

Conan feat list

Feat	Pre-Req	Source
Acrobatic	-	CAE
Adept [§]	Scholar Level 12, 3 spells known from the same style	CAE
Agile	-	CAE
Akbitanan Smith	Shemite, Craft (swordsmith) 10 ranks	CAE
Alertness	-	CAE
Animal affinity	-	CAE
Argossean Dreamer	Argossean, 1 st Level	PI
Jolly Chants	Argossean Dreamer, Cha 13	PI
Take the Tap	Argossean Dreamer, Brawl, Endurance	PI
True Brother	Argossean Dreamer, Leadership, Character Level 6	PI
Unfurled Sails	Argossean Dreamer	PI
Armour Prof. (Light)	-	CAE
Armour Prof. (Medium)	Armour Prof (Light)	CAE
Armour Proficiency (Heavy)	Armour Prof (Light, Medium)	CAE
Athletic	-	CAE
Black Corsair	Southern Islander or Black Kingdomer, 1 st Level	PI
Blooded Spear	Black Corsair, Southern Islander, Pirate Level 3	PI
Ocean's Wrath	Blooded Spear, Fighting-Madness, BAB +1	PI
Voice Like a Drum	Black Corsair, Southern Islander, Cha 15	PI
Blind-Fight*	-	CAE
Bond of Blood	Code of Honour	RK
Brawl*	-	CAE
Hard Hands	Brawl, Sneak Attack class feature	PI
Carouser	Con 13, Character Level 5	CAE
Debaucher [§]	Carouser, Cha 15, <i>entrance</i> , <i>enslave</i> , Corruption 3+, experienced one weird pleasure	SS
Child of Jhebbal Sag [§]	Pict or Kushite, 1 st Level	SS
Combat Expertise*	Int 13	CAE
Improved Disarm*	Combat Expertise	CAE
Improved Feint*	Combat Expertise	CAE
Improved Trip*	Combat Expertise	CAE
Intricate Swordplay*	Combat Expertise, Weapon Focus (broadsword or arming sword), Parry, Cha 13	CAE
Combat Reflexes*	-	CAE
Reflexive Parry*	Combat Reflexes, Dex 15, base parry bonus +8	CAE
Web of Death	Combat Reflexes, Weapon Focus, BAB +5	CAE
Craftsman	-	SS
Craft Magic Item [§]	Craftsman, Knowledge (arcane) 15 ranks, Craft (alchemy) 15 ranks, Craft (any) 15 ranks, 20+ spells known	SS
Craft Major Magic Item [§]	Craftsman, Craft Magic Item, Permanent Sorcery, Knowledge (arcane) 20 ranks, Craft (alchemy) 20 ranks, Craft (any) 20 ranks, 20+ spells known	SS
Dabbler	Int 13, Knowledge (arcane) 6 ranks	CAE
Deceitful	-	CAE
Defensive Martial Arts*	Khitan, Vendhyan, Himelian or <i>Calm of the Adept</i>	CAE
Deft Hands	-	CAE
Diligent	-	CAE
Dodge*	Dex 13, base dodge bonus +1	CAE
Archers' Bane*	Dodge, base dodge +6	CAE
Like White on Rice	Dodge, Combat Expertise, Improved Initiative, BAB 6+	RK
Savage Dance	Dodge, Combat Expertise, BAB 4+	RK
Mobility*	Dodge, Dex 13	CAE
Whirlwind Attack*	Dodge, Mobility, Combat Expertise, Int 13, Dex 13, BAB +4	CAE
Endurance*	-	CAE
Diehard*	Endurance	CAE
Tough as Nails	Diehard	RK
Sea's Breath	Endurance, Con 13, Swim 5 ranks	PI
Water Snake	Endurance, Swim 10 ranks	PI
Exotic Weapon Proficiency*	BAB +1	CAE
Eyes of the Cat	Spot 1 rank	CAE
Feign Death	Perform (pantomime) 5 ranks	RK
Fighting-Madness	Cimmerian, Himelian Tribesman, Wazuli, Kushite, Nordheimer, Pict, Southern Islander, Dafari or Tlazitlan, Con 13, BAB +1	CAE
Fleet Footed*	-	CAE
Flyby Attack	Fly speed	CAE
Foul is Fair	Bluff 7 ranks, Corruption 1+	RK

