



le Scriptorium

presents:
a toolkit for
Fantasy Craft



CONAN

CONVERSION GUIDE

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A CAMPAIGN SETTING FOR FANTASY CRAFT CONVERTED BY AEGIS

From Robert Howard's world and for the game by Alex Flagg, Scott Gearin & Patrick Kapera. To use this document, you will need the *Fantasy Craft* core rulebook. *Conan — Atlantean Edition* and the novels from Robert Howard are also a precious guide to the Hyborian Age.

FOREWORD

The aim of this toolkit is to allow *Conan*’s fans to play in their favorite campaign setting with the sleek, flexible *Fantasy Craft* rules by *Crafty Games*. Besides iconic characters and creatures from Howard’s twisted mind, you will find within these pages new items, spells, and rules to survive in this untamed world, filled with violence and sin.

When a reference to a certain page of *Conan* is mentioned in the document, please refer to the RPG rulebook *Conan — Atlantean Edition*, by *Mongoose Publishing*.

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ORIGINS

Most heroes of the Hyborian Age are human. As such, they benefit from a Talent and a Specialty, but their race is most likely to affect their origins. Each Race is given with a list of Suggested Talents, Iconic Specialties, and Racial Skills.

If you choose a Suggested Talent for your Race, you gain 2 ranks in each of your three Racial Skills, even if they're neither class or origin skills for you. On the other hand, if you do not choose an Iconic Specialty for your race, you lose the benefit of the feat your Specialty should provide.

Any sub-Race is considered identical to its main Race, except for what is mentioned.

Cimmerian

See page 18 of *Conan*.

Suggested Talents: Grizzled, Hardy, Industrious, Ruthless, Savage, Stern, Strong, Unpredictable, Vigilant

Iconic Specialties: Barbarian, Bard, Fighter, Gladiator, Mystic, Ranger, Shaman, Shield Bearer, Tribesman, Warden

Racial Skills: Athletics, Blend, Survival



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Himelian Tribesman

See page 20 of *Conan*.

Suggested Talents: Agile, Cunning, Hardy, Nimble, Ruthless, Stern, Unpredictable, Vigilant, Wise

Iconic Specialties: Adept, Barbarian, Fist, Mystic, Nomad, Physician, Ranger, Tribesman, Vanguard, Warden

Racial Skills: Athletics, Blend, Sneak

WAZULI

See page 20 of *Conan*.

Hyborian

See page 20 of *Conan*.

Suggested Talents: Adaptable, Charismatic, Educated, Gifted, Grizzled, Industrious, Intelligent, Methodical, Savvy, Wily

Iconic Specialties: Any

Racial Skills: Choose 3

ARGOSSEAN OR BARACHAN

See page 23 of *Conan*.

Suggested Talents: Adaptable, Agile, Charismatic, Cunning, Educated, Gifted, Nimble, Savvy, Unpredictable, Wily

Iconic Specialties: Acrobat, Adventurer, Cleric, Corsair, Criminal, Fencer, Lord, Merchant, Rogue, Swindler

Racial Skills: Acrobatics, Haggle, Investigation

BOSSONIAN

See page 23 of *Conan*.

Suggested Talents: Agile, Cunning, Gifted, Grizzled, Hardy, Industrious, Methodical, Nimble, Ruthless, Stern

Iconic Specialties: Archer, Artisan, Cleric, Fighter, Guardian, Miner, Ranger, Rogue, Vanguard, Warden

Racial Skills: Crafting and choose 2

GUNDERMAN

See page 24 of *Conan*.

Suggested Talents: Devoted, Grizzled, Hardy, Industrious, Ruthless, Single-Minded, Stern, Strong, Vigilant, Wise

Iconic Specialties: Barbarian, Cavalier, Cleric, Fighter, Gladiator, Guardian, Ranger, Shield



Bearer, Vanguard, Warden

Racial Skills: Crafting and choose 2

HYPERBOREAN

See page 24 of *Conan*.

Suggested Talents: Cunning, Devoted, Gifted, Grizzled, Hardy, Industrious, Ruthless, Savvy, Single-Minded, Strong

Iconic Specialties: Adventurer, Artisan, Barbarian, Bard, Cavalier, Cleric, Fighter, Miner, Shield Bearer, Vanguard

Racial Skills: Crafting, Intimidate, and choose 1

TAURAN

See page 25 of *Conan*.

Suggested Talents: Adaptable, Cunning, Gifted, Grizzled, Hardy, Industrious, Methodical, Savage, Single-Minded, Vigilant

Iconic Specialties: Adventurer, Archer, Artisan, Cleric, Druid, Miner, Ranger, Shaman, Vanguard, Warden

Hyrkanian or Turanian

See page 25 of *Conan*.

Suggested Talents: Agile, Devoted, Educated, Intelligent, Methodical, Nimble, Ruthless, Savvy, Svelt, Wily



Iconic Specialties: Acrobat, Adept, Archer, Aristocrate, Cavalier, Guérisseur, Marchand, Mystique, Nomade, Seigneur

Racial Skills: Crafting, Ride, Survival

Khitan

See page 27 of *Conan*.

Suggested Talents: Agile, Cunning, Devoted, Educated, Industrious, Methodical, Nimble, Unpredictable, Vigilant, Wise

Iconic Specialties: Acrobat, Adept, Artisan, Cleric, Fist, Guardian, Mystic, Physician, Vanguard, Wizard

Racial Skills: Blend, Resolve, and choose 1

Kushite or Northern Black Kingdom Tribesman

See page 27 of *Conan*.

Suggested Talents: Agile, Gifted, Grizzled, Hardy, Industrious, Nimble, Ruthless, Savage, Single-Minded, Vigilant

Iconic Specialties: Acrobat, Barbarian, Gladiator, Miner, Nomad, Shaman, Shield Bearer, Sorcerer, Tribesman, Vanguard

Racial Skills: Blend, Sneak, Survival

CHAGA

See page 29 of *Conan*.

Suggested Talents: Agile, Gifted, Industrious, Intelligent, Methodical, Nimble, Ruthless, Savvy, Unpredictable, Vigilant

Iconic Specialties: Adept, Aristocrat, Artisan, Cleric, Criminal, Fighter, Guardian, Lord, Sorcerer, Wizard

Racial Skills: Crafting, Intimidate, Sense Motive

GHANATA

See page 29 of *Conan*.

Racial Skills: Notice, Ride, Survival

Nordheimer

See page 30 of *Conan*.

Suggested Talents: Devoted, Grizzled, Hardy, Industrious, Ruthless, Savage, Single-Minded, Strong, Unpredictable, Wise

Iconic Specialties: Barbarian, Bard, Cavalier, Cleric, Druid, Fighter, Lord, Ranger, Shield Bearer,

Vanguard

Racial Skills: Crafting, Survival, and choose 1

Pict

See page 31 of *Conan*.

Suggested Talents: Agile, Cunning, Gifted, Hardy, Nimble, Ruthless, Savage, Single-Minded, Vigilant

Iconic Specialties: Adept, Archer, Barbarian, Druid, Ranger, Rogue, Shaman, Tribesman, Vanguard, Warden

Racial Skills: Acrobatics, Athletics, Sneak

Shemite

See page 32 of *Conan*.

Suggested Talents: Agile, Cunning, Industrious, Methodical, Nimble, Savage, Single-Minded, Stern, Unpredictable, Vigilant

Iconic Specialties: Archer, Barbarian, Cavalier, Criminal, Fighter, Merchand, Nomad, Ranger, Swindler, Vanguard

Racial Skills: Notice, Ride, Survival

MEADOW SHEMITE

See page 32 of *Conan*.



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Racial Skills: Impress, Ride, Survival

PELISHTIM

See page 33 of *Conan*.

Suggested Talents: Agile, Gifted, Industrious, Intelligent, Methodical, Nimble, Ruthless, Stern, Striking, Unpredictable

Iconic Specialties: Adept, Archer, Aristocrat, Cavalier, Cleric, Fighter, Merchant, Mystic, Sorcerer, Wizard

Racial Skills: Resolve, Survival, and choose 1

Southern Islander or Southern Kingdom Tribesman

See page 33 of *Conan*.

