

DOONAN

THE SCROLLS OF SKELOS



CONAN®

THE SCROLLS OF SKELOS

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Introduction

The Foundations of Sorcery

IN CONAN THE RPG, sorcery is a subtle but powerful force. An experienced sorcerer can cast spells undreamt of by wizards in other fantasy games, but he may need to sacrifice a dozen virgins, dose himself up with black lotus, cast the spell and then rest for several days afterwards, rather than simply being able to fire off magic whenever he chooses.

During Conan's time, the Hyborian Age, much of the most powerful magic has been lost for centuries and more. The wizards of Stygia, Khitai and Vendhya are renowned for their arcane lore, but even they would find it difficult to match the power of the sorcerers of Acheron and Old Stygia at their height many thousands of years ago.

The dedicated sorcerer can still hope to attain such heady heights, but he must work for it. Calling up demon lords, hunting for crumbling scrolls in dusty tombs, searching out fiend-haunted isles in the Western Ocean, gathering magical herbs in devil-infested swamps beyond Khitai. . . the sorcerer who desires serious magical power must do all these things and more besides. A sorcerer who has a master, coven or secret society to teach him has something of a head start over a lone scholar, but may never learn more than his tutor knows. Even he will need to quest after knowledge if he wishes to achieve his full potential.

More so than any ancient artefact or scholarly teacher, arcane books can grant a sorcerer not mere fragments of the long-lost sorcerous knowledge of the ancients, but full-blown spells, magical formulae, and the secrets of the most powerful wizards of the old times. The *Book of Skelos* is the most fabled and sought-after volume of them all.

ARCANE BOOKS

A number of different arcane books are mentioned in the Conan tales. The most prominent is the *Book of Skelos* itself, but the *books of Vathelos the Blind* are also noteworthy for their magical lore. Even certain more contemporary sorcerers such as Tsotha-lanti of the Scarlet Citadel have

written down some information of note in their grisly-looking spellbooks bound in human skin.

THE SCROLLS OF SKELOS

The Scrolls of Skelos is twofold; both the volume you hold in your hands and the tome written by Skelos himself. The book is named for its most ancient forebear, and forms the first supplement for *Conan the Roleplaying Game*. Here you will find information on rounding out sorcerous characters in the game, whether run by players or the Games Master.

This includes additional sorcery styles and spells; full rules for creating permanent magic, including magical weapons and other sorcerous items; and a large section on the creatures of sorcery, whether the demons called up by scholars, the demon lords who act as their patrons, the strange monsters some wise men find in the wilderness and train as servants, or the weird aberrations crafted by certain sorcerers in their quests to make life itself.

The book is rounded out with a number of non-player character profiles covering those prominent sorcerers of the Hyborian Age who have not already been dealt with in the main rulebook, an overview of some of the weird religions practised by certain wizards, new sorcerous feats and a sprinkling of scholarly prestige classes. There is also a Games Master's section giving advice on handling characters' relations with their demonic patrons, allies and servants, among other useful tips.

As it is usual to italicise both the names of game supplements and the names of magical items, we have used the fully capitalised term *Scrolls of Skelos* to refer to this book and *Book of Skelos* to refer to the book written by Skelos the sorcerer.

Sorcery

The route to Corruption

THE BASIC SORCERY rules for *Conan the RPG* have already been presented in the main rulebook. The additional material given in this section includes new spells for some of the established sorcery styles, and brand-new sorcery styles too.

NEW SPELLS AND SORCERY STYLES

This section includes both new spells for the existing sorcery styles presented in *Conan the RPG*, and entirely new sorcery styles along with their associated spells.

Table 1-1: Random Spells provides a resource for randomly selecting spells, such as those found on a random spellbook or scroll, or within the pages of the *Book of Skelos*. The spells from Table 1-1 are derived both from this volume and from *Conan the RPG*. Certain spells are more commonly found written down, particularly the more easy-to-learn ones and those dealing with the Summonings sorcery style.

On the following pages, Table 1-2: New Sorcery Styles and New Spells shows the new spells to be found in this book.

Table 1-1: Random Spells

d% result	Spell	Page
01	Agonising Doom	216
02	Animal Ally	213
03	Animate Statue	22
04	Animate Swords	21
05-06	Astrological Prediction	205
07	Awful Rite of the Were-Beast	203
08-09	Banish Outsider	23
10-11	Bind Demon	23
12	Black Plague	216
13	Black Plague, Greater	218
14	Bones of Life	20
15	Boundary	12
16	Burst Barrier	221
17-18	Calm of the Adept	219
19	Children of the Night	214
20-21	Conjuring	220
22	Control Magical Beast	20
23	Control Monstrous Humanoid	21
24	Curse of Yizil	203
25	Dance of Atali	13
26	Dance of the Changing Serpent	204
27	Dance of the Cobras	209
28	Darting Serpent	219
29	Death Touch	218
30-31	Demonic Pact	223
32	Demonic Pact, Greater	224
33	Domination	210
34	Doom of the Doll	9
35	Draw Forth the Heart	218
36	Draw Forth the Soul	204

37	Dread Serpent	210
38	Dream of Wisdom	205
39	Enslave	14
40-41	Entrance	209
42	Eternal Youth	18
43-44	Form Demon	24
45	Fruit of Air	21
46	Gelid Bones	205
47-48	Hypnotic Suggestion	211
49-50	Hypnotic Suggestion, Mass	211
51-52	Ill-Fortune	205
53	Ill-Fortune, Greater	205
54-56	Ill-Fortune, Lesser	202
57	Illusion	15
58	Incantation of Amalric's Witchman	201
59	Invocation of Xuthalla	10
60	Life Drain	18
61	Magic Builder	22
62	Master-Words and Signs	222
63	Mind-Reading	206
64	Master Warding	8
65	Projection	12
66	Psychometry	206
67	Raise Corpse	215
68	Rune of Jhebbal Sag	202
69	Savage Beast	212
70	Shape-Shifter	219
71	Shrinking Doom	11

72	Sorcerous Garden	215
73-74	Sorcerous News	207
75	Sorcerous News, Greater	207
76-77	Summon Beast	213
78	Summon Beast, Greater	215
79-80	Summon Demon	224
81-82	Summon Elemental	225
83	Swell	15
84	The Stars are Right	7
85	The Time is Right	7
86	Telekinesis	221
87	Telekinesis, Greater	221
88	Torment	16
89	Unnatural Strength	18
90	Vampire Transformation	19
91	Visions	208
92	Visions of Torment and Enlightenment	208
93	Voice of Power	16
94	Voice of Power, Greater	16
95-96	Warding	201
97	Warding, Greater	201
98	Warrior Trance	219
99	Witch's Vigour	17
00	Yimsha's Carpet	220

In Table 1-1, page numbers listed in **bold** are to be found in this book; page numbers listed in plain text refer to *Conan the RPG*.



Table 1-2: New Sorcery Styles and New Spells

Sorcery Style	Spells	Prerequisites
Cosmic Sorcery	The Time is Right*	Knowledge (arcana) 15 ranks, Int 15, <i>master-words and signs</i> or <i>greater demonic pact</i>
	The Stars are Right*	Knowledge (arcana) 20 ranks, Int 19, master-words and signs or greater demonic pact, the time is right
Counterspells	Master Warding	15 ranks of Knowledge (arcana), <i>warding, greater warding</i>
Curses	Doom of the Doll	Magic attack bonus +7 or higher, <i>lesser ill-fortune</i> , Hexer, Focused Magical Link
	Invocation of Xuthalla	Magic attack bonus +6 or higher, <i>lesser ill-fortune, animate statue, awful rite of the were-beast</i>
	Shrinking Doom	Magic attack bonus +5 or higher, <i>lesser ill-fortune</i> , must be a worshipper of Zath
Divination	Projection	<i>Astrological prediction, visions, illusion</i> , Knowledge (arcana) 15 ranks
Hypnotism	Boundary	Magic attack bonus +7 or higher, <i>entrance, hypnotic suggestion</i>
	Dance of Atali	<i>Entrance, hypnotic suggestion</i> , Cha 13, magic attack bonus +7, must be a female worshipper of the Nordheimir pantheon
	Enslave	Magic attack bonus +4 or higher, Cha 13, <i>entrance, domination, hypnotic suggestion, ranged hypnotism</i>
	Illusion	Entrance, dread serpent, conjuring , magic attack bonus +5
	Swell	Entrance, illusion, dread serpent, conjuring , magic attack bonus +4
	Torment	Entrance , magic attack bonus +1
	Voice of Power	Magic attack bonus +7 or higher, Menacing Aura, <i>voice of power, entrance, master-words and signs</i> or <i>greater demonic pact</i>
	Voice of Power, Greater	Magic attack bonus +8 or higher, Steely Gaze, <i>entrance, master-words and signs</i> or <i>greater demonic pact</i>
Immortality	Witch's Vigour*	3 or more sorcery styles, magic attack bonus +4, Ritual Sacrifice
	Eternal Youth*	Magic attack bonus +5 or higher, <i>witch's vigour</i> , Ritual Sacrifice, Tortured Sacrifice
	Life Drain	Permanent Sorcery, magic attack bonus +6 or higher, <i>witch's vigour, eternal youth, raise corpse, death touch</i> , Ritual Sacrifice, Tortured Sacrifice
	Unnatural Strength*	Permanent Sorcery, magic attack bonus +6 or higher, <i>witch's vigour, eternal youth</i> , Ritual Sacrifice, Tortured Sacrifice

	Vampire Transformation*	Permanent Sorcery, magic attack bonus +7 or higher, <i>witch's vigour</i> , <i>demonic pact</i> , Ritual Sacrifice, Tortured Sacrifice
Nature Magic	Bones of Life	Heal 15 ranks, Knowledge (nature) 15 ranks, <i>summon beast</i> , <i>raise dead</i> , Permanent Sorcery
	Control Magical Beast	Knowledge (nature) 10 ranks, Handle Animal 10 ranks, <i>summon beast</i> , animal ally
	Control Monstrous Humanoid	Knowledge (nature) 12 ranks, Handle Animal 12 ranks, <i>summon beast</i> , control magical beast, animal ally
	Fruit of Air	Knowledge (nature) 20 ranks, Craft (herbalism) 20 ranks, <i>summon beast</i> , <i>sorcerous garden</i>
Prestidigitation	Animate Statue	<i>Conjuring</i> , <i>telekinesis</i> , <i>greater telekinesis</i> , <i>animate swords</i> , scholar level 6, base attack bonus +4
	Animate Swords	<i>Conjuring</i> , <i>telekinesis</i> , <i>greater telekinesis</i> , scholar level 4, base attack bonus +3
	Magic Builder	<i>Conjuring</i> , <i>telekinesis</i> , <i>greater telekinesis</i> , scholar level 10
Summonings	Banish Outsider	Master-words and signs or demonic pact , summon demon , magic attack bonus +5, Knowledge (arcana) 15 ranks
	Bind Demon	Master-words and signs or greater demonic pact , summon demon , banish outsider , magic attack bonus +6, Knowledge (arcana) 18 ranks
	Form Demon	Master-words and signs or demonic pact , summon demon , magic attack bonus +4, Permanent Sorcery

Notes to Table 1-2: New Sorcery Styles and New Spells

Sorcery styles in **bold** are completely new sorcery styles to the *Book of Skelos*, rather than expansions on those made available in *Conan the RPG* main rulebook.

* Spells marked with an asterisk are potentially world-changing ones that are especially likely to have runaway magic effects (see *Conan the RPG*, p. 194).

COSMIC SORCERY

Cosmic sorcery is one of the most powerful styles of sorcery available, but for the most part it is used to augment and improve other spells. It is most widely understood in the East, and the sorcerers of the Himelians, Vendhya and Khitai are its most accomplished practitioners, but westerners sometimes also learn its secrets.

THE TIME IS RIGHT (BASIC COSMIC SORCERY)✳

PP Cost: x3

Components: V, S, M

Casting Time: 2 weeks

Range: Magical link

Effect: As per sorcery style

Duration: As per sorcery style

Saving Throw: As per sorcery style, but see below

Prerequisites: 10 ranks of Knowledge (arcana), Int 15

Magic Attack Roll: See below.

By waiting till the time is right to perform your magic, you are able to remove most of the random factors that might usually reduce or counteract the effects of your spell, ensuring that your own magical power is at its maximum possible level.

In game terms, this allows you to Take 20 on your Magic Attack Roll.

For purposes of the cost to include it in a spellbook or as a general gauge of its magical strength and complexity, *the time is right* can be considered to be a 15 PP spell.

Material Components: In addition to the usual components, various oils and incenses to a total value of 750 sp.

THE STARS ARE RIGHT✳

PP Cost: x4

Components: V, S, M

'Even the arts you call sorcery are governed by cosmic laws,' answered the man in the green turban. 'The stars direct these actions, as in other affairs. Not even my masters can alter the stars. Not until the heavens were in the proper order could they perform this necromancy.' With a long, stained fingernail he mapped the constellations on the marble-tiled floor. 'The slant of the moon presaged evil for the king of Vendhya: the stars are in turmoil, the Serpent in the House of the Elephant. During such juxtaposition, the invisible guardians are removed from the spirit of 'Bhunda Chand. A path is opened in the unseen realms, and once a point of contact was established, mighty powers were put in play along that path.'

Casting Time: 1 month

Range: Magical link

Effect: As per sorcery style

Duration: As per sorcery style

Saving Throw: As per sorcery style, but see below

Prerequisites: 20 ranks of Knowledge (arcana), Int 19, *the time is right*

Magic Attack Roll: See below.

By waiting till the stars are right to perform your magic, you may render the target extremely vulnerable, so that he finds resistance to your attacks difficult if not impossible, as well as removing most of the random factors that might usually reduce or counteract the effects of your spell.

In game terms, this allows you to Take 20 on your Magic Attack Roll as for Basic Cosmic Sorcery. Furthermore it halves (round down) any circumstance bonuses, resistance bonuses, or morale bonuses that your target would usually add to his Will saving throw. Finally, it removes any *warding* or *greater warding* spell that may be protecting him, immediately before your spell is cast.

For purposes of the cost to include it in a spellbook or as a general gauge of its magical strength and complexity, *the time is right* can be considered to be a 20 PP spell.

Material Components: In addition to the usual components, various oils and incenses to a total value of 1,000 sp.

COUNTERSPELLS

The greatest counter-magicians seem able to negate magic by their very presence. The following additional spell is available in the Counterspells sorcery style.

MASTER WARDING

PP Cost: 8

Components: V, S, M

Casting Time: 10 minutes

Range: 10 feet

Target: 10-foot radius emanation, centred on the sorcerer

Duration: One minute/scholar level

Prerequisites: 15 ranks of Knowledge (arcana), *warding*, *greater warding*

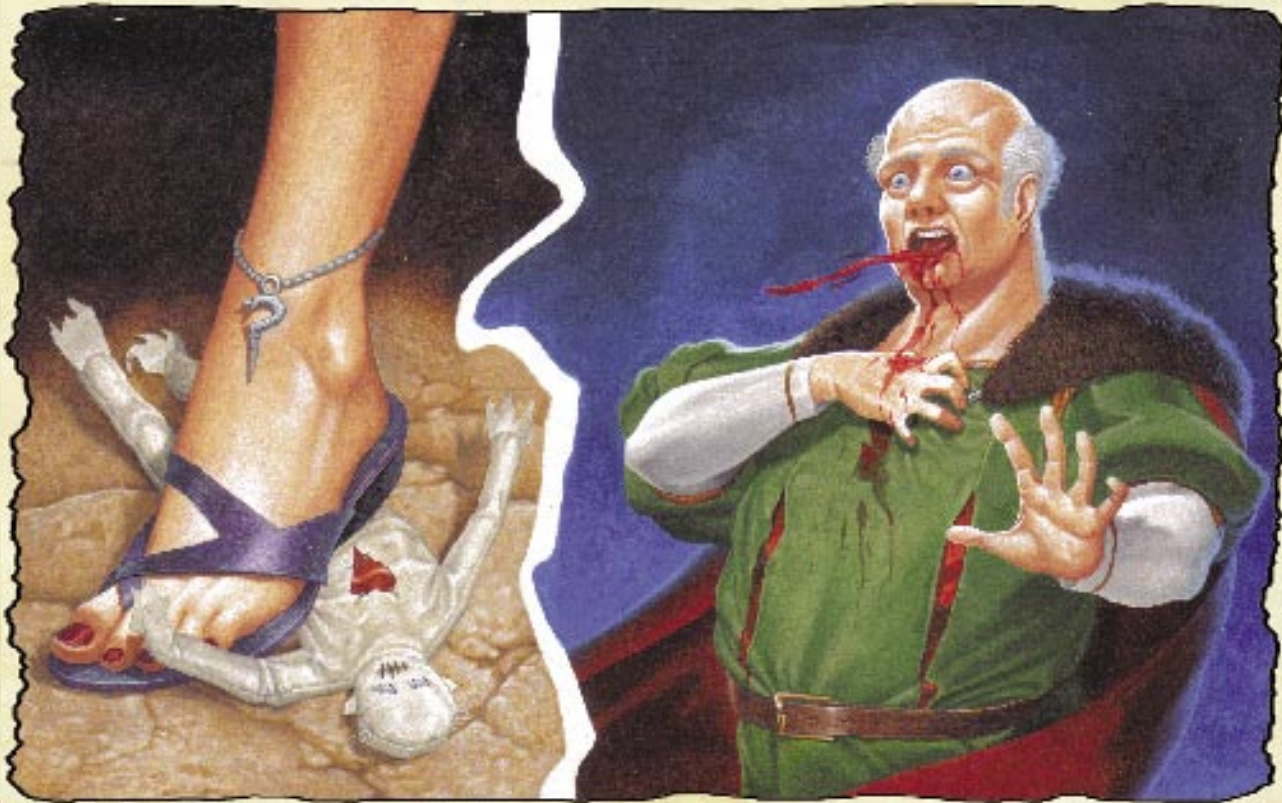
Skill Roll: Knowledge (arcana) DC 18

An invisible barrier surrounds the sorcerer and moves with him. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

A *master warding* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within a *master warding* counts against the suppressed spell's duration.

Summoned creatures of any type wink out if they enter a *master warding*. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. (The effects of instantaneous spells are not affected by an *antimagic field* because the spell itself is no longer in effect, only its result.) Creatures of the construct type remain entirely inanimate when in the region of the spell.

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and an Akbitanan sword at that). Elementals and outsiders are unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field.



Two or more *master wardings* sharing any of the same space have no effect on each other.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Material Components: Incenses and oils to a value of 250 sp.

CURSES

Certain powerful hexers and cursers are able to shrink their enemies down to nothingness, or balefully transform them into statues who live no more than a weird and occasional quasi-life. The following additional spells are available in the Curses sorcery style.

DOOM OF THE DOLL

PP Cost: 10 points/round

Components: V, S, M

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft. per scholar level)

Target: 1 creature

Duration: Power Points

Saving Throw: Fortitude partial

Prerequisites: Magic attack bonus +7 or higher, *lesser ill-fortune*, Hexer, Focused Magical Link

Magic Attack Roll: Sets DC for target's saving throw

This spell enables the sorcerer to harm and even kill a victim for whom he has made a 'voodoo doll' with the Focused Magical Link feat, simply by applying heat or other unpleasantness to the doll.

During each round of the spell's duration, the sorcerer can spend a full-round action to either burn the doll, stab it, cut it, or crush it, with the following effects:

- † Burning. The doll transmits the heat and energy of the flames directly to the target. He is dealt (2d6 + sorcerer's scholar class level) in fire damage. If he succeeds in a Fortitude save, this damage is reduced to 1d6.
- † Stabbing. Just as the doll is stabbed, so is the target. He is dealt (1d4 + sorcerer's scholar class level) in piercing damage. If he succeeds in a Fortitude save, this damage reduced to (sorcerer's scholar class level).
- † Cutting. Just as the doll is cut, so is the target. He is dealt (1d8 + sorcerer's scholar class level) in slashing damage. If he succeeds in a Fortitude save, this damage is halved.

Then from the stranger's chiseled lips rang a terrible invocation and command: "Yagkoolan yok tha, xuthalla!"

At the blast of that awful cry, the black figures stiffened and froze. Over their limbs crept a curious rigidity, an unnatural petrification. The stranger touched the limp body of the youth, and the chains fell away from it. He lifted the corpse in his arms; then ere he turned away, his tranquil gaze swept again over the silent rows of ebony figures, and he pointed to the moon, which gleamed through the casements. And they understood, those tense, waiting statues that had been men. . .

- † Crushing. As the doll is crushed, the target too is crushed. He is dealt (1d10 + sorcerer's scholar class level) in bludgeoning damage. If he succeeds in a Fortitude save, this damage is reduced to 1d10.

The sorcerer will need appropriate (and substantial) implements on hand to harm the doll, such as a bonfire and tongs, a large knife or sword, and a hefty rock or other crushing implement, depending on which method of damage he prefers to deal.

Material Components: A 'voodoo doll' of the target of the spell, crafted with the Focused Magical Link feat. The doll and all associated magical links are destroyed at the end of the spell's duration, rather than during the casting time.

INVOCATION OF XUTHALLA

PP Cost: 11 points/target

Components: V, S

Casting Time: 1 action

Range: Evil eye

Target: Up to 1 creature/3 scholar levels

Duration: Instantaneous

Saving Throw: Will negates

Prerequisites: Magic attack bonus +6 or higher, *lesser ill-fortune*, *animate statue*, *awful rite of the were-beast*

Magic Attack Roll: Sets DC for target's saving throw

This spell transforms its still-living targets into iron statues which can, if desired, be animated in a similar manner to the targets of an *animate*

statue spell. It is intended primarily as a curse, but is also sometimes used by sorcerers desiring to create guardians for their treasures or traps for the unwary.

If the sorcerer has the Ritual Sacrifice feat, he gains Power Points as though he had sacrificed the target of the spell, assuming the target fails his save and becomes a statue. The magical energy released by this horrific transformation is at least as great as that released by killing the target outright.

The creature altered in this way is not controlled by the sorcerer in any way. However, the sorcerer can set certain conditions related to the creature as follows:

- † Choose whether or not to have it animated some of the time, similar to an *animate statue* spell. This is done automatically if the sorcerer so desires. Statues animated by the *invocation of Xuthalla* use the game statistics for animated objects (see p. 10) except as follows. They retain their own Intelligence, Wisdom, and Charisma scores, though they gain Strength and Dexterity scores appropriate to animated objects for their size (like animated objects, they also have no Constitution scores). They retain any ordinary, extraordinary and spell-like abilities, except those that would logically be lost by becoming iron. They lose any supernatural abilities they previously had. Parts of their body or pieces of equipment that are separated from them do not revert to their original forms.

- † If it is animated, choose the times or other conditions that will cause it to animate and the conditions that will cause it to return to statue form. It can be animated at most 30% of the time. Common conditions include animation when the moonlight strikes it, animation only while snow is on the ground, animation only when statue is being rained on, and animation only when there are living creatures within 30 feet, but almost any condition or time could be used. The 30% limit applies over the course of a full year; if during any year the statue has been animated for 30% of the year (110 full days), it can no longer animate for the remainder of the year.

- † Define the area in which the statue can move, if it is animated. This may be at most a one square mile region centred on the place where the original creature was first affected by the spell. At the sorcerer's discretion, it can be much less than this if desired.

The only way to restore a statue to life is with a *greater warding*. However, although the statue is immune to aging,

the human who was turned into the statue is not – if restored to human form, he will immediately age to reflect the amount of time he spent as a statue. This can lead to victims of this spell simply dying of old age when ‘saved’ from their curse by a helpful sorcerer.

SHRINKING DOOM

PP Cost: 12 points

Components: V, S, (F)

Casting Time: 1 action

Range: Evil eye

Target: One creature

Duration: 1 round/2 scholar levels, and see below

Saving Throw: Will negates

Prerequisites: Magic attack bonus +5 or higher, *lesser ill-fortune*, must be a worshipper of Zath

Magic Attack Roll: Sets DC for target's saving throw

This spell causes rapid diminution of a humanoid creature. For the duration of the spell, the target is halved in size each round. This halves its height, length, and width and divides its weight by 8. This decrease changes the creature's size category to the next smaller one each round. The target gains a +2 size bonus to Dexterity, a –2 size penalty to Strength and Constitution (both to a minimum of 1), and a +1 bonus on attack rolls and DV due to its reduced size.

The target's reach may also be altered. Its speed is also reduced by 5 feet each time it is halved in size. At the end of the spell's duration, the creature remains at whatever size it was reduced to by that time.

The sorcerer may as he is casting the spell elect to change the target into a minuscule spider once he has been fully reduced in size, in which case this change occurs during the final round of the spell's effect. A creature changed in this manner will be unable to cast spells or speak, but may otherwise be treated in the same way as any other creature reduced to the appropriate size. He does not gain any new attack modes, despite his new appearance – this is more a cosmetic change than anything else.

If the target wishes, it may attempt a new saving throw after one full day at its new size – if successful, it returns to normal, both in size and form. (Most sorcerers prefer to simply squish their victims like bugs long before this point.)

And as Conan looked, he thought that his eyes must be playing him tricks. For when Yara had risen up from his couch, the priest had seemed giganticly tall; yet now saw that Yara's head would scarcely come up to his shoulder. He blinked, puzzled, and for the first time that night, doubted his own senses. Then with a shock he realized that the priest was shrinking in stature – was growing smaller before his very gaze.

With a detached feeling he watched, as a man might watch a play: immersed in a feeling of overpowering unreality, the Cimmerian was no longer sure of his own identity; he only knew that he was looking upon the external evidence of the unseen play of vast Outer forces, beyond his understanding.

Now Yara was no bigger than a child: now like an infant he sprawled on the table, still grasping the jewel. And now the sorcerer suddenly realized his fate, and he sprang up, releasing the gem. But still he dwindled, and Conan saw a tiny, pygmy figure rushing wildly about the ebony table-top, waving tiny arms and shrieking in a voice that was like the squeak of an insect.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any *shrunk* item that leaves the *shrunk* creature's possession (including a projectile or thrown weapon) remains in its *shrunk* state.

A *greater warding* or similar effect can be used to instantly restore the target to its normal size and form.

Focus: If desired, a cut gem valued at a minimum of 1,000 sp may be used as a focus. In this case, at any time after the expiration of the spell's duration, the target may be physically forced into the gem by the simple expedient of touching it to him. The gem must be held in the hand when initially casting the spell. The target may escape the gem by either making a successful save after a day or more, or by having a *greater warding* successfully cast on him as usual.

DIVINATION

Great diviners who also learn some of the arts of illusion from the Hypnotism sorcery style can send out duplicates of themselves, or weird shadowy

forms, when observing another place, allowing for some limited two-way interaction with the creatures there. The following additional spell is available in the Divination sorcery style.

PROJECTION

PP Cost: 4/minute or 6/minute (see text)

Components: S, M or F

Casting Time: 10 minutes

Range: 1,000 miles plus 100 miles/scholar level

Effect: One shadow duplicate or other form (see below)

Duration: Power Points

Saving Throw: See below

Prerequisites: *Astrological prediction, visions, illusion, Knowledge (arcana)* 15 ranks

Skill Check: Knowledge (arcana), DC 10 + 1 per 100 miles distant the target is beyond the first 100 miles.

This spell tap can create either a quasi-real, illusory version of the sorcerer, or if he has sufficient Corruption, a warped and misshapen vision of his soul. In effect these are two distinct uses of the spell that share some common characteristics

i) With the first use, the *projection* looks, sounds, and smells like the sorcerer but is intangible. The projected image mimics the sorcerer's actions (including speech) unless he directs it to act differently (which is a move action).

The sorcerer can see through its eyes and hear through its ears as if he were standing where it is, and during his turn he can switch from using its senses to using his own, or back again, as a free action.

While he is using its senses, his body is considered blinded and deafened (see *Conan the RPG*, p. 235 for the rules on blinded characters, deafened characters automatically fail their listen checks and sorcerers have a 20% chance of miscasting any spell they attempt to cast for the duration of their deafness).

If the sorcerer desires, any spell of the Hypnotism sorcery style he casts can originate from the *projection* instead of from him. The projected image may not cast any spells on itself. The spells affect other targets normally, despite originating from the *projection*.

This use costs 4 PP/minute.

ii) The second version of *projection* may only be used by a character of

Above her, in the darkest corner of the marble chamber, lurked a vast shapeless shadow. It was no living things of form or flesh and blood. It was a clot of darkness, a blur in the sight, a monstrous night-born incubus that might have been deemed a figment of a sleep-drugged brain, but for the points of blazing yellow fire that glimmered like two eyes from the blackness.

Moreover, a voice issued from it - a low subtle inhuman sibilance that was more like the soft abominable hissing of a serpent than anything else, and that apparently could not emanate from anything with human lips. Its sound as well as its import filled Yasmela with a shuddering horror so intolerable that she writhed and twisted her slender body as if beneath a lash, as though to rid her mind of its insinuating vileness by physical contortion.

Corruption 3 or higher. It is identical to the first version except as follows.

The image is truly horrific in visage, a black roiling mass of shadow. If it interacts with a character by conversation, it forces the character to make a Corruption save after 5 minutes of such conversation.

The second version costs 6 PP/minute.

Material Components: Sorcerous paraphernalia worth 100 sp.

HYPNOTISM

At the peak of their art, master hypnotists can enslave members of the opposite sex, create mystical barriers that keep out entire species, and intimidate or torture their enemies through mesmerism alone. The following additional spells are available in the Hypnotism sorcery style.

BOUNDARY

PP Cost: 1 point/10 ft. boundary

Components: V, S, M

Casting Time: 1 round or more (see text)

Range: Touch

Line: A boundary up to 100 ft. long per scholar level, and 100 ft. high

Duration: Mortal

Saving Throw: Will partial

Prerequisites: Magic attack bonus +7 or higher, *entrance, hypnotic suggestion*

Magic Attack Roll: Sets DC for target's saving throw

'But the wizards wove a spell that kept them in the forest and they came not into the plain.'

This spell causes an invisible boundary to be created. The boundary emanates magical vibrations that repel a specific kind of creature as defined by the spellcaster. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough.



Creatures of the designated kind feel an overpowering urge to avoid crossing the boundary.

A compulsion forces the creatures to avoid crossing the boundary, shunning the region of the boundary and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can cross the boundary but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points until it re-crosses the boundary.

Material Components: Chalk or other powder to draw the line, at a cost of 10 sp/10 feet of line.

DANCE OF ATALI

PP Cost: 6 for the first round, 1 for each round thereafter

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. per scholar level)

Target: Up to one male human/scholar level

Duration: Power Points

Saving Throw: Will partial

Prerequisites: *Entrance, hypnotic suggestion*, Cha 13, magic attack bonus +7, must be a female worshipper of the Nordheimir pantheon

Magic Attack Roll: Sets DC for target's saving throw

This spell causes males to follow the sorcerer wherever she goes, so long as she continues a wild and sensual dance begun with the casting of the spell.

The sorcerer must make a Perform (dance) check each round. If her check result is below 20, the spell ends. If her check result is above 20, she adds half her check result as an enhancement bonus to her movement rate that round, rounded to the nearest 10 feet.

All males affected by the spell will be filled with immediate and pressing feelings of lust for the sorcerer, and will follow her wherever she goes, though they will not be completely careless of danger and will certainly stop and fight if attacked. They may attempt Will saving throws when she initially casts the spell. Even a successful Will save does not entirely negate the effects of *dance of Atali*, and a character who successfully saves will still regard the sorcerer as devastatingly attractive – he may well follow her anyway.

As a side benefit of the *dance of Atali*, the sorcerer is entirely immune to the effects of non-magical cold for the duration of the spell.

Out across the white blinding plain the chase led. The trampled red field fell out of sight behind him, but still Conan kept on with the silent tenacity of his race. His mailed feet broke through the frozen crust: he sank deep in the drifts and forged through them by sheer strength. 'But the girl danced across the snow light as a feather floating across a pool: her naked feet barely left their imprint on the hoar-frost that overlaid the crust. In spite of the fire in his veins, the cold bit through the warrior's mail and fur-lined tunic: but the girl in her gossamer veil ran as lightly and as gaily as if she danced through the palm and rose gardens of Poitain.

If the sorcerer has the Ritual Sacrifice feat, she gains Power Points as though she had sacrificed any of the targets who die as a direct result of following her, whether she is able to lead them to a cold death at the bottom of a crevasse somewhere, or into an ambush.

Focus: A scanty garment of high quality, which is the sorcerer's only item of clothing.

ENSLAVE

PP Cost: 6+6

Components: V, S, M or F

Casting Time: 1 hour, plus see below

Range: Evil Eye, Touch *and* Magical Link

Target: One creature of the opposite sex to, but same species as, the sorcerer

Duration: Mortal

Saving Throw: Will partial

Prerequisites: Magic attack bonus +4 or higher, Cha 13, *entrance, domination, hypnotic suggestion, ranged hypnotism*

This spell is used to totally enslave one member of the opposite sex for life, by means of sexual power.

The spell is initially cast with a one-hour ceremony incorporating a magical link to the planned target. The sorcerer then has 24 hours in which to find the target and have sex with him or her. This must be voluntary on the part of the target. This willingness on the part of the target is what gives the spell its unusual power, which is to affect the target whether or not a saving throw is successful.

The Power Point cost listed reflects an expenditure of 6 PP to initially cast the ceremony, and a further 6 PP to complete the spell when the sorcerer has sex with the target.

The end result of the *enslave* spell is to produce an effect very similar to that of the *domination* spell, except that the duration is permanent and the target does not gain a new saving throw each time he is given an instruction. The sorcerer will need to give the target direct instructions, as for *domination*, but *enslave* may not be used to cause the target to fall asleep or remove memories, unlike *domination*. In addition, a target who has failed his initial Will saving throw automatically fails any future Will saving throws against spells, spell-like effects or supernatural effects cast or caused by the sorcerer.

If the target succeeds at his initial saving throw, he is still *enslaved* but will never act in a self-destructive manner or act completely against his nature, including against his code of honour if any. The effect of a successful saving throw must be carefully roleplayed by the target and carefully adjudicated by the Games Master – the target may find his desire to serve the sorcerer warring with his inner nature, and often he will find himself either unable to act at all or else able to choose either a compromise between his own desires and the sorcerer's, or another course of action entirely. If the Games Master feels that a particular situation necessitates an either/or response, such as a command to slay an old comrade of the target's when said comrade is attacking the

'Once you spoke otherwise, Olmec,' she taunted. 'Once, in your youth, you spoke words of love. Aye, you were my lover once, years ago, and because you loved me, you slept in my arms beneath the enchanted lotus - and thereby put into my hands the chains that enslaved you. 'You know you cannot withstand me. 'You know I have but to gaze into your eyes, with the mystic power a priest of Stygia taught me, long ago, and you are powerless. 'You remember the night beneath the black lotus that waved above us, stirred by no worldly breeze: you scent again the unearthly perfumes that stole and rose like a cloud about you to enslave you. 'You cannot fight against me. 'You are my slave as you were that night - as shall be so long as you shall live. Olmec of Xuchotl!

Her voice had sunk to a murmur like the rippling of a stream running through starlit darkness. She leaned close to the prince and spread her long tapering fingers upon his giant breast. His eyes glazed, his great hands fell limply to his sides.

sorcerer, he may call for a new Will saving throw and magic attack roll, but any such new Will saving throw will be at a -4 resistance penalty and even success will not completely throw off the effects of the spell. In addition, a target who has succeeded at his initial Will saving throw automatically has the same -4 resistance penalty applied to all future Will saving throws against spells, spell-like effects or supernatural effects cast or caused by the sorcerer.

The only ways for a totally or partially *enslaved* character to become free are for the sorcerer to voluntarily end the spell, or for it to be ended by the Rule of Impermanence (see *Conan the RPG* p. 191).

Material Components: 1 dose of black lotus blossom.

Focus: If a living black lotus plant is available within 20 feet, this can serve as a focus in place of the material component.

ILLUSION

PP Cost: 9 points

Components: V, S, M

Casting Time: 1 action

Range: Evil Eye

Target: One humanoid

Duration: One round/three scholar levels

Saving Throw: Will disbelief (if interacted with)

Prerequisites: Entrance, dread serpent, conjuring, magic attack bonus +5

Magic Attack Roll: Sets DC for target's Will saves

This spell creates in the target's mind the *illusion* of an object, creature, or force, as visualised by the sorcerer. The *illusion* can include visual, auditory, olfactory, and thermal components. The *illusion* follows a script determined by the sorcerer. The *illusion* follows that script without the sorcerer having to concentrate on it. The *illusion* can include intelligible speech if the sorcerer wishes. He can move the *illusion* so long as it and the target are always within 30 feet of him.

The target receives a Will saving throw to disbelieve the illusion, if he interacts with it. Unless and until he successfully disbelieves it, the target may not take any actions other than those relating to interacting with the *illusion*, and is at -2 to Defence Value due to distraction.

Material Components: This must be something vaguely suggestive of the illusion. For example, a paper picture of a buffalo could be used as a material component for an

He started toward 'Baal-pteor, the knuckles on his sword-hand showing white. With a swift motion the brown man threw something at him - a shining crystal sphere that glistened in the weird light.

Conan dodged instinctively, but, miraculously, the globe stopped short in midair, a few feet from his face. It did not fall to the floor. It hung suspended, as if by invisible filaments, some five feet above the floor. And as he glared in amazement, it began to rotate with growing speed. And as it revolved it grew, expanded, became nebulous. It filled the chamber. It enveloped him. It blotted out furniture, walls, the smiling countenance of 'Baal-pteor. He was lost in the midst of a blinding bluish blur of whirling speed. Terrific winds screamed past Conan, tugging, tearing at him, striving to wrench him from his feet, to drag him into the vortex that spun madly before him.

illusion of a herd of charging buffalo, or a handful of dirt could be used as a material component for an illusion of a mountain. A player who has learned this spell should write down some specific material components he has available to use to create the illusion.

SWELL

PP Cost: 5 points

Components: V, S

Casting Time: 1 action

Range: Evil Eye

Targets: All creatures within range.

Duration: One round/scholar level

Saving Throw: See below

Prerequisites: Entrance, illusion, dread serpent, conjuring, magic attack bonus +4

Magic Attack Roll: Sets DC for targets' Will saves

Swell makes the sorcerer appear to be far larger than he actually is.

For purposes of the Rule of the Sorcerer's Soul (see *Conan the RPG*, p. 193) and for no other purposes, a sorcerer who is affected by a *swell* spell may double his current Power Points.

Furthermore, he gains a +2 circumstance bonus to his magic attack roll during any war of souls that occurs with one of the affected creatures.

Zogar Sag stood erect and motionless, and he seemed to increase in height - to grow and expand. Balthus experienced the illusion that the Piet was towering above him, staring contemptuously down from a great height, though he knew the shaman was not as tall as himself. He shook off the illusion with difficulty.

Finally, he gains a +4 circumstance bonus to all Intimidate checks made to target the affected creatures. The creatures may attempt a Will saving throw to avoid this effect, but not the other effects.

TORMENT

PP Cost: 2

Components: V, S

Casting Time: 1 action

Range: Evil Eye

Target: One creature

Duration: One round/three scholar levels

Saving Throw: Will negates

Prerequisites: *Entrance*, magic attack bonus +1

Magic Attack Roll: Sets DC for target's Will save

When you cast this spell, the target creature must make a Will save or be unable to take any actions for as the duration of the spell, due to the extreme pain and suffering to which this spell subjects him. He is also dealt 1d4 subdual damage per round from the pain. At the end of the spell's duration, you gain a +4 circumstance bonus to any Intimidate checks you make concerning the target of the spell within the next hour. Creatures with 8 or more HD are unaffected.

VOICE OF POWER

PP Cost: 10 points

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. per scholar level)

Target: One living creature

Duration: See text

Saving Throw: None

Prerequisites: Magic attack bonus +7 or higher, Menacing Aura, *voice of power*, *entrance*, *master-words and signs* or *greater demonic pact*.

You utter words of enormous magical power that instantly cause one creature of your choice to become either stunned (see *Conan the RPG*, p. 174) or frightened (*Conan the RPG*, p. 313), your choice as to which, whether the creature can hear the word or not. As a standard action, you may change the state of the affected creature from stunned to frightened or vice versa, at any time during the spell's duration, without affecting that duration.

The duration of the spell depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by *voice of power*.

Hit Points	Duration
50 or less	4d4 rounds
51-100	2d4 rounds
101-150	1d4 rounds



VOICE OF POWER, GREATER

PP Cost: 40 points

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. per scholar level)

Target: Up to one living creature/two scholar levels

Duration: See text

Saving Throw: None

Prerequisites: Magic attack bonus +7 or higher, Menacing Aura, *voice of power*, *entrance*, *master-words and signs* or *greater demonic pact*

As *voice of power*, except as noted above.

The blacks shrank back before him, their eyes slits of fire. Lifting a hand, he spoke, and his tones echoed through the silent halls in deep rich waves of sound. Like men in a trance the black warriors fell back until they were ranged along the walls in regular lines.

IMMORTALITY

Many of the more powerful sorcerers learn to become quite formidable hand-to-hand combatants through learning the Immortality sorcery style. The most powerful of all can even become virtually immortal, by one foul means or another. All Immortality spells require the payment of a most dreadful price – the sacrifice of another human being. It seems there is only so much life to go around during the Hyborian Age, and if a sorcerer is to be restored to youth or granted supernatural vitality, he must take that life-force from another.

Unlike the spells of most other sorcery styles, Immortality spells tend to be elaborate one-off or periodically renewed rituals. Note that for those Immortality spells that require human sacrifices as part of their material component, the sorcerer gains the usual Power Point benefits from performing the sacrifice in addition to being able to use it as a material component. Some or all of the Power Points gained may be used immediately to cast the spell if desired.

WITCH'S VIGOUR^{*}

PP Cost: 10 points

Components: V, S, M

Casting Time: 1 hour

Range: Personal

Target: Self

Duration: 1 day/scholar level

Saving Throw: None

Prerequisites: 3 or more sorcery styles, magic attack bonus +4, Ritual Sacrifice.

Perform (ritual) check: DC 20

Then a new, grisly element introduced itself into the frenzy. Out of the gloom of the temple behind Valerius wavered a slim white figure, laced with crimson. The people screamed; there in the arms of Valerius hung the woman they thought to be their queen; yet there in the temple door there staggered another figure, like a reflection of the other. Their brains reeled. Valerius felt his blood congeal as he stared down at the swaying witch-girl. His sword had transfixed her, sundered her heart. She should be dead; by all laws of nature she should be dead. Yet there she swayed, on her feet, clinging horribly to life.

This spell renders the sorcerer significantly more difficult to kill than most humans. If he is reduced to 0 hit points, so long as he still has Power Points remaining, he can continue to act, but may only take either one standard action or one move action per round (his choice). Rather than being reduced to negative hit points when he would usually be reduced below 0 hit points, any additional damage comes directly off his current Power Points on a one-for-one basis.

This even applies if he is Left For Dead (see *Conan the RPG*, p. 172), though in this case his Power Points will be immediately reduced to 1 and his hit points to 0 instead of -1 (thus making him enormously vulnerable if attacked in that state, but still allowing him to act).

For example, Salome has 6 hit points and 15 Power Points remaining. She is struck by an attacker wielding a broadsword for 9 points of damage. She is reduced to 0 hit points and 12 Power Points, and is still able to act, though she may only

Tascela grasped her yellow locks and forced back her head, looking impersonally down into her face. 'But the glitter in her dark eyes was not impersonal.

'I have chosen you for a great honour,' she said. 'You shall restore the youth of Tascela. Oh, you stare at that! My appearance is that of youth, but through my veins creeps the sluggish chill of approaching age, as I have felt it a thousand times before. I am old, so old I do not remember my childhood. 'But I was a girl once, and a priest of Stygia loved me, and gave me the secret of immortality and youth everlasting. He died, then - some said by poison. 'But I dwelt in my palace by the shores of Lake Zuad and the passing years touched me not. So at last a king of Stygia desired me, and my people rebelled and brought me to this land. Olmec called me a princess. I am not of royal blood. I am greater than a princess. I am Tascela, whose youth your own glorious youth shall restore.'

take either one standard action or one move action per round.

Material Components: One human, who is sacrificed during the casting of the spell. The human's blood is splashed all over the sorcerer. Also, various incenses, oils, and candles to a total value of 200 sp are consumed when casting the spell.

ETERNAL YOUTH*

PP Cost: 15 points

Components: V, S, M

Casting Time: 1 hour

Range: Personal

Target: Self

Duration: Instantaneous

Saving Throw: None

Prerequisites: Magic attack bonus +5 or higher, *witch's vigour*, Ritual Sacrifice, Tortured Sacrifice

Perform (ritual) check: DC 25

This spell reduces the sorcerer's current age by a number of years equal to the class level of the sacrificed human (see below).

