

# Bitches for Thoth Amon

Slaver Adventures in the Hyborian Age

Version 0.4



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# 1. Introduction (draft complete)

Bitches for Thoth Amon is a creature-collection style tabletop RPG game, meant for solo play or 2-4 players. The game was born from a spur-of-the moment idea, after a comment on a “Bitches for Tulsa Doom” meme thread told anons to cease the fruitless posting of memes unless there is a “Bitches for Tulsa Doom traditional game”.

Bitches for Thoth Amon is loosely set in the Conan universe created by Robert E Howard. We have written this game to be contemporary with the adventures of Conan as depicted in the novels (hence the change from Tulsa Doom to Thoth Amon), although the basic game system can easily be swapped for another era in the same setting, a generic sword-and-sandals setting, or another IP entirely (i.e. A Song of Ice and Fire, Gor etc.) if game masters and players want to get creative.

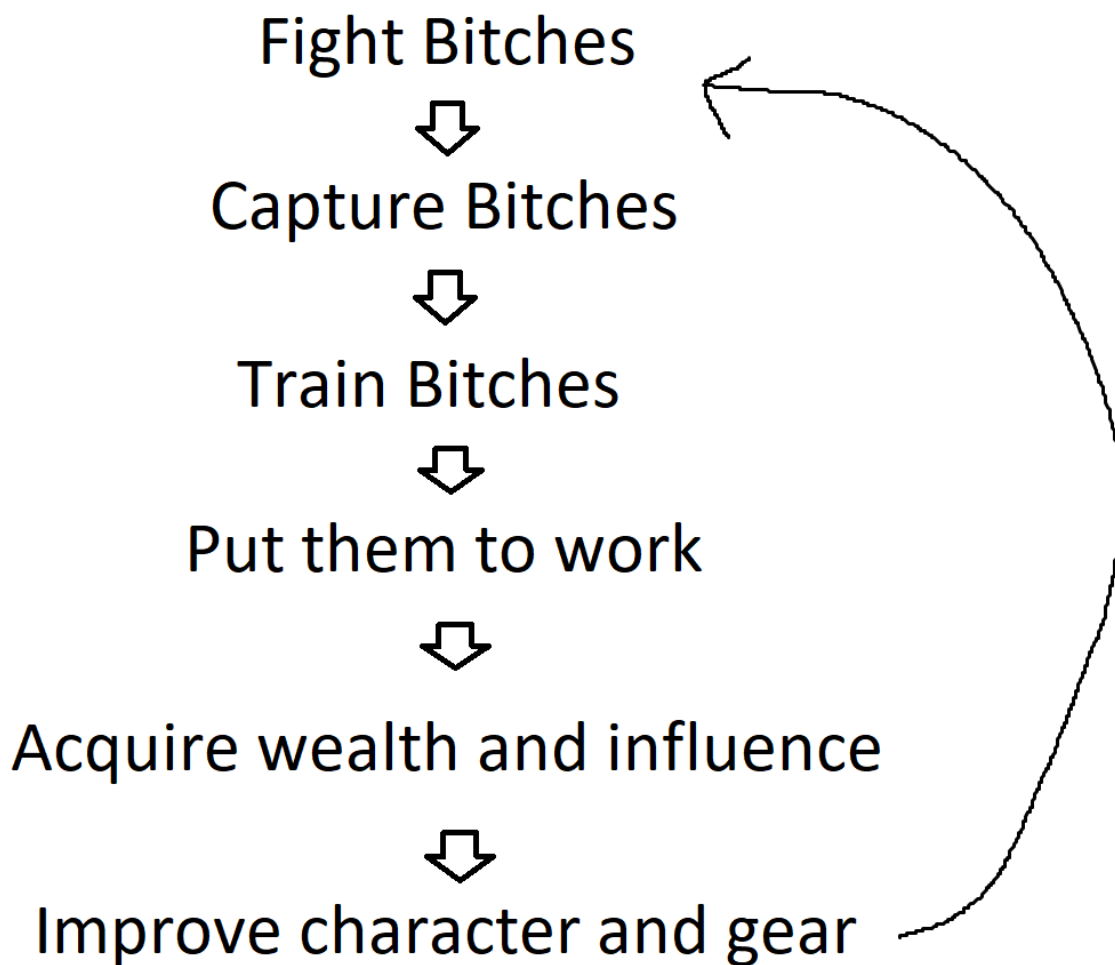
In Bitches for Thoth Amon, the players take the role of slavers, out to capture, enslave and train Bitches to serve their own varied purposes. Bitches captured can be put to use in a variety of ways, from conferring carnal pleasures, to fighting alongside their masters, to working as prostitutes or gladiators for wealth, to serving as spies in the criminal underworld, and more. Despite the setting, game masters and players can set any tone for their adventures they deem appropriate.

Bitches for Thoth Amon is designed for male Player Characters. This character creation guide and the subsequent character progression section (Section 7) are designed to support male Player Characters, and all other rules and content are created under the assumption that all Player Characters are male. Similarly, PCs can only enslave female characters (hereafter referred to as Bitches), who are designed to be mechanically different from PCs. If players want to have female Player Characters or male Bitches, they and the game master may exercise their own judgement and creativity in doing so, tweaking rules and content if necessary.

As always, the ultimate objective of any game is for everyone involved to have fun. This book serves to be a mere stepping stone for game masters and players to have their own adventure, and a self-indulgent work for lovers of Conan and tabletop games.

## 2. The core gameplay loop (draft complete)

The core gameplay loop of Bitches for Thoth Amon revolves around the acquisition of Bitches as captives, the training of Bitches to be slaves, and the management of slaves to serve your grander objectives. We have outlined a simple gameplay loop below for what occurs in a typical game, which will also serve as a structure for reading the sections of rules in the rest of this book.



Depending on specific story events that occur based on the players' or the game master's actions, however, any of these situations can immediately lead to any other situation. For example, players can be managing their slaves in a brothel, when a group of goons burst in and combat begins.

### 2.1 Dice, Rolls and Checks

Interaction and conflict in Bitches for Thoth Amon are resolved with either Rolls or Checks. Rolls represent actions with variable outcomes and a degree of uncertainty, while Checks

represents actions with predictable outcomes and a fixed level of difficulty. For example, disarming an unknown trap will require a roll, while prying open a door will require a check. In section 10, we have included some common examples of actions best represented by rolls, as well as actions best represented by checks, although depending on narrative needs the game master and players may have their own interpretation of these.

### 2.1.1 Checks

Checks are relatively straightforward to resolve. When a PC makes a check, the PC takes his stat value and compares it to the threshold of the check. If the stat value is equal to or higher than the threshold, the PC succeeds in the check. Otherwise, they fail. For example, a PC needs to pry open a door, which imposes a STR check of 8. The PC has 9 STR, and successfully opens the door.

### 2.1.2 Rolls

Rolls have variable outcomes and require dice. When a PC attempts a roll, the player rolls two 6-sided dice (2D6), add the results, and compare against the character stat they are using to make this attempt. If the 2D6 sum is equal to or lower than the stat value, the PC succeeds in the roll. Otherwise, they fail. For example, a PC has his DEX stat of 8, and needs to make a DEX roll to disarm a trap. He rolls 7, and succeeds.

Stats used for rolls can be modified by a variety of modifiers, depending on the proficiency of the PC and the difficulty of the roll. For example, the trap being disarmed is more difficult than usual, and imposes a -2 modifier on the above DEX roll. Now the PC still rolls 7, but it is higher than his modified DEX of 6, and fails the roll.

There are no auto-fails or auto-successes on natural snake eyes (2D6 of 2) or boxcars (2D6 of 12) in *Bitches for Thoth Amon*. Game masters and players may choose to incorporate this if they wish, but the content in the rest of this book may require tweaks and balances to support that.

### 2.1.3 Contests

In addition to regular rolls, contests are used when a character takes an action that is opposed by another character. These can include attacks, rape, and other related actions.

Contests involve one stat from each of the characters involved. Each character rolls 2D6, and adds the results to their respective stat. These are then compared, and the character with the higher value succeeds the contest. If it is a tie, the character who initiated the contest (e.g. the attacker) loses.

For example, a PC attacks a bandit, who attempts to dodge the attack. A contest is made between the PC's DEX of 8 and the bandit's AGI of 6. The PC rolls a 2D6 of 7, and the



bandit rolls a 2D6 of 8. After adding their respective stats, the PC has a total of 15, while the bandit has a total of 14, meaning the PC succeeds in the attack.

In the next section, we will begin with starting the game, creating player characters, setting off for your first few adventures, and acquiring your first Bitches.

## 3. Starting the game (draft complete)

All games of Bitches for Thoth Amon start with character creation, and the creation of a suitable setting for the characters to start playing in. By default, all player characters are male, have an adequate degree of prowess in combat, and an adequate understanding of enslaving and training Bitches, but game masters and players may choose to vary these factors depending on what kind of game they want.

### 3.1 Character Creation

Below are the main building blocks of character creation:

Culture / Religion

Name

Stats

Perks

Starting Equipment and Items

Starting Followers and Bitches

#### 3.1.1 Culture / Religion

Culture and Religion are very important in the sword-and-sandals world of Conan. A Stygian would be raised to become a very different man from a Cimmerian, in their knowledge, skills, beliefs, mindsets towards many societal topics, and so on. Religion is also intimately tied to the culture and background of different peoples. For example, the worship of certain gods like Set or Yog can result in player characters having beliefs or practices deemed abominable by those Aquilonia. Different cultures also have different views on the status of women and the practice of slavery, and players from certain cultures may require some basic lampshading to justify their part in these practices.

In addition, a man's background is often immediately identifiable upon first impression, based on their physical appearance, the language they speak, and their style of dress. This can lead to either positive interactions with NPCs from the PC's culture or those friendly with them, or see PCs shunned and even attacked by those who are hostile.

To keep the game system streamlined, Culture and Religion will confer no immediate mechanical bonuses or penalties upon characters. It will be the game master's responsibility to take players' backgrounds into consideration in the narrative, and game events that are driven by those narratives. For example, a Stygian player may not be welcome in an Aquilonian Temple of Mitra, or a local slave trader may give better prices to a player because they are both followers of Derketo.

#### 3.1.2 Name and Aliases

Player names can be a very straightforward affair, but can have more depth to it if desired by game masters and players. As discussed above, names can inform others of a PC's background, and less-than-honest PCs may want to create different aliases for different

locations to manage relationships. Names and aliases may also be relevant under the Management section later on, as PCs engage with businesses, nobles and criminals. It is the player's responsibility to keep track of his PC's name and any aliases created for locations visited.

As an example, we create the character Goman (alias 'The Bitch Destroyer), a Cimmerian hailing from the miserable land of Cimmeria, and a staunch believer of Crom, the God with the strictest non-interference policy in the Hyborian Age.

### 3.1.3 Stats

Stats are the physical properties of PCs that determine what general areas of tasks they are good at. Player characters' base stats range from 0 to 12, with 6 being the "average", although they can go below 0 or above 12 when accounting for modifiers.

These following 4 stats are used for all characters in Bitches for Thoth Amon:

**Strength (STR):** Muscle mass and acclimatisation to heavy loads, represents one's ability to carry heavy weights, effectively use heavy equipment, and restrain enemies with strength.

**Dexterity (DEX):** Hand-eye coordination, represents one's ability to land attacks, aim projectiles and perform complex actions like tying knots

**Agility (AGI):** Fleetness of movement, represents one's ability to manoeuvre around the battlefield, dodge attacks, and perform acrobatics. AGI also determines turn order in combat.

**Constitution (CON):** Physical toughness, represents one's ability to endure more damage, exert and fight for longer, and stave off the effects of poison and corruption.

Bitches for Thoth Amon recommends using a point-buy system for character creation. This gives players 28 "buy points" to assign at the start of the game, with each stat point from 1 to 5 costing 1 point, stat points of 6-8 costing 2 buy points each, and stat points of 9-12 costing 3 buy points each. Game masters and players can also elect to use other systems such as 2D6 rolls in-order, or use manually written stats for specific characters they have in mind.

In addition to these four stats, there are two additional stats in **Health Points (HP)** and **Corruption (COR)**.

HP is the amount of damage a character can take before being Incapacitated. A character's base HP is derived from CON with the formula  $20 + \text{CON} \times 5$ . For example, a character with CON 6 will have 50 base HP at maximum. This may be further modified by traits and perks.

COR represents the negative influence of otherworldly sorceries and unnatural phenomena. COR is the only "mental" stat for PCs, is an optional inclusion in adventures where PCs tangle with supernatural foes, utilise arcane artefacts and weapons, and wield powerful magicks to bend Bitches to their will. COR is gained through exposure to these supernatural phenomena, with small amounts being gained from interacting with (and fighting against) sorcery, and large amounts being gained by actively utilising sorcery and artefacts. COR is used as a vulnerability against psychological attacks made by supernatural enemies, the specifics of which will be covered in the respective enemies' bestiary entries.

Bitches for Thoth Amon does not use other “mental” stats for PCs, with the implication being players have full agency of their characters’ thoughts and mental states, or that all PCs are totally fearless and impeccably rational no matter the circumstance or odds (in the Hyborian Age, men are all badasses). Game masters and players may elect to have additional mental stats and related gameplay mechanics if desired.

Returning to our example character, Goman is particularly strong and tough at 8 STR and 8 CON with 60HP. However, he isn’t very fast with his 4 AGI, and can’t hit the broadside of a mammoth with his 2 DEX.

### 3.1.4 Perks

Perks are specific actions or types of actions that a character is familiar with, and can perform significantly better than others. Perks come in many categories, such as proficiency with movement, weapons, armour, and so forth. Perks usually offer bonuses to rolls and checks made for specific actions, but in some cases can confer unique and powerful bonuses.

In the table below, we have provided a list of perks that player characters can choose from at the start of the game. By default, PCs can pick up to 3 perks at character creation. Each perk has requirements, such as base stat levels or other perks, and can only be picked if the character fulfils all of its requirements.

Table 3.1.4A Starting Perks Table

| Category | Name                          | Effect  | Requirement      |
|----------|-------------------------------|---|------------------|
| Armour   | Light Armour Proficiency      | +1 to AGI when Unarmoured or wearing Light Armour   | AGI 9+           |
| Armour   | Medium Armour Proficiency     | No DEX and AGI penalty when wearing Medium Armour   | STR 7+<br>AGI 7+ |
| Armour   | Heavy Armour Proficiency      | DEX and AGI penalty reduced to -2 when wearing Heavy Armour   | STR 9+           |
| Weapon   | Designated weapon Proficiency | +1 to contest when attacking with the designated weapon type (Sword, Mace, Axe, Spear, Greatsword, Greataxe, Maul, Polearm, Bow, Sling) | -                |
| Weapon   | Shield Proficiency            | +1 to DEX when blocking with shield   | DEX 4+           |
| Combat   | Movement Proficiency          | +1 to movement range when not over encumbered   | AGI 8+           |
| Combat   | Grappling Proficiency         | +1 to contests when performing the Grapple Action   | STR 7+<br>AGI 7+ |
| Skill    | Binding Proficiency           | +2 to contests when performing the Bind Captive Action  | DEX 7+           |

|       |                      |   |                            |
|-------|----------------------|---|----------------------------|
| Skill | Order Proficiency    | Submission Threshold -1 when performing Captive Actions                 | STR 7+                     |
| Skill | Torturer Proficiency | +2 to contest when performing the Beating Captive Action                | DEX 7+                     |
| Skill | Lover Proficiency    | +2 to contest against Willpower when performing the Rape Captive Action | DEX 6+<br>AGI 6+<br>CON 6+ |

Depending on the type of game players want or the type of PCs players want to build, game masters can always permit additional starting perks (including higher-tier ones) found later on in Section 7, regardless of whether PCs meet the necessary stat requirements.

Our hero Goman starts with a weapon proficiency in Swords, granting him a +1 to hit on top of the usual +2 provided by swords. He also chooses Medium Armour Proficiency, although he will need to find a set of those sometime later. In addition, Goman picks the Grappling proficiency to enhance his already impressive grappling ability.

### 3.1.5 Starting equipment and items, and carrying capacity

Starting equipment and items can vary greatly between PCs depending on their background, perks, and the type of game the game master has in mind for the PCs. In general, Bitches for Thoth Amon recommends PCs start with one Iron-tier weapon, a set of Clothes or Light Armour, 5 Bandages, and 100 Gold to buy additional items (either at character creation or before their first Quest). Below are tables of common starting weapons, armour and items, their corresponding effects, and their monetary values.