Suggested Talents: Agile, Cunning, Grizzled, Hardy, Ruthless, Savage, Single-Minded, Stern, Strong, Wily

Iconic Specialties: Acrobat, Barbarian, Corsair, Criminal, Gladiator, Miner, Ranger, Shaman, Tribesman, Warden

Racial Skills: Acrobatics, Intimidate, Survival

DARFARI

See page 34 of *Conan*.

Iconic Specialties: Adventurer, Barbarian, Criminal, Fighter, Gladiator, Miner, Ranger, Shaman, Tribesman, Warden

Stygian

See page 35 of *Conan*.

Suggested Talents: Charismatic, Devoted, Educated, Industrious, Intelligent, Ruthless, Striking, Strong, Svelt, Unpredictable

Iconic Specialties: Adept, Archer, Aristocrat, Cleric, Fighter, Guardian, Lord, Mystic, Sorcerer, Wizard

Racial Skills: Crafting, Resolve, Survival

Vendhyan

See page 36 of *Conan*.

Suggested Talents: Charismatic, Devoted, Educated, Gifted, Intelligent, Savvy, Striking, Svelt, Wily, Wise

Iconic Specialties: Adept, Aristocrat, Artisan, Bard, Cleric, Fist, Guardian, Merchand, Physician, Wizard



Racial Skills: Bluff, Impress, Sense Motive

Zamorian

See page 36 of *Conan*.

Suggested Talents: Adaptable, Agile, Cunning, Gifted, Methodical, Nimble, Ruthless, Savvy, Svelt, Unpredictable

Iconic Specialties: Acrobat, Adventurer, Artisan, Bard, Criminal, Fencer, Merchant, Ranger, Rogue, Swindler

Racial Skills: Acrobatics, Prestidigitation, Sneak

Zingaran

See page 37 of *Conan*.

Suggested Talents: Agile, Charismatic, Educated, Gifted, Nimble, Ruthless, Stern, Striking, Svelt, Unpredictable

Iconic Specialties: Acrobat, Aristocrat, Bard, Cavalier, Corsair, Fencer, Fighter, Merchant, Rogue, Swindler

Racial Skills: Acrobatics, Sense Motive, and choose 1

FEATS

Basic Combat Feats

DEMON HUNTER

You can shake off the unnatural fear demons provoke with mortals.

Condition: You must have defeated a Horror

Advantage: You do not suffer any Will penalty when facing a Horror. Further, you are immune to the *frightened* condition.

MONSTER HUNTER

« *The bigger, the higher they fall !* »

Condition: You must have defeated a monster of at least Large Size.

Advantage: Against Large or larger creatures, your weapon threat range increases by 1 and you may confirm critical hits for 1 less action die (minimum 0).

Melee Combat Feats

GUNDERLAND TECHNIQUE

You can hold any charge with a pike and a shield in your hands.

Condition: Gunderman

Advantage: When you hold a spear, your Reach increases by 1. Also, you gain a trick.

Break the charge (Spear Attack Trick): The target must also succeed with a Reflex save (DC equal to the damage inflicted) or become *sprawled*.

Unarmed Combat Feats

DEFENSIVE MARTIAL ARTS

« *Just try to touch me.* »

Condition: Martial Arts

Advantage: You gain an additional +2 bonus when you use the Total Defense action or try to resist a Trip or Grapple action.

STUNNING FIST

You can beat your enemies into submission without killing them.

Advantage: The Fortitude save DCs of subdual damage you inflict increase by 2. Also, you gain a trick.

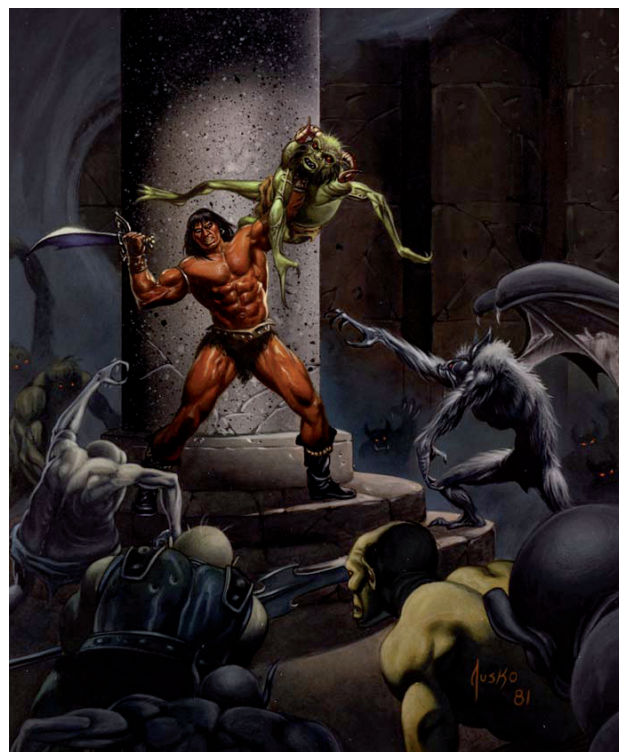


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Stunning Strike (Unarmed Attack Trick): If the Standard Character has a lower Wisdom than yours, he is *stunned* for 1 round.

Gear Feats

AKBITAN SMITH

You're one of the very few legendary smiths from the city of Akbitan.

Condition: Akbitan

Advantage: You can forge akbitan weapons. Further, you gain 50% more when you use Crafting (forge) to earn money.

Spellcasting Feats

TOUGHEN INVOCATIONS

You surround yourself with strange, powerful allies.

Advantage: Choose one: Animate Undead, Call from Beyond, Conjure Elemental, or Natural Ally. When you cast this spell, invoked or created creatures are built with 10 extra XP.

INSTANT RITUAL

You do not need intricate rituals anymore. Death alone can fuel your dark powers.

Condition: Bloody Ritual

Advantage: Whenever you kill an ennemy, you gain the benefit of the *Calling Blood* trick, as if you had Coup de grâce the target.

BLOODY RITUAL

By killing a victim at the end of a short ritual to dark beings, you gain increased magical power.

Advantage: You gain a trick.

Calling Blood (Coup de grâce Trick): The Fortitude save DC increases by 2. Further, if a Standard Character dies, you gain 1 spell point per Health grade. If the character is Special, you gain 4 times this value. These spell points are lost at the end of the scene.

PAINFUL RITUAL

You can torture your victims during hours to drain more power from them.

Condition: Bloody Ritual

Advantage: You may start a long ritual that causes 1d4 lethal damage to the target every hour. Each hour the target stays alive, you gain 1 spell point per Health grade if it is a Standard Character or 4 times this value if it is Special. These spell points are lost at the end of the scene.

Style Feats

CLERGYMAN

You have gained a certain status amongst the Church you belong to.

Condition: Alignment (chosen cult)

Advantage: You are now Priest of your cult, which implies several duties described in the chapter 12 of *Conan*. Further, your Chance and Style feats count as Gear feats for effects based on the number of Gear feats you have. Finally, you can reroll any Charisma-based skill check when dealing with people sharing your Alignment, and keep the best result.

SEAFARER

You have a privileged bond with the sea and its most nefarious raiders.

Advantage: You can reroll any Charisma-based skill check when dealing with pirates, and keep the



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best result. Further, with one minute, you may take 20 with Knowledge checks to travel at sea.

ROUNDER

You are used to party and drink from dusk until dawn in all kinds of taverns.

Advantage: You can reroll any Charisma-based skill check when dealing with drinking pals, and keep the best result. Further, you may benefit from one alcoholic drink per scene. Finally, after a night spent drinking at the tavern, you're considered to have taken 8 hours of sleep.

STEEL GLANCE

« Grrrrr... »

Condition: Glint of Madness (see page 107 of *Fantasy Craft*)

Advantage: You inflict 1d12 stress damage when you Threaten an opponent. Further, once per round, you can Threaten an enemy entering your Reach with a free action.

