

Robert E. Howard's



ADVENTURES IN AN AGE UNDREAMED OF

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BANDIT

(MINION)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	8	8	8	8	9	9	9
F.O.E.	Combat		1	Movement		1	
	Fortitude		1	Senses		1	
	Knowledge		—	Social		—	
STRESS	Vigor		5	Armor		2	
	Resolve		4	Courage		—	
	Armor		Brigandine				

ATTACKS

- **Sword (M):** Reach 2, 5 , 1H, Parrying
- **Light Crossbow (R):** Range M, 3 , Unbalanced, Volley, Unforgiving 1
- **Steely Glare (T):** Range C, 2 , mental, Stun

SPECIAL ABILITIES

- **Ambush Tactics:** Bandits are seldom inclined to fight fair, relying on sneak attacks and skullduggery. Such tactics grants them one bonus Momentum on all Movement tests to gain surprise at the start of a combat.

DOOM SPENDS

- —

“Most of them have been living the lives of outlaws ... and are gaunt and hard and desperate as maneating tigers.” — “A Witch Shall Be Born”



BERSERKER

(TOUGHENED)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	7	7	9	8	9	11	9
F.O.E.	Combat		2	Movement		1	
	Fortitude		1	Senses		1	
	Knowledge		—	Social		—	
STRESS	Vigor		11	Armor		2	
	Resolve		8	Courage		2	
	Armor		Brigandine				

ATTACKS

- **Poleaxe (M):** Reach 3, 6 , 2H, Intense, Vicious 2
- **Berserk Fury (T):** Range C, 3 , mental, Vicious 1

SPECIAL ABILITIES

- **Reckless Assault:** When a berserker makes a close combat attack, they may choose to gain one, two, or three bonus Momentum on the attack. However, until the start of his next turn, all enemies gain the same amount of bonus Momentum on their attacks against the berserker.

DOOM SPENDS

- —

He snarled silently, the red rage growing in his eyes — the berserk fury of a hunted beast which is ready to turn at bay. — “The Black Stranger”




BODYGUARD

(NEMESIS)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	10	7	8	8	9	10	9
F.O.E.	Combat		3	Movement		2	
	Fortitude		2	Senses		3	
	Knowlege		—	Social		1	
STRESS	Vigor		12	Armor		3	
	Resolve		10	Courage		2	
	Armor		Mail				

ATTACKS

- **Battleaxe (M):** Reach 2, 6 , Unbalanced, Intense, Vicious 1
- **Throwing Axe (R):** Reach 2, 5 , 1H, Thrown, Vicious 1
- **Horrific Reputation (T):** Range C, 3 , mental, Stun

SPECIAL ABILITIES

- **Weapon of Choice:** Each bodyguard has personal weaponry tailored to their personality and role. The ones here are samples.

DOOM SPENDS

- **Counter-ambush:** Whenever attacked in melee by an ambushing party, the bodyguard can spend 3 Doom to negate any bonus the ambush may have granted.
- **Interpose!:** The bodyguard may spend 1 Doom to force a character to face them instead of anyone else within reach.

The Black Dragons were on hand, wild with rage, swearing and ruffling, with their hands on their hilts and foreign oaths in their teeth. — “The Phoenix on the Sword”



CULTIST

(MINION)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	8	7	9	7	9	8	8
F.O.E.	Combat		1	Movement		—	
	Fortitude		—	Senses		—	
	Knowlege		1	Social		1	
STRESS	Vigor		4	Armor		1	
	Resolve		4	Courage		3	
	Armor		Clothing				

ATTACKS

- **Ritual Dagger (M):** Reach 1, 3 , Hidden 1, Thrown, Unforgiving 1
- **Steely Glare (T):** Range C, 3  mental, Stun

SPECIAL ABILITIES

- **Fanatical:** A cultist may re-roll a single d20 on any Fortitude test.

DOOM SPENDS

- —

... his worship yet lingered in a mongrel degraded cult, whose votaries stamped his likeness on coins to pay the way of their dead ... — “Black Colossus”



CULT LEADER

(NEMESIS)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	8	10	11	10	9	8	8
F.O.E.	Combat		1	Movement		—	
	Fortitude		—	Senses		1	
	Knowledge		2	Social		3	
STRESS	Vigor		8	Armor		1	
	Resolve		10	Courage		3	
	Armor		Clothing				

ATTACKS

- **Ritual Dagger (M):** Reach 1, 3 , Hidden 1, Thrown, Unforgiving 1
- **Steely Glare (T):** Range C, 4  mental, Stun

SPECIAL ABILITIES

- **Beloved:** Any cult member within reach will attempt to prevent the cult leader coming to harm.
- **Fanatical:** A cult leader may re-roll a single d20 on any Fortitude test.
- **Sorcerer:** Often cult leaders are studied in alchemy or sorcery.
- **Token of Favor:** A cult leader may have some talisman or relic sacred to their faith. The cult leader may brandish this item to receive an additional d20 (up to the maximum 5d20) to inspire cult members with the Social Field of Expertise.

DOOM SPENDS

- —

Conan saw only one man standing before him — a slim figure, masked in a black cloak with a hood. — The Hour of the Dragon




DEGENERATE

(MINION | TOUGHENED | NEMESIS | HORROR)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	9	5	9	9	9	9	9
F.O.E.	Combat		1	Movement		2	
	Fortitude		3	Senses		1	
	Knowlege		—	Social		—	
STRESS	Vigor		5	Armor		—	
	Resolve		5	Courage		2	
	Armor		—				

ATTACKS

- **Heavy Stone Club (M):** Reach 2, 6 , 2H, Knockdown, Stun
- **Crude Spear (M):** Reach 3, 5 , 1H, Thrown
- **Talons (M):** Reach 1, 4 , 1H, Improvised, Piercing 1

SPECIAL ABILITIES

- **With Rocks and Wild Abandon:** If a group of degenerates knocks an enemy prone, they may immediately make an additional attack against the prone enemy using the Talons attack, increasing the Difficulty by one step, exactly as if they had used the Swift Attack Momentum Spend.
- **Scent (Optional):** A degenerate may use its Senses Field of Expertise to track prey or threats and may re-roll one d20 on all Senses tests made to detect a target by scent.

DOOM SPENDS

- —

He was naked but for a scanty silk clout ... and a leather girdle ... His long black hair hung in lank strands ... giving him a wild appearance. — “Red Nails”




DEGENERATE WARRIOR

(TOUGHENED)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	9	5	9	9	9	9	9
F.O.E.	Combat		2	Movement		2	
	Fortitude		3	Senses		1	
	Knowledge		—	Social		—	
STRESS	Vigor		10	Armor		1	
	Resolve		9	Courage		2	
	Armor		Wood & Bone				

ATTACKS

- **Heavy Stone Club (M):** Reach 2, 6 , 2H, Knockdown, Stun
- **Crude Spear (M):** Reach 3, 5 , 1H, Thrown
- **Talons (M):** Reach 1, 4 , 1H, Improvised, Piercing 1

SPECIAL ABILITIES

- **Opportunistic Cannibalism (T):** Range C, 4, Area, Piercing 1. The act of consuming the dead is part of the Standard Action used to make the attack

DOOM SPENDS

- —

The other three swarmed on Valeria, their weird eyes red as the eyes of mad dogs. — “Red Nails”




DEGENERATE SHAMAN

(TOUGHENED)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	9	5	10	9	9	9	9
F.O.E.	Combat		2	Movement		2	
	Fortitude		1	Senses		1	
	Knowlege		2	Social		2	
STRESS	Vigor		10	Armor		—	
	Resolve		10	Courage		2	
	Armor		—				

ATTACKS

- **Obsidian Knife (M):** Reach 1, 5 , 1H, Fragile, Hidden 1, Vicious 1
- **Skull-topped Staff (M):** Reach 2, 6 , 2H, Fearsome 1, Fragile, Improvised, Knockdown
- **Bestial Snarl (T):** Range C, 4 , mental, Area, Vicious 1

SPECIAL ABILITIES

- —

DOOM SPENDS

- **Ancient Wisdom:** May spend Doom equal to the Difficulty of a petty enchantment to have the shaman produce plants and berries as reagents for use in an enchantment.
- **Debased Sorcery:** Their sorcery has been corrupted, requiring double the amount of Doom (in place of Momentum) when casting spells.

