

## Conan Exiles By Sentry342

Conan Exiles is a dangerous world, taking place in the brutal lands of Conan The Barbarian. You are an exile, one of thousands cast out to fend for themselves in a barbaric wasteland swept by terrible sandstorms and besieged on every side by Enemies. Here you must fight to survive, build and dominate.

Hungry, thirsty and alone, your very first battle is that against the harsh environment. Grow crops or Hunt animals for food. Harvest Resources to Craft Weapons and Tools. Build a shelter to survive. Ride across a vast world and explore alone, or band together with other players to build entire Settlements and Strongholds to withstand fierce invasions.

When strong enough, march forth into battle and wage war against your enemies as you fight to dominate the exiled lands. Sacrifice your enemy on the Altars of the Gods and shift the balance of power your way. Unleash your fury in savage, fast-paced Combat and execute bloody and bone-crushing attacks that will see heads rolling and limbs flying. Take these 1000 Conan Points, you will need them to survive.



## Location

You can either choose one of the locations below or roll d8 and receive +50cp to let the whims of fate decide your path.

1. The Desert - It seems you likely have just arrived in the Exiled Lands. You start out on the edge of the desert. Maybe you want to venture out and explore the buried ruins or you want to head further inland to locate the inhabitants of this land.
2. The Unnamed City - The Unnamed City is an unrelenting location forgotten and left to the sands. This land was once the capital city of the Giant-kings, but has been devastated by the Sandstorm. It is now the home of the treacherous Bat Demons, Dragons and Skeleton warriors. Travelers be warned, there is a plague which rots the heart of this city, inflicting corruption upon any who venture too near.
3. The Black Galleon - This camp is the capital settlement for the Black Hand faction and is so named because the settlement, built atop a natural outcrop, resembles a massive ship. It is accessed by one of several wood & rope bridges that lead from nearby cliffs.
4. Sepermeru - The City of the Relic Hunters, formerly known as Set City, is a large neutral location and serves as the headquarters of the Relic Hunters faction. On another note Conan can be found here if you want to meet him.
5. Chaosmouth - A bridge looking out over the Desert. Found at the border between the Desert and the Highlands. On it is the Altar of Chaosmouth, where the player can forge the Keystone. If you wish to leave the exiled lands you will need to return here eventually.
6. The Temple of Frost - Located in the Frozen North, this temple has shining floors and walls made of ancient ice and is the home of several Frost Giants, including Hrungrir of the Frost and the Frost Giant Smith. It will likely be best for you to leave this area if you have no reason to stay.
7. The Well of Skellos - The Well of Skelos is a dungeon made up of the ancient, crumbling ruins of a Serpentman city buried deep within the Volcano. Be cautious as while this location contains valuable relics and materials, it is home to many fearsome warriors.
8. Free Choice - Lucky you, feel free to pick any of the locations above or choose a location not listed.

## Time

You start out just after Conan arrives in the exiled land and rescues you.

## **Origins**

You may choose an origin below, any of the origins may be taken as a drop-in if you wish.

### **The Exile - Free**

It appears you are either a new arrival to this land or a wanderer that has kept away from the various factions that inhabit this land. This does mean however you likely haven't offended or befriended any of the factions. So what will you choose to do?

### **The Chieftain - Free**

So you decided to become a leader of the masses. Well at least you started somewhere. Whether you wish to use your group to become an actual sanctuary or to follow in the footsteps of the others factions is up to you. So what type of leader do you want to become?

### **The Priest - Free**

As the gods inhabit this land many have come to worship them. You are one of the many who follow the gods though you appear to have been recognized by them for your efforts. You are a symbol of faith to the people. Whether this incurs hatred or gratitude will depend on your actions.

### **The Beast Tamer - Free**

Obviously considering the various beasts and monsters that inhabit this land the first instinct many had was to harness their mighty power. Depending on your capabilities you may just be starting on your path or you may already be a renowned figure due to your mighty entourage.

### **The Crafter - Free**

There is a wide variety of items that can be created ranging from buildings, to armor, to weapons, and so much more. You are a prospective craftsman belonging to one of the various professions. Given time perhaps your creations will become artifacts of legend, what will you forge?

### **Age and Gender**

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50cp to change instead.

## Races

### Human - Free

You're one of the many people that wanders throughout this forgotten land. You may choose to be one of the various types of humans though as they are all equal in physical abilities there is no additional benefit to any of them. You will start out as a being in peak physical condition as you have survived in this land so far.