Material Components: One human aged 30 or less, who is sacrificed by being tortured to death during the casting of the spell. The human's blood is splashed all over the sorcerer. Also, various incenses, oils, and candles to a total value of 3,000 sp are consumed when casting the spell.

LIFE DRAIN*

PP Cost: 6 points

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Prerequisites: Permanent Sorcery, magic attack bonus +6 or higher, *witch's vigour*, *eternal youth*, *raise corpse*, *death touch*, Ritual Sacrifice, Tortured Sacrifice

This spell allows a sorcerer to heal and revivify himself by draining the life energy from others with a mere touch.

To activate *life drain*, the sorcerer must succeed on a melee touch attack. His touch deals 1d6 points of damage per two scholar levels (maximum 10d6). He heals hit points equal to the damage he deals. However, he may not heal more than the subject's current hit points +10, which is enough to kill the subject. If he does kill the subject in this way, he gains Power Points as though he had sacrificed the target of the spell.

A target killed by this spell appears to be a shrivelled, dried-out husk.

UNNATURAL STRENGTH*

PP Cost: 14 points

Components: V, S, M

Casting Time: 1 day

Range: Personal

Target: Self

Duration: 1 month/scholar level

Saving Throw: None

Prerequisites: Permanent Sorcery, magic attack bonus +6 or higher, *witch's vigour*, *eternal youth*, Ritual Sacrifice, Tortured Sacrifice

Perform (ritual) check: DC 27

For every 14 PP expended, you gain a +2 enhancement bonus to your Strength. You may expend up to 14 PP per four scholar levels. A second casting of *unnatural strength* before the duration of the first casting is up has no effect.

"You are selfish. Olmec," she crooned, smiling. "You would keep our handsome guest to yourself, though you knew I wished to entertain her. You are much at fault, Olmec!"

The mask dropped for an instant: her eyes flashed, her face was contorted and with an appalling show of strength her hand locked convulsively in his beard and tore out a great handful. This evidence of unnatural strength was no more terrifying than the momentary baring of the hellish fury that raged under her bland exterior.

Material Components: One human, who is sacrificed by being tortured to death during the casting of the spell. The human's blood is splashed all over the sorcerer. Also, various incenses, oils, and candles to a total value of 3,400 sp are consumed when casting the spell.

VAMPIRE TRANSFORMATION^{*}

PP Cost: 20 points

Components: V, S, M

Casting Time: 1 day

Range: Personal

"You have heard of the 'Princess Akivasha?' inquired the girl on the couch.

"Who hasn't," he grunted. The name of that ancient, evil, beautiful princess still lived the world over in song and legend, though ten thousand years had rolled their cycles since the daughters of Tuthamon had revelled in purple feasts amid the black halls of ancient Luxur.

"Her only sin was that she loved life and all the meanings of life," said the Stygian girl. "To win life she courted death. She could not bear to think of growing old and shriveled and worn, and dying at last as hags die. She wooed Darkness like a lover and his gift was life - life that, not being life as mortals know it, can never grow old and fade. She went into the shadows to cheat age and death—"

Conan glared at her with eyes that were suddenly burning slits. And he wheeled and tore the lid from the sarcophagus. It was empty. "Behind him the girl was laughing and the sound froze the blood in his veins. He whirled back to her, the short hairs on his neck bristling.

"You are Akivasha!" he grated.

Target: Self

Duration: Instantaneous

Saving Throw: None

Prerequisites: Permanent Sorcery, magic attack bonus +7 or higher, *witch's vigour*, *demonic pact*, Ritual Sacrifice, Tortured Sacrifice

Perform (ritual) check: DC 30

This spell transforms the sorcerer into a vampire (see *Conan the RPG*, p. 327). He must immediately make a Corruption save (DC 30) or gain 1 point of Corruption. A sorcerer transformed into a vampire by this spell must drink human blood at least once per week, or become fatigued (-2 to Strength and Dexterity, may not run) and unable to be healed by any means including the use of his Fast Healing special quality, until he drinks human blood once more.

Material Components: One human, who is sacrificed by being tortured to death during the casting of the spell. The human's blood is drunk by the sorcerer. Also, various incenses, oils, and candles to a total value of 6,000 sp are consumed when casting the spell.

Experience Point Cost: 75,000 xp.

And their magicians made a terrible magic to guard the city: for by their necromantic arts they re-created the dragons which had once dwelt in this lost land, and whose monstrous bones they found in the forest. Those bones they clothed in flesh and life, and the living beasts walked the earth as they walked it when Time was young.

NATURE MAGIC

The greatest of the shamans, witches and other nature magicians can restore the bones of ancient dragons to full and unnatural life, as well as training creatures such as man-apes to obey their every whim. The following additional spells are available in the Nature Magic sorcery style.

BONES OF LIFE

PP Cost: 1 point/HD of target creature

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Target: The bones of one creature, which in life had a maximum of 1 HD/scholar level

Duration: Instantaneous

Saving Throw: None

Prerequisites: Heal 15 ranks, Knowledge (nature) 15 ranks, *summon beast*, *raise dead*, Permanent Sorcery

This spell enables you to restore a form of life to the bones of any creature. However, it cannot be used to resurrect a specific individual; rather, it creates entirely new flesh and blood on the creature's bones, so that the resulting creature is also entirely new. It will be a typical example of its race, considering the age of the creature when it died, except that its Strength, Dexterity and Constitution scores will all be identical to those of the original creature.

You gain no especial power over the creature you restore to life in this way; if you are its natural prey, it will attack you immediately, as though you had nothing to do with restoring it to life.

Material Components: Assorted healing herbs, incenses and oils to a total value of 20 sp/HD of target creature.

CONTROL MAGICAL BEAST

PP Cost: 9 points

Components: V, S, F

Casting Time: 1 action

Range: Evil Eye

Target: One magical beast

Duration: Instantaneous

Saving Throw: Will negates

Prerequisites: Knowledge (nature) 10 ranks, Handle Animal 10 ranks, *summon beast*, animal ally

Magical Attack Roll: Sets DC for target's Will save

The sorcerer wins the loyalty of a magical beast through an initial rapport and a continued regimen of training. A magical beast's loyalty, once gained, is natural (not magical) and lasting. It may be lost and the beast leave, or even attack the sorcerer, if the sorcerer ill-treats the magical beast.

The sorcerer can teach the magical beast three specific tricks or tasks for each point of Intelligence it possesses. Typical tasks are those given under the Handle Animal skill (see *Conan the RPG*, p. 95). The sorcerer may use Handle Animal with regard to the magical beast without penalty.

A magical beast with an Intelligence score of 3 or higher could be trained more in the manner of a human servant, if desired.

At any one time, the sorcerer can have only a certain number of magical beasts under his control. The sorcerer can have under his control magical beasts whose Hit Dice total no more than sorcerer's scholar level. The sorcerer may dismiss magical beasts to enable the character to control new ones.

Focus: A masterwork whip or crop worth 100 sp.

It was no ape, neither was it a man. It was some shambling horror spawned in the mysterious, nameless jungles of the south, where strange life teemed in the reeking rot without the dominance of man, and drums thundered in temples that had never known the tread of a human foot. How the ancient Pelishtim had gained lordship over them - and with it eternal exile from humanity - was a foul riddle about which Conan did not care to speculate, even if he had had the opportunity.

CONTROL MONSTROUS HUMANOID

PP Cost: 12 points
Components: V, S, F
Casting Time: 1 action
Range: Evil Eye
Target: One monstrous humanoid
Duration: Instantaneous
Saving Throw: Will negates
Prerequisites: Knowledge (nature) 12 ranks, Handle Animal 12 ranks, summon beast, control magical beast, animal ally
Magic Attack Roll: Sets DC for target's Will save

As *control magical beast*, except that this spell allows the sorcerer to take control of a monstrous humanoid instead of a magical beast. The HD limit of the sorcerer's scholar level in HD applies separately to the magical beasts and monstrous humanoids under the sorcerer's control, so that a 15th level scholar could command up to 15 HD worth of magical beasts in addition to 15 HD worth of monstrous humanoids.

FRUIT OF AIR

PP Cost: 2 points
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: One 10-foot by 10-foot area of ground or other surface
Duration: 1 day
Saving Throw: None
Prerequisites: Knowledge (nature) 20 ranks, Craft (herbalism) 20 ranks, summon beast, sorcerous garden
Craft (herbalism) Check: See below

'So for many centuries the people of Xuchotl dwelt in their city, cultivating the fertile plain, until their wise men learned how to grow fruit within the city - fruit which is not planted in the soil, but obtains its nourishment out of the air - and then they let the irrigation ditches run dry, and dwelt more and more in luxurious sloth, until decay seized them.'

This spell creates simple foodstuffs such as fruit and vegetables. The crops created by it grow astonishingly rapidly with no more nutrients required than simple air. One day after the spell has been cast, the food will have grown sufficiently to be ready to eat.

The sorcerer makes a Craft (herbalism) check to determine how much food he can create. For every full 5 points of the check result, he has created sufficient food to keep one human or other Medium creature well fed for 24 hours. The food created decays as usual, so after between a day and a week it will begin to become over-ripe or even rotten, depending on the conditions in which it is stored.

Material Components: A handful of seeds.

PRESTIDIGITATION

The most powerful masters of the Prestidigitation sorcery style learn to give a weird, false life to otherwise inanimate objects such as swords and statues. The following additional spells are available in the Hypnotism sorcery style.

ANIMATE SWORDS

PP Cost: 4 for the first round, +2 for each additional round
Components: V, S
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft. per scholar level)
Targets: One Small object per scholar level, or two Tiny objects per scholar level
Duration: Power Points
Saving Throw: None
Prerequisites: *Conjuring, telekinesis, greater telekinesis*, scholar level 4, base attack bonus +3

This spell imbues inanimate objects with limited mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any material. The sorcerer may animate one Small object per scholar level, two Tiny objects per scholar level, or any combination.

Statistics for swords and other objects animated by this spell can be found in the *Creatures of Sorcery* chapter.

Animate swords cannot allow an object to bend or flex in any way it could not otherwise do. This is why it is most commonly used for animating objects to use as weapons, in a similar manner to the *greater telekinesis* spell, though it allows for a great deal of control over the objects animated

– rather than simply flying at an enemy, for example, a sword could be swung to cut and hack just as though it were wielded by a warrior. An animated statue, though, could only be used in a manner similar to an improvised thrown weapon of the appropriate size – it could not pick up objects to use as weapons, open doors, or move in any way like the creature of which it is a statues.

This spell cannot animate objects carried or worn by a creature.

No especial concentration is necessary to cause the objects animated by this spell to remain animated and fulfill the sorcerer's wishes. He may instruct them anew once each round as a free action. No skill check is needed to do this.

Animated swords can be made permanent using the Permanent Sorcery rules.

ANIMATE STATUE

PP Cost: 6 for the first round, +3 for each additional round

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft. per scholar level)

Targets: One Small object per scholar level; see text

Duration: Power Points

Saving Throw: None

Prerequisites: *Conjuring, telekinesis, greater telekinesis, animate swords*, scholar level 6, base attack bonus +4

This spell works as *animate swords*, except as follows.

The sorcerer may animate one Small object per scholar level, two Tiny objects per scholar level, or any combination, just as for *animate swords*. Alternatively he can animate larger objects as follows. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two.

The animated objects can bend and move in any way the sorcerer wishes, though they must roughly retain their original shapes if made from rigid material. For example, a stone statue of a man could walk, manipulate objects, wield weapons and grapple enemies. It could not fold itself around an opponent and re-form itself into a stone tomb for him.

However, this spell works best of all when animating objects such as statues, which resemble living things and can be made to move in a reasonably natural manner. A sorcerer who wishes to cause an object to move

in what would seem to be an illogical or counter-intuitive manner – for example, a stone statue that bends at the shin, rather than at the knee or ankle – must actively concentrate on ordering it to do so. This requires either a free action and a Concentration check (DC 20 to 30 at the Games Master's discretion, depending on how unnatural-looking a contortion is required of the object), or a standard action to be taken.

MAGIC BUILDER

PP Cost: 10 for the first hour, +5 for each additional hour

Components: V, S, M

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft. per scholar level)

Area: See text

Duration: Power Points

Saving Throw: None

Prerequisites: *Conjuring, telekinesis, greater telekinesis*, scholar level 10

'No more was I a god to kindly jungle folk - I was a slave to a devil in human form.'

Again tears stole from the unseeing eyes.

'He pent me in this tower which at his command I built for him in a single night. By fire and rack he mastered me. and by strange unearthly tortures you would not understand.'

This spell enables the sorcerer to rapidly erect structures, starting from having almost no raw materials. By simple magical power, he can draw stone from deep within the earth and wood from forests many miles away to assemble into towers, houses, castles or other structures.

In effect, *magic builder* allows the sorcerer to create structures to a value equal to (scholar level x 10) golden lunas per hour. Fine detail can be achieved by the spell, including the creation of doors, windows, crenellations, bars and simple locks. If more complex detail still is required, such as masterwork components or high-DC locks, the sorcerer will need to have at least 10 ranks in an appropriate craft, though otherwise these items can be created along with the rest of the structure.

Experience Point Cost: 1/5th of the golden luna value of the finished structure.

SUMMONINGS

The most greatest summoners learn not merely to call up demons, but to put them down, banish them, bind them and form them into human shapes. The following additional spells are available in the Summonings sorcery style.

BANISH OUTSIDER

PP Cost: 2/HD of outsider

Components: V, S, M

Casting Time: 1 round + 10 minutes (see text)

Range: Touch or Evil Eye

Target: One outsider that has the Manifest special quality

Duration: One day/scholar level

Saving Throw: Will negates

Magic Attack Roll: Sets DC for target's saving throw

Prerequisites: Master-words and signs or demonic pact, summon demon, magic attack bonus +5, Knowledge (arcana) 15 ranks

This spell attempts to temporarily force a creature of the Outsider type, which has the Manifest special quality, to return from whence it came and to remain there for several days. *Banish outsider* is unusual in that it is cast in two parts, one to initially banish the outsider, the second to force it to remain banished.

The sorcerer selects one outsider within range. If the outsider fails its Will saving throw, it is instantly *banished* to the Outer Dark or to hell, depending on its own place of origin. The sorcerer must then continue casting the spell to force the outsider to stay *banished*. The initial *banishing* takes only one round, but to force the outsider to remain there, the spell must be continued and strengthened for another ten minutes thereafter.

If the spell is finished properly, taking a full ten minutes, the outsider may not use its Manifest special quality for the full duration of the spell, though it might be possible for it to return by other means. If the spell is not finished, the outsider may Manifest once more as soon as the sorcerer stops casting the spell.

Banish outsider can never be used on outsiders of the native subtype.

Material Components: First part: A pinch of silver dust worth 1 sp. Second part: Assorted paraphernalia to a total value of 50 sp/HD of outsider.

"But I thought to cheat my fiend of the price a mortal must pay who calls the black folk to do his bidding.

"By his grim arts the magician tricked the soulless waif of darkness and bound him in hell where he howled in vain - I supposed for eternity. But because the sorcerer had given the fiend the form of a man, he could never break the link that bound it to the material world: never completely close the cosmic corridors by which it had gained access to this planet.

"A year ago in Kordava word came to me that the magician, now an ancient man, had been slain in his castle, with marks of demon fingers on his throat. Then I knew that the black one had escaped from hell where the magician had bound him, and that he would seek vengeance upon me. One night I saw his demon face leering at me from the shadows of my castle hall—

BIND DEMON

PP Cost: 4/HD of demon

Components: V, S, M

Casting Time: 1 round

Range: Touch or Evil Eye

Target: One demon that does not have the Manifest special quality

Duration: See text

Saving Throw: Will negates

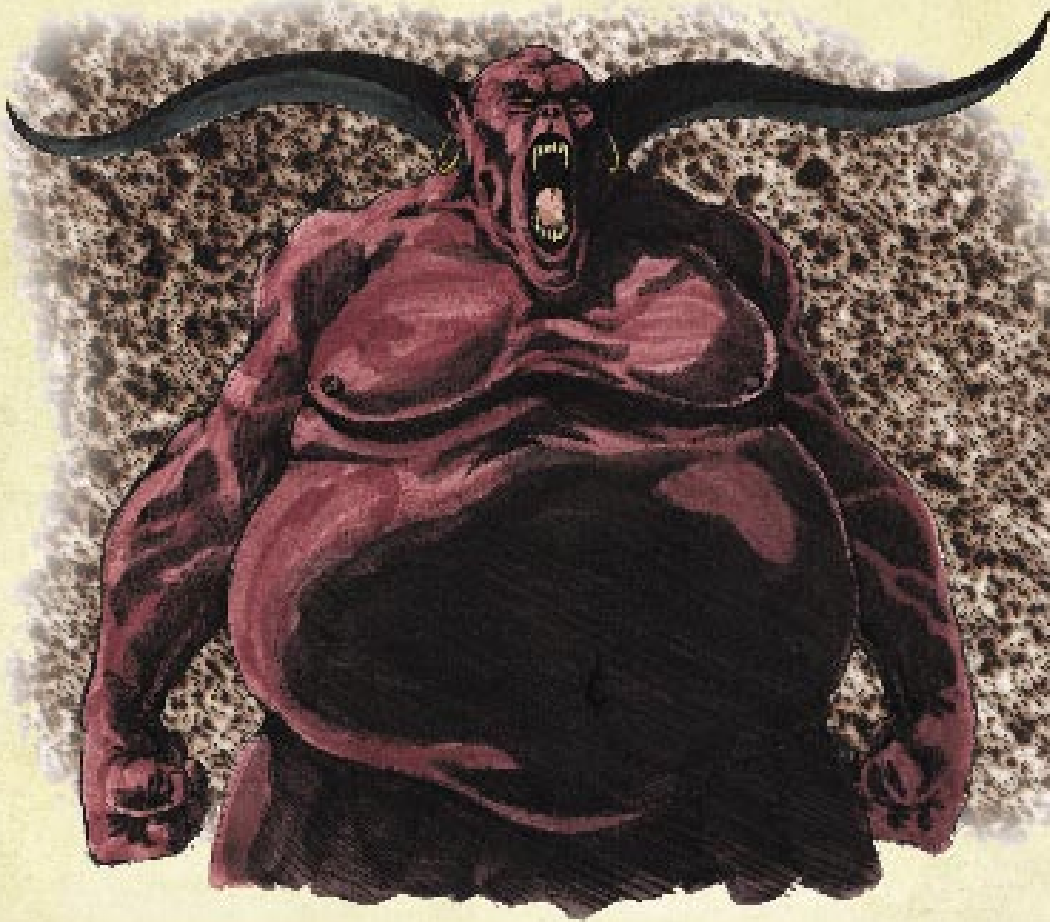
Magic Attack Roll: Sets DC for target's saving throw

Prerequisites: Master-words and signs or greater demonic pact, summon demon, banish demon, magic attack bonus +6, Knowledge (arcana) 18 ranks

This spell attempts to transport a creature of the demon subtype, and which does not have the Manifest special quality, to hell or a similar place of torment and captivity.

The sorcerer selects one demon within range. The demon is sent to hell and bound there, if it fails its Will saving throw. However, it may attempt a further Will saving throw to wrench its way back to Earth after a number of months equal to the scholar level of the sorcerer who banished it. It may keep making the attempt, every (sorcerer's scholar level) months, until it frees itself. A demon which has freed itself in this manner may never again be *bound* by the same sorcerer.

Material Components: A knotted cord.



FORM DEMON

PP Cost: 2/HD of demon

Components: V, S, M

Casting Time: 1 hour

Range: Touch or Evil Eye

Target: One willing demon of maximum HD = scholar level

Duration: Instantaneous

Saving Throw: None

Perform (ritual) check: DC 10 + (½ x demon's HD) + demon's Constitution modifier

Prerequisites: *Master-words and signs* or *demonic pact*, *summon demon*, magic attack bonus +4, Permanent Sorcery

Some sorcerers, or their clients, prefer to clothe their demonic allies and servitors in the form of men, so as to more easily allow them to carry out their work on Earth.

This also has the advantage that the demon need not be summoned up on a regular basis, which would risk the consequence of runaway magic.

Form demon can only be cast on a willing demon, who must be prepared to give up its power to flit from the Outer Dark or hell to Earth

and back in exchange for more-or-less permanent residency on Earth.

It loses the *manifest* power permanently, but it becomes immune to the effects of the *banish outsider* spell as a result. Furthermore, a demon affected by *form demon* may not be dismissed by means of one of the instant spells that can be formulated by a sorcerer who knows the *master-words and signs* spell (see *Conan the RPG*, p. 222). Any hostile sorcerer wishing to banish a demon affected by *form demon* must use a *bind demon* spell instead, which is both more difficult to learn and far more costly to cast.

Material Components: A handful of earth, plus assorted sorcerous paraphernalia costing 100 sp/HD of demon.

Feats of Sorcery and Weirdness Tricks of Power and Corruption

THE NEW SORCERY feats listed in this chapter may be chosen as regular feats or as bonus feats by scholars entitled to select a bonus feat instead of a new sorcery style. Several new general feats are also incorporated for their use to sorcerers.

This chapter also incorporates additional monster feats for some of the new sorcerous creatures given in Chapter 5: Creatures of Sorcery.

AWESOME BLOW (GENERAL)

Certain creatures of primal power can knock their enemies flying.

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature may choose to subtract 4 from its melee attack roll and deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of the attacking creature's choice and fall prone. The attacking creature can only push the opponent in a straight line, and the opponent may not move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

'Your head, Cimmerian!' taunted 'Baal-pteor. 'I shall take it with my bare hands, twisting it from your shoulders as the head of a fowl is twisted! Thus the sons of 'Kosala offer sacrifice to 'Yajur. 'Barbarian, you look upon a strangler of 'Yota-pong. I was chosen by the priests of 'Yajur in my infancy, and throughout childhood, boyhood and youth I trained in the art of slaying with the naked hands - for only thus are the sacrifices enacted. 'Yajur loves blood, and we waste not a drop from the victim's veins.

BLEED DRY (SORCERY)

Through long practice and a gruesome understanding of the best ways to bleed a victim, you can spill every last drop of blood from anyone you sacrifice, leaving them not merely dead but bled out like a stuck pig.

Prerequisites: Ritual Sacrifice, Knowledge (arcane) 10 ranks, Corruption 1+.

Benefit: Any time you use the Ritual Sacrifice feat to sacrifice a victim, you treat them as having +10 hit points more than they actually had, solely for purposes of gaining Power Points from the sacrifice. In effect you are gaining power not just from the hit points they have left, but from the additional hit points

Table 2-1: New Feats

General Feats	Prerequisite
Child of Jhebbal Sag	Must be a Pict or Kushite, may only be taken at 1 st level
Craftsman	-
Loathsome Weapon	Poison Use, Improved Unarmed Attack, Improved Grapple, Dex 15, base attack bonus +1, Handle Animal 1 rank
Noble Blood	May only be taken at 1 st level, must be a race that does not have noble as a prohibited class
Salome	Must be a female scholar from Khauran, may only be taken at 1 st level, may only be taken by one character in each campaign
Monster Feats	Prerequisite
Awesome Blow	Str 25, Power Attack, Improved Bull Rush, size Large or larger
Flyby Attack	Fly speed
Titanic Blow	Str 35, Power Attack, Improved Bull Rush, Awesome Blow, size Huge or larger
Sorcery Feats	Prerequisite
Bleed Dry	Ritual Sacrifice, Knowledge (arcane) 10 ranks, Corruption 1+
Craft Aberration	Permanent Sorcery, Knowledge (arcana) 15 ranks, Knowledge (nature) 15 ranks
Craft Magic Item	15 ranks in Knowledge (arcana), 15 ranks in Craft (alchemy), and 15 ranks in an additional Craft (any), Craftsman, at least fifteen spells known
Craft Major Magic Item	Craft Magic Item, Permanent Sorcery, 20 ranks in Knowledge (arcana), 20 ranks in Craft (alchemy), and 20 ranks in an additional Craft (any), Craftsman, at least twenty spells known
Craft New Life	Permanent Sorcery, Craft Aberration, must know <i>bones of life</i> spell, Knowledge (arcana) 20 ranks, Knowledge (nature) 20 ranks, Heal 20 ranks
Debaucher	Carouser, Cha 15, <i>entrance</i> , <i>enslave</i> , Corruption 3, must have experienced at least one weird pleasure
Greater Sorcerer's Boon	Int 15, scholar level 12, must know at least four sorcery styles, Sorcerer's Boon
Greater Control	Knowledge (nature) 15 ranks, Handle Animal 15 ranks, <i>summon beast</i> , <i>control magical beast</i> , <i>animal ally</i> , <i>control monstrous humanoid</i>
Greater Meditation	Wis 15, Meditation, <i>calm of the adept</i> , no Corruption score, Knowledge (arcana) 10 ranks
Improved Evil Eye	Dabbler feat <i>or</i> must know at least one sorcery style, Steely Gaze, Cha 13
Improved Sorcerous Sight	Dabbler feat <i>or</i> must know at least one sorcery style, Wis 13
Magic Power Attack	Cha 15, magic attack bonus +4 or higher
Meditation	Wis 13, <i>calm of the adept</i> , no Corruption score, Knowledge (arcana) 5 ranks
Permanent Sorcery	Must know at least five sorcery styles, Craft (alchemy) 15 ranks, Craft (herbalism) 15 ranks
Touch of Power	Dabbler feat <i>or</i> must know at least one sorcery style, Improved Unarmed Strike <i>or</i> Brawl, Cha 13

Prerequisites: Must be a Pict or Kushite, may only be taken at 1st level.

Benefit: You apply the Child of Jhebbal Sag template to your character.

CRAFT ABERRATION (SORCERY)

You have begun to experiment with the secrets of life itself.

Prerequisites: Permanent Sorcery, Knowledge (arcana) 15 ranks, Knowledge (nature) 15 ranks.

Benefit: You may attempt to create the horrific combination creatures known as aberrations. This feat is used in accompaniment with the Combining Creatures – Aberrations rules.

CRAFT MAGIC ITEM (SORCERY)

Thanks to your expertise with a wide range of sorcerous skills and spells, you have learned to create minor magical items of all kinds.

Prerequisite: 15 ranks in Knowledge (arcana), 15 ranks in Craft (alchemy), and 15 ranks in an additional Craft (any), Craftsman, at least fifteen spells known.

between -1 to -10 that they would lose if they died more slowly and gradually.

CHILD OF JHEBBAL SAG (GENERAL)

Though your mother was human, your father was Jhebbal Sag, the ancient and evil god of all living things.

"Who the devil is your brother?" demanded Conan. His sword was naked in his hand, and he was subtly loosening the axe in his belt.

'Zogar Sag, a child of Jhebbal Sag who still visits his sacred groves at times. A woman of Gwawela slept in a grove sacred to Jhebbal Sag. Her babe was Zogar Sag.'

The almost human note in its mirth staggered his reason. It was exactly such laughter as he had heard bubble obscenely from the fat lips of the salacious women of Shadizar, City of Wickedness, when captive girls were stripped naked on the public auction block. By what hellish arts had Tsotha brought this unnatural being into life? Conan felt vaguely that he had looked on blasphemy against the eternal laws of nature.

"You can scarcely conceive, my dear old friend, of the conditions now existing in this tiny kingdom since Queen Taramis admitted Constantius and his mercenaries, an event which I briefly described in my last, hurried letter. Seven months have passed since then, during which time it seems as though the devil himself had been loosed in this unfortunate realm. Taramis seems to have gone quite mad; whereas formerly she was famed for her virtue, justice and tranquillity, she is now notorious for qualities precisely opposite to those just enumerated. Her private life is a scandal - or perhaps "private" is not the correct term, since the queen makes no attempt to conceal the debauchery of her court. She constantly indulges in the most infamous revelries, in which the unfortunate ladies of the court are forced to join, young married women as well as virgins."

Benefit: You may create any magic item whose prerequisites you meet, so long as its Experience Point Cost is at most 5,000 xp. The time this takes and the money expended are given in Chapter 4: Permanent Sorcery. You can also mend a broken magic item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place. Any magic item you create, and any repairs you make to magic items, are bound by the Rule of Impermanence.

CRAFT MAJOR MAGIC ITEM (SORCERY)

As a true master sorcerer, you can create legendary magical items, including powerful magic swords and other weapons. Unlike lesser sorcerers, you can craft magical items that will continue to function even after your own death.

Prerequisite: Craft Magic Item, Permanent Sorcery, 20 ranks in Knowledge (arcana), 20 ranks in Craft (alchemy), and 20 ranks in an additional Craft (any), Craftsman, at least twenty spells known.

Benefit: As for Craft Magic Item, except that you may create a magic item which costs 5,001 xp or more. Magic items you create and repair are not bound by the Rule of Impermanence.

CRAFT NEW LIFE (SORCERY)

You have mastered the secrets of creating new life, using sorcerous vats to craft magical creatures from a variety of bizarre ingredients.

Prerequisites: Permanent Sorcery, Craft Aberration, must know *bones of life* spell, Knowledge (arcana) 20 ranks, Knowledge (nature) 20 ranks, Heal 20 ranks.

Benefit: You apply the Child of Jhebbal Sag template to your character.

CRAFTSMAN (GENERAL)

You are a naturally kinaesthetic thinker, able to intuitively grasp the best way to work on any particular craft project.

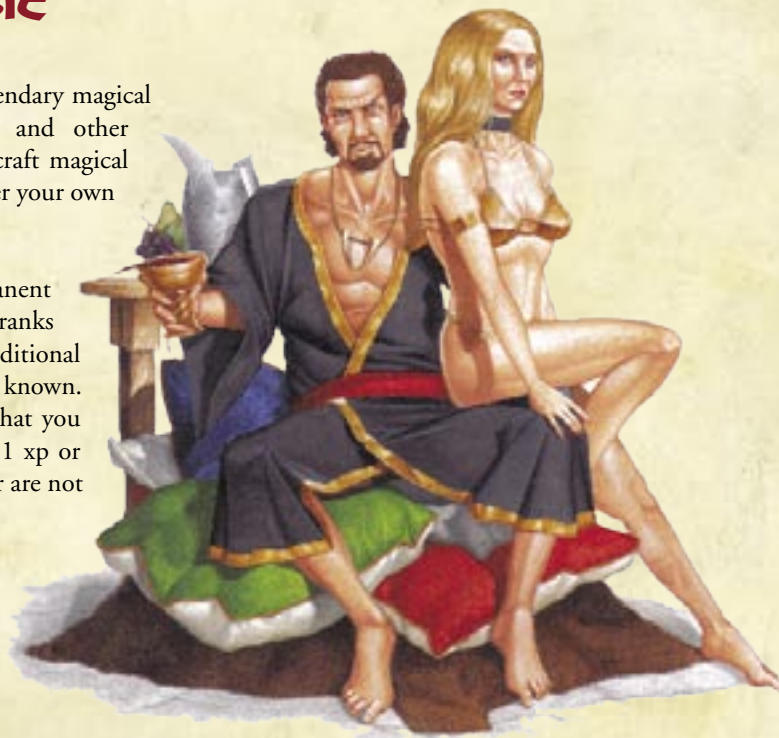
Prerequisite: Craft (any) 1 rank.

Benefit: You gain a +2 bonus to all Craft checks.

DEBAUCHER (SORCERY)

You are highly familiar with sensual experiences of all kinds, and can use this experience both to corrupt others and to enhance your own magical power.

Prerequisite: Carouser, Cha 15, *entrance*, *enslave*, Corruption 3, must have experienced at least one weird



pleasure (such as drinking lotus wine, an orgy to Derketo, or the joy of sacrificing a living human being to your dark gods).

Benefit: Anyone with whom you have close, peaceful, pleasurable contact with (such as being lovers, drinking companions, or fellow lotus-eaters) for an hour or more at a time must make a Corruption save or gain a point of Corruption. This only applies if their current corruption is lower than your own. Furthermore, if this person does gain a point of Corruption, you immediately gain (1d6 + your Charisma bonus + your Corruption score) Power Points. The maximum Power Points that can be gained in this way is restricted by your Maximum Power Points as usual. Extra Power Points gained in this manner do not begin to dissipate, returning you to your Base Power Points, until you have ceased doing the pleasurable activity. This would allow you to gain quite enormous numbers of Power Points during a night-long orgy of sensuality involving dozens of lotused-up participants, for example.

FLYBY ATTACK (GENERAL)

Certain flying creatures can swoop to the attack, barely even needing to slow down.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

GREATER SORCERER'S BOON (SORCERY)

Your knowledge of spells is unparalleled.

Prerequisites: Int 15, scholar level 12, must know at least four sorcery styles, Sorcerer's Boon

Benefit: You gain two advanced spells of your choice. You must meet any prerequisites of the spells as usual, including knowledge of the sorcery style in question. Unlike the Sorcerer's Boon feat, you must also have a source from which to learn the spells, such as a spellbook or teacher.

Special: This feat may be taken more than once – you gain two different spells each time.

GREATER CONTROL (SORCERY)

You are able to train more magical beasts or monstrous humanoid to take your commands than can most sorcerers.

Prerequisites: Knowledge (nature) 15 ranks, Handle Animal 15 ranks, knowledge of either one of the following spells: *control magical beast*, *control monstrous humanoid*

Benefit: Select either magical beasts or monstrous humanoids. Using the appropriate spell, you may control an additional number of magical beasts or monstrous humanoids whose total Hit Dice is equal to your scholar class level.

Special: This feat may be taken more than once. Its benefits stack.

GREATER MEDITATION (SORCERY)

"Your guest does not like your wine. Olmec" spoke a cool, sardonic voice.

Olmec stiffened: fear grew in his flaming eyes. Slowly he swung his great head about and stared at Tascela who posed negligently in the curtained doorway, one hand on her smooth hip. Valeria twisted herself about in his iron grip, and when she met the burning eyes of Tascela, a chill tingled along her supple spine. New experiences were flooding Valeria's proud soul that night. Recently she had learned to fear a man: now she knew what it was to fear a woman.

Your powers of meditation allow you to build up a great many Power Points, far more than you would usually have.

Prerequisite: Wis 15, Meditation, *calm of the adept*, no Corruption score, Knowledge (arcana) 10 ranks.

Benefit: By meditating for one hour, you can gain 2d6+Wis bonus Power Points. You may do this as often as you wish. You may gain more than your Base Power Points in this manner, up to a maximum of your Maximum Power Points as usual. You do not begin to lose

Conan cried out sharply and recoiled, thrusting his companion back. 'Before them rose the great shimmering white form of Satha, an ageless hate in its eyes. Conan tensed himself for one mad berserker onslaught - to thrust the glowing fagot into that fiendish countenance and throw his life into the ripping sword-stroke. 'But the snake was not looking at him. It was glaring over his shoulder at the man called 'Pelias, who stood with his arms folded, smiling. And in the great cold yellow eyes slowly the hate died out in a glitter of pure fear - the only time Conan ever saw such an expression in a reptile's eyes. 'With a swirling rush like the sweep of a strong wind, the great snake was gone.

'What did he see to frighten him?' asked Conan, eyeing his companion uneasily.

'The scaled people see what escapes the mortal eye,' answered 'Pelias cryptically. 'You see my flesh guise; he saw my naked soul.'

Power Points again until you cease meditating. This feat supersedes the Meditation feat entirely.

Special: If you ever gain Corruption points, you apply your Corruption score as a penalty to the number of Power Points you may regain each hour. This penalty will not reduce the Power Points gained per hour below 0.

IMPROVED EVIL EYE (SORCERY)

Your eyes have a look of great magical power, capable of forcing compliance from the most powerful foes.

Prerequisites: Dabbler feat *or* must know at least one sorcery style, Steely Gaze, Cha 13.

Benefit: You gain a +1 bonus to your magic attack roll whenever making using a spell at the Evil Eye range. This also applies to supernatural and spell-like effects delivered by the Evil Eye or by gaze attack.

IMPROVED SORCEROUS SIGHT (SORCERY, GENERAL)

You can see into the hearts of other sorcerers.

Prerequisites: Dabbler feat *or* must know at least one sorcery style *or* must be a magical beast or outsider, Wis 13

Benefit: You may attempt to examine a sorcerer's soul as a free action, rather than a standard action (see the Rule of the Sorcerer's Soul, *Conan RPG*, p. 193). Furthermore, you gain a +2 circumstance bonus to your magic attack roll whenever so doing.

Special: This feat is regarded as a sorcery feat when chosen by a human, but a general feat when chosen by a magical beast or outsider.

LOATHSOME WEAPON (GENERAL)

You can pluck scorpions, snakes and other creatures off the ground and hold them in such a way as to prevent them from harming you. This enables you to use such a creature as a weapon, driving its fanged maw or stinging tail against an opponent as though it were an extension of your own body.

Prerequisite: Poison Use, Improved Unarmed Attack, Improved Grapple, Dex 15, base attack bonus +1, Handle Animal 1 rank.

Benefit: If you successfully grapple a creature of the animal or vermin type, that is at least two sizes smaller than you, you may wield it as though it were a weapon. You do the standard damage for one of the creature's attacks (your choice as to which, if it has more than one) each time you strike an opponent with it. If you ever throw the creature, it



has a range increment of 10 feet, and if it hits an opponent it deals damage according to one of its attacks (choose at random if it has more than one). You never suffer a non-proficiency penalty for wielding an animal in this manner.

MAGIC POWER ATTACK (SORCERY)

You can channel additional energy into your magical attacks to break down a target's defences.

Prerequisite: Cha 15, magic attack bonus +4

Benefit: Whenever casting a spell which requires you to make a magic attack roll, you may use up additional Power Points to gain bonuses to your magic attack roll. For every 2 PP you expend in this way, you gain a +1 to your magic attack bonus, to a maximum additional bonus equal to your Charisma bonus. Furthermore, for every 2 PP you expend in this way when casting spells that affect only creatures of a limited number of hit dice, that number is increased by +1.

MEDITATION (SORCERY)

You can meditate to regain power points.

Prerequisite: Wis 13, *calm of the adept*, no Corruption score, Knowledge (arcana) 5 ranks.

Benefit: By meditating for one hour, you can regain 1d6+Wis bonus Power Points. You may do this up to once per day.

Special: If you ever gain Corruption points, you apply your Corruption score as a penalty to the number of Power Points you may regain each hour. This penalty will not reduce the Power Points gained per hour below 0.



NOBLE BLOOD (GENERAL)

Though you have dedicated your life to other pursuits, you are of noble birth.

Prerequisite: May only be taken at 1st level, must be a race that does not have noble as a prohibited class

Benefit: You gain the Title class feature of the noble class, exactly as though you were a 1st level noble. You do not gain any other class features or benefits of the noble class.

Special: You may freely multiclass into the Noble class at a later level, if you so wish. If you do so, you do not gain the Title class feature again, since you already have it. Instead you gain Skill Focus (Knowledge – nobility) as a bonus feat.

PERMANENT SORCERY (SORCERY)

You can make your spells last forever.

Prerequisites: Must know at least five sorcery styles, Craft (alchemy) 15 ranks, Craft (herbalism) 15 ranks.

Benefit: You can expend experience points to create permanently effective spells, including magical items. This feat is used in conjunction with the Permanent Sorcery rules (see p. 33).

SALOME (GENERAL)

You are one of the infamous witches known as Salome. You were born a princess of Khauran, and might have reigned as queen there, were it not for the crescent-moon birthmark which led to your exile and to your sister's ascension to the throne.

Prerequisites: Must be a female scholar from Khauran, may only be taken

Salome laughed fiercely, and slapped her bosom. The low-necked tunic left the upper parts of her firm breasts bare, and between them there shone a curious mark - a crescent, red as blood.

'The mark of the witch!' cried Taramis, recoiling.

'Aye! Salome's laughter was dagger-edged with hate. The curse of the kings of Khauran! Aye, they tell the tale in the market-places, with wagging beards and rolling eyes, the pious fools! They tell how the first queen of our line had traffic with a fiend of darkness and bore him a daughter who lives in foul legendry to this day. And thereafter in each century a girl baby was born into the Askhaurian dynasty, with a scarlet half-moon between her breasts, that signified her destiny.'



at 1st level, may only be taken by one character in each campaign.

Benefit: You apply the Salome template to your character (see page 93).

Special: The Games Master is always free to disallow this feat, if he already has a non-player character in mind to take it this century. In a strictly canonical game taking place in the time of Conan, Salome is slain by Conan during the events in *A Witch Shall Be Born*. However, this feat could be appropriate in a game which does not strictly adhere to canon, or in one set before or after Conan's time. Alternatively the Games Master could quite reasonably rule that if Salome dies, another Salome can become incarnate immediately, in which case her mention of 'each century' in the story is probably poetic license.

Convinced that his death was upon him, the Cimmerian acted according to his instinct, and hurled himself full at the awful face that was bearing down on him. He leaped, slashing like a wildcat, felt his sword cut deep into the scales that sheathed the mighty snout - and then a terrific impact knocked him rolling and tumbling for fifty feet with all the wind and half the life battered out of him.

TITANIC BLOW (GENERAL)

Monstrous creatures from a more primal age can deliver truly titanic blows, knocking their enemies well away from the combat.

Prerequisites: Str 35, Power Attack, Improved Bull Rush, Awesome Blow, size Huge or larger.

Benefit: As the Awesome Blow feat (see p. 25) except that the creature need no longer subtract 4 from its attack roll when delivering an awesome blow. Furthermore, if the creature hits a corporeal opponent at least two sizes smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying (1d4 + creature's strength bonus) 5-foot squares in a direction of the

attacking creature's choice and fall prone. The opponent is dealt an additional 1d6 damage for each 5-foot square he flew. If desired, he may make a Tumble check (DC = additional damage dealt) to change this additional damage from lethal to nonlethal damage, but he will still fly the full distance. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take the full damage the creature would have taken had he gone the whole distance, and the opponent stops in the space adjacent to the obstacle. He may make a Tumble check as usual to change the damage to nonlethal.

TOUCH OF POWER

Your touch gives off a feeling of uncanny horror, throbbing with magical energies as you use it to deliver a spell.

Prerequisites: Dabbler feat *or* must know at least one sorcery style, Improved Unarmed Strike *or* Brawl, Cha 13.

Benefit: You gain a +1 bonus to your magic attack roll whenever making using a spell at the Touch range. This also applies to supernatural and spell-like effects delivered by touch.

At the first stroke Conan had bounded up and was racing down the stairs. He caught only glimpses of that brief, fiendish fight - saw men swaying, locked in battle and streaming blood; saw one Khitan, fairly hacked to pieces, yet still on his feet and dealing death, when Thutothmes smote him on the breast with his open empty hand, and he dropped dead though naked steel had not been enough to destroy his uncanny vitality.

Permanent Sorcery

The Lingering Stench of Power

FEW SORCERERS CAN create magic that lasts more than a few hours or days, or at most beyond their own lifespans, as explained by the Rule of Impermanence (see *Conan the RPG*, p. 191). Those who can are regarded as among the most powerful wizards of their age, be they tigerskin-clad Picts or Khitan scholars in robes of the finest silk.

Permanent sorcery tends to be based around either ordinary spells, or around the creation of sorcerous creatures such as aberrations, or around the crafting of magical items. Any sorcerer who can perform permanent sorcery can also potentially create magical items and magical creatures, with the correct feats.

The permanent sorcery dealt with in this section, both permanent spells and the creation of sorcerous creatures and objects, may only ever be created by a character with the Permanent Sorcery feat (see p. 31).

PERMANENT SPELLS

Any spell which has a duration usually measured in specific units of time such rounds, minutes, hours, or days, or a duration of Mortal, may be made permanent by the following process.

1. The initial spell is cast as usual.
2. The sorcerer must expend of 200 xp per Power Point that was used up to cast the spell.
3. Over the following day, a number of Power Points equal to the original PP cost of the spell x5 must also be expended.

4. Materials to a total cost of 10 sp per original PP cost of the spell are used up during the process.
5. A focus costing at least 100 sp per original PP cost of the spell must be fixed permanently in place in the location where the spell is to take effect. This focus can be used for any number of spells, so long as they are all tied to it in location – the centre of each spell's effect must be on the focus, or if the spell calls up a demon or similar entity, said entity may not stray beyond 30 feet from the focus.

Listen, and I'll tell you a tale the Picts tell in their huts when the fires burn low! Once, long ago, twelve strange men came out of the sea, and found a cave and heaped it with gold and jewels; but a Pictish shaman made magic and the earth shook, and smoke came out of the earth and strangled them where they sat at wine. The smoke, which was the smoke of hell's fire, was confined within the cabin by the magic of the wizard. The tale was told from tribe to tribe, and all the clans shun the accursed spot.

A permanent spell must be tied to a specific location by the above-mentioned focus. If the focus is ever moved or disturbed from its position, the spell ends immediately, however supposedly permanent. For this reason, focuses are most commonly made from nigh-on unbreakable materials such as gemstones, and very strongly affixed into place.



SMOKE OF HELL'S FIRE

The *smoke of hell's fire* is a Pictish ritual in which a number of the demons known as smoke-serpents (see *Conan the RPG*, p. 317) are permanently bound to a specific site. It is included here as an example of a permanent spell.