ZINGARAN FEINT

« I'm dishonest. But at least you know that I'll stay dishonest whatever happens. »

Condition: Zingarien

Advantage: You are not flat-footed when you miss a Distract or Feint action. Further, you gain a trick.

Zingaran Distraction (Distract Trick): If you successfully Distract your opponent, you may also Feint him with a free action.

Species Feats

SPAWN OF DAGOTH'S HILL

You are only half human. The other half is from the world of demons.

Condition: Level 1 only

Advantage: You gain *darkvision 1* and *contagion immunity*. Your Dexterity increases by 2 and your Constitution drops by the same amount. You receive 4 extra spell points at the beginning of each scene, but your starting action dice are reduced by 2. Also, you gain a *thick hide 2* and your Casting Level increases by 2 when you cast Call from Beyond or Conjure Elemental. Finally, you become *reviled* (–10) and Mage is an iconic class for you.

Covert Feats

VELVET ARMOR

Oil, silk, chalk, you will use anything to make yourself stealthier.

Advantage: Armor Check Penalty from any armor you wear doesn't apply to your Sneak checks.

ASSASSIN'S STEALTH

You despise armors and are certainly more efficient without them.

Advantage: When you do not wear any armor, you gain 1 die of sneak attack damage, a +1 dodge bonus to Defense, and a +2 circumstances bonus to Sneak checks.

HONORLESS

You believe only in yourself and refuse to bend in front of any sort of dogma or moral code.

Advantage: You lose your Alignment and each and every option based on it.

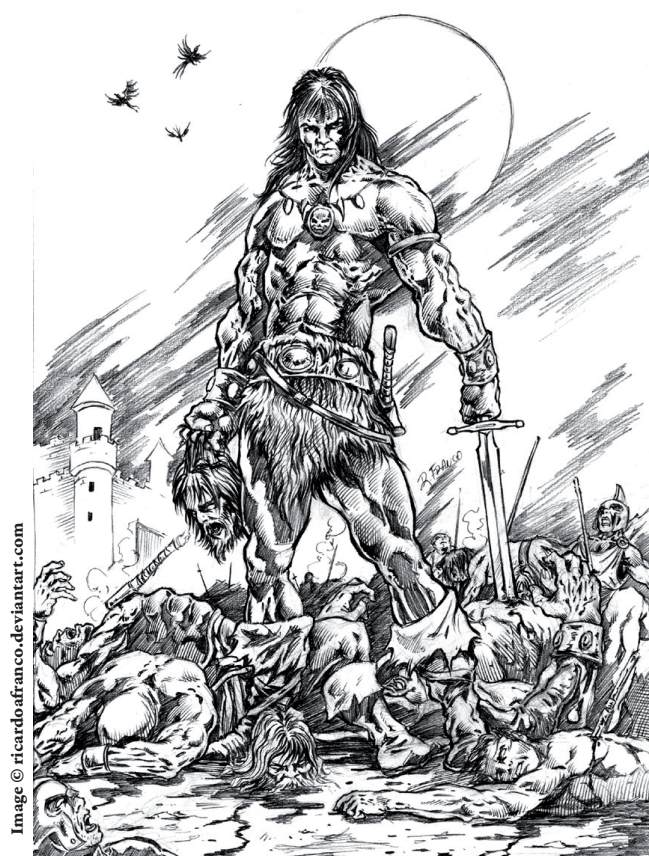


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GEAR

Generally speaking, the Hyborian Age isn't more evolved than our Antiquity. Thus, this is precisely the era of the campaign setting, which seriously limits the available gear.

But even if Antiquity is the general rule, it doesn't come without exceptions. Most primitive tribes from the world of Conan are far even from this kind of civilization, and the available gear in such regions might not exceed a Primitive era.

On the opposite, some hyborian kingdoms, like Aquilonia or Nemedia, have evolved almost as much as our great antique nations, such as Rome. Some limited Feodal gear might consequently be available in such regions... for a fair price!

Weapons

The forges of the Hyborian Age are still far from those of the medieval era. Most of the available weapons are of crude quality, built with materials more maleable than steel, but also less durable and less resilient.

KNIVES

Ghanata knife: With its 2-feet blade, this is a form of the long knife.

Yuetshi knife: Too short to be really dangerous, this fisherman's knife is some kind of primitive razor.

Stiletto: In the Hyborian Kingdoms, the stiletto is an available weapon.

SWORDS

Zhaibari knife: Despite its name, this weapon is some kind of machete.

GREATSWORDS

Zweihander: In the Hyborian Kingdoms, the zweihander is an available weapon.

Tulwar: Among the nomad tribes and great nations of the east, the tulwar is an available weapon.

BOWS

Hyrkanian bow: This is a reflex bow.

Bossonian longbow: In the Bossonian Marches, this kind of longbow is an available weapon.

Shemite bow: Favored by the nomads of the

Shem, this primitive daikyu is an available weapon.

Styidian bow: Praised by nobles, this short bow is designed for mounted use.

WEAPON UPGRADES

Akbitan (Craftmanship): One and only craftsmanship upgrade worth mentioning, Akbitan grants the Hyborian Kingdoms with its most famed, exquisite, and feared blades. Smiths from this city have developed cutting-edge techniques in order to make steel as keen as diamond, though much more resilient. If that wasn't enough, their art of the forge is unmatched and allows them to craft real works of art that command awe. Akbitan weapons can only be forged by Akbitan smiths who received a special training, and can often be bought nowhere else. Of course, their price is unmatched as well and they attract greed.

Effect: Grants a +1 gear bonus with attack checks, AP 2, keen 4, and +1 to the character's Appearance bonus when he wields the weapon distinctively:
Const: +1 save; **Comp:** +15; **Weight:** -25%; **Era:** Antique; **Cost:** +400%.

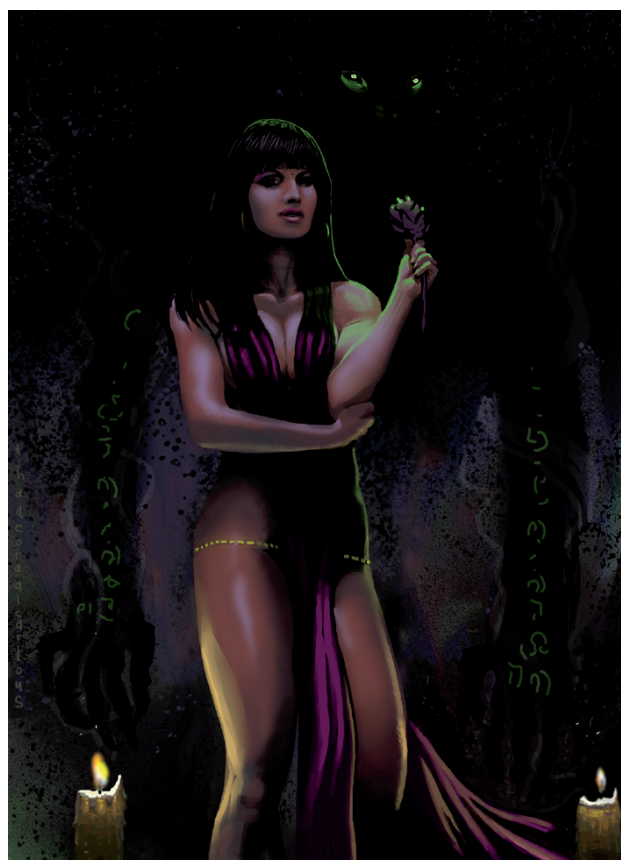


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Poison	Effect	DC	Incub.	Uses	Comp	Weight	Era	Cost
Derketa's apple juice	4 Con impairment	20	1 minute	3	15D	1/10 lb	Primitive	500 pa
Black lotus nectar	4 Str and 2 Con impairment	22	1 minute	3	25D	1/10 lb	Ancient	750 pa
Purple lotus nectar	6 Dex impairment and <i>paralyzed</i> for 1 incubation period	28	1 minute	3	30D	1/10 lb	Ancient	2 500 pa
Gray lotus petals	6 Wis impairment and <i>enraged</i> for 1 incubation period	22	1 minute	3	15D	1/10 lb	Primitive	800 pa
Black lotus petals	2 Str impairment and <i>helpless</i> for 1 incubation period	25	1 minute	3	20D	1/10 lb	Primitive	1 250 pa
Green lotus petals	3 Con impairment	24	1 minute	3	18D	1/10 lb	Primitive	1 500 pa
Stygian scorpion venom	6 Dex and 4 Con impairment	23	1 minute	3	20D	1/10 lb	Primitive	1 000 pa
Zingaran serpent venom	6 Con impairment	21	1 minute	3	18D	1/10 lb	Primitive	850 pa

Armors

As for weapons, most armors of the Hyborian Age are of crude making. But numerous smiths add their own, personal upgrades to these.