### Creature - Varies

If you want you may instead become one of the various creatures that inhabit this land. For free you may become one of the normal creatures such as a lion or a crocodile. Essentially any normal animal is covered by this option. For 100cp you can take your first step into the supernatural and choose undead or mythical creatures. This stage covers many of the weaker creatures. For 200cp you can choose to be a medium strength creature such as the werehyenas or a bat demon. Lastly for 400cp you can be one of the truly powerful creatures such as a dragon, an avalanche, or any of the other creatures. You may optionally become the same species as a boss, but your power will be weaker than them unless they are not that powerful.



## Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

### General Perks

#### Basic Combat Training - Free

To ensure you aren't killed by the first wolf you encounter you will receive basic combat training. It won't be anywhere near enough to deal with a truly skilled fighter, but it will ensure that a lucky bandit or animal does not end up killing you.

#### The Conan Experience - 50cp

You can take the OST of Conan Exiles with you by taking this perk. It will give you the dramatic experience of the game wherever you go. In addition it will give you a custom theme for your jumper. Lastly if you possess a similar perk already then this can combine with it if you desire.



#### Console Commands - 800cp

Have you ever dreamed of manipulating reality as though it were a game. Well with this you can, you gain access to a console command menu that can manipulate reality. This primarily will give you the ability to spawn in objects such as items, beings, and buildings. As well as the ability to teleport and how to learn recipes/crafting methods instantly. This will be unable to manipulate the fabric of reality itself until you acquire your spark. Until then it will give you a wide variety of powers including the ones listed above.

## Racial Perks

### Human

#### **Survivor - 100cp Free to Human**

Your body must be pretty tough to survive all of the things that want to kill you. This will improve your body to superhuman standards. You will be approximately equal to Captain America with this boost. So don't try to wrestle a dragon unless you have a better strength boosting perk.



#### **Iron Stomach - 200cp Discount Human**

Given the quality of the food you're going to be able to acquire for the most part you might need this. This will protect you from poisoned foods as well as spoiled food. This will allow you to eat and drink a much wider range of items if you are unable to prepare proper sustenance. In addition this will allow you to process food and liquids better. So even when you acquire real food you'll still get a proper boost.

#### **Adaptability - 400cp Discount Human**

Facing seemingly infinite obstacles, whether it's nature itself, the various enemies you'll encounter, or some other obstacle, humans have always learned to adapt. You have the ability to adapt to seemingly any circumstances and discover ways to turn things to your advantage. Encountering new foes may inspire you to create new weapons and entering a new environment may let you see how to take advantage of the area.

#### **The Potential of Humanity - 600cp Discount Human**

Despite how many obstacles humanity faces there is a reason that they have taken their place at the top of the food chain in so many worlds. Humanity is blessed with seemingly infinite potential and you have successfully unlocked yours. You will never be limited in your pursuit of strength and discovery. While surpassing your limits is always within your reach it will require more and more time the farther you walk.



## **Creature**

### **Environmental Adaptations - 100cp Free Creature**

There are a wide variety of environments here ranging from snowy mountains, to lava filled volcanos, and to sandstorm filled deserts. A number of these areas have their own unique variations of the local species. For example maybe you could be a reptile who has adapted to the extreme cold of the mountains such as the white dragon. You may take this multiple times for different environments. Only the first purchase is free however.

### **Enhanced Natural Weapons - 200cp Discount Creature**

Whether it's poison, claws, or horns there are a number of different tools that creatures possess that make their attempts to kill you easier. This perk allows you to either add another method to your repertoire or enhance your current abilities. For example you could either create a venomous crocodile or you could give a bat demon claws sharp enough to cut through solid steel with ease.

### **Legendary Creature - 400cp Discount Creature**

You are a magnificent specimen, easily able to match the greatest feats of your species. This perk makes you a prime example of species and reflects the peaks of it's capabilities. For example as a crocodile you would be significantly larger and have a much stronger bite. As a red dragon you would be significantly stronger than a normal dragon and your breath attacks would be much hotter than normal.

### **Boss - 600cp**

It appears you are a truly rare creature. You are one of the various creatures capable of standing heads and shoulders above the rest. Maybe you are a bizarre mutation that's gone far beyond your species or you are a creation of the gods. Regardless, all of your abilities have been boosted immensely. If you wish you may evolve into a new species entirely or simply enhance your current capabilities far beyond what they are. An example would be the dragons. If you choose to become a new species then maybe you would turn into a true winged dragon. If you enhanced your abilities then instead you would become a monster that even the Red Mother would fear.

# Origin Perks

## The Exile

### Unbreakable Will - 100cp

Given the horrors you likely have experienced, you will have developed a powerful will. You can handle extreme torture and other forms of extreme stress with ease. This acts as an over will power boost and will stack with any similar perks.

