+15/+10/+5	+7	+7	+11	+11	+4	Favoured Terrain +3, (Character feat)
16 th	Nomad 8	+16/+11/+6/+1	+8	+8	+12	+12	+4	Second Favoured Terrain +3, (single ability increase)
17 th	Nomad 9	+17/+12/+7/+2	+8	+8	+12	+12	+5	Fourth favoured terrain +1
18 th	Borderer 9	+18/+13/+8/+3	+8	+8	+12	+12	+6	Swift Tracker, (character feat, all ability increase)
19 th	Borderer 10	+19/+14/+9/+4	+9	+9	+13	+13	+6	Bonus Feat
20 th	Nomad 10	+20/+15/+10/+5	+10	+10	+14	+14	+6	Improved Mobility, (single ability increase)

RECOMMENDED OPTIONS

As the character combines borderer and nomad levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ☒ Diplomacy is a good skill for the runner, useful when receiving or passing on orders.

RACES

Characters combining the borderer and nomad classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- ☒ Hyborians are well suited to being runners, as both classes can be treated as favoured classes.
- ☒ Turanians and Hyrkanians are excellent candidates for the runner combination. The nomad is the favoured class for these races, plus they have bonuses to archery and have Ride and Survival as background skills.

- ☒ The Ghanata are well known as expert riders and they also make fantastic runners. Like the Hyrkanians, nomad is a favoured class of the Ghanata, plus Ride and Survival are background skills. Further, though, the Ghanata gain a racial bonus to Ride and circumstance bonuses to Spot and Survival.

- ☒ Shemites are prohibited from taking the borderer class at 1st level, so this multiclass must be modified to apply to them. However, nomad is the favoured class for the Shemites and Ride and Survival are background skills. Their bonuses with bows and Spot checks only increase their abilities with this class combination.

VARIANT RULES

The following rules variants are intended for multiclass borderer/nomads only and reflect the special training a runner might receive in the course of his adventuring career.

❖ **Swift Strider Style:** The runner is not concerned with thoughts of combat, but is given to journeys. At 2nd borderer level, the runner may elect to take the Swift Strider style. Instead of becoming versed in Archery or Two-Weapon combat, the borderer's style choice at this level is the Run feat. He need not have the usual prerequisites for this feat, but can only use it while wearing light or no armour. When the runner reaches 5th borderer level his base speed increases by five feet per round and at 11th level his base speed increases by an additional five feet per round, to a total of ten feet of extra movement per round.

❖ **Defensive Stride:** The runner moves so quickly, he becomes harder to hit. Any time the runner takes a double move action and is not wearing any armour, he gains a +4 circumstance bonus to his dodge defence. This special ability replaces the Diehard feat normally earned at the 6th nomad level. The character must have at least six borderer levels as a prerequisite.

EXPLORER (BORDERER/PIRATE)

Explorers look for new ports for trade, new routes to cities and kingdoms otherwise difficult to reach or to discover new lands for exploitation. An explorer does not know what dangers lurk just over the horizon but they are drawn to find the answer. Explorers are those sailors who are focused, prepared, creative, persevering, curious, resilient and independent. They take risks and live for a sense of discovery and higher purpose. They are not content with the boundaries they grew up with and are not content to spend their lives within a few miles of their birthplace. Explorers know something else is out there and they want to find it, whatever it is. An explorer is created by combining the borderer and pirate classes, merging their unique talents together to form a greedy and curious conqueror of new lands and new worlds. Although it might seem counter-intuitive to combine borderer with pirate, it is an impressive combination with more strengths than weaknesses.

STRENGTHS

The borderer gains a number of benefits from adding pirate levels to his borderer class, the following being the most important for the role of the explorer.

❖ **Saving Throws:** The explorer has impressive saving throws, especially Fortitude and Reflex saves.

❖ **Superior Dodge:** The explorer, after a slow start, quickly proves he can dodge better than most borderers.

❖ **Seamanship:** This helps the borderer with shipboard defence, where he is lacking his Favoured Terrain bonuses.

❖ **Ferocious Attack:** The initial boost to Initiative and



melee attacks and damage gives the explorer the edge over a standard borderer. The additional attack gained later is another advantage the explorer has over the land borderer.

❖ **To Sail a Road of Blood and Slaughter:** The free action *coup de grace* gives this borderer the ability to kill fallen opponents quickly. This works well in conjunction with the Two-Weapon combat style of the borderer.

❖ **Sneak Attack:** Although less useful than the Sneak Attacks of the outlaw option, this is a powerful ability given to the explorer at mid-levels. It works well regardless of the combat style chosen by the player.

WEAKNESSES

The borderer dilutes his combat ability by taking up pirate levels, adding the following weaknesses.

❖ **Slower Base Attack Bonus Progression:** Although the explorer has a slower rate of progression for base attack bonus than a straight line borderer, the explorer does progress faster than a pirate, making this a foe of considerable power when set against pirates.

❖ **Hit Die:** The pirate's d8 Hit Die diminishes the borderer's ability to endure long battles or sustain damage.

RECOMMENDED OPTIONS

As the character combines borderer and pirate levels, there are some options he can take to optimise the mixture of both classes' abilities.

Explorer (Borderer/Pirate)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Borderer 1	+1	+0	+0	+2	+2	+0	Track, Favoured Terrain +1, (character feat)
2 nd	Pirate 1	+1	+0	+0	+4	+4	+0	Seamanship +1, Ferocious Attack
3 rd	Borderer 2	+2	+1	+1	+5	+5	+0	Combat Style, (Character feat)
4 th	Pirate 2	+3	+2	+2	+6	+6	+0	Pirate Code, To Sail a Road of Blood and Slaughter, (single ability increase)
5 th	Borderer 3	+4	+2	+2	+6	+6	+1	Endurance
6 th	Pirate 3	+5	+3	+2	+6	+6	+2	Sneak Attack +1d6, Sneak Subdual, (character feat, all ability increase)
7 th	Borderer 4	+6/+1	+4	+3	+7	+7	+2	Favoured Terrain +2
8 th	Pirate 4	+7/+2	+5	+4	+8	+8	+2	Uncanny Dodge, (single ability increase)
9 th	Borderer 5	+8/+3	+5	+4	+8	+8	+2	Improved Combat Style, (character feat)
10 th	Pirate 5	+8/+3	+5	+4	+8	+8	+2	Mobility, (all ability increase)
11 th	Borderer 6	+9/+4	+6	+5	+9	+9	+3	Diehard
12 th	Pirate 6	+10/+5	+7	+6	+10	+10	+4	Sneak Attack +2d6, Seamanship +2, (Character feat, single ability increase)
13 th	Borderer 7	+11/+6/+1	+7	+6	+10	+10	+4	Second Favoured Terrain +1, Guide
14 th	Pirate 7	+12/+7/+2	+8	+6	+10	+10	+4	Bite Sword, Ferocious Attack (additional attack), (all ability increase)
15 th	Borderer 8	+13/+8/+3	+9	+7	+11	+11	+4	Favoured Terrain +3, (character feat)
16 th	Pirate 8	+14/+9/+4	+10	+8	+12	+12	+4	Improved Uncanny Dodge, Poison Resistance +1, (single ability increase)
17 th	Borderer 9	+15/+10/+5	+10	+8	+12	+12	+5	Swift Tracker
18 th	Pirate 9	+15/+10/+5	+10	+8	+12	+12	+6	Sneak Attack +3d6, (character feat, all ability increase)
19 th	Borderer 10	+16/+11/+6	+11	+9	+13	+13	+6	Bonus Feat
20 th	Pirate 10	+17/+12/+7	+12	+10	+14	+14	+6	Improved Mobility, Navigator (single ability increase)

- ✦ Explorers are focused, prepared, creative, persevering, curious, resilient and independent. Feats such as Iron Will, Self-Sufficient, Great Fortitude and skill boosting feats are highly appropriate for this style of character. Ranks in Craft skills are also appropriate as an explorer may never know when he may need to build an impromptu shelter, repair a damaged sail or ship, sew patches on worn clothing or craft a quick weapon on some uncharted island.
- ✦ Athletic is a good choice of feat, bolstering both Climb and Swim checks which can be useful when landing on foreign shores. Take feats that emphasise the chosen combat style of the borderer – this also helps with the Sneak Attacks provided by the pirate class.
- ✦ Try to meet the prerequisites for as many combat manoeuvres from *Conan: The Pirate Isles* as the character can. Take ranks in either Jump or Tumble, take ranks in

Swim, increase the character's Reputation, take feats such as Improved Grapple, Leadership and Combat Reflexes.

- ✦ Take skills that improve the class features of the pirate, such as combining Tumble with Mobility.

RACES

Characters combining the borderer and pirate classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- ✦ Hyborians treat all class combinations as favoured classes and can use Adaptability and their choices of background skills to great benefit. Argosseans and Barachans make good explorers as well, although pirate is their sole favoured class.

- ❖ The Zingarans are also a good choice of race for this combination. Pirate is a favoured class for the Zingarans and the Zingarans have a bonus to Sneak Attack, giving the Zingarans a powerful advantage over low-level explorers of other races.
- ❖ Shemites cannot take this multiclass progression. Both borderer and pirate are prohibited classes for the Shemite, who emphasise clan and family over exploration.

VARIANT RULES

The following rules variants are intended for multiclass borderer/pirates only and reflect the special training an explorer might receive in the course of his adventuring career.

- ❖ **Favoured Terrain:** The explorer may add coastline to the borderer's list of Favoured Terrains, which includes common terrain types found along coasts and islands up to a mile inland.
- ❖ **Navigation:** When an explorer takes his 6th borderer level, he may take Navigation instead of Diehard.
- ❖ **Exploration Crew:** When an explorer takes his 9th borderer level and has the Leadership feat, his fame as an explorer allows him to gather together a crew to man his ship, all willing to explore uncharted seas, islands and coasts. These explorers augment his existing followers. The explorer must be in a port of call frequented by sailors and must send out word that he is looking for able-bodied seamen. He will have to expend 100 silver pieces in up front payments for each week. Every week that the explorer gathers the crew he gains a number of followers equal to his loyal retainers. This crew is aligned with the explorer and is subject to the rules governing mutiny outlined in *Conan: The Pirate Isles*. The explorer may gather a horde for a number of weeks equal to his positive Charisma modifier. This ability replaces Swift Tracker.
- ❖ **Skirmisher Combat Style:** This style is well-suited to borderers who prefer opportunistic melee attacks to archery or more showy attacks. Fast and unimpeded movement through melee can make Sneak Attacks far easier than usual. At 2nd level borderer class, the borderer is treated as having the Dodge feat, even if he does not meet the usual prerequisites for that feat. At 5th level borderer, the borderer is treated as having the Mobility feat, even if he does not meet the usual prerequisites for that feat. At 11th level borderer, the borderer is treated as having the Spring Attack feat, even if he does not meet the usual prerequisites for that feat.

GUIDE

(BORDERER/SCHOLAR)

Guides are those with an incredible amount of knowledge about a particular region. There are those who know not only the lay of the land, but the history of the land. The best guides are those whose skills and knowledge are wide and impressive, the skills of the borderer, when combined with the knowledge of the scholar, create a guide who is comfortable with nature and at ease with learning.

STRENGTHS

The borderer gains a number of advantages by taking levels in scholar.