In the world of Conan, chainmail and plate armors are available as ancient armors.

Poisons

The poisons and drugs from the Hyborian Age are potent and deadly. Except for the changes proposed in the table, the effect of these substances are the same as described pages 223 to 227 of *Conan*.

The various lotus remain the most iconic poisons of the Hyborian Age. Whether used broad or concentrated as a powerful nectar, these substances are amongst the most deadly of all.

MAGIC

The world of Conan is filled with superstition, evil magic and primitive violence. Supernatural is rare and avoided by wise men. Keen senses and sword are the only tool a real hero should carry. To be clear, even if the Mage class is available, heroes should avoid it. The spells presented hereafter are mostly meant for NPCs.

Spells

The Hyborian Age has given birth to some of the most wonderful ... and some of the most dreadful spells of the making. Sadly, sorcerers are more often drawn to the latter.

RANGE

Evil eye: You may make a gaze attack (*see page 223 of Fantasy Craft*) as a free action when you cast the

spell. If you miss, the spell has no effect.

Magical bond: You must possess an object intimately linked to your target, as a piece of cloth, a lost necklace, a hair, or even a simple tear. You must hold the magical bound for the entire duration of the spell, or it ends.

DEADLY AGONY

Level: Necromancy 9

Casting Time: 1 round

Range: Personal

Area: 6 squares sphere

Duration: 1d6 rounds

Saving Throw: Fortitude, negates (terminal)

Effect: Tentacles spread from your fingers and lay death on your enemies. All targets in the area must succeed with a Fortitude save or suffer 4d6 lethal damage per round and be slowed until they die or the spell ends. Affected targets also must succeed with a Will save every round or lose their actions.

DEATH'S EMBRACE

Level: Necromancy 8

Casting Time: 1 half action

Range: Touch

Duration: 1 round per Casting Level

Saving Throw: Fortitude, partial

Effect: Str the duration of the spell, anyone touched by the caster must succeed with a Fortitude save or die. Even if they succeed, they are *stunned* for 1 round.

CHANGE SHAPE

Level: Polymorph 9

Casting Time: 1 round

Range: Personal

Duration: 10 minutes per Casting Level (dismissible)

Preparation Cost: 5

Effect: You adopt your choice of an animal shape whose XP value must not exceed 100. You become the exact replica of such a Special NPC, trading all your character options for hers, except for your Intelligence, Wisdom, and Charisma values, your Interests, and your action dice who all remain untouched.

DANCE OF THE SNAKE'S SKIN

Level: Affliction 5 (Curse)

Casting Time: 10 minutes

Range: Evil eye

Duration: Instant

Saving Throw: Will, negates

Effect: You trade the target's soul with a ghost snake's. If they both fail their Will saving throw, the exchange takes place and leaves them *helpless* and so traumatized they may die if left unattended. If you sacrifice them after the ritual, as per the pict tradition, you gain a +4 moral bonus with Intimidate checks targeting witnesses of the ceremony, and with Spellcasting checks, for the next 24 hours.

COBRA'S DANCE

Level: Nature 5

Casting Time: 1 round

Range: Evil eye

Duration: Concentration

Saving Throw: See description

Preparation Cost: 4

Effect: Four cobras emerge from four broken jars surrounding the target (at each corner of her occupied space). They move with her and are completely hypnotized, dancing, which prevents them from doing anything but attempt to bite her, which she can avoid with a successful Reflex save (or Acrobatics (Dex) if she prefers) each round.

If the target dies, whether because of the damage or the cobra's venom, you gain spell points as if you had killed her with the Bloody Ritual feat, even if you do not have it, and a +2 moral bonus with Spellcasting checks for the next 24 hours.

If the target survives, you suffer a -1 penalty to Defense and saving throw for the next 24 hours.

ARCANE ECHOES I

Level: Word 2

Casting Time: 1 hour

Range: remote

Duration: Concentration, up to 10 minutes + 1

per Casting Level (dismissible)

Effect: This spell can only be cast at night. You connect to a "news network" linking sorcerers and supernatural creatures together. You may then attempt a Knowledge check and learn the following informations depending on your result.

Result Echoes

15	The displacement of major artifacts
20	The (re)appearance of a powerful sorcerer
25	The death of a king
30	The looting of an ancient tomb

You may also convey your own news, but nothing guarantees that they will travel far, unless many sorcerers consider them of paramount importance.

ARCANE ECHOES II

Level: Word 4

Range: Unlimited

Saving Throw: Will, negates

Preparation Cost: Vary

Effect: Like Arcane Echoes I, except for the following:

- You gain a +2 bonus with all Knowledge checks you make for the duration of the spell.
- You may prevent a sorcerer from hearing a specific information when he uses Arcane Echoes this current night. The target may notice and negate this effect with a successful Will save, but has no clue if she fails.
- You may convey informations amongst the regular people as if they could hear Arcane Echoes. Depending on the range and the volume of the target people, the GM may ask for a preparation cost and appropriate skill checks.

CHILDS OF THE NIGHT

Level: Nature 1

Casting Time: 1 round

Range: Unlimited

Duration: 1 hour per Casting Level (dismissible)

Effect: You invoke a half-substantial crow who flies in circles some 100 squares over its target, and caws regularly to inform you about her location. You must know the name, the physical description, or possess a material link to the target in order for the spell to take effect.

If the target runs too far, an additional crow appears every mile or so to lead you. Each crow has a 14 Defense and vanishes when hit, but you may





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replace them with a free action at the cost of one spell point per crow revived.

EXTRACT SOUL

Level: Affliction 9

Casting Time: 1 day

Range: Magical bond

Duration: 1 hour per Casting Level (dismissible)

Saving Throw: See description

Preparation Cost: 15

Effect: If the target fails a Will save, her soul is ripped off and she dies instantly. If she succeeds, she is tormented and *helpless* for 1 hour.

After this time, if you spend as many spell points as you used to cast the spell again, you may resume the process, until you are short of spell points or the target fails a Will save.

If the target dies, you gain spell points as if you had killed her with the Bloody Ritual feat, even if you do not have it.

EXTRACT HEART

Level: Necromancy 7

Casting Time: 1 half action

Range: Evil eye

Duration: Instant

Saving Throw: Fortitude, partial (terminal)

Effect: If the target fails a Fortitude save, she dies and her ripped off heart flies out of her chest toward your hand. The process is so painful you gain spell points as if you had killed the target with the Bloody Ritual feat, even if you do not have it. If the target succeeds with her saving throw, she is only *slowed* for 1 round and suffers 4d6 non-lethal damage from this heart seizure.

LIQUID BONES

Level: Affliction 4 (Curse)

Casting Time: 1 half action

Range: Touch

Duration: 1 hour per Casting Level (dismissible)

Saving Throw: Will, negates

Effect: If the target fails a Will save, her bones liquefy and she is *paralyzed* for the duration of the spell.

UGLY RITE OF THE HUMAN BEAST

Level: Affliction 7 (Curse)

Casting Time: 10 minutes

Range: Evil eye

Duration: Permanent

Saving Throw: Will, negates

Effect: The target is turned into an infected lycan, as if she had been bitten and converted (see page ???). She takes an animal form chosen by the GM, may not transform back, and becomes a Special NPC controlled by the GM.