Deception of Set	Foul is Fair, Bluff 11 ranks, Corruption 5+	RK
Freebooter's Fortune	Zingaren, 1 st Level	PI
Up the Rigging	Freebooter's Fortune	PI
Viper's Speed	Freebooter's Fortune	PI
Wave Dance	Freebooter's Fortune, Seamanship class ability	PI
Greater Control [§]	Knowledge (nature) 15 ranks, Handle Animal 15 ranks, <i>summon beast</i> , <i>control magical beast</i> , <i>animal ally</i> , <i>control monstrous humanoid</i>	SS
Great Fortitude	-	CAE
Gunderland Pike and Shield*	Gunderman, BAB +1, Shield Proficiency, Pike Proficiency	CAE
Hexer [§]	MAB +1, sorcery style: Curses	CAE
Focused Magical Link [§]	Hexer, MAB +3, Craft (fine art, sculpture or similar) 1 rank	CAE
Improved Critical*	Proficient With Weapon, BAB +8	CAE
Greater Critical*	Improved Critical, BAB +16	CAE
Disabling Strike*	Improved Critical, Greater Weapon Focus, BAB +12	RK
Improved Initiative*	-	CAE
Greater Uncanny Dodge	Improved Initiative, Improved Uncanny Dodge class feature, Dex 19+	RK
Improved Unarmed Strike*	-	CAE
Improved Grapple*	Improved Unarmed Strike, Dex 13	CAE
Crushing Grip*	Improved Grapple, Str 17, BAB +8	CAE
Choke	Improved Grapple	RK
Unarmed Throw	Improved Unarmed Strike, Improved Grapple	RK
Insight Into Madness	Corruption 1+	RK
Investigator	-	CAE
Iron Will	-	CAE
Demon Killer	Iron Will, single-handedly defeat monster	CAE
Resolute	Iron Will	RK
Grounded	Iron Will, Resolute	RK
Knowledgeable	-	CAE
Leadership	Character Level 6	CAE
Horde	Leadership, Cha 13, Barbarian or Nomad Level 12	CAE
Pirate Horde	Leadership, Cha 13, Pirate Level 12	PI
Light-Footed	Sneak Attack class feature, Hide 1 rank, Move Silently 1 rank	CAE
Lightning Reflexes	-	CAE
Loathsome Weapon	Poison Use, Improved Unarmed Attack, Improved Grapple, Dex 15, BAB +1, Handle Animal 1 rank	SS
Look What I Can Do	Perform (buffoonery, dance, juggling, mime or other physical) 5 ranks	RK
Magical Power Attack [§]	Cha 15, MAB +4	SS
Martial Weapon Proficiency	-	CAE
Meditation [§]	Wis 13, <i>calm of the adept</i> , no Corruption, Knowledge (arcane) 5 ranks	SS
Greater Meditation [§]	Meditation, Wis 15, <i>calm of the adept</i> , no Corruption, Knowledge (arcane) 10 ranks	SS
Mounted Combat*	Ride 1 rank	CAE
Mounted Archery*	Mounted Combat, Ride 1 rank	CAE
Ride-By Attack*	Mounted Combat, Ride 1 rank	CAE
Spirited Charge*	Mounted Combat, Ride 1 rank	CAE
Trample*	Mounted Combat, Ride 1 rank	CAE
Multiattack	3 or more natural weapons	CAE
Navigation	Int 13, Profession (sailor) 12 ranks	CAE
Master of the Waves	Navigation, Int 13, Profession (sailor) 12 ranks	PI
Negotiator	-	CAE
Nimble Fingers	-	CAE
No Honour	No Code of Honour	CAE
Noble Blood	1 st Level, Noble not prohibited class	SS
Parry*	Str 13, BAB +1	CAE
Performer	Cha 13	CAE
Permanent Sorcery [§]	Craft (alchemy) 15 ranks, Craft (herbalism) 15 ranks, 5+ sorcery styles	SS
Craft Aberration [§]	Permanent Sorcery, Knowledge (arcane) 15 ranks, Knowledge (Nature) 15 ranks	SS
Craft New Life [§]	Permanent Sorcery, Craft Aberration, <i>Bones of Life</i> , Knowledge (Arcane) 20 ranks, Knowledge (Nature) 20 ranks, Heal 20 ranks	SS
Persuasive	-	CAE
Pirate Code Expert	Int 13, Pirate Level 2	CAE
Pirate Cure	Con 15, Pirate Level 3	PI
Point Blank Shot*	-	CAE
Far Shot*	Point Blank Shot	CAE
Improved Precise Shot*	Point Blank Shot, Precise Shot, Dex 19, BAB +11	CAE
Precise Shot*	Far Shot	CAE
Ranged Finesse*	Precise Shot	CAE
Rapid Shot*	Point Blank Shot, Dex 13	CAE
Shot on the Run*	Dodge, Mobility, Point Blank Shot, BAB +4	CAE