- ❖ **Skill Points:** The guide has far more skill points than a straight class borderer, able to round out the knowledge and skill base of any given military unit. By taking the +2 skill points option in lieu of advanced spells, this strength is even further bolstered. This character is well-suited to survive in the Hyborian Age via his skill base.
- ❖ **Bonus Feats or Sorcery Styles:** Although his choice of feats is limited, the guide has more feats than a straight class borderer. Alternatively, the guide has sorcery styles normally unattainable by the straight class borderer. Nature magic is usually the first style chosen. Divination and Counterspells usually follow as the guide advances.
- ❖ **Strong Will Saves:** The guide is more wilful than a straight class borderer. The bonus Iron Will feat gained



Guide (Borderer/Scholar)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Borderer 1	+1	+0	+0	+2	+2	+0	Track, Favoured Terrain +1, (character feat)
2 nd	Scholar 1	+1	+0	+0	+2	+2	+2	New Sorcery Style, Scholar, Background, Base Power Points, Knowledge is Power
3 rd	Borderer 2	+2	+1	+1	+3	+3	+2	Combat Style, (character feat)
4 th	Scholar 2	+3	+1	+1	+3	+3	+3	+1 Power Point, New Sorcery Style, (single ability increase)
5 th	Borderer 3	+4	+1	+1	+3	+3	+4	Endurance
6 th	Scholar 3	+5	+2	+2	+4	+4	+4	Advanced Spell, (character feat, all ability increase)
7 th	Borderer 4	+6/+1	+3	+3	+5	+5	+4	Favoured Terrain +2
8 th	Scholar 4	+7/+2	+3	+3	+5	+5	+5	Advanced Spell, New Sorcery Style, (Single ability increase)
9 th	Borderer 5	+8/+3	+3	+3	+5	+5	+5	Improved Combat Style, (character feat)
10 th	Scholar 5	+8/+3	+3	+3	+5	+5	+5	Advanced Spell, Iron Will, (all ability increase)
11 th	Borderer 6	+9/+4	+4	+4	+6	+6	+6	Diehard
12 th	Scholar 6	+10/+5	+5	+5	+7	+7	+7	Advanced Spell, +1 Power Point, Increased Maximum Power Points (triple) (character feat, single ability increase)
13 th	Borderer 7	+11/+6/+1	+5	+5	+7	+7	+7	Second Favoured Terrain +1, Guide
14 th	Scholar 7	+12/+7/+2	+5	+5	+7	+7	+7	Advanced Spell, (all ability increase)
15 th	Borderer 8	+13/+8/+3	+6	+6	+8	+8	+7	Favoured Terrain +3, (character feat)
16 th	Scholar 8	+14/+9/+4	+7	+7	+8	+8	+8	Advanced Spell, New Sorcery Style, (single ability increase)
17 th	Borderer 9	+15/+10/+5	+7	+7	+8	+8	+9	Swift Tracker
18 th	Scholar 9	+15/+10/+5	+7	+7	+9	+9	+9	Advanced Spell, (character feat, all ability increase)
19 th	Borderer 10	+16/+11/+6/+1	+8	+8	+10	+10	+9	Bonus Feat
20 th	Scholar 10	+17/+12/+7/+2	+8	+8	+10	+10	+10	Advanced Spell, +1 Power Point, (single ability increase)

at 9th level adds to the guide's ability to resist manipulation.

WEAKNESSES

Levels in scholar dilute the borderer's combat ability, adding the following weaknesses.

- ❖ **Low Base Attack Bonus:** The guide is not a fighting man. His base attack bonus is lower than a straight class borderer.
- ❖ **Hit Die:** The scholar's d6 Hit Die is far inferior to the borderer's d10, diminishing the borderer's ability to survive prolonged combat. On average, he will have 20 fewer hit points by 20th level than a straight class borderer.

- ❖ **Defence Values:** The guide is severely hampered in his ability to defend himself compared to the straight class borderer.

- ❖ **Low Fortitude and Reflex Saves:** The guide's ability to endure and react is hampered due to his focus on gathering knowledge.

- ❖ **Abilities:** A guide's only advantage for the borderer is his access to skill points, thus Intelligence must be high, which may diminish one or more of his physical attributes, affecting his ability in combat further.

- ❖ **Useless Power Points:** If the character chooses bonus feats and additional skill points, his power points, one of the features of his scholar class, are useless.

RECOMMENDED

OPTIONS

As the character combines borderer and scholar levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ The guide character should take bonus feats instead of new sorcery styles and the bonus skill points instead of advanced spells. Having guide spell-casters is probably inappropriate in most cases. A villainous guide who is a spellcaster is a unique character and should be developed along different lines.
- ❖ During character creation, the character should consider having a high Intelligence in order to maximise the benefit of having a large skill selection. This also allows the character to increase skills that are not class skills for the borderer when taking levels of borderer, as bonus Intelligence skill points may be spent on any skill as though it were a class skill.
- ❖ To compensate for the poor dodge and parry bonuses, the guide must either rely on armour or ranged weapons. Choose the best armour possible and available and avoid combat as much as possible. When combat is inevitable, try to stay at a distance to avoid being hit by powerful melee weapons. Pick feats to maximise the character's ability to fight with ranged weapons. The guide's fighting style should emphasise avoiding combat, so feats such as Dodge, Mobility, Parry, Combat Expertise and Archer's Bane are recommended. Spending a few bonus skill points from Intelligence on Tumble is not a bad idea.
- ❖ The guide should spend some of his points (required by the scholar class) in Knowledge (local), Knowledge (geography) and Knowledge (architecture and engineering). He may want to invest a lesser amount of skill points in Knowledge (history), Knowledge (nature) and Knowledge (nobility).

RACES

Characters combining the borderer and scholar classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Although Hyborians are suited for all class combinations, as all classes are treated as favoured classes, there are some excellent alternatives. A Tauran, with borderer as a favoured class, makes an excellent guide character.
- ❖ A Khitan has the scholar as a favoured class and has background skills in Knowledge. The Khitan guide also has racial bonuses to Knowledge checks and a bonus feat to help mitigate some of the disadvantages of this class combination.
 - ❖ A Stygian has the scholar as a favoured class as well as a racial bonus to using Stygian bows, which is an aid to the archery combat style of the borderer.

VARIANT RULES

The following rules variants are intended for multiclass borderer/scholars only and reflect the special training a guide might receive in the course of his adventuring career.

- ❖ **Breadth of Natural Knowledge:** Upon achieving 3rd level in borderer, the guide may elect to take Breadth of Natural Knowledge. He now adds his borderer levels to his scholar levels for determining the bonus to his scholarly Knowledge is Power ability. Breadth of Knowledge replaces the Endurance feat normally gained at this level.
- ❖ **Favoured Magic:** Upon gaining 6th borderer level, the guide may elect to take Favoured Magic. The guide now adds his Favoured Terrain bonus to his magic attack roll on all spells cast in his Favoured Terrain. This replaces the Diehard feat normally gained at this level.
- ❖ **Guide:** Upon gaining 10th borderer level, if the guide has at least nine levels of scholar, the guide may take the borderer's 13th level Guide ability instead of the bonus feat normally awarded for 10th level.

SKIRMISHER (BORDERER/SOLDIER)

The skirmisher is a borderer who has decided to concentrate on his martial skills, usually by working as a mercenary. His job is to destroy enemy supplies and enemy lines. Skirmishers are stealthy woodsmen with the discipline of hardened



Skirmisher (Borderer/Soldier)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Borderer 1	+1	+0	+0	+2	+2	+0	Track, Favoured Terrain +1, (character feat)
2 nd	Soldier 1	+2	+0	+0	+4	+2	+0	Bonus Feat
3 rd	Borderer 2	+3	+1	+1	+5	+3	+0	Combat Style, (character feat)
4 th	Soldier 2	+4	+2	+2	+6	+3	+0	Bonus Feat, (single ability increase)
5 th	Borderer 3	+5	+2	+2	+6	+3	+1	Endurance
6 th	Soldier 3	+6/+1	+2	+3	+6	+4	+2	Formation Combat, (character feat, all ability increase)
7 th	Borderer 4	+7/+2	+3	+4	+7	+5	+2	Favoured Terrain +2
8 th	Soldier 4	+8/+3	+4	+5	+8	+5	+2	Bonus Feat, (single ability increase)
9 th	Borderer 5	+9/+4	+4	+5	+8	+5	+2	Improved Combat Style, (character feat)
10 th	Soldier 5	+10/+5	+4	+5	+8	+5	+2	(All ability increase)
11 th	Borderer 6	+11/+6/+1	+5	+6	+9	+6	+3	Diehard
12 th	Soldier 6	+12/+7/+2	+6	+7	+10	+7	+4	Bonus Feat (character feat, single ability increase)
13 th	Borderer 7	+13/+8/+3	+6	+7	+10	+7	+4	Second Favoured Terrain +1, Guide
14 th	Soldier 7	+14/+9/+4	+6	+8	+10	+7	+4	Formation Combat, (all ability increase)
15 th	Borderer 8	+15/+10/+5	+7	+9	+11	+8	+4	Favoured Terrain +3, (character feat)
16 th	Soldier 8	+16/+11/+6/+1	+8	+10	+12	+8	+4	Bonus Feat, (single ability increase)
17 th	Borderer 9	+17/+12/+7/+2	+8	+10	+12	+8	+5	Swift Tracker
18 th	Soldier 9	+18/+13/+8/+3	+8	+10	+12	+9	+5	(Character feat, all ability increase)
19 th	Borderer 10	+19/+14/+9/+4	+9	+11	+13	+10	+5	Bonus Feat
20 th	Soldier 10	+20/+15/+10/+5	+10	+12	+14	+10	+5	Bonus Feat, (single ability increase)

soldiers. Those with the Archery combat style often are used as snipers and those with the Two-Weapon fighting style usually are used as guerrillas.

STRENGTHS

A skirmisher gains a number of benefits from adding soldier levels to his borderer class.

- ❖ **Continued Advancement:** The borderer and the soldier share the same base attack bonus and Hit Dice so the character's combat capacity does not diminish.
- ❖ **Ability Score Synergy:** The soldier and the borderer both rely on the same ability scores to function at peak ability.
- ❖ **Fortitude Save:** Skirmishers are tough and have a better Fortitude save than a straight class borderer. This better increases their chances against massive damage and other endurance tests.
- ❖ **Formation Combat:** These borderers can fight in formation. Skirmisher is the most common.
- ❖ **Feats:** The bonus feats of the soldier allow the borderer to further define and enhance his combat style.
- ❖ **Parry:** Although it gains a slow start, overall, the skirmisher is better at parrying than a straight class borderer.

WEAKNESSES

A skirmisher has a few drawbacks when adding soldier levels to his borderer class.

- ❖ **Inferior Dodge:** Slower initial dodge and parry bonuses; overall parry will be slightly higher for the skirmisher, but dodge will be considerably lower. The skirmisher is less capable of dodging than a straight class borderer.
- ❖ **Skills:** Soldiers have the worst skill base of any of the core classes with the lowest total of skill points. The single class borderer will far outstrip the skirmisher in his skills and versatility.
- ❖ **Wasted Armour Proficiencies:** The soldier can wear any sort of armour but the borderer is limited in his functionality with heavy armours.

RECOMMENDED OPTIONS

As the skirmisher combines soldier and borderer levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ **Lightning Reflexes** and **Improved Initiative** are also strong options for character feats, permitting

the character to improve his chances of being the first into combat and to be the first to splatter the life's blood of his opponents before his own is spilled.

- ❖ Power Attack, Cleave and Great Cleave are also good choices for bonus feats, improving his ability to drop opponents quickly. Cleave and Great Cleave, of course, permit further attacks and further opportunities to wreck the enemy's lines.