AMALRIC'S MASTER WORD

Level: Word 2

Casting Time: 1 half action

Range: close

Duration: Permanent (dismissible)

Saving Throw: Will, negates

Effect: The targeted Outsider or Spirit becomes partially mortal and loses all her natural defenses: she is deprived of all the damage defiances, damage reductions, or damage immunities she may possess.

YIZIL'S CURSE

Level: Affliction 2 (Curse)

Casting Time: 1 free action

Range: Evil eye, magical bond, or touch

Duration: Permanent

Effect: Before you die, you may cast an ultimate curse to your Nemesis. Even if you have less than 0 wound and cannot act, you may still cast this spell that immediately ends your life. The target then suffers a penalty to all its Spellcasting checks equal to half the spell points you had before you died. This spell is automatically learnt by all spellcasters who may and wish to, and doesn't count against their known spells limit.

DARK PACT I

Level: Calling 2

Casting Time: 1 hour

Duration: 1 hour per Casting Level or until the pact is fulfilled

Preparation Cost: 1

Effect: You contact a demon of mild power and gain a permanent *tainted* condition the first time you do so. The GM chooses the nature and personality of the demon the first time he is summoned and it will always be he who answers Dark Pact I cast by you. You may command the demon to help you in many ways, including one of the following:

- *Arcane Mentor:* The demon knows all the

spells from 1d4+1 disciplines (except Calling) chosen by the GM. Each time he is summoned, he may teach you one spell.

- *Dark Bargain:* You bargain with the demon to hire his assistance. The demon may refuse, change the conditions before he accepts, or interpret the terms of the bargain his own way. However, he always fulfills his part of the bargain to the best of his abilities and expects to be rewarded accordingly.
- *Evil Charm:* The demon creates a charm, a tattoo, or another unholy item that works only for you. Once per session, with a free action, you may call forth the power of the charm to gain one d6 action die.

DARK PACT II

Level: Calling 8

Casting Time: 3 hours

Preparation Cost: 5

Effect: Like Dark Pact I, except for the following. A demon lord, chosen by the GM, replaces the previously invoked demon and you may never use Dark Pact I ever again. However, the demon lord is a much more dreadful, devious, and powerful ally and mentor.

- *Arcane Mentor:* A demon lord knows all spells from all disciplines.
- *Dark Bargain:* A demon lord never commits himself in a bargain, but he may command several of his minions, at the GM's discretion, to fulfill the task at hand.
- *Evil Charm:* The charm grants you with two d10 action dice.

DARK PLAGUE I

Level: Necromancy 8

Casting Time: 1 day

Range: remote

Area: 10 miles sphere

Duration: 1 week per Casting Level (dismissible)

Saving Throw: Fortitude, negates (terminal)

Preparation Cost: 15

Effect: You spread a terrible disease. It is not contagious, but continues to affect new victims each day.

To be precise, the dark plague steals your Casting Level in lives every day. These victims are chosen at random and are automatically infected by a virulent form of the bubonic plague (see *Fantasy Craft*, page 341). The incubation period is of 1d6 hours only



and the Fortitude save DC increases to 17.

DARK PLAGUE II

Level: Necromancy 9

Casting Time: 1 hour

Range: Magical bond

Duration: Instant

Saving Throw: Fortitude, negates (terminal)

Effect: This spell is different from Dark Plague I and works only against targets in the area of such a spell cast by you. You may then choose up to 6 specific targets that are infected by the disease. Further, the Fortitude save DC is now equal to your Spells save DC rather than 17.

FORCE PUSH I

Level: Force 1

Casting Time: 1 half action

Range: Personal

Duration: Instant

Effect: You mentally control an item you hold or at your feet and project it toward a target. The item may be of any shape or form, including a weapon, an explosive device, or an improvised weapon such as a small rock, and inflicts his base damage. The maximum range is of 24 squares but there is no range increment. Instead of a ranged attack check, you may use your Spellcasting result, but your Strength modifier may not apply. You may apply no trick to this attack.

FORCE PUSH II

Level: Force 4

Casting Time: 1 half action

Range: Short range

Duration: Instant

Effect: Like Force Push I, but you may project up to 1 item per 2 Casting Level and those must be within your Reach and free (neither blocked nor in the occupied space or held by an enemy).

PSYCHOMETRICS

Level: Divination 1

Casting Time: 1 half action

Range: Touch

Duration: Concentration, up to 10 minutes + 1 per Casting Level (dismissible)

Effect: You learn clues concerning the last living owner of the touched item, whether this is just an

item or a part of his own body. While you maintain contact, you may attempt a DC 10 Knowledge check each round to gain a clue from the table below. If you fail, you may either try again or proceed to the next clue, if you prefer.

Round Clue

1	Race of the last owner
2	Sex of the last owner
3	Country of origin of the last owner
4	Age of the last owner
5	Current status of the last owner
6	Location of the last owner, and direction if he is moving
7	Name of the last owner, if he has one
8	Means by which the last owner gained the item
9	Means by which the last owner lost the item
10	Alignment of the last owner, if he has one
11	Race of the next to last owner
12, etc.	Sex of the next to last owner, etc.

RUNE OF JHEBBAL SAG

Level: Seals 3

Casting Time: 1 round

Range: Touch

Area: 8 squares sphere

Duration: Permanent (dismissible)

Effect: This rune tells any Jhebbal Sag adept that you are one of his peers (which may be a lie). Consequently, the starting Disposition of such a character increases by 10. Further, the rune automatically counters any Natural Ally spell affecting an animal entering the area.

DREAMS WISDOM

Level: Divination 6

Casting Time: 1 hour

Range: Personal

Duration: 8 hours

Saving Throw: Will, negates

Effect: You may cast this spell before sleep and dream of important places, events, or people of your choice, hoping for an epiphany.

When you wake up, you may attempt a DC 20 Knowledge check to learn a clue about the topic you are thinking of: the place you are, a person physically close, or a recent event.

If the place, person, or event is farther, or if several months have passed but you know some detailed informations on the topic, the DC increases by 10. However, if all you have is rumors, or if the sought

information is certainly lost or unavailable, at the GM's discretion, the DC raises by 20 instead.

Str each day preceding this one during which you have cast Dreams Wisdom, you gain a +1 bonus with your Knowledge check.

DREAD SNAKE

Level: Illusion 6

Casting Time: 1 half action

Range: Touch

Duration: 1 round

Saving Throw: Will, negates (terminal)

Effect: You drop your staff on the ground, and the target believes it transforms into a deadly snake. She is *stunned* and must succeed with a Will save or believe the snake bites her and die.

YIMSHA'S CARPET

Level: Energy 9

Casting Time: 1 round

Range: Personal

Area: 1 feet sphere per Casting Level

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Fortitude, partial

Preparation Cost: 20

Effect: The carpet is actually a purple cloud surrounding you. It is made of elemental energies that can carry, protect, and defend its passengers.

Used for transportation, it acts as a flying carpet (see *Fantasy Craft*, page 171).

Your allies inside the carpet gain a DR 4/—. However, your enemies inside or trying to enter and who fails with a Fortitude save suffer 1d6 damage per 2 Casting Level (of acid, electricity, fire, or cold, chosen at random) and are *stunned* for 1d6 rounds. If they succeed, they suffer half damage and are *stunned* for only 1 round.

You may turn the cloud "on" or "off" with a free action, once per round, until the spell ends.

EXCRUCIATING VISIONS

Level: Illusion 4

Casting Time: 1 round

Range: Evil eye or touch

Duration: Concentration, up to 1 minute per Casting Level (dismissible)

Saving Throw: Will, negates

Effect: You project terrifying and agonizing visions in the mind of an intelligent target (3+ Int). She is *baffled* and *sickened* until the spell ends. Each minute after the first, if you want to sustain the spell, you must spend 1 spell point. If you have no more, the spell ends. At the end of the duration, the target must succeed with a Will save or suffer the Wisdom impairment given below.

Duration of the visions Wisdom impairment

1-6 minutes	1d4
7-11 minutes	1d6
12-15 minutes	1d8
16-18 minutes	1d10
19 minutes	2d6
20 minutes	2d8

If the saving throw is successful and the visions lasted at least 10 minutes, the target learns something from this traumatizing experience. She gains a permanent +1 magic bonus to Wisdom.