Table 3.1.5A: Starting Weapons

| Weapon           | Damage | Range | Hand(s) | Effect               | Weight | Value |
|------------------|--------|-------|---------|----------------------|--------|-------|
| Stone Sword      | 8      | 1     | 1       | +2 to hit            | 1      | 50    |
| Stone Axe        | 8      | 1     | 1       | -2 enemy Block value | 1      | 30    |
| Stone Club       | 8      | 1     | 1       | +4 Negate            | 1      | 30    |
| Stone Spear      | 8      | 2     | 1       | -                    | 1      | 30    |
| Stone Greatsword | 12     | 2     | 2       | +1 to hit            | 4      | 100   |
| Stone Greataxe   | 12     | 2     | 2       | -2 enemy Block value | 4      | 80    |
| Stone Maul       | 12     | 1     | 2       | +4 Negate            | 4      | 80    |
| Stone Polearm    | 12     | 3     | 2       | -                    | 4      | 80    |

|               |    |     |   |                                    |   |    |
|---------------|----|-----|---|------------------------------------|---|----|
| Light bow     | 8  | 6   | 2 | Can make Indirect attack at -2 DEX | 4 | 50 |
| Sling         | 8  | 6   | 2 | +2 Negate                          | 2 | 20 |
| Stone Javelin | 10 | STR | 1 | Use Throw attack                   | 1 | 20 |
| Round shield  | -  | -   | 1 | +2 Block value                     | 2 | 20 |

Table 3.1.5B: Starting Armour

| Type     | Name          | Armour | Effect                    | Weight | Value |
|----------|---------------|--------|---------------------------|--------|-------|
| Clothing | Loincloth     | 0      | +1 AGI, draws enemy aggro | 0      | 0     |
| Clothing | Basic clothes | 0      | -                         | 1      | 10    |
| Light    | Linothorax    | 2      | -                         | 4      | 50    |
| Light    | Padded armour | 2      | -                         | 4      | 50    |
| Light    | Fur armour    | 2      | Warm                      | 4      | 50    |

Table 3.1.5C: Starting Items

| Type       | Name                    | Effect   | Weight | Value |
|------------|-------------------------|--|--------|-------|
| Consumable | Bandages                | 2 Actions to use. Restore 20 HP  | 1      | 10    |
| Consumable | Antidote                | 1 Action to use. Remove Poison status immediately  | 1      | 20    |
| Consumable | Health Potion           | 1 Action to use. Restore all HP  | 1      | 100   |
| Slavery    | Brand                   | Use to enslave Bitches   | 10     | 100   |
| Restraint  | Slave Collar with leash | Use to enslave Bitches   | 5      | 100   |
| Restraint  | Shackles                | Use to bind legs while allowing slow walking, inflict an additional AGI -2 when equipped | 5      | 100   |
| Restraint  | Cuffs                   | Use to bind arms, inflict an additional DEX -2 when equipped                             | 5      | 100   |
| Projectile | Net                     | Inflict Netted effect to target  | 2      | 50    |
| Projectile | Oil keg                 | Drench target in oil   | 3      | 50    |

|            |            |  |   |     |
|------------|------------|--|---|-----|
| Projectile | Fire bomb  | Sets target and surrounding area of radius 2 on fire | 3 | 200 |
| Projectile | Poison keg | Poisons target                                       | 1 | 100 |

Depending on the type of game players want or the type of PCs players want to build, game masters can always permit additional starting Gold, or starting equipment and items taken from the full range of available items (including higher-tier equipment and items) found later on in Section 10.

In our example, our hero Goman starts with his trusty Stone Sword and a Round Shield, wearing Linothorax he took off a dead Aquilonian warrior, along with a Net, five Bandages and not a single Gold coin to his name.

### 3.1.6 Equipment and Carrying Capacity

STR determines the maximum weight of weapons or items players can equip with both hands (i.e. an STR of 6 will allow players to wield a 2-handed weapon with a weight of 6, or a 1-handed weapon with a weight of 3). In our example, Goman's STR of 8 allows him to wield weapons of maximum weight 4 in one hand, or 8 in both hands. This lets him use his Stone Sword and Round Shield without issue.

Carrying capacity includes all items a PC can hold on his person, including all equipped weapons and all items held in his hands.

A player's total carrying capacity is determined by their STR, with the formula:

**Carrying Capacity = 10 + STRx5**

Using Goman as an example again, his carrying capacity will be  $10+8 \times 5=50$ . This will allow Goman to carry all his chosen equipment and items easily.

Characters who exceed their carrying capacity will receive a penalty of -1 to STR, DEX, AGI and Movement for each exceeding unit of weight. For example, if Goman carries 55 weight, he would receive a -5 penalty to all these stats and attributes. Overweight penalties cannot bring stats and attributes to below zero.

### 3.1.7 Starting followers

In the savage lands of the Hyborian Age, exploring the world alone is a sure way to get yourself killed. Beyond having powerful allies in other PCs, your PCs may be accompanied by up to two Followers. Followers are NPCs who travel with PCs, be it slaves held in bondage, true companions following out of their own will or merely hired muscle. In the game, they function as additional PCs that their owning player controls, and in combat the owning player will take their turns. Each PC can have up to two followers, although this limit may be further modified by other rules.

All followers apart from Slaves owe no permanent loyalty to the owning player's PC, and may leave at any time either for narrative reasons, or at the end of a mercenary contract.

For level 1 PCs, Bitches for Thoth Amon does not recommend starting them with any followers or Bitches, and must put in work to gain their first captives or allies. Alternatively, players may discuss with the game master, and draw followers from the common followers table in Section 7, or slaves from Section 9.

## 3.2 Setting up a game of Bitches for Thoth Amon

After each player has created their PC, the group will determine the location for their adventure. This can range from the desert cities of Stygia, to the harsh frozen lands of Nordheim, to anything in between. The most important aspect of this step is to set the general tone of the adventure, whether it is a promised land filled with noble bright opportunities, or in the grim darkness of this wasteland there is only suffering. The game master should also make clear the geography of the immediate region around the PCs, including major geographical features like mountains, rivers, deserts and forests, as well as significant human settlements like cities and towns. The culture and religion in the area should also be established, if it is relevant to the PCs' backgrounds.

### Why be a slaver

PCs are, without exception (as Bitches for Thoth Amon intends, at least), slavers. Why each PC engages in slavery should be informed by their background, motivation, and personal beliefs or necessities. Some may be in it through desperation for money, some as an expression of sexual domination, while others see it as their misogynistic duty to put Bitches in their rightful place. Regardless of their causes, your PCs have joined with one another in a bid to get out there and get some Bitches. They are now ready for their first quest.

## 3.3 Your first quest

At this point, we recommend that PCs will meet and form a party through some sort of plot hook, and be given a quest hook to embark on their first quest. Experienced game masters and PCs may require less handholding in this aspect, and so this section is written to be a summary of how adventures and quests are intended to play out in Bitches for Thoth Amon.

Quests and adventures in Bitches for Thoth Amon are generally motivated by the desire to acquire Bitches, wealth, status, and valuable or powerful artefacts and sorceries. Whether the PCs are meeting up to embark on their first quest, or whether they are already partied up and in the middle of their quest, the game master can use one of the following starter quest templates to ease the players into the game.



### 3.3.1 Slave raid

A very straightforward quest type. PCs will travel to target location populated by Bitches, such as a small village, camp, cave, ruin etc., with the goal of capturing as many slaves as possible.

This target location is ideally located near the PCs' starting area, and also close to a city or town where captives can be properly enslaved and sold/put to work. For starting and low-level players, they should also face minimal criminal and reputational repercussions for raiding this target location.

### 3.3.2 Kidnapping

Another straightforward quest type. PCs are tasked by their quest giver (or at their own initiative) to travel to a known location that harbours one or more specific Bitches. These could be important figures to local communities or nobility, notorious outlaws, or some other relatively famous Bitches, whose reputation precedes them and made them a valuable target for slavery.

This type of quest focuses on capturing one or a small number of specific (and often more powerful and/or valuable) Bitches. Players will need to ensure that their targets are properly captured, kept alive during battle, and do not escape easily.

### 3.3.3 Exploration

A more open-ended type of quest with no specific objective, only to travel to a location of interest such as a notable cave, ruin etc. and explore it, battling its denizens and reaping its rewards along the way.

Exploration quests are a good way to keep some degree of mystery around adventures, with PCs guided by plot hooks leading them only to the target location but have no idea what they may find inside. Of course, battle and Bitches usually await them.

### 3.3.4 Journey

Another open-ended type of quest that involves PCs travelling to a far away location, either as part of a higher objective, or to migrate to another region offering different adventures. The journey will involve many encounters along the way including battles, exploration, a larger variety of Bitches to capture, and so forth. There is no singular "quest location", instead the game master can create a series of stops and points of interest along the journey, each filled with different quests, events, battles, and Bitches.

Now that the type of quest has been chosen, PCs can spend time preparing for their upcoming quest, typically by gathering information and purchasing items within the nearest settlement. This is meant to be an organic, narrative process that players work with the game master with. Eventually, PCs will make ready, embark on their quest, and arrive at the quest location.

For the purposes of this overview, we will use the Slave Raid quest type as an example. In this case, Goman and his new friend Zubo the Hyrkanian Archer met in town, and decided to party up to capture some Bitches for some easy money and carnal release. They seek out rumours in town of nearby settlements, and eventually arrive at a small camp in the Aquilonian countryside, populated by a dozen or so Bitches, known to be former slaves turned bandits plaguing the roads.

Our heroes elect to sneak up on the settlement at dawn, and launch an ambush on the small party of 4 Bitches guarding the settlement gate. Combat is now initiated, and in the next section we will go over how it is carried out.

## 4. Combat (draft complete)

Combat is the typical method of dispute resolution in the savage lands of the Hyborian Age. In this section, we will cover the basics of how to begin, conduct, and end combat.

### 4.1 Entering combat

Combat can be initiated through a variety of means, either with sufficient awareness by player characters, or unexpectedly as part of an ambush. Either way, the game master will declare the start of combat, and set up the battle map with models representing PCs, enemies, and any significant terrain and objects.

While game masters are free to prepare battle maps, we have included some templates for maps based on size and types of terrain. These can be found in section 10 of this book.

When players enter combat, they must determine the number of

### 4.2 Turn order

At the start of combat, turn order for all combatants is determined by their respective AGI values, taking into account all relevant modifiers. Turn order goes from the highest AGI to the lowest. This turn order may then be modified by additional rules, such as Ambush. If there is a tie in AGI between PCs and their allies, players will decide on who goes first, but must stick to this order for the rest of that combat. If there is a tie in AGI between PCs/allies and enemies, PCs/allies will always go first.

Turn orders are fixed at the start of combat, and will remain the same in each round of combat until the end of that combat, regardless of changes to characters' AGI values during the combat. Some rules may temporarily modify a character's turn order, however.

Each combatant will take their Actions in their Turn. After all combatants have finished their Turns, the Round of combat ends, and the next Round of combat will begin.

### 4.2.1 Ambush

When an ambush occurs, either by the PCs or by enemies, all ambushers will go first in the first turn, with their respective AGI determining the turn order among them. All the victims of the ambush will then take their turns, again in order determined by their AGI. After the first Round, turn order for the rest of the combat will be determined by combatants' current AGI values.

For example, a bandit (with AGI 6) is ambushed by Goman (AGI 4). In the first Round, Goman will go first as he is the ambusher. From the second Round onwards, the bandit will go first, as determined by her higher AGI at the start of the second Round.

However, if the bandit's AGI is lowered to 3 during the first Round as a result of being inflicted with the Netted status, from the second Round onwards Goman will go first, even if she removes the net by the second Round and her AGI is restored to 6.

## 4.3 Actions

Each Turn in combat involves combatants taking actions. Actions are grouped into three categories:

Movement

Attack

Skill

Each turn, characters can take up to two Actions. This Action quota does not carry over into subsequent turns if unused, and may be modified by other effects. Unless otherwise specified, the same Action can be taken more than once within the same turn. In some rare cases, certain Actions may consume more than one Action quota.

At the game master's discretion, Actions that are not listed in this book, especially minor ones, may be free Actions and do not consume this quota.

### 4.3.1 Movement Actions and how they work

Movement Actions are used to reposition characters around the battle map. They will always come with a Movement value, indicating how far a character can be moved with this action. Common movement Actions include the following:

Run

Move value: 5

The default movement Action for characters, with no specific advantages or disadvantages. Run can be used in conjunction with other movement Actions, if the player declares that the PC will undertake both Actions together. For example, the PC can run 3, Jump across a gap of 3, and then run the remaining 2.

## Jump

Move value: 3

Jumps a character across a horizontal gap or hazard. The jump action is also used to vault over low obstacles (below 1 height) of width up to the jump move value.

If there is an elevation change downwards, the jump move value needs to satisfy the horizontal distance jumped. The jumping character will then take fall damage based on the distance fallen, at 5 damage per 1 height.

## Climb

Move value: 3

Climb up or down a height. The character's base must be able to reach a flat surface within the climb move value, for the climb to be valid (i.e. characters cannot "hang" on a wall without reaching the top/bottom within one turn). If a character is climbing downwards and cannot reach the bottom with their movement value, they will fall the remaining height and take fall damage accordingly.

## Charge

Move value: 5

Charge at another character and slam into them, attempting to knock them back or off balance.

To charge, the player must declare a charge, and designate a target. Movement must be enough to end in base-contact with the target of the charge, for this Action to be valid.

The PC then makes a contest with his AGI against the target's AGI or DEX (the target's choice).

If the PC is successful in this contest, the PC moves into base contact with the target, then move the target 1 backwards in the direction of the charge, and apply the Off-Balance status to the target.

If the PC fails this contest, the PC moves towards the target and stops 1 away, then apply the Off-Balance status on the PC.

### 4.3.2 Attack Actions and how to resolve them

Attack Actions are used to damage and incapacitate enemies. Attack Actions are usually based on the weapon equipped by the character, but there are additional situational attack Actions that all characters can use. The success of attack Actions are usually based on the attacker's DEX.

To attack, the player must declare an attack, and designated a target. The target will choose to either Dodge, Block, or Take the attack.

If the target chooses to Take the attack, the attack Action succeeds automatically, and damage is applied.

If the target chooses to Dodge the attack, the attacker makes a contest with his DEX against the target's AGI. If the attacker succeeds in this roll, the attack hits and the weapon damage is applied. If the attacker fails in this roll, the attack misses and no damage is applied.

If the target chooses to Block the attack, the attacker makes a contest with his DEX against the target's DEX. If the attacker succeeds in this roll, the attack hits and the normal weapon damage value is applied. If the attacker fails in this roll, the attack hits their blocking weapon or shield, and its weapon damage value is reduced by the target's Block value. The default Block value for targets blocking with their weapons is 6. The Block value may be further modified by shields, skills and other rules.

Listed below are attack Actions that are always available to all characters. Characters will usually have one or more additional weapon-specific attack Actions, based on their equipped weapons.

#### Basic attack

Make an attack with the character's equipped weapon (or bare hands, if the character is unarmed) against a target. The target must be within the equipped weapon's range for this Action to be valid.

#### Opportunity Attack

Make an attack with the character's equipped weapon against a target. This is an automatic reaction made when an enemy within 1 of the character attempts to take a movement Action to move further away. This automatic reaction does not factor into a character's usual action quota.

After the contest is resolved, the enemy will complete its move as normal, regardless of the outcome of the contest.

#### Throw attack

Make an attack by throwing the object in the character's hand, at a target. The range of throwing is determined by the thrower's STR stat (i.e. a character with 6 STR can throw objects up to 6). Characters can only use the throw attack Action with objects that are currently equipped in their main hand, or equipped in both hands.

Unless otherwise specified, weapon damage from the thrown object is equivalent to its weight. For example, a rock that weighs 5lb will deal 5 damage when thrown.

Throw attacks can be made against other PCs and allies. In such cases, the target may allow the throw to succeed automatically. If a throw against an ally is successful, the target may choose to either let the thrown object hit them (suffering damage as per normal), or choose to "catch" the thrown object and automatically equip it in an empty hand or hands.

### Grapple attack

Make an attack by grappling the target. The target must be in base contact with the grappler for this action to be valid. To grapple, the player must declare grapple, and select a valid target. The grappler then makes a contest with his STR or AGI (his choice) against the target's STR or AGI (their choice). If the grappler fails in this contest, nothing happens. If the grappler succeeds in this contest, apply the Grappled status to the target. At the start of each of their subsequent turns, the grappler must choose to either take the grapple attack Action (expending one Action in their quota, and they can take any other action normally with their remaining Action quota) and maintain the grapple, or release the grapple to take Actions normally. A grapple is released automatically if the grappler takes a movement Action, is moved by a third party, or becomes Dead or Incapacitated.