RACES

Characters combining the borderer and soldier classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Although Hyborians are suited for all class combinations, as all classes are treated as favoured classes, there are some excellent alternatives with the sub-races. A Tauran, with borderer as a favoured class, makes an excellent skirmisher character. Bossonians, Gundermen and Hyperboreans each favour the soldier class, making them excellent skirmishers as well.
- ❖ Vendhyans and Zingarans favour the soldier class, making them good skirmishers.
- ❖ Shemites (other than Meadow Shemites or Pelishtim) are prohibited from taking the borderer class at 1st level, so this multiclass must be modified to apply to them. Meadow Shemites and Pelishtim make excellent skirmishers as soldier is a favoured class for them.

VARIANT RULES

The following rules variants are intended for multiclass borderer/soldiers only and reflect the special training a skirmisher might receive in the course of his adventuring career.

- ❖ **Flexible Combat Style I:** Upon achieving 3rd level in borderer, the skirmisher may elect to take Flexible Combat Style I. The skirmisher must follow either the Two-Weapon or the Archery combat style in order to take Flexible Combat Style I. Whenever the character selects a bonus soldier feat, he may ignore the requirements for the following feats: Cleave, Diehard, Improved Feint and Improved Critical. These feats (if purchased) count as combat style feats and may not be used in medium or heavy armour. This ability replaces Endurance.
- ❖ **Flexible Combat Style II:** Upon gaining 6th borderer level, the skirmisher may elect to take Flexible Combat Style II. The skirmisher must have Flexible Combat Style I in order to take Flexible Combat Style II. He may use his combat style feats when wearing medium armour. This ability replaces Diehard.
- ❖ **Flexible Combat Style III:** Upon gaining 10th soldier level, the skirmisher may elect to take Flexible Combat Style III. The skirmisher must have Flexible Combat Style I and II in order to take Flexible Combat Style III. He may use

his combat style feats when wearing heavy armour. This ability replaces the bonus soldier feat normally gained at this level.

- ❖ **Skirmisher Combat Style:** This style is well-suited to borderers who prefer opportunistic melee attacks to archery or more showy attacks. These borderers feature fast and unimpeded movement through melee. At 2nd level borderer class, the borderer is treated as having the Dodge feat, even if he does not meet the usual prerequisites for that feat. At 5th level borderer, the borderer is treated as having the Mobility feat, even if he does not meet the usual prerequisites for that feat. At 11th level borderer, the borderer is treated as having the Spring Attack feat, even if he does not meet the usual prerequisites for that feat.

OUTLAW

(BORDERER/THIEF)

Outlaws are those who lurk on the fringes of civilisation, stealing from the civilised and retreating into the unknown natural surroundings, melting away into dark recesses feared by those reared among the cities and towns of the Hyborian Age.

STRENGTHS

By taking levels of thief in addition to his borderer class, the outlaw maximises his ability to strike terror into his opponents. Some of the most important benefits offered to the borderer from this combination of classes follow.

- ❖ **Eyes of the Cat:** The ability to see in the dark is invaluable to the outlaw.
- ❖ **Improved Reflex Saves:** The outlaw relies on his reflexes more than a standard borderer, and adding thief levels to the borderer has the benefit of increasing the Reflex saves at the cost of diminishing Fortitude saves slightly. This also has the added advantage of improving his Initiative, which is useful in light of his Sneak Attack ability.
- ❖ **Sneak Attack:** The outlaw strikes fast, hard and precisely. He often has time for one attack before he must flee, thus the Sneak Attack is perfect for the outlaw, providing the borderer with a truly devastating attack.
- ❖ **Skills:** The thief's large skill base provides the borderer with the means to hide and scurry effectively. He also has more defensive options, especially with the Tumble skill. The outlaw can master more skills than a straight class borderer.

WEAKNESSES

In addition to diluting the borderer's combat ability by taking thief levels, the outlaw also suffers from the following weaknesses.

- ❖ **Hit Die:** The thief's d8 Hit Die is smaller than the borderer's d10, giving the outlaw approximately ten hit points less than a straight class borderer by 20th level.

Outlaw (Borderer/Thief)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Borderer 1	+1	+0	+0	+2	+2	+0	Track, Favoured Terrain +1, (character feat)
2 nd	Thief 1	+1	+0	+0	+2	+4	+0	Sneak Attack Style, Sneak Attack +1d6/+1d8, Trap Disarming
3 rd	Borderer 2	+2	+1	+1	+3	+5	+0	Combat Style, (character feat)
4 th	Thief 2	+3	+2	+2	+3	+6	+0	Eyes of the Cat, (single ability increase)
5 th	Thief 3	+4	+2	+2	+4	+6	+1	Sneak Attack +2d6/+2d8, Trap Sense
6 th	Borderer 3	+5	+2	+2	+4	+6	+2	Endurance, (character feat, all ability increase)
7 th	Thief 4	+6/+1	+3	+3	+4	+7	+2	Sneak Attack Style, Light-Footed
8 th	Borderer 4	+7/+2	+4	+4	+5	+8	+2	Favoured Terrain +2, (single ability increase)
9 th	Borderer 5	+8/+3	+4	+4	+5	+8	+2	Improved Combat Style, (character feat)
10 th	Thief 5	+8/+3	+4	+4	+5	+8	+2	Sneak Attack +3d6/+3d8, (all ability increase)
11 th	Thief 6	+9/+4	+5	+5	+6	+9	+3	Trap Sense +2, Special Ability
12 th	Borderer 6	+10/+5	+6	+6	+7	+10	+4	Dichard, (character feat, single ability increase)
13 th	Thief 7	+11/+6/+1	+6	+6	+7	+10	+4	Sneak Attack +4d6/+4d8
14 th	Borderer 7	+12/+7/+2	+6	+6	+7	+10	+4	Second Favoured Terrain +1, Guide, (all ability increase)
15 th	Thief 8	+13/+8/+3	+7	+7	+7	+11	+4	Sneak Attack Style, Poison Use, (character feat)
16 th	Borderer 8	+14/+9/+4	+8	+8	+8	+12	+4	Favoured Terrain +3, (single ability increase)
17 th	Thief 9	+14/+9/+4	+8	+8	+9	+12	+5	Sneak Attack +5d6/+5d8, Trap Sense +3
18 th	Thief 10	+15/+10/+5	+9	+9	+9	+13	+5	Special Ability, (character feat, all ability increase)
19 th	Borderer 9	+16/+11/+6/+1	+9	+9	+9	+13	+6	Swift Tracker
20 th	Borderer 10	+17/+12/+7/+2	+10	+10	+10	+14	+6	Bonus Feat, (single ability increase)

- ❖ **Base Attack:** The base attack bonus of the thief is not as strong as the borderer's, thus lowering the character's chances to hit a target.
- ❖ **Fortitude Saves:** The character's Fortitude saves are slightly diminished compared to a straight class borderer but his Reflex saves are improved.
- ❖ **Feats:** The character will have fewer bonus feats than a straight class borderer but the thief does offer several virtual feats in lieu of the bonus feats.
- ❖ **Armour Restrictions:** In order to best utilise the thief skills, including Light-Footed, the character must limit his armour options, especially if the *Evasion* special ability is chosen.

RECOMMENDED OPTIONS

As the character combines borderer with thief levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ The Sneak Attack is the supreme advantage of combining borderer and thief levels. Borderer bonus feats should be chosen so that they complement the Sneak Attack's chance to hit and damage an opponent. These range from the simple attack bonus feats like Weapon Focus and Point Blank Shot (which conveniently has the same maximum range as ranged Sneak Attacks), to more sophisticated manoeuvres like Improved Feint to create the chances for Sneak Attacks rather than wait for them to happen. Improved Initiative and Lightning Reflexes both improve Initiative, which increases the odds of successfully getting a Sneak Attack. Improved Feint also enhances the capabilities of gaining a Sneak Attack later in the melee.
- ❖ Choose feats from other products such as *Conan: Across the Thunder River* and *Conan: Shadizar – City of Wickedness* that expand the capabilities of the Sneak Attack ability. Feats



such as *Out of Thin Air* (from *Conan: Across the Thunder River*) or *Brutal Attack* (from *Conan: Shadizar – City of Wickedness*) are useful for Sneak Attacks.

- ❖ Choose feats that work well with the thief skills, such as combining *Mobility* with *Tumble* or *Skill Focus (Bluff)* with the *Bluff* skill. *Alertness* and *Stealthy* are also good feats to choose.
- ❖ An outlaw should exploit the options for high *Dexterity* and concentrate ability increases that way. Choose light, finesse weapons to get around armour or opt for ranged attacks.
- ❖ Take special abilities such as *Crippling Strike* or *Opportunist* to maximise Sneak Attacks and quick hit-and-run attacks. Avoid *Evasion* as that limits the armour choices of the character.
- ❖ Outlaws often have to fend for themselves in terms of equipment. Ranks in *Craft (weaponsmith)* or *Craft (armourer)* helps the outlaw repair tears, dents and holes in their armour, as well as sharpen or repair his weapons.
 - ❖ Many outlaws are often on the run, resulting in a need to catch

sleep in snatches and opportune moments. The *Sleep Mastery* feat is a good choice for this character concept.

RACES

Characters combining the borderer and thief classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- ❖ This class, like all class combinations, is perfectly suited for Hyborians, who treat all classes as favoured classes for purposes of determining bonus feats.
- ❖ Shemites (other than Meadow Shemites or Pelishtim) are prohibited from taking the borderer class at 1st level, so this multiclass does not apply to them.
- ❖ The Zamorians have thief as a favoured class and a +2 bonus to *Dexterity*.
- ❖ The Zingarans have a bonus to Sneak Attacks, giving the character a Sneak Attack at 1st level. Zingarans also have a racial bonus to attack rolls with broadswords and arming swords.

VARIANT RULES

The following rules variants are intended for multiclass borderer/thieves only and reflect the special training an outlaw might receive in the course of his adventuring career.

- ❖ **Favoured Sneak Attack:** Upon achieving 3rd thief level, the outlaw may elect to take Favoured Sneak Attack. Whenever an outlaw Sneak Attacks on his Favoured Terrain, he rolls d8s instead of d6s to determine damage. This replaces the outlaw's *Trap Sense* class feature. The outlaw will never gain or increase *Trap Sense* through the thief class.
- ❖ **One in a Million:** Upon gaining 3rd borderer level, the outlaw may elect to take *One in a Million*. An outlaw must have taken the *Archery* combat style at 2nd borderer level in order to select this variant. Should the outlaw successfully perform a ranged Sneak Attack upon a foe in Favoured Terrain that also threatens a critical hit, roll the confirmation die. If this confirmation roll is a natural 20, the critical hit is confirmed and the ammunition inflicts +2d6+2 extra damage, in addition to the Sneak Attack and critical damage. This replaces the *Endurance* feat.
- ❖ **Skirmisher Combat Style:** This style is well-suited to borderers who prefer opportunistic melee attacks to archery or more showy attacks. Fast and unimpeded movement through melee can make Sneak Attacks far easier than usual. At 2nd level borderer class, the borderer is treated as having the *Dodge* feat, even if he does not meet the usual prerequisites for that feat. At 5th level borderer, the borderer is treated as having the *Mobility* feat, even if he does not meet the usual prerequisites for that feat. At 11th level borderer, the borderer is treated as having the *Spring Attack* feat, even if he does not meet the usual prerequisites for that feat.

By Beastly Union

Nomad Multiclassing Options

THE NOMAD CLASS is a versatile concept in *Conan the Roleplaying Game*. The skill rules in *Conan the Roleplaying Game* further permit customisation by allowing any skill points realised from high Intelligence scores to be spent on any skill as though it were a class skill. Still further, nomads can take levels in other classes to complement their own combat mastery or further expand their skills and special qualities. This chapter presents possible ways to combine the nomad with the rest other classes presented in *Conan the Roleplaying Game*, presenting advice on feat and racial choices and other options available when the character gains new abilities from new levels in alternative classes.