### Ancient Weapon Mastery - 200cp

You possess an incredible amount of talent when it comes to using ancient weapons such as swords, spears, and bows. Any older weapon is covered by this skill. This perk mainly acts as a talent booster so you will still need to gain experience with these weapons to become an expert. In addition post jump this will also work with futuristic versions of these weapons. So a light saber or power sword would still be covered as it relies on the same principles as a normal sword.

### Breaker of Wills - 400cp

You are very skilled at breaking people. Whether this turns them into empty husks only capable of performing menial tasks or turns them into devoted servants will depend on the method used. Harsher methods don't necessarily guarantee that you will shatter them. Those with stronger wills may require more advanced methods or a longer amount of time, but eventually anyone could be broken under your hands.

### The Barbarian - 600cp

It seems that Conan isn't the only legendary figure that resides in these lands. You are an incredibly skilled warrior capable of matching the mightiest beast this land holds. In addition you carry a sense of adventure so great that fate itself will guide you to greater heights. As long as you are capable of meeting the challenge then you will always be able to rise to greater heights if you seek them out. So given the skill and opportunity needed to seek out adventure will you rise to the challenge.





## **The Chieftain**

### **Aura of a Ruler - 100cp**

There's always a special feeling you get when you see someone truly made to lead. Sometimes its a feeling of raw power, other times its an aura of authority that just makes you want to listen to them. Each purchase of this perk will give you the ability to give off a special type of aura of your choice. The stronger and grander you are the greater its effects will be.

### **Master of Debate - 200cp**

While fighting is the easier option more often than not here sometimes there are benefits to going about things peacefully. You are extremely charismatic and persuade others to your point of view rather easily. Convince them of why your way is better. After all, even if people will listen to you, it's always better to have them be enthusiastic about supporting you.

### **Might is Right - 400cp**

Many of the disputes in this land can be settled through combat. This perk gives you the ability to settle any wager or argument through combat. For example if you are trying to negotiate a trade deal and neither side is willing to budge then instead you can propose a wager. In addition as long as there isn't a significant reason to decline this wager will be accepted. So you can't bet one coin for an entire tribe's worth of food, but proposing to only pay 70% of the proposed cost would be fair. Basically as long as it isn't insulting or stupid it's fair.

### **Keep What You Kill - 600cp**

Again as this place emphasizes combat one of the important traits for a leader to have is power. If you are stronger than someone else then you are more worthy of it. This perk allows you to claim anything that belongs to someone you beat in combat. Defeat a king and you can take his kingdom. Defeat a slave master and not only will all of their slaves become loyal to you, but so will any networks they possess. Should you be strong enough you could even challenge a god and claim their domain after victory. Lastly if it wasn't obvious you can keep the being you defeated if you want to. Maybe they are a fighter worth keeping around, or perhaps you simply want to keep them as a servant.

## The Priest

### Members of the Flock - 100cp

Considering that you are meant to be the voice of a god you better be good at speaking. This perk will make you an incredibly motivating and persuasive speaker. This effect will be stronger the more faith that your listeners possess, but almost anyone will at least be willing to listen even if they disagree.

### Do Not Harm Them - 200cp

Whether it's fear of offending the gods or out of respect religious figures are often left unharmed in conflicts. Considering how often fights occur in this land, it should be obvious why this is helpful. Whenever you are in a fight you will be left alone as long as you don't get involved. Even if you join the fight your enemies will be more likely to incapacitate you rather than killing you. The more favor you possess from a god the greater the effect. Should you be a head priest for example then even an enraged dragon would do it's best to avoid injuring you.



### Need not Sacrifice - 400cp

Often the gods will require a sacrifice or something in exchange for their gifts. When it comes to you however they seem to be willing to accept far less or if the request is small enough nothing at all. For example a minor blessing may simply be done by asking, but if you requested a major miracle then instead of claiming a thousand souls they may only require two or three hundred.

### Beloved by the Divine - 600cp

One of the greatest restrictions on the worshippers is that gods don't like to share. With you it appears all of the gods desire you even to the point where they will share you. This perk significantly boosts your desirability and the gifts you receive when interacting with divine beings. You could have a temple for all six of the gods that inhabit this land and each of them would equally show you their favor. Given enough time you could become the representative of all of them. Second, any gifts you receive will receive a major upgrade in power. For example the blessing of Ymir would make you a powerful cryomancer and grant you the strength of a frost giant as a normal human.