A character inflicted with the Grappled status suffers a -3 modifier to their DEX and AGI, and cannot take any Actions. If the Grappled status was applied this Round, they cannot attempt to break free. At the start of their turn in subsequent Rounds, they must make a contest against their grappler to break free. If they succeed in this contest, they lose the Grappled status and can take actions normally. If they fail in this contest, they remain Grappled and can attempt to break free again in the next Round.

If all remaining enemies on the battle map have the Grappled status, the combat immediately ends as a victory for PCs, and all Grappled enemies are now Incapacitated.

### Non-lethal attack

Any time an attack action is taken by a player, they may declare that the attack is "Non-lethal" before making rolls. If the attacker succeeds in his contest, and if the damage dealt is sufficient to kill the target, the attacker must immediately make a DEX roll. If they fail this roll, the target is killed as per normal. If they succeed in this roll, the target is not killed, and is instead inflicted with the Incapacitated status. Characters using weapons with the "Blunt" characteristic automatically succeed this DEX roll.

## 4.3.3 Skill Actions and how they work

Skill Actions are a diverse group of Actions that do not fall under movement or attack. These are usually utility Actions or serve specialised functions, such as Captive Actions (these will be discussed more in section 5). Below are some of the common skill Actions that players will use across most games.

### Equip item

Equip an item into the character's hand or hands. The equipped item must either be within the character's inventory, or within 1 of the character's base, for this action to be valid.

### Drop item

Drop items in one or both of the character's hands. Unless otherwise specified, this is a free Action and does not consume the character's Action quota.

#### Use item

Use an item from the character's inventory, such as potions or oils. Items may take more than one Action to use, depending on the item's description.

#### Interact

A broad generalisation of actions taken to interact with the environment, such as opening doors or activating mechanisms. Depending on the situation, this may take more than one Action to use, depending on the specific interaction taking place.

### 4.4 Damage and Armour

When attack actions are successful, damage will be dealt to targets. Damage is calculated based on the Damage value of a weapon, reduced by the Armour value of the target's armour.

For example, Goman has taken a basic attack Action with his one-handed stone sword, and has successfully hit his target, a bandit. The one-handed stone sword has a Damage value of 8, and the bandit was wearing Medium armour which has an Armour value of 4. As such, the Bandit will take 4 damage.

It is notable that some weapons inflict damage that can negate armour. This is reflected in a weapon's Negate value. For example, the one-handed iron mace has a Negate value of 2, on a Damage value of 8. If the bandit is hit with this weapon instead, his Armour value of 4 will be partly negated, and the Bandit will take 6 damage.

### 4.5 Defeating enemies and ending combat

To defeat an enemy, PCs must reduce their HP to zero or below, or inflict the Incapacitated status on them through any other means. If an enemy reaches 0 HP from a PC's attack, they are Dead unless the player had declared a non-lethal attack beforehand. If an enemy reaches 0 HP from a third-party source of damage (i.e. environmental hazards, falling), they are Incapacitated unless otherwise specified by the game master and/or agreed on by players.

As Bitches for Thoth Amon is intended to be a casual and less intense game, PCs and allies are always Incapacitated when their HP reaches 0. Depending on the game master and players' preference, this ruling can be modified to treat PCs and allies with the same lethality as enemies, or vice-versa with enemies always being Incapacitated.

Dead and Incapacitated characters can no longer fight, and turn orders in subsequent rounds no longer take them into account. Incapacitated characters cannot rejoin the combat, even if their HP is subsequently restored to be above 0. When all enemies are dead or Incapacitated, the Combat ends. The battle map is removed, Rounds and Turns are no longer used, and players return to narrative gameplay.

## 4.6 Status

Statuses are lingering effects that affect a character over time. A status can inflict positive, negative, or otherwise mechanically significant effects on a character. Statuses can be inflicted in and out of combat, and are either removed automatically over time, or must be removed through specific Actions.

A character can only gain a single instance of any one status. Repeated instances of a status gained are ignored. For example, a character cannot have two instances of Incapacitated concurrently.

Below is a table of common statuses that players are expected to encounter in their adventure, how they are usually gained and removed, and what their effects are.

Table 4.6A Common statuses and their effects

| Status        | Gain   | Remove   | Effect  |
|---------------|--|--|---|
| Incapacitated | <ul style="list-style-type: none"> <li>HP reaches 0</li> </ul>   | <ul style="list-style-type: none"> <li>Woken by another character out of combat</li> </ul>   | <ul style="list-style-type: none"> <li>Cannot participate in combat</li> <li>Cannot take any actions out of combat</li> </ul> |
| Fallen        | <ul style="list-style-type: none"> <li>Hit by attacks or effects that makes the character fall down</li> </ul> | <ul style="list-style-type: none"> <li>Take an interact Action to make an AGI roll. If passed, remove the Fallen status. If failed, consume an additional Action, and remove the Fallen status.</li> </ul>   | <ul style="list-style-type: none"> <li>Cannot take actions except to get up</li> <li>DEX -3</li> </ul>                        |
| Grappled      | <ul style="list-style-type: none"> <li>Be successfully hit by a grapple attack</li> </ul>                      | <ul style="list-style-type: none"> <li>Grapple released</li> </ul>   | <ul style="list-style-type: none"> <li>Cannot take actions in combat</li> <li>DEX -3, AGI -3</li> </ul>                       |
| Netted        | <ul style="list-style-type: none"> <li>Be successfully hit by a net</li> </ul>                                 | <ul style="list-style-type: none"> <li>Net successfully removed</li> </ul>   | <ul style="list-style-type: none"> <li>Cannot take movement actions</li> <li>AGI -3</li> </ul>                                |
| On fire       | <ul style="list-style-type: none"> <li>Be hit by fire</li> </ul>   | <ul style="list-style-type: none"> <li>Automatically removed after 3 turns in combat</li> <li>Take an interact Action to roll on the floor</li> <li>Be hit by water</li> <li>Become incapacitated</li> </ul> | <ul style="list-style-type: none"> <li>-6 HP at the end of each round</li> </ul>  |
| Poisoned      | <ul style="list-style-type: none"> <li>Be hit by poison</li> </ul>   | <ul style="list-style-type: none"> <li>Use antidote</li> </ul>   | <ul style="list-style-type: none"> <li>-6HP at the end of</li> </ul>  |



|             |   |  |   |
|-------------|---|--|---|
|             |   | <ul style="list-style-type: none"> <li>• Make a CON roll at the end of each round (before taking poison damage), succeed to remove</li> <li>• Become incapacitated</li> </ul>  | each round (after failing CON roll)   |
| Blinded     | <ul style="list-style-type: none"> <li>• Vision becomes obscured (by smoke, fluids, blindfolds etc.)</li> </ul>   | <ul style="list-style-type: none"> <li>• Vision restored by smoke dissipating or leaving smoke cloud, or removing substance/object obscuring eyes</li> </ul>   | <ul style="list-style-type: none"> <li>• DEX -4</li> <li>• AGI -4</li> <li>• Cannot make ranged attacks or throwing attacks</li> </ul>  |
| Hands bound | <ul style="list-style-type: none"> <li>• Be bound by another character</li> </ul>   | <ul style="list-style-type: none"> <li>• Make a STR or DEX roll at the end of each round, succeed to remove</li> <li>• Bindings removed by another character</li> </ul>  | <ul style="list-style-type: none"> <li>• Cannot take Actions in combat that involve the use of hands or arms</li> <li>• Cannot take actions that involve the use of hands or arms outside combat</li> <li>• DEX -3</li> </ul> |
| Legs bound  | <ul style="list-style-type: none"> <li>• Be bound by another character</li> </ul>   | <ul style="list-style-type: none"> <li>• Take an interact Action to make a STR or DEX roll. Succeed to remove</li> <li>• Bindings removed by another character</li> </ul>  | <ul style="list-style-type: none"> <li>• Cannot take Actions in combat that involve the use of legs</li> <li>• Cannot take actions that involve the use of legs outside combat</li> <li>• AGI -3</li> </ul>                   |
| Fully bound | <ul style="list-style-type: none"> <li>• Both hands and legs bound</li> </ul>   | <ul style="list-style-type: none"> <li>• Make a STR or DEX roll at the end of each round, succeed to remove bindings on hands (status changes to "Legs bound")</li> <li>• Bindings removed by another character</li> </ul> | <ul style="list-style-type: none"> <li>• Cannot take Actions in combat</li> <li>• Cannot take actions outside combat</li> <li>• DEX -3, AGI -3</li> </ul>   |
| Leashed     | <ul style="list-style-type: none"> <li>• Wearing a collar or another restraint with a leash that is either fixed to a location, or held by another character</li> </ul> | <ul style="list-style-type: none"> <li>• If leash is fixed, make a STR roll with a modifier of -3 (by default, the game master can vary this difficulty)</li> <li>• If leash is held,</li> </ul>                           | <ul style="list-style-type: none"> <li>• Cannot move beyond the length of the leash (by default 3, can be customised by the game master or PCs)</li> </ul>  |

|  |  |  |  |
|--|--|--|--|
|  |  | <p>make an STR contest against the character holding the leash. If successful, the leashed status is removed and the inflict the Fallen status on the leash holder. If failed, inflict the Fallen status on the leashed character.</p> |  |
|--|--|--|--|

Beyond the statuses listed in this table, the game master and players may agree to create and add additional statuses that are relevant to your games.

## 4.7 Post-combat

After combat ends in the PCs' favour, they will usually have time to reap the spoils of their conquest. This involves gaining experience to improve their stats and skills, looting items from Dead and Incapacitated enemies (who cannot resist), as well as capturing Bitches.

Returning to our scenario from earlier, the PCs have defeated the 4 Bitches who were guarding the settlement, with all of them non-lethally knocked out and Incapacitated. They gather the Bitches' armour and equipment, with Goman finding himself a nice set of Medium Armour. Each of the PCs also gains a shared amount of XP for defeating the four Bitches, although this time it is insufficient for Goman and Zubo to level up. Looking upon the unconscious Bitches on the floor, now stripped to their undergarments, the PCs proceed to capture them. The next section will be covering how capture and enslavement works.

## 5. Enslavement (draft complete)

Enslavement of Bitches is a core aspect of the game, and is often the main reward from combat encounters. This section will cover how capture and enslavement is performed, as well as the basic interactions with captured/enslaved Bitches.

### 5.1 Capturing Bitches

"Captured" represents a Bitch in your character's custody and at his mercy. All player characters have the "Capture" skill Action available at all times, although this action can only be used on an Incapacitated Bitch, be it knocked out, grabbed and/or pinned, tied up, or through other means. The Capture action always succeeds on an eligible target, unless overruled by another rule, and changes the status of the Bitch to "Captured" under its Freedom status.

Under the "Captured" status, player characters are now able to interact with the Bitch using Captive Actions. These will be covered in the next section.

The “Captured” status is automatically removed if the Bitch is freed from your character’s captivity, either through her own actions, a third party’s intervention, or you releasing her. The “Captured” status in isolation leaves no lasting effects on the Bitch, beyond story-based implications such as hatred and revenge.

Upon being captured, Bitches always have “Defiant” under their mental status, unless otherwise specified by rules or the game master. This will be further discussed in the next section as well.

## 5.2 Willpower and Submission

Willpower and Submission are stats unique to Bitches, and range from 0 to 12.

### 5.2.1 Willpower

Willpower represents their level of mental resistance to orders from their master. Depending on the Bitch’s background, traits, personalities and perks, even outwardly similar Bitches can have significantly divergent Willpower. It is used in rolls if a situation arises when a Bitch may turn on her Master, in contests against certain Captive Actions, and as a threshold for turning the Defiant mental status into the “Compliant” and subsequently “Broken” status.

For example, the “Rape” Captivity Action involves a contest between the PC’s STR, DEX or AGI (whichever is highest), against the captive Bitch’s highest of these stats. If successful, the PC then makes another contest but this time against the Bitch’s willpower, to determine the outcome of the Action.

### 5.2.2 Submission

Submission represents the buildup of submissiveness in a Bitch under physical and mental duress, until she is finally mindbroken and becomes perfectly obedient. Submission starts at 0, and is checked against thresholds for certain Captive Actions. These Captivity Actions automatically pass if the required level of submission is reached. For example, the “Basic Orders” Captive Action has a Submission threshold of 3, and so this order will always be successful on Bitches with 3 or more Submission, unless overridden by another rule.

Submission can be changed by modifiers, representing certain situations or traits will make Bitches more or less obedient. This includes situations such as being tied up or being threatened with a weapon, and personalities such as “Brave” or “Timid”. A list of common modifiers are included in the table below. All modifiers stack unless otherwise specified:

Table 5.2.2A Submission Modifiers Table

| Category    | Submission Modifier | Amount modified |
|-------------|---------------------|-----------------|
| Situational | Under armed guard   | +1              |
| Situational | Hands bound         | +1              |

|             |   |    |
|-------------|---|----|
| Situational | Legs bound  | +1 |
| Situational | HP below half of maximum (rounded down)                               | +1 |
| Situational | HP at 1   | +1 |
| Situational | In location hostile to her, or unlawful/dangerous location in general | +1 |
| Situational | Master HP below half of maximum                                       | -1 |
| Situational | Master HP at 1  | -1 |

## Compliant

Compliant is usually the end state of training for Bitches, and where they unlock their full potential for PCs.

Once a Bitch's unmodified Submission reaches the same value as her unmodified Willpower, the Bitch has become Compliant. Her Mental status changes from Defiant to Compliant, and she will obey all instructions of her Master without question. When a Bitch is Compliant, all Captive Actions that check for Submission Threshold will automatically succeed, regardless of her Submission value. All Captive Actions that require contests will also automatically succeed in the PC's favour.

However, the Bitch will continue to make all required Willpower rolls, and if she succeeds in any of these, the outcomes will occur as usual. For example, if given Combat Orders, a Compliant Bitch will still make the Willpower roll at the start of each Round, and if she passes this check she will still attempt to escape. This leaves room for players who like the radiant narrative hooks and gameplay elements offered by the occasional slave escaping, leading to a sequence of pursuit, recapture and further punishment.

## Broken

Broken is a quality-of-life improvement over Compliant, and is useful when players no longer want the narrative and gameplay elements of a Bitch escaping.

Once a Bitch's unmodified Submission reaches 12, the Bitch is Broken. Her mental status changes from Compliant to Broken, and the Bitch is now perfectly loyal to her Master. She will no longer make any Willpower rolls regardless of circumstance, unless specifically overridden by another rule. If separated from her Master, she will make every effort to return, and will announce herself as her Master's slave if it would aid in her recovery.

Upon being Broken, the player can choose to remove any number of the Bitch's personality traits permanently. This will be covered more in Section 8.1 Personality Traits.

If a Broken Bitch is willingly and permanently transferred by her Master to another Master, she will remain Broken and permanently loyal to her new Master, while retaining no lasting loyalty to her original Master.

If the Broken Bitch is willingly and temporarily transferred by her Master to another Master (e.g. in brothels, gladiatorial arenas, mercenary contracts etc.), she will remain broken and temporarily loyal to her new Master until the terms of the temporary transfer have ended.

The Broken status can only be removed if the Bitch is forcefully enslaved by another Master, in which case she returns to Defiant and her Submission resets to 0. If this Bitch has not yet been Broken again by the second Master, she would immediately return to the Broken status when recovered by her original Master.

## 5.3 Common Captive Actions

### 5.3.1 Captive Actions with rolls

#### Bind

Limit: Unlimited, can be used in Combat

Make a DEX contest against the Bitch's AGI. If the PC succeeds in this contest, he can choose to bind the Bitch's arms or legs. If the PC fails this contest, he instead takes 1 damage from the Bitch's struggling.

Another successful DEX contest against the Bitch's AGI is required to bind her other set of limbs. If both arms and legs have been bound, apply the Fully Bound status to the Bitch.

#### Rape

Limit: once per Bitch, per Scene.

Make a contest between PC's STR, DEX or AGI (whichever is highest) against the Bitch's STR, DEX or AGI (whichever is the highest). This first contest represents the PC trying to rape the Bitch, while she struggles to resist him.

If the PC succeeds the first contest, he will make another contest against the Bitch's Willpower, to determine the outcome of the rape. If the PC fails this contest, he instead takes 1 damage from the Bitch's struggling.

If the PC succeeds the second contest, increase the Bitch's Submission by 1 permanently, implying that the experience was either so mentally devastating, so pleasurable, or both, that the Bitch is one step closer to being broken. If the PC fails this contest, the Bitch will receive a +1 modifier to her Submission until the end of this scene.