The spell is derived from a simple *summon demon* spell made permanent by the expenditure of 200 xp per PP used by the ordinary spell – in this case, $8 \times 200 = 1,600$ xp per smoke-serpent to be summoned. For a chamber 20 ft. x 20 ft. containing a smoke-serpent on each of its 16 5-foot squares, this is a total cost of $16 \times 1,600 = 25,600$ xp. Clearly this is an enormous cost for any character, but for those who wish a lasting legacy of any kind, whether for good or for ill, will pay that cost.

Also during the process, a total of $8 \times 16 \times 10 \text{ sp} = 1,280$ sp in materials is used up. This is relatively cheap compared to the cost of making a magical item, but permanent spells are far less portable. A gem worth $8 \times 100 = 800$ sp is also used as a focus, but all 16 of the demons can be tied to it.

The 16 smoke-serpents have been given the instruction, 'Attack and slay any who enter the chamber.' This instruction cannot now

be changed by the sorcerer, as the original conditions of the original spell still apply – that is, the demons can be given only a single task.

SORCEROUS CREATURES

Many sorcerers consider the pinnacle of their art to be the creation of new life. Rarely is this life genuinely new – most sorcerers have to make do with recreating extinct creatures (see the spell *bones of life*) or combining earthly and demonic creatures into new forms.

Aberration Type

An aberration has a bizarre anatomy, being made from a combination of several existing creatures, incorporating at least some demonic portions.

Features: An aberration has the following features.

- † d8 Hit Dice.
- † Base attack bonus equal to $3/4$ total Hit Dice (as thief).
- † The Will progression of a Scholar.
- † Skill points equal to $(2 + \text{Int modifier, minimum } 1)$ per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An aberration possesses the following traits (unless otherwise noted in a creature's entry).

- † Darkvision out to 60 feet.
- † Immunity to all physical attack forms except for silver and fire.
- † Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.
- † Proficient with whatever type of armour (light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armour are not proficient with armour. Aberrations are proficient with shields if they are proficient with any form of armour.
- † Aberrations eat, sleep, and breathe.

COMBINING CREATURES - ABERRATIONS

A sorcerer who captures or *summons* a number of different creatures, for example a demon, a human and an octopus, can attempt to combine them together. This is an act of permanent sorcery and so requires the appropriate Craft Aberration feat.

Crafting aberrations also requires a masterwork alchemist's laboratory (See *Conan the RPG*, P. 233). This is modified

Table 3-1: Life Creation Failure

1d20 Roll	Result
1-7	Simple failure: The creature is dead, or never awakes, and all monies expended are wasted.
8-11	Partial failure: The creature awakens, but is sickly and weak. Work out its statistics as usual, but reduce its final hit dice to one-half (rounded down) and all its abilities by 1d6 (to a minimum of 1 each).
12-14	Partial failure: The creature awakens and is as it should be, except that it is highly vulnerable to one attack form or other external force, such as poison, cold, fire, bludgeoning weapons, spells etc. The Games Master should select the specific effect of this.
15-16	Partial failure: The creature loses 1d3 special qualities or special attacks it would usually have had, at random.
17-18	Partial failure: The creature seems cursed by the gods and has a -4 racial penalty to all saving throws.
19	Catastrophic failure: Great forces have been unleashed, so that you must immediately make a Will save (DC 25) or roll again on the <i>Conan the RPG's</i> Table 8-2: Runaway Magic (p. 195), irrespective of whether you had cast any powerful spells recently.
20	Catastrophic success: The new creature awakens immediately, at full power and hit points, but forever dedicated to slaying the sorcerer.

slightly and given certain additions to make it more useful for aberration creation. These modifications and additions cost a further 2,500 sp.

The process of aberration creation requires the following steps:

1. Pay for various consumable materials to a total value of 100 sp per HD of the various creatures you plan to combine.
2. Ensure all creatures to be combined are somehow pacified or restrained. The process is painful, and it is extremely rare that any creature will wish to become part of an aberration. Often all the creatures are given lotus wine or a similar drug to both deaden the pain and render resistance unlikely.
3. Cut and recombine the creatures. This is a painstaking process, for the various creatures involved must be kept alive if at all possible. The process takes 1 day per total HD of the creatures involved. The sorcerer makes a Heal check (DC 30 + number of creatures involved). If he fails, one of the creatures has been dealt unacceptable levels of damage, rendering it unusable in the process (and probably dead). He must either start again, with the loss of one-quarter of the materials used, or continue the process in a modified form which incorporates only the remaining creatures.
4. Re-awaken the new aberration creature. This takes a Knowledge (arcana) check at DC 30. Success

allows the creature to be re-awakened. Failure necessitates an unmodified 1d20 roll on Table 3-1: Life Creation Failure.

5. Define games statistics for the new creature. These are based on whichever of the spliced-together creatures had the highest initial HD. This creature is now known as the core creature. Game statistics are defined according to the process below.
6. Pay 10 XP per hit point of the finished creature.

Size: Identical to the largest size of the various creatures spliced together.

Hit Dice: HD equals the HD of the core creature, less 1 HD for each additional creature added.

Type: The creature's type becomes Aberration.

Speed: As the core creature. If another one of the creatures' speeds was at least 10 feet higher or lower than the core creature's, there is a straight 30% chance that this creature's speed is used instead. If any of the creatures had an additional movement mode that the core creature did not have, there is a 50% chance that the new creature gains this movement mode and the associated speed.

Defence Value: Decide this based on the new creature's HD and type.

Damage Reduction: Identical to that of the core creature, plus 2d4-5, for a minimum of 0.

Attacks: Retain all attacks of the core creature, with the same levels of damage (subject to any changes in Strength). Recalculate attack rolls based on the creature's new Type.

If any creature spliced into the core creature had an attack mode the core creature did not, it has a straight 30% chance of acquiring that attack mode.

Special Attacks and Special Qualities: The creature retains most of the Special Attacks and Special Qualities of the core creature, but loses either one Special Quality or Special Attack for each additional creature spliced into it, as determined by the Games Master. It gains one random Special Attack or Special Quality from each creature spliced into it.

Saves: Work these out as usual for an aberration of the new creature's hit dice and abilities.

Abilities: Take the ability scores of the core creature as a basis. For each of the other spliced-in creatures in turn, go through each ability score and compare with that of the core creature. If the spliced-in creature's score in that ability is higher than the core creature's, add +1d4 to the new creature's score in that ability. If lower, subtract 1d4.

Skills and Feats: Select new skills and feats for the new creature, based on its hit dice and the rules for the Aberration type given on p. 34. These new skills and feats need not bear any resemblance to those of the original creature; the new creature is just that, a new creature, with its own values and specialties.

CONTROL AND CORRUPTION OF CREATURES

The new creature is likely to be reasonably well disposed to its creator, at least to begin with. However, in the classic Frankenstein's Monster way, this disposition is likely to alter as and when it discovers the truth about its origins. Sooner or later, he will likely need to leave it to go its own way, or else confine it to some hellish labyrinth far from mankind. The sorcerer certainly does not have any ability to command or control his new creation.

Furthermore, the very nature of aberrations, as sorcerous abominations that should never have existed, is such that they are highly prone to corruption. After two weeks of life, the creature must make a Corruption save once per week (DC = 10 + creating sorcerer's scholar class level + creating sorcerer's Charisma bonus). If it fails the save, it gains 1 point of

Corruption with the usual effects thereof. If it ever reaches 10 points of Corruption, it will in all likelihood go on a wild rampage, attacking the sorcerer, his allies, and anyone else it can find. There is nothing the sorcerer can do to prevent this slow slide into degeneracy.

THE VATS - CREATING NEW LIFE

For the sorcerer who is truly obsessed with the quest to bring completely new creatures into being, there is really only one option. He must create new life from primal matter such as mud or seawater, magically infused with spell after spell to give it vital energy. This is done in great vats, bubbling away in vast and complex laboratories.

Such a course of action is of course contrary to the policies and philosophies of most of the established religions, who generally regard the creation of new life as the province of the gods and only the gods. A sorcerer who successfully creates a completely new life-form, even an essentially non-viable one such as those presented here, will earn the eternal enmity of civilised folk and their priests. Even savages will often harbour a primitive but deep-running superstition of a magician who can create new life from such humble ingredients.

All creatures crafted in this way are regarded as somewhat monstrous, and have a tendency to become corrupted over time, turning to the utmost evil even if their creator was not himself evil.

THE CRAFTING PROCESS

The sorcerer's primary focus lies in creating, raising, and devising new lifeforms. These creatures are the end result of many hours of research, design, and careful creation. As the sorcerer gains levels, he learns to make more intricate

The shuddering echoes made him start and brought back his own situation vividly to the king. He glared fearsomely at the outer gloom, and thought of all the grisly tales he had heard of Tsotha's necromantic cruelty, and it was with an icy sensation down his spine that he realized that these must be the very Halls of Horror named in shuddering legendry, the tunnels and dungeons wherein Tsotha performed horrible experiments with beings human, bestial, and, it was whispered, demoniac, tampering blasphemously with the naked basic elements of life itself. Rumor said that the mad poet Rinaldo had visited these pits, and that the nameless monstrosities of which he hinted in his awful poem, The Song of the Pit, were no mere fantasies of a disordered brain. That brain had crashed to dust beneath Conan's battle-ax on the night the king had fought for his life with the assassins the mad rimer had led into the betrayed palace, but the shuddersome words of that grisly song still rang in the king's ears as he stood there in his chains.

Table 3-2: Creating New Life

Points Cost	Hit Dice	Melee Damage	Ranged Damage	Move	Special Movement	Poison	Damage Reduction
1	1	1d2	-	20 ft.	-	-	1
2	2	1d3	-	25 ft.	-	-	2
3	3	1d4	1d2	30 ft.	Swim	-	3
4	4	1d6	1d3	35 ft.	Climb	1/1	4
5	5	1d8	1d4	40 ft.	Fly I	1/1d2	5
6	6	1d10*	1d6	45 ft.*	Fly II	1d2/1d2	6
7	7	2d6	1d8	50 ft.	Fly III	1d2/1d3	7
8	8	2d8**	1d10	55 ft.	Burrow	1d3/1d3	8
9	9	3d6	2d6	60 ft.**	Fly IV	1d3/1d4	9
10	10	4d6***	2d8	65 ft.	Fly V	1d4/1d4	10

creatures that feature a wider range of bizarre abilities and powers. The sorcerer's creations all count as magical beasts, even if their form and function mimics that of a humanoid or other creature type.

To create a creature, the sorcerer must first create a laboratory with arcane tools, vats, and other resources costing a total of 10,000 sp. This laboratory is also capable of functioning as a masterwork alchemist's laboratory, and as a laboratory with which to create aberrations. It can be either built from scratch or else created from an expanded masterwork alchemist's laboratory or aberration creator's laboratory at a cost of +5,000 sp or +2,500 sp respectively.

This lab must be kept in a permanent residence. Once he has acquired the necessary tools, the sorcerer must then determine the traits and abilities he wishes to assign to the creature. Table 3-2: Creating New Life summarises the options and abilities available by sorcerer level.

All creatures begin as either Small or Medium size, the sorcerer chooses which, with space of 5 ft. by 5 ft. and a reach of 5 ft. A sorcerer may create larger creatures. Smaller creatures require such fine, exact craftsmanship that they are beyond the sorcerer's abilities.

The sorcerer may choose to create creatures of either the Monstrous Humanoid or Magical Beast types. The creature's skill points, hit die type, attack bonus, saving throws, and dodge bonus are derived from its type as shown below. As with any other creature, it has one feat, plus one per three full hit dice.

The basic creature begins with the following ability scores: Strength 8, Dexterity 10, Constitution 10, Intelligence 2, Wisdom 10, Charisma 10.

Points Cost	Special Abilities	Stat Points
1	Low-light Vision	2
2	Darkvision 60 ft.	4
3	Aquatic	6
4	Improved grab	8
5	Large size, 10 ft. reach	10
6	Blindsight	12
7	Constrict (damage as for melee attack)	14
8	Immune to critical hits**	16
9	Huge size, 15 ft. reach	18
10	Fast healing 2	20

* Creature's size must be at least Medium

** Creature's size must be at least Large

*** Creature's size must be at least Huge

The sorcerer selects the options he wants his creature to have and notes their listed points cost. After totalling the points costs of all the selected options, multiply the result by 250 to determine the silver piece cost of the raw materials needed to produce the creature and by 25 to determine the XP cost of the rituals and incantations necessary to grant the creation a spark of life. The process of forming the creature's body from the proto-organic goop of its component materials requires a number of full days of work equal to the total levels of the creature's qualities. The sorcerer can undertake no other tasks aside from tending to his creation, though he need not spend consecutive days tending to his creation. If by some mishap or attack the sorcerer's lab is destroyed while he is in the midst of creating a creature, the beast is automatically destroyed and the sorcerer must begin his work anew.

Size	Fly Grade				
	Fly I	Fly II	Fly III	Fly IV	Fly V
Small	Walk speed (poor)	1.5 x walk speed (poor)	2 x walk speed (average)	2.5 x walk speed (good)	3 x walk speed (perfect)
Medium	Walk speed (clumsy)	Walk speed (poor)	1.5 x walk speed (poor)	2 x walk speed (average)	2.5 x walk speed (good)
Large	0.5 x walk speed (clumsy)	Walk speed (clumsy)	Walk speed (poor)	1.5 x walk speed (poor)	2 x walk speed (average)
Huge	N/A	0.5 x walk speed (clumsy)	Walk speed (clumsy)	Walk speed (poor)	1.5 x walk speed (poor)

For example: Amun-Re is an 18th level scholar with the Craft New Life feat. He wishes to create a skirmishing creature to help defend his tower. It will have 4 hit dice (4 points), do 1d6 damage in melee (4 points), 1d8 ranged (7 points), move at 50 ft. (7 points), climb (4 points), have a mild poison on its quills (1d2 Dex/1d2 Dex) (6 points), +3 Damage Reduction (3 points), low-light vision (level 1) and Str 10, Dex 18, Con 10, Int 2, Wis 10, Cha 10 (10 bonus stat points) (5 points). The total point cost is 4+4+7+7+4+6+3+1+5 = 40 points. Amun-Re must spend 250 x 40 = 10,000 sp and 25 x 40 = 1,000 xp to create the creature, and the process will take 40 days.

Hit Dice: The creature's hit dice, in conjunction with its type, determine its hit points, saving throws, and base attack bonus. Once the creature is completed, roll to determine its hit points. All creatures must possess at least one level in this ability.

Melee Damage: The creature has a melee attack that deals the listed damage. A creature may be granted a second melee attack simply by purchasing two attacks for it. Each attack deals damage according to its level, and both attacks use the creature's base attack bonus without penalty. A creature that does not have at least 1 level in melee damage has no effective melee attacks, but may use weapons if it possesses hands. This attack is a claw, bite, fang, or other natural attack.

Ranged Damage: The creature has a natural ranged attack, such as a launched barb or a mantichore's spikes, that deals the listed damage. This attack has a range increment of 30 ft. Creatures with 2 or fewer levels in this ability have no natural ranged attack. The creature has unlimited ammunition for this attack.

Movement: The creature has the listed speed for its level. A creature with 0 levels in this feature has a movement of 15 ft.

Special Movement: In addition to walking or running, the creature has a special mode of movement. Creatures that gain the swim or climb movement mode have a speed equal to their

walking speed when using those special abilities. Creatures that gain the ability to burrow dig through the earth at half their normal speed.

Creatures that can fly move through the air as follows, depending on their size and their grade of the Fly special movement:

Poison: A creature with a poison feature of 4th level or higher produces a natural venom usable with all of its attacks gained by the melee damage and ranged damage features. Creatures that do not have natural attacks cannot use poison. The creature's poison requires a Fortitude saving throw to resist, with the DC being 10 + ½ the creature's HD + creature's Con bonus. The damage listed with the DC is placed in order of primary then secondary damage. The sorcerer may choose which of the six characteristics (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) the poison damages. No poison can damage more than one characteristic with its poison. All of the creature's natural attacks are coated with its poison.

Damage Reduction: The creature gains the listed natural bonus to DR. The bonus comes from a tough hide, armoured plates, or other thick, hard parts of its anatomy. A creature with 0 levels in this ability has a natural DV bonus of 0.

Special Abilities: At the listed level cost, the creature gains a specific special ability. The sorcerer may choose multiple abilities from this list, so long as he pays the level cost for each of them. Creatures that become Large or Huge due to this feature apply the usual size penalties and bonuses to their other statistics.

Stat Points: This feature grants the sorcerer a pool of points to add to the creature's base characteristics. The basic creature begins with the following characteristics: Strength 8, Dexterity 10, Constitution 10, Intelligence 6, Wisdom 6, Charisma 4. Each point gained from this feature may be spent on any of the six characteristics. Sorcerers cannot select this feature more than once in order to gain more than 20 points to add to his creation's base characteristics.

Table 3-3: Crafting Magic Items

Magic Item	Feat	Item Cost or Component	Magic Supplies Cost	Total SP Cost	XP Cost
Weapon	Craft Major Magic Item	Akbitanan weapon	Cost given on Table 3-6: Magic Weapons	Add together costs in previous two columns	1/10 of magic supplies cost
Jewellery	Craft Magic Item	1,000 sp minimum	Special, see Table 3-4: Calculating Magic Item Silver Price Costs, below	Add together costs in previous two columns	1/10 of magic supplies cost
Spellbook	Craft Magic Item	Skin taken from corpse of at least 1 creature of Int 3+	50 sp/PP of spells written within (use the minimum PP cost for spells with a variable cost)	Add together costs in previous two columns	5 xp/PP of spells written within
Staff	Craft Major Magic Item	Quarterstaff cut from appropriate tree (see below)	90,000 sp	Add together costs in previous two columns	9,000 xp
Wondrous Item	Craft Magic Item	As cost for ordinary item	Special, see Table 3-4: Calculating Magic Item Silver Price Costs, below	Add together costs in previous two columns	1/10 of magic supplies cost
Musical	Craft Major Magic Item	Masterwork musical instrument (see <i>Conan RPG</i>)	Special, see Table 3-4: Calculating Magic Item Silver Price Costs, below	Add together costs in previous two columns	1/10 of magic supplies cost

CONTROL AND MAINTENANCE OF CREATURES

Over time, the beasts concocted by the sorcerer slowly become corrupted. While sorcerers blame this on their still imperfect understanding of the fundamental nature of life, their critics and most priests claim it is a mark of the gods' disfavour towards their blasphemies.

After four weeks of life, the creature must make a Corruption save once per week (DC = 10 + creating sorcerer's scholar class level + creating sorcerer's Charisma bonus). If it fails the save, it gains 1 point of Corruption with the usual effects thereof. If it ever reaches 10 points of Corruption, it is completely outside the sorcerer's control and will in all likelihood go on a wild rampage, attacking the sorcerer, his allies, and anyone else it can find.

A sorcerer can preserve his creation's sanity by regularly strengthening the magical bounds and fields that give it life. By completing a ritual that requires (100 x creature's current Corruption) sp in consumable materials, the sorcerer prevents his creation from requiring a Corruption save for one week. A sorcerer who maintains several creatures must

spend the requisite amount on each of them to prevent their slide to evil.

The sorcerer's creations cannot speak unless they have an Intelligence of 3 or higher, in which case they speak the same language as the sorcerer who created them. They obey the sorcerer to the best of their abilities at all times, until they begin to become Corrupted.

CRAFTING MAGIC ITEMS

To create magic items, sorcerers use special feats. They invest time, money, and their own personal energy (in the form of experience points) in the creation of an item. The exception to this is the creation of herbal and alchemical items, which can be created with the Craft (herbalism) and Craft (alchemy) skills in a manner already detailed in *Conan the RPG*.

Note that all items have prerequisites in their descriptions. These prerequisites must be met for the item to be created. Most of the time, they take the form of spells that must be known by the item's

Table 3-4: Calculating Magic Item Silver Piece Costs

Effect	Base Price	Example
Save bonus (resistance)	Bonus squared x 5,000 sp	<i>Stygian girdle of protection</i>
Save bonus (other)*	Bonus squared x 6,000 sp	
Skill bonus (competence)	Bonus squared x 1,000 sp	<i>Burning skull of Xuchotl</i> (Intimidate bonus only)
Weapon bonus (enhancement)	See Table 3-6: Magic Weapons	<i>Tulwar of Amir Khurum</i>
Magic attack roll bonus (enhancement)	Bonus squared x 10,000 sp	<i>Heart of Ahriman</i> (heart's own spells only)
Power point bonus (enhancement)	Bonus squared x 5,000 sp	<i>Serpent ring of Set</i> (power point bonus only)

Spell Effect	Base Price	Example
Command word	Spell Power Points x caster level x 2,000 sp	<i>Heart of Ahriman</i> (greater warding use only)
Use-activated or continuous	Spell Power Points x caster level x 2,500 sp**	<i>Burning skull</i>

Special	Base Price Adjustment	Example
Uses per day	Divide by (4 divided by uses per day)	<i>Heart of Ahriman</i> (greater warding use only)
Special ability	+10,000 to +100,000 sp (at the Games Master's discretion)	<i>Crystal ball of speech and vision</i>
Grants use of one spell without knowing said spell	20,000 sp + (minimum Spell Power Points x 1,000 sp)	<i>Heart of the elephant</i>

Component	Extra Cost	Example
Weapon	Add cost of Akbitanan weapon	<i>Bane knife</i>

* Such as a luck, insight, sacred, or profane bonus.

** If a continuous item has an effect based on a spell with a duration measured in rounds, multiply the cost by 4.

If the duration of the spell is 1 minute/scholar level, multiply the cost by 2, and if the duration is 10 minutes/ scholar level, multiply the cost by 1.5. If the spell has a 24-hour duration or greater, divide the cost in half.

creator (although access through another magic item or sorcerer is allowed).

While item creation costs are handled in detail below, note that normally the two primary factors are the scholar level of the creator and the Power Point cost of the spell or spells put into the item.

Raw materials costs for items are always ten times the XP cost to create the item. No 'market price' is given for any of these items, as they are so very scarce that they simply never come up for sale. They are quite literally priceless. Due to the amount of time, usually months and

sometimes even years, required to create these items, no sorcerer will sell one. He might make one in exchange for some major service or boon, such as being made viceroy or a good-sized nation. Most sorcerers, though, are more likely to either simply usurp the kingdom themselves, or better still act as the power behind the throne.

The creator needs a fairly quiet, comfortable, and well-lit place in which to work. At a bare minimum, a masterwork alchemist's laboratory will be necessary, though this provides no especial benefits when used to create magical items. Creating an item requires one week per 1,000 sp in the item's total cost, with a minimum of at least one week. The character must spend the gold and XP at the beginning of the construction process.

The sorcerer works for 12 hours each day. He cannot rush the process by working longer each day. The days must be consecutive, and the caster must use the rest of his time eating and sleeping, even if he has the Sleep Mastery feat.

A character can work on only one item at a time. If a character starts work on a new item, all materials used and XP spent on the under-construction item are wasted.

MAGIC ITEM SILVER PIECE COSTS

Use the rules given on Table 3-4: Calculating Magic Item Silver Piece Costs to determine how much a magic item costs to manufacture, along with the following modifications.

Multiple Abilities: For any item which can provide more than one ability, their values are simply added together to determine the cost.

Other Considerations: Once you have a final cost figure, reduce that number if either of the following conditions applies:

—*Item Requires Specific Skill or Class to Use:* Some items require a specific skill to get them to function, or can only be used by members of a specific class. This factor should reduce the cost by 10%. The most common specific skill required is Perform (appropriate musical instrument) for the many magic items that come in the form of a musical instrument.

—*Item Requires Specific Person to Use:* Even more restrictive than requiring a skill, this limitation cuts the cost by 20%. Only the person named when the item is created can ever make use of it. This is a common restriction applied to found sorcerous items, since many sorcerers will wish to make items that only they can use.



—*Item Usable only in Specific Circumstance:* An example of this limitation, which cuts the cost by 50%, would be the *crystal ball* found in *Conan the RPG*, which applies its magic attack roll bonus only to the use of certain Divination spells. Another example is the *serpent ring of Set*, whose powers to grant bonuses with certain spells may be activated only by rubbing fresh human blood on the ring.

All item costs must follow the formulas given, unless the item has some kind of special ability which does not directly relate to the table. In this case, the Games Master should use his own judgement to determine the precise cost of the item, according to the costs listed for similar items.



Table 3-5: Magic Staffs

Staff	Sorcery Style Benefited	Tree
Staff of Warding	Counterspells	Tree of Warding, which grows on a forgotten isle of the Western Ocean
Staff of the Stars	Cosmic Sorcery	Tree of the Stars, which grows on a tiny planet drifting through the Outer Dark, far from Earth
Staff of Blasting	Curses	Tree of Blasting, which grows in the depths of the great Eastern Desert
Staff of Knowledge	Divination	Tree of Knowledge, which grows in Iranistan in an ancient and forbidden garden
Staff of the Eye	Hypnotism	Tree of the Eye, which grows in southern Vendhya
Staff of Life	Immortality	Tree of Life, which grows in darkest Kush, a thousand miles due south of the Pelishtim capital of Asgalun
Staff of Leaf and Bud	Nature Magic	Tree of Leaf and Bud, which grows deep in the Pictish Wilderness, at the centre of a great grove sacred to Jhebbal Sag
Staff of Death	Necromancy	Tree of Death, which grows in the grounds of a temple to the death god of Paikang in Khitai.
Staff of the Rising Sun	Oriental Magic	Tree of the Rising Sun, which grows on islands far to the east of even Khitai.
Staff of the Magic Hand	Prestidigitation	Tree of the Magic Hand, which grows in the deserts of Stygia.
Staff of Hell	Summonings	Tree of Hell, which grows in hell itself.

AKBITANAN WEAPONS AND MASTERWORK ITEMS

Akbitanan weapons and masterwork items are extraordinarily well-made. They are more expensive than ordinary weapons or items, but they benefit the user with improved quality. They are not magical in any way. However, only Akbitanan weapons may be enchanted to become magic weapons, and only masterwork musical instruments may be enchanted to become magic musical instruments.

CREATING MAGIC WEAPONS

To create a magic weapon, a character needs a heat source and some iron, wood, or leatherworking tools. She also needs a supply of materials, the most obvious being the weapon or the pieces of the weapon to be assembled.

Only an Akbitanan weapon can become a magic weapon, and the Akbitanan weapon cost is added into the total cost. Additional magic supplies costs for the materials are subsumed in the cost for creating the magic weapon – see the costs given on Table

3-6: Magic Weapon Special Abilities, according to the weapon's total effective bonus.

The only exception to the requirement that only an Akbitanan weapon can become a magic weapon is for magic staffs. These are covered separately, below, because their main purpose tends to be to enhance a sorcerer's abilities rather than to be wielded by a warrior.

If spells are involved in the prerequisites for making the weapon, the creator must know the spells to be cast, but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the weapon activates the spells, expending PP as usual.

Creating some weapons may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Note that although the magic weapons given in the table are classified by their enhancement bonuses, the weapons should never be described in this way. Each magic weapon will have its own associated legends and tales, along with a suitably powerful name.

Crafting a magic weapon requires one month for each 10,000 sp value of the cost.

Sorcery Feat Required: Craft Greater Magic Item.

Table 3-6: Magic Weapons

Weapon Bonus	Base Cost	XP Cost
+1	60,000 sp	6,000 xp
+2	90,000 sp	9,000 xp
+2, with special ability	130,000 sp	13,000 xp
Bane weapon	90,000 sp	9,000 xp

CREATING MAGIC STAFFS

Rather than being specially crafted, these staffs must be cut from the appropriate magical tree. This is often a quest in and of itself, much in the same way that herbal items must be gathered from far and wide to make use of the Craft (herbalism) skill (see *Conan the RPG*).

The staff must be selected and cut from the tree with a Craft (woodworking) or Profession (forester) check at DC 15. This ensures a sturdy, healthy branch is chosen.

Crafting a magic staff requires nine months, once the staff has been cut from the appropriate tree.

Sorcery Feat Required: Craft Greater Magic Item.

CREATING MAGIC ITEMS

To create a wondrous item, magic musical instrument, spellbook, or piece of magical jewellery, a sorcerer usually needs some sort of equipment or tools to work on the item. He also needs a supply of materials, the most obvious being the item itself or the pieces of the item to be assembled. The cost for the materials is subsumed in the cost for creating the item. Refer to Table 3-4: Magic Item Costs for additional costs.

If spells are involved in the prerequisites for making the item, the creator must know the spells to be cast, but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the item activates the spells, expending PP as usual.

A magic item which duplicates one or more spells that require saving throws of their targets uses the following formula to determine the DC of the save: (10 + magic attack bonus of creating sorcerer). No Charisma or other bonuses are added to this DC, and it is not a variable die roll as for



most actual magic attacks; this is because the item can be used only with the magical skill of its creator, and with a set amount of said skill.

A magic item which provides a Power Point enhancement bonus must always be attuned to the wielder of the item before any of its powers can be used. This attunement process requires a one-day ritual, a Perform (ritual) check (DC 20), and the expenditure of 500 sp worth of incenses etc. per 50,000 sp or part thereof value of the item.

Creating some items may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Note that it is not possible to make magical armour or shields.

Many magic items are made in the form of gems or jewellery, which has the advantage that the item can be small, portable, and highly durable. From the perspective of creating a magic item, though, these rules make no distinction between a piece of enchanted jewellery and any other wondrous item.

Crafting a wondrous item requires one month for each 10,000 sp value of the cost.

Sorcery Feat Required: Craft Magic Item.



Sorcerous Items

The Tools of Power

FOR MANY, WHEN they consider the power of the sorcerer, it is not his mesmeric eyes or his power to traffic with demons that impresses, but his ability to make magical items, brew potions, or know which herbs are good for healing. These things are not so showy as some of the sorcerer's powers, but they are fascinating to ordinary folk and adventurers alike – largely because it is possible to use many sorcerous objects without being a sorcerer oneself, and without having to deal with the sorcerer. The fantasy of finding an unattended magical artefact that can grant wishes, render the wearer irresistible to women (or men), or make him the mightiest warrior in the world, is a common one in many cultures, enshrined in folk-tales and myths alike.

The reality of the situation is that though many a village fish-wife knows how to make a herbal poultice or even a love potion, the creation of true magical items is such a gruelling, expensive and time-consuming process that few sorcerers are willing to undergo it, other than to craft the occasional crystal ball or other item that is of direct benefit to their own personal magical work. Magical weapons of great power are especially scarce, since sorcerers themselves are rarely proficient swordsmen; generally, a sorcerous weapon will be crafted only in times of dire need, for example when the sorcerer's homeland is under direct threat by some powerful supernatural creature and the sorcerer does not much like the idea of confronting it personally.

MAGIC ITEMS

A large number of brand-new magic items are provided here for sorcerers to create. The costs and requirements for each are listed, so that a sorcerer with Craft Magic Item and related feats can create them. Furthermore, the costs and requirements for the various items given in *Conan the RPG* main rulebook are also provided below in Table 3-1.

APPARATUS OF SET'S DEMONS

This odd-looking framework of black wood resembles a small altar, topped with a cone of smoky grey crystal. It is used to empower *summon demon* spells, when one or more smoke-serpents are summoned. When the spell is cast, each smoke-serpent gains a new attack as follows:

Paralysis (Ex): Those hit by a smoke-serpent's grapple attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. The save DC is Charisma-based.

Table 4-1: Creating Magic Items from *Conan the RPG* Rulebook

Item	SP cost	XP cost	Spells required to be cast during creation
<i>Bane knife of Khostatral Khel</i>	90,050 sp	9,000 xp	Death touch
Crystal ball	81,000 sp	8,000 xp	<i>Visions</i>
<i>Crystal ball of speech and vision</i>	91,000 sp, plus 11,000 xp per secondary crystal ball	9,000 xp, plus 1,000 xp per secondary crystal ball	<i>Visions</i>
<i>Silvery mirror</i>	20,010 sp	2,000 xp	<i>Visions</i>
<i>Spellbook</i>	50 sp/PP of spells written within	5 xp/PP of spells written within	All spells within book
<i>Staff of Death</i>	90,000 sp	9,000 xp	<i>Raise dead</i>

Manufacturing Costs: 20,000 sp; 2,000 xp.

BOOK OF SKELOS

This is the ancient libram of a long-ago sorcerer, now forgotten by all save for sorcerers, adventurers, and the strange cult that worships Skelos as a god (see p. 99). The *Book of Skelos* was written at least a millennium ago, judging by the illustrations that fill its bestiary, depicting the great golden leopards of Hyborian legend and the giant snakes that once infested the marshes south of the Vilayet Sea.

The *Book of Skelos* is said to contain all known spells, as well as a heap of other knowledge. However, it is written in a curious, old-fashioned and cryptic language, with a great many deliberate errors or 'blinds.' This makes deciphering it extremely difficult, even for the most ardent and expert scholar. Many who read the *Book of Skelos* come away with no benefit at all, or may even become troubled by terrifying dreams and risk Corruption.

A character who studies the *Book of Skelos*, which will take two full weeks and require a Decipher Script check, has a chance to discover new knowledge depending on the Decipher Script check result, as follows:

Decipher Script Check Result	Benefit
19 or less	No benefit. The character has nightmares for 3d6 days thereafter and wakes up fatigued (see <i>Conan the RPG</i>) each day thereof. He must make a Corruption save (DC 20) at the end of this time or gain 1 point of Corruption.
20-24	No benefit. The fortnight is wasted in fruitless study.
25-29	+4 competence bonus to all Knowledge (nature) checks for the next month.
30-34	+4 competence bonus to all Knowledge (geography) checks for the next month.
35-39	+4 competence bonus to all Knowledge (arcana) checks for the next month.
40+	Discover a new spell, chosen at random (See Table 1-1: Random Spells).



The *Book of Skelos* also tells at length of the reputed treasures to be found on the mysterious islands and lost continents of the Western Ocean (see *Conan the RPG*, p. 356). This information is subsumed in the Knowledge (geography) competence bonuses for the most part; however, the Games Master is also encouraged to use the *Book of Skelos* as a source of useful information about upcoming adventures. A character perusing the *Book of Skelos* will frequently come across a section dealing with a specific treasure and its alleged location. This can be written up by the Games Master and used as a handout. This possibility is not included as an option on the table above, since the Games Master may not have a handout ready at the time.

Manufacturing Costs: 52,000 sp; 5,200 xp; must own another *Book of Skelos* to copy from.



BOOKS OF TSOtha-LANTI

These grim volumes are bound in human skin, and contain the full sorcerous knowledge of the scholar Tsotha-lanti (see p. 113), as well as several spells he has not yet had a chance to learn. The *books* are written in Tsotha-lanti's own cipher and require a Decipher Script check (DC 25) to read, and one week of time. They include the following spells:

Cosmic Sorcery: *the time is right*; **Oriental Magic:** *calm of the adept, darting serpent, warrior trance*; **Divinations:** *astrological prediction, mind-reading, visions, sorcerous news, greater sorcerous news, dream of wisdom*; **Hypnotism:** *entrance, hypnotic suggestion, dread serpent, domination, mass hypnotic suggestion*; **Necromancy:** *raise corpse, death touch, agonising doom*; **Prestidigitation:** *conjuring, burst barrier, telekinesis, greater telekinesis, animate swords*; **Summonings:** *demonic pact, greater demonic pact, summon demon, summon elemental, form demon*.

Manufacturing Costs: 7,050 sp; 705 xp; must own another set of *book of Tsoth-lanti* to copy from.

BOOKS OF VATHelos

Vathelos the Blind was another great scholar and sorcerer, almost as famed as Skelos. He wrote a number of iron-bound books filled with grim secrets – or, more correctly, he dictated them to an unnamed scribe or apprentice, whose descent into madness is clearly illustrated by the gradual alteration in the style of the script and the weird practice of leaping about from book to book, sometimes even in mid-sentence.

A Note on Spellbooks

It is always important to remember that spell books do not instantly grant the reader the knowledge of a new spell. Rather, a spellbook that has been successfully deciphered allows the reader to learn the spell (or one of the spells) discovered next time he is eligible to choose a new spell anyway, instead of having to make a Knowledge (arcana) check (if an independent) or simply being forced to learn the next spell his coven or magical order wishes to teach him.

For the spell-books that have a large number of spells that can be discovered randomly with study, the player should keep a record of which spells he has discovered. Again he does not automatically know them, but they will all be available to him to choose from next time he is eligible to learn a new spell by virtue of class feature or feat.

Decipher Script Check Result	Benefit
14 or less	No benefit. If the character does not have a complete set of the <i>books of Vathelos</i> , he is stumped and may not try again until he has acquired at least one additional volume in the series.
15-19	No benefit. The month is wasted in fruitless study.
20-24	+2 competence bonus to all Knowledge (religion) checks for the next month.
25-29	+2 competence bonus to all Knowledge (arcana) checks for the next month.
30+	Discover a new spell, chosen at random (See Table 1-1: Random Spells).

Modifiers: -4 circumstance penalty to Decipher Script check for each book less than 6.

The *books of Vathelos* potentially contain all the secrets of almost every spell ever invented, though they do not have quite so many as the *Book of Skelos*. However, they are most useful if acquired as a set, for each volume refers back and forth to each other volume, and the best sorcerous knowledge can only be gleaned from a careful study of all six *books*. Even though there do not seem to be any deliberate errors in the tomes, this style of writing is annoying and time-wasting, so that studying the *books of Vathelos* is considerably more time-consuming than the *Book of Skelos*.

A character who studies the *books of Vathelos*, which will take four full weeks and require a Decipher Script check, has a chance to discover new knowledge depending on the Decipher Script check result, as shown on the above table.

Manufacturing Costs: 30,000 sp; 3,000 xp; must own another six-book set of *books of Vathelos* to copy from. Cost for one *book of Vathelos* alone is 5,000 sp/500 xp.

BURNING SKULL OF XUCHOTL

This dreadful artefact is one of the most feared remaining creations of the original inhabitants of Xuchotl, one of the weird green cities of the Southern Desert (see *Conan the RPG*, p. 273). Like many of the magicks of Xuchotl, it is not especially versatile, but within its specialty it is incredibly powerful.

The *burning skull of Xuchotl* grants a +5 competence bonus to all Intimidate checks.

In the shadows beneath the balcony a ghostly light began to glow and grow, a light that was not part of the fire-stone gleam. Valeria felt her hair stir as she watched it, for, dimly visible in the throbbing radiance, there floated a human skull, and it was from this skull - human yet appallingly misshapen - that the spectral light seemed to emanate. It hung there like a disembodied head, conjured out of night and the shadows, growing more and more distinct, and yet not human as she knew humanity.

Furthermore, it automatically attempts to create a spell-like effect similar to a *mass hypnotic suggestion* all characters within a 90-degree arc and a 30 feet range each round. The arc may be selected by the wearer as a free action each round. Unlike a true *mass hypnotic suggestion*, the effect produced by the *burning skull* is based on contact with its eyes, rather than voice. The *mass hypnotic suggestion* will always be to simply stand stock-still in terror. Characters affected are unable to take any actions and are also helpless. They may attempt a Will save (DC 20) to resist the spell-like effect.

Manufacturing Costs: 412,500 sp; 41,250 xp; caster level 20th.

HEART OF AHRIMAN

I knew, and I went to meet the Heart which came southward. It was like a magnet which drew me, unerringly. From death to death it came, riding on a river of human blood. Blood feeds it, blood draws it. Its power is greatest when there is blood on the hands that grasp it, when it is wrested by slaughter from its holder. Wherever it gleams, blood is spilt and kingdoms totter, and the forces of nature are put in turmoil.

The *heart of Ahriman* is an extremely powerful and ancient gem-like artefact, capable of restoring the dead to weird un-life, among many more evil things. Its main power is to bring the dead to weird life.

Restoring the dead to 'life' requires an hour-long ritual by at least four ritualists, each of whom makes a Perform (ritual) check at the end of the hour. The lead ritualist must have minimum 12 ranks in Knowledge (arcana) and get a check result of 20 on his Perform (ritual) check. The other three ritualists need only manage Perform (ritual) check results of 15. At the end of the hour, the *heart of Ahriman* is touched to the breast of the corpse and returns him to life as a mummy of Ahriman (see page 116 for the mummy of Ahriman template). The *heart of Ahriman* can raise an unlimited number of mummies in this way, so long as the ritual is performed for each. The ritual also requires the use of candles and incenses to a total value of 200 sp. These resources are consumed each time the ritual is performed. No Power Points need be expended when

the ritual is performed, allowing it to potentially be done by non-sorcerers.

Any mummies of Ahriman created by the *heart of Ahriman* are not necessarily under the command of the wielder of the *heart*, though they will probably be well-disposed towards him, at least to begin with.

If any of the Perform (ritual) checks fail, or if the *heart of Ahriman* is left for more than a minute on the breast of any corpse, even without a ritual, the *heart* instead animates the corpse as though with a simple *raise corpse* spell. In this case the corpse will take commands from any living creature speaking a tongue it comprehends, attempting to obey as best as possible. If given conflicting commands, it will obey the bearer of the *heart of Ahriman*, or neither if neither has the *heart*.

Most of the powers of the *heart of Ahriman* are unknown to any living being in this time, though it is whispered that the mummified corpses of the ancient kings of Stygia, were they returned to life by the *heart*, could tell a sorcerer how to unlock its full powers. All its powers are as though cast by a 20th level scholar with a +5 enhancement bonus to his magic attack rolls, for a total magic attack bonus of +15 (base +10, +5 enhancement bonus).

If the *heart of Ahriman* is held in the hand, it can be used to cast a *greater warding* spell up to three times per day, as a free action.

Any who see the *heart of Ahriman* must make Will saving throws (DC 20) or be filled with an almost insane desire to own it. This acts very much like a *hypnotic suggestion*. A character who manages to steal it while affected by this spell will desire to hoard it or bury it somewhere away from prying eyes, unless a sorcerer himself. If a sorcerer, his reactions may be either to guard it from other sorcerers, or to learn its full secrets, depending on how whether fear or curiosity win out – this is a roleplaying issue rather than one that must be decided by dice rolls.

The *heart of Ahriman* can also be used to destroy mummies of Ahriman, striking them down with a great lighting-flash. In this case, the wielder must be a sorcerer of 12th level or higher himself, and must be holding the *heart*. As a standard action, he may make a magic attack roll at either the *heart's* total magic attack bonus (+15) or using his own magic attack bonus with the *heart's* +5 enhancement bonus at his choice. The mummy of Ahriman must make a Fortitude save (DC set by the magic attack roll) or instantly be returned to its 'true' state, that of a withered corpse. If desired, it could later be restored to life by the *heart*

of *Ahriman* once more, so long as it remains in reasonable condition.

Usually the *heart* is located in a secret cavern below the main temple to Mitra in Tarantia. This cavern is so far beneath the earth as to make the *heart of Ahriman* undetectable by magical means, though it could still potentially be found by careful investigation of a more mundane nature. Until the reign of Conan, it seems likely that only a handful of Mitraic priests knew of the *heart of Ahriman's* location, though it must also have been written of or spoken of elsewhere for Orastes to discover it just prior to the events of *The Hour of the Dragon*. After Xaltotun was vanquished, it seems likely that the *heart* was returned to its cavern, though by this point its location was known to Conan and several of his closest confidants, including Count Trocero, Pallantides, Prospero, the witch Zelata and the wizard-priest of Asura known as Hadrathus.

Manufacturing Costs: 860,000 sp; 86,000 xp; caster level 20th; spells required *raise corpse*, *entrance*, *greater warding*, *hypnotic suggestion*, *sorcerous news*. The costs indicated would be sufficient to create an item that could duplicate the *heart of Ahriman's* known properties; a sorcerer wishing to duplicate its presently unknown properties would need to both discover all those properties and pay a far higher price in both silver and XP.

HEART OF THE ELEPHANT

The *heart of the elephant* is a large transparent gem, closely linked in some mysterious manner to the Yaggite (see p. 95) known as Yag-Kosha or Yogah. It stores the knowledge of a number of spells, allowing a sorcerer who is holding it to cast them without knowing them himself, once he has 'attuned' himself to the *heart*.

Conan turned to the gold and ivory altar indicated, and took up a great round jewel, clear as crimson crystal: and he knew that this was the Heart of the Elephant.

The attunement process requires a one-day ritual, during which the sorcerer expends some 3,000 silver pieces' worth of incenses and other consumables. At the end of this time he makes a Perform (ritual) check, DC 20, and if successful is regarded as attuned to the *heart*.

The following spells are available to a sorcerer who is attuned to the *heart of the elephant*, so long as he holds it in his hand:

Lesser ill-fortune, ill-fortune, greater ill-fortune, shrinking doom, astrological prediction, dream of wisdom, visions, entrance, hypnotic suggestion.