With any sort of multiclassing, the character will lose access to high level abilities of the nomad character class. All of these combinations include this inherent weakness. These character concepts lose higher Nomadic Charge bonuses, improved Born to the Saddle abilities and additional Favoured Terrains and higher Favoured Terrain bonuses.

This chapter assumes that the character's main focus is the nomad aspect, taking levels in other classes to alter his basic nomad concept slightly. Other character classes taking levels in nomad to compliment their primary focus will be covered in earlier chapters or in future supplements. The advancement rates offered herein are not to be taken as the final word on the subject but merely as guidelines to meet a particular character concept.

PRIDE OF THE NOMADS (NOMAD/BARBARIAN)

The pride of the nomads is a nomad who has added barbarian levels to his class. His values rest primarily on his strength of arms. He exemplifies the survival instincts of the nomad in his harsh terrain and is the protector and avenger of his people. His martial skills with a variety of weapons are envied. His uncanny ability to sense danger and react quickly is honoured. Even in the face of irrational, supernatural horrors, the pride of the nomads holds his ground and defends his people, even as his people abandon him and flee in terror. The pride of the nomad serves as a blood-thirsty mercenary or a ruthless raider or a staunch defender. They tend to be giants among their people. Any people with a nomadic culture have their savage sons, the warmongers who stand down before no man. The vast deserts of Eastern Shem, the deserts beyond Kush and the Hyrkanian

steppe all are home to various barbarian-nomads. The pride of the *kozaki* can be found harassing Turan, raiding and pillaging their hated oppressor. This combination is powerful because, unlike many of the class combinations available to the nomad, this one does not dilute the nomad's base attack bonus progression or change the character's Hit Die. The pride of the nomads is an extremely powerful combatant, able to slice a red swath through his opponents, be they supernatural or mortal. Tilutan, the pride of the Ghanata, is an example of this character type from Robert E. Howard's Conan stories.

STRENGTHS

A pride of the nomads gains a number of benefits from adding barbarian levels to his nomad class, the following being the most important for the role of pride of the nomad.

- ❖ **Continued Advancement:** The nomad and the barbarian share the same base attack bonus and Hit Die so the character's combat capacity does not diminish.
- ❖ **Versatility:** The pride of the nomads is versatile in his weapon choices when compared to a straight class nomad. This allows for exotic bows to be used with fewer penalties and without spending a precious feat for proficiency.
- ❖ **Crimson Mist:** The pride of the nomads becomes a force to be reckoned with even as the rest of his tribe flee in terror. He is a defender of his people even against the most fearsome of foes.
- ❖ **Uncanny Dodge:** The nomad gains the ability to use Dodge or Parry even when flat-footed. At higher levels, the pride of the nomads cannot even be flanked.
- ❖ **Base Dodge Bonus:** Once the pride of the nomads gets past the slow start to his defence, his dodge bonuses are higher than a straight classed nomad.
- ❖ **Improved Fortitude and Reflex Saves:** The pride of the nomad has an iron constitution and the reflexes of a wild animal, and his saving throw modifiers reflect this. In both Fortitude and Reflex, the pride of the nomad is better off than the straight classed nomad. The improved Reflex save has the additional benefit of improving his initiative as well.

WEAKNESSES

The pride of the nomads has a few weaknesses.

- ❖ **Slower Will Save:** The pride of the nomads has a slightly slower progression of Will saves than a straight classed nomad, breaking even for many levels.

Pride of the Nomads (Nomad/Barbarian)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Nomad 1	+1	+0	+0	+2	+2	+0	Track, Favoured Terrain +1, Born to the Saddle, (character feat)
2 nd	Barbarian 1	+2	+0	+0	+4	+4	+0	Skill Focus (survival), Versatility (-2 penalty)
3 rd	Nomad 2	+3	+1	+1	+5	+5	+0	Bonus Feat, (character feat)
4 th	Barbarian 2	+4	+2	+1	+6	+6	+0	Bite Sword, Crimson Mist, (single ability increase)
5 th	Nomad 3	+5	+2	+1	+6	+6	+1	Endurance
6 th	Barbarian 3	+6/+1	+3	+2	+6	+6	+2	Trap Sense +1, Diehard, (character feat, all ability increase)
7 th	Nomad 4	+7/+2	+4	+3	+7	+7	+2	Nomad Charge +1, Favoured Terrain +2
8 th	Barbarian 4	+8/+3	+5	+3	+8	+8	+2	Uncanny Dodge, (single ability increase)
9 th	Nomad 5	+9/+4	+5	+3	+8	+8	+2	Mobility, (character feat)
10 th	Barbarian 5	+10/+5	+5	+3	+8	+8	+2	Improved Mobility, (all ability increase)
11 th	Nomad 6	+11/+6/+1	+6	+4	+9	+9	+3	Toughness
12 th	Barbarian 6	+12/+7/+2	+7	+5	+10	+10	+4	Trap Sense +2, (character feat, single ability increase)
13 th	Nomad 7	+13/+8/+3	+7	+5	+10	+10	+4	Bonus Feat
14 th	Barbarian 7	+14/+9/+4	+8	+5	+10	+10	+4	Versatility (no penalty), (all ability increase)
15 th	Nomad 8	+15/+10/+5	+9	+6	+11	+11	+4	Favoured Terrain +3, (character feat)
16 th	Barbarian 8	+16/+11/+6/+1	+10	+7	+12	+12	+4	Improved Uncanny Dodge, (single ability increase)
17 th	Nomad 9	+17/+12/+7/+2	+10	+7	+12	+12	+5	Second Favoured Terrain +1
18 th	Barbarian 9	+18/+13/+8/+3	+10	+7	+12	+12	+6	Trap Sense +3, (Character feat, all ability increase)
19 th	Nomad 10	+19/+14/+9/+4	+11	+8	+13	+13	+6	Improved Mobility
20 th	Barbarian 10	+20/+15/+10/+5	+12	+8	+14	+14	+6	Greater Mobility, Damage Reduction 1/-, (single ability increase)

RECOMMENDED OPTIONS

As the character combines nomad and barbarian levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ☛ The pride of the nomads needs his mount, so he should choose some skills that create synergies with other skills and feats to protect his mount. An excellent combination is to put five ranks in Handle Animal, maximise his Ride skill and take Mounted Combat and Skill Focus (Ride) for feats if nomad or barbarian is a favoured class. The Mounted Combat feat allows a character to negate a successful melee hit against his mount by making a Ride check. Putting five ranks into Handle Animal gives the pride of the nomads a +2 synergy bonus in Ride. Taking the Skill Focus (Ride) gives the character a further +3 bonus to the Ride check. By taking Animal Affinity, the Ride check gains another +2 bonus. By second level, a pride of the nomads could be

making Ride checks at +12, not counting Dexterity or any further racial bonuses.

- ☛ Take feats to enhance the character's mounted capabilities. Mounted Combat, Mounted Archery, Animal Affinity, Weapon Focus (heavy lance) and Improved Critical (heavy lance) are all useful feats for the mounted warrior.
- ☛ Heal and Survival are both good skills for the pride of the nomads, who must not only care for himself but also his mount. Survival should be kept at maximum until a bonus of +21 to +23 is achieved. The Self-Sufficient feat is appropriate for this class combination.
- ☛ The Intimidation skill should also be kept high.
- ☛ Use unusual weapons to set the character off from standard nomads. For example, note Tilutan's weapon in *Drums of Tombalku* – a large scimitar most cannot use one-handed.

RACES

Characters combining the nomad and barbarian classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- ❖ A Hyborian is well-suited to being a pride of the nomads, as both classes can be treated as favoured classes. Many of the *kozaki* are Hyborians. However, many of the variant Hyborian races, such as the Argosseans, Barachans, Bossonians, Gundermen and Taurans have nomad as a prohibited class. The Bossonians and Taurans cannot take this multiclass at all, as both nomad and barbarian are prohibited at 1st level.
- ❖ Turanians and Hyrkanians are excellent candidates for the pride of the nomads combination. The nomad is the favoured class for these races, plus they have bonuses to archery and have Ride and Survival as background skills.
- ❖ The Ghanata are well known as expert riders and they also make fantastic prides of the nomads. Like the Hyrkanians, nomad is a favoured class of the Ghanata, plus Ride and Survival are background skills. Further, though, the Ghanata gain a racial bonus to Ride and circumstance bonuses to Spot and Survival.
- ❖ Likewise, the Shemites make renowned prides of the nomads. Again, nomad is the favoured class and Ride and Survival are background skills. Their bonuses with bows and Spot checks only increase their abilities with this class combination.
- ❖ Khitans, Vendhyans and Zingarans have both barbarian and nomad as prohibited classes and Picts, Nordheimer, Southern Islander and Cimmerians all are prohibited from taking nomad at 1st level.

VARIANT RULES

The following rules variants are intended for multiclass nomad/barbarians only and reflect the special training the pride of the nomads might receive in the course of his adventuring career.

- ❖ **Bonus Feats:** Upon achieving 1st level in barbarian, the pride of the nomads may add Power Attack, Cleave and Great Cleave to the list of feats available to him as nomad bonus feats.
- ❖ **Class Skills:** Upon achieving 1st level in barbarian, the pride of the nomads adds Heal to his class skill list. Upon achieving 2nd level in nomad, the pride of the nomads adds Intimidate to his class skill list.
- ❖ **Barbarian Bonus Feat:** Upon achieving 6th level in barbarian, and already having taken Endurance, Diehard and Toughness as class abilities from both barbarian and nomad, the pride of the nomad is entitled to a bonus feat, as the second application of Toughness is unusable. The bonus feat is drawn from the list available to the nomad as bonus feats.

OUTRIDER (NOMAD/BORDERER)

The outrider lives for the thrill of galloping across the open steppe on the back of a fine stallion. From Shemite herders to *kozaki* raiders, nomad hordes use outriders as expert reconnaissance to target plunder and grazing land. This combination is powerful because, unlike many of the class combinations available to the borderer, this one does not dilute the borderer's base attack bonus progression or change the character's Hit Die. The

outrider is a rover capable of surviving in any environment his reconnaissance takes him.

STRENGTHS

An outrider gains a number of benefits from adding borderer levels to his nomad class.

- ❖ **Combat Style and Free Feats:** The character can choose a combat style and receive free feats.
- ❖ **Continued Advancement:** The borderer and the nomad share the same base attack bonus so the character's combat capacity does not diminish.
- ❖ **Favoured Terrain:** The borderer's advantage in certain terrain is an asset to the nomad.

WEAKNESSES

The outrider character has a few weaknesses.

- ❖ **Weak Parry and Dodge Bonuses:** The outrider is much less capable of parrying and dodging attacks than a straight class nomad.
- ❖ **Slow Will Save Progression:** Especially at lower levels, the Will save progression for the outrider is slow.
- ❖ **Armour Restriction:** The borderer cannot wear medium or heavy armour and still enjoy his many special features, which is a problem for combat oriented outriders.