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COMBAT

Advanced Actions and Tricks

HUMAN SHIELD

Grapple Advantage (Pinned Opponent Only): You hold an adversary smaller than you and use him as a shield, as a variant of the Total Defense action. If you avoid a strike that would have hit you if you were not in Total Defense, the “human shield” is hit instead. He cannot avoid the blow, but his damage resistances and reductions may apply.

BULL’S CHARGE

1 full action • Attack action

You move at least 2 squares up your full Speed and may attempt a Standard Attack at the end of your movement, with a +2 bonus to damage. At the end of your Initiative count, you become *flat-footed*.

AREA CONTROL

Total Defense Trick: Each enemy within your Reach is considered adjacent to you for movement restriction purposes.

SMART WORD

Taunt Trick: You may use your Impress (Int) bonus for this check. Further, if you succeed, the Disposition of all witnesses increases by 4 until the end of the scene. With a critical success, this increase is permanent. With a critical failure, their Disposition decreases by 4 until the end of the scene.

BEHEADING

Attack Trick (forte): You forego your guard to behead your opponent. If you score a critical hit with your attack, your enemy must succeed with a Fortitude save (DC equal to the damage suffered). With failure, he is beheaded and dies. You are *flat-footed* at the end of your Initiative count.

UNFORGETTABLE ENTRANCE

1 half action • Attack action

You may use this action during a surprise round only. You make an Acrobatics (Cha) check and all your opponent lose the flat-footed condition.

But if a large enough crowd is present (GM’s discretion), your result may increase your Reputation. With a critical success, your opponents remain *flat-footed*. With a critical failure, you end up *sprawled*.

Result	up to 19	20-29	30-39	40-49	50+
Rep.	+0	+1	+2	+3	+4

NB: You may not earn so more Reputation than your Legend during a single adventure.

LOCKING

Parry Trick (forte): While you do not attempt any action with the weapon you used for Parry, your opponent may not use his either. With a half action and a successful attack check opposed by your Parry result, he may break the locking.

PANTHER’S DODGE

1 free action • Initiative action

You avoid an attack at the last second, leaving your opponents to stab each other. Once per round, when you are *flanked* but not *flat-footed*, you may deflect a missed opponent’s attack to hit the second flanker instead. The attack check is compared to the Defense of the target and causes damage with a hit.

UNCANNY STRIKE

1 half action • Attack action

You may use this action during a surprise round only. Make a Standard Attack against a *flat-footed* Standard Character. With a hit, he must succeed with a Fortitude save (DC equal to the damage suffered) or die. If he survives, he gains a +2 moral bonus with attacks against you until the end of his next Initiative count.

DEVASTATING SPIN

1 half action • Attack action

You spin your weapon around, giving yourself some space to prepare a trick ... or your escape! Once per round, you may enact a Devastating spin. Each opponent adjacent to you may take a 1-square step. Then, you may make a Standard Attack against each opponent still adjacent to you, if any.

DISARMING PARRY

Parry Trick (forte): With a successful Parry, you may attempt an immediate Disarm action targeting your opponent’s weapon, for which you suffer a –4 penalty.

FERAL PARRY

Parry or Shield Block Trick: With a successful Parry or Shield block, you may forego cancelling damage to gain a free attack against your attacker.

CONTEMPTUOUS BLOW

Unarmed Attack Trick: You may push lower enemies aside to focus on the real danger. If your attack is successful, you may attempt an immediate Trip as a free action. However, with failed Trip, the target suffers no damage from your attack.

BESTIARY

The Hyborian kingdoms are home to many wild animals, some of them who will disappear by the end of the millenium. But evil, supernatural creatures stalk in the darkest corners of *Conan's* world. These soulless monsters are the biggest challenge any hero can dream of ... but also often their last.

You may find the description of many classic animals and monsters in *Fantasy Craft*. Here, you will find those of iconics creatures from the Hyborian kingdoms.



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Demons

Child of Darkness: See *Conan*, page 314.

Incorporeal Mudder: See *Conan*, page 315.

Black Fiend: See *Conan*, page 316.

Devilish Steed: See *Conan*, page 317.

Smoke-Snake: See *Conan*, page 318.

Child of Darkness (Medium Walking Spirit Outsider — 131 XP): Str 14, Dex 16, Con 10, Int 9, Wis 12, Cha 14; SZ M (1×1, Reach 1); Spd 12 squares ground; Init IX; Atk V; Def VIII; Res VII; Health III; Comp III; Skills: *Notice VI, Intimidate VI, Sneak X*; Qualities: *feat (Ghost Basics, Mastery, Supremacy), damage reduction 5, natural spell (Shadow Walk)*

Attacks: Claws III (dmg 2d6+2 cold; crit 19-20); paralysis (paralyzing attack III: Will DC 20 or paralyzed for 3d6 rounds; *supernatural attack (claws)*)

Treasure: 3L

Incorporeal Mudder (Large Walking Spirit Outsider — 103 XP): Str 10, Dex 14, Con 10, Int 8, Wis 10, Cha 1; SZ L (1×1, Reach 1); Spd 6 squares ground; Init VII; Atk V; Def II; Res V; Health IV; Comp III; Skills: *Acrobatics IV, Athletics IV, Notice IV, Intimidate IV*; Qualities: *monstrous defense II, damage defiance (blunt), invisibility, menacing threat, damage reduction 6, darkvision II*

Attacks: Muddy grasp (Constrict I: dmg 2d8 acid; *grapple advantage*); Flaming burst (damage attack III: 4 squares line; 1d8 fire/2 TL, Ref DC 20 half)

Treasure: 2L, 1M

Black Fiend (Medium Walking Spirit Outsider — 127 XP): Str 12, Dex 12, Con 12, Int 10, Wis 14, Cha 14; SZ M (1×1, Reach 1); Spd 8 squares ground; Init IV; Atk V; Def III; Res VII; Health III; Comp III; Skills: *Blend X, Sneak X*; Qualities: *damage reduction 20, Achilles' heel (fire, silver)*

Attacks: 2 × Claws I (dmg 1d6+1 lethal); Gore I (dmg 1d6+1 lethal; crit 19-20; *bleed*)

Treasure: 3L

Devilish Steed (Large Walking/Flying Spirit Outsider — 113 XP): Str 20, Dex 14, Con 12, Int 8, Wis 8, Cha 10; SZ L (1×2, Reach 2); Spd 16 squares ground, 24 squares winged flight; Init VI; Atk V; Def II; Res VII; Health III; Comp III; Skills: *Acrobatics V, Athletics V, Notice IV, Intimidate V*; Qualities: *feat (Guts), damage reduction 6, tough I*



Attacks: Hooves II ×2 (dmg 1d8+5 lethal; crit 19-20); Bite I (dmg 1d10+5 lethal; crit 18-20)

Treasure: 3L

Smoke-Snake (Medium Walking Spirit Outsider — 64 XP): Str 14, Dex 20, Con 10, Int 1, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 8 squares ground; Init X; Atk V; Def II; Res V; Health III; Comp III; Skills: *Athletics V, Blend X, Sneak X*; Qualities: *critical surge, damage reduction 2*

Attacks: Constrict I (dmg 1d10+2 lethal; *grapple advantage*)

Treasure: 3L

Elementals

See *Conan*, page 318, for descriptions and *Fantasy Craft*, page 263, for statistics.

Spawn of Set

See *Conan*, page 309. Each spawn of Set is unique. These monstrous creatures vary mainly by their size, hence you may want to adjust their Size, Footprint, and Reach (and XP value, accordingly) as you see fit. Their other statistics will not change, but remember their natural attack damage may.

Spawn of Set (Huge Walking Animal — 73 XP): Str 22, Dex 12, Con 14, Int 2, Wis 10, Cha 2; SZ H (2×12, Reach 3); Spd 6 squares ground; Init IV; Atk IV; Def II; Res VII; Health V; Skills: *Acrobatics I, Athletics VII, Blend II, Notice I*; Qualities: *grappler, superior climber III, superior swimmer III, damage reduction ???, tough I*

Attacks: Bite I (dmg 1d12+6 lethal; crit 18-20; *grab*); Constrict I (dmg 2d8+6 lethal; *grapple advantage*)

Treasure: 1C, 1T

Ghost

See *Conan*, page 322, for descriptions and *Fantasy Craft*, page 288, for statistics.