The *heart of the elephant* can also be used by a Yaggite to pass on a curse after his own death. The Yaggite must arrange for his own blood to be used to bathe the gem in. He names the target of the curse. That target is affected by a *hypnotic suggestion* to pick up the gem, the instant he next sees it. He may make a Will save as usual to avoid the *hypnotic suggestion*, but the DC is set by the magic attack roll of the now-deceased Yaggite when alive. The named character can be affected by the *hypnotic suggestion* even if he would usually be immune by virtue of his hit dice. If he does pick up the gem, he is immediately struck down by the chosen curse, with no saving throw. If the curse was *shrinking doom*, the named character will be sucked into the *heart of the elephant* itself at the conclusion of the spell, there to remain entrapped forever.

Manufacturing Costs: 297,000 sp; 29,700 xp; caster level 20th; spells required *lesser ill-fortune, ill-fortune, greater ill-fortune, shrinking doom, astrological prediction, dream of wisdom, visions, entrance, hypnotic suggestion.*



per scholar level as usual, so long as he pays the requisite PP cost.

A scholar of below 10th level can use the horn only to summon the most minor of elementals, since

In any case, the sorcerer using the *horn of the earthquake* must have a minimum of 1 PP and a minimum Perform (horn) skill of 4 ranks to gain any benefit from the *horn* whatsoever.

Manufacturing Costs: 60,000 sp; 6,000 xp; caster level 20th; spell required *summon elemental.*

On the tower appeared a single figure, lifting a ten-foot bronze horn. Its strident bellow roared out across the echoing slopes, like the blare of trumpets on Judgment Day. And it began to be fearfully answered. The ground trembled under the feet of the invaders, and rumblings and grindings welled up from the subterranean depths.

HORN OF THE EARTHQUAKE

This horn allows whoever blows on it to cast *summon elemental*, with respect to earth elementals only, even if he does not know the spell or meet its prerequisites. A scholar of 10th level or above casts the spell normally, and so can summon an earth elemental of up to 2 HD in size

PIPES OF MADNESS

All those who hear these pipes go screaming insane, acting more or less randomly. The pipes may be played as a full-round action by any scholar with 10 or more ranks of Perform (pipes).

This spell renders the targets unable to independently determine what they will do. All creatures within 60 feet of the piper must make Will saves (DC 19 for pipes made by an 18th level scholar) or be maddened by the terrible music. Creatures who are unable to hear, either permanently by virtue of their deaf

Men were clustered thickly outside the door: grim, dark-faced men with swords gripped in their teeth - and their fingers thrust into their ears. One who wore a feathered headdress had a set of pipes which he set to his lips, and even as the Tecuhltli started to shout a warning, the pipes began to skirl.

The cry died in the guard's throat as the thin, weird piping penetrated the metal door and smote on his hears. Xatmec leaned frozen against the door, as if paralysed in that position. His face was that of a wooden image, his expression one of horrified listening. The other guard, farther removed from the source of the sound, yet sensed the horror of what was taking place, the grisly threat that lay in that demoniac piping. He felt the weird strains plucking like unseen fingers at the tissues of his brain, filling him with alien emotions and impulses of madness. But with a soul-tearing effort he broke the spell, and shrieked a warning in a voice he did not recognize as his own.

or earless state, or temporarily by stopping up their ears by some means, are unaffected.

Roll on the following table at the beginning of each maddened subject's turn each round to see what the subject does in that round.

d%	Behavior
01-10	Attack piper with melee or ranged weapons (or close with piper if attack is not possible).
11-20	Act normally.
21-50	Do nothing but stand staring into the distance, rendered speechless and immobile by cosmic anguish.
51-70	Flee away from piper at top possible speed.
71-100	Attack nearest creature.

A maddened character who cannot carry out the indicated action does nothing but stand staring into the distance, rendered speechless and immobile by cosmic anguish.

Maddened characters have a -2 penalty to Defence Value, but otherwise attackers are not at any special advantage when attacking a maddened character.

Any maddened character who is attacked automatically attacks its attackers on its next turn. Note that a maddened character will not make attacks of opportunity against any

creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Maddened characters remain maddened for the duration of the piping and for 1d4 rounds thereafter. A character who successfully saved against the effects of *pipes of madness* cannot be affected by the pipes for 24 hours.

Manufacturing Costs: 100,000 sp; 10,000 xp; caster level 18th; spells required *entrance, mass hypnotic suggestion*.

POMEGRANATE ALTAR OF THE BLACK CIRCLE

This great *altar* has one use and one use only, and that is to contain the magical essence of the four lords of the Black Circle (see p. 75). It must be constructed as one of the requirements for taking the Master of the Black Circle prestige class (see p. 103).

The four serpents act as the magical guardians of the central crystal ball. Each serpent can be treated as a medium viper (see *Conan the RPG*, p. 310). Their type is altered to magical beast, but their other statistics remain unaffected by this change. The serpents themselves are closely linked to the four lords of the Black Circle, and this grants them a degree of magical protection - they may use the Will saving throws of the lords of the Black Circle, rather than their own. The four vipers remain in a statue-like form of pure gold until anyone approaches within 5 feet of the *altar*, at which point they come to life and attack him viciously. If slain, each reverts to its solid gold form, and would be valued at around 350,000 golden lunas each, though each weighs some 70,000 pounds.

A hundred feet from the door began the broad jade-green steps of a stair that tapered toward the top like the side of a pyramid. What lay beyond that stair he could not tell. But between him and its shimmering foot stood a curious altar of gleaming black jade. Four great golden serpents twined their tails about this altar and reared their wedge-shaped heads in the air, facing the four quarters of the compass like the enchanted guardians of a fabled treasure. But on the altar, between the arching necks, stood only a crystal globe filled with a cloudy smoke-like substance, in which floated four golden pomegranates.

The crystal ball at the centre has Defence Value 9 (base 10, -5 Dex, +4 size) and Hardness 8, but only 1 hit point. If reduced to 0 hit points, it shatters instantly, releasing the four magical pomegranates and reducing the four lords of the Black Circle to -1 hit points, wherever they are. A lord of the Black Circle whose pomegranate has been released in this way cannot be healed or restored to health by any means.

There can only be one *pomegranate altar of the Black Circle* in existence at a time. Only if this *altar* is destroyed can another be manufactured.

Manufacturing Costs: 1,400,000 gl + 50,000 sp; 5,000 xp; caster level 12th; spells required *demonic pact*, *summon demon*, *greater demonic pact*. Note that the 1,400,000 gl cost is for crafting the golden vipers, before enchanting them – in effect this is a jewellery cost and so does not increase the XP cost.

'Ah, here it is!' He triumphantly lifted a ring of curious make. It was of a metal like copper, and was made in the form of a scaled serpent, coiled in three loops, with its tail in its mouth. Its eyes were yellow gems which glittered balefully.

SERPENT RING OF SET

For anyone other than a Set-worshipper and powerful sorcerer, this ring appears to grant one power and one power only. This is the power of good luck. Once per day, the ring allows its wearer to re-roll any one die roll he has just made.

The full powers of the *serpent ring of Set* may be accessed only by a worshipper of Set who has a magic attack bonus of +5 or higher and knows at least three sorcery styles, including Summonings and the *summon demon* spell. These powers are as follows, and are gained in addition to the power of good luck detailed above.

The ring increases the wearer's Power Points by +10 for all purposes while worn. This is an enhancement bonus. Whenever the ring is removed, reduce the wearer's Power Points by -10 immediately, even if this would cause him to be reduced below 0 Power Points (see *Conan the RPG*, p. 180).

Rubbing fresh human blood on the serpent's eyes enhances all spells, granting the wearer a +5 enhancement bonus to



his magic attack roll for 10 minutes for every 1 hit point's worth of blood used. This blood can come from either the wearer or another creature.

The wearer of the *serpent ring of Set* may also summon a specific creature, the slave of the ring (see p. 81). He casts *summon demon* as usual, but may now summon the slave of the ring as an option along with whatever other demons are available to him.

These advanced powers come at a dreadful price. It binds more and more of the magician's soul up within it. In game terms, any experience the magician gains while wearing the ring is directly tied to the ring, and will be lost whenever it is not worn. The player should begin keeping separate track of experience points gained while wearing the ring, and any gained when not wearing the ring (including any experience points he had when he first came into possession of the artefact). Note that this only applies to a wearer of the ring who fulfils the requirements to access the advanced powers; a

character who uses the ring only to grant him good luck pays no particular penalty.

Manufacturing Costs: 725,000 sp; 72,500 xp; caster level 20th; spells required *demonic pact*, *summon demon*, *greater demonic pact*; must be a worshipper of Set and a member of the Black Ring.

STAFF OF SORCERY

This staff comes in a variety of forms, each associated with a sorcery style. The *staff of Death* (Necromancy) has already been detailed in *Conan the RPG* (p. 228). The following rules apply to the *staff of Warding* (Counterspells), *staff of the Stars* (Cosmic Sorcery), *staff of Blasting* (Curses), *staff of Knowledge* (Divination), *staff of the Eye* (Hypnotism), *staff of Life* (Immortality), *staff of Leaf and Bud* (Nature Magic), *staff of the Rising Sun* (Oriental Magic), *staff of the Magic Hand* (Prestidigitation), and *staff of Hell* (Summonings).

This magical item resembles a quarterstaff. It can be used as a weapon, in which case it is treated as a quarterstaff but with a +1 enhancement bonus on all attack rolls made with it. In addition, it can be used to deliver spells that have a range of 'touch'. Used in this way, it activates the spell whenever it strikes an enemy, whether or not its regular melee damage penetrates his armour. Furthermore, each type of staff reduces the Power Point cost of casting spells from the appropriate sorcery style by 1, to a minimum of 1. This applies both to the initial spellcasting cost and to any maintenance cost required by spells with a duration of Power Points.

The staff itself must be cut from the appropriate living Tree, and must be crafted individually for the wielder – if stolen or otherwise acquired from the original wielder, it has no effect.

Manufacturing Costs: 90,000 sp; 9,000 xp; caster level 12th; spell required (basic spell from the appropriate style); special requirement to use the wood from the appropriate Tree.

STAR OF KHORALA

The *star of Khorala* is a jewelled ring that can be used by a knowledgeable wielder to cast the *entrance*, *domination*, *hypnotic suggestion*, *ranged hypnotism* and *enslave* spells, but only when the target is of the same species as the wielder and the opposite sex. It stores the knowledge of the above spells, allowing a sorcerer who is holding it to cast them without knowing them himself, once he has 'attuned' himself to the *star*.

'Why did you wish your lover to sleep?' he retorted. 'So you could steal from him the only thing he would never give you - the ring with the jewel men call the Star of Khorala - the star stolen from the Queen of Ophir, who would pay a roomful of gold for its return. He would not give it to you willingly, because he knew that it holds a magic which, when properly controlled, will enslave the hearts of any of the opposite sex. You wished to steal it from him, fearing that his magicians would discover the key to that magic and he would forget you in his conquests of the queens of the world. You would sell it back to the queen of Ophir, who understands its power and would use it to enslave men, as she did before it was stolen.'

The attunement process requires a one-day ritual, during which the sorcerer expends some 4,500 silver pieces' worth of incenses and other consumables. At the end of this time he makes a Perform (ritual) check, DC 20, and if successful is regarded as attuned to the *star of Khorala*.

An attuned character may cast the spells as a though he knew them himself. The *star of Khorala* also provides an enhancement bonus of +12 to the wielder's Power Points, but these additional 12 PP may be used only for casting the spells provided by the *star* itself, and only when targeting a creature of the same species as the wielder and the opposite sex.

Manufacturing Costs: 418,750 sp; 41,875 xp; caster level 20th; spells required *entrance*, *domination*, *hypnotic suggestion*, *ranged hypnotism*, *enslave*.

STYGIAN GIRLE OF PROTECTION

Conan stared down at the girdle. The hair of which it was woven was not horsehair. He was convinced that it was woven of the thick black tresses of a woman. Set in the thick mesh were tiny jewels such as he had never seen before. The buckle was strangely made, in the form of a golden serpent-head, flat, wedge-shaped and sealed with curious art. A strong shudder shook Conan as he handled it, and he turned as though to cast it over the precipice; then he hesitated, and finally buckled it around his waist, under the 'Bakharriot girdle.'

This powerful magical belt renders the wearer invulnerable to many sorcerous attacks. Its first property is that any spell-like or supernatural effect that has a random variation which is used to select the victim it strikes will never strike him, but will always affect someone else instead. This is always at the Games Master's discretion, but could include such things as *globes of Yezud* being bounced down a hill at the *girdle's* wearer and always striking someone else, or a creature affected by the *savage beast* spell running right past the *girdle's* wearer to attack one of his allies. An effect or spell which is targeted specifically at the owner will not be blocked by this benefit of the *girdle*.

Furthermore, up to once per round, if touched as a free action, the *Stygian girdle of protection* grants a new saving throw against any spell, spell-like ability or supernatural ability that is affecting the wearer. This new saving throw is made at a +4 resistance bonus. Even a character who is affected by a mind-affecting spell such as one of the Hypnosis spells may touch the *girdle* to attempt a new saving throw – he always has just sufficient instinct to know he is hypnotised, even if, without the *girdle*, he might be unable to do anything about it.

Manufacturing Costs: 160,000 sp; 16,000 xp; caster level 17th; spells required *warding*, *greater warding*.

TULWAR OF AMIR KHURUM

Amir Khurum was a legendary prince and commander of the Wazuli tribe. He was a highly industrious, honourable and honest (by the standards of the Wazuli) man. Dedicated to his tribe's success above all else, he seemed to have no vices and took pleasure in nothing other than raiding and conquering other tribes. He dedicated his life to this conquest, and always divided up the plunder fairly and even generously with his tribe's warriors.

His *tulwar* is a mighty weapon that according to legend can slice through any armour. However, it is said that the *tulwar of Amir Khurum* may only be wielded by an honest man. In effect this means that only a character who currently has a

Conan lifted his knife and smote, and the watchers were dumbfounded to see his blow checked apparently in midair, with the loud clang of steel that meets an unyielding substance. He wasted no more effort. He knew that not even the legendary tulwar of Amir Khurum could shatter that invisible curtain.

Code of Honour (see *Conan the RPG*, p. 71), whether barbarian or civilised, may gain any special benefit from wielding the *tulwar of Amir Khurum* in battle. For anyone without a code of honour, this weapon functions simply as an Akbitanan quality *tulwar* (which is treasure enough in many a nomad's eyes).

For a character with a code of honour, the *tulwar of Amir Khurum* has a +2 enhancement bonus to all attack and damage rolls, and a +6 enhancement bonus to its Armour Piercing score (for a base Armour Piercing of 11, plus the wielder's Strength bonus). Furthermore, it does a bonus of +1d6 damage whenever used to try to sunder inanimate objects, including weapons and barriers of any kind.

Manufacturing Costs: 130,000 sp; 13,000 xp; caster level 17th; spell required *burst barrier*.

WAND OF CRIMSON FIRE

The *wand of crimson fire* is one of the secrets of the sorcerers of Xuchotl, the dread green city on the edge of the Southern Desert. A blast from its beam can lay low even a powerful warrior.

The wielder of the *wand* may blast out one beam from it for each attack he would usually be permitted to make. He may target anyone who is wearing a sizable quantity of metal (anything of 20 pounds or heavier, including armour and weaponry) or who is standing between the *wand* and a sizable quantity of metal, such as a metal pillar, doorway, altar or even another character in 20 pounds of metal armour. The target must make a Reflex save (DC set by the magic attack roll of the *wand's* wielder) or be struck by a beam of crimson fire that inflicts 5d6 fire and 2d6 electrical damage.

The *wand* may be used an unlimited number of times.



'You sought something hidden! whispered Tascela, cringing back. And you have found it! You remember the feud! After all these years of blackness, you remember!'

'For in the lean hand of Tolkemec now waved a curious jade-hued wand, on the end of which glowed a knob of crimson shaped like a pomegranate. She sprang aside as he thrust it out like a spear, and a beam of crimson fire lanced from the pomegranate. It missed Tascela, but the woman holding Valeria's ankles was in the way. It smote between her shoulders. There was a sharp crackling sound and the ray of fire flashed from her bosom and struck the black altar, with a snapping of blue sparks. The woman toppled sidewise, shrivelling and withering like a mummy even as she fell.'



Manufacturing Costs: 100,000 sp; 10,000 xp; caster level 20th; spell required *summon elemental*; special requirement – the caster must summon up one fire elemental while creating the *wand* and bind it permanently into the *wand*, which will serve to earn him the lifelong enmity of all other fire elementals.

UNUSUAL ITEMS

The following items are not strictly magical, but may be regarded as magical by the ignorant. Some of them are useful either for sorcerers or for those battling sorcerous creatures. All will be difficult to buy, and are likely to be available only in a few communities that specialise in their manufacture. Unusual items are only ever offered for sale at the Games Master's discretion.

APE PIPES OF KHITAI

'He brought me from the lost jungles of Khitai where the grey apes danced to the pipes of the yellow priests, and offerings of fruit and wine heaped my broken altars.'

Khitan sorcerers have masterwork pipes that can control grey apes. These grant a +1 circumstance bonus to all Perform (pipes) checks, a +1 circumstance bonus to all Handle Animal checks targeting grey apes, and a +1 circumstance bonus to magic attack rolls targeting apes of any kind (any creature whose name includes the word 'ape,' irrespective of type). These bonuses replace the usual +2 circumstance bonus to Perform checks given by most masterwork instruments.

In effect, musical instruments of this kind are little different to any other masterwork musical instruments, except they are pitched specifically to assist with calming and controlling the chosen creature – in this case, grey and other apes. It is likely that similar masterwork musical instruments are used to control other types of creature, at the Games Master's discretion. In each case, the instruments will only be useful to control perhaps two to four specifically named and related creatures, such as a flute that controls dogs and wolves.

Purchase Price: 108 sp. This is for the grey pipes specifically, though similar masterwork instruments could provide a similar benefit at a slightly different price.

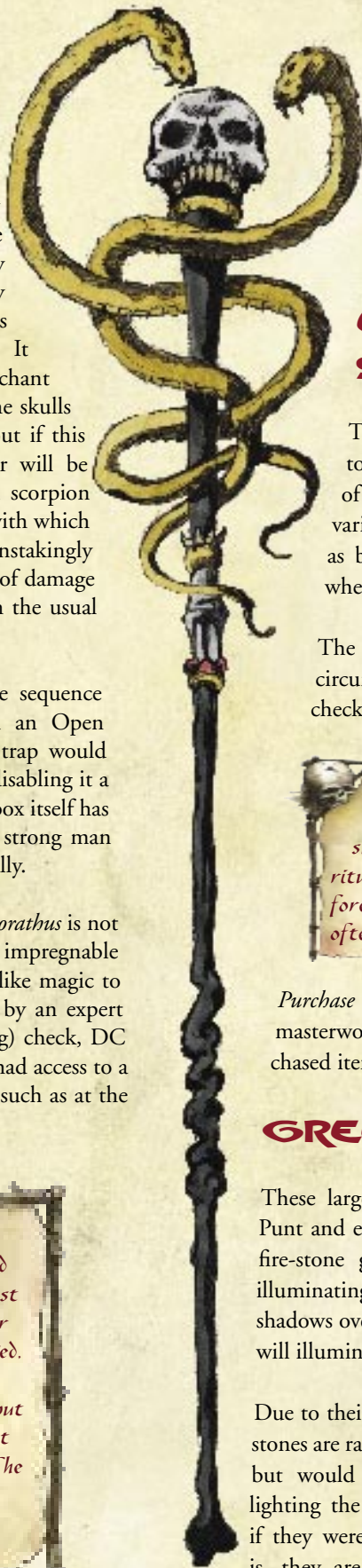
BOX OF ZORATHUS

This ornate iron chest is capable of holding just 1 cubic foot of high-value goods. It weighs some 600 pounds empty, for its sides are fully two inches thick and reinforced. The *box of Zorathus* is almost completely impregnable to being forced open, by virtue of the exceptional quality of its construction and the materials used. It was made to order for the Kothic merchant Zorathus. It is opened by pressing the skulls and dragons in a certain sequence, but if this is done with bare hands the wearer will be poisoned by a dose of black Stygian scorpion venom (see *Conan the RPG*, p. 232) with which the dragon's sharp fangs have been painstakingly coated. The fangs will inflict 1 point of damage and deliver a dose of the poison with the usual effects.

A character who does not know the sequence could potentially work it out with an Open Lock check (DC 40). Finding the trap would require a Search check (DC 30) and disabling it a Disable Device check (DC 30). The box itself has Hardness 15 and 30 hit points, so a strong man could potentially bash it open eventually.

Note that most aspects of the *box of Zorathus* is not truly magical in nature, though an impregnable box which can kill thieves will seem like magic to most. Similar boxes could be made by an expert craftsman with a Craft (blacksmithing) check, DC 30, and sufficient time, so long as he had access to a very high-temperature source of heat such as at the Flaming Mountains of Khrosha.

There is the box. Viciously Valbroso kicked a small but heavy iron chest that stood on the floor near by. It was intricately carved, with tiny skulls and writhing dragons curiously intertwined, but Conan saw no catch or hasp that might serve to unlock the lid. The marks of fire, of ax and sledge and chisel showed on it but as scratches.



After each poisoning, the fangs will need to be re-coated. When Zorathus bought the box, it came with 6 doses of poison in a large vial which he kept in the box, though if it is found at a later date the vial will have 1d6-1 doses remaining.

Purchase Price: 3,500 sp for the chest, plus cost of 6 doses of Stygian scorpion venom (6,000 sp).

EBON STAFF OF SET

This is a masterwork black wooden staff, topped with a white human skull. It is typical of the accoutrements wielded by priests of various religions during their ceremonies, as well as by masters of sorcerous covens and societies when leading their acolytes in ritual.

The *ebon staff of Set* and similar items grant a circumstance bonus of +2 to all Perform (ritual) checks.

The leader carried an ebon staff which supported a grinning white skull, and Conan knew it was one of the ritualistic processions so inexplicable to a foreigner, but which played a strong - and often sinister - part in the Stygian religion.

Purchase Price: 50 sp (minimum, for a plain but masterwork staff or similar item; a bejewelled or gold-chased item could be worth far more).

GREEN FIRE-STONES

These large green stones are found in the jungles of Punt and elsewhere on the continent of Kush. A green fire-stone gives off a weird, unnerving glow, clearly illuminating a 10-foot radius area and casting flickering shadows over a wider area. A cluster of three fire-stones will illuminate a 20-foot radius area.

Due to their weight (5 pounds each) green fire-stones are rarely used as portable illumination, but would be good for permanently lighting the interior of a building if they were not so odd. As it is, they are likely to be used

The vaulted ceiling was of lapis lazuli, adorned with clusters of great green stones, that gleamed with a poisonous radiance.

'Green fire-stones,' growled Conan. 'That's what the people of Punt call them. They're supposed to be the petrified eyes of those prehistoric snakes the ancients called Golden Serpents. They glow like a cat's eyes in the dark. At night this hall would be lighted by them, but it would be a hellishly weird illumination.'

only by sorcerers, scholars, and those of a similarly twisted demeanour. Anyone who does not have Corruption 1+ will feel distinctly unnerved when in an area lit by one or more green fire-stones. If he lives in such an area for a week or more, he must make a Corruption save (DC 15) or gain 1 point of Corruption. Characters who already have at least 1 point of Corruption are unaffected, and may even rather enjoy the glow.

'Near the Cimmerian stood a massive silver bench, ornately carven, once part of the splendor of Korzetta castle. Conan grasped it, heaving it high above his head.'

'Silver and fire!' he roared in a voice like a clap of wind, and hurled the great bench with all the power of his iron muscles. Full on the great black breast it crashed, a hundred pounds of silver winged with terrific velocity. Not even the black one could stand before such a missile. He was carried off his feet - hurtled backward headlong into the open fireplace which was a roaring mouth of flame. A horrible scream shook the hall, the cry of an unearthly thing gripped suddenly by earthly death.'

Purchase Price: 150 sp. A character searching for green fire-stones in the appropriate place (warm jungles anywhere in the continent of Kush) may make a Search check once per week, with a +2 circumstance bonus if in Punt. A check result of 25 or higher means he has found a green fire-stone, with an additional fire-stone found for each additional 5 points he made the roll by.

SILVER WEAPONS

At great expense, a weapon can be made of solid silver so that it bypasses the damage reduction of creatures such as demons. This is done only rarely – far more commonly a character must improvise a weapon from a silver bench or similar item.

This is only practical for bludgeoning or piercing weapons. A silver slashing weapon cannot function, as it cannot hold an edge. A silver piercing weapon can just barely work, as it need not be quite so razor-sharp as a slashing weapon. Even then, it is not so efficient as the usual iron equivalent – on a successful attack with a silver piercing weapon, the wielder takes a -1 penalty on the damage roll (with the usual minimum of 1 point of damage). Silver bludgeoning weapons have no penalty.

Silver weapons have -1 Hardness and -1 hit points (minimum 1 in both cases) in comparison to their normal equivalents. They cost an additional 50 sp x (weapon weight in lb).

Table 4-2: Silver Weapons gives game statistics for typical silver weapons, including the kind of improvised silver weapon that might be found in the houses of the rich. Note that the improvised weapons generally cost rather more by weight than 50 sp per pound; this reflects the typically increased cost of such finely made goods as intricately carved silver goblets.



Table 4-2: Silver Weapons

Simple Weapons

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment	Hardness	Hit Points	Weight	Type
Unarmed Attacks									
Gauntlet [~]	55 sp*	1d6	X2	1	-	9	1	1 lb.	Bludgeoning
Light Melee Weapons									
Dagger [~]	53 sp	1d4-1	19-20/x2	1**	10 ft.	9	1	1 lb.	Piercing
Stiletto [~]	27 sp	1d4-1	X4	1	-	7	1	½ lb.	Piercing
One-Handed Melee Weapons									
Mace, Heavy	203 sp	1d10	X2	4	-	6	4	4 lb.	Bludgeoning
Mace, Light	127 sp	1d8	X2	2	-	6	2	2½ lb.	Bludgeoning
Ranged Weapons									
Arrow (for hunting bow) (1)	16 sp	(-1)	-	-	-	4	1	3/10 lb.	-

Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment	Hardness	Hit Points	Weight	Type
Martial Weapons									
Light Melee Weapons									
Pommel*	+50 sp	1d4	X2	1	-	*	*	*	Bludgeoning
Poniard [~]	60 sp	1d6-1	19-20/x2	1**	5 ft.	9	1	1 lb.	Piercing
Sword, Short [~]	125 sp	1d8-1	19-20/x2	1	-	9	2	1½ lb.	Piercing
One-Handed Melee Weapons									
Sword, Arming [~]	200 sp	1d10-1	19-20/x2	2	-	10	4	2 lb.	Piercing
Ranged Weapons**									
Arbalest Bolt (1)	11 sp	(-1)	-	-	-	4	1	1/5 lb.	-
Arrow (any bow) (1)	16 sp	(-1)	-	-	-	4	1	3/10 lb.	-
Crossbow Bolt (1)	6 sp	(-1)	-	-	-	4	1	1/10 lb.	-
Sling Bullet (1)	26 sp	-	-	-	-	-	-	1/2 lb.	-

Continued overleaf



Weapon	Cost	Damage	Critical	Armour Piercing	Range Increment	Hardness	Hit Points	Weight	Type
Improvised Weapons									
Light Melee Weapons									
Cup or Goblet**	30 sp	1d4	X2	-	10 ft.	6	1	½ lb	Bludgeoning
Flagon or Tankard**	60 sp	1d6	X2	-	10 ft.	6	1	1 lb	Bludgeoning
One-Handed Melee Weapons									
Sceptre	700 sp	1d8	X2	1	-	6	2	3 lb	Bludgeoning
Vase**	300 sp	1d8	X2	-	5 ft.	6	1	2 lb	Bludgeoning
Two-Handed Melee Weapons									
Bench**	6,000 sp	2d6	X2	8	5 ft.	6	40	100 lb	Bludgeoning
Chair**	2,000 sp	2d4	X2	3	5 ft.	6	20	30 lb	

* See the weapon description for special rules.
 ** The Armour Piercing score for all ranged weapons is reduced by 1 for each range increment beyond the first.
 ≈ Finesse weapon.

SORCEROUS AND RITUAL PARAPHERNALIA

The long tapers flickered, sending the black shadows wavering along the walls, and the velvet tapestries rippled. Yet there was no wind in the chamber. Four men stood about the ebony table on which lay the green sarcophagus that gleamed like carven jade. In the upraised right hand of each man a curious black candle burned with a weird greenish light.

At various times, *Conan the RPG* and this volume refer to magical paraphernalia of an indeterminate sort, such as incenses, oils, and candles. Usually such paraphernalia is consumed as part of the material component for a spell, or is used during a ritual.

In most cases, there is no particular need for either the player or Games Master to worry about precisely what is in a character's collection of magical paraphernalia. So long as the

total value is recorded, and reduced each time it is used up, there is no need to list specific types of candle or incense. Most sorcerers are able to adapt almost any paraphernalia to specific purposes in any case.

Sorcerous paraphernalia can be made with the Craft (alchemy) or Craft (herbalism) skills. Typically, sorcerous paraphernalia costing 100 sp weighs around 1 pound.

DRUGS AND HERBAL PREPARATIONS

LOVE POTION

The love potion is used to secure a person's love for the next reasonably attractive (Cha 13+, within 20 years either way of the target's age) adult human of the opposite sex he or she sees. Usually the character who administers the potion will ensure this is him or herself, though this is not necessary for the potion to work.

A character who drinks a love potion must attempt a Will saving throw (DC = 10 + ½ character level of the person she may fall in love with + Charisma bonus of said person) or begin to have immediate feelings of love for the person. Success indicates he shakes off the effect completely.

These feelings closely duplicate the early stages of being deeply in love, giving the victim an almost physical need to be with the person. If he was already at least a little in love with her at one time, this love will be strengthened and revived; if not, it will be awakened as a completely new emotion. In either case the victim will probably be at least a little surprised himself, but will rationalise his feelings in the way all new lovers do.

The effects typically last at least a week, with a new saving throw possible after each full week. However, the victim does not usually recognise that he has been ensorcelled, even after that time, and may still believe his original feelings of love to have been genuine. By this time, too, those feelings may have blossomed into something more. Once he has thrown off the initial effects of the potion, the victim may make a Sense Motive check opposed to *his own* Bluff check. If he succeeds, he realises that something was not quite right about his love. If he fails, he will still probably feel strongly for the person, though it is always possible they will fall out of love for whatever reason after this point.

Cost: 1,500 sp.

POTION OF MADNESS

This is made to a similar recipe as black lotus wine (see *Conan the RPG*, p. 230), except that it also contains grey lotus extracts and the form is far more concentrated. The effect produced is intended to send the drinker permanently screaming insane, rather than simply making him pleasantly drunk. A potion of madness comes in a small phial holding only a fluid ounce or so, which can then be added to another drink or foodstuff. It is very difficult to detect (Craft – herbalist check, DC 23, to detect) when added to food or drink in this way.

PURPLE LOTUS WINE

The purple lotus mentioned in *Conan the RPG* also grows around the shores of Lake Zuad, in southern Stygia, on the border with Kush. Certain Tlazitlan sorcerers brew a wine with its flowers, rather than extracting the juice to smear on their blades. This wine provides much the same effects as the juice, but acts as an ingested rather than injury poison. It also has the advantage that it looks and tastes much like any other good quality red wine (Craft – herbalism check, DC 25, to realise it has been added to a liquid before drinking a full dose).

UPAS-TREE JUICE

The upas-tree grows throughout the northern Hyborian kingdoms from Aquilonia to Nemed and Brythunia. Its sap is a dangerous poison which is particularly deadly to serpents and other servants of Set. All creatures with the word 'serpent,' 'snake,' or 'Set' in their name have a -4



circumstance penalty to their saving throws against the juice of the upas-tree, and all priests of Set have a -2 circumstance penalty to their own saves.

Furthermore, the juice has a powerful side-effect against sorcerers of any kind. Each point of Con damage it deals to a sorcerer also reduces his current Power Points by 1. There is no additional saving throw against this.

UPAS-TREE OIL

It is possible, though difficult, to concentrate the sap of the upas-tree into a viscous oil which can be smeared upon weapons. Upas-tree oil has exactly the same properties as upas-tree juice (see above) except as indicated in the Table 4-3: Poisons.

SLEEPING DRAUGHT

This liquid is almost completely tasteless and odourless (Craft – herbalism check, DC 30, to realise it has been added to a liquid before drinking a full dose), as well as being extremely potent. It is commonly kept on hand by those in a position of authority who may need to deal with inconvenient guards when planning a jailbreak or robbery from their own people. A sleeping draught is made from a weakened extract of various lotus plants and related herbs.

VIOLET CUREALL

This is a potion that rapidly cures wounds. It is made from certain specific herbs of Kush and the

legendary Misty Isles. Though not so quick or effective as the Golden Wine of Xuthal, it is much more readily available and easy to brew for an accomplished sorcerer.

A single dose of this smoky violet potion restores 1d4 + (1/2 x Character Level, rounded down) hit points to any wounded character at a rate of 1 hit point per round each round after drinking it. However, a character can benefit from only one dose per day.

Cost: 300 sp/dose. *Requirements:* Craft (alchemy) 8 ranks.

WATER OF ZARKHEBA

The waters of the Zarkheba river are a deadly poison. Furthermore, in addition to the Constitution damage inflicted by drinking the water, the secondary damage includes Corruption – the drinker is filled with unnatural, evil thoughts, tempting him to turn from goodness. Any creature drinking the waters of Zarkheba and who must make a Fortitude save against the secondary damage must also make a Corruption save (DC 25, as for the Fortitude save; all the usual Corruption bonuses and penalties apply) or gain 1 point of Corruption.

The waters are extremely foul-tasting, and so are rarely used to poison someone secretly, since the victim will not down a full dose voluntarily. However, some groups or individuals may slay an enemy by simply throwing him in the river, or collect a dose and force-feed it to a particularly hated individual. The death it causes is swift but agonising.

Waters of the Zarkheba do not retain their potency for long when removed from that dread channel, indicating that some spell or curse may be partially responsible for the poison. Removing the water from the river immediately reduces the initial damage to 1d4 Con and removes the Corruption effect of the secondary damage. Furthermore, each day after it was drawn from the river, the Zarkheba river water's potency is reduced by 1. For this reason the water has no especial resale value as a poison – the buyer can never be certain as to how potent the water will be by the time it reaches him.

WOUNDWORT

A variety of healing herbs can be found in every forest and even in locations such as deserts, if the herbalist knows where to look. These are known by a variety of different names depending on the precise herb and the local language, but many translate as woundwort, woundwood, hurts'-ease or something similar, giving a clear indication of their use.

A herbalist who gathers or otherwise acquires the appropriate herbs can turn them into a salve with which to enhance his healing skills, so long as he also possesses a healer's kit and herbalist's kit and at least five levels in each of the Heal and Craft (herbalist) skills. Anyone to whom he successfully grants short-term care while using a dose of the herbal salve regains an additional +1d4 hit points.

Cost: 50 sp.

YELLOW LOTUS BLOSSOM

Closely related to the yellow lotus of Kush which provides yellow lotus resin (see *Conan the RPG*, p. 231), the yellow lotus of Khitai has a far stronger effect. Its blossom can make an enemy insensible for several hours, though if he breathes in too much it may kill him.

Cost: 1,250 sp/dose.

ALCHEMICAL ITEMS

The following additional alchemical items are available to scholars, as well as those given in *Conan the RPG*. As usual an asterisk (*) indicates that the item can be used in conjunction with the *telekinesis* and *greater telekinesis* spells.

BLUE DEVIL'S-FLAME*

He started violently and the chanting broke off as the kneeling blacks flung up their heads. An inhuman voice boomed out high above them. They froze on their knees, their faces turned upward with a ghastly blue hue in the sudden glare of a weird light that burst blindingly up near the lofty roof and then burned with a throbbing glow. That glare lighted a gallery and a cry went up from the high priest, echoed shudderingly by his acolytes. In the flash there had been briefly disclosed to them a slim white figure standing upright in a sheen of silk and a glint of jewel-crueted gold. Then the blaze smoldered to a throbbing, pulsing luminosity in which nothing was distinct, and that slim shape was but a shimmering blue of ivory.

This is an old Stygian trick used both by the priests of that cursed land to cow their followers with supposed displays of supernatural power, and by sorcerers everywhere to blind

Table 4-3: Poisons

Poison	Type	Initial Damage	Secondary Damage	Price
Potion of Madness	Ingested DC 23	2d6 Wis + Hallucinations (see description)	2d6 Int + Madness (see description)	1,500 sp
Purple Lotus Wine	Ingested DC 28	3d6 Dex + Paralysis	1d6 Dex	1,750 sp
Upas-Tree Juice	Ingested DC 22	2d4 Con (and Power Points)	2d4 Con (and Power Points)	1,200 sp
Upas-Tree Oil	Injury DC 20	1d6 Con (and Power Points)	1d6 Con (and Power Points)	1,000 sp
Sleeping Draught	Ingested DC 17	Unconsciousness for 1d3 hours	Unconsciousness for 2d4 hours	650 sp
Water of Zarkheba	Ingested DC 25	2d6 Con	1d6 Con + Corruption (see description)	-
Yellow Lotus	Inhaled DC 21	Unconsciousness for 2d6 hours	1d6 Con	1,250 sp

Table 4-4: Craft (herbalism) and Craft (alchemy) DCs for Manufacture (additional)

Item	Craft Skill	Craft DC
Blue Devil's-Flame, Rope of Dead-Women's Hair	Alchemy	15
Hellfire Puffball, Radium Gem, Violet Cureall, Dust of Forgetfulness	Alchemy	20
Globe of Yezud, Potion of Hibernation	Alchemy	25
Potion of Madness, Woundwort	Herbalism	15
Upas Tree Juice, Sleeping Draught, Love Potion	Herbalism	20
Purple Lotus Wine, Upas Tree Oil	Herbalism	25

Table 4-4: Gathering Herbs (additional)

Plant	DC to gather (by location)
Love Potion Ingredients	25 (steppes to the east of Zamboula)
Potion of Madness Ingredients	20 (plains of northern Vendhya)
Purple Lotus	25 (ghost-haunted swamps of southern Stygia, as for Purple Lotus Juice in <i>Conan the RPG</i>)
Upas-Tree	20 (forests of northern Aquilonia, Nemedias and Brythunia)
Sleeping Draught Ingredients	25 (any jungle or swamp where any type of lotus grows)
Water of Zarkheba Ingested	- (Zarkheba River only)
Woundwort	25 (anywhere), 20 (warm or temperate forest)
Yellow Lotus Blossom	25 (bamboo jungles of Khitai)

'I bade you got to the watchers!' the chief bellowed. 'You have not had time to come back from them.'

The other did not reply; he stood woodenly, staring vacantly into the chief's face, his palm outstretched holding the jade ball. Conan, looking over Yar Afzal's shoulder, murmured something and reached to touch the chief's arm, but as he did so, Yar Afzal, in a paroxysm of anger, struck the man with his clenched fist and felled him like an ox. As he fell, the jade sphere rolled to Yar Afzal's foot, and the chief, seeming to see it for the first time, bent and picked it up. The men, staring perplexedly at their senseless comrade, saw their chief bend, but they did not see what he picked up from the ground.

Yar Afzal straightened, glanced at the jade, and made a motion to thrust it into his girdle.

'Carry that fool to his hut,' he growled. 'He has the look of a lotus-eater. He returned me a blank stare. I - aie!'

In his right hand, moving towards his girdle, he had suddenly felt movement where movement should not be. His voice died away as he stood and glared at nothing; and inside his clenched right hand he felt the quivering of change, of motion, of life. He dared not look; his tongue clove to the roof of his mouth, and he could not open his hand. His astonished warriors saw Yar Afzal's eyes distend, the color ebb from his face. Then suddenly as if struck by lightning, his right arm tossed out in front of him. Face down he lay, and from between his opening fingers crawled a spider - a hideous, black, hairy-legged monster whose body shone like black jade. The men yelled and gave back suddenly, and the creature scuttled into a crevice of the rocks and disappeared.

and daze their enemies, taking advantage of the opportunity to either slay them or to get a chance at a quick getaway. In either case it has a range increment of 10 feet if thrown.

In the former mode, the *blue devil's flame* is dispersed so as to impress onlookers, but without being quite so bright as to actively dazzle them. The sorcerer adds a +2 circumstance bonus to any attempts to influence the onlookers by such means as Intimidate, Bluff and Diplomacy checks. This applies only to onlookers of 4 HD and below.

In the latter mode, the *blue devil's flame* bursts into light. This causes all creatures within a 10 feet of the burst to be dazed for one round (unable to take any actions) and dazzled for 1 minute thereafter (-1 penalty to attack rolls, Search checks, and Spot checks). A creature that makes a successful Fortitude save (DC 20) is unaffected by the dazing, and the duration of his bedazzlement is reduced to 1 round. Sightless creatures, as well as creatures already dazed or dazzled, are not affected by *blue devil's flame*.

Cost: 300 sp. *Requirements:* Craft (alchemy) 4 ranks.

DUST OF FORGETFULNESS

This powder is thrown or blown into an enemy's face. The range of the powder is only 5 feet. Launching it into the target's face is a standard action on the part of the thrower; the target cannot avoid it unless he has stated that he is holding his breath. He must make a Will saving throw (DC 20) or forget all that has occurred within the last 1d4+1 hours. This knowledge will gradually begin to return to him over the course of several weeks, so that by the end of a month he will recall everything he had forgotten once more.

Cost: 500 sp. *Requirements:* Craft (alchemy) 10 ranks.

GLOBE OF YEZUD

The *globe of Yezud* entraps a highly venomous spider, of no more than around two inches across in size, within a ball of black, shiny, polished jade.

This *globe* is activated just before use with a quick ritual requiring one round and a Perform (ritual) check (DC 15). During this ritual, the sorcerer using the *globe of Yezud* names the target of the *globe*. The sorcerer using the *globe of Yezud* need not be the same sorcerer who created it, but he must be a sorcerer (that is, any character with Power Points).

The target can be anyone known by name to the sorcerer using the *globe*.

From that point onwards, the *globe* will be completely inert until it touches the flesh of the named creature for at least one round. At that point it will transform back into the spider for one final time, and immediately bite the creature, hitting automatically. This bite is so minor it does not deal any damage, but it is sufficient to subject the target to the spider venom. This deals 1d6 Con primary damage and 2d8 Con secondary damage, with a DC 20 saving throw to halve the damage.

Once a *globe of Yezud* has been activated by naming a target, its target may not be altered by any means.

Cost: 2,000 sp. *Requirements:* Craft (alchemy) 10 ranks, Knowledge (nature) 10 ranks, priest of Zath (must have the Priest feat and worship Zath, and be in good standing with the main cult of Zath in Yezud – see *Conan the RPG*).

HELLFIRE PUFFBALL

Hellfire puffballs are dreadful bombs, giving off extreme heat and flames in a very localised area. They also tend to dazzle those nearby. A *hellfire puffball* will only be set off by the touch of steel or iron, but any steel or iron will do.

Each *puffball* covers one 5-foot square completely to a height of five feet, and will roll drift and roll downhill at a speed of 30 feet (6 squares) per round. Any time it passes through a square containing any iron or steel, or any time some iron

or steel contacts it, it will instantly explode, affecting all creatures within the 15 feet by 15 feet area centred on the *puffball's* position at the time. Affected creatures are dealt 10d6 fire damage, with a Reflex save (DC 20 if in one of the outer 5-foot squares, or DC 30 if in the central 5-square with the puffball itself) for half damage.

Furthermore, any creature within 30 feet of the *puffball* when it explodes, and looking in the direction of the *puffball*, must make a Fortitude save (DC 15) or be dazed for one round (unable to take any actions) and dazzled for 1 minute thereafter (-1 penalty to attack rolls, Search checks, and Spot checks). A creature that succeeds in its Fortitude save is unaffected by the dazing, and the duration of his bedazzlement is reduced to 1 round. Sightless creatures, as well as creatures already dazed or dazzled, are not affected by *blue devil's flame*.



They all saw it - a white puffball of smoke that tumbled over the tower-rim and came drifting and rolling down the slope toward them. Others followed it. They seemed harmless, mere woolly globes of cloudy foam, but Conan stepped aside to avoid contact with the first. Behind him one of the Irakzai reached out and thrust his sword into the unstable mass. Instantly a sharp report shook the mountainside. There was a burst of blinding flame, and then the puffball had vanished, and the too-curious warrior remained only a heap of charred and blackened bones. The crisped hand still gripped the ivory sword-hilt, but the blade was gone - melted and destroyed by that awful heat. Yet men standing almost within reach of the victim had not suffered except to be dazzled and half blinded by the sudden flare.

'Steel touches it off,' grunted Conan. 'Look out - here they come!'