RECOMMENDED OPTIONS

As the character combines nomad with borderer levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ The borderer's combat style presents a chance for the character to gain feats he might not normally qualify for, provided he is willing to wear only light or no armour. The character should pick a combat style and complement it with simpler feats that complete the style.
- ❖ The Archery style is the most likely choice for most outrider characters. The weak parry and dodge makes avoiding melee combat a sound strategy. Most nomad characters in Howard's stories were expert archers.
- ❖ Given the fact that borderers must wear light or no armour to enjoy the classes' benefits, as well as the slow dodge and parry progression, any bonus feats from favoured classes should go towards defensive measures such as Dodge, Parry and Combat Expertise. Two-Weapon Defence is an excellent option if the character chooses the Two-Weapon style.
- ❖ A high Dexterity is desirable not only because of the bonus to Dodge Defence Value it provides, but also to meet the prerequisites of feats that complement both of the borderer's combat styles. Finesse weapons are a good option when the character has a mid or high Dexterity score. A high Dexterity score also aids with initiative.
- ❖ Survival is an essential skill for the outrider, determining how well the character can track. Outriders

Outrider (Nomad/Borderer)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Nomad 1	+1	+0	+0	+2	+2	+0	Track, Favoured Terrain +1, Born to the Saddle, (character feat)
2 nd	Borderer 1	+2	+0	+0	+4	+4	+0	Skill Focus (survival), Second Favoured Terrain +1
3 rd	Nomad 2	+3	+1	+1	+5	+5	+0	Bonus Feat, (character feat)
4 th	Borderer 2	+4	+2	+2	+6	+6	+0	Combat Style, (single ability increase)
5 th	Nomad 3	+5	+2	+2	+6	+6	+1	Endurance
6 th	Borderer 3	+6/+1	+2	+2	+6	+6	+2	Diehard, (character feat, all ability increase)
7 th	Nomad 4	+7/+2	+3	+3	+7	+7	+2	Nomad Charge +1, Favoured Terrain +2
8 th	Borderer 4	+8/+3	+4	+4	+8	+8	+2	Second Favoured Terrain +2, (single ability increase)
9 th	Nomad 5	+9/+4	+4	+4	+8	+8	+2	Mobility, (character feat)
10 th	Borderer 5	+10/+5	+4	+4	+8	+8	+2	Improved Combat Style, (all ability increase)
11 th	Nomad 6	+11/+6/+1	+5	+5	+9	+9	+3	Toughness
12 th	Borderer 6	+12/+7/+2	+6	+6	+10	+10	+4	(Character feat, single ability increase)
13 th	Nomad 7	+13/+8/+3	+6	+6	+10	+10	+4	Bonus Feat
14 th	Borderer 7	+14/+9/+4	+6	+6	+10	+10	+4	Third Favoured Terrain +1, (all ability increase)
15 th	Nomad 8	+15/+10/+5	+7	+7	+11	+11	+4	Favoured Terrain +3, (character feat)
16 th	Borderer 8	+16/+11/+6/+1	+8	+8	+12	+12	+4	Second Favoured Terrain +3, (single ability increase)
17 th	Nomad 9	+17/+12/+7/+2	+8	+8	+12	+12	+5	Fourth Favoured Terrain +1
18 th	Borderer 9	+18/+13/+8/+3	+8	+8	+12	+12	+6	Swift Tracker, (character feat, all ability increase)
19 th	Nomad 10	+19/+14/+9/+4	+9	+9	+13	+13	+6	Improved Mobility
20 th	Borderer 10	+20/+15/+10/+5	+10	+10	+14	+14	+6	Bonus Feat, (single ability increase)

are often called upon to find water, track food or enemies and a thousand other tasks requiring this skill. The outrider needs to keep this skill at maximum ranks to remain superior. Ranks in Heal are also favoured, as outriders are often on their own. Feats such as Self-Sufficient are also recommended.

RACES

Characters combining the nomad and borderer classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- Hyborians are well suited to being outriders, as both classes can be treated as favoured classes. Many of the *kozaki* are Hyborians. However, many of the variant Hyborian races, such as the Argosseans, Barachans, Bossonians, Gundermen and Taurans have nomad as a prohibited class.

- Turadians and Hyrkanians are excellent candidates for the outrider combination. The nomad is the favoured class for these races, plus they have bonuses to archery and have Ride and Survival as background skills.

- The Ghanata are well known as expert riders and they

also make fantastic outriders. Like the Hyrkanians, nomad is a favoured class of the Ghanata, plus Ride and Survival are background skills. Further, though, the Ghanata gain a racial bonus to Ride and circumstance bonuses to Spot and Survival.

- Likewise the Shemites make renowned outriders. Again, nomad is the favoured class and Ride and Survival are background skills. Their bonuses with bows and Spot checks only increase their abilities with this class combination.
- Khitans, Vendhyans, Zingarans, Picts, Nordheimer, Southern Islander and Cimmerians all are prohibited from taking nomad at 1st level.

VARIANT RULES

The following rules variants are intended for multiclass nomad/borderers only and reflect the special training an outrider might receive in the course of his adventuring career.

- Range Rider Style:** The outrider lives for the thrill of galloping across the open steppe on the back of a fine stallion. At 2nd borderer level, the runner may elect to take the Range Rider Style. Instead of becoming versed in Archery or Two-Weapon combat, the borderer's style choice at this level gives him the Skill Focus (Ride) feat. He

need not have the usual prerequisites for this feat, but can only use it while wearing light or no armour. When the outrider reaches 5th borderer level he is treated as having the Fleet Mount feat and at 11th level his mount is treated as having the Endurance feat. In addition, his mount does not automatically fail Constitution checks when making a forced march and it takes nonlethal damage, rather than lethal damage when hustling.

- ❖ **Borderer Bonus Feat:** Upon achieving 6th level in borderer, and already having taken Endurance, Diehard and Toughness as class abilities from both borderer and nomad, the outrider is entitled to a bonus feat, as the second application of Toughness is unusable. The bonus feat is drawn from the list available to the nomad as bonus feats.

SUZERAIN (NOMAD/NOBLE)

Nomads look for certain traits in leaders, such as courage, wisdom, generosity and luck. Although not all nomad leaders are nomads with a hereditary title, this multiclass progression reflects the majority that do have such an inherited title. Nomad tribes are led by suzerains who pass their titles down to the next generation, although possessing the title does not mean one is guaranteed to be a leader. The nomads will not follow a leader, be he a shaykh or king, if he is not worthy of respect. If a suzerain proves himself to be a coward, an idiot, a miser or just plain unlucky, the nomads may exile or even kill the former ruler. Nomads do not respect the weak or those who have lost honour. The suzerain must ensure that no member of the tribe goes hungry unless all members are likewise starving.

STRENGTHS

A suzerain gains a number of benefits from adding noble levels to his nomad class, the following being the most important for the role of the nomad.

- ❖ **Special Regional Feature:** Most of the racial regional bonuses for the noble class include attack bonuses for certain weaponry, enhancing the attacks of the military suzerain armed with weapons typical for the race. This may slightly offset some of the combat dilution that occurs with this mixture of classes.
- ❖ **Wealth:** Most nomads are poor. Suzerains are not. They do, however, need to share their wealth with the tribe to maintain a generous Reputation. Keep in mind that few nomad tribes have coinage as a form of wealth. Wealth may take the form of land, cattle, horses or other livestock.
- ❖ **Improved Will Saves:** Suzerains are trained to be strong-willed. They tend to have Will saves equivalent to their Fortitude and Reflex saves because the noble class has a good Will save and the nomad class has good Fortitude and Reflex saves.
- ❖ **Feats:** The noble gains a Leadership for free, which allows a nomad to become a leader without having to spend a precious feat slot, although many suzerains take this feat at 6th character level anyway.

WEAKNESSES

The suzerain dilutes his combat ability by taking up noble levels, adding the following weaknesses.

- ❖ **Slower Base Attack Bonus progression:** Suzerains are not as well trained for combat as the typical nomad. Although the special regional feature of the noble class offsets this weakness somewhat, it is undeniable that the noble-born suzerain is less able to launch an attack than a straight class nomad of equal level. He has other concerns than training all the time.
- ❖ **Hit Dice:** The noble's d8 Hit Die is less than the nomad's d10, creating a character with slightly fewer hit points on average per level.
- ❖ **Weak Dodge and Parry Bonuses:** Suzerains are less capable of dodging or parrying attacks than straight class nomads of equal level.
- ❖ **Weak Fortitude and Reflex Saves:** Suzerains are less able to endure hardship and physical stress than a nomad or do they react to danger as quickly as a nomad at most levels. The lower Reflex save also harms the character's initiative modifier.

RECOMMENDED OPTIONS

As the character combines nomad and noble levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ Due to the restrictions of multiclassing into the noble class, it is easier to start this progression off with the noble class at 1st level instead of the nomad class. However, Himelian Tribesmen, Wazuli, Kushite, Ghanatan and Darfari suzerains actually begin with the nomad class, prove their worth, then multiclass into noble with 2nd level.
- ❖ Suzerains must maintain their Reputation and strive to continually improve it. Suzerains who lose Reputation without avenging the loss are often deposed.
- ❖ A suzerain should put ranks into Diplomacy and Intimidate in order to influence troops and superiors. Feats such as Negotiator and Persuasive are appropriate for a suzerain character.
- ❖ A suzerain should choose social abilities that will help him in a military sense. Ally, Refuge and Reputation are excellent choices for suzerain characters.

RACES

Characters combining the nomad and noble classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- ❖ A Hyborian is an excellent choice for a suzerain because both classes are favoured. It is not an appropriate class combination for Argosseans, Taurans or Gundermen. The Bossonians cannot take this multiclass at all, as both nomad and noble are prohibited at 1st level.

Suzerain (Nomad/Noble)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Nomad 1	+1	+0	+0	+2	+2	+2	Track, Favoured Terrain +1, Born to the Saddle
2 nd	Noble 1	+0	+0	+0	+0	+0	+2	Title, Rank Hath Its Privileges, Wealth, (character feat)
3 rd	Nomad 2	+2	+1	+1	+3	+3	+2	Bonus Feat, (character feat)
4 th	Noble 2	+3	+1	+2	+3	+3	+3	Special Regional Feature +1, (single ability increase)
5 th	Nomad 3	+4	+1	+2	+3	+3	+4	Endurance
6 th	Noble 3	+5	+2	+2	+4	+4	+4	(Character feat, all ability increase)
7 th	Nomad 4	+6/+1	+3	+3	+5	+5	+4	Nomad Charge +1, favoured terrain +2
8 th	Noble 4	+7/+2	+3	+4	+5	+5	+5	Social Ability, (single ability increase)
9 th	Nomad 5	+8/+3	+3	+4	+5	+5	+5	Mobility, (character feat)
10 th	Noble 5	+8/+3	+3	+4	+5	+5	+5	Lead by Example +2, (all ability increase)
11 th	Nomad 6	+9/+4	+4	+5	+6	+6	+6	Diehard
12 th	Noble 6	+10/+5	+5	+6	+7	+7	+7	Enhanced Leadership, (character feat, single ability increase)
13 th	Nomad 7	+11/+6/+1	+5	+6	+7	+7	+7	Bonus Feat
14 th	Noble 7	+12/+7/+2	+5	+6	+7	+7	+7	Special Regional Feature +2, (all ability increase)
15 th	Nomad 8	+13/+8/+3	+6	+7	+8	+8	+7	Favoured Terrain +3, (character feat)
16 th	Noble 8	+14/+9/+4	+7	+8	+8	+8	+8	(Single ability increase)
17 th	Nomad 9	+15/+10/+5	+7	+8	+8	+8	+9	Second Favoured Terrain +1
18 th	Noble 9	+15/+10/+5	+7	+8	+9	+9	+9	Social Ability, (character feat, all ability increase)
19 th	Nomad 10	+16/+11/+6/+1	+8	+9	+10	+10	+9	Improved Mobility
20 th	Noble 10	+17/+12/+7/+2	+8	+10	+10	+10	+10	Lead by Example +4, (single ability increase)

- ❖ Hyrkansians, Shemites and Turanians make excellent suzerains, as nomad is a favoured class for them.
- ❖ Chaga and Stygians make for excellent suzerains as noble is a favoured class for them.
- ❖ Cimmerians, Nordheimer, Southern Islander, Southern Black Kingdom Tribesmen and Picts cannot be suzerains as both noble and nomad are prohibited classes.