Poison Use	Dex 13, BAB +6	CAE
Power Attack*	Str 13	CAE
Improved Bullrush*	Power Attack, Str 13	CAE
Awesome Blow	Power Attack, Improved Bullrush, Str 25, size Large or bigger	SS
Titanic Blow	Power Attack, Improved Bullrush, Awesome Blow, Str 35, size Huge or bigger	SS
Cleave*	Power Attack	CAE
Great Cleave*	Power Attack, Cleave, Str 13	CAE
No Prisoners	Power Attack, Cleave, Great Cleave	RK
Explosive Power	Power Attack, Str 17, BAB +5	RK
Monster Slayer*	Power Attack, BAB +3	CAE
Improved Overrun*	Power Attack, Str 13	CAE
Greater Overrun*	Power Attack, Improved Overrun, Str 17, BAB +7	RK
Superior Overrun*	Power Attack, Greater Overrun, Str 17, BAB +13	RK
Improved Sunder*	Power Attack, Str 13	CAE
Greater Sunder*	Improved Sunder, BAB +6	CAE
Kick Down the Door	Improved Sunder	RK
The Bigger They Are...	Power Attack, Dodge, BAB 7+	RK
Priest	Scholar Level 4, Lay Priest	CAE
Quick Draw*	BAB +1	CAE
Ritual Sacrifice [§]	MAB +1, BAB +1	CAE
Bleed Dry [§]	Ritual Sacrifice, Knowledge (arcane) 10 ranks, Corruption 1+	SS
Opportunistic Sacrifice [§]	Ritual Sacrifice, MAB +3, BAB +3, Base PP 4	CAE
Tortured Sacrifice [§]	Ritual Sacrifice, MAB +2, BAB +2	CAE
Run*	-	CAE
Self-Sufficiency	-	CAE
Sharp Blade	Seamanship class feature, Zingaran	PI
Shield Proficiency	-	CAE
Simple Weapon Proficiency	-	CAE
Skill Focus	-	CAE
Sleep Mastery	Wis 13, Con 13	CAE
Sneak Subdual	Ability to sneak attack, BAB +1	CAE
Sorcerer's Boon [§]	Scholar Level 4, 2+ Sorcery Styles, Int 13	CAE
Greater Sorcerer's Boon [§]	Sorcerer's Boon, Int 15, Scholar Level 12, 4+ Sorcery styles	SS
Spawn of Dagoth Hill	Kothian or Zamorian, 1 st Level	CAE
Stealthy	-	CAE
Armoured Stealth	Armour Prof (Light), Stealthy, Dex 13, Hide 4 ranks, Move Silently 1 rank	CAE
Steely Gaze*	Cha 13, Intimidate 8 ranks	CAE
Improved Evil Eye [§]	Steely Gaze, Dabbler or 1 sorcery style, Cha 13	SS
Menacing Aura*	Steely Gaze, Cha 15, Intimidate 16 ranks	CAE
Striking Cobra*	Dex 15, Cha 13, Bluff 6 ranks, BAB +6	CAE
Stunning Attack*	Dex 13, Str 13, BAB +8	CAE
Summoner [§]	MAB +1, sorcery style: Summoning	CAE
Augment Summoning [§]	Summoner, MAB +4	CAE
Superior Armourer	Aquilonian, Kothian, Hyrkanian/Turanian or Zingaran, Craft (armourer) 12 ranks	CAE
Touch of Power [§]	Dabbler or 1 sorcery style, Improved Unarmed Strike or Brawl, Cha 13	SS
Toughness*	-	CAE
Track	-	CAE
Two-Weapon Combat	-	CAE
Improved 2-Wpn Combat*	Two-Weapon Combat, BAB +6	CAE
Two-Weapon Defense*	Two-Weapon Combat, Parry	CAE
Weapon Focus*	Proficient with weapon, BAB +1	CAE
Weapon Specialisation*	Weapon Focus, Soldier Level 4	CAE
Warning Shot	Combat Expertise, Weapon Focus	RK
Greater Weapon Focus*	Weapon Focus, Soldier Level 8	CAE
Greater Weapon Special.*	Weapon Focus, Greater Weapon Focus, Weapon Specialisation, Soldier Level 12	CAE
Whip Weary	Turanian Slave, 1 st Level	PI
Heart of Hate	Whip Weary	PI
Hunted	Whip Weary, Uncanny Dodge class feature	PI
Steel's Sacrifice	Whip Weary	PI
Unfettered	Whip Weary	PI
Zingaran Surprise	Zingaran, BAB +8, Sneak Attack +4d6	CAE

*Soldier Bonus Feat [§]Sorcery Feat

CAE: Conan Atlantean Edition

RK: Road of Kings PI: Pirate IslesSS: Scrolls of Skelos

Conan Cheat Sheet

Standard Actions

Attack (melee)
 Attack (ranged)*
 Attack (unarmed)*
 Aid Another?
 Bull Rush*
 Cast a Standard Spell*
 Concentrate to Maintain Spell
 Demoralise Opponent
 Dismiss Spell
 Draw Hidden Weapon
 Escape Grapple
 Feint
 Light torch from flame
 First Aid to Stabilise
 Overrun
 Ready
 Sunder a Weapon*
 Sunder an Object?
 Total Defence
 Use Extraordinary Ability
 Single Action Skill?
 Use Supernatural Ability

Move Actions

Move*
 Move Through Difficult Terrain*
 Control Frightened Mount*
 Direct or Redirect Spell
 Draw Weapon
 Open or Close Door
 Mount or Dismount
 Move Heavy Object*
 Pick Up Item*
 Sheathe a Weapon*
 Stand From Prone*
 Ready or Loose Shield
 Retrieve Stored Item*

Full Round Actions

Full Attack (melee)
 Full Attack (ranged)*
 Full Attack (unarmed)*
 Coup de Grace*
 Escape From Net*
 Extinguish Flames
 Light Torch with F&S*
 Load Crossbow*
 Prepare to Throw Splash Weapon*
 Run*
 Full Round Skill?
 Touch Spell on 6 Friends*
 Withdraw?

Free Actions

Cease Concentration
 Drop Item
 Drop to Ground
 Prepare Components for Spell
 Speak
 Delay
 5' Step?

Other Actions

Disarm*
 Grapple*
 Trip*
 Use Feat?