The only drawback with the *puffballs* from a sorcerer's point of view is their rather nebulous nature. It is not possible to guide them in any way once they are released - even a Prestidigitation spell or minor gust of wind will disperse a puffball rather than guide it. Each *puffball* simply rolls downhill, continuing in the same direction it was initially pushed in, unless some other factor alters things such as terrain (*puffballs* always take the downhill route where possible). If sufficient numbers of *puffballs* are rolled simultaneously, they will tend to form a great mass, with the individual *puffballs* bouncing off one another to some extent but generally covering a large area between them.

Hellfire puffballs are rather bulky, with each one being typically confined in a large sack. Though this sack seems to weigh almost nothing, it will be very bulky, and carrying more than one or two *hellfire puffballs* is difficult. For this reason these devices are most commonly used in defensive sieges, so that the sacks can be stored ahead of time in great arsenals away from anything iron, then each sack simply upended over the walls so as to roll downhill straight into the attacking army. No army worthy of the name ever lacks iron and steel in its arms and armour.

Note that once characters realise that it is ferrous metals that set

off the *puffballs*, a number of strategies present themselves for dealing safely with them. The easiest is perhaps that used by Conan in *The People of the Black Circle*, where his forces simply shoot the *puffballs* with arrows. The *puffballs* should be classed as Defence Value 10 if in motion, with range modifiers applying as usual. Any hit with a steel-tipped arrow will set the *puffball* off, though there is never any 'chain reaction' effect - each *puffball* must be set off individually.

Cost: 2,500 sp. Requirements: Craft (alchemy) 15 ranks.

POTION OF HIBERNATION

This potion puts the drinker to sleep, a total, deathlike sleep in which he does not age. He may sleep for up to 1,000 years, plus 1,000 years per point of Wisdom bonus (if any). However, he will find himself physically drained by this process, so that he is dealt 1 hit point damage for each 100 years of sleep. This can, if he sleeps for long enough, kill him.

As he drifts off to sleep, the drinker makes a Will saving throw (DC 20). If successful, he may mentally set himself a condition which will cause him to awaken. This may either be a specific span of years (though this method is somewhat inaccurate, and will only work to within +/- 10%

They had stormed over Kuthchemes like a tidal wave, washing the marble towers in blood, and the northern Stygian kingdom had gone down in fire and ruin.

'But while they were shattering the streets of his city and cutting down his archers like ripe corn, Thugra Khotan had swallowed a strange terrible poison, and his masked priests had locked him into the tomb he himself had prepared. His devotees died about the tomb in a crimson holocaust, but the barbarians could not burst the door, nor ever mar the structure by maul or fire. So they rode away, leaving the great city in ruins, and in his ivory-domed sepulchre great Thugra Khotan slept unmolested, while the lizards of desolation gnawed at the crumbling pillars, and the very river that watered his land in old times sank into the sands and ran dry.

accuracy) or a different condition such as 'when anyone enters the chamber wherein I sleep' or 'when my sleeping body is touched.' He will awaken when the conditions are fulfilled.

If he fails his Will saving throw, he will remain asleep indefinitely. There may be ways of waking him, usually by magic, but these should be decided on a case-by-case basis by the Games Master.

Cost: 1,850 sp. *Requirements:* Craft (alchemy) 15 ranks, 1 dose of black lotus juice (included in price), must know at least two spells from the Immortality sorcery style.

RADIUM GEM

Radium gems are a refined form of green fire-stones (see p. 55). A single radium gem provides illumination within a 10-foot radius, weighs a negligible amount, and can be switched on or off up to once per round as a free action.

'They are wonderful scientists, when they are not drugged with their dream-flower. Their ancestors were mental giants, who built this marvelous city in the desert, and though the race became slaves to their curious passions, some of their wonderful knowledge still remains. Have you wondered about these lights? They are jewels, fused with radium. You rub them with your thumb to make them glow, and rub them again, the opposite way, to extinguish them.'

However, it still has a tendency to corrupt the carrier, exactly like green fire-stones do:

Anyone who does not have Corruption 1+ will feel distinctly unnerved when in an area lit by one or more radium gems. If he lives in such an area for a week or more, he must make a Corruption save (DC 15) or gain 1 point of Corruption. Characters who already have at least 1 point of Corruption are unaffected, and may even rather enjoy the glow.

Cost: 500 sp. *Requirements:* Craft (alchemy) 10 ranks, 1 green fire-stone (included in cost).

ROPE OF DEAD

WOMEN'S HAIR

This supernaturally strong rope is made from dead women's hair steeped in the juice of the upas-tree (see p. 59). It weighs but 2 lb per 100 feet, and can bear some 750 pounds

'We must climb this cord - little need to ask a Cimmerian if he can.'

'If it will bear my weight,' grunted Conan, cleansing his sword on the grass.

'It will bear thrice my own,' answered Taurus. 'It was woven from the tresses of dead women, which I took from their tombs at midnight, and steeped in the deadly wine of the upas tree, to give it strength.'

without snapping. In appearance it seems only a thin and flimsy cord, so that a full 100-foot coil of it could be carried in a large belt-pouch.

The cost given is for a 100 feet length of the rope.

Cost: 1,250 sp. *Requirements:* Craft (alchemy) 6 ranks, 1 dose of upas-tree juice (included in cost), hair from 20 dead women.



Creatures of Sorcery

Byblows of Blasphemy

SORCERERS COME INTO contact with a number of mysterious, scarce and just plain weird creatures during their studies, sometimes as masters, sometimes hazards, and sometimes servants. A number of sorcerer-related creatures were presented in *Conan the RPG* main rulebook, including the various demons and elementals, but those who delve deeper into sorcerous knowledge will find a need to deal with stranger and more dangerous creatures. . .

NEW CREATURES

The following new creatures can be used alongside those first presented in *Conan the RPG*.

ABERRATIONS

Aberrations are created by the vile experiments of certain unusually evil sorcerers. These things are drawn forth from great evil vats, where the sorcerer combines the body parts of a number of disparate living creatures (see *Creating Aberrations*, p. 34).

GELID ABOMINATION

Medium Aberration

Hit Dice: 10d8 (45 hp)

Initiative: +8 (+5 Dex, +3 Reflex save)

Speed: 30 ft.

DV: 21 (-1 size, +4 Dex, +8 natural)

DR: -

Base Attack/Grapple: +7/+12

Attack: Tentacle +13 (1d6+5)

Full Attack: 6 tentacles +13 (1d6+5), Bite +11 (1d8+2)

Space/Reach: 5 ft. (1)/5 ft. (1)

Special Attacks: Improved grab, constrict (1d6+5, AP 8), horrible laughter

Special Qualities: Immunity to physical weapons, darkvision (60 ft.)

Saves: Fort +5, Ref +8, Will +6

Abilities: Str 20, Dex 20, Con 10, Int 8, Wis 8, Cha 12

Skills: Bluff +8, Disguise +4

Feats: Multiattack, Great Fortitude, Weapon Focus (tentacle), Weapon Focus (bite)

Environment: Any land and underground

Organisation: Solitary

Advancement: 11-15 HD (medium), 16-20 HD (large)

The gelid abomination is an amorphous thing, with a body somewhere between that of a human and that of an octopus, a voice like that of a human woman, and a froglike head. Its very appearance seems calculated to strike terror into the heart of any right-thinking man or woman, though it would doubtless be fascinating to any experienced sorcerer.

The only known gelid abomination dwells in the Halls of Horror beneath Tsotha-lanti's Scarlet Citadel (see *Conan the RPG*, p. 265) in Koth. This was created by Tsotha as part of an experiment, but he released it into the Halls and forgot about it when it did not turn out quite so useful as he had anticipated. It might be encountered there by a party hired to clear the Halls for their new owner, the sorcerer Pelias.

Alternatively, the gelid abomination can be used as a generic aberration for a different sorcerer, or even to represent a player character sorcerer's failed experiments with aberration creation (see p. 35).

COMBAT

The gelid abomination is obscene in its attack method, floundering quickly but leglessly on its stumpy tentacles until it reaches its foes, then flailing wildly at them, trying to draw them into range of its gaping froglike maw.

Constrict (Ex): On a successful grapple check, a gelid abomination deals 1d6+5 damage. It may do this once per round for each tentacle that is grappling an opponent.



Darkvision (Ex): A gelid abomination has darkvision out to 60 feet.

Horrible Laughter (Su): The gelid abomination's sinister laughter causes any Terror saves it provokes to be at a -2 circumstance penalty.

Immunity to Physical Damage (Su): A gelid abomination is immune to all physical damage except that caused by either fire or being struck by a weapon made of silver.

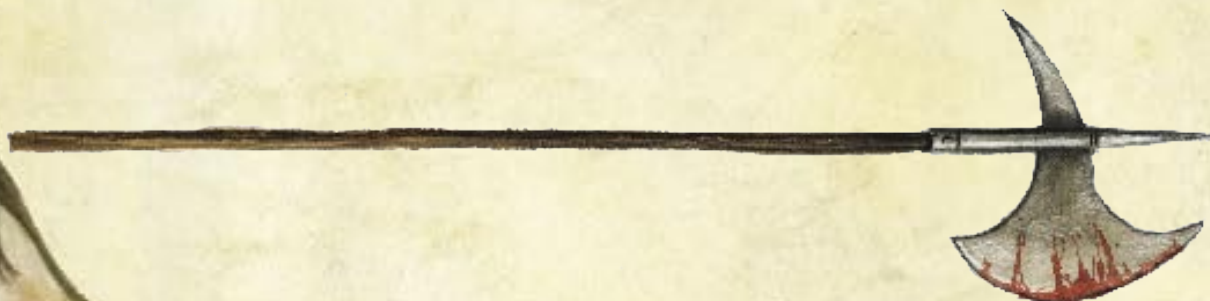
The weeping grew nearer as he advanced and lifting his torch, he made out a vague shape in the shadows. Stepping closer, he halted in sudden horror at the anthropomorphic bulk which sprawled before him. Its unstable outlines somewhat suggested an octopus, but its malformed tentacles were too short for its size, and its substance was a quaking, jelly-like stuff which made him sick to look at. From among the loathsome gelid mass reared up a frog-like head, and he was frozen with nauseated horror to realize that the sound of weeping was coming from those obscene blubbery lips. The noise changed to an abominable high-pitched tittering as the great unstable eyes of the monstrosity rested on him, and it hitched its quaking bulk towards him. He backed away and fled up the tunnel, not trusting his sword. The creature might be composed of terrestrial matter, but it shook his very soul to look upon it, and he doubted the power of man-made weapons to harm it. For a short distance he heard it flopping and floundering after him, screaming with horrible laughter.

Improved Grab (Ex): To use this ability, a gelid abomination must hit with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

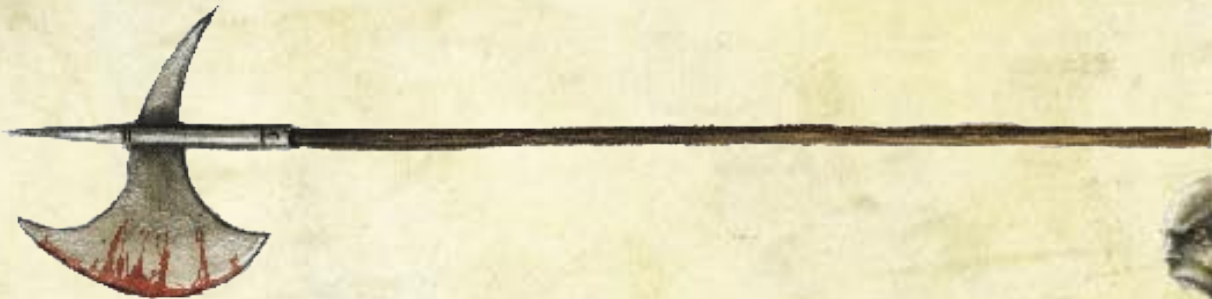
Skills: A gelid abomination gains a +4 circumstance bonus to any Bluff, Disguise or Perform checks for which the ability to perfectly duplicate a woman's voice would be useful. Note that in most cases this bonus can only be applied if the target or audience for the skill check is unable to see the gelid abomination.

ANIMATED OBJECTS

	Animated Object, Tiny	Animated Object, Small	Animated Object, Medium
	Tiny Construct	Small Construct	Medium Construct
Hit Dice:	1/2 d10 (2 hp)	1d10+10 (15 hp)	2d10+20 (31 hp)
Initiative:	+2	+1	+0
Speed:	Fly 40 ft. (8 squares); walk 40 ft., 50 ft. legs, 60 ft. multiple legs; 80 ft. wheels	Fly 30 ft. (6 squares); walk 30 ft. (6 squares), 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels	30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels
Defence Value:	14 (+2 size, +2 Dex)	12 (+1 size, +1 Dex)	10
Damage Reduction:	Varies by material: 0 (cloth, paper etc), 1 (wood), 2 (stone), 3 (iron)	Varies by material: 0 (cloth, paper etc), 2 (wood), 4 (stone), 6 (iron)	Varies by material: 0 (cloth, paper etc), 3 (wood), 6 (stone), 8 (iron)
Base Attack/Grapple:	+0/-9	+0/-4	+1/+2
Attack:	Slam +1 melee (1d4-1)	Slam +1 melee (1d6)	Slam +2 melee (1d8+1)
Full Attack:	Slam +1 melee (1d4-1)	Slam +1 melee (1d6)	Slam +2 melee (1d8+1)
Space/Reach:	2-1/2 ft. (1/2)/0 ft. (0)	5 ft. (1)/5 ft. (1)	5 ft. (1)/5 ft. (1)
Special Attacks:	See text	See text	See text
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text
Saves:	Fort +0, Ref +2, Will -5	Fort +0, Ref +1, Will -5	Fort +0, Ref +0, Will -5
Abilities:	Str 8, Dex 14, Con —, Int —, Wis 1, Cha 1	Str 10, Dex 12, Con —, Int —, Wis 1, Cha 1	Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1
Skills:	—	—	—
Feats:	—	—	—
Environment:	Any	Any	Any
Organisation:	Group (4)	Pair	Solitary
Advancement:	—	—	—
Example (attacks):	Poniard (+1 melee, 1d6-1 damage)	Broadsword (+1 melee, 1d10 damage)	Greatsword (+2 melee, 2d10+1 damage), or 6' tall humanoid statue (standard, or by two broadswords +2/-3 melee, 1d10+1/1d10 damage)



	Animated Object, Large	Animated Object, Huge	Animated Object, Gargantuan
	Large Construct	Huge Construct	Gargantuan Construct
Hit Dice:	4d10+30 (52 hp)	8d10+40 (84 hp)	16d10+60 (148 hp)
Initiative:	+0	-1	-2
Speed:	20 ft. (4 squares); 30 ft. legs, 40 ft. multiple legs, 60 ft. wheels	20 ft. (4 squares); 30 ft. legs, 40 ft. multiple legs, 60 ft. wheels	10 ft. (2 squares); 20 ft. legs, 30 ft. multiple legs, 50 ft. wheels
Defence Value:	10 (-1 size, +1 natural)	10 (-2 size, -1 Dex, +3 natural)	10 (-4 size, -2 Dex, +6 natural)
Damage Reduction:	Varies by material: 1 (cloth, paper etc), 4 (wood), 8 (stone), 10 (iron)	Varies by material: 2 (cloth, paper etc), 5 (wood), 10 (stone), 12 (iron)	Varies by material: 3 (cloth, paper etc), 6 (wood), 12 (stone), 14 (iron)
Base Attack/Grapple:	+3/+10	+6/+19	+12/+31
Attack:	Slam +5 melee (2d6+4)	Slam +9 melee (2d8+7)	Slam +15 melee (3d6+10)
Full Attack:	Slam +5 melee (2d6+4)	Slam +9 melee (2d8+7)	Slam +15 melee (3d6+10)
Space/Reach:	10 ft. (2)/5 ft. (1) (long) 10 ft. (2)/10 ft. (2) (tall)	15 ft. (3)/10 ft. (2) (long) 15 ft. (3)/15 ft. (3) (tall)	20 ft. (4)/15 ft. (3) (long) 20 ft. (4)/20 ft. (4) (tall)
Special Attacks:	See text	See text	See text
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text
Saves:	Fort +1, Ref +1, Will -4	Fort +2, Ref +1, Will -3	Fort +5, Ref +3, Will +0
Abilities:	Str 16, Dex 10, Con —, Int —, Wis 1, Cha 1	Str 20, Dex 8, Con —, Int —, Wis 1, Cha 1	Str 24, Dex 6, Con —, Int —, Wis 1, Cha 1
Skills:	—	—	—
Feats:	—	—	—
Environment:	Any	Any	Any
Organisation:	Solitary	Solitary	Solitary
Advancement:	—	—	—
Example (attacks):	10' tall humanoid statue (standard, or by two Large broadswords +5/+0 melee, 2d6+3/2d6+1 damage)	25' tall humanoid statue (standard, or by two Huge broadswords +9/+4 melee, 3d6+5/3d6+2 damage)	50' tall humanoid statue (standard, or by two Gargantuan broadswords +15/+10 melee, 4d6+7/4d6+3 damage)



Animated Object, Colossal

	Colossal Construct
Hit Dice:	32d10+80 (256 hp)
Initiative:	-3
Speed:	10 ft. (2 squares); 20 ft. legs, 30 ft. multiple legs, 50 ft. wheels
Armor Class:	11 (-8 size, -3 Dex, +12 natural)
Damage Reduction:	Varies by material: 4 (cloth, paper etc), 7 (wood), 14 (stone), 16 (iron)
Base Attack/Grapple:	+24/+49
Attack:	Slam +25 melee (4d6+13)
Full Attack:	Slam +25 melee (4d6+13)
Space/Reach:	30 ft. (6)/20 ft. (4) (long) 30 ft. (6)/30 ft. (6) (tall)
Special Attacks:	See text
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision; also see text
Saves:	Fort +10, Ref +7, Will +5
Abilities:	Str 28, Dex 4, Con —, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organisation:	Solitary
Advancement:	—
Example (attacks):	75' tall humanoid statue (standard, or by two Gargantuan broadswords +25/+20 melee, 5d6+9/5d6+4 damage)

Animated objects come in all sizes, shapes, and colours. They owe their existence as creatures to spells such as *animate sword*, *animate statue* or similar supernatural abilities.

COMBAT

Animated objects fight only as directed by the animator. They follow orders without question and to the best of their abilities. Since they do not need to breathe and never tire, they can be extremely capable minions.

An animated object can have one or more of the following special abilities, depending on its form.

Blind (Ex): A sheetlike animated object such as a carpet or tapestry can grapple an opponent up to three sizes larger than

itself. The object makes a normal grapple check. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

Constrict (Ex): A flexible animated object such as a rope, vine, or rug deals damage equal to its slam damage value plus 1- 1/2 times its Strength bonus with a successful grapple check against a creature up to one size larger than itself. An object of at least Large size can make constriction attacks against multiple creatures at once, if they all are at least two sizes smaller than the object and can fit under it.

Hardness (Ex): An animated object has the same hardness it had before it was animated.

Improved Speed (Ex): The base land speed given in the statistics block assumes that an animated object lurches, rocks, or slithers along. Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a +10 foot bonus to speed. Objects with multiple legs (tables, chairs) have a +20 foot bonus to speed. Wheeled objects have a +40 foot bonus to speed. Objects might have additional modes of movement. A wooden object can float and has a swim speed equal to half its land speed. A rope or similar sinuous object has a climb speed equal to half its land speed. Any object of Tiny or Small size can fly (clumsy manoeuvrability) at the indicated speed.

Trample (Ex): An animated object of at least Large size and with a Damage Reduction of at least 8 can trample creatures two or more sizes smaller than itself, dealing damage equal to the object's slam damage + 1-1/2 times its Strength bonus. Opponents who do not make attacks of opportunity against the object can attempt Reflex saves (DC 10 + 1/2 object's HD + object's Str modifier) to halve the damage.

Weapon Attack (Ex): An animated object which is or which incorporates a weapon, such as a sword animated with the *animate swords* spell or a statue of a pikeman which includes his weapon, will deal damage appropriate to the size and nature of the weapon, rather than slam damage. A statue which picks up a weapon will also deal appropriate damage. The animated object's Strength bonus is added to this damage as usual. Generally 1.5 x Strength bonus will be used, though in the case of a humanoid or multi-armed statue with several weapons 1 x Strength bonus for the primary weapon and 0.5 x Strength bonus for any additional weapons will apply. An animated object wielding more than one weapon has the usual -5 penalty to all attack rolls made with weapons other than its primary weapon.

BLACK LOTUS

Large Plant

Hit Dice: 4d8+20 (38 hp)

Initiative: +4 (+3 Dex, +1 Reflex save)

Speed: 0 ft.

DV: 14 (+3 Dex, +1 natural)

DR: 2 (natural)

Base Attack/Grapple: +3/+3

Attack: Touch +6 melee finessee (poison)

Full Attack: Touch +6 melee finessee (poison)

Space/Reach: 10 ft. (2)/10 ft. (2)

Special Attacks: Poison, miasma, magical poison

Special Qualities: Low-light vision, plant traits

Saves: Fort +4, Ref +4, Will -3

Abilities: Str 2, Dex 16, Con 20, Int -, Wis 2, Cha 26

Skills: -

Feats: -

Environment: Warm jungle

Organisation: Patch (5-10) or colony (11-30)

Advancement: 5-6 HD (Large)



Conan suddenly realised that the air was impregnated with an alien and exotic scent. Something gently brushed his temple. He turned quickly. From a cluster of green, curiously leafed stalks, great black blossoms nodded at him. One of these had touched him. They seemed to beckon him, to arch their pliant stems toward him. They spread and rustled, though no wind blew.

Black lotus plants have a weird, semi-sentient life of their own, which can prove hazardous to travellers in the jungles of Kush. Certain sorcerers and supernatural creatures may exploit the living black lotus's properties so as to drug their victims or capture prey.

Black lotus plants are green in colour, but with the infamous black blossoms heading each stalk. Black lotus plants can grow to over 12 feet in height.

COMBAT

Though black lotus plants are stationary, their stalks and blossoms are capable of deliberate and fast movement, allowing them to attack in a primitive manner.

Magical Poison (Su): The poisonous miasma (see below) given off by black lotuses is partially physical and partially magical in effect. The black lotus has a strangely seductive quality that seems to make passers-by deliberately want to inhale its poison. This allows the black lotus to add its Charisma bonus to the save DC of its miasma attack (see below).

Miasma (Su): Black lotus plants constantly give off a heady scent that forces all within 20 feet of the plant to make Fortitude saves (DC 25) or be affected as by inhaling black lotus blossom (see *Conan the RPG*, p. 230). The save DC is Constitution-based, but due to the effects of the black lotus's magical poison special attack, it may also add its Charisma bonus to the save DC.

Poison (Ex): Contact, DC 17, initial and secondary damage 1d4 Con. The save DC is Constitution-based. Note that this poison is essentially a less concentrated form of black lotus juice (see *Conan the RPG*, p. 232).

CHAKAN

Medium Monstrous Humanoid

Hit Dice: 3d8+3 (16 hp)

Initiative: +10 (+3 Dex, +3 Reflex, +4 Improved Initiative)

Speed: 40 ft.

DV: 15 (+3 Dex, +2 natural)

DR: 3 (natural)

Base Attack/Grapple: +3/+5

Attack: Bite +6 melee finessee (1d6+3)

Full Attack: Bite +6 melee finessee (1d6+3) and claw +1 melee finessee (1d4+2) or bite +6 melee finessee (1d6+3) and by primitive weapon type

Space/Reach: 5 ft. (1)/5 ft. (1)

Special Attacks: –

Special Qualities: Darkvision (60 ft.), scent

Saves: Fort +2, Ref +6, Will +4

Abilities: Str 15, Dex 16, Con 12, Int 5, Wis 12, Cha 4

Skills: Climb +11, Hide +8, Listen +6, Move Silently +8, Spot +6, Survival +6

Feats: Track, Improved Initiative

Environment: Warm and temperate forest

Organisation: Solitary

Advancement: 4-6 HD (Medium)

In form it was like a man, gnarled and misshapen, covered with thick hair. Its nails were long and black, like the talons of a beast, and its chinless, low-browed head was like that of an ape. The thing was a Chakan, one of those semi-human beings which dwell deep within the forests.

Chakans are found throughout the deepest regions of the Pictish Wilderness, far from civilisation. Here they stalk small prey, typically bringing their quarry down by grappling and biting or occasionally using improvised weapons such as rocks.

Many Pictish shamans have learned the secrets of training chakans for their own purposes. They are used as assassins and sometimes as scouts. Chakans are ideally suited to tracking and slaying individual human victims, being naturally stealthy and having unusually acute sense of smell. A trained chakan can follow a victim much like a dog might,

by taking its scent from an item of clothing, but is far more cunning and subtle than a dog and will wait till its quarry is alone and asleep before striking.

A typical chakan is a similar size to an adult human male, but broad, misshapen and thickly muscled. Though it might only be 5'6" to 6' in height, it will likely weigh in excess of 250 pounds.

COMBAT

Chakans usually stalk their prey individually, and are willing to spend days or even weeks tracking a particular creature once they have decided to take it. A chakan that has been trained by a Pictish shaman is proficient with all simple weapons and will often be set to track a specific individual.

Skills: Chakans have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Furthermore they have a +4 racial bonus on Hide, Listen, Move Silently, Spot and Survival checks.



CHILD OF JHEBBAL SAG

'Zogar!' muttered the woodsman, his bloody countenance set in wolfish lines as he unconsciously strained at his cords. 'Balthus saw a lean figure of middle height, almost hidden in ostrich plumes set on a harness of leather and copper. From amidst the plumes peered a hideous and malevolent face. The plumes puzzled Balthus. He knew their source lay half the width of a world away to the south. They fluttered and rustled evilly as the shaman leapt and cavorted.

Jhebbal Sag, the primal god who once ruled all living things (see *Conan the RPG*, p. 288), is still known to visit women who sleep in his sacred groves, impregnating them with his weird, half-human, half-demonic spawn.

CREATING A CHILD OF JHEBBAL SAG

'Child of Jhebbal Sag' is an inherited template that can be added to any living creature with an Intelligence score of 1 or more (referred to hereafter as the base creature).

A child of Jhebbal Sag uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Children of Jhebbal Sag are native outsiders.

Speed: As the base creature.

Damage Reduction: As the base creature.

Attacks: As the base creature.

Special Attacks: As the base creature.

Special Qualities: A child of Jhebbal Sag has all the special qualities of the base creature, plus the following special qualities.

† Low-light vision.

† Wild Empathy. The child of Jhebbal Sag may improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The child of Jhebbal Sag rolls 1d20 and adds his character level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the child of Jhebbal Sag and the animal must be able



to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but as with influencing people it might take more or less time. The child of Jhebbal Sag can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check. This is an extraordinary ability.

Spells: Although the child of Jhebbal Sag gains no particular bonus spells, he is particularly effective with spells of the Nature Magic sorcery style. Whenever he casts any Nature Magic spell, his scholar level is considered to be +1 for all purposes.

Favoured Class: Change to scholar.

Base Power Points: As the base creature.

Abilities: Adjust from the base creature as follows: Cha +2, Str -2. Furthermore, a creature whose Intelligence was 6 or below has its Intelligence increased to 6.

Fate Points: Reduce by -2.

Skills: Children of Jhebbal Sag gain a +2 racial bonus to all Handle Animal checks.

Corruption: As base creature +1.

CRAWLER OF XUCHOTL

Huge Magical Beast (cold)

Hit Dice: 14d10 (77 hp)

Initiative: +12 (+3 Dex, +9 Reflex)

Speed: 30 ft. (6 squares), climb 30 ft.

DV: 21 (-2 size, +3 Dex, +10 natural)

DR: 4

Base Attack/Grapple: +14/+24

Attack: Slam +13 melee (1d8+9 + 2d6 cold)

Full Attack: Slam +13 melee (1d8+9 + 2d6 cold), bite +11 melee (1d10+6 + 1d6 cold)

Space/Reach: 15 ft. (3)/10 ft. (2)

Special Attacks: Constrict 1d8+9 + 4d6 cold (AP 8), improved grab, cold damage, trip.

Special Qualities: Darkvision (60 ft.), low-light vision, cold subtype

Saves: Fort +9, Ref +12, Will +5

Abilities: Str 23, Dex 17, Con 11, Int 2, Wis 12, Cha 2

Skills: Hide +1, Listen +10, Move Silently +8, Spot +6

Feats: Alertness, Multiattack, Stealthy, Weapon Focus (slam), Weapon Focus (bite)

Environment: Underground

Organisation: Solitary

Advancement: 15–20 HD (Huge); 21–32 HD (Gargantuan)

Something came writhing up the steps, something that slithered and rustled and brought a chill in the air with it. Conan lashed down with his great sword and felt the blade shear through something that might have been flesh and bone, and cut deep into the stair beneath. Something touched his foot that chilled like the touch of frost, and then the darkness beneath him was disturbed by a frightful thrashing and lashing, and a man cried out in agony.

The crawler of Xuchotl resembles a large snake, but with a distinctly otherworldly look to its appearance. Its hue is indeterminate, usually dark but with an oddly shifting quality that makes it look alternately black, dark grey, brownish-purple and dark brown. In fact it is a native of Earth, but a twisted, sorcerous one, a creature that crawled up from the deepest caverns and tunnels below the surface and up to the catacombs beneath the lost city of Xuchotl. Certain sorcerers and factions of Xuchotl have been known to tame or control it.

Though Conan slays the only known crawler of Xuchotl during the events of *Red Nails*, there may well be more. A crawler might be encountered in Xuchotl or one of the other

similar green-jade lost cities such as Xuthal or the structure on the *Isle of the Black Ones*. Alternatively, characters venturing far enough below the surface may come upon a crawler in its natural habitat.

COMBAT

Crawlers of Xuchotl use a slam attack to knock their opponents down before moving in to bite and constrict, trusting to their icy touch to rapidly finish off most enemies.

Cold Damage (Su): Every hit by a crawler of Xuchotl also deals cold damage in various quantities. A character struck by a crawler may attempt a Fortitude saving throw (DC 17) for half damage from the cold. A character with the Endurance feat may apply his +4 bonus from the feat to this saving throw.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Constrict (Ex): On a successful grapple check, a crawler of Xuchotl deals 1d8+9 damage, and an additional +4d6 cold damage.

Improved Grab (Ex): To use this ability, a crawler of Xuchotl must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Trip (Ex): A crawler of Xuchotl that hits with a slam attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the crawler.

Skills: A crawler of Xuchotl's keen hearing grants it a +4 racial bonus to all Listen checks.



DEMONS

The following demons can generally be affected by such spells as *summon demon* from both this book and *Conan the RPG*. However, certain demons may have special requirements which must be met before they can be *summoned* or before a *demonic pact* can be entered into with them. These requirements are listed separately for each demon.

LORD OF THE BLACK CIRCLE

Medium Outsider (demon)

Hit Dice: 13d8+39 (97 hp)

Initiative: +12 (+4 Dex, +8 Reflex)

Speed: 30 ft.

DV: 23 (+4 Dex, +9 natural)

DR: 5

Base Attack/Grapple: +13/+18

Attack: Broadsword +18 melee (1d10+5)

Full Attack: Broadsword +18/+13/+8 melee (1d10+5)

Space/Reach: 5 ft. (1)/5 ft. (1)

Special Attacks: Halt, puppet

Special Qualities: Manifest

Power Points: 20 (base 10, +5 Wis, +5 racial bonus)

Magic Attack Bonus: +7 (+3 natural, +6 Charisma)

Saves: Fort +11, Ref +12, Will +13

Abilities: Str 20, Dex 18, Con 17, Int 14, Wis 20, Cha 22

Skills: Bluff +22, Craft (alchemy) +18, Craft (herbalism) +18, Hide +20, Knowledge (arcana) +18, Listen +21, Move Silently +20, Perform (ritual) +30, Spot +21, Search +18

Feats: Combat Expertise, Improved Grapple, Improved Trip, Improved Disarm, Improved Feint

Climate/Terrain: Any land and underground

Organisation: Solitary

Advancement: -

The lords of the Black Circle are otherworldly demons but outwardly resemble humans, though their form is gaunt, elongated and somewhat vulture-like. Most of the time, lords of the Black Circle wear long black robes over their bony bodies.

It is whispered that their true form is far more horrible than the humanoid one which they wear, and occasionally an observer will catch a hint at their true withered, mummified state, or see more than a passing resemblance to a vulture in their emotionless faces or claw-like hands. They are capable of sustaining astonishing injuries and showing little or no ill-effects as a result.

There on the ledge stood four men. It was miraculous, incredible, impossible, yet it was true. They were not ghosts or phantoms. They were four tall men, with shaven, vulture-like heads, and black robes that hid their feet. Their hands were concealed by their wide sleeves. They stood in silence, their naked heads nodding lightly in unison.

Lords of the Black Circle speak Demonic naturally, but have deigned to learn most of the earthly tongues spoken in the area around Mount Yimsha including Afghuli, Vendhyan, Turanian and Iranistani.

SUMMONING REQUIREMENTS

The four lords of the Black Circle must all be summoned simultaneously, and may only be summoned by the Master of the Black Circle. He may call them up by using the process detailed in the

description of the Master of the Black Circle prestige class (see p. 102).

All four lords of the Black Circle are closely tied into the *pomegranate altar of the Black Circle* (see p. 51) which holds their ability to exist on Earth, in the form of the pomegranates. If the crystal ball in the altar's centre is destroyed, the lords of the Black Circle will be destroyed too, at least on this plane – it seems likely that they can be summoned forth once more by a new Master of Yimsha, or even by the old one if he still lives.

COMBAT

Lords of the Black Circle prefer to demonstrate their total superiority over humans. They will use their Halt attack to prevent enemies from harming them, then their Puppet attack to bring them over one at a time for execution. If brought to melee combat by opponents capable of resisting their magic, lords of the black circle will fight expertly and effectively with weapons taken from dead enemies, usually swords or scimitars.

Halt (Sp): Halt works much like the spell *entrance*, except that the lord of the Black Circle can use the ability as a standard action to affect all characters (regardless of HD) within Evil Eye range, and need not concentrate on causing them to remain *entranced*. They can only be released from their *entrancement* by a *warding* or similar spell, or by the death of the lord of the Black Circle. No Power Points are expended to use the Halt attack, and it may be used an unlimited number of times each day.

Manifest (Su): As a standard action, the lord of the Black Circle can either leave Earth and return to its home place, or appear on Earth. In either case, it manifests at the new location at the end of its action.

Puppet (Sp): Puppet works much like the spell *domination*, except that the lord of the Black Circle can use the ability as a standard action to



affect any one character (regardless of HD) within Evil Eye range, and need not concentrate on causing him to remain *dominated*. He can only be released from this *domination* by a *warding* or similar spell, or by the death of the lord of the Black Circle. No Power Points are expended to use the Puppet attack, and it may be used an unlimited number of times each day.

Spells (Sp): A lord of the Black Circle may cast the following spells as though he were a 13th level scholar. The usual Power Point and other costs apply.

Hypnotism: *Entrance, domination, dread serpent, hypnotic suggestion, savage beast*

Necromancy: *Raise corpse, agonising doom, death touch, draw forth the heart*

Skills: The lord of the black circle gains a +4 racial bonus to all Move Silently checks and a +8 racial bonus to all Perform (ritual) checks.

NIGHT-WEIRD

Medium Outsider (demon)

Hit Dice: 7d8 (31 hp)

Initiative: +10 (+5 Dex, +5 Reflex)

Speed: 20 ft., fly 60 ft. (good)

DV: 20 (+5 Dex, +5 natural)

DR: 3

Base Attack/Grapple: +7/+10

Attack: Claw +12 melee finessee (1d4+3)

Full Attack: 2 claws +12 melee finessee (1d4+3)

Space/Reach: 5 ft. (1)/5 ft. (1)

Special Attacks: Improved grab, envelop (2d6+4 + clammy prison), clammy prison

Special Qualities: Manifest, blindsight, rubbery flesh, scent

Saves: Fort +7, Ref +10, Will +6

Abilities: Str 17, Dex 20, Con 11, Int 6, Wis 12, Cha 14

Skills: Hide +15, Move Silently +15, Spot +11, Survival +11*

Fates: Endurance, Great Fortitude, Flyby Attack, Track^B

Environment: Any land and underground

Organisation: Solitary

Advancement: 8-12 HD (Medium)

Now it hung directly over her, and her soul shriveled and grew chill and small at the sight. Its wings were bat-like; but its body and the dim face that gazed down upon her were like nothing of sea or earth or air: she knew she looked upon ultimate horror, upon black cosmic foulness born in night-black gulfs beyond the reach of a madman's wildest dreams.

Lean, rubbery, bat-winged creatures, the night-weirds have an utterly alien, fell appearance which is highly unnerving to any who observe them. Their dim countenance is almost completely featureless, with just the hint of a mouth-slit and no eyes, ears or nose. Other than the bat-wings, they are humanoid in shape but gaunt in build and blue-black in colour.

The night-weird is also known as a night-fiend or gaunt of darkness. This is the creature that is called up by sorcerers during the casting of the *draw forth the soul* spell to act as a vessel for the victim's soul. Like all demons its natural dwelling-place is either hell or the Outer Dark, depending on which philosopher one believes.



It is also occasionally summoned for other purposes with the *summon demon* spell, but it is not usual for sorcerers to have a *demonic pact* with a night-weird – it would be a demanding, unusually untrustworthy ally, and one which did not offer a great deal of versatility. When summoned with *summon demon*, a night-weird is most often used for rather unsubtle assassination attempts – it attacks, envelops and carries off its victim, taking him to the Outer Dark where he too can be transformed into a night-weird.

Night-weirds carry off the very souls of their victims to the Outer Dark, sometimes with their bodies still attached, sometimes not. At least one has been called up by a sorcerer in ancient times, supposedly to protect her and her kin, but was able to twist the bargain so far that it finished up carrying off all their souls and those of any other women who wandered into its valley, the Vale of Lost Women (see *Conan the RPG*, p. 268). In this case, the women gave up their souls willingly, trapping their ghostly bodies forever in the Vale. Any further women whose souls are taken by the night-weird of the Vale will be transformed into lost women themselves (see p. 90).

The only way in which night-weirds are created appears to be by carrying off souls and building them into the bodies of new night-weirds. This may be done by the night-weird capturing the soul, capturing the physical body, or being called up as a vessel for the soul of a victim during the casting of *draw forth the soul*.

Night-weirds do not speak, though they understand Demonic and can follow simple commands expressed in that tongue.

COMBAT

Night-weirds attack by diving on their victims, enveloping them, and carrying them off. A victim who fights or struggles will be damaged each round until he stops resisting. Then he can be carried, sooner or later, to the Outer Dark beyond Earth's atmosphere, where he will become a night-weird himself.

Blindsight (Ex): Night-weirds have blindsight, the extraordinary ability to use a combination of magical, nonvisual senses to operate effectively without vision. This ability makes invisibility and concealment (even magical darkness) irrelevant to the night-weird. This ability operates out to a range of 120 feet. A night-weird cannot distinguish colour or visual contrast with its blindsight (which means it cannot read). It is immune to spells or spell-like effects with a range of Evil Eye and to other gaze attacks. The night-weird is immune to being blinded. Blindsight works underwater and in a vacuum.

'I cannot!' she wailed, smiting her naked breasts.

'Swiftly. I command you!' There was the old imperious note in his failing whisper. 'You have never disobeyed me - obey my last command! Send my soul clean to Asura! Haste, lest you damn me to spend eternity as a filthy gaunt of darkness. Strike. I command you! Strike!'

Blindsight negates displacement and blur effects such as the slithering shadow's Lightless special quality.

Clammy Prison (Su): A night-weird that has successfully enveloped its target (see below) imprisons him in its clammy grasp, smothering him with its wings and crushing him with its sinewy strength. In addition to the damage dealt by the envelop attack, a night-weird that has successfully enveloped a target forces him to make a Will saving throw (DC 15) or be stricken with horror at his fate. A character so stricken has a -4 circumstance penalty to all attack rolls, grapple checks and saving throws until he can escape from the night-weird's grasp or else be somehow rescued.

Envelop (Ex): On a successful grapple check, a night-weird deals 2d6+4 damage. This represents a combination of crushing damage and rending from claws and fangs. Furthermore, its clammy embrace is extraordinarily difficult to escape from - see Clammy Prison, above.

Improved Grab (Ex): To use this ability, a night-weird must hit with its claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can envelop.

Manifest (Su): As a standard action, the night-weird can either leave Earth and return to its home place, or appear on Earth. In either case, it manifests at the new location at the end of its action. Note that a night-weird who has enveloped a target may not manifest until it releases him; if it wishes to turn him to a night-weird himself, it must carry him off to the Outer Dark by simply flying him there.

Rubbery Flesh (Ex): Night-weird flesh is so resilient and rubbery that their Damage Reduction is increased to 6 against bludgeoning weapons, and bludgeoning weapons always have an Armour Piercing rating of 0 against night-weirds.

Scent (Ex): A night-weird gains all the benefits of the Scent special quality (see *Conan the RPG*, p. 299).

Skills: A night-weird gains a +4 circumstance bonus on all Survival checks made for tracking purposes.

RIDER OF OLLAM-ONGA

Medium-Size Outsider (demon)

Hit Dice: 6d8+6 (33 hp)

Initiative: +8 (+3 Dex, +5 Reflex)

Speed: 30 ft.

DV: 17 (+3 Dex, +4 natural)

DR: 4

Base Attack/Grapple: +6/+9

Attack: Claw +9 melee (1d8+3 + hellfire)

Full Attack: 2 claws +9 melee (1d8+3 + hellfire)

Space/Reach: 5 ft. by 5 ft. (1)/5 ft. (1)

Special Attacks: Hellfire, windblast

Special Qualities: Fast healing, fast tracking, manifest

Power Points: 11 (base 10, +1 Wis)

Magic Attack Bonus: +6 (+3 natural, +3 Charisma)

Saves: Fort +6, Ref +8, Will +6

Abilities: Str 17, Dex 16, Con 13, Int 10, Wis 13, Cha 17

Skills: Balance +11, Handle Animal +14, Intimidate +12, Listen +10, Ride +15, Search +9, Spot +10, Survival +12

Feats: Mounted Combat, Spirited Charge, Ride-by Attack, Track

Environment: Any land

Organisation: Solitary or patrol (2-7)

Advancement: By character class (**Favoured Class:** nomad)

The riders of Ollam-Onga are black-clad horsemen riding jet-black mounts. They wear black, flowing cloaks over baggy black robes. The only things visible from beneath the robes are skeletal black claws and the riders' flame-like eyes. Other than the eyes, their faces are always shadowed in black. Occasionally the sinister sounds of clacking bones can be heard from beneath the robes. When the riders' horses are moving at a gallop, the riders' cloaks billow out behind them in a manner reminiscent of bat-wings. Riders of Ollam-Onga are around the same size as humans, though the precise form of their bodies, if they have any, is impossible to discern under their robes.

The riders gain their name for their allegiance to the demon lord Ollam-Onga. There are only seven of them, and all serve the demon lord personally, or are assigned by him temporarily to serve one of his more powerful worshippers. If Ollam-Onga is ever slain, all seven of his riders will appear 1d6 hours later.

Riders of Ollam-Onga speak Demonic.

Riders of Ollam-Onga are always encountered riding uncanny steeds (see *Conan the RPG*, p. 318).



SUMMONING REQUIREMENTS

A rider of Ollam-Onga who is summoned with a *summon demon* spell or similar will only come if there is already an uncanny steed present, ready for him to mount and command. This uncanny steed may also be summoned by a *summon demon* spell, or may be available due to the sorcerer's *demonic pact* with it. Furthermore, riders of Ollam-Onga can only be summoned by a *summon demon* spell if the sorcerer is a worshipper of Ollam-Onga, or has a *greater demonic pact* with that demon lord.

COMBAT

Riders of Ollam-Onga favour charge attacks, riding down their terrified foes. Enemies who seem to be somehow outdistancing them will be knocked over or off their horses

with the riders' windblast attack. Riders of Ollam-Onga are somewhat cowardly and will not fight against overwhelming odds or enemies clearly more powerful than them, even if they could potentially kill their targets at the cost of their own lives. Rather, they will prefer to flee, trusting to their uncanny mounts' speed to carry them out of danger.

Fast Healing (Ex): A rider of Ollam-Onga heals 2 points of damage each round so long as it has at least 1 hit point.

Fast Tracking (Ex): A rider of Ollam-Onga can track without penalty while moving at the full speed of his uncanny mount.

Hellfire (Su): Every time a rider of Ollam-Onga hits an opponent, its touch burns them painfully. This deals +2d6 heat damage. The target may attempt a Fortitude save, DC 14, for half damage. A target who fails his saving throw may only take either a move action or a standard action on his next action due to the pain of the injury. The saving throw DC is Constitution-based.