## **The Beast Tamer**

### **The Beast Tongue - 100cp**

After spending so much time around various creatures and monsters you have learned to communicate with them. You are capable of observing the body language and attitude of any beast to the point that they are practically speaking to you. This effect extends to any bestial or monstrous creatures that you encounter.

### **Peaceful Coexistence - 200cp**

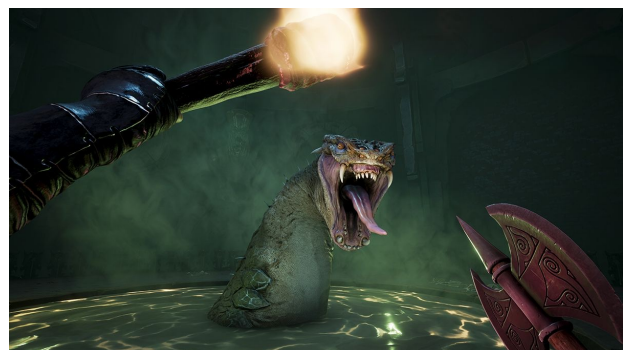
When working with so many types of creatures one of the most important skills is making sure that they won't try to kill each other. This is important when dealing with animals such as wolves and tigers let alone once you start to work with mythical creatures such as the dragons. Any of the creatures you tamed will be willing to coexist and even befriend one another. Perhaps instead of killing each other on sight the fire and ice element will instead simply have a relatively friendly rivalry.

### **Breeder Extraordinaire - 400cp**

Given the sheer quantity of beast you will be capable of gathering eventually there will come a point where quality becomes much more important. One of the easiest ways to ensure high quality is to breed the desired traits. This perks effect is twofold. First you are capable of easily determining breeding pairs and ensuring that their children will be superior to the previous generation. For example a dog may become faster and stronger than its parents. No matter what, there will be some improvement that is beneficial. Second is the ability to crossbreed. Due to your experience and studies you can breed species that would otherwise be unable to. This will allow you to create new species and ensure they are eventually able to grow to much higher numbers. Maybe you wish to try experimenting with a demon and a dragon.

### **Legendary Tamer - 600cp**

Even the most fearsome creatures can be brought to heel by you. Even the legendary creatures and the so-called bosses can be brought into your fold. Your knowledge and experience grants you the ability to befriend and tame creatures that would normally be impossible to get close to. Given enough time these legendary monsters would gladly lay down their lives to protect you no matter what foes they faced.



## **The Crafter**

### **Eye for Detail - 100cp**

You have the eye for detail needed to see the critical details. Whether or not this structure will be able to stand up in a specific environment. Is there a minute flaw that will cause a blade to shatter? Details such as these will stand out to you whenever you are examining something. They may seem small at the time, but dealing with them now can prevent critical flaws in your creations and ensure that every creation even if it's not a masterpiece will still be something to take pride in.

### **Encyclopedia for a Brain - 200cp**

You have an incredible understanding of various resources and their qualities. By examining materials you are able to determine the best methods to use them and identify the locations that are most likely to have them. For example by examining a rare metal you could determine what environment is most likely to contain more of it. After all, if it requires extremely high temperatures to form there's no point searching a frigid mountain for it. This knowledge will cover all aspects of crafting materials whether it's items harvested from animals, unique minerals, or even items that require divine power to be forged. This won't necessarily give you the method, but you'll have a pretty good start.

### **Jack of All Trades, Master of None - 400cp**

Having received the opportunity to study many different fields you have developed a level of skill equal to a journeyman in seemingly all fields. This is not enough to create any real masterpieces, but it ensures that you will have a good starting point should you wish to develop your abilities in a new field. Second, this will also enhance your comprehension when encountering new types of knowledge. Lastly, given your vast knowledge you will be able to receive inspiration from your other fields. Maybe an weapon-smith would be stuck, but an architect might have a surprisingly useful idea instead.

### **Legendary Craftsman - 600cp**

Your skills are that of legends. You may choose a field to specialize in and to develop incredible talent. As a weapon smith you could craft the sharpest blades in the lands. As an armorer your equipment could resist blows from powerful creatures such as dragons and even the bosses. Maybe you wish to be an architect and be able to craft impregnable fortresses and buildings of unmatched beauty. This perk may be purchased multiple times and will be discounted after the first purchase. This will stack with an origin discount as well.

## **Items**

All items are discounted to their origins and the 100cp items are free for their origin. In addition, you gain 400cp to spend freely in the Items section.

## **Origin Items**

### **The Exile**

#### **Basic Equipment - 100cp**

Without the basic necessities you won't survive long out here. This includes a set of basic armor, a simple weapon, a torch, and some other simple equipment. The other benefit of taking this item is that it will contain additional equipment that can be passed or traded with other survivors. Again while it is not exceptional, many don't even have the basics so this may be more valuable than you think.