#### Beating

Limit: once per Bitch, per Scene

Make a contest between PC's STR, DEX or AGI (whichever is highest) with the Bitch's CON. This represents the effectiveness of the PC's blows on the Bitch, and how she may endure them.

If the PC succeeds this contest, the Bitch will receive a +3 modifier to her Submission until the end of this scene, and has her HP reduced to half of its current total.

If the PC fails this contest, he must immediately make a DEX roll. If he fails this DEX roll, reduce the Bitch's HP to 1 (representing the beating having gone too far). If he succeeds in this DEX roll, reduce the Bitch's HP to half of its current total instead.

### 5.3.2 Captive Actions with Submission Thresholds

#### Basic Orders

Threshold: 3

Limit: Unlimited

Orders the Bitch to immediately perform simple movements or actions that they are physically capable of without much difficulty. This includes actions such as following the PC around, carrying reasonable weight, picking something up etc. The Bitch must not wield a weapon during any of these actions, must not be in any danger (real or perceived), and must stay in close proximity to the PC (or any other PC).

#### Remote Orders

Threshold: 5

Limit: Unlimited

Orders the Bitch to perform tasks outside the immediate supervision of any PCs, either immediately or at a later time. This includes actions such as going to the market, doing chores alone in the residence while PCs are away, delivering a message to an NPC etc. The Bitch must not wield a weapon during any of these actions, must not be in any danger (real or perceived), and must be given clear instructions of the task and consequences of failure.

#### Combat Orders

Threshold: 6

Limit: Unlimited

Orders the Bitch to become a follower for the duration of this combat, and fight alongside PCs. The Bitch will fight with equipment given to them until the end of the scene, when they return to being a normal captive.

However, as Bitches are not yet Broken at this stage, they will make a Willpower roll at the start of every Round in combat, subject to the modifiers in the table below. If she succeeds in this Willpower roll, she will immediately lose her Captured status and attempt to escape.

Table 5.3.2A Combat Willpower Modifiers Table

| Combat Willpower Modifiers                       | Amount modified                                      |
|--|--|
| Enemies outnumber friendlies (including herself) | +1   |
| Enemies lawful and neutral to her                | +1, will join combat against PCs instead of escaping |
| Enemies allied to her                            | +3, will join combat against PCs instead of escaping |
| Enemies unlawful and/or hostile to her           | -5   |
| One or more non-master PCs incapacitated         | +1   |
| Her Master is incapacitated                      | +3   |

## 5.4 Enslavement

Enslavement is the process where a Bitch becomes formally recognised as her Master's property. This process usually involves brands, engraved collars, or other special implements that physically distinguish a slave from a regular captive. Depending on the availability of such implements, the process of enslavement can be carried out at the point of capture, or at a later time when the tools or equipment become available.

Once a Bitch is enslaved, her Freedom status changes from "Captured" to "Slave - [Owner]". The "Slave" status is always tagged to an Owner. If ownership of a Bitch changes, the Owner will be updated on her Freedom status accordingly.

Depending on the dynamic of the PCs' party, the "ownership" and "control" of slaves may vary among PCs. In some parties, specific slaves may be owned by specific PCs, for example whoever captures the slave will be her owner (i.e. potentially leading to players/PCs competing over capturing slaves). Alternatively, captives will be pooled and then assigned during enslavement to specific PCs, who can best utilise each slave's qualities. In other cases, slaves may be owned collectively by the party (e.g. under a company/tribe/band). **Game masters and players should make it a point to discuss this and make ownership modes clear before starting a game of Bitches for Thoth Amon.**

### 5.4.1 Modes of enslavement

Different modes of enslavement will present different practical implications for gameplay and for the narrative. In the sections below, we will present some of the most common modes of enslavement found in the Hyborian Age.

#### Branding

**Advantages:** Permanent and recognisable, can be done in the field, consumes no resources

**Disadvantages:** Requires preparation time, easy to hide, slaves not tagged to owner

A crude and torturous yet effective method, branding involves marking the slave with a symbol, usually a commonly used symbol for slaves in the region. Branding leaves a permanent scar on the Bitch, and can be easily recognised if not covered by clothing.

Branding is the easiest and cheapest method of enslavement, requiring only a slave brand and a fire, both of which can easily be brought into the field. This means branding can be done in the field. Furthermore, branding consumes no resource beyond the fire, so there is no limit to how many Bitches that can be branded. It will require some time to make a fire and heat up the brand, however, and so there is a one hour preparation time for branding, during which PCs cannot move away from the location of the fire.

Slave brands may be generic (to the local region), or custom made for the PC as a recognisable mark for them or their business. Generic brands have the disadvantage of not tagging the Bitch to her owner, however, and ownership disputes may occur especially if she escapes. The brand can also be easily covered by clothing, unless it is on a prominent part of the Bitch's body such as the face.

#### Collaring

**Advantages:** Recognisable, cannot be easily covered, can be instantly done in the field, slaves tagged to owner

**Disadvantages:** Requires purchase and engraving, limited in number, not permanent

Collaring involves forcing a slave collar on a Bitch, securely locked and engraved with the owner's name and details. Collaring can be done quickly with no preparation, allowing Bitches to be enslaved and moved immediately after capture. Engraved collars also have the benefit of being very recognisable, large and difficult to hide with clothing, and makes the slave's owner clearly known.

A collar paired with a chain is also an effective way of limiting a Bitch's movement. PCs can hold chains in their off-hand, which prevents a chained Bitch from moving further than the chain's length. Chains are typically 3-long, although PCs may customise chain lengths as needed, when given the opportunity.

However, slave collars can be expensive, and PCs must take time to purchase and engrave them before embarking on quests. Collars are also heavy by design, and depending on the PC's STR, a limited number can be carried on any quest as they take up valuable weight and space which could instead hold equipment or supplies. Another issue is that collars are not permanent, and once it is removed with a stolen key or lockpick, the Bitch can easily blend into society.

#### Registration

**Advantages:** Recognisable, legally protected and tagged to owner, increases Submission

**Disadvantages:** Must be done in town, may be costly, may require audit, not always available



As slavery is institutional in the more civilised regions such as Stygia and Zingaria, they can often be officially registered under their Masters.

Registration of slaves at a designated government official or lawman will offer the best legal protections and rights for PCs. The local authorities will be aware of his property rights, and will be more likely to aid him in recovering an escaped or stolen slave. Registered slaves will also be clearly marked by the authorities, often with official collars that are widely recognised and difficult to escape, or official brands and tattoos that also announce her Master.

However, registration will usually require PCs to physically bring a slave to a designated place in town, and may incur some monetary cost. An audit via checking existing registries may also be required to prove that the slave is not stolen.

Registration is also not always available, especially in less civilised regions like Cimmeria or Nordheim without formal government authority. Furthermore, slaves registered in one state or city may not be recognised outside of its jurisdiction, making it no better than the physical brand or collar it entails.

## 5.5 Escape

Bitches who are not yet completely broken will always yearn for freedom, and will attempt to make an escape at every opportunity. In your PCs adventures, there will come moments where captives and slaves become unattended, and offer them opportunities for escape.

This risk of escape is represented in the game by Willpower rolls that the game master can call for in certain situations. These situations include when PCs are asleep, are distracted for long periods by events or enemies, or have left the slave/captive unattended for any reason. If there is no PC (or ally) actively standing guard, the game master can call for a Willpower roll made by any slave/captive. By default, Bitches can only attempt to escape once per day, although game masters and players can decide to shorten or lengthen the intervals between escape attempts depending on the narrative and group preferences.

As long as a slave/captive passes her Willpower roll, she will make an escape by first attempting to remove her arm and leg bindings. This is represented by one DEX roll made by the Bitch per 5 minutes of in-game time (while the PCs are away). Once her bindings have been removed, the Bitch will escape. In the rare event that the Bitch's arms are bound but not her legs, she will not make any DEX checks to unbind her hands, but escape immediately. If PCs return while the Bitch is still in the process of removing her bindings, the escape fails and she is immediately recaptured.

Once a Bitch escapes, the Captive status is removed, although the Slave status will not be immediately removed, depending on her mode of enslavement. If the Bitch is still in the Defiant stage, her Submission resets to 0. If the Bitch is in the Compliant stage, her Submission remains at the same value.

The outcome of an escape is determined by the game master. This can involve the escapee returning to her old location of residence (village, camp, city etc.), fleeing to a new location, being recaptured by law enforcement and returned to the PCs eventually, captured by a third

party, or any other scenario that the game master deems appropriate. We have included an optional table for Escape scenarios in Section 10 to assist game masters in this.

After a successful escape, if PCs encounter the escapee again, they have the opportunity to recapture her, via the same procedure as any other Bitch. As mentioned above, Compliant Bitches will retain their Submission value when recaptured, while Defiant Bitches reset their Submission to 0, and will require training from scratch.

Returning to our scenario from earlier, Goman and Zubo have captured the 4 Bitches, bound their hands, and raped each of them violently until they could barely walk. But walk they must, since Goman has them at sword-point, ordering them to fall in line between him and Zubo as they march back to town, where the Bitches will be registered as slaves.

## 5.6 Captives of third parties

Sometimes, PCs may find captive or enslaved Bitches held by third parties. These could include bandit camps, apemen dwellings, caves occupied by cultists, and so forth. Once their captors have been defeated, PCs may choose to capture or free these captives of third parties.

If PCs choose to capture, the Bitches are captured as normal. If PCs choose to free, the Bitches are set free. Most would choose to return to their homes, although some may offer to be temporary or permanent followers of PCs.

# 6. Management (draft complete)

Once Bitches have reached the Compliant stage, they can be put to work in various ways to benefit PCs. This section will cover the stats and capabilities of Bitches that determine their aptitude in tasks, as well as the various tasks that they can be made to engage in.

Each Bitch can have up to one active job (except for Spy), and will continue to work in these jobs until specified otherwise by PCs. Returns from a Bitch's job will depend on her job stats, and will be given to her owner at appropriate intervals (for example, daily from a prostitute, or monthly from a large business).

## 6.1 Job stats for Bitches

In addition to the usual physical stats shared by all characters, Bitches have additional stats that affect their performance in jobs. Similar to physical stats, job stats range from 0 to 12, and include the following:

**Beauty (BEA):** Beauty represents a Bitch's physical level of attractiveness to others. This tends to be a combination of natural-born appearance, makeup, and clothing.

**Seduction (SED):** Seduction represents the knowledge and techniques for romance and carnal pleasures, used to satisfy and manipulate others depending on the situation

**Diplomacy (DIP):** Diplomacy represents the interpersonal skills use for networking and politics, supporting PCs in negotiations and extending their influence in society

**Enterprise (ENT):** Enterprise represents accounting and business acumen, used to manage PCs' businesses of slaves, brothels and so forth

A Bitch's job stats are based on her background, and are revealed to PCs after she is enslaved. Different Bitches will thus be suitable for different kinds of work, but can always find some way to support the PCs outside of combat, especially if PCs have goals that involve moving up the social and wealth ladders.

In the following section, we will go through some common jobs for Bitches, the requirements for each job, and the expected returns. Note that depending on the settlement, not all jobs may be available. For example, in a small mountain town in Cimmeria, there may not be any brothels and thus no need for Madames.

## 6.2 Common jobs for Bitches

### 6.2.1 Prostitution

The oldest profession is alive and well in the Hyborian age. Prostitution flourishes in towns and cities, and even on the road among travelling bands. Putting Bitches to work as prostitutes will always be a lucrative source of income. This can come in many forms, such as putting Bitches in a brothel (owned by someone else), peddling them on the street in a town, or bringing them into camps of soldiers or travellers in the countryside. Players should discuss with game masters on what is the most appropriate and/or convenient mode of prostitution for the campaign.

Job stats used:

Prostitution is based mainly on BEA and SED, affecting the popularity and price of Bitches selling themselves.

Revenue:

As a baseline for revenue, prostitution returns 1 coin per day, per point of BEA and SED. (i.e. a Bitch with 7 BEA and 5 SED will return 12 coins per day)

### 6.2.2 Brothel Madame

Bitches talented in the exploitation of her peers can make excellent Madames, should PCs be savvy and wealthy enough to open a brothel. This job requires PCs owning a brothel, and generates no direct income, but can increase the revenue of other Bitches significantly if the Madame's relevant job stats are high.

Job stats used:

Madames primarily use SED and ENT, with SED used to improve her prostitutes' techniques, while ENT is used to effectively manage the brothel business. Bitches need a minimum sum total of 15 in SED and ENT to be eligible for this job. This sum total is also the

maximum number of prostitutes they can manage. In addition, they need to be Broken instead of Compliant.

Revenue:

As a baseline for revenue, a Madame increases the Gold revenue of each prostitute under her management by  $1/4$  of the sum of her SED and ENT, rounded down. For example, a Madame with 8 SED and 7 ENT (sum 15) will increase the revenue of each prostitute by 3.

### 6.2.3 Trophy girl

A trophy girl is used as an accessory to a successful man, who flaunts her beauty and etiquette to others in a bid to improve her master's social standing. Trophy girls tend to accompany their masters around town in their interactions with nobles, merchants and other notable figures.

Job stats used:

Trophy girls primarily use BEA and DIP, presenting themselves as high-value figures to elevate their master's status. Bitches need a minimum sum total of 15 in BEA and DIP to be eligible for this job.

Revenue:

Trophy girls have no baseline of monetary revenue. Instead, each time a trophy girl's master gains influence while she is in his presence, increase his Influence gain by the sum of her BEA and DIP. For example, in a meeting with a local noble, a PC gains 10 Influence. A trophy girl with 10BEA and 5DIP will cause him to gain 15 additional Influence.

### 6.2.4 Merchant girl

It is common in cities for women to be the salesgirls of mens' businesses. A merchant girl will manage PCs' business while they are out exploring, raiding, or otherwise engaged in less mundane adventures.

Job stats used:

Merchant girls primarily use DIP and ENT, managing sales, client networks, and finances of PCs' businesses to ensure a steady stream of revenue.

Bitches with a minimum sum total of 15 in DIP and ENT may expand businesses to become a large business (with PCs selecting the specific type of business and industry). This will require significant monetary investment from PCs, but will also generate significant revenue and Influence.

Revenue:

As a baseline revenue, a merchant girl returns 1 coin per day, per point of DIP and ENT. (i.e. a Bitch with 3 DIP and 4 ENT will return 7 coins per day)

If a merchant girl is running a large business, she returns 2 coins per day, per point of ENT and DIP, plus 1 Influence per day, per point of DIP. For example, a Bitch with 8 DIP and 8 ENT will return 32 coins per day, plus 8 Influence.

### 6.2.5 Spy

Spy is not a standalone job, but a role placed in addition to other jobs. Spies gather information passively while working at their day jobs, and can be sent on espionage missions to fulfil other clandestine objectives.

Job stats used:

Spies can use all 4 job stats, with a specific focus on very high values in a single stat. Any Bitch with 9 or more in any job stat can be a Spy in addition to her usual job. This represents spies building espionage networks and gathering information at their regular jobs, such as chatting up brothel customers or making connections with other merchants.

Revenue:

As a baseline revenue, spies return 1 Influence per point of their highest job stat relevant to their regular job. For example, a spy working as a prostitute with 9 BEA and 7 SED will return 9 Influence per day. Game masters may also dispense plot hooks or plot-relevant information through any PC's spies. Spies also build their Spy Network value based on the amount of influence they return, this will be further discussed in section 8.2 Spy progression.

In addition to passive Influence gain and narrative devices, spies can be sent on specific espionage missions. These are usually narratively driven such as finding out a business competitor's trade secrets, discovering the local noble's political vulnerabilities, finding the secret hideout of bandits, and so forth. Once a PC sends a spy on such a mission, they must make a roll with their highest job stat, modified by a difficulty determined by the game master. For example, the same prostitute spy is sent undercover to a noble's palace to find the location of his treasure vault. She must now make a BEA roll (her highest job stat, at 9), with a difficulty modifier of -3 (very hard). She rolls a 6 and succeeds, and seduces the noble into revealing the treasure vault, before returning to the PCs with that information.

### 6.2.6 Gladiatrix

Common in some regions of the Hyborian Age, strong Bitches are put into arenas and made to fight one another, in an attempt to satisfy the bloodthirst and lust of men. These matches are usually not to the death, but can be very dangerous nonetheless

Job stats used:

The Gladiatrix is a unique job that involves a Bitch's physical stats (STR, DEX, AGI, CON) instead of her job stats, offering an alternative revenue source for Bitches who are great in battle but fit for little else. A Bitch is only eligible to be a Gladiatrix if the sum of her physical stats is equal to or higher than 28. In addition, Gladiatrix is the only job that does not require the Compliant status, and Defiant Bitches can be put into the arena and made to learn their place.