The shaman was talking now, a harsh, guttural intonation that yet carried the hiss of a cobra. — “Beyond the Black River”


DEGENERATE CHIEF

(NEMESIS)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	10	8+	9	9	10	11	9
F.O.E.	Combat		1	Movement		2	
	Fortitude		3	Senses		2	
	Knowledge		—	Social		—	
STRESS	Vigor		14	Armor		1	
	Resolve		12	Courage		2	
	Armor		Leather				

ATTACKS

- **Rock-studded Club (M):** Reach 2, 7 , 2H, Knockdown, Stun, Vicious 1

SPECIAL ABILITIES

- **Scent:** A degenerate chief may use its Senses Field of Expertise to track prey or threats and may re-roll 1d20 on all Senses tests made to detect a target by scent.
- **With Rocks and Wild Abandon:** If a group of degenerates knocks an enemy prone, and the chief is within Reach of that enemy when it happens, then chief may make an immediate Melee attack against that enemy as a Reaction.
- **Brutal General:** The degenerate chief knows every ambush spot in his domain. If at any point the chief can set an ambush, the chief gains 2 bonus Momentum on the test.

DOOM SPENDS

- **Ancient Wisdom:** May spend Doom equal to the Difficulty of a petty enchantment to have the shaman produce plants and berries as reagents for use in an enchantment.

Those eyes and that smile contained all the cruel cynicism that seethes below the surface of a sophisticated and degenerate race. — “Red Nails”





GUARD

(MINION)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	8	7	8	7	9	9	8
F.O.E.	Combat		1	Movement		—	
	Fortitude		—	Senses		1	
	Knowledge		—	Social		1	
STRESS	Vigor		5	Armor		2	
	Resolve		4	Courage		1	
	Armor		Brigandine				

ATTACKS

- **Spear (M):** Reach 3, 2H, 5 , Piercing 1
- **Small Shield (M):** Reach 2, 3 , 1H, Knockdown, Shield 2
- **Arbalest (M):** Range M, 5 , 2H, Unforgiving 1, Vicious 2
- **Steely Glare (T):** Range C, 2 , mental, Stun

SPECIAL ABILITIES

- —

DOOM SPENDS

- —

A soldier on guard ... yelled in startled horror as a great loping black shadow with flaming eyes cleared the wall and swept by him. — “The Phoenix on the Sword”





GUARD SERGEANT

(TOUGHENED)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	8	7	8	7	9	9	8
F.O.E.	Combat		1	Movement		—	
	Fortitude		—	Senses		1	
	Knowledge		—	Social		1	
STRESS	Vigor		10	Armor		2	
	Resolve		7	Courage		1	
	Armor		Brigandine				


ATTACKS

- **Spear (M):** Reach 3, 2H, 5 , Piercing 1
- **Small Shield (M):** Reach 2, 3 , 1H, Knockdown, Shield 2
- **Arbalest (M):** Range M, 5 , 2H, Unforgiving 1, Vicious 2
- **Steely Glare (T):** Range C, 2 , mental, Stun

SPECIAL ABILITIES

- —

DOOM SPENDS

- **Halt!:** May spend 1 Doom for a unique Display, a Threaten attack using the Social Field of Expertise, range M. It inflicts 3 , mental damage, with the Area and Stun Qualities.

“The guard is here, you old fool!” cavalierly snapped Pallantides, commander of the Black Dragons. — “The Phoenix on the Sword”




KNIGHT

(TOUGHENED)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	8	8	10	9	9	11	9
F.O.E.	Combat		2	Movement		1	
	Fortitude		—	Senses		—	
	Knowledge		1	Social		2	
STRESS	Vigor		11	Armor		4	
	Resolve		9	Courage		2	
	Armor		Mail or Plate				

ATTACKS

- **Two-handed Sword (M):** Reach 3, 7 , 2H, Vicious 1
- **Lance (M) (if mounted):** Reach 3, 6 , Unbalanced, Cavalry 2, Fragile
- **Steely Glare (T):** Range C, 3 , mental, Stun

SPECIAL ABILITIES

- —

DOOM SPENDS

- **Leadership:** A knight may spend 1 Doom to grant 2 bonus d20s to a single Mob or Squad within Close range. Usual dice maximum applies. These bonus dice may be used on any single skill test attempted by the group before the end of its next turn.

*... knights in their gleaming steel were fighting
and slaying on the plains of Aquilonia.
— “Wolves Beyond the Border”*





PIRATE

(MINION)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	9	7	7	7	9	9	8
F.O.E.	Combat		1	Movement		—	
	Fortitude		—	Senses		1	
	Knowledge		—	Social		—	
STRESS	Vigor		5	Armor		1	
	Resolve		4	Courage		1	
	Armor		Clothing				

ATTACKS

- **Cutlass (M):** Reach 2, 5 , Unbalanced, Vicious 1
- **Knife (M):** Reach 1, 4 , 1H, Hidden 1, Improvised, Unforgiving 1
- **Hatchet (M):** Reach 2, 5 , 1H, Vicious 1
- **Steely Glare (T):** Range C, 2 , mental, Stun

SPECIAL ABILITIES

- **Boarding Action:** When boarding, pirates gain 2 Cover Soak against missile weapons.
- **Strength from the Sea:** Pirates are used to combat aboard ship and only suffer penalties in the fiercest of weather.

DOOM SPENDS

- —

In an instant the pirates had formed a circle about the rivals, their eyes blazing, their breath sucking between their teeth in bloodthirsty enjoyment. — “Iron Shadows in the Moon”



PIRATE CAPTAIN

(NEMESIS)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	9	9	10	9	9	9	9
F.O.E.	Combat		1	Movement		2	
	Fortitude		2	Senses		1	
	Knowlege		1	Social		2	
STRESS	Vigor		11	Armor		1	
	Resolve		11	Courage		1	
	Armor		Clothing				

ATTACKS

- **Cutlass (M):** Reach 2, 5 Unbalanced, Fearsome, Vicious 1
- **Knife (M):** Reach 1, 4 , 1H, Hidden 1, Improvised, Unforgiving 1
- **Steely Glare (T):** Range C, 4  mental, Stun

SPECIAL ABILITIES

- **My Ship is My Castle:** A pirate captain on their own vessel always has Light Cover, with 2 Cover Soak against ranged weapons.
- **Strength from the Sea:** Pirates are used to combat aboard ship and only suffer penalties in the fiercest of weather.

DOOM SPENDS

- **Fearsome Reputation:** At any point in an encounter the pirate captain can spend 1 Doom (R) to add 1 to the mental damage of *Steely Glare* Attack.

... the jack was dashed violently from his hand, spattering his breastplate with foam, and he was jerked around to confront the passion — distorted face of the pirate captain. — “The Black Stranger”



SAVAGE

(MINION)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	9	7	8	9	9	9	9
F.O.E.	Combat		1	Movement		1	
	Fortitude		1	Senses		1	
	Knowlege		—	Social		—	
STRESS	Vigor		5	Armor		1	
	Resolve		5	Courage		1	
	Armor		Crude Armor				

ATTACKS

- **Stone Axe (M):** Reach 2, 4 , 1H, Vicious 1
- **Crude Spear (M):** Reach 3, 4 , 2H, Thrown

SPECIAL ABILITIES

- **Numbers Unseen:** Whenever the gamemaster spends 1 or more Doom to bring in additional savages as reinforcements, each point of Doom spent brings two savages, rather than one.