#### **The Cross - 200cp**

This is the cross that you were placed upon before you entered this land. After finding you Conan rescued you and took you off this cross. While this is a symbol of your failure it is also a reminder of how you have come. If you wish then instead of a large cross you may instead choose another piece of memorabilia from your adventures. Whenever you gaze upon this item you will be filled with determination knowing how far you have risen.

#### **The Wheel of Pain - 400cp**

The wheel of pain is a device used to break down individuals into thralls. Anyone can be broken with enough time using this, though the stronger someone's willpower the longer it will take. This wheel is based on a design that originally comes from the mountains and valleys of Vanaheim. It is unclear whether it serves any purpose other than to keep prisoners passive and exhausted until they can be used for more productive tasks. Lastly this model is capable of holding nine individuals at a time.

#### **Legendary Equipment - 600cp**

Scattered throughout the land there are some weapons and armor that are far superior to the rest. Many of these items are ancient relics crafted from legendary creatures or created in order to fight against horrors that have long left the world. Some examples include the Predatory Blade or the Godbreaker armor. You may purchase this as many times as you can afford to fully clad yourself in legendary gear.

## **The Chieftain**

### **Mount - 100cp**

Both as a sign of prestige and an invaluable means of transportation you have acquired a mount. This may optionally be either a horse or a rhino. The horses are better suited to traveling and are more comfortable. The rhinos however are much more suited to combat and are significantly harder to kill as a result.

### **Banner - 200cp**

You have acquired a supply of banners. These banners can be placed throughout your territory. These symbolize your ownership of the territory and will make the group such as bandits less willing to attack areas where they are placed. The greater your renown the more impact these will have. They also are capable of acting as rallying points during combat. Your warriors will know to gather around the banners if they are under attack and not prepared. Those that stand near them will receive a moral boost and quickly organize themselves if they need to.

### **The Map Room - 400cp**

This room contains a large map showing all of the areas in the exiled land. This contains a large amount of detailed information showing all of your territory and the information you have discovered. In addition this also gives you access to a fast travel system allowing you to travel throughout your territory and to important locations in the land.



### **Capital Outpost - 600cp**

You have acquired a large town or outpost equal to any of the faction capitals. It will come with a population capable of allowing the town to be self sufficient. In addition it will come with a number of talented individuals such as merchants, armorers, blacksmiths, entertainers, and more. By default all of them will be equal to tier three thralls, but if you help the area grow larger and more prosperous they will be able to become tier four and eventually surpass that once the area is large enough. Lastly any upgrades will carry over and post jump the Capital will become a warehouse attachment. It may be imported into future jumps if you so desire.



## **The Priest**

### **Priestly Garb - 100cp**

As a representative of the divine obviously you need to look the part. This is a majestic robe and a supply of similar outfits. Anyone who sees you wearing them will feel a sense of respect and faith towards the wearer. The supply will be large enough so that if you wish to give all of servants and fellow priest outfits you may do so.

### **Sacrifices - 200cp**

While you may be favored, the gods will almost always desire sacrifices. Fortunately this item gives you a steady supply of sacrifices. Whether they are animals, prisoners, or some sort of exotic item you will have a supply of whatever your god demands. This should make it easier to perform your duties as you will not have to venture far and wide seeking these exotic or costly items.

### **Relic of the Gods - 400cp**

The gods have blessed a number of items throughout this land and it appears you have come into possession of one. This could be a powerful weapon or an item meant to be used in their sacred rituals. Some examples would include the Snakebite or the Blessed Setite Ritual Knife. These artifacts are blessed items of Set. The snakebite is a powerful set of daggers imbued with Sets power and the ritual knife is an item meant to be used in Sets sacred rituals. You may choose any item in the game or instead choose to receive a custom artifact tailored to your desires.



### **Altar - 600cp**

In order to summon the avatars of the gods in this world you must construct an altar which is sacrificed. This altar possesses the ability to shift between the various gods you worship and if you use it as a sacrifice it will reappear the next day. With this you technically could continuously employ the avatars over a period of time. Aside from this the altar will act as a prime example of your faith. Any efforts such as rituals or similar practices that are performed here will be strengthened.

## **The Beast Tamer**

### **Hunting Equipment - 100cp**

If you are going to capture some creatures to tame then you will first have to find them. This item will include a supply of equipment such as a bow and arrow with tranquilizer darts, nets, and other tools that are needed to subdue these creatures. If any equipment is damaged or lost you will find a replacement in your warehouse the next day.