*Attracts AoO
 ?May attract AoO

Defence Modifiers

Defender Is...	Melee	Ranged
Behind Cover	+4	+4
Blinded	-2*	-2*
Charging	-2	-2
Entangled (any)	-4Dex	-4Dex
Entangled (above)	-4P ^L	-4P ^L
Flat Footed	*	*
Grappling	*	*§
Helpless	-4†*	*†
Kneeling/Sitting	-2	+2
Not proficient/using improv.	-1P	--
Pinned	-4†*	*†
Prone	-4	+4
Running	*	*
Squeezing Through Space	-4	-4
Stunned	-2*	-2*
Surrounded	-2D	-2D
Unarmed	-4P	--

*May not Parry or Dodge
^L No penalty for Light weapons
 § Target is determined randomly
 † Dex counts as 0 (-5 Modifier)

Melee Attack Modifiers

Attacker is...	Modifier
Higher	+1
Flanking	+2
Ganging Up	+1*
Charging	+2
Altering Lethal/Non-Lethal Damage	-4
Ranged Attack into Melee	-4†

*Per previous attacker this round
 † Unless aiming point is at least 10' away from friendlies

Bull Rush

- Move into defender's space
- Attract AoO from all adjacent
- 25% AoO hits wrong target
- Opposed Strength
- +2 to check for charge
- +4 to defender if quadraped
- Move defender 5' if successful
- If move with defender, gain an extra 5' per margin of success 5.
- Both provoke AoOs while moving

Disarm

- AoO from target
- Disarm fails if damaged by AoO
- Opposed attack rolls
- 2 handed weapon gains +4
- Light weapon suffers -4
- Larger party gains +4/size difference
- Defender -4 if item is not melee weapon
- On fail, defender may counter-disarm
- On success, unarmed disarmer may take wpn

Overrun/Trample

- AoO from target
- Defender may let over-runner through
- If defender blocks, Strength opposed by Dex or Str
- On success, defender is prone, movement continues
- On fail, defender may counter-push
- Regardless of counter, fail ends move

Feint

- Bluff opposed by Sense Motive + BAB
- On success, no parry/dodge vs next attack

Sunder

- AoO from target
- Opposed attack rolls
- 2 hander gains +4
- Light weapons gains -4
- Larger combatant +4/diff.
- On success, roll damage

Trip

- AoO from target (unless armed trip)
- Unarmed melee touch attack
- Str opposed by Str or Dex
- On success, target prone
- On fail, may counter-trip

Tripping Riders

Riders may oppose with Ride skill
 On fail, pulled from horse

Grapple

- AoO from target
- If damaged from AoO, attempt fails
- Melee attack to grab
- Grapple check to hold
- Deal unarmed damage (ignore armour DR)
- To maintain grapple, move in to square

Grappling Restrictions

- No threatened squares
- My only dodge opponents being grappled
- My not parry (exception – human shield)
- No normal movement
- No two-weapon combat

Actions While Grappling

- Activate a magic item
- Use unarmed, natural or light weapon to attack at -4*
- Cast standard spell with components in hand and no somatic component; requires Concentration check DC 20 + PP
- Deal damage with grapple check, ignoring armour DR; take -4 to deal lethal damage*
- Draw light weapon as move action
- Escape from grapple with grapple check*
- Use Escape Artist to escape as standard action
- Move half speed with grapple check (+4 if opponent pinned and no others in grapple)
- Retrieve spell component as full round action with grapple check
- Pin with grapple check*
- Break a pin with grapple check*
- Use opponent's light weapon; on successful grapple check, attack at -4 (weapon remains in opponent's grasp)*

Actions While Pinning

- Damage, use own attack, use opponent's weapon, move grapple as above
- Prevent from speaking (free action)
- Disarm (opponent gets +4)
- End grapple as free action

Actions While Pinned

- Escape with grapple check or Escape Artist, as above

Demoralise

- Intimidate vs 1d20 + Level + Wis bonus
- On success, target is shaken for one round.

COMBAT MANOEUVRES

Bull's Charge

- Use slashing or piercing weapon on charge
- Attract AoO
- +2 damage

Cat's Parry

- Must be parrying
- Opponent gains +4 to hit
- On miss, gain AoO

Decapitating Slash

- Made as AoO
- On crit, Ref DC (5 + damage) or die
- -4 Defence for one round

Desperate Stab

- Opponent must not yet have acted
- Opponent must be flat-footed
- Make Finesse Attack
- On hit, Fort DC (damage) or die
- If he survives, opponent gains +2 to hit and damage that round

Devastating Sweep

- Must be using slashing weapon
- Cannot use finesse
- Adjacent opponents may 5' step to avoid Whirlwind Attack

Fling Aside

- Must have free hand
- On grab and grapple, trip and deal unarmed damage

Hooking Parry

- Parry reach weapon with axe, bill, bardiche or polearm
- On successful parry, opponent may not use weapon as long as you maintain hook (cannot use hooking weapon)
- Standard action, Attack vs Parry to unhook weapon

Human Shield

- Must have dealt damage while grappling
- Grapple check to use foe as shield
- Gain parry bonus equal to Str bonus -1
- Minimum bonus 0, max bonus +2
- On successful parry, shield takes full damage

Leaping Charge

- On charge, make second attack at primary attack bonus
- Both attacks suffer -2
- Defence penalty for charge increases to -4