DOOM SPENDS

- —

They dragged down the defenders like wolves; the battle revolved into swirling whirlpools of painted figures surging ... — “The Black Stranger”



SORCERER

(TOUGHENED)




ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	8	9	9	10	8	8	8
F.O.E.	Combat		1	Movement		—	
	Fortitude		—	Senses		1	
	Knowledge		2	Social		3	
STRESS	Vigor		8	Armor		1	
	Resolve		10	Courage		3	
	Armor		Clothing				

ATTACKS

- **Dagger (M):** Reach 1, 3 , Hidden 1, Thrown, Unforgiving 1
- **Steely Glare (T):** Range C, 3  mental, Stun

SPECIAL ABILITIES

- **Sorcerer:** Sorcerers usually have between two and four spells, sometimes more, selected by personality and goals, Patron, and tradition.
- **Alchemical Weapons:** Sorcerers often use petty enchantments and other small tricks and sleights, spending Doom equal to the Difficulty of manufacturing the item to have it available. For example, 3 Doom can provide something like this: **Globe of Exploding Liquor (R):** Range C, 4 , Area (see **Conan** corebook, pages 163–167 for more information).

DOOM SPENDS

- —

“I am a sorcerer, and older than men reckon, but I am human.” — Pelias, “The Scarlet Citadel”




THUG

(MINION)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	8	7	7	7	9	10	8
F.O.E.	Combat		1	Movement		—	
	Fortitude		—	Senses		1	
	Knowledge		—	Social		—	
STRESS	Vigor		5	Armor		1	
	Resolve		4	Courage		1	
	Armor		Clothing				

ATTACKS

- **Club (M):** Reach 2, 5 , 1H, Improvised, Knockdown, Stun
- **Dagger (M):** Reach 1, 5 , Hidden 1, Thrown, Unforgiving 1
- **Steely Glare (T):** Range C, 2 , mental, Stun

SPECIAL ABILITIES

- **Strength in Numbers:** A thug's attack inflicts an additional +2 damage against any creature that has already been attacked this round.

DOOM SPENDS

- —

This young thug ... groped his way down a creaking flight of stairs, intent on his own meditations, which ... had to do with the unlawful acquirement of property. — “Rogues in the House”




APE

(MINION)




ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	9	5	6	9	10	11	10
F.O.E.	Combat		1	Movement		2	
	Fortitude		—	Senses		1	
	Knowledge		—	Social		—	
STRESS	Vigor		6	Armor		1	
	Resolve		5	Courage		—	
	Armor		Thick Fur				

ATTACKS

- **Thrown Rock (R):** Range C, 5 , 1H, Stun, Thrown
- **Fist (M):** Reach 1, 4 , 1H, Grappling
- **Threaten (T):** Range C, 3 , mental, Stun

SPECIAL ABILITIES

- **Brachiating:** Apes can move through the trees with remarkable agility. An ape may ignore all challenging terrain when moving through zones that include trees and may re-roll any d20 that does not generate a success when making a Movement—related test when climbing or moving through trees.
- **Fear 1**
- **Monstrous Creature**
- **Bull Ape (Optional):** Bull apes are larger and more dangerous. They are Toughened, with Brawn 13, Willpower 10, Vigor 13 and Resolve 10. Add +1  to all attack damage.

DOOM SPENDS

- —

... these apes were the goblins of Hyborian legendry, and were in reality ogres of the natural world, cannibals and murderers of the nighted forests. —The Hour of the Dragon


WAR HORSE

(MINION)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	8	5	6	9	9	11	4
F.O.E.	Combat		1	Movement		1	
	Fortitude		1	Senses		1	
	Knowlege		—	Social		—	
STRESS	Vigor		6	Armor		2	
	Resolve		5	Courage		1	
	Armor		Barding				

ATTACKS

- **Hooves (M):** Reach 1, 4 , Stun, Vicious 1

SPECIAL ABILITIES

- **Cavalry Animal:** Warhorses can be trained and ridden and are bred for battle.

DOOM SPENDS

- —

Ophirean knights in gilded mail leaped their horses over mounds of corpses to slash at the solitary figure. — “The Scarlet Citadel”




GIANT CONSTRUCTOR SNAKE

(TOUGHENED)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	8	3	4	8	10	10	3
F.O.E.	Combat		1	Movement		2	
	Fortitude		—	Senses		1	
	Knowledge		—	Social		—	
STRESS	Vigor		11	Armor		—	
	Resolve		8	Courage		—	
	Armor		—				

ATTACKS

- **Bite (M):** Reach 2, 5 
- **Envelop (M):** Reach 1, 5 , Grappling
- **Constrict (M):** Reach 1, 5 , Unforgiving 2, only on grabbed targets

SPECIAL ABILITIES

- **Monstrous Creature**

DOOM SPENDS

- —

... the gigantic sinuous shape whipped around it in glistening coils ... the snap and splintering of bones came plainly ... — “The Scarlet Citadel”

GIANT SCORPION

(TOUGHENED)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	7	3	4	8	9	10	3
F.O.E.	Combat		2	Movement		1	
	Fortitude		2	Senses		—	
	Knowledge		—	Social		—	
STRESS	Vigor		10	Armor		2	
	Resolve		8	Courage		1	
	Armor		Chitin				

ATTACKS

- **Claws (M):** Reach 2, 5 , Grappling, Vicious 1
- **Tail Sting (M):** Reach 1, 4 , Piercing 1, Persistent 5
- **Unnerving (T):** Range C, 2  mental, Area

SPECIAL ABILITIES

- —

DOOM SPENDS

- **Deadly Limbs:** A giant scorpion may use Swift Strike at a cost of only 1 Doom, so long as it uses a different attack each time.

... a black scorpion, more than a foot in length, the deadliest creature of the desert, the stroke of whose spiked tail was instant death. — “People of the Black Circle”


CROCODILE

(TOUGHENED)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	9	4	5	8	10	10	3
F.O.E.	Combat		1	Movement		1	
	Fortitude		1	Senses		—	
	Knowledge		—	Social		—	
STRESS	Vigor		10	Armor		2	
	Resolve		8	Courage		—	
	Armor		Scaly Hide				

ATTACKS

- **Snapping Jaw (M):** Reach 2, 4  Grappling, Unforgiving 2

SPECIAL ABILITIES

- **Ambush Predator:** A crocodile gains two bonus Momentum on Movement tests when in water. It reduces the cost of the Interrupt Doom spend to zero when it begins its turn hidden and submerged beneath a body of water.
- **Aquatic:** A crocodile can hold its breath for up to fifteen minutes before requiring a Fortitude test.
- **Drowning:** When in water, if a crocodile successfully grabs its prey, the grabbed creature will begin to drown. This is in addition to any damage the crocodile inflicts on the grabbed enemy.
- **Sluggish Gait:** A crocodile cannot take the Sprint action unless it is in water.

DOOM SPENDS

- —

It was surrounded by marsh, a green tangle of mangroves, palms and lianas, swarming with crocodiles and serpents. — The Hour of the Dragon




GIANT VENOMOUS SNAKE

(TOUGHENED)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	8	3	4	8	11	9	3
F.O.E.	Combat		2	Movement		3	
	Fortitude		—	Senses		2	
	Knowledge		—	Social		—	
STRESS	Vigor		9	Armor		—	
	Resolve		8	Courage		—	
	Armor		—				

ATTACKS

- **Bite (M):** Reach 2, 5 , Persistent 5, Unforgiving 1
- **Tail Slap (M):** Reach 2, 6 , Knockdown
- **Hissing Display (T):** Range C, 4  mental, Vicious 1

SPECIAL ABILITIES

- **Ambush:** It gains 1 bonus Momentum on Movement tests, assuming there is adequate space and cover to conceal its mass.
- **Fear 1**
- **Inured to Poison**
- **Monstrous Creature**

DOOM SPENDS

- —

... a great serpent which lay there ... The reek and chill of the deep black earth were about it ... — “Red Nails”

GIANT SPIDER

(TOUGHENED)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	8	4	5	7	11	10	9
F.O.E.	Combat		2	Movement		2	
	Fortitude		1	Senses		1	
	Knowledge		—	Social		—	
STRESS	Vigor		10	Armor		2	
	Resolve		7	Courage		1	
	Armor		Chitin				

ATTACKS

- **Bite (M):** Reach 1, 4 🕷️, Persistent 3, Unforgiving 1
- **Constricting Webs (R):** Range C, 3 🕷️, Grappling
- **Unnerving (T):** Range C, 3 🕷️ mental, Area

SPECIAL ABILITIES

- **Fear 1**
- **Night Vision**
- **Spider-climb:** A giant spider reduces the Difficulty of all Movement tests to climb by three steps. A giant spider does not need climbing equipment to climb and can freely move across sheer walls and ceilings.
- **Web Walking:** Gains 3 bonus Momentum on Senses tests to detect movement on its webs and ignores all movement penalties imposed by webbing.