Ghoul

See *Conan*, page 323, for descriptions and *Fantasy Craft*, page 266, for statistics.

Gorilla-Man

See *Conan*, page 324.

Gorilla-Man (Large Walking Folk — 66 XP): Str 16, Dex 12, Con 12, Int 5, Wis 10, Cha 7; SZ G (2×2, Reach 2); Spd 6 squares ground; Init IV; Atk V; Def I; Res VII; Health IV; Comp II; Skills: *Athletics VI, Notice III*; Qualities: *superior climber II, damage reduction 1, improved sense (smell), dark-vision I*

Attacks: Claws I ×2 (dmg 1d8+3 lethal; *grab*); Bite I (dmg 1d10+3 lethal; crit 18-20); Constrict III (dmg 2d12+3 lethal; *grapple advantage*)

Treasure: 3L

Lycan [+10 PX]

The NPC is a natural lycanthrope, a feared creature able to adopt a wild animal's form. This cursed gift passes through blood and a single bite can make any victim an infected lycan.

Advantages: The NPC gains *infectious conversion* and *shapeshifter II* for a unique animal form. When a victim is successfully infected with *conversion*, she takes once and for all the same animal form, and is from now on controlled by the GM.

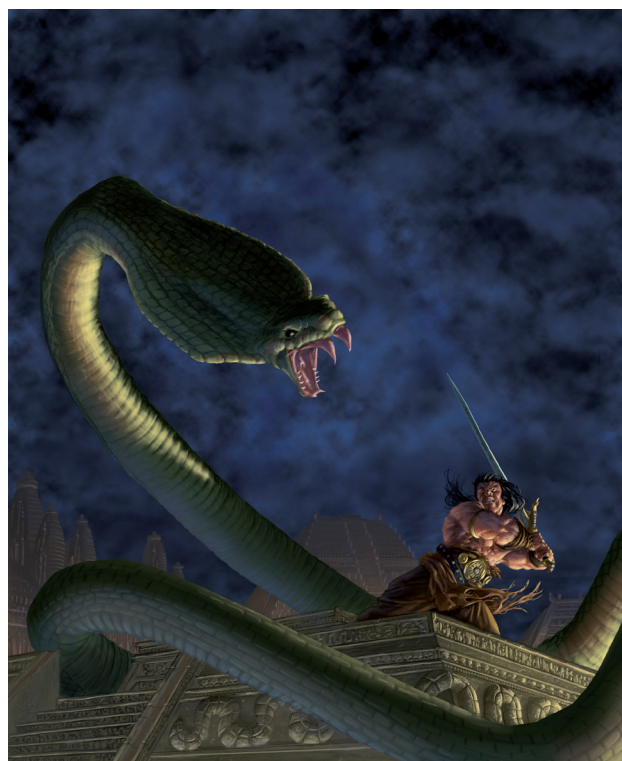


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EXAMPLE: WERE-WOLF

An unfortunate shepherd did not take advantage of the diversion his herd gave him. As a result, he was infected by lycanthropy. Before he transformed into a bloodthirsty beast, he gave her wife a child and sent her away. Nine months later, an apparently normal little boy was born ... apparently.

Werewolf, human form (Medium Walking Folk — 34 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 6 squares ground; Init III; Atk II; Def IV; Res IV; Health III; Comp II; Skills: *Crafting IV*; Qualities: *infectious conversion*, *feat (Crafting Basics)*, *shapeshifter II*

Weapons: dagger (dmg 1d6 lethal; crit: 19-20; bleed, hurl)

Gear: crafting tools

Treasure: 1G

Werewolf, animal form (Small Walking Animal — 34 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ P (1×1, Reach 1); Spd 6 squares ground; Init II; Atk III; Def IV; Res III; Health III; Comp —; Skills: *Survival III*; Qualities: *infectious conversion*, *superior runner II*, *shapeshifter II*

Attacks: Bite I (dmg 1d6 lethal; crit 18-20; trip)

Walking Dead

See *Conan*, page 238, for descriptions and *Fantasy Craft*, page 288, for the statistics of a zombified peasant.

**Spawn of Dagoth's Hill
[+15 PX]**

Sadly, there is at least one living heir to the inhuman entity living under Dagoth's hill: the dreadful kothian sorcerer Tsotha-Lanti. However, there is no formal proof that he is the only one of his kind.

Advantages: The NPC's Initiative and Defense increase by I. His Spellcasting Skill raises by V and two of the spells he learns this way are *Call from Beyond* and *Conjure Elemental* (any grade). Finally, he gains *damage reduction 1*, *darkvision I* and *contagion immunity*.

EXAMPLE: HALF-FIEND SORCERER

This spellcaster took advantage of his fiendish

heritage to increase his arcane powers ... at the cost of his own sanity.

Half-Fiend Sorcerer (Medium Walking Folk — 71 XP): Str 10, Dex 10, Con 10, Int 14, Wis 10, Cha 14; SZ M (1×1, Reach 1); Spd 6 squares ground; Init III; Atk II; Def II; Res III; Health II; Comp V; Skills: *Resolve VII*, *Spellcasting X*, *Investigate VII*; Spells: *Call from Beyond II*, *Mage's Armor*, *Cause Wounds I*, *Conjure Elemental I*, *Knock*, *Identify I*, *Read Magic*, *Magic Missile*, *Cure Wounds I*, *Sleep*; Qualities: *class ability (Mage: arcane wellspring I)*, *spell defense II*, *feat (Spellcasting Basics)*, *expertise (Resolve)*, *contagion immunity*, *damage reduction 1*, *darkvision I*

Weapons: quarterstaff (dmg 1d8 subdual; crit 20; double, trip)

Gear: mage's pouch, mana potion

Treasure: 2M, 1L

Vampire

See *Conan*, page 330, for descriptions and *Fantasy Craft*, page 294, for statistics of the Vampiric template.

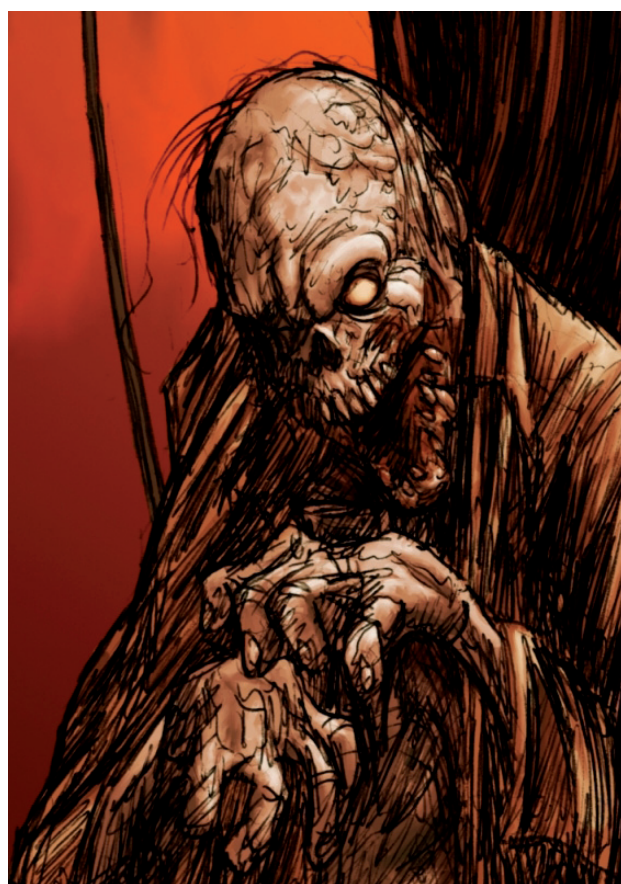


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CAMPAIGN SETTING

Alignments

The Hyborian world is a cruel one, a world where a man can only survive and be remembered by the strength of his arm. But against the unbearable, the creatures from outerplanes, and other ancient monsters, an iron will is just as important.