### **Food Supply - 200cp**

When working with some of these large creatures you will need a steady and likely large supply of food to sate your creatures. This item will consist of a supply of any food that your creatures require. It will have food for all of your beasts including any specific types of food that is exclusive to their habitats.

### **Breeding Pens - 400cp**

This enclosure is designed to make your creatures more comfortable and willing to breed. If you leave a breeding pair in this area for a period of time it is almost guaranteed that there will be an egg or a small creature wandering around afterwards. This area will accelerate the birth time and guarantee that the child is healthy. Just don't forget to take the creatures out of here after some time passes. Otherwise there may be more mouths to feed than you are prepared for.

### **Sanctuary - 600cp**

Considering the number of creatures you may acquire you'll need somewhere to keep them. This area will take the form of a sanctuary or a structure such as a stable depending on the creature. It will continuously grow and develop new areas as you gather more creatures. Post jump it will be able to contain new creatures and develop suitable habitats for them. You may separate the areas based on the different jumps so that they stay separated.



## The Crafter

### Tools of the Trade - 100cp

While typically many of the unique items you craft will require a special station to work with, that doesn't mean you shouldn't forget how to work on your own. This item is a bag of tools used for whatever crafting specialties you are skilled in. This will allow at minimum to work on the go and perform simple tasks such as basic repairs. On their own this won't be enough to let you perform major projects, but these tools will be capable of aiding you should you find a proper station to work at.

### Harvesting Center - 200cp

One of the most irritating obstacles a crafter can encounter is a lack of resources. This should hopefully allow you to deal with that issue. This item gives you access to a steady supply of materials. Regardless of whether it is minerals, bones, or some other special material. The area will consist of harvesting centers for the various materials. Using the examples above the minerals may appear in the form of a mine. The bones may take the form of a graveyard. Any other material will appear in whatever area you would typically find it. As another benefit you can expand this by bringing a sample of a new material here. Anything that could be considered a crafting material can be brought here to be generated. The areas will be approximately the size of a large valley and will refill after a few days if they are harvested faster then they can be resupplied.

### Workshop - 400cp

This item gives you a work area that has all of the crafting stations you will need. This will include stations such as a furnace, armorers bench, carpenters bench, a tanner's table, and any other station you will need here. This will also include any variations such as how the trade carpenters bench allows for items to be produced faster, but the precision carpenters bench allows you to use less materials. Should you learn any new methods of crafting then the area will expand to give you access to the required stations. This can range from other primitive methods all the way to futuristic forges that need to be placed in the heart of a star. If you are capable of making it then the station will be provided.



### The Archives - 600cp

No matter how skilled you are it will always help to have recipes and crafting methods to learn or tech. This archive contains all of the recipes used in Conan Exiles, and will

include the DLC's if it is taken. Unlike the one in the game you will not have to pay to



access its vast knowledge. Since you are its owner you will be able to view and learn any of the secrets that are contained within. Post jump this will update with crafting recipes/methods from the settings you visit in the future and any recipes you missed in previous jumps. This will include forbidden knowledge so you should exercise caution when determining who else has access to this area.

## **Companions**

If it is not otherwise specified then each companion receives 800cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well.

### **Import companion 50-400cp**

Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

### **Canon Companion - 100cp**

You can pay 100cp to receive a canon companion. Since you're paying for them they already have a good relationship with you and are very likely to follow you if you asked them. This will grant you a slot if for some reason they don't want to or are unable to leave their homes. You will not waste a purchase if you fail.

### **Thralls and Tamed Creatures - Free**

Given that you will likely acquire a number of thralls or tamed creatures you may take them with you. This will include anyone that you acquire so the more you conquer the greater your prize. They will count as followers by default or may be made into companions if you desire.

### **Trustworthy Partner (Free Exile) 100cp**

As an exile, it's hard to find people that are truly worthy of trust, but that doesn't mean it's impossible. Especially seeing as you found this individual. One such example is this soldier. They are a step above the rest of your compatriots, incredibly skilled in a field of combat. This could be strategy, stealth, explosives, or something else.

They receive 600cp to customize their abilities, further purchases are discounted. You may customize their appearance and personalities if you wish, otherwise it will be random. This may be purchased multiple times if you want a full team that you can trust. The first one purchased will become the 2nd in command of your group after you, and any further purchases are discounted.

### **The Advisor (Free Chieftain) - 100cp**

As you have built your tribe this individual has stood by your side. Primarily, they have acted as an advisor giving you advice when it was needed. Seeking to aid you further, however, they have chosen to develop skills in a field of your choosing.