DOOM SPENDS

- **Spin Webs:** By spending 3 Doom and using a Minor and a Standard Action, the giant spider spreads webbing across its current zone. This creates a Hindrance, requiring an Average (D1) Athletics test to move into, out of, or through the webbing.

...its eight thick hairy legs drove its ogreish body ... its four evilly gleaming eyes shone with a horrible intelligence, and its fangs dripped venom. — “The Tower of the Elephant”




CHILD OF SET

(TOUGHENED | HORROR)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	11	12	4	8	10	11	11
F.O.E.	Combat		1	Movement		2	
	Fortitude		—	Senses		1	
	Knowlege		4	Social		2	
STRESS	Vigor		11	Armor		1	
	Resolve		12	Courage		2	
	Armor		Scales				

ATTACKS

- **Bite (M):** Reach 2, 5 , Grappling, Persistent 2
- **Constrict (M):** Reach 1, 5 , Piercing 2, only on grabbed targets
- **Mocking Visage (T):** Range C, 6  mental

SPECIAL ABILITIES

- **Child of Set:** The Child of Set can speak to any snake or reptile.
- **Fear 2**
- **Monstrous Creature**

DOOM SPENDS

- **Sorcery:** A Child of Set may know spells, at the gamemaster's discretion.

... the children of Set who once ruled the earth and who now sleep in their nighted caverns far below the black pyramids. — “The God in the Bowl




FOREST DRAGON

(NEMESIS)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	7	3	5	12	6	16 (2)	3
F.O.E.	Combat		2	Movement		1	
	Fortitude		3	Senses		1	
	Knowledge		—	Social		—	
STRESS	Vigor		21	Armor		8	
	Resolve		15	Courage		3	
	Armor		Scales				


ATTACKS

- **Maw (M):** Reach 2, 11 , Fearsome, Vicious 2
- **Spiked Tail (M):** Reach 3, 11 , Knockdown, Vicious 1
- **Monstrous Belligerence (T):** Range C, 4 
mental, Area, Vicious 1

SPECIAL ABILITIES

- **Bestial:** Uses WIL + Fortitude to Threaten.
- **Dread Creature 3**
- **Fear 2**
- **Inhuman Brawn 2**
- **Monstrous Creature**
- **Scales:** Momentum spent on Penetration ignores only 1 Soak. Piercing X is halved.

DOOM SPENDS

- **Death Throes:** At death spend X Doom. All in Close Range make (DX) Acrobatics test or take 6 damage, with Fearsome, Knockdown, Vicious 1.
- **Roar:** Spend 2 Doom to Threaten: 6  mental, Area, Piercing 2, Vicious 1. (Fear 2 is included.)
- **Trampling Charge:** See **Conan** corebook, page 335.

Grinning jaws bared rows of dripping yellow tusks; above the yawning mouth wrinkled a saurian — like snout. Huge eyes, like those of a python... magnified... — “Red Nails”




DWELLER OF THE DEEP

(TOUGHENED | HORROR)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	9	7	7	10	8	10	8
F.O.E.	Combat		1	Movement		1	
	Fortitude		3	Senses		—	
	Knowledge		—	Social		—	
STRESS	Vigor		10	Armor		3	
	Resolve		10	Courage		3	
	Armor		—				

ATTACKS

- **Claws (M):** Reach 1, 4 , Grappling
- **Strange Coral Knives (M):** 5 , Hidden 1, Piercing 2
- **Hideous Croaking (T):** Range C, 3 , mental, Stun

SPECIAL ABILITIES

- **Amphibious:** No penalty to any Action when swimming, and can spend unlimited time underwater.
- **Fear 1**
- **The Gift of Y'ha-nthlei:** A mortal dragged underwater by a dweller gains the Amphibious ability while the dweller is in personal contact.

DOOM SPENDS

- **Bellowing Roar:** A dweller can summon a Mob of five Minions, each with half Vigor and a Resolve Soak of 1 (Scales). The Mob will emerge from the surf, often at extreme range. Summoning takes one Standard Action; one Mob for every 2 Doom spent.

“...I opened my mouth to scream my horror and loathing, but only a dry rattle sounded; a huge monstrous toad — like thing squatted on the top of the monolith!” — “The Black Stone”



GHOST

(MINION | TOUGHENED | UNDEAD)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	5/8	5/8	5/8	9	9	11	11
F.O.E.	Combat		1	Movement		3	
	Fortitude		—	Senses		—	
	Knowlege		—	Social		2	
STRESS	Vigor		5/9	Armor		4	
	Resolve		5/9	Courage		2	
	Armor		Incorporeal				


ATTACKS

- **Cold Dead Hands (M):** Reach 1, 4 , Piercing 3
- **Unholy Scream (T):** Range M, 3 , mental, Stun

SPECIAL ABILITIES

- Fear 1
- Incorporeal 4
- Inured to Pain
- Night Vision
- Undead
- Unliving

DOOM SPENDS

- **Invisibility:** Spend 2 Doom to gain the effect of a Movement test with two successes.
- **Poltergeist:** Poltergeist: Spend 1+ Doom to attack with a storm of unseen force, hurling physical items through the air with Range (M), 4 , adding +4 to a wielded weapon's damage.

He saw nothing; yet he sensed ... an invisible, bodiless thing that hovered in the air ... mouthing obscenities that he could not hear but was ... aware of. — “The Scarlet Citadel”




GHoul

(TOUGHENED | HORROR)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	8	6	9	8	9	11	7
F.O.E.	Combat		1	Movement		1	
	Fortitude		1	Senses		1	
	Knowledge		—	Social		1	
STRESS	Vigor		6/11	Armor		—	
	Resolve		5/8	Courage		3	
	Armor		—				

ATTACKS

- **Bite (M):** Reach 1, 4 , Unforgiving 2
- **Clawed Hands (M):** Reach 2, 4 , Grappling, Vicious 1
- **Inhuman Snarl (T):** Range C, 4  mental, Stun

SPECIAL ABILITIES

- **Charnel Stink:** Any creature entering Close Range of one or more ghouls must attempt an Average (D1) Resistance test or gain the Dazed condition until the end of the round, unless they add 1 to Doom, in which case they suffer 1 Fatigue and 1 Despair. If there are multiple ghouls, the Difficulty and Doom cost increases by 1 for every two additional ghouls present.
- **Fear 1**
- **Inured to Disease, Poison**
- **Night Vision**

DOOM SPENDS

- —

Ghouls ... eaters of human flesh, spawn of darkness, children of unholy matings of a lost and forgotten race with the demons of the underworld. — The Hour of the Dragon



MUMMIFIED SORCERER

(NEMESIS | HORROR | UNDEAD)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	10	13	12	15	7	11	9
F.O.E.	Combat		1	Movement		—	
	Fortitude		2	Senses		1	
	Knowledge		3	Social		2	
STRESS	Vigor		13	Armor		2	
	Resolve		17	Courage		2	
	Armor		—				