Some people find strength through faith, their ancestors or some moral ideals. These concepts allow men to remain confident in the idea that they are worth more than those without morality.

Although heroes from *Conan* are stronger and more versatile than most, they also depend on this moral strength to help them carry on in this decaying and doomed world. When he is first created, each hero is imposed an Alignment, which represents his faith or moral code. May he break the moral law he abides, he will face the consequences.

Those who believe in nothing are called Honorless. After a lot of introspection and study, some people manage to get past superstition and primitive fears, freeing themselves from the wrath of imaginary gods or entities, and accepting whatever destiny is theirs. They suffer no Alignment and bend in front of no one. Many of these so-called “free minds” are still slaves of their own sins, though, and the most vile criminals of the Hyborian kingdoms are said to be Honorless.

Unless said otherwise, the following Alignments have no opposed Alignment and do not allow Priests to conjure their Alignment’s avatar. The present list is not complete by any means and GMs may want to complete it.

AJUJU

See page 284 of *Conan*.

Paths: Darkness, Earth, Magic

Alignment Skills: Athletics, Sneak, Survival

Ritual Weapon: throwing spear

ASURA

See page 284 of *Conan*.

Paths: Knowledge, Order, Protection

Alignment Skills: Haggle, Investigate, Search

Ritual Weapon: kukri

BEL

See page 285 of *Conan*.

Paths: Chaos, Deceit, Fortune

Alignment Skills: Acrobatics, Bluff, Sneak

Ritual Weapon: longsword

BORI

See page 285 of *Conan*.

Paths: Heroism, Strength, War

Alignment Skills: Athletics, Intimidate, Tactics

Ritual Weapon: claymore

PIRATE’S CODE

See page 342 of *Conan*.

Paths: Deceit, Strength, Water

Alignment Skills: Acrobatics, Bluff, Intimidate

Ritual Weapon: sabre

CROM AND THE CIMMERIAN GODS

See page 285 of *Conan*.

Paths: Metal, Strength, War

Alignment Skills: Athletics, Crafting, Intimidate

Ritual Weapon: broad sword

Opposed Alignment: Ymir

DAGON

See page 286 of *Conan*.

Paths: Death, Life, Magic

Alignment Skills: Bluff, Disguise, Intimidate

Ritual Weapon: jagged sword

DERKETA

See page 286 of *Conan*.

Paths: Death, Evil, Magic

Alignment Skills: Athletics, Intimidate, Prestidigitation

Ritual Weapon: bullwhip

DERKETO

See page 286 of *Conan*.

Paths: Beauty, Fortune, Life

Alignment Skills: Crafting, Ride, Survival

Ritual Weapon: sickle sword

ERLIK AND TURANIAN GODS

See page 292 of *Conan*.

Paths: Life, Nature, Secrets

Alignment Skills: Crafting, Haggle, Ride

Ritual Weapon: short bow

GENTLEMAN'S ETIQUETTE

See page 68 of *Conan*.

Paths: Beauty, Heroism, Order

Alignment Skills: Haggle, Ride, Tactics

Ritual Weapon: short sword

HANUMAN

See page 287 of *Conan*.

Paths: Beasts, Curses, Death

Alignment Skills: Disguise, Intimidate, Prestidigitation

Ritual Weapon: claws or hand claw

BARBARIAN'S HONOR

See page 66 of *Conan*.

Paths: Destruction, Strength, War

Alignment Skills: Athletics, Blend, Survival

Ritual Weapon: broad axe

IBIS

See page 287 of *Conan*.

Paths: Knowledge, Light, Magic

Alignment Skills: Crafting, Investigation, Tactics

Ritual Weapon: moon sword

Opposed Alignment: Set

ISHTAR AND THE SHEMITE GODS

See page 291 of *Conan*.

Paths: Beauty, Nature, Travel

Alignment Skills: Acrobatics, Disguise, Survival

Ritual Weapon: morgenstern

JHEBBAL SAG

See page 288 of *Conan*.

Paths: Beasts, Nature, Wilderness

Alignment Skills: Athletics, Blend, Survival

Ritual Weapon: quarter staff

MITRA

See page 288 of *Conan*.

Paths: Good, Knowledge, Protection

Alignment Skills: Crafting, Haggle, Search

Ritual Weapon: short staff

Opposed Alignment: Set

OLLAM-ONGA

See page 289 of *Conan*.

Paths: Chaos, Evil, Fire

Alignment Skills: Athletics, Intimidate,

Prestidigitation

Ritual Weapon: flail

KHITAN GODS

See page 288 of *Conan*.

Paths: Beasts, Magic, Spirits

Alignment Skills: Acrobatics, Crafting, Prestidigitation

Ritual Weapon: nunchaku

SET

See page 290 of *Conan*.

Paths: Beauty, Magic, Secrets

Alignment Skills: Bluff, Intimidate, Investigation

Ritual Weapon: dagger

Opposed Alignments: Ibis, Mitra

YMIR AND THE NORHEIMER GODS

See page 292 of *Conan*.

Paths: Air, Strength, War

Alignment Skills: Athletics, Ride, Survival

Ritual Weapon: battle axe

Opposed Alignment: Crom



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YOG

See page 292 of *Conan*.

Paths: Darkness, Evil, Fire

Alignment Skills: Athletics, Intimidate, Sneak

Ritual Weapon: mancatcher

ZATH AND THE ZARMORIAN GODS

See page 293 of *Conan*.

Paths: Beauty, Curses, Knowledge

Alignment Skills: Bluff, Intimidate, Investigation

Ritual Weapon: hook

Campaign Qualities

HYBORIAN ATTRIBUTES

[NEW QUALITY] (PERMANENT)

In addition to the normal attribute increase, *all* the attributes of heroes increase by 1 at Career Level 6 and each 4 levels thereafter.

DOMINANT HEROES

Whenever a hero or special NPC scores a threat with an attack check, it automatically becomes a critical hit unless the attacker spends 1 action die.

DREADFUL MONSTERS

[NEW QUALITY] (2 ACTION DICE)

Once per combat, the first time a hero encounters a new monster, he must succeed with a Will save (DC 10 + 1/2 TL) or be *shaken*.

LARGER-THAN-LIFE HEROES

At character creation, player characters start with 40 points to buy attribute scores and may purchase scores above 18 at 5 points per score beyond 18 (i.e. a starting score of 20 costs 32 points).

HEARTY HEROES

Heroes benefit from natural healing even while they're not resting, and their natural healing rate is doubled while they do rest.

MIRACLES

Strict Universe: Every character gains an Alignment at the start of the game and may never change or lose it.

Wrathful Universe: Every Aligned character is subject to a permanent Mark of Justice spell (triggered by violating his Alignment's codes).

RARE MAGIC ITEMS

The party suffers a –10 penalty with Treasure Rolls on Table 7.15: Magic (see page 350). If this reduces the result below 0, roll on Table 7.11: Any, re-rolling Magic results (see page 345).

SORCERY

Corrupting Magic: Each time a character casts a spell, he must also make a Will save (DC 10 + the number of spell points spent to make the check). With failure, he gains 1 grade of the following condition.

Tainted (I–IV plus special): The character suffers a –2 penalty with Will saves and Charisma-based skill checks. If a character with tainted IV is tainted again, he instead becomes an NPC under the GM's control. A character loses 1 tainted grade at the end of each scene.

Lost Magic: To gain a spell from the Artifice, Glory, or Healing disciplines, a character must also spend Reputation equal to 5 × the spell's level (minimum 5).

THE END?

This document is mostly based on Conan d20, Atlantean Edition and Howard's novels. It would gain a lot to be enriched by your own knowledge of the Hyborian world ... and your own ideas.

Although Conan is a myth, the Hyborian kingdoms are not set in stone. After all, a number of inconsistencies and blurs appear even in Howard's own writings. To sum up, even if this is a classical campaign setting, do not hinder your imagination.

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