Manifest (Su): As a standard action, the rider of Ollam-Onga can either leave Earth and return to its home place, or appear on Earth. In either case, it manifests at the new location at the end of its action.

Windblast (Sp): At a cost of 3 PP, the rider of Ollam-Onga may conjure up a magical blast of wind that can knock over opponents and render missile fire ineffective. This strong blast of wind originates from the rider and moves in the direction the rider is facing. The force of this blast automatically extinguishes candles, torches, and similar unprotected flames, affecting an area 10 feet by 10 feet wide and one full mile long. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish these lights. Creatures caught in the area must make Fortitude saving throws (DC set by the rider of Ollam-Onga's magic attack roll) or be knocked prone. A creature riding another creature may substitute his Ride skill check result for his Fortitude saving throw if desired, so long as his mount has succeeded in its own saving throw – if he fails, he is knocked off his mount, being dealt 1d6 damage in the process, and is prone. A gust of wind can also do anything a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a

large fire, overturn delicate awnings or hangings, turn over a small boat, and blow gases or vapours to the edge of the range.

Skills: Riders of Ollam-Onga gain a +4 racial bonus to all Ride checks a +2 racial bonus to all Handle Animal and Survival checks.

As darkness came on, so came the black riders. Amalric glanced at Lissa, and a groan burst from him. His stallion stumbled and fell. The sun had gone down, the moon was blotted out suddenly by a bat-shaped shadow. In the utter darkness the stars glowed red, and behind him Amalric heard a rising rush as of an approaching wind. A black, speeding clump bulked against the night, in which glinted sparks of awful light.

'Ride girl!' he cried despairingly. 'Go on - save yourself: it is me they want!'

For answer she slid down from the camel and threw her arms about him.

'I will die with you!'

Seven black shapes loomed against the stars, racing like the wind. 'Under the hoods shone balls of evil fire. Jaw bones seemed to clack together.

SLAVE OF THE RING

Medium Outsider (demon)

Hit Dice: 18d8 (81 hp)

Initiative: +18 (+3 Dex, +11 Reflex, +4 Improved Initiative)

Speed: 50 ft.

DV: 27 (+3 Dex, +13 natural, +1 Dodge)

DR: -

Base Attack/Grapple: +18/+22

Attack: Bite +22 melee (1d10+6)

Full Attack: Bite +22 melee (1d10+6) and 2 claws +20 melee (1d6+4)

Space/Reach: 5 ft. (1)/5 ft. (1)

Special Attacks: Soulblast, improved grab

Special Qualities: Immunities, manifest, scent, magical tracking

Magic Attack Bonus: +14 (+9 natural, +5 Charisma)

Saves: Fort +11, Ref +14, Will +13

Abilities: Str 18, Dex 17, Con 11, Int 10, Wis 14, Cha 20

Skills: Climb +25, Hide +28, Intimidate +26, Jump +25, Listen +23, Move Silently +28, Spot +23, Survival +27

Feats: Track, Multiattack, Power Attack, Cleave, Great Cleave, Dodge, Improved Initiative

Environment: Any land and underground

Organisation: Solitary

Advancement: -

This terrifying creature resembles a bizarre, abominable cross between a dog and a baboon, though in truth it is more otherworldly demon than any earthly creature. It is some seven feet tall, with a powerfully built, apelike body and a great but wrinkled head with slavering jaws the size of a large dog's. This terrible fanged maw is topped by a pair of fiendishly glaring eyes that lock upon those of its victims.

At the conclusion of the story *The Phoenix on the Sword*, the slave of the ring is killed by Conan. It is up to the Games Master to decide if it is able to return somehow from the Outer Dark, or if the *serpent ring of Set* (see p. 51) can create or summon a new one to replace it. This latter course is recommended, as this is an excellent opponent for high-level games and should perhaps not be restricted solely to games that take place before the events in *The Phoenix on the Sword*.



SUMMONING REQUIREMENTS

The slave of the ring is a unique demon of staggering power, which is magically bound to the *serpent ring of Set* (see p. 51). The wielder of that magical *ring* may call up the slave with great ease and safety, using it to do his bidding. The slave of the ring may not be called up by any means, including the *summon demon*, *demonic pact*, and *greater demonic pact* spells, by a sorcerer who does not own the *serpent ring of Set*. The slave of the ring is most commonly used to track down and slay specific enemies.

The hideousness of its face transcended mere bestiality. It might have been the face of an ancient, evil mummy, quickened with demonic life. In those abhorrent features the outlaw's dilated eyes seemed to see, like a shadow in the madness that enveloped him, a faint and terrible resemblance to the slave Thoth-Amon. Then Ascalante's cynical and all-sufficient philosophy deserted him, and with a ghastly cry he gave up the ghost before those slavering fangs touched him.

Conan, shaking the blood-drops from his eyes, stared frozen. At first he thought it was a great black hound which stood over Ascalante's distorted body; then as his sight cleared he saw that it was neither a hound nor a baboon.

COMBAT

The slave of the ring takes great pride in finishing off its victims with its soulblast attack if it possibly can. It will use its claws and bite to hold them steady, then gaze deep into their eyes to shrivel their souls before tearing apart their bodies.

Immunities (Su): The slave of the ring is immune to all physical damage, except that dealt by either fire or objects made from silver. Silver weapons are not generally manufactured during the Hyborian Age, though improvised weapons made from silver benches, candlesticks, mugs etc. could be used. Any weapon on which the Phoenix of Epemitreus (see *Conan the RPG*, p. 290) has been inscribed inflicts full damage to the slave of the ring, including the +4d6 bonus damage for the slave of the ring being summoned by a worshipper of Set.

Improved Grab (Ex): To use this ability, the slave of the ring must hit with its claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the slave of the ring wins the grapple check, the grappled victim may not avert his eyes from the slave of the ring's soulblast attack (though he may still close them if desired).

Magical Tracking (Su): If the slave of the ring has a magical link (see *Conan the RPG*, p. 198) to the target of its Track attempts, it gains a +20 circumstance bonus to any attempts to track him, as it is capable of using magical means to follow him as well as its mundane senses.

Manifest (Su): As a standard action, the slave of the ring can either leave Earth and return to its home place, or appear on Earth. In either case, it manifests at the new location at the end of its action.

Scent (Ex): The slave of the ring gains all the benefits of the Scent special quality (see *Conan the RPG*, p. 299).

Soulblast (Su): Once per round as a free action, the slave of the ring may lock eyes with a target and attempt to draw out his soul. He makes a Will saving throw, DC set by the slave of the ring's magic attack roll. If he fails, he takes 2d4 damage to Wisdom. Success on the saving throw halves the Wisdom damage. A character who has taken damage to Wisdom from the soulblast attack may not make any attempt to close or avert his eyes on the following round, as his eyes are locked to those of the slave of the ring. He is otherwise free to act as normal. A character reduced to 0 Wisdom by the soulblast attack makes one final Will saving throw, DC once more set by the slave of the ring's magic attack roll. If he succeeds, he simply withdraws into a deep coma-like sleep. If he fails, his soul is blasted by the slave of the ring, and utterly destroyed. He dies immediately and cannot be healed or returned to life by any means, nor can he even return as a ghost. Note that as the target is dealt more and more Wisdom damage, it will become far harder to succeed at his Will saving throws.

Skills: The slave of the ring's bestial instincts grant it a +4 bonus to all Hide, Move Silently and Survival checks.

SWAMP DEVIL

Medium Outsider (demon)

Hit Dice: 12d8 (54 hp)

Initiative: +11 (+3 Dex, +8 Reflex)

Speed: 40 ft.

DV: 23 (+3 Dex, +9 natural, +1 Dodge)

DR: -

Base Attack/Grapple: +12/+14

Attack: Claw +15 melee (2d6+2)

Full Attack: 2 claws +15 melee (2d6+2)

Space/Reach: 5 ft. (1)/5 ft. (1)

Special Attacks: Flaming aura, call of the doomed

Special Qualities: Manifest, scent, low-light vision, wild empathy

Magic Attack Bonus: +12 (+6 natural, +6 Charisma)

Saves: Fort +8, Ref +11, Will +12

Abilities: Str 14, Dex 16, Con 10, Int 15, Wis 18, Cha 22

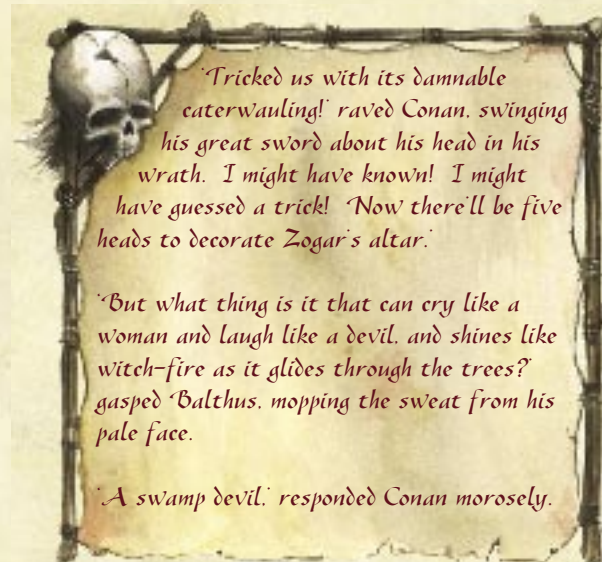
Skills: Bluff +21*, Climb +17, Disguise +6*, Hide +20, Intimidate +21, Jump +17, Listen +21, Move Silently +20, Perform (mimic) +25, Spot +21, Survival +19*

Feats: Track, Dodge, Alertness, Stealthy, Weapon Focus (Claw)

Environment: Temperate and warm jungle

Organisation: Solitary

Advancement: 13-18 HD (medium)



Swamp devils are tall, slightly reptilian humanoids, but their bodies are constantly wreathed in green fire, which hides their true form from all any that they do not choose to reveal themselves to. Their eyes are oblique, flaming red and demonic. Their ears are pointed, and their lips so thin as to be non-existent, giving their heads



a somewhat wolfish look. Beneath that, their bodies are man-like but covered in fine serpentine scales. Their arms are long and again resemble a man's, though their hands are surmounted by great sickle-like talons. A swamp devil's legs are long, slender and crane-like, with three claws as those of a bird.

Swamp devils are children of the god Jhebbal Sag (see *Conan the RPG*, p. 288). Thus the child of Jhebbal Sag template (see p. 73) has already been applied to the game statistics of the swamp devil given above. They are created by Jhebbal Sag as a tool for his most powerful sorcerous servants, and can be found both in the Pictish Wilderness and in Kush, as well as elsewhere if Jhebbal Sag's shamans are present.

Swamp devils speak all human languages perfectly, as well as the languages of all animals.

Swamp devils who are in a *demonic pact* with a sorcerer can teach all styles of sorcery, though they do not usually know any sorcery themselves.

SUMMONING REQUIREMENTS

Swamp devils can only be called by the use of a *demonic pact* cast by a scholar who is a child of

Jhebbal Sag (see p. 73). They may not be summoned with a *summon demon* spell. A *demonic pact* with a swamp devil is an enormously serious affair, tying both mortal and devil with bonds that will endure unto death. They have a perfect telepathic link that works over any distance, allowing instantaneous mind-to-mind communication. Each time one of them is wounded, the other is dealt precisely the same damage. If either is reduced below 0 hit points, the other is reduced to the same number. If either is killed, the other dies instantly.

COMBAT

Swamp devils only start fights with the enemies of the sorcerer who summoned them, and have a strict set of rules that they follow by which they will only take the life of one who has been earmarked for death by an odd religious ceremony to Jhebbal Sag. If they are brought to battle by forces who have not been marked for death, swamp devils will attempt to flee if possible. Against one who has been chosen for death, they will use whatever means are necessary to achieve his destruction.

Call of the Doomed (Su): Swamp devils can give a call that mimics a woman in distress, or a lost ally, or whatever else they think might work to bring in a target. This is a free action that can be done once per round and affects any or all creatures (swamp devil's choice as to which) within 120 feet. The swamp devil makes a magic attack roll to set the DC for the targets' Will saving throws. Any target who fails his saving throw must move towards the swamp devil each round that the swamp devil continues to make the call. This effect ends immediately if the target catches sight of the swamp devil, as doing so will make it clear to the target just what the swamp devil really is.

Flaming Aura (Su): Swamp devils are constantly wreathed in a nimbus of shifting green flames. These flames are actually ice-cold, and inflict 4d6 cold damage to anyone within 5 feet of the swamp devil. The target may make a Fortitude save, DC 16, for half damage. Any creature who fails the save is also dazzled for one round, and has a -4 circumstance penalty to all his attacks. The save DC is Constitution-based.

Manifest (Su): As a standard action, the swamp devil can either leave Earth and return to its home place, or appear on Earth. In either case, it manifests at the new location at the end of its action. A swamp devil that has entered into a *demonic pact* permanently loses its Manifest ability and may no longer leave Earth.

Scent (Ex): The swamp devil gains all the benefits of the Scent special quality (see *Conan the RPG*, p. 288).

Wild Empathy (Ex): The swamp devil can use wild empathy just like any other child of Jhebbal Sag (see p. 73).

The check is made by rolling 1d20 and adding +18 (+12 hit dice, +6 Charisma bonus).

Skills: Swamp devils gain a +4 racial bonus to all Perform (mimic) checks, as well as a +2 racial bonus to all Survival checks to get along in the wild (not that they need to eat, but they might be called on to hunt for others) and a +2 racial bonus to all Bluff and Disguise checks which involve impersonating another. This represents their almost perfect capability to mimic almost any animal call, bird cry, or human voice.

DEMON LORDS

In *Conan the RPG*, the spell *greater demonic pact* mentions the prospect of making a pact with demon lords, rather than mere demons. This section gives game statistics and descriptions for a number of the demon lords mentioned in the Conan stories. These can either be used as patrons as they are, or be taken as typical examples of lords to use as starting points for the Games Master to create his own new demon lords.

As well as functioning as effective patrons for sorcerers, demon lords are often worshipped as gods by those who know no better. They do not offer quite the same benefits as the more established religions, but can prove useful for those well-versed in evil. One example of demon-worship was provided in *Conan the RPG*, that of Ollam-Onga. More about worshipping demon lords can be found later in this book in Sorcerous Culture.

Unlike true gods, demon lords can have an incarnate form on Earth, and can potentially be slain in that form, particularly with the assistance of spells such as the *incantation of Amalric's witchman* (see *Conan the RPG*, p. 201).

Damage Reduction for Demon Lords: Many demon lords have damage reduction derived directly from their unearthly nature as demon lords, rather than from the hardness or natural armour of their bodies. This is indicated in the entry for Damage Reduction by the parenthetical note (demon lord) after the number. Any damage reduction gained in this way can be removed by use of the *incantation of Amalric's witchman* spell.

Demon Lords and Spells: All demon lords are capable of teaching all spells, both those found in this book and those found in *Conan the RPG*. Note that demon lords need not meet the same prerequisites as human scholars. For example, many can cast *summon elemental* or *summon demon* without needing to have a *demonic pact* or similar spell, simply by virtue of their demonic nature.



KHOSATRAL KHEL

Medium Outsider (demon)

Hit Dice: 20d8+20 (110 hp)

Initiative: +15 (+3 Dex, +12 Reflex)

Speed: 30 ft.

DV: 28 (+3 Dex, +15 natural)

DR: 20* (iron body)

Base Attack/Grapple: +20/+30

Attack: Slam +31 (1d6+10, AP 15)

Full Attack: 2 slams +31 (1d6+10, AP 15)

Space/Reach: 5 ft. (1)/5 ft. (1)

Special Attacks: Improved grab, spells, crush (2d6+15, AP 20)

Special Qualities: Iron body

Power Points: 57 (base 50, +7 Wis)

Magic Attack Bonus: +20 (+10 natural, +10 Charisma)

Saves: Fort +13, Ref +15, Will +21

Abilities: Str 30, Dex 16, Con 13, Int 24, Wis 25, Cha 30

Skills: Balance +26, Climb +33, Craft (alchemy) +30, Craft (blacksmithing) +30, Craft (herbalism) +30, Decipher Script +30, Intimidate +33, Jump +33, Knowledge (arcana) +30, Knowledge (history) +30, Knowledge (religion) +30, Knowledge (military strategy) +30, Listen +30, Perform (ritual) +33, Spot +30

Feats: Power Attack, Cleave, Great Cleave, Improved Overrun, Improved Critical (slam), Weapon Focus (slam), Iron Will

Environment: Any land and underground

Organisation: Solitary

Advancement: -



It was dim and misty in the chamber, and Conan's hair began to lift on his scalp as he looked. He saw a head and a pair of gigantic shoulders grow out of the twilight gloom. There was no sound of footsteps, but the great dusky form grew more distinct until Conan recognized the figure of a man. He was clad in sandals, a skirt and a broad shagreen girdle. His square-cut mane was confined by a circlet of gold. Conan stared at the sweep of the monstrous shoulders, the breadth of the swelling breast, the bands and ridges and clusters of muscles on torso and limbs. The face was without weakness and without mercy. The eyes were balls of dark fire. And Conan knew that this was Khosatral Khel, the ancient from the Abyss, the god of Dagonia.

Khosatral Khel is a demon lord who chose to clothe himself with a material form, many thousands of years ago. This form was not of flesh, for the demon lord needed a more powerful vessel for his essence. He chose iron, and became a living god of iron in the form of a large man.

Khosatral Khel is over seven feet tall and would weigh perhaps 300 pounds, were he made of flesh. As it is, he is solid iron and weighs some 12,000 pounds. His iron body is the colour of a dark-skinned human, perhaps a Vendhyan, but he is far more heavily built than any earthly man, his metal muscles rippling with enormous strength. His sorcerous power is evident in the form of his compelling, black-flaming eyes.

Khosatral Khel once regarded the Earth and all its occupants as no more than playthings, though after he was bound by the *bane knife of Khosatral Khel* by its creator-priest, he began to take humans a little more seriously. Despite this, he still frequently underestimates mortals, and often values his own enjoyment and whim over his safety.

During the events described in *The Devil in Iron*, Conan slew Khosatral Khel. However, it is certainly possible that other similar entities could clothe their essences in iron to walk the earth; similarly, Khosatral Khel might be only banished, not dead.

COMBAT

Though Khosatral Khel is a sorcerer of enormous power, he would far rather get his great steely hands on his enemy and simply rip them to shreds. He believes himself

invulnerable, and his favoured style of combat reflects this – he revels in the physical destruction of his enemies, and is more than strong and tough enough to do it himself. So far as he is concerned, his spells are for subjugating whole nations, not fighting one-on-one battles.

Note that Khosatral Khel no longer has the Manifest special quality. He has elected to incarnate permanently into his earthly, iron-thewed form.

Crush (Ex): On a successful grapple check, Khosatral Khel deals 2d6+15 damage. He may do this once per round.

Improved Grab (Ex): To use this ability, the Khosatral Khel must hit with his slam attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If Khosatral Khel wins the grapple check, he may crush.

Iron Body (Ex): Khosatral Khel's iron body grants him his damage reduction and also makes him immune to critical hits. Against the *bane knife of Khosatral Khel*, however, neither of these effects apply – he has no damage reduction and can be affected by critical hits normally. Note that his Damage Reduction is unaffected by the *incantation of Amalric's witchman*, as it is acquired purely through the physical nature of his solid iron body and not by virtue of his infernal status as a demon lord.

Spells (Sp): Khosatral Khel may cast the following spells as though he were a 20th level scholar. The usual Power Point and other costs apply.

Hypnotism: *Entrance, domination, dread serpent, hypnotic suggestion, mass hypnotic suggestion, ranged hypnotism, savage beast*

Necromancy: *Raise corpse, agonising doom, black plague*, greater black plague*, death touch, draw forth the heart*

Summonings: *Summon demon*, summon elemental**

OLLAM-ONGA

Medium Outsider (demon)

Hit Dice: 20d8 (90 hp)

Initiative: +17 (+5 Dex, +12 Reflex)

Speed: 40 ft.

DV: 31 (+5 Dex, +15 natural, +1 dodge)

DR: 15 (demon lord)

Base Attack/Grapple: +20/+27

Attack: Claw +27 (1d8+7, AP 8)

Full Attack: 2 claws +27 (1d8+7, AP 8), bite +25 (1d6+3)

Space/Reach: 5 ft. (1)/5 ft. (1)

Special Attacks: Improved grab, rip armour, silence

Special Qualities: Manifest

Power Points: 56 (base 50, +6 Wis)

Magic Attack Bonus: +16 (+10 natural, +6 Charisma)

Saves: Fort +12, Ref +17, Will +18

Abilities: Str 24, Dex 20, Con 10, Int 20, Wis 22, Cha 22

Skills: Balance +28, Climb +30, Craft (alchemy) +28, Craft (herbalism) +28, Decipher Script +28, Hide +28, Intimidate +29, Jump +30, Knowledge (arcana) +28, Move Silently +28, Listen +29, Perform (ritual) +29, Spot +29

Feats: Multiattack, Dodge, Power Attack, Cleave, Great Cleave, Improved Initiative, Steely Gaze

Environment: Any land and underground

Organisation: Solitary

Advancement: -

And before him stood a white, naked figure. Amalric halted, his tongue cleaving to his palate. It was a naked white man, to all appearance, who stood there, gazing at him with mighty arms folded on an alabaster breast. The features were classic, cleanly carven, with more than human beauty. But the eyes were balls of luminous fire, such as never looked from any human head. In those eyes, Amalric glimpsed the frozen fires of the ultimate hells, touched by awful shadows.

Ollam-Onga dwells in a sinister red tower on the edge of the city of Gazal. From here, he stalks the city at night, catching and devouring the peaceful folk of Gazal. They have been cowed by him for generations, and are temperamentally unsuited to fighting in any case. For these reasons they make excellent food for him. He delights in eating sentient life, but prefers it not to fight back. When someday he kills the last of the Gazali, he will need to find a new home. Perhaps he will wander back into Kush itself and ally himself directly to one of the various tribes and secret societies that worships him by cannibalism.

During the story *Drums of Tombalku*, Amalric, an ally of Conan's, slays Ollam-Onga using the incantation named for both of them. However, this is an unfinished story, and so it is fairly reasonable for the Games Master to design a scenario based on it in which the player characters take the places of Amalric and Conan and face Ollam-Onga themselves.

COMBAT

Ollam-Onga will make extensive use of his Manifest special quality and his excellent Hide and Move Silently skills to escape from an unequal combat and stalk his foes one at a time from ambush. If forced into direct combat, he will concentrate his attacks on the most serious threat, tearing off his armour then tearing him to pieces.

Improved Grab (Ex): If Ollam-Onga hits with his claw attack, he deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If he wins the opposed grapple check, he gets a hold and may rip armour.

Manifest (Su): As a standard action, Ollam-Onga can either leave Earth and return to his home place, or appear on Earth. In either case, he manifests at the new location at the end of his action.

Rip Armour (Ex): When Ollam-Onga is grappling an enemy, he may elect to make a claw attack directly against his enemy's armour rather than against the enemy himself. He makes a standard melee attack roll and if successful any damage he deals is subtracted permanently from the armour's Damage Reduction, as he simply tears it off with his free claw.

Silence (Su): Ollam-Onga's terrifying presence can force his enemies into a stunned silence, in which they dare not speak, overwhelmed by the cosmic horror of the situation. Anyone within 30 feet of him must make a Will saving throw (DC set by his magic attack roll) or be unable to speak until they are at least 30 feet away again and can no longer see him.

Spells (Sp): Ollam-Onga may cast the following spells as though he were a 20th level scholar. The usual Power Point and other costs apply. He has a crystal ball in his tower for use with his *visions* spell.

Divination: *Astrological prediction, dream of wisdom, mind-reading, psychometry, sorcerous news, greater sorcerous news, visions, visions of torment and enlightenment*

Hypnotism: *Entrance, domination, hypnotic suggestion, mass hypnotic suggestion, ranged hypnotism*

Summonings: *Summon demon** (riders of Ollam-Onga only)

THAUG

Huge Outsider (demon)

Hit Dice: 20d8+300 (390 hp)

Initiative: +8 (-4 Dex, +12 Reflex)

Speed: 20 ft.

DV: 19 (-2 Size, -4 Dex, +15 natural)

DR: 4* (demon lord)

Base Attack/Grapple: +20/+43

Attack: Claw +36 (2d6+15)

Full Attack: 2 claws +36 (2d6+15, AP 20), bite +31 (2d8+15, AP 22)

Space/Reach: 15 ft. (3)/15 ft. (3)

Special Attacks: Spells

Special Qualities: Manifest

Power Points: 55 (base 50, +5 Wis)

Magic Attack Bonus: +20 (+10 natural, +5 Charisma)

Saves: Fort +27, Ref +8, Will +17

Abilities: Str 40, Dex 2, Con 40,

Int 18, Wis 20, Cha 20

But the monster seemed to be watching Valerius and the girl. Squeezing its vast, unstable bulk through the door, it bounded toward him, as he ran down the steps. He felt it looming behind him, a giant shadowy thing, like a travesty of nature cut out of the heart of night, a black shapelessness in which only the staring eyes and gleaming fangs were distinct.

Skills: Balance +19, Climb +38, Craft (alchemy) +27, Craft (herbalism) +27, Intimidate +28, Jump +38, Knowledge (arcana) +27, Knowledge (religion) +27, Listen +28, Perform (ritual) +28, Spot +28

Feats: Power Attack, Cleave, Great Cleave, Improved Critical (claw), Improved Critical (bite), Improved Bull Rush, Improved Overrun

Environment: Any land and underground

Organisation: Solitary

Advancement: -

Thaug is enormous, some 18 feet high and wide with it. He resembles a grossly fat human, horned and fanged, though his true form is impossible to discern as he is constantly shrouded in shapeless shadows. All that can be seen are the great claws and teeth, as well as the demonically flaming orbs of his eyes.

Thaug is a typical demon lord of the type which humans may make pacts with. He is even quite willing to dwell upon Earth if this is requested of him, so long as he is well supplied with sacrifices. As with any demon lord, he can teach a mortal any spells he wishes, though Thaug himself is not very effective when it comes to casting magic.

Thaug has a particular affinity for those hereditary witches of Khauran named Salome. It is a Salome who summons him up for what is to prove to be the last time, when he comes up against a unit of Conan's Zuagir archers. The Games Master however should feel free to rule that only Thaug's material body was destroyed, leaving him free to return if called upon. Alternatively, there are plenty more like that where he came from – Thaug's statistics can be used unmodified for any shambling, fat demon lord.



COMBAT

Thaug's combat style is simple and brutal. He will simply wobble over to his enemies, rip them apart with his claws and fangs, and devour them as they fall.

Manifest (Su): As a full-round action, Thaug can either leave Earth and return to his home place, or appear on Earth. In either case, he manifests at the new location at the end of his action.

DRAGON

Huge Animal

Hit Dice: 16d8+112 (184 hp)

Initiative: +8 (-2 Dex, +10 Reflex save)

Speed: 40 ft. (8 squares)

DV: 12 (-2 size, -2 Dex, +6 natural)

DR: 9

Base Attack/Grapple: +12/+32

Attack: Gore +22 melee (3d6+12)

Full Attack: Gore +22 melee (3d6+12), 2 slams +17 melee (2d8+12), sting +17 melee (2d6+6 + poison)

Space/Reach: 15 ft. (3)/10 ft. (2)

Special Attacks: Powerful charge, trample 2d8+18, poison, swallow whole

Special Qualities: Low-light vision, scent

Saves: Fort +19, Ref +8, Will +6

Abilities: Str 35, Dex 7, Con 25, Int 1, Wis 12, Cha 7

Skills: Listen +13, Spot +12

Feats: Endurance, Alertness, Power Attack, Improved Bull Rush, Awesome Blow, Titanic Blow



Dragons are enormous reptiles, covered in tough rusty-red scales and adorned with spikes. A dragon's huge jaws are surmounted by great tusks which can be used both in its great goring charge, and to clamp together and pull its victims into its gaping maw. A dragon has a body around 30 feet long and weighs about 30,000 pounds.

Dragons are legendary to the people of Kush, who recall tales their ancestors told of these great beasts that once roamed the land in an elder age. They were extinct, but were returned to life by the sorcerers of old Xuchotl to act as guardians around their city. Conan is believed to have slain the very last one during the events in *Red Nails*, though it is likely that the secrets of their resurrection can be found in ghost-haunted Xuchotl, and in any case a sufficiently powerful sorcerer could undoubtedly research the spells once more (see the *bones of life* spell, p. 20).

Dragons eat fresh meat of any kind, and have voracious appetites. They never seem satisfied and will gorge themselves for as long as food is available. Horses and humans are particularly favoured as delectable dishes.

Environment: Warm and temperate jungle and plains

Organisation: Solitary, pair, or herd (3-18)

Advancement: 17-32 HD (Huge); 33-48 HD (Gargantuan)

COMBAT

Dragons have a simple combat method: they prefer to charge into battle and swallow their enemies whole. A foe who is too large to be eaten in one great gulp will be attacked furiously until it is in bite-sized pieces. Facing a large number of small foes, the dragon will trample over them and devour the remains.

Through the thicket was thrust a head of nightmare and lunacy. Grinning jaws bared rows of dripping yellow tusks above the yawning mouth wrinkled a saurian-like snout. Huge eyes, like those of a python a thousand times magnified, stared unwinkingly at the petrified humans clinging to the rock above it. Blood smeared the scaly, flabby lips and dripped from the huge mouth.

The head, bigger than that of a crocodile, was further extended on a long scaled neck on which stood up rows of serrated spikes, and after it, crushing down the briars and saplings, waddled the body of a titan, a gigantic, barrel-bellied torso on absurdly short legs. The whitish belly almost raked the ground, while the serrated backbone rose higher than Conan could have reached on tiptoe. A long spiked tail, like that of a gargantuan scorpion, trailed out behind.

Improved Grab (Ex): To use this ability, a dragon must hit an opponent of up to one size smaller with its gore attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Poison (Ex): The dragon's stinging tail injects an injury poison. The save DC is 25, dealing initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Powerful Charge (Ex): When a dragon charges, its gore attack deals 6d8+24 points of damage.

Swallow Whole (Ex): A dragon can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 3d6+8 points of

bludgeoning damage and 10 points of acid damage per round from the dragon's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (DR 6). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge dragon's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Trample (Ex): As a full-round action, a dragon may move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The dragon merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a -4 penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there is a legal position that is closer. A trample attack deals bludgeoning damage (2d8+18). Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage (DC 30; Strength-based save DC). A trampling dragon may only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

GREY DEVIL

Large Monstrous Humanoid

Hit Dice: 10d8+20 (65 hp)

Initiative: +7 (+2 Dex, +5 Reflex)

Speed: 30 ft. (6 squares), climb 20 ft.

Defence Value: 18 (-1 size, +1 Dex, +7 natural, +1 Dodge)

Damage Reduction: 7

Base Attack/Grapple: +10/+21

Attack: Slam +17 melee (2d6+7) or by improvised weapon +17 melee or ranged (2d6+7 if one-handed, or 3d6+10 if two-handed)

Full Attack: 2 slams +17 melee (2d6+7) or by improvised weapon +17 melee or ranged (2d6+7 if one-handed, or 3d6+10 if two-handed)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab, trip, crush 4d6+10

Special Qualities: Darkvision (60 feet)

Saves: Fort +9, Ref +8, Will +5

Abilities: Str 25, Dex 13, Con 15, Int 8, Wis 14, Cha 7



Skills: Hide -2, Listen +4, Move Silently +14, Spot +4

Feats: Power Attack, Cleave, Improved Bull Rush, Dodge

Environment: Any jungle

Organisation: Solitary, or hunting party (2-12)

Advancement: 11-15 HD (Large)

At first they seemed like gray stone statues, those motionless shapes, hairy, man-like, yet hideously inhuman, but their eyes were alive, cold sparks of gray icy fire. And as the weird glow lit their bestial countenances, Gorulga screamed and fell backward, throwing up his long arms in a gesture of frenzied horror.

But a longer arm shot across the altar and a misshapen hand locked on his throat. Screaming and fighting, the high priest was dragged across the altar; a hammer-like fist smashed down, and Gorulga's cries were stilled. Limp and broken he sagged across the altar, his brains oozing from his crushed skull. And then the servants of 'Bit-'Yakin surged like a bursting flood from hell on the black priests who stood like horror-blasted images.

Grey devils are roughly humanoid in form, but far larger and stronger. Their bones are almost as hard as steel, and their limbs more powerful than those of a great ape. Their bodies are misshapen and ugly, and coated with thick grey hair.

Grey devils are the semi-intelligent servants of the ancient Pelishtim wise men. They can be found wherever a Pelishtim sorcerer of sufficient power might be. Somewhere they must live independently too, probably in an otherwise unexplored jungle somewhere to the south of Kush. Grey devils are more or less immortal, with lifespans measuring in the thousands of years.

Grey devils have a language of their own, which to any ordinary human sounds like no more than vile gibbering. However, those who command them (see the spell *control monstrous humanoid*, p. 21) soon learn to communicate in this sub-human tongue.

Grey devils tend to be somewhat literal in their interpretation of commands, and may occasionally continue to perform whatever they believe to be their duties even many years after their masters have died or moved on. However, they are violent by nature and will often allow themselves to misremember instructions slightly if there is an opportunity to get more involved in killing by doing so.

COMBAT

Grey devils take a primeval joy in combat, and are quite inventive when it comes to slaying their foes. They will pick enemies up, knock them down, throw things at them, throw them at things, or simply smash them to pieces with their great hammer-like fists.

Grey devils are also naturally expert with all weapons, and are well aware of the damage that can be done with a boulder or oaken table. For this reason, they can be considered proficient with all weapons, including improvised and exotic weapons.

Crush (Ex): A grey devil that gets a hold can make a single crush attack in place of its two claw attacks. The crush attack automatically inflicts 4d6+10 damage on the target.

Improved Grab (Ex): To use this ability, the grey devil must hit with a claw attack. If it gets a hold, it can crush.

Trip (Ex): A grey devil that hits with a slam attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the grey devil.

Skills: Grey devils are almost supernaturally quiet and gain a +8 racial bonus to all Move Silently checks.

FOREST-DEVIL

Medium Monstrous Humanoid

Hit Dice: 2d8+4 (39 hp)

Initiative: +3 (+3 Reflex)

Speed: 40 ft.

DV: 11 (+1 natural)

DR: 3

Base Attack/Grapple: +6/+9

Attack: Claw +4 melee (1d6+2)

Full Attack: 2 claws +4 melee (1d6+2)

Space/Reach: 5 ft. by 5 ft. (1)/5 ft. (1)

Saves: Fort +1, Ref +3, Will +5

Abilities: Str 15, Dex 10, Con 12, Int 8, Wis 14, Cha 6

Skills: Climb +2*, Hide +3*, Listen +3*, Move Silently +3*, Spot +3*, Survival +3*

Feats: Stealthy

Environment: Warm or temperate forest

Organisation: Gang (2-5) or mob (6-36).

Advancement: 3-4 HD (medium)

'Well, I could swear I saw a figure moving among the shadows that was too tall for a Pict. But it was just a glimpse and it was gone. But Valenso jumped down from the firing-ledge and staggered into the manor like a man with a mortal wound. I haven't seen him since.'

'He probably saw a forest-devil,' said Conan tranquilly. The Picts say this coast is lousy with them.'

Forest devils range from around six to seven feet in height and are thickly muscled, but move with a speed and stealth that belie their bulk. They are humanoids, but have long, spur-like claws on both tips and backs of their arms.

Forest-devils live throughout the forests of the Pictish Wilderness, particularly in the regions close to the western coast. Indeed, they positively infest the coastal forests by the great Western Sea, and are a constant danger to the local tribes. They are nocturnal, hunting by night and disappearing into hidden lairs to sleep by day.

Forest-devils are sometimes commanded by Pictish shamans using the spell *control monstrous humanoid* (see p. 21). They are used as highly effective shock troops to swell the coastal Pictish tribes' raiding parties when attacking rival villages.



COMBAT

Forest-devils attack in a pack, much like rabid dogs, hurling themselves at their foes in great rushes. They do not seem to care if they are injured or even killed, so long as the pack gets to eat.

Skills: Forest-devils gain a +4 circumstance bonus to all Hide, Listen, Move Silently, Spot and Survival checks when in forest conditions, due to their excellent camouflage, natural woodsmanship and highly attuned senses. They also have a +4 circumstance bonus to all Climb checks made to climb trees.

LOST WOMEN

Lost women are the spectral remains of women devoured by the night-weird (see p. 77) who dwells in the Vale of Lost Women (see *Conan the RPG*, p. 268). Any woman who deliberately gives up her soul to a night-weird could potentially become a lost woman.

CREATING A LOST WOMAN

'Lost Woman' is an acquired template that can be added to any female human (referred to hereafter as the base creature).

A lost woman uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points. It gains the incorporeal subtype. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Speed: As the base creature.

Defence Value: As the base creature.

Damage Reduction: As the base creature.

Attack: A lost woman retains all the attacks of the base creature.

Full Attack: A lost woman retains all the attacks of the base creature.

Damage: As the base creature.

Special Attacks: A lost woman retains all the special attacks of the base creature. The lost woman also gains special attacks as described below. The save DC against a special attack is equal to 10 + 1/2 lost woman's HD + lost woman's Cha modifier unless otherwise noted.

Breath of the Lotus (Su): A lost woman's breath is scented with a lotus-like sweetness that tends to cause those near her to relax and become passive. Anyone coming within 5 feet

So she came at last to a glade in the midst of the valley, and saw there a great stone, hewn as if by human hands, and adorned with ferns and blossoms and chains of flowers. She stood staring at it, and then there was movement and life about her. Turning, she saw figures stealing from the denser shadows - slender brown women, lithe, naked, with blossoms in their night-black hair. Like creatures of a dream they came about her, and they did not speak. But suddenly terror seized her as she looked into their eyes. Those eyes were luminous, radiant in the starshine, but they were not human eyes. The forms were human but in their souls a strange change had been wrought: a change reflected in their glowing eyes. Fear descended on Livia in a wave. The serpent reared its grisly head in her new-found Paradise.



HD) against DC 16. The only way to get rid of the lost woman permanently would be to slay the night-fiend they are enslaved to and destroy the great central stone of the valley, which is what gives them their power.

Abilities: Same as the base creature, except that the lost woman has no Constitution score, and its Strength and Charisma scores increase by +4.

Feats: A lost woman gains Improved Grapple as a bonus feat.

Skills: Lost women have a +8 racial bonus on Hide, Move Silently, and Perform (dance) checks. Otherwise same as the base creature.

Environment: Vale of Lost Women (only).

Organisation: Mob (5-30).

SALOME

Salome is one spirit who reincarnates each century into the noble dynasty of Khauran, taking on the form of a newborn girl-child born to the current queen and king. Every girl so born is checked for the telltale red crescent moon birthmark which indicates that another Salome has come into the world.

In almost every case, if the newborn is indeed a Salome, the dynasty will take steps to slay her. Often those steps will not be sufficient.

of a lost woman for the first time must make a Will save or simply stand still, doing nothing, for 1d6 rounds. A target who fails this saving throw also suffers a -4 circumstance penalty on all other Will saves for the duration of the attack's effect.

Kiss of Freezing Soulessness (Su): A lost woman who is grappling a target may make a grapple check to kiss him as a standard action. The target is frozen and feels somewhat detached from his body. He is dealt 1d6 damage to Wis and Dex, though he may attempt a Will save for half damage.

Special Qualities: A lost woman has all the special qualities of the base creature as well as those described below.

Tied to the Vale (Su): All lost women are magically tied to the Vale of Lost Women itself, and more specifically to the great stone in the centre of the valley. They are unable to move more than 1 mile from the stone. By taking a full-round action to touch the stone, a lost woman can restore 2d6 points of damage to her hit point total.

Rejuvenation (Su): In most cases, it is difficult to destroy a lost woman through simple combat: the 'destroyed' lost woman will often restore herself in 2d4 days. A lost woman that would otherwise be destroyed returns to the Vale of Lost Women with a successful level check (1d20 + lost woman's

"Every century a witch shall be born." So ran the ancient curse. And so it has come to pass. Some were slain at birth, as they sought to slay me. Some walked the earth as witches, proud daughters of Khauran, with the moon of hell burning upon their ivory bosoms. Each was named Salome. I too am Salome, the witch. It will always be Salome, the witch, even when the mountains of ice have roared down from the pole and ground the civilisations to ruin, and a new world has risen from the ashes and the dust - even then there shall be Salomes to walk the earth, to trap men's hearts by their sorcery, to dance before the kings of the world, to see the heads of the wise men fall at their pleasure.





CREATING SALOME

'Salome' is an inherited template that can be added to any female human (referred to hereafter as the base creature) who has the Salome feat (see p. 31).

Salome uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Salome is a native outsider.

Speed: As the base creature.

Damage Reduction: As the base creature.

Attacks: As the base creature.

Special Attacks: As the base creature.

Special Qualities: Salome has all the special qualities of the base creature, plus the following special qualities.

† Low-light vision.

†Sensualist. Salome must experience a new pleasure at least once a week – a new sexual partner, drug, alcoholic drink, or other vice. If she does not, her Base Power Points are reduced by 1 per week until she does experience something new.

Spells: Although Salome gains no particular bonus spells, she is particularly effective with spells of the Curses sorcery style. Whenever she casts any Curse, she gains a +1 competence bonus to her magic attack roll.

Favoured Class: Change to scholar.

Base Power Points: As the base creature +1.

Abilities: Adjust from the base creature as follows: Cha +2, Con +2, Int -2, Wis -2.

Fate Points: Reduce by -2.

Skills: Salome gains a +2 racial bonus to all Bluff and Gather Information checks targeting human males.

Corruption: As base creature +2.

SHAMBLING BOAR-THING

Medium Monstrous Humanoid

Hit Dice: 4d8+8 (35 hp)

Initiative: +11 (+3 Dex, +4 Reflex, +4 Improved Initiative)

Speed: 40 ft. (8 squares), climb 20 ft.

Defence Value: 16 (+3 Dex, +3 natural)

Damage Reduction: 4

Base Attack/Grapple: +4/+9

Attack: Gore +9 melee (2d6+7, AP 8)

Full Attack: Gore +9 melee (2d6+7, AP 8), 2 slams +4 melee (1d4+2)

Space/Reach: 5 ft. (1)/5 ft. (1)

Special Attacks: -

Special Qualities: Darkvision

Saves: Fort +5, Ref +7, Will +2

Abilities: Str 20, Dex 16, Con 13, Int 5, Wis 12, Cha 6

Skills: Climb +10, Hide +7, Listen +2, Move Silently +7, Spot +2

Feats: Improved Initiative, Toughness

Environment: Warm forests

Organisation: Solitary

Advancement: 5-8 HD (Medium)

With a low cry he started up from his couch and stared about him, and he froze at the sight of the motionless figure that stood at the head of his couch. An icy hand clutched the heart of Amboola which had never known fear. That silent, greyish shape did not move nor speak: it stood there in the shadowy moonlight, misshapen, deformed, its outline outside the bounds of sanity. Staring wildly, Amboola made out a pig-like head, snouted, covered with coarse bristles - but the thing stood upright and its thick hair-covered arms ended in rudimentary hands—

Amboola shrieked and sprang up - and then the motionless thing moved, with the paralyzing speed of a monster in a nightmare. The black man had one frenzied vision of champing, foaming jaws, of great chisel-like tusks flashing in the moonlight. . . presently the moonlight fell on a black shape sprawled amidst the dabbled coverings of the couch on the floor: a grayish, shambling form moved silently across the chamber toward the window whose broken bars leaned out against the stars.

This creature resembles a stocky human, but its head is that of a great boar, its body is twisted bizarrely and its legs are short and powerful. Its great thick arms resemble those of an ape, with stubby fingers and strong hands.

Shambling boar-things seem likely to be native to some of the weird jungles to the south of Kush, for ordinary

Kushites have never seen them. However, they can be trained to obey a skilled sorcerer, just like any other creature of the monstrous humanoid type, and so they are often used to cow those the sorcerer wishes to command. They also make effective killers, being stealthy and vicious.

Anyone who is not familiar with the shambling boar-thing's form will assume it to be a demon, and indeed its deformed, misshapen appearance would seem to confirm this. In fact it is a pre-human creature, savage

and terrible, but potentially a very effective killer if trained. No demon would be confined by a mere crystal window, however strong, as is the boar-thing of the fragmentary story *The Snout In The Dark*.

COMBAT

Shambling boar-things charge into combat at breathtaking speed, goring their enemies with their great tusks. If this initial rush is not enough to slay its enemy - and it often is - a shambling boar-thing will also batter him with its club-like fists the following round, or grab him for ease of goring.

Skills: Shambling boar-things have a +4 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. They also have a +2 racial bonus on Hide and Move Silently checks.