Revenue:

Gladiatrices do not generate consistent revenue but through randomised wins and losses in matches. A “Match” takes place every time PCs are away on a quest (or once every week, whichever the game master and players choose). Before the match, PCs can bet any amount of Gold on the outcomes (upper limit of bet determined by game master, as appropriate to the PCs’ current financial state). The Bitch must then make one roll on each of her 4 stats (STR, DEX, AGI and CON). If the Bitch succeeds on 3 rolls, PCs receive double their bet in return. If the Bitch succeeds on all 4 rolls, PCs receive quadruple. Otherwise, PCs earn nothing. PCs may not bet against their own slaves (or those of other PCs).

## 6.3 Slave trading

Slavery is widespread in the Hyborian age, and there is always a market for new slaves in settlements and along well-travelled roads. In most regions, slave traders are just as common as any other business, and are usually more than happy to purchase slaves from players. In areas where slavery is institutional, these slave traders are formal businesses, while in other areas the slave trade can be less formal, or even a black market activity. Slaves can also be sold to other parties such as outlaws, villagers, soldiers, or cults, depending on the players’ relationship with these parties.

The value of slaves typically depends on a combination of their physical stats and job stats. The baseline monetary value for each slave is determined by the following formula:

$$(\text{STR}+\text{DEX}+\text{AGI}+\text{CON}+\text{BEA}+\text{SED}+\text{DIP}+\text{ENT}) \times 5$$

Selling prices for slaves may differ in different regions, based on factors such as the players’ relationship with the buyer or community, preferences of the buyer for certain stats, or supply of slaves in the region. The game master can adjust prices for slaves depending on the economic situation of players.

Bitches for Thoth Amon does not have a system for players buying slaves, as the game is designed around fighting to capture slaves. For narrative or gameplay reasons, the game master may choose to introduce some specific slaves for sale, at prices determined by the game master.

# 7. Player Character Progression (draft)

## 7.1 Levelling up and its rewards

Player characters in Bitches for Thoth Amon get stronger and unlock new abilities by levelling up.

At each level up, PCs will gain one stat buy point (as discussed in section 3.1.3). These can be spent to increase their stats permanently. PCs can save buy points over several level ups, to pay for stats that require 2 or 3 buy points. Buy points can be spent at any time outside combat, so players do not need to immediately buy stat increases at the point of levelling up.

In addition to buy points, at each level up, players can also take one additional perk point (as discussed in section 3.1.4). Similar to stats, perk points can be spent at any time outside combat (players can “bank” perk points and buy a perk when they discover a need for it). In the following sections, we will cover the requirements for levelling up, the full list of perks that players can buy, as well as the full list of equipment and items that players may encounter in their adventures.

## 7.2 XP for levelling up

Levelling up uses Experience Points, or XP. XP is usually gained by defeating enemies in combat, and by training Bitches to reach the Compliant and Broken states. By default, Bitches for Thoth Amon recommends XP being shared among all PCs in a party. For example, defeating a bandit in combat rewards 3XP, and so all PCs will gain 3XP. XP gained from combat is added at the end of that combat, when PCs are victorious, defeated, or have safely escaped. XP from training Bitches is added at the point where a Bitch reaches the Compliant state, and again when a Bitch reaches its Broken state.

XP from combat is based on an enemy’s XP value. This is usually found on their stat sheet. XP from training Bitches is based on her Willpower. Upon reaching the Compliant stage, players gain XP equivalent to the Bitch’s willpower. Upon reaching the Broken stage, players gain 12 XP.

Levelling up occurs automatically and immediately when the required XP threshold is reached for a PC. The following is a table showing XP thresholds for level ups:

|       |   |   |   |   |   |   |   |   |   |    |
|-------|---|---|---|---|---|---|---|---|---|----|
| Level | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| XP    |   |   |   |   |   |   |   |   |   |    |

|       |    |    |    |    |    |    |    |    |    |    |
|-------|----|----|----|----|----|----|----|----|----|----|
| Level | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| XP    |    |    |    |    |    |    |    |    |    |    |

|       |    |    |    |    |    |    |    |    |    |    |
|-------|----|----|----|----|----|----|----|----|----|----|
| Level | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| XP    |    |    |    |    |    |    |    |    |    |    |

For most games of Bitches for Thoth Amon, we recommend a playable level range of 1 to 15, as content may not be adequately balanced for higher levels due to the exponential power increases from stacking perks and stats.

## 7.3 Perks

Perks in Bitches for Thoth Amon can be divided into 4 categories: Armour, Weapon, Combat, and Skill. Unless otherwise stated, all effects from perks stack with one another. To reiterate, PCs must fulfil all requirements of a perk before they can take it.

The following subsections will go into more detail on each category of perks. Note that perks listed in the starting perks table will also be found in their respective category tables here.

### 7.3.1 Armour Perks

Armour perks either support the use of their respective types of armour, or enhance the wearer's abilities when wearing those armours.

Table 7.3.1A Armour Perks Table

| Category | Name                      | Effect  | Requirement                                   |
|----------|---------------------------|---|---|
| Armour   | Light Armour Proficiency  | +1 to AGI when Unarmoured or wearing Light Armour                       | AGI 9+  |
| Armour   | Light Armour Mastery      | +1 to AGI when Unarmoured or wearing Light Armour                       | Light Armour Proficiency, AGI 11+             |
| Armour   | Unburdened                | +2 range to all Movement skills when Unarmoured or wearing Light Armour | Light Armour Mastery                          |
| Armour   | Precise movements         | +1 to DEX when Unarmoured or wearing Light Armour                       | Light Armour Mastery                          |
| Armour   | Medium Armour Proficiency | No DEX penalty when wearing Medium Armour                               | STR 7+<br>AGI 7+                              |
| Armour   | Medium Armour Mastery     | No AGI penalty when wearing Medium Armour                               | Medium Armour Proficiency<br>STR 9+<br>AGI 9+ |
| Armour   | Perfect Fit               | +2 Armour Value when wearing Medium Armour                              | Medium Armour Mastery                         |
| Armour   | Perfect Balance           | +1 to AGI when wearing Medium Armour                                    | Medium Armour Mastery                         |
| Armour   | Heavy Armour Proficiency  | DEX and AGI penalty reduced by 2 each when wearing Heavy Armour         | STR 9+  |
| Armour   | Heavy Armour Mastery      | +2 Armour Value when wearing Heavy Armour                               | Heavy Armour                                  |



|        |               |  |                                 |
|--------|---------------|--|---------------------------------|
|        |               |  | Proficiency,<br>STR 11+         |
| Armour | Into the fray | When wearing Heavy Armour, any time you choose to Take an enemy attack, receive +1 to your next attack contest. Multiple instances of this can stack indefinitely until you make your next attack contest. | Heavy Armour Mastery,<br>CON 9+ |
| Armour | Bulwark       | +2 Block Value when wearing Heavy Armour   | Heavy Armour Mastery,<br>CON 9+ |

### 7.3.2 Weapon Perks

Weapon perks are bound to specific weapon types, and either enhance its wielder's capabilities, or add new Actions in combat. Below are three tables for perks relevant to one-handed, two-handed, and ranged weapons.

Table 7.3.2A One-handed weapon perks

| Category | Name                          | Effect   | Requirement                          |
|----------|-------------------------------|--|--------------------------------------|
| Weapon   | Designated weapon Proficiency | +1 to attack contests when attacking with the designated weapon type (Sword, Mace, Axe, or Spear)  | -                                    |
| Weapon   | Sword Thrust                  | While wielding a Sword, you may take the Sword Thrust attack Action. This makes a weapon attack at -4 to hit and +4 Negate.  | Sword Proficiency,<br>DEX 6+         |
| Weapon   | Sword Mastery                 | While wielding a Sword, +1 to Attack and Block contests against opponents not wielding Swords.   | Sword Proficiency,<br>DEX 8+, AGI 8+ |
| Weapon   | Mace Stun                     | While wielding a Mace, you may take the Mace Stun attack Action. This makes a weapon attack at -6 Damage, and inflicts -3 DEX and -3 AGI on the target on hit, until the start of your next Turn.    | Mace Proficiency,<br>DEX 6+          |
| Weapon   | Mace Mastery                  | While wielding a Mace, +4 Negate on all attack Actions.  | Mace Proficiency,<br>STR 10+         |
| Weapon   | Axe Hook                      | While wielding an Axe, you may take the Axe Hook attack Action. This makes a weapon attack that, if successfully blocked by a shield, removes the target's shield until the start of your next Turn. | Axe Proficiency,<br>DEX 6+           |

|        |                    |  |                                    |
|--------|--------------------|--|------------------------------------|
| Weapon | Axe Mastery        | While wielding an Axe, whenever your attack is successfully blocked by a shield, you may make an STR check against the target's modified Block value. If the STR check is passed, the target's shield is permanently destroyed and automatically dropped.  | Axe Proficiency, DEX 10+           |
| Weapon | Spear Push         | While wielding a Spear, you may take the Spear Push attack Action. This makes a weapon attack that, if successfully hits, pushes the target back until they are 2 away from the attacker.  | Spear Proficiency, DEX 6+          |
| Weapon | Spear Mastery      | While wielding a Spear, whenever an enemy moves to be within 2 of you, you may immediately make an opportunity attack against them. If this opportunity attack hits, they are pushed back until they are 2 away from you.                                  | Spear Proficiency, DEX 8+          |
| Weapon | Shield Proficiency | +1 to DEX when blocking with shield  | DEX 4+                             |
| Weapon | Shield Bash        | While wielding a Shield, you may take the Shield Bash attack Action. This makes a weapon attack that deals 0 damage against a target in base-contact with you. If it hits, push the target back by 2   | Shield Proficiency, DEX 6+         |
| Weapon | Shield Mastery     | While wielding a Shield, you gain +2 Block Value in addition to the bonuses from the Shield itself. In addition, targets hit by your Shield Bash Actions must make an AGI roll, and if they fail they gain the Fallen Status after being pushed back by 2. | Shield Proficiency, STR 8+, DEX 8+ |

Table 7.3.2B Two-handed weapon perks

| Category | Name                          | Effect   | Requirement                    |
|----------|-------------------------------|--|--------------------------------|
| Weapon   | Designated weapon Proficiency | +1 to attack contests when attacking with the designated weapon type (SGreatsword, Greataxe, Maul, or Polearm)   | -                              |
| Weapon   | Greatsword Swipe              | While wielding a Greatsword, you may take the Greatsword Swipe attack Action. This makes a weapon attack at -2 to the attack contest, against each enemy within your attack range (in the sequence of your choice) | Greatsword Proficiency, DEX 6+ |
| Weapon   | Greatsword                    | While wielding a Greatsword, all basic   | Greatsword                     |

|        |                  |   |                               |
|--------|------------------|---|-------------------------------|
|        | Mastery          | attack actions gain +2 Negate and -2 Block.   | Proficiency, STR 10+          |
| Weapon | Greataxe Cleave  | While wielding a Greataxe, you may take the Greataxe Cleave attack Action. This consumes 2 Actions to make an attack, at double the base damage of the Greataxe (before modifiers are added)  | Greataxe Proficiency, DEX 6+  |
| Weapon | Greataxe Mastery | While wielding a Greataxe, whenever your attack is successfully blocked by a shield, you may make an STR check against the target's modified Block value. If the STR check is passed, the target's shield is permanently destroyed and automatically dropped. | Greataxe Proficiency, DEX 10+ |
| Weapon | Maul Smackdown   | While wielding a Maul, you may take the Maul Smackdown attack Action. This makes a weapon attack that, if successfully hits, inflicts the Fallen status on the target.  | Maul Proficiency, DEX 6+      |
| Weapon | Maul Mastery     | While wielding a Maul, +4 Negate on all attack Actions.   | Maul Proficiency, STR 10+     |
| Weapon | Polearm Push     | While wielding a Spear, you may take the Polearm Push attack Action. This makes a weapon attack that, if successfully hits, pushes the target back until they are 3 away from the attacker.   | Polearm Proficiency, DEX 6+   |
| Weapon | Polearm Mastery  | While wielding a Polearm, whenever an enemy moves to be within 3 of you, you may immediately make an opportunity attack against them. If this opportunity attack hits, they are pushed back until they are 3 away from you.                                   | Polearm Proficiency, DEX 8+   |

Table 7.3.2C Ranged weapon perks

| Category | Name                          | Effect  | Requirement             |
|----------|-------------------------------|---|-------------------------|
| Weapon   | Designated weapon Proficiency | +1 to attack contests when attacking with the designated weapon type (Bow, Sling, or Throwing)  | -                       |
| Weapon   | Bow Indirect Shot             | While wielding a Bow, you may take the Indirect Shot Action. This makes a weapon attack at -3 to hit, and does not require unobstructed line-of-sight if the target can be reasonably reached by an arcing projectile (e.g. not in another room, or | Bow Proficiency, DEX 6+ |

|        |                  |  |                                      |
|--------|------------------|--|--------------------------------------|
|        |                  | under a roof).   |                                      |
| Weapon | Bow Mastery      | While wielding a Bow, whenever you fail an attack contest, inflict -1 on the target's movement, AGI and DEX until the start of your next turn. | Bow Proficiency, DEX 10+             |
| Weapon | Sling Heavy Shot | While wielding a Sling, you may take the Sling Heavy Shot Action. This makes a weapon attack with -2 range and +2 Negate.                      | Sling Proficiency, DEX 6+            |
| Weapon | Sling Mastery    | While wielding a Sling, +2 to attack range with the Sling  | Sling Proficiency, DEX 8+, AGI 8+    |
| Weapon | Fast hands       | Switching between a Throwing weapon and a melee weapon is now a free action.   | Throwing Proficiency, DEX 6+         |
| Weapon | Throwing Mastery | While making a Throw attack, +1 to attack range and +2 to Negate   | Throwing Proficiency, DEX 8+, STR 8+ |

### 7.3.3 Combat Perks

Combat Perks offer additional options, interactions and buffs for combat-related actions.

Table 7.3.3A Combat perks

| Category | Name                  | Effect  | Requirement                          |
|----------|-----------------------|---|--------------------------------------|
| Combat   | Movement Proficiency  | +1 to movement range when not over encumbered   | AGI 8+                               |
| Combat   | Fleet of Foot         | When your movement triggers an opportunity attack, make an AGI roll. If successful, the opportunity attack is not triggered   | Movement Proficiency, AGI 10+        |
| Combat   | Implacable            | When you are being moved by another character (e.g. Charge, Spear Push etc.), you may choose to make an AGI roll. If successful, you are not moved. You gain other statuses such as Off-Balance and Fallen as per normal. | Movement Proficiency, AGI 9+, CON 9+ |
| Combat   | Grappling Proficiency | +1 to contests when performing the Grapple Action   | STR 7+<br>AGI 7+                     |
| Combat   | Pinning Grapple       | At the start of your turn, if you are currently maintaining a grapple, you may instead  | Grappling Proficiency,               |

|        |         |  |                                      |
|--------|---------|--|--------------------------------------|
|        |         | choose to Pin the grappled character. This inflicts the Fallen status in addition to the Grappled status. In subsequent Round, you may choose to maintain the Pin at the start of your turn. | STR 9+, AGI 9+                       |
| Combat | Suplex  | While grappling, you may take a Suplex attack Action. Make an AGI roll, and if successful, deal damage to the grappled character equal to the sum of your STR and AGI.                       | Grappling Proficiency, STR 9+ AGI 9+ |
| Combat | Taunt   | You may take an Interact action to Taunt a target. In their next turn, they must move their maximum distance until they can attack you, and then make only attack Actions against you.       | CON 7+                               |
| Combat | Warcry  | Your Taunt Interact Actions now affect all enemies for their respective next turns, instead of only one target.  | Taunt, CON 10+                       |
| Combat | Swagger | Allies have +1 to hit with their attacks against any enemy that is under the effect of your Taunt.   | Taunt, CON 9+, DEX 9+                |

### 7.3.4 Leader Perks

Leader perks do not usually affect the PC, but provide benefits to their followers in combat. Only PCs can take Leader perks, and Leader perks only take effect when they are on a PC. Effects from leader perks only affect the PC's own followers, and not those of other PCs.