ATTACKS

- **Unholy Touch (M):** Reach 1, 5 , Fearsome, Stun
- **Deathless Stare (T):** Range C, 8 , mental, Intense

SPECIAL ABILITIES

- **Doom-herald**
- **Dread Creature 5**
- **Fear 2**
- **Inured to Cold, Pain**
- **Sorcerer:** The mummified sorcerer knows several spells. *Enslave*, *Haunt the Mind*, and *Raise Up the Dead* are common.
- **Unliving**

DOOM SPENDS

- —

“A man — at least he looked like a man — wrapped in rags like a mummy’s bandages ... moldering cloak drawn about him, and a hood.” — The Hour of the Dragon



MALIGN PLANT

(NEMESIS | HORROR)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	10	7	11	10 (1)	7	11 (3)	6
F.O.E.	Combat		—		Movement		—
	Fortitude		2		Senses		1
	Knowledge		—		Social		—
STRESS	Vigor		16		Armor		1
	Resolve		13		Courage		2
	Armor		—				

ATTACKS

- **Lashing Thorny Tendrils (M):** Reach 3, 7 , Grappling
- **Engulf (M):** Reach 1, 7 Fearsome, Unforgiving 2
- **Unearthly Presence (T):** Range C, 6  mental, Area

SPECIAL ABILITIES

- **Dread Creature 5**
- **Fast Recovery (Vigor 3)**
- **Fear 2**
- **Feed Upon Fear**
- **Inhuman Brawn 3, Willpower 1**
- **Inured to Cold, Disease, Poison**

DOOM SPENDS

- **Mind-Drain:** Spend 1+ Doom points as a Standard Action against a grabbed enemy. The target must make a Discipline test or suffer 6 mental damage, Vicious 1. The Difficulty is equal to the number of Doom spent. If an Effects is rolled, the target also suffers the Dazed condition.
- **Summon Horror:** When a malign plant is ripped up from the roots, it may spend Doom to Summon a Horror, as per the spell.

... the plant could see him ... he felt its hate ... the long tendrils arched toward him with a rattle of leaves and hiss. — “The Scarlet Citadel”





SKELETAL WARRIOR

(MINION | TOUGHENED | UNDEAD)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	6/8	6/8	6/8	6/8	9	9	9
F.O.E.	Combat		2	Movement		—	
	Fortitude		2	Senses		—	
	Knowlege		—	Social		—	
STRESS	Vigor		5/9	Armor		2	
	Resolve		3/8	Courage		—	
	Armor		—				

ATTACKS

- **Pitted Sword (M):** Reach 2, 5 , Parrying
- **Battered Shield (M):** Reach 2, 3 , 1H, Knockdown, Shield 2
- **Rusted Spear (M):** Reach 3, 5 , Piercing 1
- **Creaking Bow (R):** Range L, 4 , 2H, Piercing 1, Volley

SPECIAL ABILITIES

- **Fear 1**
- **Inured to Pain**
- **Night Vision**
- **Undead:** Can be summoned by the *Raise Up the Dead* spell and subdued by *Placate the Dead* spell.
- **Unflinching:** Immune to Threaten Actions.
- **Unliving**

DOOM SPENDS

- —

Slowly the shadow became visible as a man — like figure whose naked torso and limbs shone whitely, with the hue of bleached bones. — “Red Nails”




WEREWOLF

(NEMESIS)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	13 (1)	8	10	9	10	13	9
F.O.E.	Combat		3	Movement		2	
	Fortitude		2	Senses		2	
	Knowledge		—	Social		1	
STRESS	Vigor		15	Armor		3	
	Resolve		11	Courage		—	
	Armor		—				

ATTACKS

- **Bite (M):** Reach 1, 6 , Unforgiving 2
- **Two Claws (M):** Reach 2, 7 , Vicious 1
- **Snarling Menace (T):** Range C, 6 , mental, Vicious 1

SPECIAL ABILITIES

- **Fast Healing (Vigor 5)**
- **Inured to Disease, Poison**
- **Fear 2**
- **Keen Senses (Scent)**
- **Inhuman Awareness 1**
- **Night Vision**
- **Savage:** Use Swift Strike for 1 Momentum, if a different attack. Can Claw twice and Bite and use Swift Strike twice each turn.
- **Spiritual Curse:** If slain as human it continues as a spirit that possesses others, turning them into werewolves. Killing it as a werewolf prevents this.
- **Transformation:** Appears as an ordinary human. Some can choose to change as a Standard Action.

DOOM SPENDS

- **Bestial Howling:** When attempting a Threaten Action, it can spend 2 Doom and gain the Bestial Howling display, which inflicts 8 mental damage, Area, Piercing 1. The benefits of Fear 2 have already been included.

“...the word came southward. The night wind whispered it ... Werewolf and vampire knew, and the ebon — bodied demons that prowl by night.” — The Hour of the Dragon

WINGED APE

(NEMESIS)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	9	9	11	9	10	13 (1)	9
F.O.E.	Combat		2	Movement		2	
	Fortitude		1	Senses		1	
	Knowlege		1	Social		—	
STRESS	Vigor		15	Armor		1	
	Resolve		10	Courage		4	
	Armor		—				

ATTACKS

- **Thrown Rock (R):** Range C, 4 , 1H, Stun, Thrown
- **Fist (M):** Reach 1, 6 , Grappling, Stun
- **Monstrous Glare (T):** Range C, 4  mental, Stun

SPECIAL ABILITIES

- **Brachiating:** May ignore all difficult terrain when moving through zones that include trees and may re-roll any d20 that does not generate a success when making a Movement test when climbing or moving through trees.
- **Flight**
- **Inhuman Brawn 1**
- **Sorcery:** The winged ape can cast Form of a Beast as if using the Curse talent, for no cost in Fortune or treasure.

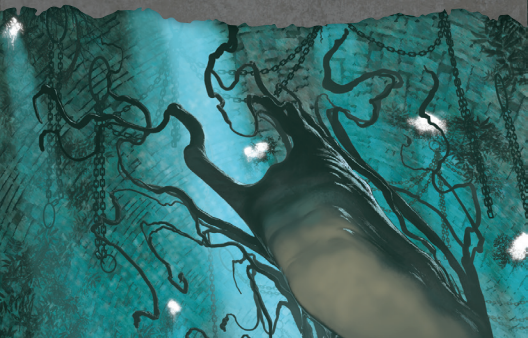
DOOM SPENDS

- —

... a gigantic man-like shape hurtling along on bowed and stunted legs ... huge hairy arms outstretching misshapen black-nailed paws ... a malformed head ... — “Queen of the Black Coast”




UNSPEAKABLE ABOMINATION

(NEMESIS | HORROR)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	10	8	6	12	6	14 (3)	8
F.O.E.	Combat		1	Movement		1	
	Fortitude		3	Senses		1	
	Knowlege		—	Social		—	
STRESS	Vigor		20	Armor		6	
	Resolve		15	Courage		—	
	Armor		—				

ATTACKS

- **Gargantuan Maw or Pincer (M):** Reach 2, 9 , Vicious 2
- **Tentacles (M):** Reach 3, 9 , Knockdown
- **Unholy Writhing (T):** Range C, 6  mental, Area, Vicious 1

SPECIAL ABILITIES

- **Dread Creature** 5
- **Fear** 3
- **Feed Upon Fear**
- **Inhuman Brawn** 3
- **Inured to Cold, Disease, Fear, Pain, Poison**

DOOM SPENDS

- —

Its unstable outlines ... suggested an octopus ... and its substance was a quaking, jelly — like stuff which made him physically sick to look at. — “The Scarlet Citadel”



CHILD OF THE DARK

(TOUGHENED | HORROR)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	8	8	10	14	10	7	9
F.O.E.	Combat		—	Movement		2	
	Fortitude		3	Senses		1	
	Knowledge		—	Social		—	
STRESS	Vigor		7	Armor		4	
	Resolve		14	Courage		6	
	Armor		—				

ATTACKS

- **Touch of Endless Cold (M):** Reach 1, 6 , Intense, Stun
- **Creeping Terror (T):** Range C, 8 , mental, Area, Stun

SPECIAL ABILITIES

- **Dread Creature 1**
- **Embodiment of the Void:** All damage inflicted comes from raw cold rather than physical force: its Melee damage bonus is derived from its Willpower rather than its Strength.
- **Fear 2**
- **Incorporeal 4**
- **Inured to Cold**
- **Unliving**

DOOM SPENDS

- **Paralyzing Chill:** When making a Melee attack or taking a Threaten Action, can spend 1+ Doom to automatically generate one additional effect per Doom spent.