VARIANT RULES

The following rules variants are intended for multiclass nomad/nobles only and reflect the special training a suzerain might receive in the course of his adventuring career.

- ❖ **Nomad Horde:** The suzerain should be able to summon a horde, as per the feat in *Conan the Roleplaying Game*. However, it requires a 12th level nomad to meet the prerequisites for the feat. The suzerain is never going to meet this prerequisite, so a Games Master may allow a suzerain to qualify for the feat if he has at least six nomad and six noble levels combined. The suzerain will gain the feat at the same time he qualifies for Enhanced Leadership. If he has already taken the Leadership feat, Horde is a bonus feat. If not, then Leadership is the bonus feat and the suzerain must use a feat slot to purchase Horde.

RIVER RAT (NOMAD/PIRATE)

River rats are lifelong wanderers, making their homes on rafts and barges, subsisting on fish and edible weed, occasionally coming ashore to raid farmers' gardens and larders. They live on the rivers and swamps of Hyboria. They are a dark, quiet and reserved people. They earn money by doing little jobs for the people living along the shores or by hauling cargo in their barges. They keep to themselves and many people believe they have sorcerous powers. Often, the river rats live with whole xenophobic families on one boat. The boat is considered part of this close-knit family and it is never allowed to go unrepaired or neglected. They are more given to trade than theft, although some are downright pirates. A river rat is created by combining the nomad and pirate classes, merging their unique talents together to form a chilly and introspective class.

STRENGTHS

The nomad gains a number of benefits from adding pirate levels to his nomad class, the following being the most important for the role of the river rat.

- ❖ **Saving Throws:** The river rat has impressive saving throws, especially Fortitude and Reflex saves.

River Rat (Nomad/Pirate)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Nomad 1	+0	+0	+0	+2	+2	+0	Track, Favoured Terrain +1, Born to the Saddle, (character feat)
2 nd	Pirate 1	+1	+0	+0	+4	+4	+0	Seamanship +1, Ferocious Attack
3 rd	Nomad 2	+2	+1	+1	+5	+5	+0	Bonus Feat, (character feat)
4 th	Pirate 2	+3	+2	+2	+6	+6	+0	Pirate Code, To Sail a Road of Blood and Slaughter, (single ability increase)
5 th	Nomad 3	+4	+2	+2	+6	+6	+1	Endurance
6 th	Pirate 3	+5	+3	+2	+6	+6	+2	Sneak Attack +1d6, Sneak Subdual, (character feat, all ability increase)
7 th	Nomad 4	+6/+1	+4	+3	+7	+7	+2	Nomad Charge +1, Favoured Terrain +2
8 th	Pirate 4	+7/+2	+5	+4	+8	+8	+2	Uncanny Dodge, (single ability increase)
9 th	Nomad 5	+8/+3	+5	+4	+8	+8	+2	Mobility, (character feat)
10 th	Pirate 5	+8/+3	+5	+4	+8	+8	+2	Improved Mobility, (all ability increase)
11 th	Nomad 6	+9/+4	+6	+5	+9	+9	+3	Diehard
12 th	Pirate 6	+10/+5	+7	+6	+10	+10	+4	Sneak Attack +2d6, Seamanship +2, (character feat, single ability increase)
13 th	Nomad 7	+11/+6/+1	+7	+6	+10	+10	+4	Bonus Feat
14 th	Pirate 7	+12/+7/+2	+8	+6	+10	+10	+4	Bite Sword, Ferocious Attack (additional attack), (all ability increase)
15 th	Nomad 8	+13/+8/+3	+9	+7	+11	+11	+4	Favoured Terrain +3, (character feat)
16 th	Pirate 8	+14/+9/+4	+10	+8	+12	+12	+4	Improved Uncanny Dodge, Poison Resistance +1, (single ability increase)
17 th	Nomad 9	+15/+10/+5	+10	+8	+12	+12	+5	Second Favoured Terrain +1
18 th	Pirate 9	+15/+10/+5	+10	+8	+12	+12	+6	Sneak Attack +3d6, (character feat, all ability increase)
19 th	Nomad 10	+16/+11/+6/+1	+11	+9	+13	+13	+6	Improved Mobility
20 th	Pirate 10	+17/+12/+7/+2	+12	+10	+14	+14	+6	Greater Mobility, Navigation, (single ability increase)

- ❖ **Base Dodge Bonus:** Although it gets a slow start, overall, the river rat's base dodge bonus is superior to a land nomad's.
- ❖ **Seamanship:** This helps the nomad with his slower defence values when on ships.
- ❖ **Ferocious Attack:** The initial boost to Initiative and melee attacks and damage gives the river rat the edge over a standard nomad. The additional attack gained later is another advantage the river rat has over the land nomad.
- ❖ **To Sail a Road of Blood and Slaughter:** The free action *coup de grace* gives the river rat the ability to kill fallen opponents quickly.
- ❖ **Sneak Attack:** Although less useful than the Sneak Attacks of the guerrilla option, this is a powerful ability given to the river rat at mid-levels.
- ❖ **Virtual Feats:** Although the river rat has fewer bonus feats than a straight class nomad, the pirate class offers many virtual feats in trade, such as Uncanny Dodge, Mobility, Improved Uncanny Dodge and Improved Mobility.

WEAKNESSES

The nomad dilutes his combat ability by taking up pirate levels, adding the following weaknesses:

- ❖ **Slower Base Attack Bonus Progression:** Although the river rat has a slower rate of progression for base attack bonus than a straight nomad, the river rat does progress faster than a pirate, making this a foe of considerable power when set against pirates.
- ❖ **Hit Die:** The pirate's d8 Hit Die diminishes the nomad's ability to endure long battles or sustain damage.
- ❖ **Wasted Nomad Abilities:** The nomad's class ability to Track and Born in the Saddle is usually wasted.

RECOMMENDED OPTIONS

As the character combines nomad and pirate levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ Useful feats for the river rat include Improved Bull's Rush. Bull rushing opponents off the edge of ships is an excellent choice of tactic, especially if the opponent is heavily armoured.
- ❖ Swim is a good place for a river rat to spend initial skill points, but unless the campaign centres on physical

obstacles, there is little reason to keep the skill at maximum ranks.

- ❖ Try to meet the prerequisites for as many combat manoeuvres from *Conan: The Pirate Isles* as the character can. Take ranks in either Jump or Tumble, take ranks in Swim, increase the character's Reputation, take feats such as Improved Grapple, Leadership and Combat Reflexes.
- ❖ Take skills that improve the class features of the pirate, such as combining Tumble with Mobility.

RACES

Characters combining the nomad and pirate classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Although Hyborians treat all class combinations as favoured classes and can use Adaptability and their choices of background skills to great benefit, the Bossonians, Gundermen and Taurans cannot take this class combination at all, as both nomad and pirate are prohibited at 1st level. Argossean river rats must begin the progression with pirate.
- ❖ Cimmerians, Nordheimer and Picts cannot be river rats as both pirate and nomad are prohibited classes.
- ❖ The Zingarans are also a good choice of race for this combination. Pirate is a favoured class for the Zingarans and the Zingarans have a bonus to Sneak Attack, giving the Zingaran river rat a powerful advantage over low-level river rats of other races.

VARIANT RULES

The following rules variants are intended for multiclass nomad/pirates only and reflect the special training the river rat might receive in the course of his adventuring career.

- ❖ **Bonus Feats:** Upon achieving 1st level in pirate, the river rat may add Athletic, Brawl, Water Snake (from *Conan: The Pirate Isles*) and Sea's Breath (from *Conan: The Pirate Isles*) to the list of feats available to him as nomad bonus feats.
- ❖ **Class Skills:** Upon achieving 1st level in pirate, the river rat adds Swim and Intimidate to his nomad class skill list. Upon achieving 2nd level in nomad, the river rat adds Listen to his pirate class skill list.
- ❖ **Favoured Terrain:** The river rat may choose his family boat as a Favoured Terrain. He grew up on that boat and knows it better than he knows himself. He may later choose another boat as his second Favoured Terrain, if he begins his own family on another boat.

MYSTIC (NOMAD/SCHOLAR)

Mystics, prevalent, though not constrained to the northern Hyrkanian societies, believe words create reality if said with conviction. Melodies and songs carry words of power, and the drum is the primary instrument. They believe in astral projection and similar ideas about out-of-body experiences where the battles with hostile spirits occur. It is a dangerous occupation, for certain powerful objects can trap souls. Many mystics hold with the northern Hyrkanians beliefs that the 'man in the moon' is a mystic who flew too close to the moon and became ensnared by it, and that the moon is analogous to the Land of the Dead. The mystic, often the brother of the blacksmith, must be charismatic for he must be able to sway his tribe with the power of his performances to have any effect, using props and symbols as necessary.

The Hyrkanian mystics have a cosmology where the cosmos has multiple layers, all connected by some spire, be it a tree or mountain. This system of belief requires that souls and bodies are separate entities. There are many varied types of mystics in Hyrkania, depending on where the tribe primarily lived because their way of life is invariably tied to ecology. Some are merely healers, others are skilled hunters, and others exist to ward off evil spirits in efforts to stop plagues or kill witches and sorcerers. Many mystics deal primarily with the forces of the world, either the classic elements such as wind, or the animal kingdom such as wolves. Stories tell of mystics who could sit naked in the snow and melt ice with their body heat, others can turn into animals. Most, however, are concerned primarily with the continuation and reproduction of family and are associated with the cult of skies and mountains. Hyrkanian mystics worship the Everlasting Sky and the sites of their worship are cairns of stones with a single vertical pole sticking out of the centre where prayers and sacrifice were performed.

STRENGTHS

The nomad gains a number of advantages by taking levels in scholar.

- ❖ **Skill Points:** The mystic has far more skill points than a straight class nomad, able to round out the knowledge and skill base of any given nomad tribe. This character is well-suited to survive in the Hyborian Age via his skill base.
- ❖ **Improved Will Saves:** The mystic is more wilful than a straight class nomad. The bonus Iron Will feat gained at character level ten adds to the mystic's ability to resist manipulation.
- ❖ **Spells:** Except via the Dabbler feat, straight classed nomads cannot cast spells.

WEAKNESSES

Levels in scholar dilute the nomad's combat ability, adding the following weaknesses:

- ❖ **Low Base Attack Bonus:** The mystic of a nomad tribe is not a fighting man. His base attack bonus is lower than a straight class nomad.