Pantherish Twist

- Must be using dodge
- Make Dex checks vs flanking opponents
- Opponents who fail attack ally
- Opponents who win gain +2 to hit and damage
- Only effects first attack by flankers

Sundering Parry

- Parry at -2
- On successful parry, free sunder at -2 to hit

To the Hilt (Combat Manoeuvre)

- Use piercing of slashing weapon
- +1 to damage
- If damage dice higher than Str, weapon stuck
- Full round action, Strength check DC 10 to remove
- 1d4 damage to stuckee for each action taken

OTHER ACTIONS

Fight Defensively: -4 to hit, +2 Defence

Total Defence: Cannot attack, +4 Defence

Aid Another: Target DC 10 to provide +2

Cast Defensively: Concentration DC (15 + PP)

CLimb: ¼ speed, or ½ speed at -5

Crawl: 5', attracts AoO

Mount/Dismount: Free action – Ride DC 20
Otherwise, move action

Charge: Minimum 10', +2 to hit, -2 Defence

Forced March: Con DC 10 (+2 per additional hour) after 8 hours. On fail, 1d6 non-lethal, fatigued. Horses forced marching take lethal damage.

Hustle: 2 hours without sleep does 1 non-lethal damage and causes fatigue. Each extra hour does double the previous hour in damage. Hustling horses take lethal damage.

Run: Up to Con score in rounds, after which a DC Con check is required each round. DC increases by +1 each round. Failure requires one minute rest, moving no faster than a normal move.

Coup de Grace: Fort DC (10 + damage)

Throw Splash Weapon At Target:

- Ranged touch attack
- Hit does direct damage, plus 5' splash

Throw Splash Weapon at Grid Intersection:

- Ranged attack Defence 5.
- Splash damage in all adjacent

Splash scatter on throw: Direction d8, distance equals # of range increments thrown.

HEALING

Natural Healing: 3 + Con + Level hp per day
1 + Con ability points per hour rest
Level non-lethal damage per hour

Complete Bed Rest: Natural rate x 2

Fagon of Wine: Restores 1hp to characters on 0

Short Term Aid: Heals Con + Level

STATUS DESCRIPTORS

Blinded: All targets have full concealment, no dodge or parry, +2 to be hit, -4 to Str and Dex based checks, Search etc...
Cont.

Confused: 1d10 – 1 = wander for 1 minute; 2-6 = do nothing; 7-9 = attack nearest; 10 = act normally. If attacked, will attack back on next action.

Cowering: No dodge, -4 to parry, +2 to be hit, no action.

Dazed: No action. May dodge or parry.

Dazzled: -1 to attack, search and spot

Deafened: -4 initiative, 20% spell failure with verbal, no Listen checks.

Disabled: Partial actions only. Standard action does 1hp damage.

Distracted: -4 Listen, Spot, Search

Fatigued: -2 Str and Dex; cannot run or charge.

Fear:

Shaken: -2 on attack, saves, skill and ability checks.

Frightened: As shaken, plus flee until out of sight and sound. Will fight if unable to flee.

Panicked: As shaken, but flee in random direction, 50% chance of dropping anything in hand. If unable to flee, will cower.

Helpless: No dodge or parry, no action, +4 to be hit in melee, effective Dex 0. Effectively Defence 1 vs melee, Defence 5 vs ranged

Nauseated: May only take a move action.

Staggered: Partial actions only.

Stunned: No dodge or parry, no action, +2 to be hit.

Don/Doff Armour

Leather jerkin, mail shirt, quilted jerkin, brigandine coat:

Don: 1 minute
Don Hastily: 5 rounds
Remove*: 1 minute

Scale hauberk, mail hauberk, breastplate:

Don*: 4 minutes
Don Hastily: 1 minute
Remove*: 1 minute

Plate, scale hauberk, mixed heavy armour:

Don†: 4 minutes
Don Hastily†: 4 minutes
Remove†: 1d4+1 minutes

*Halve this time with assistance
†Assistance required

Hastily donned armour: +1 check penalty and -1 DR.

Shields

Buckler: Requires hand. Light weapon.

Large Shield: Standard use requires hand. Strapped to shoulder offers +2 dodge vs ranged. Strapped to back offers +2 DR vs one opponent when flanked.

Targe: Can be used with weapon in hand, reduces parry bonus to +1.