“These Children of the Night seemed not human to us, with their deformed dwarfish bodies, yellow skin and hideous faces.” — “Children of the Night”




DEVIL OF THE OUTER DARK

(NEMESIS | HORROR)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	9	6	13	12	14 (1)	11	7
F.O.E.	Combat		2	Movement		3	
	Fortitude		1	Senses		1	
	Knowlege		—	Social		2	
STRESS	Vigor		12	Armor		2	
	Resolve		13	Courage		6	
	Armor		—				

ATTACKS

- **Talons (M):** Reach 2, 4 , Grappling, Vicious 1
- **Shrieking Maw (M):** Reach 1, 4 , Fearsome, Unforgiving 2
- **Horrifying Presence (T):** Range C, 8  mental, Area, Vicious 2

SPECIAL ABILITIES

- **Doom-herald**
- **Fear 3**
- **Feed Upon Fear**
- **Flight**
- **Inhuman Agility 1**
- **Inured to Cold, Disease, Poison**
- **Night Vision**

DOOM SPENDS

- —

Upon him crouched a great black thing which he knew was born in no sane or human world. — “The Phoenix on the Sword”





CAPTAIN STROM

(NEMESIS)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	9	8	10	9	9	10	9
F.O.E.	Combat		2	Movement		2	
	Fortitude		2	Senses		1	
	Knowledge		1	Social		1	
STRESS	Vigor		12	Armor		1	
	Resolve		11	Courage		2	
	Armor		Clothing				

ATTACKS

- **Cutlass (M):** Reach 2, 6 , Unbalanced, Fearsome, Vicious
- **Dagger (M):** Reach 1, 5 , Hidden 1, Parrying, Thrown, Unforgiving 1
- **Mighty Name (T):** Range C, 4 , Area
- **Steely Glare (T):** Range C, 4  mental, Stun

SPECIAL ABILITIES

- **Blood on Steel**
- **No Mercy 2**
- **Strength from the Sea:** Strom is used to combat aboard ship and only suffers penalties in the fiercest of weather.

DOOM SPENDS

- **Vengeful Retaliation:** If he believes he is betrayed, Strom can spend 2 Doom to gain an immediate Standard Action, which may only be used to attack.

Of all the sea-rovers who haunted the Barachans, none was more famed for deviltry than he. — “The Black Stranger”



SHEVATAS THE THIEF

(NEMESIS)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	11	9	9	12	12	9	11
F.O.E.	Combat		1	Movement		1	
	Fortitude		1	Senses		1	
	Knowledge		2	Social		2	
STRESS	Vigor		10	Armor		—	
	Resolve		13	Courage		4	
	Armor		—				


ATTACKS

- **Dagger (M):** Reach 1, 4 , 1H, Hidden, Parrying, Thrown, Unforgiving 1
- **Toothsome Grin (T):** Range C, 3 , mental, Stun

SPECIAL ABILITIES

- **Darkness, My Old Friend:** Any time he attempts to hide, Observation tests to spot him are raised by two levels of Difficulty above and beyond any already applicable.
- **Keen Sense (Sight)**
- **Keen Sense (Hearing)**

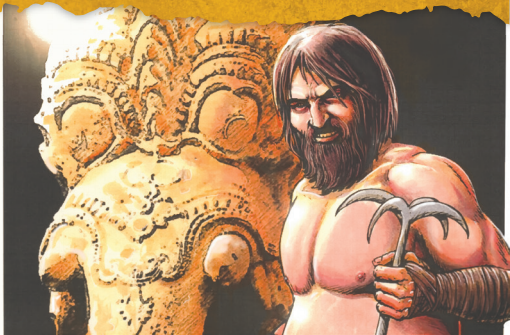
DOOM SPENDS

- **Didn't See It Coming:** For every 2 Doom spent, Shevatas can add +3  damage to any attack with which the gamemaster decides he has some element of surprise.

*This was Shevatas, a thief among thieves,
whose name was spoken with awe in the dives
of the Maul ... — “Black Colossus”*




TAURUS OF NEMEDIA

(NEMESIS)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	12	10	12	11	14	11	10
F.O.E.	Combat		1	Movement		5	
	Fortitude		1	Senses		3	
	Knowlege		3	Social		2	
STRESS	Vigor		12	Armor		1	
	Resolve		12	Courage		1	
	Armor		—				

ATTACKS

- **Dagger (M):** Reach 1, 5 , 1H, Hidden, Parrying, Thrown, Unforgiving 1
- **Rope and Grapple (R):** Range L, 1 , 1H, Grappling
- **Legendary Reputation (T):** Range C, 5 , mental, Stun

SPECIAL ABILITIES

- **More Agile Than He Looks:** Any attack that Taurus could conceivably dodge is made at one step of Difficulty higher.

DOOM SPENDS

- **Pressing His Luck:** Taurus has no special Doom spends as such, but he can spend Doom at 2 for 1. Any Doom spent by the gamemaster by Taurus counts as double.

Taurus was tall as the Cimmerian, and heavier ... big-bellied and fat ... every movement betokened a subtle dynamic magnetism ... reflected in the keen eyes that glinted ... — “The Tower of the Elephant”



TSOTHA-LANTI OF THE SCARLET CITADEL

(NEMESIS)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	11 (1)	13 (1)	9 (1)	13 (1)	10	9	10
F.O.E.	Combat		1	Movement		1	
	Fortitude		2	Senses		4	
	Knowledge		5	Social		2	
STRESS	Vigor		11	Armor		2	
	Resolve		16	Courage		3	
	Armor		Reinforced Robes				

ATTACKS

- **Hidden Talons (M):** Reach 1, 6 , Vicious 1
- **Threat of Sorcery (T):** Reach 2, 4  mental, Stun, Area

SPECIAL ABILITIES

- **Fear 2:** Only against supernatural creatures.
- **Inhuman Awareness 1, Intelligence 1, Personality 1, Willpower 1**
- **Patron**
- **Sorcerer:** Tsotha-lanti has many spells at his disposal, including *Summon a Horror* and *Enslave*.

DOOM SPENDS

- **Power Behind the Throne:** Tsotha-lanti gains +2d20 when trying to convince the king to act in any way.
- **Supernatural Presence:** For 1 Doom, he can make Threaten Actions against creatures Inured to Fear.