Mystic (Nomad/Scholar)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Nomad 1	+0	+0	+0	+0	+2	+2	+0	Track, Favoured Terrain +1, Born to the Saddle, (character feat)
2 nd	Scholar 1	+1	+0	+0	+0	+2	+2	+2	New Sorcery Style, Scholar, Background, Base Power Points, Knowledge is Power
3 rd	Nomad 2	+2	+1	+1	+0	+3	+3	+2	Bonus Feat, (character feat)
4 th	Scholar 2	+3	+1	+1	+1	+3	+3	+3	+1 Power Point, New Sorcery Style, (single ability increase)
5 th	Nomad 3	+4	+1	+1	+1	+3	+3	+4	Endurance
6 th	Scholar 3	+5	+2	+2	+1	+4	+4	+4	Advanced Spell, (character feat, all ability increase)
7 th	Nomad 4	+6/+1	+3	+3	+2	+5	+5	+4	Nomad Charge +1, Favoured Terrain +2
8 th	Scholar 4	+7/+2	+3	+3	+3	+5	+5	+5	Advanced Spell, New Sorcery Style, (single ability increase)
9 th	Nomad 5	+8/+3	+3	+3	+3	+5	+5	+5	Mobility, (character feat)
10 th	Scholar 5	+8/+3	+3	+3	+3	+5	+5	+5	Advanced Spell, Iron Will, (all ability increase)
11 th	Nomad 6	+9/+4	+4	+4	+3	+6	+6	+6	Diehard
12 th	Scholar 6	+10/+5	+5	+5	+4	+7	+7	+7	Advanced Spell, +1 Power Point, Increased Maximum Power Points (triple), (character feat, single ability increase)
13 th	Nomad 7	+11/+6/+1	+5	+5	+4	+7	+7	+7	Bonus Feat
14 th	Scholar 7	+12/+7/+2	+5	+5	+4	+7	+7	+7	Advanced Spell, (all ability increase)
15 th	Nomad 8	+13/+8/+3	+6	+6	+5	+8	+8	+7	Favoured Terrain +3, (character feat)
16 th	Scholar 8	+14/+9/+4	+7	+7	+6	+8	+8	+8	Advanced Spell, New Sorcery Style, (single ability increase)
17 th	Nomad 9	+15/+10/+5	+7	+7	+6	+8	+8	+9	Second Favoured Terrain +1
18 th	Scholar 9	+15/+10/+5	+7	+7	+6	+9	+9	+9	Advanced Spell, (character feat, all ability increase)
19 th	Nomad 10	+16/+11/+6/+1	+8	+8	+6	+10	+10	+9	Improved Mobility
20 th	Scholar 10	+17/+12/+7/+2	+8	+8	+7	+10	+10	+10	Advanced Spell, +1 Power Point, (single ability increase)

- ❖ **Weak Fortitude and Reflex Saves:** The mystic shaman's Fortitude and Reflex saves are slow and weak compared to a straight class nomad.
- ❖ **Hit Die:** The scholar's d6 Hit Die is far inferior to the nomad's d10, diminishing the mystic's ability to survive prolonged combat. On average, he will have 20 fewer hit points by 20th level than a straight class nomad.
- ❖ **Defence Values:** The mystic is severely hampered in his ability to defend himself compared to the straight class nomad.
- ❖ **Abilities:** A mystic's only advantage for the nomad is his access to skill points, thus Intelligence must be high, which may diminish one or more of his physical attributes, affecting his ability in combat.

RECOMMENDED OPTIONS

As the character combines nomad and scholar levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ The Games Master should require some Perform (any) skill ranks in addition to Knowledge skills. Mystics rely on their performances as much as they do spells in doing their duties.
- ❖ Mystics should put their strongest statistic in Charisma. Shamans live and die by the effectiveness of their magic. A high magic attack bonus is better than more spell points. A high Charisma also adds to Perform bonuses, another important aspect of life.

RACES

Characters combining the nomad and scholar classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- ❖ Hyborians are suited for all class combinations, as all classes are treated as favoured classes. Argosseans, Barachans, Bossonians, Gundermen and Taurans generally are not mystics as nomad is prohibited to them at 1st level, requiring players who insist on such a racial-class combination to begin the progression in scholar.
- ❖ Nordheimer, Picts, Vendhyans, Southern Islander or Southern Black Kingdom tribesmen are not mystics as nomad is prohibited to them at 1st level, requiring players who insist on such a racial-class combination to begin the progression in scholar. These races, save the Vendhyans, prefer the barbarian/scholar class combination shaman as presented on page 92.
- ❖ Hyrkanians, Ghanata, Shemites and Turanians favour nomad, making this an excellent class combination for them.
- ❖ A Khitan has the scholar as a favoured class and has background skills in Knowledge. The Khitan mystic also has racial bonuses to Knowledge checks and a bonus feat to help mitigate some of the disadvantages of this class combination.
- ❖ A Stygian has the scholar as a favoured class as well as a racial bonus to using Stygian bows.
- ❖ A Pelishtim makes one of the best mystics in the world, as scholar is a favoured class. He also gains useful circumstance bonuses in several skills and has excellent bonuses with bows, helping the character succeed with ranged weapons. Having any one Knowledge skill in addition to Knowledge (arcana) as a background skill is also an advantage for choosing a Pelishtim mystic character.
- ❖ Cimmerians cannot be mystics as both scholar and nomad are prohibited classes. Cimmerians have oracles (see page 92), not mystics.

VARIANT RULES

The following rules variants are intended for multiclass nomad/scholars only and reflect the special training the mystic might receive in the course of his adventuring career.

- ❖ **Class Skills:** Upon achieving 1st level in scholar, the mystic adds any one Knowledge skill, Perform and Intimidate to his nomad class skill list. Upon achieving 2nd level in nomad, the mystic adds Ride and Survival to his scholar class skill list.
- ❖ **Favoured Spellcasting:** In lieu of a second Favoured Terrain, the mystic can apply his primary Favoured Terrain bonus to his magic attack bonus when casting spells on that terrain.

WARRIOR OF THE HORDE (NOMAD/SOLDIER)

The warriors of the horde are the supreme mounted warriors. They sweep out of the deserts and the steppes, the romantic heroes of the nomads, living and fighting from the saddle. Masters of mounted combat, they are born to the saddle and skilled in the use of the bow. The warrior of the horde is a great war leader and glorious plunderer of unsuspecting cities and kingdoms. He claims the treasures of others and leaves any survivors crying in the ashes of his wake. These are among the most ferocious of the nomads simply because they are so trained for fearsome bloodletting and ruthless murder.

STRENGTHS

A Warrior of the horde gains a number of benefits from adding soldier levels to his nomad class.

- ❖ **Continued Advancement:** The nomad and the soldier share the same base attack bonus so the character's combat capacity does not diminish.
- ❖ **Bonus Feats:** The soldier class provides the nomad with plenty of bonus feats, allowing the warrior of the horde to become a premier mounted warrior.
- ❖ **Formation Combat:** The soldier class allows the nomad to learn formation fighting.
- ❖ **Fortitude Save:** Warriors of the horde are tough and have a better Fortitude save than a straight class nomad. This better increases their chances against massive damage and other endurance tests.
- ❖ **Improved Parry Defence Bonus:** Although it gets a slow start, overall the warrior of the horde has an improved parry defence when compared to the straight class nomad once a few levels are attained.

WEAKNESSES

A warrior of the horde has a few drawbacks when adding soldier levels to his nomad class.

- ❖ **Dodge and Parry:** Slower initial dodge and parry bonuses; overall parry will be slightly higher for the warrior of the horde, but dodge will be considerably lower. The warrior of the horde is less capable of dodging blows than a straight class nomad.
- ❖ **Weak Reflex Save:** The warrior of the horde is a little less reflexive than a straight class nomad. This also damages the warrior of the horde's initiative modifier.
- ❖ **Feats:** The nomad gains a few free feats, but they are fixed, which limits the character's options related to his particular fighting style.
- ❖ **Skills:** The soldier is pitifully low in skills, weakening one of the stronger aspects of the nomad class.
- ❖ **Delayed Nomad Charge:** One of the nomad's premier combat abilities is much delayed in the warrior of the horde.

Warrior of the Horde (Nomad/Soldier)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Nomad 1	+1	+0	+0	+2	+2	+0	Track, Favoured Terrain +1, Born to the Saddle, (character feat)
2 nd	Soldier 1	+2	+0	+0	+4	+2	+0	Bonus Feat
3 rd	Nomad 2	+3	+1	+1	+5	+3	+0	Bonus Feat, (character feat)
4 th	Soldier 2	+4	+2	+2	+6	+3	+0	Bonus Feat, (single ability increase)
5 th	Nomad 3	+5	+2	+2	+6	+3	+1	Endurance
6 th	Soldier 3	+6/+1	+2	+3	+6	+4	+2	Formation Combat, (character feat, all ability increase)
7 th	Nomad 4	+7/+2	+3	+4	+7	+5	+2	Nomad Charge +1, Favoured Terrain +2
8 th	Soldier 4	+8/+3	+4	+5	+8	+5	+2	Bonus Feat, (single ability increase)
9 th	Nomad 5	+9/+4	+4	+5	+8	+5	+2	Mobility, (character feat)
10 th	Soldier 5	+10/+5	+4	+5	+8	+5	+2	(All ability increase)
11 th	Nomad 6	+11/+6/+1	+5	+6	+9	+6	+3	Diehard
12 th	Soldier 6	+12/+7/+2	+6	+7	+10	+7	+4	Bonus Feat, (single ability increase, character feat)
13 th	Nomad 7	+13/+8/+3	+6	+7	+10	+7	+4	Bonus Feat
14 th	Soldier 7	+14/+9/+4	+6	+8	+10	+7	+4	Formation Combat, (all ability increase)
15 th	Nomad 8	+15/+10/+5	+7	+9	+11	+8	+4	Favoured Terrain +3, (character feat)
16 th	Soldier 8	+16/+11/+6/+1	+8	+10	+12	+8	+4	Bonus Feat, (single ability increase)
17 th	Nomad 9	+17/+12/+7/+2	+8	+10	+12	+8	+5	Second Favoured Terrain +1
18 th	Soldier 9	+18/+13/+8/+3	+8	+10	+12	+9	+6	(Character feat, all ability increase)
19 th	Nomad 10	+19/+14/+9/+4	+9	+11	+13	+10	+6	Improved Mobility
20 th	Soldier 10	+20/+15/+10/+5	+10	+12	+14	+10	+6	Bonus Feat, (single ability increase)

RECOMMENDED OPTIONS

As the warrior of the horde combines soldier and nomad levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ☛ The warrior of the horde needs his mount, so he should choose some skills that create synergies with other skills and feats to protect his mount. An excellent combination is to put five ranks in Handle Animal, maximise his Ride skill and take Mounted Combat and Skill Focus (Ride) for feats. The Mounted Combat feat allows a character to negate a successful melee hit against his mount by making a Ride check. Putting five ranks into Handle Animal gives the warrior of the horde a +2 synergy bonus in Ride. Taking the Skill Focus (Ride) gives the character a further +3 bonus to the Ride check. By taking Animal Affinity, the Ride check gains another +2 bonus. By 2nd level, a warrior of the horde could be making Ride checks at +12, not counting Dexterity or any further racial bonuses.
- ☛ When the character earns the formation combat ability, take Light Cavalry.
- ☛ Take feats to enhance the character's mounted capabilities. Mounted Combat, Mounted Archery, Animal Affinity, Weapon Focus (heavy lance) and Improved Critical (heavy lance) are all useful feats for the mounted warrior.
- ☛ Heal and Survival are both good skills for the warrior of the horde, who must not only care for himself but also his mount.

☛ Lightning Reflexes and Improved Initiative are also strong options for character feats, permitting the character to improve his chances of being the first into combat. These feats also undo some of the damage this class combination does to initiative and the Reflex save.

☛ Work on getting the prerequisites for the mounted combat manoeuvres presented in this volume.

RACES

Characters combining the nomad and soldier classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- ☛ Hyborians are well suited to being warriors of the horde, as both classes can be treated as favoured classes. Argosseans, Barachans, Bossonians, Gundermen and Taurans are prohibited from taking nomad at 1st level, however.
- ☛ Turanians and Hyrkanians are excellent candidates for the warrior of the horde combination. This class combination was designed with Hyrkanians in mind. The nomad is the favoured class for these races, plus they have bonuses to archery and have Ride and Survival as background skills.
- ☛ The Ghanata are well known as expert riders and they also make fantastic warriors of the horde. Like the Hyrkanians, nomad is a favoured class of the Ghanata, plus Ride and Survival are background skills. Further, though, the Ghanata gain

a racial bonus to Ride and circumstance bonuses to Spot and Survival.