Alchemy, Herbalism and Poison Checks and Prices

ALCHEMY

Item	DC	Cost	Requirements	
Argossean Dream Dust	15	150	Craft (alchemy) 5 ranks	Barachan Islands
Blue Devil's-Flame	15	300	Craft (alchemy) 4 ranks	
Flame-powder	15	50	Craft (alchemy) 4 ranks	
Rope of Dead-Women's Hair	15	1,250	Craft (alchemy) 6 ranks, 1 dose of upas-tree juice, hair from 20 dead women	
Sygian Tomb-Dust	15	400	Craft (alchemy) 5 ranks, Knowledge (arcane) 5 ranks	
Acheronian Demon-Fire	20	1,500	Craft (alchemy) 6 ranks	
Dust of Forgetfulness	20	500	Craft (alchemy) 10 ranks	
Hellfire Puffball	20	2,500	Craft (alchemy) 15 ranks	
Kothic Demon-Fire	20	500	Craft (alchemy) 4 ranks	
Radium Gem	20	500	Craft (alchemy) 10 ranks, green fire-stone	
Violet Cureall	20	300	Craft (alchemy) 8 ranks	Kush and the Misty Isles
Atlantean Peace	25	400	Craft (alchemy) 10 ranks, lost recipe	
Globe of Yezud	25	2,000	Craft (alchemy) 10 ranks, Knowledge (nature) 10 ranks, Priest of Zath	
Gloden Wine of Xuthal	25	1,750	Craft (alchemy) 12 ranks, rare recipe held by Xuthallans	
Lotus Blacksmoke	25	3,750	Craft (alchemy) 10 ranks, Craft (herbalism) 8 ranks, <i>entrance</i> , black lotus blossom	
Lotus Greensmoke	25	4,500	Craft (alchemy) 10 ranks, Craft (herbalism) 8 ranks, <i>entrance</i> , green lotus blossom	
Lotus Greysmoke	25	2,400	Craft (alchemy) 10 ranks, Craft (herbalism) 8 ranks, <i>entrance</i> , grey lotus blossom	
Potion of Hibernation	25	1,850	Craft (alchemy) 15 ranks, 1 dose black lotus juice, 2+ Immortality spells	

HERBALISM

Item	DC	Cost	Gather DC	Location
Apples of Derketa	--	500	20	Jungles of northern Black Kingdoms
Potion of Madness	15	1,500	20	Plains of northern Vendhya (requires black lotus wine and grey lotus blossom)
Yellow Lotus Resin	15	125	15	Jungles of northern Black Kingdoms
Woundwort	15	50	25/20	Anywhere/Warm or temperate forest
Black Lotus Juice	20	750	25/20	As per black lotus blossom
Grey Lotus Blossom	20	800	25	Swamps of the Dead beyond Khitai
Black Lotus Wine	20	50	25/20	As per black lotus blossom
Black Lotus Powder	20	300	25/20	As per black lotus blossom
Love Potion	20	1,500	25	Steppes east of Zamboula
Sleeping Draught	20	650	25	Any jungle or swamp where Lotus grows
Stygian Mould	20	200	20	Underground in Stygia
Upas Tree Juice	20	1,200	20	Forests of northern Aquilonia, Nemidia and Brythunia
Yellow Lotus Blossom	25	1,250	25	Bamboo jungles of Khitai
Black Lotus Blossom	25	1,250	25/20	Jungles of northern Black Kingdoms/Banks of Zarkheba river
Green Lotus Blossom	25	1,500	20	Jungles of Khitai
Purple Lotus Juice	25	2,500	25	Ghost-haunted swamps of southern Stygia
Purple Lotus Wine	25	1,750	25	As per purple lotus juice
Golden Lotus Juice	25	1,200	20	Jungles of Khitai
Upas Tree Oil	25	1,000	20	Forests of northern Aquilonia, Nemedia and Brythunia

POISONS

Poison	Cost	Type	DC	Initial	Secondary
Apple of Derketa Juice	500	Contact	20	1d6 Con	1d6 Con
Apple of Derketa Juice	500	Injury	22	2d8 Con	2d8 Con
Apple of Derketa	500	Ingested	21	2d6 Con	2d6 Con
Black Lotus Blossom	1,250	Inhaled	25	1d3 Str + Hallucination	Unconsciousness
Black Lotus Juice	750	Ingested	22	1d10 Str + 1d6 Con	2d6 Con
Black Stygian Scorpion Venom	1,000	Injury	23	2d4 Con + 2d6 Dex	2d4 Con + 1d6 Dex
Bloodroot*	100	Injury	12	-	1d4 Con + 1d3 Wis
Blue Whinnis*	120	Injury	14	1 Con	Unconsciousness
Cobra Venom	120	Injury	11	1d4 Dex + 1d4 Con	1d4 Dex + 1d4 Con
Dragon Venom	1,200	Injury	25	1d6 Str	1d6 Str
Giant Spider Venom	700	Injury	16	2d6 Con	1d4 Con
Great Serpent Venom	850	Injury	21	2d6 Con	1d6 Con
Green Lotus Blossom	1,500	Inhaled	24	1d6 Con	2d6 Con
Grey Lotus Blossom	800	Inhaled	22	2d6 Wis + Madness	1d6 Wis
Malyss Root Paste*	500	Contact	16	1 Dex	2d4 Dex
Oil of Taggit*	90	Ingested	15	-	Unconsciousness
Potion of Madness	1,500	Ingested	23	2d6 Wis + Hallucination	2d6 Int + Madness
Purple Lotus Juice	2,500	Injury	28	3d6 Dex + Paralysis	1d6 Dex
Purple Lotus Wine	1,750	Ingested	28	2d6 Dex + Paralysis	1d6 Dex
Sassone Leaf Residue*	300	Contact	16	2d12 hp	1d6 Con
Striped Toadstool*	180	Ingested	11	1 Wis	2d6 Wis + 1d4 Int
Terinav Root*	750	Contact	16	1d6 Dex	2d6 Dex
Upas-Tree Juice	1,200	Ingested	22	2d4 Con & PP	2d4 Con & PP
Upas-Tree Oil	1,000	Injury	20	1d6 Con & PP	1d6 Con & PP
Viper Venom	120	Injury	11	1d6	1d6
Water of Zarkheba	-	Ingested	25	2d6 Con	1d6 Con + Corruption
Yellow Lotus	1,250	Inhaled	21	Unconscious 2d6 hours	1d6 Con
Yothka Secretion	400	Contact	19	1d4 Int	1d4 Int