This person will have absolute loyalty and stand by you regardless of the

circumstances. You may customize their appearance and attitude otherwise it will be random. They receive 600cp to customize their abilities, further purchases are discounted.

If you purchase multiple companions, these may specialize in different fields or work together. For example an assassination with three master assassins would undoubtedly be greater than an attempt led by one. Lastly, your companions will never develop any major conflicts with each other. They may create a competitive rivalry, but it will never get to the point where they interfere with each other or you.

### **Spoils of Conquest (Free Chieftain) - 100cp**

This individual is someone that you took as a prize after one of your battles. Maybe they were a powerful warrior that garnered your interest or someone that simply didn't look away from you when you gazed at them. Either way you had a passing interest and decided to take them with you.

Now they serve some sort of role for you. If they were a warrior then they probably submitted and now fight for you. If they were royalty maybe you made them your servant out of amusement. The options are all up to you otherwise then it will be random. Regardless, they will never betray you and you may customize them within realistic limits. Also if you do not want a slave they may understand just be a close friend. They receive 600 CP worth of abilities or you may choose for them. Further purchases turn this into a group such as family members or a squad.

### **Attendant (Free Priest) 100cp**

As you will be performing a variety of rituals and services you acquired this individual. After witnessing your abilities and hearing your speeches they were inspired to follow you. They receive 600 CP to use on this jump. You may purchase this multiple times, further purchases are discounted. Multiple purchases will instead create a council of attendants. They will develop their own hierarchy that will prevent a feud between them.

### **Warbeast (Free Beast Tamer) - 100/200/400cp**

This is a creature that has been trained to serve you in combat or to guard your territories. For 100cp you can choose any normal creatures or the weaker mythical options up to the 200cp creatures. The 200cp option will allow you to take one of the 400cp creatures instead such as a Dragon. For 400cp you can choose a boss or legendary creature instead. Beast Tamers take two purchases of the 100cp option or one 200cp option for free. Further purchases are discounted.

### **Apprentice (Free Crafter) - 100cp**

While most of the work is done by the crafters themselves, often it helps to have an apprentice. In this case you receive an apprentice that is talented enough to be worth teaching and determined to learn from you. If you are a crafter then they are talented in one of the fields you know. If you are an exile or belong to some other origin you may



choose for them to be skilled in that instead. They receive 600cp to customize their abilities, further purchases are discounted. All of your assistants will get along even if they have conflicting fields.

- You may choose what each student is talented in if desired, but otherwise it will be randomly assigned based on your skills.

### **Conan the Barbarian - 200cp**

The titular character and one you are likely familiar with by now. Conan is a mighty and surprisingly kind warrior. Though many of his seemingly kind acts may just be the result of his disgust towards the dishonorable actions that others take. He will come with the entire exile perk tree and the equipment he is famous for using such as his axe.

### **The Gods 800cp**

Maybe this is a result of some great feat or extreme act of worship, but it appears one of the gods is willing to come with you. They will possess their full might, but due to their higher nature they may not be willing to freely deploy it against any obstacle you encounter. They will possess two forms in order to come with you. First will be a simple humanoid form. Granted this form will still exhibit strength and an appearance far beyond any normal individual, but it will allow them to travel with you inconspicuously. The second will be the form that their avatars typically take. This is their true form and the form they will take when truly displaying their mighty power.

## **Drawbacks**

There is no drawback limit, but make sure you can handle whatever you take.

### **Supplement Mode - 0cp**

Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

### **The DLC - 0cp**

Given that there have been a variety of dlc and expansions for Conan Exiles you may choose whether or not they exist in this universe. Some of the items include new areas, new bosses, new weapons, and so much more.

### **The Greater Universe - 0cp**

This is taking place in the game world by default, but you may link the rest of the Conan franchise in as well making this part of the greater universe. How all of that works will be up to you, but any movies, other games, or books may be made a part of the universe. Though you'll probably have to figure out how to leave the exiled lands in order to truly explore it.

### **Adventure to Last a Lifetime - 0cp**

Maybe ten years seems a bit short to fully explore everything and commit to your inner barbarian. Well this drawback allows you to extend the adventure as long as you want. It can not shorten your time here, but you may freely extend it as long as you wish. Though if you plan to stay here for more than a hundred years I would advise you to have some sort of longevity perk or immortality.

### **Old Injury +100cp**

Some time ago you were badly hurt. Most of the damage healed but it left its mark. Maybe you lost an eye or one of your limbs. It's not going to ruin your life especially with all of the medicine designed to heal you in this world, but you'll be stuck with phantom pains and miss what you lost until you find one such opportunity.