...from that unholy union was spawned
an accursed hybrid men call Tsotha-
lanti... — “The Scarlet Citadel”



ASTREAS OF NEMEDIA

(RENOWNED)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	10	12	9	10	8	8	8
F.O.E.	Combat		1	Movement		1	
	Fortitude		1	Senses		2	
	Knowlege		3	Social		3	
STRESS	Vigor		9	Armor		1	
	Resolve		11	Courage		2	
	Armor		Clothing				

ATTACKS

- **Dagger (M):** Reach 1, 3 , 1H, Hidden 1, Parrying, Thrown, Unforgiving 1
- **Pen Knife (M):** Reach 1, 3 , 1H, Hidden 2

SPECIAL ABILITIES

- **Accent**
- **Common Ground**
- **Fleet of Foot:** Gains 1 bonus Momentum on all Movement tests relating to foot races.
- **Polyglot**
- **Sage 2**
- **Scribe**
- **Translator**

DOOM SPENDS

- —

*The savant Astreas, travelling in the east
in his never-tiring search for knowledge ...
— “A Witch Shall Be Born”*



VALERIA OF THE RED BROTHERHOOD

(RENOWNED)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	11	11	11	12	12	10	10
F.O.E.	Combat		4	Movement		2	
	Fortitude		2	Senses		2	
	Knowledge		1	Social		—	
STRESS	Vigor		12	Armor		2	
	Resolve		14	Courage		4	
	Armor		Leather				

ATTACKS

- **Cutlass (M):** Reach 2, 6 , Unbalanced, Vicious 1
- **Dagger (M):** Reach 1, 5 , 1H, Hidden 1, Parrying, Thrown, Unforgiving 1

SPECIAL ABILITIES

- Blood on Steel
- Deflection
- Deft Blade
- No Mercy
- Riposte

DOOM SPENDS

- —

There was the color of the sea in her wide eyes ... Valeria ... whose deeds are celebrated in song and ballad wherever seafarers gather. — “Red Nails”




BÊLIT, QUEEN OF THE BLACK COAST

(RENOWNED)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	10	9	13	9	12	7	12
F.O.E.	Combat		3	Movement		2	
	Fortitude		1	Senses		3	
	Knowledge		2	Social		4	
STRESS	Vigor		8	Armor		—	
	Resolve		10	Courage		2	
	Armor		—				

ATTACKS

- **Saber (M):** Reach 2, 3 , 1H, Cavalry 1, Parrying
- **Dagger (M):** Reach 1, 3 , 1H, Hidden 1, Parrying, Thrown, Unforgiving 1
- **Reputation Alone (T):** Range C, 5 , mental, Area, Stun

SPECIAL ABILITIES

- **Entice:** When making a seduction Social test, Bêlit can re-roll any dice that do not score a success when initially rolled.
- **Savage Reaction:** If angered by another, she instinctively reacts with violence. Any failed Society test made against Bêlit grants her an immediate Standard Action which may only be used to attack.

DOOM SPENDS

- **Pirate Goddess:** When leading her crew into battle, Bêlit can spend 2 Doom to grant all Minions +1d20 to their attacks (to a maximum of 5d20).

She was untamed ... supple and dangerous as a she-panther. She came close ... heedless of his great blade, dripping with the blood of her warriors. — “Queen of the Black Coast”



THOTH-AMON OF THE RING

(RENOWNED)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	13	13	12	13	9	10	10
F.O.E.	Combat		—	Movement		2	
	Fortitude		2	Senses		2	
	Knowledge		4	Social		3	
STRESS	Vigor		12	Armor		4	
	Resolve		15	Courage		5	
	Armor		Treated Robes				

ATTACKS

- **Serpentine Dagger (M):** Reach 1, 4 , 1H, Hidden 1, Parrying, Thrown, Unforgiving 1
- **Veiled Threat (T):** Range C, 7 , mental, Stun

SPECIAL ABILITIES

- **The Serpent Ring of Set:** The unique and powerful artifact functions as *Patron*, *Familiar*, and *Circle*. When wearing the Ring, all his Knowledge tests relating to sorcery are reduced by one step of Difficulty and he can roll +1d20 on all sorcery-based Knowledge tests. In addition to this, the Ring allows him to gain +1d20 whenever an offering is used during the casting of a spell.
- **Addict:** Without his Ring, Thoth-Amon becomes despondent, and all Knowledge tests involving sorcery increase in Difficulty by two steps. He is unlikely to even try sorcery without it upon his person.

DOOM SPENDS

- **Masterful Sorcerer:** Thoth-Amon knows any spell the gamemaster requires him to know. In addition to this, Thoth-Amon can spend Doom instead of Momentum to empower spells at any time.

“I was a great sorcerer ... King Ctesphon of Stygia ... cast down the magicians from the high places to exalt me ... They hated me, but they feared me ...” — “The Phoenix on the Sword”




CONAN THE CIMMERIAN

(RENOWNED)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	12	13	12	13	13	14	14
F.O.E.	Combat		5	Movement		3	
	Fortitude		5	Senses		3	
	Knowledge		2	Social		2	
STRESS	Vigor		19	Armor		3	
	Resolve		18	Courage		4	
	Armor		Chain, Helmet				

ATTACKS

- **Broadsword (M):** Reach 2, 9  Unbalanced, Parrying
- **Longbow (R):** Range L, 7  2H, Piercing 1, Volley
- **Fierce Glare (T):** Range C, 7  mental, Area

SPECIAL ABILITIES

- **Blood on Steel**
- **Deflection**
- **Deft Blade**
- **Endurance:** Non-combat feats of physical exertion never fatigue Conan.
- **Grappler**
- **Killing Strike**
- **No Mercy**

DOOM SPENDS

- **Ferocious:** Conan can spend 1 Doom to grant the Fearsome Quality to any weapon he wields.

He was almost a giant in stature, muscles rippling smoothly under his skin which the sun had burned brown. — “Red Nails”




AMALRIC OF NEMEDIA

(RENOWNED)



ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	10	12	11	12	11	11	10
F.O.E.	Combat		4	Movement		2	
	Fortitude		3	Senses		2	
	Knowledge		2	Social		1	
STRESS	Vigor		14	Armor		4	
	Resolve		15	Courage		3	
	Armor		Plate, Helm				

ATTACKS

- **Broadsword (M):** Reach 2, 7 , Unbalanced, Parrying
- **Spear (M):** Reach 3, 6 , Unbalanced, Piercing 1
- **Reputation (T):** Range C, 4 , mental, Area, Stun

SPECIAL ABILITIES

- **Bodyguard:** Typically leads a bodyguard of 2+ mercenaries (Toughened sergeants) into combat. When attacking as a unit, each grants +1d20 to Amalric's attacks and parries.
- **Experienced Captain:** When leading a mercenary army, Amalric can roll +1dd20 on all tests required for his command.
- **Frightening Charge:** When making an attack on any turn in which Amalric moves, his attack gains the Fearsome Quality.

DOOM SPENDS

- —

*Amalric swore beneath his breath, then grinned.
True soldier of fortune, no shift of fortune, however
outrageous, surprized him much. — “Black Colossus”*

CREATURE CATEGORIES

All creatures fit these categories, unless their description says otherwise. Some creatures are variants, e.g. Dog, or are of several categories. See description to modify/check creatures.

MINION

- Acts/fights per normal but does not use hit locations.
- Rolls 1d20 on tests.
- Gains bonus dice normally.
- Stress = $1/2$ associated attribute (rounded up).
- Out of action after single Harm.
- Cannot attempt Reactions.
- Cannot sacrifice armor/shields to ignore Wounds.
- Bringing Minions into a scene costs 1 Doom per Minion (with story reasoning).

TOUGHENED

- Acts/fights with same rules as player characters.
- Stress is equal to associated attribute.
- Out of action after 2 Harms of any one type.
- Do not have different hit locations.
- Cannot sacrifice armor to ignore Wounds but can sacrifice shields.
- Bringing Toughened into a scene costs 2 Doom per Toughened (with story reasoning).

NEMESIS

- Acts/fights with same rules as player characters with a normal range of hit locations.
- Can withstand multiple Harms exactly like player characters.
- Can sacrifice armor or shields to ignore Wounds.
- Stress equals associated attribute or Field of Expertise, like player characters.
- May spend 3 Doom to gain 1 Fortune point, used like a player character.

HORROR

- Can be Summoned using the *Summon a Horror spell*.
- More powerful creatures can be summoned at a greater Difficulty (see creature description).

UNDEAD

- Can be summoned using the *Raise Up the Dead spell*.
- Identical to a Horror in all other ways.
- Subdued with the *Placate the Dead spell*.