* Taken from D&D

Conan Race List

Race	Equivalent	Background Skills	Favoured Class	Prohibited Classes	Automatic Languages	Bonus Languages	Racial Features
Cimmerian	Celtic	Climb, Move Silently, Survival	Barbarian	Noble, Nomad, Scholar	Cimmerian	Nordheimer, Pictish, Aquilonian, Hyperborean	+1 to Will, +2 Climb, -2 Diplomacy and verbal bluff +2 Hide, Listen, Spot, Move Silently, Survival in temp./cold highlands No religion other than Crom +2 Str, -2 Int
Himelian Tribesman	Afgan	Clime, Hide, Move Silently	Barbarian	Noble, Pirate	Afghuli	Vendhyan, Hyrkanian, Iranistani	+2 Hide, Listen, Move Silently, Survival, Spot in hills and mountains +1 Hide, Move Silently, +2hp, -2 vs hypnotism
Wazuli							As Himelian, plus Eyes of the Cat, -1 attack and skill check in daylight +2 Hide, Spot, Search in darkness or dim light
Hyborian	Varies	Any Four	All Classes	None	Varies	Stygian, Nemedian, Aquilonian, Bossonian Brythunian, Ophirean, Corinthian, Zingaran Hyperborean, Zamorian, Pictish, Kothic Argossean, Shemitish	Choose 2 class skills with +2 bonuses Weapon Familiarity: Greatsword +1 Fate Point
Argossean/Barachan	Italian/Greek	Gather Information, Use Rope Profession (Sailor)	Pirate	Nomad	Argossean	As Hyborian	As Hyborian, plus +2 Gather Info, Prof. (sailor), Balance, Use Rope
Bossonian	French	Craft (bowyer), Any Two	Soldier	Barb., Nomad, Noble, Pirate	Bossonian	Nemedian, Aquilonian, Bossonian, Zingaran Pictish, Argossean	As Hyborian, plus +1 with Bossonian Longbow, no bonus Fate Point +2 Defence when fighting defensively or total defence Exotic Proficiency: Bossonian Longbow
Gunderman	French	Craft (weaponsmith), Any Two	Soldier	Nomad, Pirate	Aquilonian	As Hyborian	As Hyborian, plus +1 to attack and damage with pike Marital Weapon Proficiency: Pike, +1 Will, no bonus Fate Point
Hyperborean	Settled Norse	Craft (stone), Intimidate, Any One	Soldier	Pirate	Hyperborean	As Hyborian	As Hyborian, plus +2 Con, -2 Cha, +2 Intimidate, no bonus Fate Pt -1 Diplomacy, Gather Info and verbal Perform and Bluff
Tauran	French	Prof. (farmer), Survival Move Silently, Any One	Borderer	Barbarian, Nomad, Pirate	Aquilonian	As Hyborian	As Hyborian, plus +1 Survival, no Weapon Familiarity: Greatsword +1 Hide, Listen, Move Silently, Survival, Spot in temp. forest, plains
Hyrkanian/Turanian	Hun/Turk	Craft (bowyer), Ride, Survival	Nomad	None	Hyrkanian	Brythunian, Zamorian, Kothic, Corinthian Hyperborean, Vendhyan, Iranistani, Khitan Yeutshi, Shemitish, Stygian	+1 to attack with all bows, extra +1 at six range increments, +2 at nine With Far Shot, bonuses occur at four and six, no pre-req for Far Shot +2 Dipl., Gather Info., Intimidate in certain regions with wpn drawn -2 vs Hypnotism, Weapon Familiarity: Tulwar, Hyrkanian Bow
Iranistani	Persian	?	Nomad	None	Iranistani	?	?
Khitan	Chinese	Knowledge (arcane, any) Move Silently	Scholar	Barbarian, Nomad	Khitan	Hyrkanian, Vendhyan, Afghuli, Shemitish Demonic, Old Stygian, Acheronian	+1 Knowledge, +2 Move Silently, -2 vs Hypnotism Bonus Feat: Dodge, Improved Unarmed Strike, Weapon Focus (staff), Summoner, Ritual Sacrifice or Hexer
Kushite/NBKT	North Africa	Hide, Move Silently, Survival	Nomad	Noble, Pirate	Kushite, Keshani, Puntan or Zembabwean	Stygian, Shemitish, Darfari, Puntan Zembabwean, Old Stygian, Keshani Iranistani, Black Coast	+1 to damage with spears in melee, illiterate +2 Hide, Listen, Move Silently, Survival and Spot in hot environments Bonus Feat: Simple Weapon Proficiency
Chaga	Egyptian	Perform (ritual), Sense Motive Craft (alchemy)	Noble	None	As Kushite	As Kushite	+1 Perform (ritual), Craft (alchemy), Sense Motive +1 Hide, Spot, Listen, Move Silently and Survival in hot environments Bonus Feat: Exotic Weapon Proficiency (Stygian bow), Summoner, Ritual Sacrifice or Hexer