TITAN SNAKE

Colossal Magical Beast

Hit Dice: 40d10+200 (420 hp)

Initiative: +28 (+4 Improved Initiative, +2 Lightning Reflexes, +22 Reflex)

Speed: 40 ft. (8 squares), climb 40 ft., swim 20 ft.

DV: 27 (-8 size, +4 Improved Initiative, +25 natural)

DR: 4

Base Attack/Grapple: +40/+69

Attack: Bite +35 melee (3d8+16 + poison), or slam +35 melee (3d6+24)

Full Attack: Slam +35 melee (3d6+24), bite +30 melee (3d8+16 + poison)





Space/Reach: 30 ft. (6)/20 ft. (4)

Special Attacks: Constrict 3d8+24 (AP 17), improved grab, poison, charging slam

Special Qualities: Scent, darkvision (60 feet), low-light vision

Saves: Fort +26, Ref +24, Will +17

Abilities: Str 42, Dex 10, Con 18, Int 12, Wis 12, Cha 2

Skills: Climb +36, Hide +17, Listen +33, Move Silently +23, Sense Motive +15, Spot +24

Feats: Alertness, Endurance, Skill Focus (Hide), Improved Initiative, Toughness, Power Attack, Cleave, Great Cleave, Improved Bull Rush, Awesome Blow, Improved Sorcerous Sight, Lightning Reflexes

Climate/Terrain: Underground

Organisation: Solitary

Advancement: 41-50 HD (Colossal)

This terrifyingly enormous serpent is 80 feet long, with a vast and terrible head full of poison-dripping fangs. Titan snakes are weird and at least partially demonic entities, with yellowish-white scales and great staring yellow eyes.

Titan snakes are often given some training by sorcerers, though they are too intelligent and independent to obey orders unquestioningly. For a titan snake, a ready meal may be more important than adhering to the sorcerer's direct orders.

Titan snakes have a particular fear of sorcerers. A titan snake who observes anyone who looks like they might be a sorcerer – for example, who is wearing robes, carrying no obvious weapons, sporting crystal balls, spell components, or other sorcerous accoutrements – will make an attempt to check out the sorcerer's soul (see Rule of the Sorcerer's Soul, *Conan RPG* p. 193). If it turns out the person is a sorcerer or Strong or greater power, the titan snake will be

wary of interfering with him. Though it will certainly fight back if attacked, and will not necessarily obey him, it will try to avoid combat with him and any allies he might have.

COMBAT

Titan snakes prefer to knock over and stun their enemies with a slam attack before biting and constricting them.

It was a snake that dwarfed all Conan's previous ideas of snakes. Eighty feet it stretched from its pointed tail to its triangular head, which was bigger than that of a horse. In the dim light its shadow's glistened coldly, white as hoar-frost. Surely this reptile was one born and grown in darkness, yet its eyes were full of evil and sure sight. It looped its titan coils in front of the captive, and the great head on the arching neck swayed a matter of inches from his face. Its forked tongue almost brushed his lips as it darted in and out, and its fetid odor made his senses reel with nausea. The great yellow eyes burned into his, and Conan gave back the glare of a trapped wolf. He fought frenziedly against the mad impulse to grasp the great arching neck in his tearing hands. Strong beyond the comprehension of civilized man, he had broken the neck of a python in a frenzied battle on the Stygian coast, in his corsair days. But this reptile was venomous: he saw the great fangs, a foot long, curved like scimitars. From them dripped a colorless liquid that he instinctively knew was death. He might conceivably crush that wedge-shaped skull with a desperate clenched fist, but he knew that at the first hint of movement, the monster would strike like lightning.

Despite their size and strength they are at heart cowards, which is why they favour this approach of neutralising an enemy before risking their own hides. No titan snake likes any odds other than those most favourable to itself – a lone enemy, preferably chained or unconscious, is its favourite prey.

Charging Slam (Ex): A titan snake that charges does double damage (6d6+48) with its slam attack.

Constrict (Ex): On a successful grapple check, a titan snake deals 3d8+24 damage.

Improved Grab (Ex): To use this ability, a titan snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): The titan snake's venom is save DC 34 and deals 2d4 Con primary damage and 2d6 Con secondary damage. The save DC is Constitution-based.

Skills: A titan snake's natural wariness gives it a +4 racial bonus to all Sense Motive checks.

YAGGITE

Medium Outsider



Hit Dice: 10d8 (45 hp)

Initiative: +8 (+1 Dex, +7 Reflex)

Speed: 30 ft. (and possible fly 60 ft./good; see below)

DV: 18 (+1 Dex, +7 natural)

DR: 1

Base Attack/Grapple: +10/+10

Attack: Gore +11 melee finesse (1d8)

Full Attack: Gore +11 melee finesse (1d8)

Space/Reach: 5 ft. (1)/5 ft. (1)

Special Attacks: Spells

Special Qualities: Darkvision (60 ft.), blood of power

Power Points: 36 (base 30, +6 Wis)

Magic Attack Bonus: +11 (+5 natural, +6 Charisma)

Saves: Fort +7, Ref +8, Will +15

Abilities: Str 11, Dex 12, Con 11, Int 20, Wis 26, Cha 22

Skills: Craft (alchemy) +18, Craft (herbalism) +18, Diplomacy +19, Intimidate +16, Knowledge (arcana) +31, Knowledge (history) +28, Knowledge (geography) +28, Knowledge (religion) +28, Knowledge (nature) +28, Listen +23, Perform (ritual) +19, Search +18, Sense Motive +11, Spot +23

Feats: Improved Sorcerous Sight, Knowledgeable, Alertness, Skill Focus (Knowledge – arcana)

Environment: Any land and underground

Organisation: Solitary

Advancement: 11-20 HD (Medium)

Yaggites are green-skinned, elephant-headed humanoids from the planet Yag. Many are surprisingly compassionate and peaceful for such a monstrous-looking race. A Yaggite can live for many tens of thousands or even hundreds of thousands of years, but the race is not strictly immortal.

The Yaggites who are found on Earth are usually those scattered remnants who fled their accursed planet Yag many millennia ago, after a war with the Kings of Yag. It is also possible that other Yaggites have arrived more recently than that – perhaps more exiles, or perhaps hunters sent to take revenge on the initial wave of migrants. In any case, they are mind-bogglingly scarce – Yag-Kosha, the Yaggite encountered by Conan during *The Tower of the Elephant*, believed himself to be the only one remaining on Earth.

In their natural form, the Yaggites have wings, though for some reason these do not survive their settlement on Earth. A Yaggite encountered on Yag itself, or in the Outer

Smoke and exotic scent of incense floated up from a brazier on a golden tripod, and behind it sat an idol on a sort of marble couch. Conan stared aghast: the image had the body of a man, naked, and green in color, but the head was one of nightmare and madness. Too large for the human body, it had no attributes of humanity. Conan stared at the wide flaring ears, the curling proboscis, on either side of which stood white tusks tipped with round golden balls. The eyes were closed, as if in sleep.

Dark, will certainly have great wings that make it resemble an elephant-headed angel, giving it a Fly speed of 60 feet and a manoeuvrability of Good. A winged Yaggite can fly through both the atmosphere and space beyond without penalty or danger.

Yaggites encountered on Earth will usually speak a number of human tongues, depending on how long it has been since they arrived and which regions they have travelled in. Sometimes the languages they know may be very old-fashioned, for example in the case of a Yaggite speaking the tongue of Khitai but who has not been to that land for a thousand years. Always a Yaggite speaking an earthly language will do so in a strange, stammering voice, unable to alter the tone or inflection of his words, even if he has spent many centuries on Earth. Yaggites also speak their own tongue, but just as earthly languages are difficult for them to speak, their own tongue is unutterable by human lips.

Most Yaggites are inherently honourable, though their codes of honour bear little resemblance to those of earthly folk. They are peaceful and solitary by nature, preferring to avoid interfering with human affairs. It should be borne in mind that this peacefulness is not an absolute belief; the Yaggites are by no means pacifists, since most or all of those found on Earth were exiled for making war upon their Kings on Yag.

The Yaggites' knowledge of sorcery is so extensive that they are very interesting to human sorcerers. It is not at all uncommon for a Yaggite to fall into the magical trap of some sorcerer, bound forever to serve him and teach him the ways of wizardry. Yaggites will often be happy enough to share their magical knowledge with friendly sorcerers, but will not teach those spells they regard as being black magic (see below).

COMBAT

Yaggites prefer to avoid battling with humans, though they will certainly defend themselves if capable of so doing.

Blood of Power (Su): A Yaggite's blood is magically powerful, capable of energising existing sorcerous objects, assisting in many magical rituals, and being used to create new magic items. Its precise effects and uses are largely left up to the Games Master to determine, but at the very least it is essential for the activation of the artefact known as *the heart of the elephant* (see p. 49). Furthermore, a Yaggite who is sacrificed by means of either the Ritual Sacrifice or Tormented Sacrifice feats will provide the sorcerer who slays him with twice as many Power Points as would be usual for a creature of his hit points.

Spells (Sp): A Yaggite may cast the following spells as though he were a 10th level scholar. However, they have a strong preference for avoiding the use of curses, hypnotism, necromancy and summonings, regarding these as black magic. The usual Power Point and other costs apply.

CounterSpells: *warding, greater warding, incantation of Amalric's witchman, rune of Jhebbal Sag*

Curses: *lesser ill-fortune, awful rite of the were-beast, curse of Yizil, gelid bones, greater ill-fortune, ill-fortune*

Divination: *astrological prediction, dream of wisdom, mind-reading, psychometry, sorcerous news, greater sorcerous news, visions, visions of torment and enlightenment*

Hypnotism: *Entrance, domination, dread serpent, hypnotic suggestion, savage beast, mass hypnotic suggestion, ranged hypnotism*

Necromancy: *raise corpse, agonising doom, death touch*

Oriental Magic: *calm of the adept, darting serpent, warrior trance*

Prestidigitation: *conjuring, burst barrier, telekinesis, greater telekinesis*

Summonings: *demonic pact*

Skills: All Yaggites gain a +8 racial bonus to all Knowledge checks by virtue of their enormous age and experience.

YOTHGA

Large Plant

Hit Dice: 9d8+45 (85 hp)

Initiative: +10 (+3 Dex, +3 Reflex save, +4 Improved Initiative)

Speed: 0 ft.

DV: 14 (+3 Dex, +1 natural)

DR: 2 (natural)

Base Attack/Grapple: +6/+18

Attack: Tendril +11 melee (1d6+4 + poison, AP 5)

Full Attack: 4 tendrils +11 melee (1d6+4 + poison, AP 5)

Space/Reach: 10 ft. (2)/10 ft. (2)

Special Attacks: Poison, improved grab, loathsome caress, powerful grapple



Special Qualities: Low-light vision, plant traits

Saves: Fort +11, Ref +6, Will +3

Abilities: Str 19, Dex 17, Con 20, Int 2, Wis 10, Cha 24

Skills: Listen +11, Spot +4

Feats: Improved Initiative, Skill Focus (Listen), Weapon Focus (tendrils)

Environment: Underground

Organisation: Solitary

Advancement: 10-12 HD (Large), 13-18 HD (Huge)

Within these bars lay a figure, which, as he approached, he saw was either a man, or the exact likeness of a man, twined and bound about with the tendrils of a thick vine which seemed to grow through the solid stone of the floor. It was covered with strangely pointed leaves and crimson blossoms - not the satiny red of natural petals, but a livid, unnatural crimson, like a perversity of flower-life. Its clinging, pliant branches wound about the man's naked body and limbs, seeming to caress his shrinking flesh with lustful avid kisses. One great blossom hovered exactly over his mouth. A low bestial moaning drooled from those loose lips: the head rolled as if in unbearable agony, and the eyes looked full at Conan. But there was no light of intelligence in them: they were blank, glassy, the eyes of an idiot.

Yothgas are demonic, vampiric plant monsters, from the planet Yag the Accursed (the same planet as the Yaggites also depicted in this chapter). The central vine-like stalk of a yothga is around 10 feet long, though it is often found wrapped around a victim rather than stretched out to its full length. A number of branches and tendrils depend from the stalk, which are used both to attack in melee combat and to completely enclose a victim in this plant creature's limbs when draining out his soul.

Yothgas are not ambulatory, and their roots stretch deep beneath the earth as far as Hell. Despite this, a yothga's upper portions are highly flexible and it can stretch its entire stalk straight out if need be when attacking.

COMBAT

Yothgas attack swiftly and viciously if they sense anyone coming within range, though there is precious little they could do against an opponent wielding missile weapons. Usually though a yothga will be found with a victim already in its demonic folds, which may give attackers pause before shooting it and its victim full of arrows.

Improved Grab (Ex): To use this ability, a yothga must hit with its tendrils attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can use its Loathsome Caress (see below).

Loathsome Caress (Su): A yothga that has successfully grappled an opponent will completely enfold itself around him. It automatically hits with all four tendrils attacks each round. Furthermore, once it has reduced a target to 0 Int by means of its poison, it can begin to go to work on his soul. It may do this up to once per month, forcing a Corruption save in the target (DC 21) by its foul influence. A target whose Corruption increases to 10 by this means is completely consumed, body and soul, by the yothga, and it grows in size by 1 HD. The Corruption save DC is Cha-based. A Large yothga can only hold one Medium target or two Small targets in its loathsome caress at any one time; a Huge yothga can hold two Medium, four Small, or one Medium and four Small targets.

Poison (Ex): Contact, DC 19, initial and secondary damage 1d4 Int. The save DC is Constitution-based.

Powerful Grapple (Ex): Yothgas gain a racial bonus of +4 to all grapple checks, thanks to the flexibility, quantity and thickness of their branches and tendrils.

Sorcerous Culture

Magical Societies and Arcane Religions

THOUGH SORCERERS OFTEN prefer to be alone, wandering the Earth and taking instruction wherever they can find it, even more seem to prefer to get involved in a magical community of some kind. These range from the small numbers of apprentices gathered around a Pictish shaman in a savage hut, to trans-national wizardly organisations that can decide the fate of entire countries.

The smaller sorcerous groups, basically involving a lone master and perhaps one or two acolytes, usually taught very individualistically, are common in the supposedly primitive countries such as Kush and the Pictish Wilderness. In fact, these lands are not so primitive at all when it comes to sorcery, and the shaman will certainly point out if asked that his two pupils are not only learning far more from him than could a larger group, they also completely avoid the power-politicking that comes with any number more than six or so.

The sorcerers of the Black Ring and similar groups actively seek for plenty of acolytes. They enjoy power politics, both within their order and when playing diplomatic games on a wider scale. The lower grades can function as subjects of internal politics or as tools in machination that affect all Stygia. Also, having plenty of students per teacher means the teachers need not be so dedicated, and so can devote more time to their own researches and less to teaching.

Religious groups of sorcerers, whether based around an established and popular cult such as that of Set or the more minor sects presented here, function in much the same way as other sorcerous groups when it comes to culture. Inevitably there is more of a mystical interest.

ARCANE RELIGIONS

The following religions represent examples of cults too small to be included in *Conan the RPG* section on religion. They are based on deifying a powerful wizard or demon lord, or are so closely confined to a specific place and people as to not warrant inclusion in that chapter. However, all offer some training in sorcery for those of their worshippers who dare.

Note that several of the entities mentioned here as minor gods are also potentially opponents in combat; see the *Creatures of Sorcery* chapter.

KHOSATRAL KHEL

Khosatral Khel is remembered by few indeed, but may be worshipped by the occasional evil sorcerer among the Yuetshi, Hyrkanians and even Kozaks. As a god of domination, dimly recollected in legend as the most baleful opponent of all right-thinking folk in the region, he doubtless provides much in grisly lore to any who will grant him obeisance. However, the scattered folk who worship him do not truly constitute a cult, and often do not even know each other much less work together.

Requirements of Worship: Revere Khosatral Khel above all other gods.

Benefits of Worship: Spells (Hypnotism and Curses only).

Requirements for Ordained Priesthood: Must know at least three sorcery styles including Hypnotism. Must be willing to lead worshippers, insofar as there are any worshippers who wish to be lead. Must sacrifice at least one victim per year to Khosatral Khel.

Benefits of Ordained Priesthood: Non-standard: the priesthood is very much a personal one, and the priest does

not receive the usual benefits of the Priest feat, but nor must he expend a feat on it. He is, however, taught sorcery by demonic spirits closely related to Khosatral Khel, even if Khosatral Khel himself is bound or destroyed at the time.

Typical Punishments for Disloyal Priests: Nothing – there is no real cult to carry out any punishment.

SKELOS

Though Skelos is often said to have been no more than a powerful, mortal sorcerer, he is also worshipped as a god of magic by many sorcerers, particularly those who are not quite so evil as to revere Set but who still seek after dark and forbidden knowledge. His followers whisper grisly secrets to one another in secret cult meetings held in forest glades at midnight. These meetings have more the character of a coven meeting than a religious act of worship, and Skelos's priests are wizards first and foremost.

Requirements of Worship: Pay a tithe worth 1 sp/level/month to the local priests of Skelos, attend at least one cult meeting/month.

Benefits of Worship: Spells (any).

Requirements for Ordained Priesthood: Standard, plus as follows: must know at least three sorcery styles and three advanced spells; Knowledge (arcana) 8 ranks; must give up at least three magical links to oneself to the cult's archpriest.

Benefits of Ordained Priesthood: Standard, plus sorcery teaching is available (all spells)

Typical Punishments for Disloyal Priests: Killed by magical means.

THAUG

First known for being summoned by Salome in *A Witch Shall Be Born*, Thaug is a traditional demon in eastern Kothic mythology, and has been summoned by witches known as Salome since time immemorial. He is enormously hungry for sacrifice, even for a demon lord – he never seems satiated.

Most priests of Thaug specialise in spells from the Curses, Necromancy and Summonings styles. If a Salome is alive, she is often made high priestess of the cult.

Requirements of Worship: Obey priests of Thaug, sacrifice at least one human to the god per month.

Benefits of Worship: Spells (any).

Requirements for Ordained Priesthood: Ritual Sacrifice feat; Debaucher feat; obey the high priest of Thaug; sacrifice at least one human per week to Thaug.

Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (all sorcery styles).

When I was a child they gave me infants to throttle: when I was a boy I strangled young girls: as a youth, women, old men, and young boys. Not until I reached my full manhood was I given a strong man to sacrifice on the altar of 'Yota-pong.

'For years I offered the sacrifices to 'Yajur. Hundreds of necks have snapped between these fingers— he worked them before the Cimmerian's angry eyes. 'Why I fled from 'Yota-pong to become 'Totrasmek's servant is no concern of yours. In a moment you will be beyond curiosity. The priests of 'Kosala, the stranglers of 'Yajur, are strong beyond the belief of men. And I was stronger than any. 'With my hands, barbarian, I shall break your neck!'

Typical Punishments for Disloyal Priests: Capture him and sacrifice him to Thaug.

YAJUR

Yajur is the bloody-handed god of stranglers, worshipped almost exclusively in mysterious Kosala, whose rites are terrible and deadly. Little is known about him, save that his pre-eminence in Kosala is more or less absolute, with the people accepting the death of loved ones and friends for their religious experiences.

Priests of Yajur tend to specialise in hypnotism, especially the casting of spells like *illusion* and *dream serpent*. The more combat-oriented Oriental Magic spells are also popular.

Requirements of Worship: Obey priests of Yajur, sacrifice at least one human to the god per year, pay 2 sp/level/month to the priesthood of Yajur.

Benefits of Worship: Spells.

Requirements for Ordained Priesthood: Must know at least two sorcery styles and the Ritual Sacrifice, Bleed Dry and Improved Grapple feats; obey the high priest of Yajur; sacrifice at least one human per month to Yajur, using your bare hands.

Benefits of Ordained Priesthood: Standard, plus as follows: sorcery teaching is available (all sorcery styles).

Typical Punishments for Disloyal Priests: Send a strangler of Yajur out to slay him.

MAGICAL SOCIETIES

Sorcerers band together for all manner of reasons. The most common is the twofold exchange of knowledge and power – knowledge for the acolytes, and the power of being heads of a cult or coven for the masters. These masters gain both willing pawns for their schemes, and the direct magical boost of having a number of assistants when they perform the mysterious rituals of their sorcerous society.

Over the years, this magical boost provides the society with a strength all of its own, building up a certain archetypal force that tends to shape the masters of the group into a certain mould. The power of a sorcerous tradition stretching back hundreds or even thousands of years is not to be dealt with lightly, and the higher grades within groups such as the Black Circle, Black Ring and Scarlet Circle are among the most dangerous individuals of the Hyborian Age.

Note that the prestige classes presented below are not obligatory for members of sorcerous societies. For example, a character can be a member, even a high-ranking member, of the Black Ring coven, without being a member of the lord of the Black Ring prestige class. The classes merely offer a typical career path for high-ranking members of the coven, not a straitjacket, and most groups will accept any sorcerer of sufficient power as a high-grade member or even leader. The only exception is the master of the Black Circle class – a character must have at least one level in this class to become Master of Yimsha, since without it he cannot summon the lords of the Black Circle.

SORCEROUS SOCIETY PRESTIGE CLASSES

Prestige classes offer a new form of multiclassing. Unlike the basic classes, characters must meet Requirements before they can take their first level of a prestige class.

The rules for level advancement apply to this system, meaning the first step of advancement is always choosing a class. If a character does not meet the

Requirements for a prestige class before that first step, that character cannot take the first level of that prestige class.

DEFINITIONS OF TERMS

Here are definitions of some terms used in this section.

Base Class: One of the standard eight classes.

Scholar Level: Generally equal to the number of scholar class levels (see below). Levels in some prestige classes add to levels in the scholar class to determine total scholar level.

Character Level: The total level of the character, which is the sum of all class levels held by that character.

Class Level: The level of a character in a particular class. For a character with levels in only one class, class level and character level are the same.

PRESTIGE CLASSES AND FAVOURED CLASSES

All prestige classes are treated as favoured classes, whatever the character's race. This can make an otherwise less viable class and race combination more viable at higher levels, so for example a Hyrkanian scholar who becomes a sorcerer of the Scarlet Circle will gain bonus feats as though the prestige class was his favoured class, even though his main class (scholar) is not.



LORD OF THE BLACK RING

The Black Ring is the main sorcerous coven in Stygia. It is made up of former or current priests of Set, formerly independent sorcerers whose infamy and power draws the attention of the senior wizards of the Black Ring, and acolytes of the Black Ring (see *Conan the RPG*).

Lords of the Black Ring are among the highest ranking sorcerers of their cult, capable of commanding the loyalty of both their lower grade acolytes and great numbers of Stygian warriors and nobles. Most also have an official position within the cult of Set, though almost as many pay no more than lip service to the Old Serpent. There is a certain rivalry between those who are priests of Set and those who are not. This rivalry often degenerates into power struggles and even open magical warfare. There is no honour among lords of the Black Ring, just a naked desire for control over others and sorcerous knowledge.

Sorcerers join the Black Ring because they seek raw magical power, and indeed lords of the Black Ring tend to have more Base Power Points and more advanced spells than independent sorcerers or those who belong to other magical societies. (The only real contender for them in terms of raw magical power is the master of the Black Circle, but he is very much unique.) They are also among the most powerful wizards in the world in terms of their ability to sway others with magical attacks, too. However, they miss out on some of the physical formidability of the Eastern sorcerers, as well as the versatility that other sorcerers may gain by bonus feats. For the lords of the Black Ring, such tradeoffs are irrelevant. They are among the top wizards of the western world, and that is enough for them.

Lords of the Black Ring are feared wherever they go, even in Stygia itself. Even the threat of their wrath is generally enough to bring their cowering inferiors back into line.

Hit Die: d6.

REQUIREMENTS

To qualify to become a lord of the Black Ring, a character must fulfil all of the following criteria.

Sorcery Styles: Must know at least four sorcery styles, including Summonings.

Codes of Honour: Must not have a code of honour

Skills: Knowledge (arcane) 12 ranks, Perform (ritual) 12 ranks.

Race: Must be Stygian.

Religion: Must be a worshipper of Set in good standing.

Corruption: 3 or higher.

Special: Must have been a member of the Black Ring coven for at least a year.

CLASS SKILLS

The lord of the Black Ring's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (alchemy) (Int), Craft (herbalism) (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (any) (Int), Perform (Cha), Sense Motive (Wis), and Sleight of Hand (Dex). See *Conan the RPG* for skill descriptions.

Skill Points At Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the lord of the Black Ring prestige class.

Weapon and Armour Proficiency: The lord of the Black Ring gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

+1 Power Point: At 1st level and every three levels thereafter, the lord of the Black Ring's Base Power Points increase by +1. This is a supernatural ability.

Advanced Spell: At 1st level and every level thereafter, the lord of the Black Ring improves his knowledge of any one of the sorcery styles he already knows by gaining any one of the advanced spells listed under the style. The lord of the Black Ring may choose his advanced spell himself. This is a supernatural ability.

Note that when a lord of the Black Ring gains Advanced Spell and New Sorcery Style at the same time on gaining a new level, he may choose to gain the Advanced Spell in the New Sorcery Style.

At 3rd level, 6th level and 9th level, the lord of the Black Ring gains two advanced spells rather than one. If he prefers, he may choose to gain a New Sorcery Style instead of the two advanced spells. This new sorcery style may be chosen either from Table 8-3 in *Conan the RPG* or from Table 1-2 in this volume, and the lord of the Black Ring also gains the basic spell associated with it.

Scholar Levels: The lord of the Black Ring may add his lord of the Black Ring class level to his scholar class level for the following purposes: gaining bonus spells for high Intelligence, determining effective scholar level when casting spells. This is a supernatural ability.

Table 6-1: The Lord of the Black Ring

Class Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+0	+0	+0	+2	+1 Power Point, Advanced Spell, Scholar Levels, Demonologist
2	+1	+0	+0	+1	+0	+0	+3	Advanced Spell
3	+1	+1	+1	+2	+1	+1	+3	Advanced Spell x2 <i>or</i> New Sorcery Style
4	+2	+1	+1	+3	+1	+1	+4	+1 Power Point, Advanced Spell
5	+2	+1	+1	+3	+1	+1	+4	Advanced Spell
6	+3	+2	+2	+4	+2	+2	+5	Advanced Spell x2 <i>or</i> New Sorcery Style
7	+3	+2	+2	+5	+2	+2	+5	+1 Power Point, Advanced Spell
8	+4	+3	+3	+6	+2	+2	+6	Advanced Spell
9	+4	+3	+3	+6	+3	+3	+6	Advanced Spell x2 <i>or</i> New Sorcery Style
10	+5	+3	+3	+7	+3	+3	+7	+1 Power Point, Advanced Spell

Demonologist: The lord of the Black Ring is unusually adept at dealing with demons of various kinds. Whenever he casts the *summon demon* or *form demon* spell, he adds double his lord of the Black Ring class level to his scholar class level to determine the maximum HD of the demon he can *summon* or *bind*, rather than merely adding his lord of the Black Ring class level to his scholar class level (see Scholar Levels, above). This is a supernatural ability.

MASTER OF THE BLACK CIRCLE

Unlike most other groups of elite sorcerers, there is no requirement to be of a particular race to join the Black Circle, though its lower ranks are filled for the most part with rakhshas of Vendhya and the Himelians. The post of master can be filled by anyone who can take it. He may reassemble the remaining rakhshas who studied under the previous master, or he may recruit an entirely new Black Circle – it is not the people who make this sorcerous society what it is, but its master, and the lords of the Black Circle he commands.

The main bar to entry for most would-be masters of the Black Circle is the sheer expense of crafting the requisite *pomegranate altar of the Black Circle*. This quite literally costs many times a king's ransom.

The sorcerer who wishes to replace the Master of Yimsha must have an enormous amount of monetary and other temporal power before he can gain the ultimate in magical power.

Hit Die: d6.

REQUIREMENTS

To qualify to become the master of the Black Circle, a character must fulfil all of the following criteria.

Sorcery Styles: Must know at least five sorcery styles, including Summonings, Cosmic Magic and Oriental Magic.

Spells: Must know *ranged hypnotism*, *greater demonic pact*, *summon demon* and *form demon*

Magic Attack Bonus: +7.

Feats: Craft Magic Item, Craft Major Magic Item, Permanent Sorcery, Leadership

Skills: Knowledge (arcane) 18 ranks, Perform (ritual) 18 ranks.

Corruption: 5 or higher.

Special: Must construct a *pomegranate altar of the Black Circle* (see p. 51) – this may involve destroying the previous altar, since there can only be one in existence at any time. Must take and hold the castle atop Mount Yimsha, or construct a stronghold of similar strength, solitude and power elsewhere. If there is already a master of the Black Circle elsewhere in the world, must find and slay him. Must currently have a *greater demonic pact* in place with a demon lord.

CLASS SKILLS

The master of the Black Circle's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (alchemy) (Int), Craft (herbalism) (Int), Craft (any



mundane) (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (any) (Int), Perform (Cha), Search (Int), Sense Motive (Wis), and Sleight of Hand (Dex). See *Conan the RPG* for skill descriptions.

Skill Points At Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the master of the Black Circle prestige class.

Weapon and Armour Proficiency: The master of the Black Circle gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

+1 Power Point: At 1st level and every level thereafter, the master of the Black Circle's Base Power Points increase by +1. This is a supernatural ability.

Advanced Spell: At 1st level and every level thereafter, the master of the Black Circle improves his knowledge of any one of the sorcery styles he already knows by gaining any one of the advanced spells listed under the style. The master of the Black Circle may choose his advanced spell himself. This is a supernatural ability.

Note that when the master of the Black Circle gains Advanced Spell and New Sorcery Style at the same time on gaining a new level, he may choose to gain the Advanced Spell in the New Sorcery Style.

Scholar Levels: The master of the Black Circle may add his master of the Black Circle class level to his scholar class level for the following purposes: gaining bonus spells for high Intelligence, determining effective scholar level when casting spells. This is a supernatural ability.

Summon Lords of the Black Circle: The master of the Black Circle may use his *pomegranate altar of the Black Circle*, and his *greater demonic pact* with whichever demon lord he is allied to, to perform a great ritual of summoning. This calls up the four lords of the Black Circle (see p. 75) to act as servants for the master of the Black Circle. They are tied to the Earth exactly as though affected by a *form demon* spell, thus losing their *manifest* special quality. The master of the Black Circle has complete control over them, so long as he remains in favour with his own demon lord. This is a supernatural ability.

New Sorcery Style: At 2nd and 4th levels the master of the Black Circle may choose a new sorcery style, either from Table 8-3 in *Conan the RPG* or from Table 1-2 in this volume, along with the basic spell associated with it. This is a supernatural ability.

Master Mesmerist: The master of the Black Circle is especially adept at spells of the Hypnotism type, his staring eyes and powerful personality combining to make his mesmerism almost irresistible. From 3rd level onwards, he may add his class level to his magic attack roll whenever casting a Hypnotism spell. This is a supernatural ability.

Spellcraft: At 5th level the master of the Black Circle learns a number of powerful new demonic techniques for creating magic items. He halves the experience point cost of creating any magic item, though the silver piece cost is unaffected.

SORCERER OF THE SCARLET CIRCLE

The Scarlet Circle is the main cabal of sorcerers in the East, and draws in scholars and wizards from Khitai, Vendhya, the Himelians, some of the eastern Hyrkanian tribes, and doubtless certain additional, utterly mysterious lands, as yet unknown to those from the Hyborian Kingdoms. Unlike the sorcerers of the West, the members of the Scarlet Circle concentrate on martial arts as much as on

Table 6-2: The Master of the Black Circle

Class Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+0	+2	+0	+2	+1 Power Point, Advanced Spell, Summon Lords of the Black Circle, Scholar Levels
2	+1	+1	+0	+1	+3	+0	+3	+1 Power Point, Advanced Spell, New Sorcery Style
3	+2	+2	+1	+1	+3	+1	+3	+1 Power Point, Advanced Spell, Master Mesmerist
4	+3	+3	+1	+2	+4	+1	+4	+1 Power Point, Advanced Spell, New Sorcery Style
5	+3	+3	+1	+2	+4	+1	+4	+1 Power Point, Advanced Spell, Spellcraft

wizardry, learning to perform incredible feats of combat skill. The more experienced sorcerers of the Scarlet Circle can be a match for many a soldier or barbarian in a fistfight, though inevitably their sorcerous studies suffer slightly.

As with many Eastern organisations, the Scarlet Circle is strictly hierarchical, with one master at its head in what might seem to outsiders to be an almost unassailable position. Though this hierarchy is respected by most of the acolytes, the higher-level sorcerers of the Scarlet Circle are often in a position to challenge the rule of the master, and will certainly consider doing so. They may prefer subtlety to open warfare, but the supposedly orderly ways of the Scarlet Circle can rapidly break down if two or more strong leaders come into conflict.

Hit Die: d6.

REQUIREMENTS

To qualify to become a sorcerer of the Scarlet Circle, a character must fulfil all of the following criteria.

Sorcery Styles: Must know at least three sorcery styles, including Oriental Magic.

Feats: Brawl, Defensive Martial Arts, Improved Unarmed Strike.

Skills: Knowledge (arcane) 8 ranks, Perform (ritual) 8 ranks.

Race: Must have been born east of the Vilayet Sea (includes Khitans, Vendhyans, Himelian tribesmen and some Hyrkanians).

Corruption: 1 or higher.

CLASS SKILLS

The sorcerer of the Scarlet Circle's class skills (and the key ability for each skill) are Appraise (Int), Bluff

(Cha), Concentration (Con), Craft (alchemy) (Int), Craft (herbalism) (Int), Craft (any mundane) (Int), Decipher Script (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), and Sleight of Hand (Dex). See *Conan the RPG* for skill descriptions.

Skill Points At Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the sorcerer of the Scarlet Circle prestige class.

Weapon and Armour Proficiency: The sorcerer of the Scarlet Circle gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

Unarmed Strike: A sorcerer of the Scarlet Circle may make attacks with either fist interchangeably or even from elbows, knees, and feet. This means that a sorcerer of the Scarlet Circle may even make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a sorcerer of the Scarlet Circle striking unarmed. A sorcerer of the Scarlet Circle may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

A sorcerer of the Scarlet Circle may add his Wisdom bonus to all attack rolls made with unarmed strikes.

A sorcerer of the Scarlet Circle also deals more damage with his unarmed strikes than a normal person would, even more than is granted by the Brawl feat. His damage with an unarmed strike is 1d8 at 1st level, 1d10 at 4th level, 1d12 at 7th level and 2d6 at 10th level.

Table 6-3: The Sorcerer of the Scarlet Circle

Class Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+0	+0	+0	+2	Unarmed Strike (1d8), Scholar Levels
2	+1	+1	+0	+0	+0	+0	+3	Combination Attack, Advanced Spell
3	+2	+2	+1	+1	+1	+1	+3	New Sorcery Style, Advanced Spell
4	+3	+3	+1	+1	+1	+1	+4	Unarmed Strike (1d10), Advanced Spell
5	+3	+3	+1	+1	+1	+1	+4	+1 Power Point, Advanced Spell
6	+4	+4	+2	+2	+2	+2	+5	Impenetrable Fortress, Advanced Spell
7	+5	+5	+2	+2	+2	+2	+5	Unarmed Strike (1d12), Advanced Spell
8	+6	+6	+3	+3	+2	+2	+6	New Sorcery Style, Advanced Spell
9	+6	+6	+3	+3	+3	+3	+6	Arrow Fist, Advanced Spell
10	+7	+7	+3	+3	+3	+3	+7	Unarmed Strike (2d6), +1 Power Point, Advanced Spell

Scholar Levels: The sorcerer of the Scarlet Circle may add his sorcerer of the Scarlet Circle class level to his scholar class level for the following purpose: determining effective scholar level when casting spells. This is a supernatural ability.

Advanced Spell: At 2nd level and every level thereafter, the sorcerer of the Scarlet Circle improves his knowledge of any one of the sorcery styles he already knows by gaining any one of the advanced spells listed under the style. The sorcerer of the Scarlet Circle may choose his advanced spell himself. This is a supernatural ability.

Note that when a sorcerer of the Scarlet Circle gains Advanced Spell and New Sorcery Style at the same time on gaining a new level, he may choose to gain the Advanced Spell in the New Sorcery Style.

Combination Attack: When unarmoured and attacking only with unarmed strikes, a sorcerer of the Scarlet Circle may strike with a combination attack at the expense of accuracy. When doing so, he may make one extra attack in a round at his highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the sorcerer of the Scarlet Circle might make before her next action. A sorcerer of the Scarlet Circle must use a full attack action to strike with a combination attack. This is an extraordinary ability.

New Sorcery Style: At 3rd level and 8th level the sorcerer of the Scarlet Circle may choose a new sorcery style, either from Table 8-3 in *Conan the RPG* or from Table 1-2 in this volume, along with the basic spell associated with it. This is a supernatural ability.

+1 Power Point: At 5th level and 10th level, the sorcerer of the Scarlet Circle's Base Power Points increase by +1. This is a supernatural ability.

Impenetrable Fortress: At 6th level, the sorcerer of the Scarlet Circle's bonuses for his Defensive Martial Arts feat increase. He now gains a total of +8 dodge bonus to Defence Value if using the Total Defence action, and a +4 to all Strength and Dexterity checks relating to trips, grapples and overruns. This is an extraordinary ability.

Arrow Fist: At 9th level the sorcerer of the Scarlet Circle may take a special full attack action as follows. He gains a +4 dodge bonus to Defence Value until his next action. He may move up to his usual movement rate, either before or after his attack, or by splitting his movement so as to move some of it before and some of it after his attack. He may make one unarmed strike attack that round, and no other attacks (even attacks of opportunity) until his next action. This one unarmed strike attack has a critical multiplier of x4. This is an extraordinary ability.

Wizards, Witches and Shamans of the Hyborian Age

THE FOLLOWING CHARACTERS are significant sorcerers during the time of Conan, in addition to those presented in *Conan the RPG*. They may also be used as examples of the type of sorcerer encountered by Conan during his various exploits.

His gaze went again to her unruly locks, which at first glance he had thought to be red. Now he saw that they were neither red nor yellow, but a glorious compound of both colors. He gazed spell-bound. Her hair was like elfin-gold: the sun struck it so dazzlingly that he could scarcely bear to look upon it. Her eyes were likewise neither wholly blue nor wholly grey, but of shifting colors and dancing lights and clouds of colors he could not define. Her full red lips smiled, and from her slender feet to the blinding crown of her billowy hair, her ivory body was as perfect as the dream of a god. Conan's pulse hammered in his temples.

ATALI

Medium-Size Outsider (cold)

Hit Dice: 20d10+200 (310 hp)

Initiative: +22 (+10 Dex, +12 Reflex save)

Speed: 50 ft. (unarmoured)

DV (Dodge): 36 (+15 natural, +10 Dex, +1 Dodge)

DR: 4 (natural)

Attack: Unarmed strike +30 melee finesse

Full Attack: Unarmed strike +30/+25/
+20/+15 melee finesse

Damage: Unarmed strike 1d4+5

Special Attacks: Spell-like abilities

Special Qualities: Cold subtype, vanish.

Base Power Points: 50 (base 50)

Maximum Power Points: 100

Magic Attack Bonus: +30 (+10 natural, +20 Charisma)

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +22, Ref +22, Will +17

Abilities: Str 20, Dex 30, Con 30, Int 10, Wis 20, Cha 50

Skills: Bluff +43, Gather Information +43, Intimidate +43, Knowledge (arcana) +23, Listen +28, Perform (dance) +43, Sense Motive +28, Spot +28.

Feats: Run, Dodge, Adept (Hypnotism), Steely Gaze, Menacing Aura, Improved Evil Eye, Magic Power Attack.

Possessions: Gauzy, diaphonous garments more suited to a harem dancer than a woman of the North.

Spell-like abilities (cast as though a 20th level scholar):

Counterspells: *warding, greater warding, master warding*;
Hypnotism: *entrance, hypnotic suggestion, dance of Atali, mass hypnotic suggestion, enslave, ranged hypnotism, domination, savage beast, dread serpent, domination, boundary, illusion, swell, torment, voice of power, greater voice of power*; Immortality: *witch's vigour, eternal youth, life drain, unnatural strength*.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Vanish: Once per day, Atali can disappear at will in a flashing flame of cold, vanishing to another place. Supposedly she is carried off by her father Ymir's divine magic.

Atali seems to be a beautiful girl with the most perfect form imaginable. Her supple limbs are ivory, her body trim yet voluptuous, and her hair a shimmering cloud of mingled red and gold.

Atali's delight is to slay mortal men. She appears on battlefields, seeking out the dying when the fight is all done, dancing provocatively in front of them to tempt them to follow her. She always leads them into a trap, whether by simply taking them far from all human contact and abandoning them to die of exposure in the icy wilderness or using some more direct means to slay them.

Atali claims to be the daughter of Ymir, the frost-giant god of the Æsir and Vanir. It is clear that she is an enchantress of more than earthly power, but whether she is truly a goddess or merely a semi-demonic thing in human form is a question for the philosophers. She does not seem to have worshippers in the usual sense, though she is generally regarded as one of the pantheon of Nordheim.

Atali is generally unwilling to come to grips in either combat or in love with a mortal. She will happily use her hypnotic powers to lure men to their deaths in icy crevasses, exposed snow plains, or lethal combat with her brothers the frost giants, but if any seem either immune to her charms or able to deal with all the threats they encounters, she will simply vanish away. If, somehow, a mortal could prevent her escaping, and fulfil his inevitable passionate desire for her, the result cannot easily be predicted. He might father a semi-divine being; Ymir might strike him down in vengeance; or Atali might be forced to grant him a boon as well as her favours.



FROST GIANT

He did not wonder at the strangeness of it all, not even when two gigantic figures rose up to bar his way. The scales of their mail were white with hoar-frost: their helmets and their axes were covered with ice. Snow sprinkled their locks: in their beards were spikes of icicles: their eyes were cold as the lights that streamed above them

Huge Giant (cold)

Hit Dice: 18d8+126 (207 hp)

Initiative: +6 (-1 Dex, +7 Reflex save)

Speed: 35 ft.* (mail hauberk and scale hauberk), base 40 ft.

DV: 13 (-2 size, -1 Dex, +6 natural)

DR: 12 (+9 mail hauberk and scale hauberk, +1 horned helmet, +2 natural)

Base Attack/Grapple: +13/+33

Attack: Greataxe +23 (4d6+18); or ranged spear +12 (3d6+6)

Full Attack: Greataxe +23/+18/+13/+8; or ranged spear +12/+7/+2/-3

Space/Reach: 15 ft. (3)/15 ft. (3)

Special Qualities: Cold Subtype

Saves: Fort +18, Ref +5, Will +7

Abilities: Str 35, Dex 8, Con 24, Int 10, Wis 12, Cha 11

Skills: Climb +11, Jump +11, Listen +11, Spot +11

Feats: Weapon Focus (greataxe), Power Attack, Cleave, Great Cleave, Quick Draw, Improved Sunder, Improved Overrun

Climate/Terrain: Any cold land and underground

Organisation: Solitary, pair, or family (2-4 plus 50% non-combatants)

Advancement: By character class

Frost giants are massive, heavily muscled colossuses, capable of slicing the average human warrior in half with a single blow. All are said to be the children of one primal

frost giant, Ymir, who is worshipped as a god by the Æsir and Vanir.

Frost giants closely resemble the Nordheimr in appearance, arms, and armour, but are of course far larger and as the description indicates covered in ice. Adult males stand fully 18 feet tall, weigh upwards of 9,000 pounds and are strongly built, with a savage and brutal appearance. Their precise lifespan is uncertain – whether they are immortal, as might befit the children of a god, or have something closer to an ordinary human lifespan.

Most frost giants wear armour consisting of a very thick hauberk of riveted iron mail and a layer of scale armour on top of that. They bear massive greataxes, and for long-range combat enormous spears, up to twelve feet long and over two inches wide, with the spearhead alone often being longer than the arming swords of lesser races.

COMBAT

Frost giants favour surprise attacks from concealed positions, taking advantage of whatever hiding places are available to burst forth and cleave open their foes before the latter have a chance to react.



Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Skills and Feats: Frost giants gain a +4 racial bonus to all Climb checks, as they spend much of their time in mountain fastnesses or multi-levelled underground ice caves. Furthermore, they gain a +4 racial bonus to Hide and Move Silently checks when in cold land regions, as a result of their snow- and ice-covered appearance and familiarity with the terrain.

FROST GIANT CHARACTERS

Frost giant characters have barbarian as their favoured class. Those who are not barbarians are sometimes soldiers, or less frequently scholars.

HADRATHUS

On the other side of the altar stood a man in a black hooded robe, whose coif shadowed pale delicate features and dark eyes calm and meditative.

Medium-Size Humanoid (Aquilonian Scholar 20)

Hit Dice: 10d6+20 (55 hp)

Initiative: +7 (+1 Dex, +6 Reflex save)

Speed: 30 ft. (unarmoured)

DV (Dodge): 18 (+7 level, +1 Dex)

DV (Parry): 17 (+7 level, +0 Str)

DR: -

Attack: Unarmed strike +15 melee

Full Attack: Unarmed strike +15/+10/+5 melee

Damage: Unarmed strike 1d4

Special Attacks: Spells

Special Qualities: Knowledge Is Power, Adaptability (+2 to Knowledge – arcane and +2 to Knowledge – religion), civilised code of honour.