Table 7.3.4A Leader perks

|        |               |  |                      |
|--------|---------------|--|----------------------|
| Leader | Team Leader   | You may bring up to 3 followers into Combat  | Level 3              |
| Leader | Band Leader   | You may bring up to 4 followers into Combat  | Team Leader, Level 6 |
| Leader | War Leader    | You may bring up to 5 followers into Combat  | Band Leader, Level 9 |
| Leader | Leading blows | When you succeed in an attack against a target, all your followers gain +1 to their attack contests against this target until the start of your next Turn. | Level 3, STR 9+      |
| Leader | Combo attack  | When you make an attack Action that is blocked or dodged by an enemy, one of your followers in base contact with you                                       | Level 3, DEX 9+      |

|        |                          |   |                        |
|--------|--------------------------|---|------------------------|
|        |                          | may immediately make a basic attack against the same enemy as a free Action.  |                        |
| Leader | Rotate                   | While you are in Combat, you may take the Rotate movement action to switch positions with one of your followers within 3. This does not trigger opportunity attacks, but must require both you and your follower to be able to move to their respective positions with a normal movement action (e.g. must not be Netted)                                   | Level 3, AGI 9+        |
| Leader | Bodyguard                | When an enemy makes an attack against you, if one of your followers is in base contact with you, they may choose to block the attack for you, making a block contested roll as normal. Damage from failing the roll or crash damage are applied to the follower.<br><br>You may also block attacks for followers in the same manner.                        | Level 3, CON 9+        |
| Leader | Presence of Strength     | While you are in Combat, your followers get +1 to Throwing range and +1 to grapple contests   | STR 10+                |
| Leader | Presence of Dexterity    | While you are in Combat, your followers gain +1 to attack and block contests  | DEX 10+                |
| Leader | Presence of Agility      | While you are in Combat, your followers gain +1 to Movement range and +1 to dodge contests  | AGI 10+                |
| Leader | Presence of Constitution | While you are in Combat, your followers can use the Taunt Action  | CON 10+                |
| Leader | Combat trainer           | Whenever one of your Bitches gain a point in any of their physical stats, they may also gain a Weapon, Armour or Combat perk that you have, which they also meet the requirements for (e.g. Goman has Heavy Armour Proficiency, so when his Bitch gains a point in STR to reach STR 9, Goman's player can choose for her to gain Heavy Armour Proficiency). | Level 10, Any stat 11+ |

### 7.3.5 Skill Perks

Skill perks usually support actions outside of combat including exploration, business and diplomacy, and of course, slavery.

Table 7.3.5A Skill perks

|       |                      |   |                             |
|-------|----------------------|---|-----------------------------|
| Skill | Binding Proficiency  | +2 to contests when performing the Bind Captive Action  | DEX 7+                      |
| Skill | Lockdown             | Restraints in your inventory may be applied in Combat using the Bind Captive Action.  | Binding Proficiency, DEX 8+ |
| Skill | Trap Proficiency     | You can make now place traps that inflict one of the following effects: <ul style="list-style-type: none"> <li>• Netted</li> <li>• Bound Legs</li> <li>• Burnt</li> <li>• Poisoned</li> </ul> An enemy triggering a trap will initiate combat, with the enemies being Ambushed by the PCs' party. | DEX 6+                      |
| Skill | Order Proficiency    | Submission Threshold -1 when performing Captive Actions   | STR 9+                      |
| Skill | Torturer Proficiency | +2 to contest when performing the Beating Captive Action  | DEX 7+                      |
| Skill | Lover Proficiency    | +2 to contest against Willpower when performing the Rape Captive Action   | DEX 6+<br>AGI 6+<br>CON 6+  |

## 7.4 Equipment and items

Equipment and items are an instrumental part of character progression, as they directly dictate the characters' combat capabilities. All equipment and items have a "level", which serves as a guide for at which level would players be expected to use this tier of equipment or item. Equipment and items do not have level restrictions, however, and a level 1 character can use a level 7 sword, should they find one. The tables in this section will present the full list of items available for players in Bitches for Thoth Amon, along with their monetary value, their weight, and their level.

### 7.4.1 All weapons

One-handed weapons and shields

Table 7.4.1A: One-handed weapons

| Type  | LV | Weapon      | DMG | RNG | Effect    | WT  | VAL |
|-------|----|-------------|-----|-----|-----------|-----|-----|
| Sword | 1  | Stone Sword | 8   | 1   | +2 to hit | 1   | 50  |
| Sword | 3  | Iron Sword  | 10  | 1   | +2 to hit | 1.5 | 400 |
| Sword | 5  | Steel Sword | 12  | 1   | +2 to hit | 2   | 900 |

|        |   |                           |    |   |  |   |      |
|--------|---|---------------------------|----|---|--|---|------|
| Sword  | 7 | Aquilonian Gladius        | 14 | 1 | +3 to hit  | 3 | 3000 |
| Sword  | 7 | Cimmerian Ancestral Sword | 16 | 1 | +2 to hit  | 4 | 3000 |
| Sword  | 7 | Zingaran Rapier           | 14 | 1 | +2 to hit, additional +2 to hit when using Sword Thrust              | 1 | 3000 |
| Axe    | 1 | Stone Axe                 | 8  | 1 | -2 enemy Block value   | 1 | 30   |
| Axe    | 3 | Iron Axe                  | 10 | 1 | -3 enemy Block value   | 2 | 300  |
| Axe    | 5 | Steel Axe                 | 12 | 1 | -4 enemy Block value   | 3 | 900  |
| Axe    | 7 | Stygian War Axe           | 14 | 1 | -8 enemy Block value   | 3 | 3000 |
| Axe    | 7 | Vanir Raider Axe          | 16 | 1 | -4 enemy Block value   | 3 | 3000 |
| Mace   | 1 | Wooden Club               | 4  | 1 | +2 Negate  | 1 | 10   |
| Mace   | 1 | Stone Club                | 8  | 1 | +4 Negate  | 1 | 30   |
| Mace   | 3 | Iron Mace                 | 10 | 1 | +4 Negate  | 2 | 300  |
| Mace   | 5 | Steel Mace                | 12 | 1 | +4 Negate  | 3 | 900  |
| Mace   | 7 | Flanged Mace              | 14 | 1 | +6 Negate  | 4 | 3000 |
| Mace   | 7 | Hyrkanian Slaver Mace     | 14 | 1 | +4 Negate, +4 damage when using Mace Stun (for a total of -2 damage) | 4 | 3000 |
| Spear  | 1 | Wooden Spear              | 4  | 2 | -  | 1 | 10   |
| Spear  | 1 | Stone Spear               | 8  | 2 | -  | 1 | 30   |
| Spear  | 3 | Iron Spear                | 10 | 2 | -  | 2 | 300  |
| Spear  | 5 | Steel Spear               | 12 | 2 | -  | 2 | 900  |
| Spear  | 7 | Aesir Boar Spear          | 14 | 2 | +1 to hit against non-humans   | 3 | 3000 |
| Spear  | 7 | Gunderman Spear           | 14 | 2 | +1 to hit when making opportunity attacks                            | 3 | 3000 |
| Shield | 1 | Plank shield              | -  | - | +1 Block value   | 2 | 10   |



|        |   |                          |   |   |                      |   |      |
|--------|---|--------------------------|---|---|----------------------|---|------|
| Shield | 1 | Round shield             | - | - | +2 Block value       | 2 | 20   |
| Shield | 3 | Reinforced shield        | - | - | +4 Block value       | 3 | 300  |
| Shield | 5 | Tower shield             | - | - | +6 Block value       | 4 | 1000 |
| Shield | 5 | Buckler                  | - | - | +1 DEX when blocking | 1 | 1000 |
| Shield | 7 | Aquilonian Legion Shield | - | - | +8 Block value       | 4 | 3000 |

## Two-handed weapons

Table 7.4.1B: Two-handed weapons

| Type       | LV | Weapon                  | DMG | RNG | Effect                                  | WT | VAL  |
|------------|----|-------------------------|-----|-----|---|----|------|
| Greatsword | 1  | Stone Greatsword        | 12  | 2   | +1 to hit                               | 4  | 100  |
| Greatsword | 3  | Iron Greatsword         | 14  | 2   | +1 to hit                               | 6  | 800  |
| Greatsword | 5  | Steel Greatsword        | 16  | 2   | +1 to hit                               | 8  | 1500 |
| Greatsword | 7  | Khitan Horse Chopper    | 18  | 2   | +1 to hit, +4 damage against non-humans | 9  | 5000 |
| Greatsword | 7  | Mercenary Greatsword    | 20  | 2   | +1 to hit                               | 8  | 5000 |
| Greataxe   | 1  | Stone Greataxe          | 12  | 2   | -2 enemy Block value                    | 4  | 80   |
| Greataxe   | 3  | Iron Greataxe           | 14  | 2   | -3 enemy Block value                    | 6  | 800  |
| Greataxe   | 5  | Steel Greataxe          | 16  | 2   | -4 enemy Block value                    | 8  | 1500 |
| Greataxe   | 7  | Cimmerian Berserker Axe | 20  | 2   | -6 enemy Block value                    | 10 | 5000 |
| Greataxe   | 7  | Stygian Palm Axe        | 18  | 3   | -4 enemy Block value                    | 8  | 5000 |
| Maul       | 1  | Stone Maul              | 12  | 1   | +4 Negate                               | 4  | 80   |
| Maul       | 3  | Iron Sledgehammer       | 16  | 1   | +6 Negate                               | 6  | 800  |
| Maul       | 5  | Steel Polehammer        | 16  | 2   | +6 Negate                               | 7  | 1500 |
| Maul       | 7  | Nemedian Warhammer      | 18  | 2   | +6 Negate                               | 8  | 5000 |

|         |   |                        |    |   |  |   |      |
|---------|---|------------------------|----|---|--|---|------|
| Maul    | 7 | Yamatai War Club       | 20 | 1 | +6 Negate, +1 to hit when using Maul Smackdown |   | 5000 |
| Polearm | 1 | Wooden pike            | 6  | 3 | -  | 4 | 20   |
| Polearm | 1 | Stone Pike             | 10 | 3 | -  | 4 | 80   |
| Polearm | 3 | Iron Pike              | 12 | 3 | -  | 5 | 800  |
| Polearm | 5 | Steel Pike             | 14 | 3 | -  | 6 | 1500 |
| Polearm | 7 | Yamatai Cross Pike     | 16 | 3 | +1 to hit                                      | 6 | 5000 |
| Polearm | 7 | Argossean Phalanx Pike | 16 | 3 | +2 to hit when making opportunity attacks      | 6 | 5000 |

### Ranged weapons

Table 7.4.1C: Ranged weapons

| Type     | LV | Weapon                 | DMG | RNG | Effect                             | WT | VAL  |
|----------|----|------------------------|-----|-----|------------------------------------|----|------|
| Bow      | 1  | Light bow              | 8   | 6   | Can make Indirect attack at -2 DEX | 4  | 50   |
| Bow      | 3  | Reinforced Bow         | 12  | 6   | Can make Indirect attack at -2 DEX | 6  | 500  |
| Bow      | 5  | Composite Bow          | 16  | 6   | Can make Indirect attack at -2 DEX | 8  | 1000 |
| Bow      | 7  | Bossonian Longbow      | 20  | 6   | Can make Indirect attack at -2 DEX | 10 | 3000 |
| Bow      | 7  | Shemite Mercenary Bow  | 18  | 7   | Can make Indirect attack at -2 DEX | 8  | 3000 |
| Sling    | 1  | Cloth Sling            | 8   | 6   | +2 Negate                          | 2  | 20   |
| Sling    | 3  | Rope Sling             | 12  | 6   | +2 Negate                          | 4  | 500  |
| Sling    | 5  | Leather Sling          | 16  | 6   | +2 Negate                          | 4  | 1000 |
| Sling    | 7  | Dafari Tribal Sling    | 16  | 8   | +2 Negate                          | 4  | 3000 |
| Sling    | 7  | Argossean Island Sling | 16  | 6   | +4 Negate                          | 4  | 3000 |
| Throwing | 1  | Throwing rocks         | 4   | STR | +2 Negate                          | 1  | 5    |
| Throwing | 1  | Stone Javelin          | 10  | STR | -                                  | 1  | 10   |
| Throwing | 3  | Iron Javelin           | 14  | STR | -                                  | 2  | 50   |

|          |   |                |    |     |                      |   |     |
|----------|---|----------------|----|-----|----------------------|---|-----|
| Throwing | 5 | Steel Javelin  | 16 | STR | +2 Negate            | 2 | 100 |
| Throwing | 5 | Throwing Knife | 12 | STR | +2 to hit            | 1 | 100 |
| Throwing | 5 | Throwing Axe   | 16 | STR | -2 enemy Block value | 2 | 100 |

### Hybrid Weapons

Hybrid weapons count as more than one weapon type, and is eligible for all perks and effects that check for those weapon types. For example, the Stygian Kopesh has both the Sword and Axe types, meaning its wielder will benefit from both his Sword Proficiency and Axe Proficiency perks, and can perform both a Sword Thrust action and an Axe Hook action.

Table 7.4.1D Hybrid Weapons

| Type                | LV | Weapon                 | DMG | RNG | Effect                          | WT | VAL  |
|---------------------|----|------------------------|-----|-----|---------------------------------|----|------|
| Sword, Axe          | 7  | Stygian Kopesh         | 14  | 1   | +1 to hit, -4 enemy Block value | 4  | 3000 |
| Axe, Mace           | 7  | Poitain War Axe        | 14  | 1   | -4 enemy Block value, +4 Negate | 4  | 3000 |
| Sword, Spear        | 7  | Mercenary Short Glaive | 14  | 2   | -                               | 3  | 3000 |
| Greatsword, Polearm | 7  | Khitan Cavalry Glaive  | 16  | 3   | +1 to hit                       | 8  | 3000 |
| Greataxe, Polearm   | 7  | Gunderman Halberd      | 16  | 3   | -4 enemy Block value            | 8  | 3000 |
| Greataxe, Maul      | 7  | Poitain Poleaxe        | 16  | 2   | -4 enemy Block value, +4 Negate | 8  | 3000 |

### 7.4.2 All armour

Table 7.4.2A: All armour

| Type     | LV | Name          | Armour | Effect                    | WT | VAL |
|----------|----|---------------|--------|---------------------------|----|-----|
| Clothing | 1  | Loincloth     | 0      | +1 AGI, draws enemy aggro | 0  | 0   |
| Clothing | 1  | Basic clothes | 0      | -                         | 1  | 10  |
| Light    | 1  | Linothorax    | 2      | -                         | 4  | 50  |

|        |   |                              |    |                      |    |       |
|--------|---|------------------------------|----|----------------------|----|-------|
| Light  | 1 | Padded armour                | 2  | -                    | 4  | 50    |
| Light  | 1 | Fur armour                   | 2  | Warm                 | 4  | 50    |
| Light  | 3 | Leather Lamellar Torso       | 3  | -                    | 6  | 500   |
| Light  | 5 | Leather Lamellar Torso       | 4  | -                    | 8  | 1500  |
| Light  | 7 | Stygian Scale Torso          | 6  | -                    | 10 | 3000  |
| Light  | 7 | Zamoran Scout Armour         | 5  | +1 AGI               | 8  | 3000  |
| Medium | 2 | Heavy Padded Shirt and Pants | 3  | Warm, -2 DEX, -2 AGI | 8  | 100   |
| Medium | 3 | Chainmail Vest               | 4  | -2 DEX, -2 AGI       | 8  | 800   |
| Medium | 5 | Leather Lamellar Armour      | 5  | -2 DEX, -2 AGI       | 16 | 1800  |
| Medium | 5 | Chainmail Shirt              | 5  | -2 DEX, -2 AGI       | 12 | 1800  |
| Medium | 7 | Aquilonian Segmented Armour  | 6  | -2 DEX, -2 AGI       | 18 | 3000  |
| Medium | 7 | Full Chainmail               | 7  | -2 DEX, -2 AGI       | 24 | 3000  |
| Heavy  | 3 | Bone Plates Armour           | 6  | -5 DEX, -5 AGI       | 16 | 1200  |
| Heavy  | 5 | Metal Lamellar Armour        | 6  | -4 DEX, -4 AGI       | 20 | 2500  |
| Heavy  | 7 | Half Plate Armour            | 8  | -3 DEX, -3 AGI       | 24 | 3000  |
| Heavy  | 7 | Metal Lamellar Armour        | 9  | -4 DEX, -4 AGI       | 24 | 3000  |
| Heavy  | 9 | Full Plate Armour            | 10 | -4 DEX, -4 AGI       | 28 | 9000  |
| Heavy  | 9 | Poitan Plate over Mail       | 12 | -5 DEX, -5 AGI       | 32 | 15000 |