Ghanata	Nigerian	Ride, Move Silently, Spot, Survival	Nomad	Noble, Pirate	Ghanatan	Darfari, Keshani, Puntan, Zembabwean Iranistani, Tibu, Tombalku	+2 Hide, Listen, Move Silently, Survival, Spot in hot desert +1 to damage with scimitars and Ghanata knives, illiterate Martial Weapon Proficiency (scimitar, Ghanata knife). +1 Ride
Nordheimer	Norse	Craft (any), Survival Profession (farmer or sailor)	Barbarian	Noble, Nomad	Nordheimer	Cimmerian, Aquilonian, Pictish, Hyperborean	+2 Con, -2 Dex, +1 damage w/swords, Weapon Familiarity: War Sword +1 Hide, Listen, Move Silently, Spot, Survival in any cold land Martial Weapon Proficiency (broadsword)
Pictroquoi/Celt		Jump, Hide, Tumble	Barbarian	Noble, Nomad, Pirate	Pictish, Talking Drum	Aquilonian, Cimmerian, Nordheimer, Zingaran	+2 Dex, -2 Int, +1 Tumble, Jump, +1 attack and damage vs animals +2 Hide, Listen, Move Silently, Spot, Survival in temp./warm forest Illiterate
Shemite	Arab	Spot, Ride, Survival	Nomad	Borderer, Pirate	Shemitish	Slygian, Ophirean, Kothic, Argossean, Hyrkanian	+2 Appraise, Spot, Bluff, +1 to attack with bows, -1 to all saves +1 damage w/bows under 1 range increment, +1 damage <i>coup de grace</i> +2 Hide, Spot, Listen, Move Silently, Survival in hot desert Weapon Familiarity: Shemite bow
Meadow Shemite	Arab	Diplomacy, Handle Animal, Ride	Soldier	Pirate	Shemitish	As Shemite	As Shemite, plus +2 Diplomacy Environmental bonuses for plains instead of desert
Pelishtim	Arab	Knowledge (arcane, any) Handle Animal	Soldier, Scholar	Pirate	Shemitish	As Shemite	As Shemite, plus +2 Knowledge (arcane) Environmental bonuses for plains instead of desert
Southern Islander/SBK	Zulu	Perform (dance), Survival Profession (sailor)	Barbarian, Pirate	Noble, Nomad	Southern Islander, Bakalah Bamulah, Suba or Wadai	Black Coast, Southern Islander, Bakalah Bamulah, Suba, Wadai, Kushite, Stygian, Tibu Shemetish, Argossean, Zingaran, Tombalku	+2 Str, -2 Cha, +1 attack with spear, javelin, +2 Perform (dance) +1 dodge in no armour, -2 vs Terror, Illiterate Weapon Proficiency (hunting spear, club)
Darfari	Sudanese	As Southern Islander	Barbarian	Pirate, Noble	Darfari	Kushite, Stygian, Keshani, Shemitish, Puntan	As Southern Islander, plus +1 w/bludgeoning replaces +1 spear/javelin +1 Perform (drums) replaces Perform (dance), bite while grappling
Stygian	Egyptian	Perform (ritual), Knowledge (arcane) Handle Animal	Noble, Scholar	None	Stygian	Shemitish, Kushite, Keshani, Zembabwean Puntan, Darfari, Khitan, Hyrkanian, Demonic Acheronian, Old Stygian	+2 Knowledge (arcane), Perform (ritual), Craft (alchemy) +1 to attack with Stygian bow, Exotic Weapon Prof. (Stygian bow) -2 vs Corruption
Vendhyan	Indian	Diplomacy, Sense Motive Knowledge (nobility)	Noble, Soldier	Barbarian, Nomad	Vendhyan	Khitan, Hyrkanian, Afghuli, Iranistani, Kosalan	+2 Diplomacy, Sense Motive, Knowledge (nobility) +1 Bluff, Gather Information and Knowledge (history) +1 Will except vs hypnotism, Weapon Familiarity: Tulwar Martial Weapon Proficiency (light lance) +1 attack and damage with light lance on charge
Zamorian	Ukraine/Mix	Open Lock, Disable Device Sleight of Hand	Thief	Barbarian, Pirate	Zamorian	Shemite, Hyrkanian, Kothic, Brythunian Corinthian	+2 Dex, -2 Str, +2 Open Lock, Disable Device, Sleight of Hand +1 Craft, +1 Climb, Hide, Listen, Move Silently, Spot in urban +2 Gather Information re: theft, assassination, legendary treasure
Zingaran	Spanish	Profession (sailor), Balance, Use Rope	Soldier, Pirate	Barbarian, Nomad	Zingaran	Aquilonian, Argossean, Shemite, Stygian Kushite, Southern Islander, Black Coast Ophirean, Pictish, Kothic	+2 Cha, -2 Con, +1 Sense Motive, Prof. (sailor), Balance, Use Rope -1 Diplomacy, +1 attack w/arming sword, broadsword, +1d6 sneak attack Weapon Proficiency (arming sword), Weapon Familiarity: greatsword