GROUPS

MOB

- Up to 5 identical Minions
- Single turn per combat round and must all take same action
- Tests: One creature in group takes test (others contribute d20 which does not count toward normal 3 bonus d20 limit) all skills attributes should be the same for each group member
- When attacked, one member is designated primary target (gets damage/effects)
- 1 Harm takes out a Minion and remaining damage is applied to next creature in a domino effect until no damage remains or entire Mob is taken out
- Some damage may inflict 2 harms simultaneously (Minions usually have 5 in a Stress value) so a hit that reduced them to 0 stress also inflicts 5 damage. This only takes out one creature as Harms do not carry over only total damage.
- Cannot attempt Reactions
- Status effects apply to entire group equally, but game-master can narrow this by inflicting one Harm on one group member (after this group abandons creature)

SQUAD

- Follows Mob rules, except for the following:
- 1 Toughened creature (referred to as the Leader) and up to 4 identical Minions
- Minion abilities directly support the Leader's actions
- Squad Leader can be a Nemesis or player character following same rules
- Tests: Leader takes the test (others contribute d20 which does not count toward normal 3 bonus d20 limit)
- Same damage rules as a Mob, except Leader is always last to receive damage
- Attackers can spend 2 Momentum to target the Leader (called shot) a Squad whose Leader is taken out immediately becomes a Mob

SPENDING DOOM (ADDITIONAL OPTIONS)

- Interpose—Group may spend 1 Doom to divert an attack from an allied creature within Reach to themselves
- Special Weaponry
- One creature has special weapon
- Costs two Doom to attack
- Creature attacks separately from group instead of assisting
- Attack may be directed at the group target or a different target

FIELDS OF EXPERTISE

Non-player characters are listed with six Fields of Expertise. This represents their skills within these broad categories as a single number. Whenever a non-player character needs to make a skill test, they use the relevant number as their Expertise and Focus from the appropriate Field of Expertise. *For example, a character with an Agility 9 and Movement 1 attempting an Acrobatics test would have a target number of 10 and a Focus of 1 for that test.*

DESCRIPTIONS AND ASSOCIATED SKILLS

- **Movement:** Movement around a scene (bodies and vehicles). Skills: *Acrobatics, Athletics, Sailing, Stealth.*
- **Combat:** Using tools and techniques of death/destruction. Skills: *Melee, Parry, Ranged Weapons, Warfare.*
- **Fortitude:** Surviving in hostile environments. Skills: *Discipline, Resistance, Survival.*
- **Knowledge:** Intelligence and information skills. Skills: *Alchemy, Animal Handling, Craft, Healing, Lore, Linguistics, Sorcery.*
- **Social:** Ability to influence creatures and people without force. Skills: *Command, Counsel, Persuade, Society.*
- **Senses:** Ability to perceive details. Skills: *Insight, Observation, Thievery.*

SPECIAL ABILITIES

(1 OF 3)

BRAIN-DEAD

An unthinking creature that attacks anything living, will move toward light/noise when nothing to attack, and move randomly if no living being/light/noise.

- Cannot attempt Reactions.
- Cannot suffer mental damage.
- Immune to mind-influencing effects.

DOOM-HERALD

- Gamemaster adds 1 point to the Doom pool when creature enters scene.

DREAD CREATURE (X)

- Creature begins scene with Doom equal to X.
- Not drawn from general Doom pool.
- Can only benefit itself.


FAMILIAR (X)

- Can aid sorcerer with spell casting (adds $Xd20$ to skill test where X = value of creature ability)
- Not required to offer aid, often requires payment
- If ability is tied to a Doom spend, the cost is in the creature description

FAST RECOVERY (VIGOR OR RESOLVE X)

- X = specified Stress and value. For example, Fast Recovery (Resolve 2).
- At start of turn, regain damage equal to the value of ability.
- Creature may spend Doom to remove associated damage capacity Harms (Wounds for Vigor or Trauma for Resolve). Doom required to remove 1 Harm is equal to Harms creature currently suffers.

FEAR (X)

- Victims must make a Discipline test (Difficulty X) or suffer creature's Threaten attack damage.
- One test per Fear-causing creature (Difficulty adjusted for multiple creatures).
- Threaten attack damage increases by +X .

FEED UPON FEAR

- Add 1 Doom when suffering mental damage from any source within Medium range.

FLIGHT

- Must spend one Action moving per turn.
- If knocked prone, will fall straight down and suffer falling damage.
- Difficulty to carry objects is based on size, convenience, portability, and carrying means.

SPECIAL ABILITIES




(2 OF 3)

INCORPOREAL (X)

- Large physical barriers (e.g. buildings, vehicles) are impassable, but these creatures can pass through small/light objects
- Gains X points of Armor Soak (X = rating of ability)
- Blessed, ensorcelled, supernaturally enhanced weapons, or supernatural effects ignore Armor Soak

INHUMAN (ATTRIBUTE) (X)

One of the creature's attributes is above human capability and therefore the value of X is added as automatic successes when rolling a test for that attribute.

- Inhuman Awareness = +1  Ranged attack damage per rank
- Inhuman Brawn = +1  Melee attack damage per rank
- Inhuman Personality = +1  mental attack damage per rank
- Inhuman Brawn = +1 Vigor per rank
- Inhuman Willpower = +1 Resolve per rank

IMMUNITY

The creature is immune to specific conditions/effects. Common conditions/effects are:

- **Cold:** Immune to all cold effects including damage
- **Disease:** Immune to all disease effects (suffers no symptoms). If infected, the creature becomes a carrier and will spread the disease if it is contagious.
- **Fear:** Incapable of fear and cannot be dazed or staggered by mental attacks. Does not suffer penalty from Traumas (can be taken out as normal)
- **Heat:** Immune to all heat effects including damage
- **Pain:** Incapable of feeling pain and cannot be dazed or staggered by physical attacks. Does not suffer penalty from Wounds (can be taken out as normal)
- **Poison:** Immune to effects of all poisons, venoms, and toxins

SPECIAL ABILITIES

(3 OF 3)

KEEN SENSES (SENSE TYPE)

One of the creature's senses is particularly keen (choose either sight, hearing, or scent). Reduce the Difficulty of all Observation or Insight tests for that sense by two steps.

MONSTROUS CREATURE

This creature is bulky and large. Increase the Difficulty of tests where large size/bulk would be an obstacle by one step. However, they can use Unbalanced or Two-Handed Weapons in one hand without an increase in Difficulty.

MOUNT X

Animals with Mount can support X riders without trouble. They can support a number of riders above X, but Animal Handling tests increase by one step per extra passenger. If the animal has a cart or other transport, it can carry an extra passenger with no hardship.

NIGHT VISION

These creatures can see in the dark and tests do not increase in Difficulty because of darkness.

PATRON

This creature can act as a sorcerer's patron (*Patron*).

UNLIVING

This creature is made up of non-living material (e.g. stone, metal, dead flesh) and is highly resistant to all environmental conditions (reduce the Difficulty of Fortitude tests against extreme heat and cold by one step). The creature is also immune to the effects of suffocation, starvation, and thirst. Unliving creatures can sometimes suffer physical damage as objects (Structure and Faults, instead of Vigor and Wounds).

CREATURE ADJUSTMENTS

ROARING, SNARLING BEASTS

Though many wild animals have complex social structures, they seldom have social skills recognizable by humans. However, they are still capable of threatening and intimidating others, whether human or other wild animals.

When attempting Threaten attacks, wild beasts use Willpower + Fortitude instead of Persuade.

GIANT CREATURES

To make creatures larger and more monstrous:

- Increase Brawn (and Vigor).
- Add the Inhuman Attribute and Monstrous Creature Qualities.
- Heightened Brawn increases its bonus damage.
- Add weapon Qualities such as Knockdown, Area, or Spread to attacks utilizing additional size and reach.
- Increase armor and/or and Courage Soak.
- Add additional qualities such as corrosive or acidic blood (Persistence Quality).
- Make it a Nemesis, increasing Vigor, Wounds, Resolve, Trauma, etc.