### 7.4.3 Items

#### Consumable items

Table 7.4.3A: Consumable items

| Type       | LV | Name                  | Effect  | WT | VAL  |
|------------|----|-----------------------|---|----|------|
| Consumable | 1  | Bandages              | 2 Actions to use. Restore 20 HP   | 1  | 10   |
| Consumable | 1  | Antidote              | 1 Action to use. Remove Poison status immediately                                       | 1  | 20   |
| Consumable | 1  | Health Potion         | 1 Action to use. Restore 30 HP  | 1  | 100  |
| Consumable | 3  | Greater Health Potion | 1 Action to use. Restore all HP   | 1  | 300  |
| Consumable | 5  | Potion of Clarity     | 1 Action to use. +1 to hit for 3 Rounds (including this Round)                          | 1  | 1000 |
| Consumable | 5  | Potion of Rage        | 1 Action to use. +3 damage on all attacks for 3 Rounds (including this Round)           | 1  | 1000 |
| Consumable | 5  | Potion of Numbing     | 1 Action to use. -2 Damage on all attacks received for 3 Rounds (including this Round). | 1  | 1000 |

#### Projectile items

Table 7.4.3B: Projectile items

| Type       | LV | Name        | Effect  | WT | VAL |
|------------|----|-------------|---|----|-----|
| Projectile | 1  | Net         | Inflict Netted effect to target   | 2  | 50  |
| Projectile | 1  | Oil keg     | Drench target in oil  | 3  | 50  |
| Projectile | 1  | Fire bomb   | Sets target and surrounding area of radius 2 on fire  | 3  | 200 |
| Projectile | 1  | Poison keg  | Poisons target  | 1  | 100 |
| Projectile | 3  | Poison bomb | Poisons target and all characters in surrounding area of radius 2   | 2  | 500 |
| Projectile | 3  | Smoke bomb  | Projects a smoke cloud of radius 5 around the target for 3 Rounds (including this Round). All characters within the smoke cloud are inflicted with the Blinded status, until they leave | 2  | 500 |

|  |  |  |  |  |  |
|--|--|--|--|--|--|
|  |  |  | the smoke cloud. Ranged attacks cannot target characters within the smoke cloud. |  |  |
|--|--|--|--|--|--|

## Slavery and Restraint items

Table 7.4.3C: Slavery and Restraint items

| Type      | LV | Name                               | Effect   | WT | VAL  |
|-----------|----|------------------------------------|--|----|------|
| Slavery   | 1  | Brand                              | Use to enslave Bitches   | 10 | 100  |
| Slavery   | 3  | Simple Whip                        | +1 to contests when making the Beating captive action.   | 1  | 200  |
| Slavery   | 5  | Multi-tailed whip                  | +1 to contests when making the Beating captive action. Additional +1 Submission until the end of the scene of Beating is successful. | 1  | 1000 |
| Restraint | 1  | Slave Collar with leash            | Use to enslave Bitches   | 5  | 100  |
| Restraint | 1  | Shackles                           | Use to bind legs while allowing slow walking, inflict AGI -2   | 5  | 100  |
| Restraint | 1  | Cuffs                              | Use to bind arms, inflict DEX -2   | 5  | 100  |
| Restraint | 1  | Registered Slave Collar with leash | Use to enslave Bitches   | 5  | 500  |
| Restraint | 3  | Cangue                             | Use to enslave Bitches and bind arms, inflict DEX -4.  | 10 | 500  |
| Restraint | 5  | Chastity Belt with Plugs           | When equipped, -1 to all stats, -1 to Willpower, and +1 to Submission.   | 5  | 2500 |

## 8. Bitch Progression (draft)

Bitches and other non-player characters function differently from PCs in gameplay. While sharing most combat-related functionalities as PCs, Bitches have additional stats and have a different progression system. The following sections will go into more detail on a Bitch's character makeup and progression.

### 8.1 Personality traits

While PCs in the Hyborian Age are all stoic badasses, Bitches can often be driven by emotion and personality quirks. Personality traits are inherent traits to Bitches that provide

boons and banes across a variety of situations, and serve as a key element to each of their roles in the players' narratives. A stuck-up, arrogant noblewoman will offer a very different taming process compared to a submissive doormat of a farmgirl, while a blunt and abrasive warrior woman will provide very different interactions compared to a secretive and plotting cultist.

Personality traits are included in each Bitch's character sheet. A Bitch can only have one personality trait at a time. Personality traits can be gained or lost based on the narrative and at the discretion of the game master.

When a Bitch is Broken, the player can choose to change the Bitch's personality to any other personality. This is a one-off decision, and the player cannot choose to change this again in the future. The Bitch's personality will also no longer be changed by the narrative.

Below is a table listing all the personality traits that a Bitch may have:

Table 8.1A Personality Traits

| Trait      | Effect   |
|------------|--|
| Neutral    | None   |
| Brave      | Submission modifier -2, Willpower rolls +1   |
| Timid      | Submission modifier +2, Willpower rolls -2   |
| Arrogant   | +3 to all contests against Captive Actions performed by PCs, but double all Submission from Captive Actions if PCs succeed           |
| Pragmatic  | Submission modifier +2, Willpower rolls +2 when rolling to escape  |
| Underdog   | If Master's physical stats sum (STR+DEX+AGI+CON) is higher than hers, Submission modifier +2   |
| Sycophant  | If set as follower or trophy girl, Submission modifier +2, Willpower rolls -2. Otherwise, Submission modifier -1, Willpower rolls +1 |
| Mindbroken | Immediately apply the Broken status when enslaved  |

## 8.2 Job stats progression

Unlike PCs, a Bitch does not level up, gain additional physical stats, or gain additional perks. Instead, Bitches make progress in their job stats based on the work assigned to them, representing an increase in aptitude at their assigned task.

After performing a job for 3 days (either continuously or intermittently), a Bitch gains 1 buy point for her job stats. This buy point is added after the revenue for her job has been awarded for the day.

Buy points for job stats work in the same way as buy points for physical stats. Each stat point from 1 to 5 costing 1 point, stat points of 6-8 costing 2 buy points each, and stat points of 9-12 cost 3 buy points each. If all of her job stats are at 12, a Bitch does not gain buy points.

The Spy job and the Gladiatrix job do not count toward job stats progression. Instead, these two jobs will provide different progressions, which will be covered in the following sections.

### 8.3 Spy progression

Spies make progress differently from normal jobs. As spies also have another normal job, they will increase their job stats over time as normal. In addition to that, spies will build a unique resource known as “spy network”. Spy network represents the spy’s level of influence over the community (town, city, region etc.), and is calculated by the lifetime amount of influence that this spy has generated through their spy job.

Spy network is used for a variety of narrative-related purposes including generating quest leads, generating additional influence, overcoming narrative challenges, and so forth. These will be most relevant to game masters, and will be covered more in Section 9.

### 8.4 Gladiatrix and combat follower progression

Bitches who regularly engage in combat will improve their combat prowess over time. This applies to Bitches assigned as followers who experience real combat, and to Bitches assigned to work as Gladiatrices.

By participating in combat, Bitches gain buy points for their physical stats. After finishing a quest as a follower, or achieving 3 victories as a Gladiatrix, a Bitch will gain one buy-point for their physical stats. These can be used to increase their physical stats in the same way that PCs do. Bitches are limited in raising their physical stats, however, with each stat being capped by the corresponding stat of their master. For example, Goman who at this point has STR 10, owns a Gladiatrix Bitch. This Bitch can raise her STR up to 10, and cannot raise her STR further until Goman increases his own STR.

## 9. Building blocks of an adventure for game masters (draft)

### 9.1 Regions and Settlements

Across the breath of the Hyborian Age, the world is as vast as it is varied. Adventures set in different parts of the world can be vastly different in nature and difficulty. This section provides guidelines for game masters to create the locales where adventures take place. Note that these guidelines are in no way mandatory, exclusive, or exhaustive. Game masters and players are free to exercise their creativity in creating the best setting for their adventures. This section is also useful for solo players, who can use these as prompts to create and manage their own adventure.



### 9.1.1 Geography

Geography is one of the most important aspects to any region, as it dictates many aspects of the region's makeup, from the types of settlements, to the modes of travel, and the challenges that players may face. Below are some common types of geographies that adventures could be set in:

#### Plains

Plains are some of the most common areas for human settlements. These are usually well-covered by agriculture, and can support many villages, towns and cities in the region all linked by established roads. Plains are also usually well-irrigated by river networks, which facilitates transport by boats.

Due to the convenience of transport around plains, these tend to be the most civilised regions in the Hyborian age. With the lack of difficult geography and relatively dense human presence, plains do not always present the greatest danger to adventurers, unless they are enemies with the local authorities.

#### Deserts

The arid and scorching sands of deserts are generally inhospitable to human life, but civilization can nevertheless persist in the fringes of deserts, or within them around pockets of oasis. To prove this point, Stygia, one of the mightiest kingdoms in the Hyborian age, is based in the great desert along the banks of the river Styx.

Adventures in the desert often involve journeys across the sand, uncovering buried secrets and ancient dangers from lost civilisations, and brigands plaguing caravan trade routes. Water and food may become an issue if extended journeys in the desert are taken.

#### Coasts and Islands

Coastlines and islands often support sea-faring civilisations, with major settlements becoming hubs of commerce and logistics. Coastal regions tend to be covered by dense tropical flora that may conceal many mysteries in the depths of its jungles.

Adventures along coastal regions can focus on navigation between ports, exploration of the jungles, and battle against pirates and other nautical threats. Traversing the sea may incur additional costs to hire ships, if the party does not have one of their own.

#### Mountains

Mountainous regions are extremely difficult to traverse, and often less inhabited compared to the lowlands. These regions may be colder, and inhabited by smaller and more insular communities. Fortifications are often constructed on mountains to ward off attackers with help from the difficult geography.

Adventures in the highlands can often lead to mountain strongholds, secret caves, and hidden valleys. Traversing mountainous terrain can be difficult and sometimes dangerous, and will take noticeably longer than usual.

### 9.1.2 Human presence and civilisation

Besides geography, the density of human civilisation around the region can also be a major factor. Uninhabited regions may see a much greater threat to adventuring parties from wildlife, monsters and outlaws, while densely populated regions may lead to more altercations with the law and fewer lucrative opportunities for exploration and looting. Below are four archetypes of how populated a region is, and how that may impact an adventure.

#### Uninhabited

Uninhabited regions have very few human settlements outside of small native tribes and hidden enclaves of outlaws. These areas teem with wildlife, and its natural bounties and secrets are almost completely unexplored. Most encounters tend to be hostile, be it with wildlife or humans, but the bounties of the land (such as hidden treasure, rare resources, or ancient secrets) are almost completely untouched. Uninhabited regions are great for adventures filled with exploration, and can also serve as safe refuge from human threats such as the authorities.

#### Frontier

Frontier areas are sparsely populated by villages and other small settlements, with towns being rare and often the biggest settlements in the area. Central authority is weak beyond small enclaves of formal authority (e.g. castles, military outposts), and the flow of information between settlements is limited. While the region has been charted and explored, there still remains a balance between human and inhuman threats. Frontier regions are ideal for adventures with a balance between exploration, battling outlaws, and raiding settlements.

#### Civilised

Civilised areas are dense with settlements and people, often with a few major cities, and a slew of towns and villages surrounding them. Uninhabited land is rare in civilised areas, and most settlements (and the roads between them) see a significant presence of the central authority and their representatives (e.g. bureaucrats, guards, soldiers). Threats and opportunities in civilised areas are mainly human-oriented, such as gangs, businesses, espionage, and the likes. Criminals and escaped slaves will also be systematically hunted down by the authorities.

#### Warzone

Warzones are a variation on the above three categories, bringing a whole slew of its own challenges and opportunities. When a region is caught between the wars of two great powers, the land will often be plagued by outlaws, deserters, and economic hardship, while opportunities and quests regularly available in the region may be disrupted. On the other

hand, war may also present players with lucrative opportunities in mercenary work, mass enslavement of refugees and POWs, or the capture of nobles and commanders from both sides of the war. However, players may also run into greater danger when battling professional soldiers and powerful champions of the warring armies.

### 9.1.3 Types of settlements

Settlements are usually where players would be spending the majority of their time outside of quests and adventures. The size and type of settlements will determine the opportunities and quests available in them, along with a slew of other concerns. Below are the four main types of settlements that players will likely encounter in their adventures.

#### Villages

Villages are small communities in rural areas, usually made up of agrarian communities, and conducting agriculture for subsistence. Villages tend to have not more than a few hundred people, and have very little in the means of trade or security. Villages may also not be accustomed to dealing with outsiders, given that most of its inhabitants know one another personally, and often do not have many formal businesses that service adventurers/slavers. Nevertheless, most supplies can still be purchased from village stores, and most villages are open to purchasing slaves if the price is right.

Depending on the region, villages may also host representatives of the central government, such as a few guards and officials representing the town/city/kingdom that the village is subordinate to. Local nobility may also be found in villages, or near villages in their estates. Villages in less civilised areas may still be tribal in nature, and answer to no higher authority beyond their gods.

Problems that villages face are usually low-level, entailing the likes of bandit raids, wildlife and minor monster attacks, or strange disturbances from nearby areas such as forests or mountains. Quests to address these problems would usually be informal in nature, and obtained from local leaders such as village chiefs, local nobles, or low-level government officials.

Attacking or raiding villages tends to be moderately challenging. Players usually need to overcome simple defences such as wooden fences and walls, and defeat the village militia who are poorly trained and relatively few in number. Depending on the region, raiding villages may incur an armed response from the higher authorities.

#### Towns

Towns are large settlements with hundreds or even thousands of people, which serve as focal points for trade between many villages in the region. Towns are the smallest type of settlement with formal businesses, such as inns, weapon and armour vendors, slave markets, brothels, and so forth. These represent not only places where players can spend their gold, but also opportunities for players to engage in business and put their slaves to work. Towns also tend to have a significant criminal underbelly that can provide quests and other opportunities.

Towns usually have a standing force of guards, local officials, as well as the upper class (nobles and major merchants). Local laws are regularly enforced, and criminals pursued if discovered. Towns may also host representatives of authority from large cities or kingdoms, that the town is subordinate to. Towns also host at least one temple, usually to the main god or pantheon worshipped in the region.

Problems that towns face can involve both external threats, such as outlaw raids and monster attacks, as well as internal threats such as criminal and business disputes. Quests to address external threats are usually given by local officials or nobles with formal contracts, while informal quests are given by criminals, merchants or nobles to do their underhanded deeds.

Attacking towns as a whole can be difficult, although raiding specific buildings or compounds in towns can be much more feasible and lucrative, as players usually only need to contend with a small number of guards or criminals. Alternatively, players can also attack travelling parties or caravans on the road outside towns. Crime committed in and around towns will usually be pursued by local law enforcement, if the players' identities have been revealed. This can be overcome either by escaping the region, or paying off one's bounty.

## Cities

Cities are large, cosmopolitan settlements holding major importance to the region where they are located. A city will have tens, or even hundreds of thousands of inhabitants, spread across several distinct districts based on class or function. Cities are bustling with strangers from all across the region or even the continent, and are filled with businesses of all kinds. These businesses would offer players a large selection of items, including those of the highest price and quality, alongside rare items and artefacts usually only found as loot. Cities also have a vibrant ecosystem of the less-savoury businesses, including massive slave market districts, red-light districts, and major gladiatorial arenas. Concurrently, cities have a much more complex underworld of crime, espionage and other illicit activities for the players to engage with.

Cities are well patrolled by professional city guards, and are run by cadres of bureaucrats and officials handling different aspects of government. Cities are ruled by high nobles and powerful merchants, and usually have a sizable upper class of the affluent mingling in an appropriate district. Estates and palaces of these powerful individuals also tend to be located within cities, or near cities. While laws are enforced in cities by guards, the presence of law enforcement may vary across districts. Affluent districts may see regular patrols by alert guards, while the slums may have no law but those of local gangs and thieves.

Quests in cities are diverse, but usually involve conflict between different groups or factions in the city. These include rival gangs, law enforcement and criminals, or between conflicting nobles or officials. These quests can take place either within the city, or near the city, and tend to require more discretion and subtlety from players due to the nature of these conflicts. Depending on the scale of the quest, they can be given to players by a variety of characters, from low level officials and street criminals to governors and crime bosses.

Attacking cities from the outside is almost impossible without a massive army, but players can be involved in major conflicts within the city and across city districts. As with towns, raiding individual compounds or palaces within the city can be very feasible, and entire neighbourhoods or districts can be raided with sufficient resources and preparation. While law enforcement punishes crime in cities harshly, the complexity of cities also offer many opportunities for players to fade into anonymity or negotiate their way out of trouble through their wealth or connections.