### **Lost Senses +100/200cp**

Oh dear, it seems you've lost the ability to use one of your senses. The 100cp option allows you to choose which sense, but the 200cp option requires you to roll for it. Roll a d5 if you use the second option. 1 is sight, 2 is hearing, 3 is taste, 4 is smell, and 5 is touch.

### **Enslaved +200cp**

Well this sucks for you. It turns out that you are a thrall or a slave that has been captured. You may break free, however your owner and any of their allies will be rather angry at this attempt. Unless you kill them all they will not stop pursuing you and if you become an irritating enough challenge then they will simply try to kill you instead.

### **Bad Weather +200cp**

It seems you are constantly having to deal with bad weather. Whether it's sandstorms, blizzards, or something else you're constantly going to have to deal with bad weather. This is mainly going to make traveling difficult as well as ensuring that your buildings are up standards to deal with it.

### **Animal Magnet +200/300cp**

I'm not sure if you simply smell delicious or if something else is causing it, but the animals can't help but try to take a bite out of you. The creatures will actively seek out regardless of where you are. For 200cp this will be restricted to normal animals and the weaker mythical creatures. For 300cp this will apply to any of the monsters and creatures that live here. I hope you enjoy constantly having dragons and demons break into your base to try and eat you. On the bright side you'll get a constant supply of materials from the creatures.

### **Furious Faction +400cp**

You've managed to anger an entire faction. This could be one of the various groups such as the Black Hand or the Relic hunters. Regardless they will attempt to hunt you down and eliminate you. It will start off with small teams and an occasional real expert, but as time goes on they will devote more and more resources to hunting you. In the last year of your stay they will devote all of their resources towards killing you. You may take this as many times as you wish.

### **Item Lock +400cp**

It seems that your benefactor isn't allowing you to use items that don't belong here. As a result you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

### **Power Lock +600cp**

By forfeiting your outside powers you can get a decent bit of CP. Taking this will lock all of your out of jumps powers. You will regain your powers after the jump ends till then you must survive this world without them.

### **Wrath of the Gods +1000**

This may be a problem, somehow you have angered one of the gods. They have become truly enraged and devoted to killing you. As a result their worshipers have used an incredibly powerful ritual that has allowed their true body to descend rather than an avatar. While it is no stronger than their normal avatars it will not be limited by

how long it can stay here. These beings are nigh unstoppable and capable of destroying even the mightiest of the human kingdoms. Despite this you will have to kill this god if you wish to leave.

## **Scenarios**

You may take any number of scenarios if you pass the requirements. In addition you are unable to proceed to the next jump until you accomplish this goal. All scenarios take place after the main jump so there is no need to worry about conflicting goals or lack of time. To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. Each scenario you take will give you 500cp as well to spend on the document.

### **Major Scenario - Rise of an Empire**

This land is mainly ruled by scattered tribes, bandits, and packs of beasts. Your goal in this scenario is to end this. You must unite this land and build an empire capable of standing the rest of time. This must include all of the territory of the map and if the dlc is taken then that area as well.

Reward: For completing the scenario you will receive two rewards. First you will get to take the territory with you. This will include the area, the people living in it, and the creatures that inhabit the areas. Only the humans and intelligent races will count as followers and companions though. Second for conquering the wild and savage area you will receive a perk called Conqueror of the Waste.

- Conqueror of the Waste: You have the spirit of a conqueror within you. Whenever your armies March forth and you seek to claim new territory your forces will be filled with the strength of the savages they've defeated. The more enemies that fall to you the stronger you and your forces will become. You have already proven yourself so continue to grow in might.

### **Minor Scenario - Master of the Hunt**

For this scenario you must hunt down and either kill or tame the strongest creatures of this land. This will include all bosses and any unique creatures such as the various legendary beasts.

Reward: Your reward will depend on which option you took. If you choose to kill them then you will receive the Blessing of the Hunt perk. If you instead chose to tame them then you will get to take all of the creatures with you. They will become companions and take up one slot.

- Blessing of the Hunt: You have proven yourself to be the apex predator of this land. Any abilities you possess related to hunting will be boosted immensely and whenever you hunt a worthy prey you will be filled with the strength of the hunt. Ensuring you will have a chance against your prey. If you are an equal or stronger then instead you will receive a flat boost to your strength.

## Ending

**Go Home:** Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

**Stay Here:** Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

**Keep Going:** Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.



## **Notes**

First things first I would like to thank everyone that helped me make the jump.

A number of the faction descriptions were from the official wiki description. So thank the developers for creating this wonderful game.

## **Changelog**

- Version 1.00