- ❖ Likewise, the Shemites make renowned warriors of the horde. Again, nomad is the favoured class and Ride and Survival are background skills. Their bonuses with bows and Spot checks only increase their abilities with this class combination.
- ❖ Khitans, Southern Islander, Southern Black Kingdom tribesmen, Vendhyans, Picts, Nordheimer, Southern Islander, Zingarans and Cimmerians all are prohibited from taking nomad at 1st level.

VARIANT RULES

The following rules variants are intended for multiclass nomad/soldiers only and reflect the special training a warrior of the horde might receive in the course of his adventuring career.

- ❖ **Class Skills:** Upon achieving 1st level in soldier, the warrior of the horde adds Intimidate to his nomad class skill list. Upon achieving 2nd level in nomad, the warrior of the horde adds Survival to his soldier class skill list.
- ❖ **Mounted Cleave:** Upon gaining 7th soldier level, the character may elect to take Mounted Cleave. The warrior of the horde may follow through on a powerful blow, using the inertia of his mount to drive the blow on. If a warrior of the horde strikes down an opponent (such as by knocking him unconscious, killing him and such like) during a Ride-by Attack, he is granted an extra melee attack at the same bonus as the blow that struck down his initial target. Before making this second attack, he may continue the movement of his mount as per the Ride-by Attack feat, using this extra melee attack anywhere along the course of his mount's movement. This replaces the Formation Combat normally earned at this level.
- ❖ **Nomad Charge:** In lieu of soldier bonus feats, after the warrior of the horde earns Nomad Charge +1, the character may choose higher bonuses, such as Nomad Charge +2 and so on.

FEDAYEEN (NOMAD/THIEF)

The fedayeen is the man of sacrifice among the nomads. They are tenacious warriors, guerrillas willing to fight to the death for a cause or a leader. They are often little more than thugs used to enforce a chief's will, although the more talented among them are used as assassins.

STRENGTHS

By taking levels of thief in addition to his nomad class, the fedayeen maximises his ability to strike terror into his opponents. Some of the most important benefits offered to the nomad from this combination of classes follow.

- ❖ **Eyes of the Cat:** The ability to see in the dark is invaluable to the fedayeen.
- ❖ **Improved Reflex Saves:** The fedayeen relies on his reflexes more than a standard nomad, and adding thief levels to the nomad has the benefit of increasing

the Reflex saves at the cost of diminishing Fortitude saves slightly. This also has the added advantage of improving his Initiative, which is useful in light of his Sneak Attack ability.

- ❖ **Sneak Attack:** The fedayeen strikes fast, hard and precisely. He often has time for one attack before he must flee, thus the Sneak Attack is perfect for the fedayeen fighter, providing the nomad with a truly devastating attack.
- ❖ **Skills:** The thief's large skill base provides the nomad with the means to hide and scurry effectively. He also has more defensive options, especially with the Tumble skill.

WEAKNESSES

In addition to diluting the nomad's combat ability by taking thief levels, the fedayeen also suffers from the following weaknesses.

- ❖ **Hit Die:** The thief's d8 Hit Die is smaller than the nomad's d10, giving the fedayeen approximately ten hit points less than a straight class fighter by 20th level.
- ❖ **Base Attack:** The base attack bonus of the thief is not as strong as the nomad's, thus lowering the character's chances to hit a target.
- ❖ **Fortitude Saves:** The character's Fortitude saves are slightly diminished compared to a straight class nomad but his Reflex saves are improved.
- ❖ **Armour Restrictions:** In order to best utilise the thief skills, including Light-Footed, the character must limit his armour options, especially if the *Evasion* special ability is chosen.

RECOMMENDED OPTIONS

As the character combines nomad with thief levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ❖ The Sneak Attack is the supreme advantage of combining nomad and thief levels. Nomad bonus feats should be chosen so that they complement the Sneak Attack's chance to hit and damage an opponent. These range from the simple attack bonus feats like Weapon Focus and Point Blank Shot (which conveniently has the same maximum range as ranged Sneak Attacks), to more sophisticated manoeuvres like Improved Feint to create the chances for Sneak Attacks rather than wait for them to happen. Improved Initiative and Lightning Reflexes both improve Initiative, which increases the odds of successfully getting a Sneak Attack. Improved Feint also enhances the capabilities of gaining a Sneak Attack later in the melee.
- ❖ Few nomads use fedayeen to go into urban centres for various missions, those who do learn thief skills appropriate for urban needs.
- ❖ Choose feats from other products such as *Conan: Across the Thunder River* and *Conan: Shadizar – The City of Wickedness* that expand the capabilities of the Sneak Attack ability. Feats such as Out of Thin Air (from *Conan: Across the Thunder River*) or Brutal Attack (from *Conan: Shadizar – The City of Wickedness*) are useful for Sneak Attacks.
- ❖ Choose feats that work well with the thief skills, such as combining Mobility with Tumble or Skill Focus (Bluff) with the Bluff skill. Alertness and Stealthy are also good feats to choose.

Fedayeen (Nomad/Thief)

Level	Class	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Nomad 1	+0	+0	+0	+2	+2	+0	Track, Favoured Terrain +1, Born to the Saddle, (character feat)
2 nd	Thief 1	+1	+0	+0	+2	+4	+0	Sneak Attack Style, Sneak Attack +1d6/+1d8, Trap Disarming
3 rd	Nomad 2	+2	+1	+1	+3	+5	+0	Bonus Feat, (character feat)
4 th	Thief 2	+3	+2	+2	+3	+6	+0	Eyes of the Cat, (single ability increase)
5 th	Nomad 3	+4	+2	+2	+3	+6	+1	Endurance
6 th	Thief 3	+5	+2	+2	+4	+6	+2	Sneak Attack +2d6/+2d8, Trap Sense, (character feat, all ability increase)
7 th	Nomad 4	+6/+1	+3	+3	+5	+7	+2	Nomad Charge +1, Favoured Terrain +2
8 th	Thief 4	+7/+2	+4	+4	+5	+8	+2	Sneak Attack Style, Light-Footed, (single ability increase)
9 th	Nomad 5	+8/+3	+4	+4	+5	+8	+2	Mobility, (character feat)
10 th	Thief 5	+8/+3	+4	+4	+5	+8	+2	Sneak Attack +3d6/+3d8, (all ability increase)
11 th	Nomad 6	+9/+4	+5	+5	+6	+9	+3	Diehard
12 th	Thief 6	+10/+5	+6	+6	+7	+10	+4	Trap Sense +2, Special Ability, (character feat, single ability increase)
13 th	Nomad 7	+11/+6/+1	+6	+6	+7	+10	+4	Bonus Feat
14 th	Thief 7	+12/+7/+2	+6	+6	+7	+10	+4	Sneak Attack +4d6/+4d8, (all ability increase)
15 th	Nomad 8	+13/+8/+3	+7	+7	+8	+11	+4	Favoured Terrain +3, (character feat)
16 th	Thief 8	+14/+9/+4	+8	+8	+8	+12	+4	Sneak Attack Style, Poison Use, (single ability increase)
17 th	Nomad 9	+15/+10/+5	+8	+8	+8	+12	+5	Second Favoured Terrain +1
18 th	Thief 9	+15/+10/+5	+8	+8	+9	+12	+6	Sneak Attack +5d6/+5d8, Trap Sense +3, (character feat, all ability increase)
19 th	Nomad 10	+16/+11/+6/+1	+9	+9	+10	+13	+6	Improved Mobility
20 th	Thief 10	+17/+12/+7/+2	+10	+10	+10	+14	+6	Special Ability, (single ability increase)

- ❖ A fedayeen should exploit the options for high Dexterity and concentrate ability increases that way. Choose light, finesse weapons to get around armour or opt for ranged attacks.
- ❖ Take special abilities such as *Crippling Strike* or *Opportunist* to maximise Sneak Attacks and quick hit-and-run attacks. Avoid *Evasion* as that limits the armour choices of the character.
- ❖ Many fedayeens are often on the run, resulting in a need to catch sleep in snatches and opportune moments. The Sleep Mastery feat is a good choice for this character concept.

RACES

Characters combining the nomad and thief classes can come from almost any country, but there are those who stand as exemplars and exceptions to this.

- ❖ This class, like all class combinations, is perfectly suited for Hyborians, who treat all classes as favoured classes for purposes of determining bonus feats. Argosseans, Barachans, Bossonians, Gundermen and Taurans are prohibited from taking nomad at 1st level, however. This character concept is not well suited for them.
- ❖ This class is suited for Hyrkanians and Turanians, who have nomad for a favoured class and racial bonuses to bows.

- ❖ The Shemite has nomad for a favoured class and also gains a circumstance bonus to Hide, Listen, Move Silently, Survival and Spot in the desert, perfect skills for a fedayeen.
- ❖ The Zamorians have thief as a favoured class and a +2 bonus to Dexterity.
- ❖ Cimmerians, Khitans, Nordheimer, Pict, Southern Islander, Southern Black Kingdom tribesmen, Vendhyans and Zingarans cannot take nomad as a 1st level class, this is not a culturally sound class combination for these races.

VARIANT RULES

The following rules variants are intended for multiclass nomad/thieves only and reflect the special training a fedayeen might receive in the course of his adventuring career.

- ❖ **Class Skills:** Upon achieving 1st level in thief, the fedayeen adds Intimidate to his nomad class skill list. Upon achieving 2nd level in nomad, the fedayeen adds Survival to his thief class skill list.
- ❖ **Fearless:** Fedayeen are notorious for their fearlessness and are often sent on suicide missions. Upon gaining 2nd nomad level, after having at least one level of thief, the fedayeen may take the barbarian Fearless ability in lieu of the bonus feat normally accorded the 2nd level nomad.

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HYBORIA'S FIERCEST BARBARIANS, BORDERERS & NOMADS

LET ME LIVE DEEP WHILE I LIVE; LET ME KNOW THE RICH JUICES OF RED MEAT AND STINGING WINE ON MY PALATE, THE HOT EMBRACE OF WHITE ARMS, THE MAD EXULTATION OF BATTLE WHEN THE BLUE BLADES FLAME AND CRIMSON, AND I AM CONTENT. LET TEACHERS AND PRIESTS AND PHILOSOPHERS BROOD OVER QUESTIONS OF REALITY AND ILLUSION. I KNOW THIS: IF LIFE IS ILLUSION, THEN I AM NO LESS AN ILLUSION, AND BEING THUS, THE ILLUSION IS REAL TO ME. I LIVE, I BURN WITH LIFE, I LOVE, I SLAY, AND AM CONTENT.

The Hyborian Age is a world of heartless and brutal violence. In this dark world stalk equally violent, heartless and brutal warriors. Many are little more than bandits and murderers while others tread a more noble and honourable path, but all of them ferocious and enduring, able to deal out death as quickly as the world around them.

The fierce are those hardy characters who stand tall against the world and look it straight in the eye, assured, as they are, of their own ability. The fierce are the nomad horde, a living sandstorm stripping the civilised of their flesh and nothing in their wake but death. The fierce are the barbarians that strikes low the cities of civilised Hyborians cities with the surety of an earthquake. The fierce are the borderers that strike with deadly precision of a hurricane carried on wings of silent death. Powered only by their confidence, courage and wits, the barbarians, borderers and nomads of the Hyborian Age are the epitome of vibrant life, fuelled by their eagerness to bring down the walls and gates of civilisation. These people are the embodiments of chaos and destruction that will watch Hyboria burn as they plunder the wealth of ages, revelling in blood and gore as they drive through the chaff of humanity.

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