## Outposts

Outposts are a catch-all category for settlements founded by a particular faction, for a specific purpose. These include the likes of military camps, castles, bandit hideouts, cultist lairs, and the likes. The defining features of an outpost is that it is owned and occupied by a single faction, have significant defences, and do not take kindly to intruders.

Outposts vary in size, purpose, and level of security. A minor military camp or bandit hideout could have less than a dozen occupants, and be very easy to raid or capture, while housing nobody of great importance. On the other extreme, a massive mountain fortress could be garrisoned by an entire army, and house great military leaders, high nobility, and even kings. Players will usually not be allowed to enter an outpost without good reason, and intrusion will likely lead to immediate hostility from its occupants, if the occupants are not hostile to begin with. Outposts likely house no businesses or stores to service adventurers/slavers' needs, although if players have a good reason to visit, they are likely to find some surplus items and gear available for sale, and may be able to offload slaves.

### 9.1.4 Reputations and relationships

Players' reputation with communities and factions are an important part of gameplay. Reputation determines how characters behave towards players, and can affect all sorts of interactions from trade, to quests, to protection or hostility. In Bitches for Thoth Amon, reputation is gauged by a simple framework of five stages as shown below.

**Hostile:** The lowest reputation players can have with a faction. Members of this faction will be completely unwilling to deal peacefully with players (unless otherwise specified), and combatants will attack players on sight, either to kill or to arrest.

**Negative:** Players are perceived negatively by the faction. Members of this faction will be reluctant to deal with players, prices will be higher, and favours would be much more difficult to ask for. They would also be much more wary of players' actions, and suspicion may lead to hostility quickly.

**Neutral:** Players have an unremarkable reputation with the faction. Members of this faction will deal with players fairly (or as fairly as they usually are), and will not be hostile towards players unless provoked. However, they will not go out of their way to help players in trouble.

**Positive:** Players are perceived positively by the faction. Members of this faction will deal favourably with players, often giving discounts or doing them favours. This faction will also

tend to favour the players in disputes against third parties, but may not necessarily put their lives on the line to defend players in combat.

**Allied:** The highest reputation players can have with a faction. Members of this faction will treat players as their own, holding them in high regard. They will often go out of their way to help the players, including giving them significant discounts and other big favours.

Combatants will always enter combat to defend the players.

Reputation is influenced by both the players' backgrounds (e.g. a Set worshipper would be shunned in Aquilonia), and the players' actions (e.g. completing quests for a village would improve players' reputation with the villagers). The game master should keep players informed of their reputation with the local community, and also keep them up to date when this reputation changes.

It is important to note that there may be more than one faction in any settlement. For example, players can have a positive reputation with the townspeople in a town, but have a negative reputation with the criminal underbelly. The game master should keep track of these, and inform players of factional reputation wherever relevant.

## 9.2 Quests

Quests are one of the main parts of gameplay in *Bitches for Thoth Amon*, and will be something that players spend the majority of their time on. Each quest offers a unique experience for players, but they can be built on a set of quest archetypes. Some of these have already been covered in section 2 under "Your first quest". The following section will go into types of quests in more detail, and provide some prompts for game masters to flesh quests out according to the region, players' characters and backgrounds, and other factors.

### 9.2.1 Types of quests

#### Raid quests

Raid quests revolve around players attacking a location with the intention of causing as much damage as possible, and/or leaving with as many captured prizes as possible. Raid quests are typically given to players by characters seeking to deal damage against an enemy faction or location, and the primary reward for players will be wealth, items and *Bitches* captured from the raid.

In rural areas, these can include raiding a village, clearing a bandit camp, or occupying a small military outpost. In urban areas, raid quests can lead players to clearing gang hideouts or the residences of merchants or nobles.

Raid quests are usually considered complete when all enemies at the raided location have been defeated, or if some aforementioned quest requirement has been fulfilled (such as defeating a specific number of enemies, or destroying certain structures).

### Kidnapping/Assassination quests

Kidnapping and assassination quests are a more surgical type of mission, usually targeting specific characters at certain locations, which players must capture or kill depending on the quest requirement. These quests can be similar to raid quests, such as a village leader tasking players with killing a notorious bandit queen at her camp, guarded by a dozen bandits.

In many other cases, however, kidnapping and assassination quests can demand more subtlety. Targets for kidnapping or assassination may be placed in locations that are difficult or impossible for players to attack openly (for their level), where raid quest locations are usually designed for players to feasibly attack. For example, players may be tasked to kill the same bandit queen, but she is now holed up in a mountain fortress guarded by hundreds of bandits. As such, these quests can emphasise a different kind of gameplay, where players must either covertly enter these locations and sneak out after the deed, or beeline for the quest target and make a hasty retreat after the kill/capture.

Kidnapping quests require the target to be taken alive, and usually returned in-person to the quest giver, or sent to a target location. There may also be additional requirements around whether the captive can be enslaved. Assassination quests can usually be considered complete if the target is successfully captured (and returned to the quest giver) instead of killed, as this is usually a much more difficult feat.

### Battle quests

Battles are some of the most straightforward quests. Players are tasked to show up at a specific time and location, and participate in a battle against specified enemies. Battles can be prompted by a variety of circumstances, such as a village facing an impending bandit raid (with players tasked to join on either side), two armies clashing in a warzone, a skirmish between rival gangs in a city, and so forth.

Prior to the battle, players should be given some information on the numbers and types of enemies they would expect to face. Rewards from battles should also be negotiated with the quest giver beforehand, including loot from fallen enemies and captives taken from defeated foes. Battles can also be a good opportunity to capture powerful Bitches.

### Investigation quests

Investigation quests are a more open-ended type of quest, and can be a self-prompted quest from the players themselves, instead of having any specific quest giver character. These quests usually involve following certain clues or plot hooks to investigate or explore certain areas that eventually lead into a more specific type of quest such as raids or kidnappings. For example, players can be prompted by a village chief to investigate the disappearance of young women from the village, leading them to explore the nearby forest or mountains. In urban areas, investigation could lead to the exploration of a different district of the city, the underground tunnel networks, or the palaces of nobles.

Investigation quests are also a good way to have a longer quest chain, where information uncovered from each investigation can prompt subsequent quests. For example,

investigating a rumour of missing women can lead to uncovering a cultist lair, which then leads to the exploration of a noble's palace to find the cult's headquarters, all the while taking wealth, loot, and slaves along the way.

### Journeys

Journeys are an alternative type of open-ended quest that can provide PCs with a large range of regions, flavour and enemy variety in short order. Journeys involve PCs travelling to a far away location, either as part of a higher objective, or to migrate to another region offering different adventures. The journey will involve many encounters along the way including battles, exploration, a larger variety of Bitches to capture, and so forth. There is no singular "quest location", instead the game master can create a series of stops and points of interest along the journey, each filled with different quests, events, battles, and Bitches. As these sub-quests are not confined to a singular region, they can all have vastly different terrain, enemies, rewards and other flavour elements to keep players entertained. In addition, journeys are also a good tool in helping players get away from law enforcement, while presenting them with some challenges along the way.

### 9.2.2 Quest Rewards

Quests can reward players in a variety of ways, both through the loot and plunder from the quest itself, and through any gold, items and relationships awarded by the quest giver. In general, Bitches for Thoth Amon encourages game masters to not have too much overlap between rewards obtained during quests, and rewards given by the quest giver. For example, if the main reward from raiding a bandit camp is slaves and gold, the reward from the quest giver could be positive relationship gain with the local settlement, along with rare items or equipment.

In addition to material rewards, quests can also award players with experience points, or in rare cases buy points, stat points, and even perks. Game masters may exercise their judgement on varying quest rewards when designing adventures to support the players' desired gameplay experience.

Quests also reward players with reputation and influence, as they have done the quest giver and their faction a great service. Influence is always a positive gain for the party, while reputation gain can be double-edged, with a positive reputation change for the quest giver's faction, and a potential negative reputation change for any factions harmed by the quest. For example, Goman helped the guards recover a shipment of kidnapped slaves, raising the party's reputation with the town by 2, but lowering his reputation with the local gang by 2.

### 9.2.3 Generating quests

In the absence of any other prompts and plot hooks, game masters can elect to generate quests when players first enter a new settlement. The number of available quests can depend on the size of the settlement, with 2 quests being generated for a village, 3 for a town, and 4 for a city. Each of these quests should be of a different type (as discussed above) to provide some variety, and given by or tied to an important figure in the local community, such as officials, nobles, criminals, merchants or religious figures. Players can then be presented with these options (e.g. they have heard rumours of several local notables needing help with different tasks, and they can choose to take up one of them).



Alternatively, if a prompt or plot hook has already been established, the game master can instead simply present players with choices of what type of quest they would like to embark on, or simply hand them a quest without their input (e.g. the last quest had players uncover the headquarters of a Derketo cult, they must now raid the location to capture the Priestess of Derketo).

## 9.3 Downtime activities

In the downtime between quests, players can build their power and influence through a variety of downtime activities inside settlements. These are mostly narratively driven activities that generate quests, plot hooks, and other opportunities. The following subsections will cover the most common types of activities players would likely be engaging in, and how game masters can support them.

### 9.3.1 Shopping

Shopping is one of the most important activities to be carried out between quests. This usually involves players stocking up on consumable items, selling loot and slaves for gold, and upgrading their equipment. The most common types of shops that players interact with will include:

**General store:** basic consumable items

**Alchemist:** healing and thrown items

**Blacksmith:** weapons

**Armourer:** armour

**Slave market:** slavery items and restraints

The availability of shops and items are dependent on the size and type of settlement that players find themselves in. Villages typically have only a general store, while towns and cities usually have at least one store of each type, unless otherwise specified. Items available for sale are usually scaled according to the size of settlements as well. Villages usually sell only Level 1 items. Towns typically sell up to Level 3 items, with some larger or wealthier towns having items up to Level 5. Shops in cities sell up to Level 5 items. To streamline gameplay, a shop is assumed to have all items listed in the item table up to its designated level (i.e. a blacksmith in a town will sell unlimited quantities of all weapons level 3 and under, unless otherwise specified). In addition, shops in cities may sell limited quantities and selections of up to Level 9 items as rare finds (to be determined by the game master)

Item prices are directly modified by the party's reputation with the NPC's faction. Hostile will provide a modifier of 5 (i.e. an stone sword with value 50 will now be priced at 250), Negative will provide a modifier of 2, Positive will provide a modifier of 0.8, and Allied will provide a modifier of 0.5.

Loot plundered from adventures can be sold to the corresponding merchants as well. For example, a sword can be sold at any blacksmith. The selling price of items is its value / 5, rounded down. For example, an stone sword with value 50 will sell for 10 gold.

### 9.3.2 Meeting local notables

Connections and networks are extremely important in the Hyborian age, and players will often want to meet with local people of importance to advance the party's interests. These could include local officials and nobles, criminal leaders, religious leaders, merchants, or any other person of great significance to the local or regional community. Often, these notable people will also be quest givers or involved in narrative hooks. These sessions should be used by game masters to interact with players and plan out the next adventure together, in-character. Players should be encouraged to have a goal in mind before visiting the notables, such as asking for information, asking for work, or asking for their support in a task.

Visiting notables will help players generate quest prompts and narrative hooks, as well as generate influence from positive interactions. On the flipside, players can also use their accumulated influence to obtain information and favours from the notables, the details of which will be discussed in the influence section 9.4.

### 9.3.3 Business arrangements

To accumulate wealth, players can also run businesses that generate passive income while PCs are out on dangerous adventures. Businesses can be started with a significant investment in towns and cities, and must be staffed by at least one merchant girl slave. The base cost to start a business of any kind will be 2000 gold, and one party can have up to one business at a time (but can be staffed by any number of merchant girls).

Businesses can also be expanded to be a large business when staffed with the right merchant girl (more details in section 6.2.4). This will require a significant investment (base cost 10,000), and/or the completion of one or more quests to support the business expansion.

Businesses are a good way to generate quest prompts and narrative hooks for both players and the game master. For example, a quest to destroy a business competitor can be introduced by the game master, in order for players to expand their business.

### 9.3.4 Investigation

Investigation is a downtime activity for players to investigate previously found narrative hooks. This lets players "find" their next quest through a narrative process with the game master. This is a very open-ended process, and primarily serves roleplay and storytelling. Game masters can refer back to quest generation to create the quest that lies at the end of the investigation.

## 9.4 Influence

Influence is an important non-combat resource that supports players' in their downtime activities outside of quests. Influence represents the players' renown and clout in the local

community and beyond, and affects their ability to hold sway over others. Influence is primarily gained through completing quests, positive interactions with notables, espionage, and businesses.

Influence is used to acquire information and favours from NPCs, through interactions during downtime. Influence is both an accruing resource, and an expendable resource. When spending influence for a favour, NPCs may also check the party's total influence level, known as an influence threshold requirement, to gauge if they are influential enough to warrant the favour in the first place. For example, Goman wishes to get information from a criminal regarding a shipment of slaves who were kidnapped. As Goman is already a renowned slaver in this town (his party has 1600 influence), the criminal accepts the deal and provides the information in exchange for 50 influence.

Influence is usually not spent by itself, and there tends to be another accompanying cost such as coin or quests. The following is a catalogue of what influence can be spent on, and their influence threshold requirements:

| Item  | Influence cost | Influence threshold |
|---|----------------|---------------------|
| Trivial information (as perceived by the NPC)   | 50             | 100                 |
| Important information (as perceived by the NPC)   | 200            | 1500                |
| Small favour (the NPC does not have to go out of their way to do this, and has little to no cost) | 100            | 500                 |
| Big favour (the NPC must go out of their way, and/or has high cost)                               | 200            | 1000                |
| Dangerous favour (the NPC is putting their life or livelihood on the line)                        | 500            | 2000                |

Influence cost and influence threshold are directly modified by the party's reputation with the NPC's faction. Hostile will provide a modifier of 5 (i.e. trivial information now costs 250 influence and has a threshold of 500 influence), Negative will provide a modifier of 2, Positive will provide a modifier of 0.8, and Allied will provide a modifier of 0.5.

## 10. Sample settlements and dungeons (empty)

11. Bestiary (empty)
12. The endgame and sample endgame challenges (empty)
13. Random tables to support game masters (empty)
14. Support for solo RPG play (draft)

Bitches for Thoth Amon can be played solo, with the player taking on much of the game master's responsibilities as well. For most areas including regions, quests and dungeons, solo players can use the game master's resources provided to create their own adventures.

The one major differentiating area for solo players will be combat, where enemies will have automated behaviours, as opposed to direct control by the game master. This automated behaviour is outlined by the following framework.

**Characters with melee weapons:** these characters will move towards the closest enemy they can reach, and stand at their weapon's maximum range (e.g. range 1 for swords, range 3 for polearms). They will then make basic weapon attacks until they have been defeated.

If a character has a weapon proficiency that grants them an alternate attack (e.g. Sword Thrust, Axe Hook), they have a 50% chance of using that alternate attack instead of a basic attack, if the alternate attack is valid (i.e. Axe Hook can only be used when the enemy has a shield, otherwise the character will always use a basic weapon attack).

**Characters with ranged weapons:** these characters will move to be at the maximum range of their weapons (e.g. range 6 for bows), and make basic weapon attacks at the closest enemy. If any enemy enters melee range with this character, they will move away to be at maximum range of their weapons again, before continuing to attack.

Characters with bow proficiency will always use Indirect Shot when their line of sight is blocked. Characters with sling proficiency will always use Heavy Shot when their intended target has 6 or more armour value. This also means sling users will have their maximum range reduced accordingly when making their movement actions (e.g. Goman is battling a sling user. As Goman is wearing heavy armour (AV 8), the sling user will stand at range 4 instead of range 6 in order to use Heavy Shot.)

**Characters with throwing weapons and items:** these characters will move to be at the maximum range of their throw range (e.g. range 6 for a character with STR6) and make throw attacks. These characters usually have a melee weapon equipped as well, and so

when all throwing weapons and items have been exhausted, they will switch to their melee weapon, and use the behaviour of a melee character.

**Defence:** When making defensive contests, characters will choose to dodge or block depending on which option gives them the best chance of success. For example, Goman attacks a bandit who has 7 DEX and 7 AGI. The bandit is equipped with a shield and has the Shield Proficiency perk, which grants her a +1 to block. As the bandit has better odds of success by blocking, she will always choose to block in this situation. Characters will never choose to Take an attack, even if it will deal zero damage.