Base Power Points: 19 (base 6, +8 Wis, +5 scholar)

Maximum Power Points: 85

Magic Attack Bonus: +16 (+10 natural, +6 Charisma)

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +7, Ref +7, Will +25 (+28 against Corruption)

Abilities: Str 11, Dex 12, Con 13, Int 22, Wis 26, Cha 22

Skills: Concentration +24, Craft (alchemy) +29, Craft (herbalism) +29, Decipher Script +29, Diplomacy +29, Gather Information +26, Heal +31, Knowledge (arcane)

+33, Knowledge (history) +31, Knowledge (religion) +33, Listen +18, Perform (drums) +26, Perform (harp) +27, Perform (song) +26, Spot +18.

Feats: Priest, Meditation, Greater Meditation, Leadership, Iron Will, Knowledgeable, Adept (Divination), Adept (Summoning), Summoner, Augment Summoning, Improved Sorcerous Sight, Permanent Sorcery.

Possessions: Hooded robe.

Spells: Cosmic Sorcery: *the time is right, the stars are right*; Counterspells: *warding, greater warding, master warding, incantation of Amalric's witchman*; Divinations: *astrological prediction, mind-reading, visions, sorcerous news, greater sorcerous news, dream of wisdom, psychometry*; Oriental Magic: *calm of the adept, warrior trance*; Summonings: *master-*



words and signs, summon demon, summon elemental, banish outsider, bind demon.

As the High Priest of Asura in Aquilonia, Hadrathus is one of the most powerful scholars in the Western world. He has an unparalleled intelligence network, for all the followers of Asura in Aquilonia must keep their faith a secret and so are well used to operating with the utmost discretion and stealth. His knowledge of sorcery is unmatched outside of Stygia and the East, for he has been trained by the sorcerer-priests of Asura in Vendhya, among the greatest wizards in the world.

Hadrathus has an especial hatred of the worshippers of Set and similar demonic cults. He is a fierce enemy to the wizards of Stygia, and is constantly on the alert for new alliances of evil sorcerers or other magical threats to the good folk of the world. He is that rare thing, a genuine, pious priest, utterly committed to the truths of his religion.

Though the cult of Asura is still underground during the reign of King Conan, it is not so heavily persecuted as it was in previous times, when the state itself either permitted or even encouraged the priests of Mitra to lead purges of the Asura-worshippers. Conan has no real interest in religion, but is keen to fight oppression wherever he finds it, and is a strong proponent of freedom of religion. This has endeared him to Hadrathus, who will defend and assist Conan however he can. During the events of *The Hour of the Dragon* this strange alliance proves of astonishing use to Conan, helping him escape his usurpers in Aquilonia and return to destroy them. It is likely that Conan and Hadrathus will remain close allies in the years to come, though Conan is never likely to entirely lose his distrust of Hadrathus' sorcerous powers.

Hadrathus' cohort is also his second-in-command in the church of Asura in

Aquilonia, a 14th level scholar. He could call on well over a thousand priests and followers of Asura in Aquilonia alone, all of them personally loyal to him. These include many scholars, but also others from all walks of life from nobles to thieves. His influence spreads throughout the Hyborian kingdoms and beyond, even to a lesser extent as far as Vendhya, via the network of Asura cultists

MASTER OF YIMSHA, THE

Medium-Size Humanoid (Vendhan Scholar 15/Master of the Black Circle 5)

Hit Dice: 10d6+30 (65 hp)

Initiative: +9 (+3 Dex, +6 Reflex save)

Speed: 40 ft. (unarmoured)

DV (Dodge): 21 (+8 level, +3 Dex)

DV (Parry): 16 (+6 level, +0 Str)

DR: -



Attack: Unarmed strike +17 melee finesse
Full Attack: Unarmed strike +17/+12/+7 melee finesse
Damage: Unarmed strike 1d4
Special Attacks: Spells, Master Mesmerist
Special Qualities: Knowledge Is Power, Spellcraft
Base Power Points: 19 (base 6, +4 Wis, +4 scholar, +5 master of the Black Circle)
Maximum Power Points: 76
Magic Attack Bonus: +17* (+9 natural, +8 Charisma)
Space/Reach: 5 ft. (1)/5 ft. (1)
Saves: Fort +11, Ref +9, Will +18 (only +17 vs. Hypnotism)
Abilities: Str 10, Dex 17, Con 14, Int 20, Wis 19, Cha 27
Skills: Concentration +25, Craft (alchemy) +28, Craft (herbalism) +28, Decipher Script +28, Diplomacy +27, Gather Information +25, Intimidate +31, Knowledge (arcane) +28, Knowledge (nobility) +30, Knowledge (religion) +28, Perform (horn) +21, Perform (ritual) +21, Perform (song) +21, Sense Motive +18.
Feats: Fleet-footed, Stealthy, Ritual Sacrifice, Opportunistic Sacrifice, Tormented Sacrifice, Bleed Dry, Adept (Hypnotism), Steely Gaze, Improved Evil Eye.
Corruption: 10

Possessions: Silk robes, 20 doses of flame-powder, 3-stringed harp, potion of hibernation, dust of forgetfulness.

Spells: Cosmic Sorcery: *the time is right, the stars are right*; Curses: *lesser ill-fortune, draw forth the soul*; Divinations: *astrological prediction, mind-reading, visions, visions of torment and enlightenment, projection*; Hypnotism: *entrance, hypnotic suggestion, mass hypnotic suggestion, ranged hypnotism, illusion, swell, dread serpent, domination*; Necromancy: *Raise corpse, agonising doom, death touch, draw forth the heart*; Oriental Magic: *calm of the adept, shape-shifter*; Summonings: *demonic pact, greater demonic*

On another, smaller dais of jet, a few feet away, a man sat cross-legged, gazing contemplatively at her. His long black velvet robe, embroidered with gold thread, fell loosely about him, masking his figure. His hands were folded in his sleeves. There was a velvet cap upon his head. His face was calm, placid, not unhandsome, his eyes lambent and slightly oblique. He did not move a muscle as he sat regarding her, nor did his expression alter when he saw that she was conscious.

pact, summon demon, summon elemental, banish outsider, bind demon, form demon.

The Master of Yimsha, also known as the Master of the Black Circle, is one of the most dangerous sorcerers alive in the time of Conan – perhaps even more dangerous than the dreaded Thoth-Amon, though without such a powerful coven to back him up as the Stygian wizard.

The Master of Yimsha runs the coven known as the Black Circle, and though he teaches his rakhsha adepts competently enough he is careful to ensure they never gain sufficient power and knowledge to rival himself. Even his best and most advanced pupil, Khemsa, is no real threat to the Master, especially considering that his inner circle is made up of the four Lords of the Black Circle (see p. 75).

The Master plans in the long term, and his motivations are utterly corrupt and evil. He wishes to rule the world – one country at a time if need be. He is highly politically adept and quite willing to make alliances of expedience with rulers of various countries, appearing to work for mutual ends though in fact he eventually plans to destroy them too.

By the time he goes up against Conan in *The People of the Black Circle*, the Master has gone some way towards achieving his ends. He has completely dominated the priests of Tarim in Turan, and has made a close alliance with the rulers of that land to attack Vendhya. He slays the King of Vendhya at the beginning of the story with a carefully timed *draw forth the soul* backed up by Cosmic Sorcery. He also has access to a network of expert thieves, probably Himelian tribesmen.

NATOHK THE VEILED ONE

Medium-Size Humanoid (Stygian Scholar 17)

Hit Dice: 10d6+17 (52 hp)

Initiative: +9 (+4 Dex, +5 Reflex save)

Speed: 30 ft. (unarmoured)

DV (Dodge): 20 (+6 level, +4 Dex)

DV (Parry): 16 (+6 level, +0 Str)

DR: -

Attack: Unarmed strike +16 melee finesse; or thrown flame-powder +16 ranged

Full Attack: Unarmed strike +16/+11/+6 melee finesse; or thrown flame-powder +16 ranged

Damage: Unarmed strike 1d4+1, flame-powder 1d4

Special Attacks: Spells

Special Qualities: Knowledge Is Power.



Base Power Points: 13 (base 6, +3 Wis, +4 scholar)

Maximum Power Points: 52

Magic Attack Bonus: +12 (+8 natural, +4 Charisma)

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +6, Ref +9, Will +13

Abilities: Str 13, Dex 18, Con 12, Int 17, Wis 16, Cha 19

Skills: Bluff +16, Concentration +21, Craft (alchemy) +25, Craft (herbalism) +23, Decipher Script +20, Intimidate +24, Knowledge (arcane) +25, Knowledge (history) +23, Knowledge (religion) +23, Listen +8, Perform (harp) +20, Perform (ritual) +19, Spot +18.

Feats: Ritual Sacrifice, Tortured Sacrifice, Poison Use, Improved Unarmed Attack, Improved Grapple, Loathsome Weapon, Leadership, Priest, Alertness.

Corruption: 10

Possessions: Silk robes, 20 doses of flame-powder, 3-stringed harp, potion of hibernation, dust of forgetfulness.

Spells: Counterspells: *warding, greater warding, master*

warding; Necromancy: raise corpse, death touch; Divinations: astrological prediction, mind-reading, visions, projection; Hypnotism: entrance, hypnotic suggestion, dread serpent, domination; Immortality: witch's vigour, eternal youth; Summonings: demonic pact, greater demonic pact, summon demon, summon elemental, banish outsider, bind demon, form demon.

Notohk, the Veiled One, is a mysterious desert sorcerer of unnatural tallness and terrifying aspect, who always appeared cloaked and veiled. He welded together a dangerous force of Asshuri Shemites, savages of Kush and rebel nobles of Stygia with which to menace Khoraja and eastern Koth. None knew from whence he came, though persistent rumours hinted that he came out of the desert on a demonic, cloven-hoofed black camel, all wreathed about with fire.

In truth, Notohk is Thugra Khotan, an ancient wizard-prince of Old Stygia, reawoken from his millennia-long sleep beneath Kuthchemes. If he needed it, he would have access to almost unlimited wealth from his tomb there, though he seems to have left most of it behind when he came out of his hibernation there.

When encountered by Conan, Notohk has a *greater demonic pact* with a demon lord, who has sent him an uncanny steed and a black fiend (see *Conan*

'Notohk faced the Cimmerian - inhumanly tall and lean, clad in shimmering green silk. He tossed back his veil, and Conan looked into the features he had seen depicted on the Zugite coin.

'Aye, blench, dog! The voice was like the hiss of a giant serpent. I am Thugra Khotan! Long I lay in my tomb, awaiting the day of awakening and release. The arts which saved me from the barbarians long ago likewise imprisoned me, but I knew one would come in time - and he came, to fulfill his destiny, and to die as no man has died for three thousand years!

the RPG, p. 318 and p. 315 respectively) as servitors. However, neither of these creatures is especially loyal to him, and both will flee if he has clearly lost favour with his demonic overlord, for example by his army badly losing a battle.

Natohk has Stygian followers as follows: 90 1st level nobles, 110 1st level soldiers, 8 2nd level nobles, 3 3rd level nobles and 1 4th level noble. These are led by Natohk's cohort, Prince Kutamun, a rebel prince of Stygia (9th level noble). They have 100 chariots to lead Natohk's allies in battles.

By virtue of his wealth and intimidating nature, Natohk has also been able to recruit some 2,000 Kushite light cavalry (1st and 2nd level barbarians on Kushite horses) and 5,000 Asshuri out of the Meadow Cities in western Shem, again light cavalry (1st and 2nd level soldiers on warhorses).

THOTH-AMON

Medium-Size Humanoid (Stygian Scholar 20)

Hit Dice: 10d6+2d10+16 (62 hp)

Initiative: +9 (+3 Dex, +6 Reflex save)

Speed: 30 ft. (unarmoured)

DV (Dodge): 20 (+7 level, +3 Dex)

DV (Parry): 19 (+7 level, +2 Str)

DR: -

Attack: Dagger +14 melee finesse; or thrown dagger +14 ranged

Full Attack: Dagger +14/+9 melee finesse; or thrown dagger +14 ranged

Damage: Dagger 1d4+2

Special Attacks: Spells

Special Qualities: Knowledge Is Power.

Base Power Points: 12 (base 6, +1 Wis, +5 scholar)

Maximum Power Points: 60

Magic Attack Bonus: +15 (+10 natural, +5 Charisma)

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +8, Ref +9, Will +13

Abilities: Str 15, Dex 16, Con 14, Int 19, Wis 13, Cha 21

Skills: Bluff +28, Concentration +25, Craft (alchemy) +27,

Craft (herbalism) +27, Decipher Script +27, Intimidate

+28, Knowledge (arcana) +27, Knowledge (nobility) +27,



Knowledge (religion) +27, Move Silently +26, Perform (drums) +28, Sense Motive +24.

Feats: Ritual Sacrifice, Summoner, Adept (summoning), Adept (necromancy), Diligent, Augment Summoning, Hexer, Adept (curses), Tortured Sacrifice, Weapon Focus (dagger).

Possessions: Silk robes, dagger

Spells: Counterspells: *warding, greater warding*; Curses: *lesser ill-fortune, ill-fortune, greater ill-fortune, awful rite of the were-beast, curse of Yizil, draw forth the soul*; Divinations: *astrological prediction, mind-reading, visions, sorcerous news*; Hypnotism: *entrance, hypnotic suggestion, dread serpent, domination, ranged hypnotism*; Necromancy: *raise corpse, death touch, agonising*

'Behind them a sardonic countenance was framed in the partly open door: a pair of evil eyes glittered malevolently in the gloom.

'Go into the night, creatures of the night,' a voice mocked. 'Oh, fools, your doom hounds your heels like a blind dog, and you know it not.'

The speaker closed the door and bolted it, then turned and went up the corridor, candle in hand. He was a somber giant, whose dusky skin revealed his Stygian blood.

doom, black plague, greater black plague, draw forth the heart; Prestidigitation: conjuring, burst barrier, telekinesis, greater telekinesis; Summonings: demonic pact, greater demonic pact, summon demon, summon elemental.

Thoth-Amon is widely regarded as the greatest living sorcerer in Stygia, if not the world. For this reason, he is alternately revered and hated in Stygia, depending on just how powerful he is at the time. One mistake, one revealed weakness, and his rivals among the sorcerous society of the Black Ring and the priesthood of Set will be quick to exile or attack him.

At various times in his life, Thoth-Amon has had access to an artefact known as the Serpent Ring of Set in addition to the equipment listed here. It is assumed for the purposes of these statistics that he does not have it at present, since when he does he is ensconced in the position of Lord of the Black Ring, and so is unlikely to interact with adventurers directly. Full game statistics for the Serpent Ring of Set can be found in the forthcoming sorcery supplement for *Conan the RPG*, the *Book of Skelos*.

When he does have the Serpent Ring of Set, Thoth-Amon's power is almost unbeatable, which is why he is then able to command a large portion of the magical power in Stygia from his home in Kheshatta, the city of magicians.

Thoth-Amon is highly vengeful and vicious. Whenever he is under another's power, whether through sorcery or blackmail, he is always careful to gain leverage and gather magical links to one day turn the tables on

his oppressor. When he makes an enemy, too, he is unlikely to rest until that enemy is painfully dead.

TSOCHA-LANTI

Medium-Size Outsider (native) (Kothian Scholar 19)

Hit Dice: 10d6+16 (62 hp)

Initiative: +21 (+9 Dex, +6 Reflex save, +2 Lightning Reflexes, +4 Improved Initiative)

Speed: 30 ft. (unarmoured)

DV (Dodge): 25 (+5 level, +9 Dex, +1 Dodge)

DV (Parry): 18 (+5 level, +3 Str)

DR: 1

Attack: Unarmed attack +19 melee finesse; or Kothic Demon-Fire +18 ranged

Full Attack: Dagger +19/+14 melee finesse; or Kothic Demon-Fire +18/+13 ranged

Damage: Dagger 1d4+3 plus poison ring, or Kothic Demon-Fire 5d6

Special Attacks: Spells, poison ring (see sidebar)

Special Qualities: Knowledge Is Power, Darkvision (30 feet), immunity to poison, spawn of Dagoth Hill (+2 effective scholar level when casting *summon demon* and *summon elemental*).

Base Power Points: 18 (base 6, +3 Wis, +5 scholar, +4 Spawn of Dagoth Hill)

Maximum Power Points: 72

Magic Attack Bonus: +14 (+9 natural, +5 Charisma)

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +6, Ref +17, Will +14

Abilities: Str 16, Dex 28, Con 10, Int 15, Wis 17, Cha 21

Skills: Bluff +15, Concentration +22, Craft (alchemy) +28, Craft (herbalism) +28, Decipher Script +24, Diplomacy +17, Intimidate +23, Knowledge (arcana) +24, Knowledge

The lean vulture Tsotha-lanti, clad only in silken robes, his great black eyes glittering from a face that was like that of a bird of prey. Of this Kothian wizard dark tales were told: tousel-headed women in northern and western villages frightened children with his name, and rebellious slaves were brought to abased submission quicker than by the lash, with the very threat of being sold to him. Men said that he had a whole library of dark works bound in skin flayed from living human victims, and that in nameless pits below the hill whereon his palace sat, he trafficked with the powers of darkness, trading screaming girl slaves for unholy secrets. He was the real ruler of Koth.



conjuring, burst barrier, telekinesis, greater telekinesis; Summonings: demonic pact, greater demonic pact, summon demon, summon elemental.

Tsotha-lanti is the dreaded ruler of Koth, until slain by King Conan during the events of *The Scarlet Citadel*. Though Koth nominally has a monarch, King Strabonus, Tsotha-lanti's word is law and even the king does not dare to stand against him. Tsotha was born of an unnatural union between a dancing-girl and a demonic entity from Dagoth Hill (see *Conan the Roleplaying Game* main rulebook). He is preternaturally quick, moving like a serpent in both attack and defence.

Tsotha's Poison Ring

Tsotha-lanti wears an oddly designed ring which is used to deliver poison to a victim. In effect it allows his unarmed attacks to deliver poison damage. It holds three doses of any Injury poison. Whenever possible, Tsotha coats it with purple lotus juice (see p. 232 of *Conan The Roleplaying Game* main rulebook).

The ring's poison 'fang' can be retracted or extended as a free action. When retracted, its true nature can be detected only by a Spot check (DC 30).

XALTOTUN

Medium-Size Undead (Acheronian Scholar

20)

Hit Dice: 20d12 (130 hp)

Initiative: +9 (+2 Dex, +7 Reflex save)

Speed: 30 ft. (unarmoured)

DV (Dodge): 19 (+7 level, +2 Dex)

DV (Parry): 21 (+7 level, +3 Str, +1 Parry)

DR: -

Attack: Dagger +13 melee; or thrown dagger +12 ranged

Full Attack: Dagger +13/+8 melee; or thrown dagger +12 ranged

Damage: Dagger 1d4+3

Special Attacks: Spells, dominate, +1 to magic attack rolls when cursing

Special Qualities: Mummy of Ahriman vulnerabilities (fire, Heart of Ahriman),

(history) +24, Knowledge (nobility) +24, Perform (harp) +27.

Feats: Spawn of Dagoth Hill, Ritual Sacrifice, Summoner, Adept (summoning), Augment Summoning, Dodge, Lightning Reflexes, Tortured Sacrifice, Weapon Focus (unarmed attack), Improved Initiative.

Corruption: 8

Possessions: Silk robes, dagger

Spells: Oriental Magic: *calm of the adept, darting serpent, warrior trance*; Divinations: *astrological prediction, mind-reading, visions, sorcerous news, greater sorcerous news, dream of wisdom*; Hypnotism: *entrance, hypnotic suggestion, dread serpent, domination, mass hypnotic suggestion*; Necromancy: *raise corpse, death touch, agonising doom*; Prestidigitation:



fast healing (2 points/round), cold immunity, Knowledge Is Power.

Base Power Points: 14 (base 6, +3 Wis, +5 scholar)

Maximum Power Points: 70

Magic Attack Bonus: +17 (+10 natural, +7 Charisma)

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +7, Ref +11, Will +15 (only +13 vs. Corruption)

Abilities: Str 16, Dex 15, Con -, Int 26, Wis 16, Cha 25

Skills: Bluff +25, Concentration +23, Craft (alchemy) +33, Craft (fine art) +20, Craft (herbalism) +33, Decipher Script +29, Gather Information +15*, Intimidate +31, Knowledge (arcana) +33, Knowledge (history) +31, Knowledge (nature) +31, Perform (drums) +19, Perform (horn) +19, Perform (song) +19

Feats: Ritual Sacrifice, Steely Gaze, Menacing Aura, Summoner, Adept (hypnotism), Adept (necromancy), Focused Magical Link, Parry, Adept (counterspells), Tortured Sacrifice, Combat Expertise.

Possessions: Silk robes, dagger, Acheronian demon-fire x3, Kothic demon-fire, flame powder, Stygian tomb-dust, black lotus powder x4, yellow lotus resin x2, lotus-wine.

Spells: Counterspells: *warding, greater warding, incantation of Amalric's witchman*; Curses: *lesser ill-fortune, ill-fortune, greater ill-fortune, curse of Yizil*; Divinations: *astrological prediction, mind-reading, visions, visions of torment and enlightenment, dream of wisdom, psychometry, sorcerous news, greater sorcerous news*; Hypnotism: *entrance, hypnotic suggestion, mass hypnotic suggestion, dread serpent, domination, ranged hypnotism*; Necromancy: *raise corpse, death touch, agonising doom*; Prestidigitation: *conjuring, telekinesis*; Summonings: *demonic pact, greater demonic pact, summon demon, summon elemental*.

demonic pact, greater demonic pact, summon demon, summon elemental.

Xaltotun is a master strategist, but as with many a genius has occasionally lapses of absent-mindedness. He seems to see the entire world as something little more than a game – a vast experiment upon which he can impose his will. He will use whatever tools – or gamepieces – he finds expedient, including his supposed enemies, to achieve his aims. Equally, he will discard people as though they were no more than failed experiments or captured pawns. He has no more human feeling than a fish. How much of this is natural, and how much is a result of his resurrection as an undead creature, is uncertain.

In that light the figure seated in a silver, throne-like chair before him seemed unreal and fantastic, with an illusiveness of outline that was heightened by a filmy silken robe. But the features were distinct - unnaturally so in that uncertain light. It was almost as if a weird nimbus played about the man's head, casting the bearded face into bold relief, so that it was the only definite and distinct reality in that mystic, ghostly chamber.

It was a magnificent face, with strongly chiseled features of classical beauty. There was, indeed, something disquieting about the calm tranquility of its aspect, a suggestion of more than human knowledge, of a profound certitude beyond human assurance. Also an uneasy sensation of familiarity twitched at the back of Conan's consciousness. He had never seen this man's face before, he well knew; yet those features reminded him of something or someone. It was like encountering in the flesh some dream-image that had haunted one in nightmares.

Those aims are nothing less than the restoration of the ancient sorcerous empire of Acheron to its full glory – though it will take the political and even physical reshaping of an entire continent. After his restoration to life as a mummy of Ahriman, he begins the process by deposing King Conan from the throne of Aquilonia and emplacing his own puppet king, Valerius. Eventually he is slain by agents of Conan, during *The Hour of the Dragon*.

Even Xaltotun himself does not realise his own true nature. He knows he has been restored to life by the magic of Orastes and the Heart of Ahriman; but he does not seem to have realised yet that he is no longer even faintly human. The other possibilities are that he has realised and does not much care, and that he has realised and is attempting to

Xaltotun screamed inhumanly and rushed around the altar, dagger lifted; but from somewhere – out of the sky, perhaps, or the great jewel that blazed in the hand of Hadrathus – shot a jetting beam of blinding blue light. Full against the breast of Xaltotun it flashed, and the hills re-echoed the concussion.

The wizard of Acheron went down as though struck by a thunderbolt, and before he struck the ground he was fearfully altered. Beside the altar-stone lay no fresh-slain corpse, but a shriveled mummy, a brown, dry, unrecognizable carcass sprawling among moldering swathings.

Somberly old Zelata looked down.

'He was not a living man,' she said. 'The Heart lent him a false aspect of life, that deceived even himself. I never saw him as other than a mummy.'

deny this knowledge even to himself. In any event, his status as a mummy seems to have ensured he is even more monomaniacal, obsessive and heartless than ever.

MUMMY OF AHRIMAN

Mummies of Ahriman are extraordinarily rare, and can only be created by following certain rituals found in the mysterious *Book of Skelos*.

These forbidden rites are said to involve an ancient artefact known as the Heart of Ahriman, which has many strange properties also described in that dread *Book*. Though the greatest Stygian sorcerers often become vampires upon their deaths, mummies of Ahriman are created by quite a different process. A mummy of Ahriman can be made from a long-dead body, rather than a living human undergoing his death. The wizards of both old Acheron and elsewhere can learn how to raise corpses of any age, magically taking them from death to the status of mummies of Ahriman, so long as the bodies are sufficiently well preserved.

Mummies of Ahriman appear very much as they did in life, and can seem far more human than their close counterparts vampires. However, their entire faces seem a little unnerving and unnatural – not necessarily inhuman, but perhaps more than human. A mummy of Ahriman is always the centre of attention in any room, as though every onlooker's eyes are magically drawn to his face. Despite their more or less natural appearance, mummies of Ahriman remain dried, shriveled husks, their true form still visible but only to the experienced sorcerer (see *The Rule of the Sorcerer's Soul*, in *Conan The RPG*). Any ordinary human seeing a mummy will have no chance to realise its true nature.

Mummies of Ahriman speak any languages they knew in life.



mummy case of at least 1,500 silver pieces' value. The latter is a crucial part of the preservation process, but is always made at least in part from precious metals and so is often a target for grave robbers and looters in later years.

At the end of the week the mummifier makes a Profession (mummifier) check (DC 20). This allows the mummy to be properly preserved for 1,000 years. For every 2 points above 20 on the skill check, the mummy will remain preserved for a further 1,000 years. All Profession (mummifier) checks benefit from synergy bonuses of +2 if the character has 5 ranks of Craft (herbalism) and +2 if the character has 5 ranks of Craft (alchemy).

CREATING A MUMMY OF AHRIMAN

'Mummy' is an acquired template that can be added to any humanoid creature (referred to hereafter as the base creature).

A mummy of Ahriman uses all the base creature's statistics and

special abilities except as noted here.

Size and Type: The creature's type changes to undead (augmented humanoid). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Same as the base creature.

Defence Value: Same as the base creature.

Damage Reduction: Change to 8. This replaces the original creature's DR, if any. The mummification process completely transforms the flesh.

Attack: A mummy of Ahriman retains all the attacks of the base creature. If the base creature can use weapons, the mummy of Ahriman retains this ability. A creature with natural weapons retains those natural weapons. A mummy of Ahriman fighting without weapons uses its primary natural weapon (if it has any).

Full Attack: A mummy of Ahriman fighting without weapons uses or its natural weapons (if it has any). If armed

MUMMIFICATION

Many of the kings and sorcerers of Stygia and Acheron are mummified after death. This process is essentially a non-magical one, though extensive herbal and alchemical extracts are used along with certain post-mortem surgical techniques to remove those organs which decay rapidly and preserve those which do not. A properly mummified body can remain recognisable for many thousands of years.

Mummification requires one week of work by a character with Profession (mummifier) 12 ranks, Craft (herbalism) 4 ranks and Craft (alchemy) 4 ranks. The cost is 500 silver pieces in incenses, potions and other consumables, as well as a

with a weapon, it uses the weapon as its primary attack along with a natural weapon as a natural secondary attack or an off-hand weapon as a secondary attack.

Damage: Mummies of Ahriman have natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1d2
Diminutive	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

Special Attacks: A mummy of Ahriman retains all the special attacks of the base creature and gains those described below. Saves have a DC set by the mummy of Ahriman's magic attack roll unless noted otherwise.

Dominant (Su): A mummy of Ahriman can crush an opponent's will just by looking onto his or her eyes. This is similar to an evil eye spell, except that the mummy of Ahriman must use a standard action, and those merely looking at it are not affected. Anyone the mummy of Ahriman targets must succeed on a Will save or fall instantly under the mummy's influence as though by a *domination* spell. The ability has a range of 30 feet.

Special Qualities: A mummy of Ahriman retains all the special qualities of the base creature and gains those described below.

Fast Healing (Ex): A mummy of Ahriman heals 2 points of damage each round so long as it has at least 1 hit point.

Cold Immunity (Ex): A mummy of Ahriman is completely immune to cold.

Heart of Ahriman Vulnerability (Ex): Though the Heart of Ahriman has been lost for centuries, it might yet be found by a scholar sufficiently well-versed in the mysteries of the *Book of Skelos*. It has many magical powers, including a number of methods of controlling or even destroying the mummies of Ahriman.

Fire Vulnerability (Ex): Since all mummies of Ahriman are made from corpses, those that were mummified in the traditional Stygian or Acheronian manner are vulnerable to fire. Any mummy of Ahriman that has undergone a traditional mummification process (see sidebar) takes double damage from fire-based attacks on a failed saving throw, or full normal damage on a successful saving throw.

Abilities: Increase from the base creature as follows of Ahriman: Str +2, Dex +2, Int +4, Wis +4, Cha +6. As an undead creature, a mummy of Ahriman has no Constitution score.

Skills: Mummies of Ahriman have a +4 racial bonus on Hide, Listen, Move Silently, Search, and Spot checks. Otherwise same as the base creature.

Feats: Mummies of Ahriman gain Alertness, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and does not already have these feats.

Environment: Any, usually same as base creature.

Organization: Solitary, pair, gang (3–5) or tomb (6–30)

Advancement: By character class.

Corruption: As base creature +2.

MUMMIES OF AHRIMAN AND CODES OF HONOUR

Mummies of Ahriman may never have codes of honour. A mummy who had a code of honour in his previous life immediately loses it on becoming a mummy of Ahriman.

'See how they sleep, staring through their carven masks! Kings, queens, generals, priests, wizards, the dynasties and the nobility of Stygia for ten thousand years! The touch of the heart will awaken them from their long slumber. Long, long the Heart throbbed and pulsed in ancient Stygia. Here was its home in the centuries before it journeyed to Acheron. The ancients knew its full power, and they will tell me when by its magic I restore them to life to labor for me.'

Help for Games Masters

Scholars, Sorcerers and Demons

THIS CHAPTER IS intended to supplement *Conan the RPG's* Chapter 12: Campaigns in the Hyborian Age, by giving detailed guidelines for the gamesmastering of sorcery as used by both players and non-player characters.

ATMOSPHERE

Creating and sustaining a creepy atmosphere is essential when gamesmastering sorcery, regardless of whether a player or non-player character is using the magic. The use of magic should be a nightmarish event, both for the caster and for any witnesses. Re-read the opening chapter to *The Hour of the Dragon*. The atmosphere created in that chapter carried through the rest of the novel, colouring the reader's perceptions of the characters involved. Magic should do that. It should colour the perceptions of those involved – and if it is world-affecting magic, then the perceptions of the world itself could be bent, altered, destroyed.

Magic is not a healthy work for man. It is driven by success, marred by impermanence, heightened by obsession, dominated by masters and poisonous to the soul. The universe cries out against the use of magic, and too much abuse will create a backlash of power as the universe tries to right itself. Those who witness magic should see all too clearly the effects of that magic.

Some guidelines to keep in mind for magical atmosphere are tricks of description. Magic should have a surreal atmosphere; Conan tended to doubt magic when initially confronted

with it. He accused even Xaltotun of trickery and fraud. Keep in mind how nightmares make you feel. Describe that feeling when you describe magical effects. If you put yourself into your adventures, then you will have gone far in creating a vibrant scenario. While it might be handy to keep a list of 'dark' synonyms nearby while describing the Hyborian world and magic, such a trick is likely to get old quickly, and the players will get bored just as quickly. Keep it emotionally intense. That was Howard's strength in his best stories. He used words he found frightening and strong. Do the same. Atmosphere isn't so much word choice as it is the creation of tension, wonder and fear. There is a brooding, dark, creepy side within each of us. Tap into that unsavoury shadow while describing sorcery and its black implications in *Conan*.

There is, however, more to gamesmastering magic and magicians than mere atmosphere. Probably the most important aspect of all is the sorcerer itself.

SCHOLARS

Atmosphere is great, but no matter how good you are at description, that will only carry you so far. The most critical element in gamesmastering sorcery and sorcerers is the concept of character. Your sorcerers must be vital and interesting. If you cannot create a character that is interesting for your players to interact with, then you



cannot create an adventure worth remembering or perhaps even playing. These characters must be vivid and vital.

How do you create a vital, interesting scholar? You do it by giving the scholars histories, complex motives, conflicting desires and imbue them with personality.

Luckily, the scholar class begins this process for you with the background feature inherent to the class. History and background makes or breaks a potential scholar/sorcerer; the sorcerer demands a historical context. Decide what motivated the character into that background. What drove the person to madness, corruption and magic? Perhaps it was an emotion. A person angry, laughing, terrified, jealous or in love will go toward extremes of behaviour impossible at any other time. Perhaps it was an obsession. Think about people you know that are obsessed with something or someone, the type of person who always finds a way to turn a conversation toward the object of his obsession as everyone around rolls their eyes again. Take that obsession, twist it into something really bizarre and multiply the intensity a thousand-fold, then apply it to your new sorcerer. Perhaps the character has borne such great suffering that he finally reached a breaking point. Perhaps worry and paranoia have

grabbed hold of the character. Regardless of the choice, the character must be well motivated, and his or her actions must make sense in regards to that motivation.

Continuing motivation is important. Perhaps his original motivation still motivates him. Perhaps he has moved past the original impetus and onto something else. Add some complexity to his motivation. What are his passions and ambitions? Most of us have more than one of each. So should your sorcerers. A few phobias, manias, complexes, fears, inhibitions, guilts, longings and fantasies can go a long way toward making the character seem more real. His ruling passion, however, often stems from his history. This is his chief motivation. Everything else is subordinate.

Indeed, a character could even have competing motivations, ambitions and desires that conflict with the ruling passion. For example, many people fail because, although they want desperately to succeed, their habitual choice to be lazy impedes their progress toward success. Many people want to have their cake and eat it too. Think about your own life. Do you just do one thing all day long? No. We have competing desires. So too does the sorcerer. This is another potential weakness the players can exploit. Even the mighty Xaltotun must do other things than watch over the Heart of Ahriman, which allowed it to be stolen. Even Thoth-Amon has other things going on in his life than lording it over the Black Ring, which allowed his own magical Ring to be stolen, sending him into slavery. Perhaps your sorcerer simply must take trips to the pleasure houses of Shadizar every fortnight or so to relieve some stress. Perhaps your sorcerer likes to collect ancient Valusian coins or likes to visit Nemedian museums, even though neither pastime does a thing for his goal of conquering the world today.

Conflict is absolutely essential to the development of a vital, interesting sorcerer. Remember Khemsa from *The People of the Black Circle* for an example of this sort of conflict. Devoted to his lords, in love with a woman and obsessed with his own ambitions, Khemsa was a

mass of conflicting desires and motivations and, as a result, was a fascinating character.

A lot of the above can be generated quickly just by reading some material on astrological charts, auras and other books on personality traits. Assign the character traits from these sources, mix in a helping of history and motivation and a personality soon emerges.

Be careful about stereotyping your scholar and sorcerer characters. Throw in a few surprises and contradictions. If they all look and act like Xaltotun, with the same type of background and same style of motivation, then your players will get bored. In Robert E. Howard's stories, Thoth-Amon is never out to capture or destroy Conan. He doesn't care about Conan. Conan is trivial to him. But Conan is essential to Xaltotun's plots and desires, a major block that must be overcome. Give your character a trait, interest or obsession that is different than what the players might expect. Pelias, for example, is given to material delights, something most of Howard's other sorcerer characters forego. Be careful using impatience and arrogance as character flaws. These are stereotypical 'villain' flaws.

Also, in addition to avoiding the stereotyped sorcerer, avoid making the character perfect. He should have character flaws. She should make mistakes. They should assume facts not in evidence. This gives the players something to exploit, perhaps, or just makes the character more interesting.

Remember also, the mundane is not interesting. Make the sorcerer prettier, uglier, younger, older, more passionate, or more coldly hating than anyone else. Make sure magic never becomes mundane. Make sure the sorcerers of your world never become mundane.

Know your sorcerer inside and out. He or she is not just a collection of statistics. You are speaking, thinking, acting and *being* this sorcerer, even if it is for one short adventure. Your players will forgive a weak plot if you give them a fascinating, memorable character for them to interact against or with.

SORCERERS

Sorcerers are not all cut from the same swath of cloth, nor are even of the same quality. Sorcerers are rooted in their own histories and their

own backgrounds. Sorcerers wax and wane in power, strong one day, a slave the next, as Thoth-Amon discovered. In addition to knowing a sorcerous character's background, motivation and personality, keep in mind his youth and status. Is she an apprentice, learning dark secrets in forbidden forests in lost Khitai while satisfying the lusts of her master, or is she a lord of the Black Circle, proven in her power and knowing that all tremble at the mention of her name and slaves are at her beck and call? The same sorcerer, with the same background, will react and play very differently depending on her status and reputation.

THE NEOPHYTE SORCERER

Anyone witnessing a sorcerous act is likely to be overcome with horror, sometimes even the sorcerer himself. Taking a page out of classic literature, recall how Frankenstein's obsessions blinded him to the horror of his outrages – until the act was complete, when even he was overcome by the realisation of what he had done. Such will be the case with many beginning sorcerers. Of course, time and experience will corrupt even those momentary glimpses of reality, and



the sorcerer will regard with contempt even the thought of being horrified by his own actions.

The neophyte will often have these glimpses of fright when learning magic; they know what they are doing is horrible and contrary to nature. They know what they do would horrify any normal man. Some embrace this, others reject ultimately reject their path and rejoin society, afraid forever of the price to be paid for their dabblings.

THE EXPERIENCED SORCERER

The experienced sorcerer has reached the point where their mad insistence upon their obsession is the only sane choice they have left. Corruption is eating at his soul and obsession has given way to paranoia. Perhaps he has stopped dreaming. Perhaps he cannot sleep without a certain potion prepared by a singular servant. These sorcerers do not view the world from a 'normal' vantage. These sorcerers are characterised by a powerful narcissism, an obsession with their own problems that confines them, turns them inward instead of outward, imprisons them with inescapable power to mutate their own physical surroundings into an outer world mimicking their own inner mindscape. These sorcerers read their own preoccupations into reality, as Thoth-Amon did in his discussions with Dion in *The Phoenix on the Sword*.

THE MASTER SORCERER

The Master Sorcerer tends to be obsessed with reputation and the further accumulation of power and knowledge. The power of the master sorcerer has grown to the point of near-inhumanity. He knows he is powerful and he fears falling from his high station perhaps more than anything else. Success is the only thing acceptable to this sorcerer, for a failure makes him seem weak and foolish, at least in his eyes. These are true monsters, the ultimate betrayers of humanity and spirit. Although a few vestigial human traits may remain, for the most part these insane and mysterious feel themselves to be far above mortal man and their concepts of sanity, morality and ethics. They are haunted beings, true manifestations of corruptive power taken to an absolute magnitude.

USING REPUTATION WITH SORCERERS AND SCHOLARS

Many of the wizards and sorcerers contained within Howard's Conan stories are obsessed with their own rankings and reputations. From a game standpoint, most sorcerers (but not all, lest they become predictable) will strive to enhance their reputations. Often, this means leaving survivors to tell the tale or some other proof of their power. Peer reputation, of course, is better than general knowledge, but a sorcerer will take whatever he is given and work with that. Sorcerers, especially those that belong to sorcerous societies, will often work to demolish a rival sorcerer's reputation. The gamesmaster may want to introduce a practical reason for high reputation. Perhaps the reputation bonus afforded to those with high reputation can be applied to the Magical Attack Bonus. Certainly a high reputation can aid in negotiating with demons from the outer darkness.

DEALING WITH DEMONS

The Summonings sorcery style presented in *Conan the RPG* gives the basic rules that govern interactions between mortals and demons, but without dwelling too long on what demons are likely to ask for as part of the bargain, and how they are likely to avoid fulfilling their own obligations. This section fills in those gaps.

WHAT EVERY DEMON WANTS

Most demons have two main desires – human sacrifices, and willing souls. Sorcerers tend to find the human sacrifice angle by far the easier of the two. To accomplish this to the satisfaction of a demon, the sorcerer will need the Ritual Sacrifice feat. He will need to either slay a pre-arranged number of sacrifices, or raise a pre-arranged number of Power Points by sacrifice. In either case, any PP gained by the sacrifice goes directly to the demon, rather than the character.

Most demon lords will only settle for either a Herculean quantity of sacrifices, or the sorcerer being willing to give up his own soul, in whole or in part, either immediately, on death, or after a prearranged time period. In game terms this is represented by

the sorcerer voluntarily accepting a number of Corruption points, usually 1 to 3 depending on the demon and the agreement, without attempting a saving throw.

It is also possible to offer up another willing soul in place of one's own. This is rare, because the character giving his soul away must be genuinely willing, not under threat or hypnotised. However, occasionally an acolyte will do it in exchange for promised magical power, or a loved one in a desperate and misguided attempt to save the sorcerer from himself. In this case the procedure in the above paragraph is followed.

LAZINESS AND INTELLIGENCE

Most demons seem to be lazy in direct proportion to their intelligence. In fact this is not the case. Almost all actual demons are incredibly slothful, preferring to do the bare minimum of actual work they can get away with, though if the work is sufficiently bloody or degenerate they may work up a little more enthusiasm.

The confusion with regard to intelligence comes from the fact that any demon will always look for a loophole in an agreement, and the more intelligent ones are more likely to spot such a loophole. The sorcerer who calls up a demon lord and enters into a *greater demonic pact* with him will need to be supremely careful to cover all eventualities. Even a humble *demonic pact* spell can be risky, if an intelligent demon like a black fiend is called up. Likewise, *summon demon* can have its drawbacks, though these are usually less directly dangerous – a *summoned* demon will simply do his best to get out of doing the task at all, or do it in a half-hearted manner, returning to its place of origin the moment it has fulfilled the letter of its agreement.

The Games Master and player should agree on a written contract between demon and character, and the Games Master should be alert for any possible loophole in the document – anything that would allow the demon to gain a little more out of the deal, or better still work a little less hard. If he finds one, he may make an Intelligence check (DC 15) on the part of the demon to find it too. A demon with an Intelligence of 20 or higher may be assumed to be Taking 10 on the check, allowing it to find the loophole automatically. It may or may not take advantage of this loophole right away – this is always at the Games Master's discretion, and the more mischievous demons will wait for an opportunity to cause maximum embarrassment or harm before exploiting an ill-worded phrase.

THE RULES OF SORCERY REVISITED

The main aim of the Rules of Sorcery, as given on p. 190-193 of *Conan the RPG*, is not to provide some annoying set of restrictions upon player character sorcerers. Rather, it is to give an unparalleled set of tools for the effective and dramatic portrayal of the effects of sorcery by the Games Master, and for the roleplaying of sorcerer characters by players.

These Rules can add depth to sorcerous characters and situations, making it clear that the role of sorcerer is not merely a career choice but a permanent alteration in the character's status. Many ordinary folk will no longer regard him as entirely human. Even a dilettante studying a little sorcery by perhaps taking a level or two of the scholar class or selecting the Dabbler feat will have taken an irrevocable step that renders him something other, something unknown, something to be feared.

THE RULE OF SUCCESS

The Rule of Success can be an incredible boon to the player who can use it tactically. To a Games Master, it can be even more useful. This is one way to get across the astonishing power of a sorcerer, particularly if he is significantly higher level than most of his adversaries. A perfect example of this occurs in the story *Queen of the Black Coast*, in which the winged devil transforms an entire Stygian war-party into were-beasts in one night. Here, he combines two useful rules – firstly the Rule of Success, so that each time he casts an *awful rite of the were-beast* successfully, the next one is cast at half cost, and secondly the rule within the spell description itself whereby he actually regains Power Points at each successful casting, as though he had sacrificed his victim.

These two rules allow him to cast this powerful spell fifty times while his subjects slumber. With judicious application of the same kinds of effect, the Games Master can easily account for almost any sorcerous activity, even on a very wide scale. A party which leaves their band of followers outside the tomb complex to guard their retreat may be a little surprised to return and find them all slain, or transformed into dreadful foes of some kind. . .

THE RULE OF IMPERMANENCE

This rule is crucial to emphasise the ephemeral nature of sorcery, but can also be used in an extremely dramatic manner. Perhaps the finest example of this is in *The Tower of the Elephant*. Here, Yogah dies, and a few minutes later his *master builder* spell finally expires too, causing the entire

tower to crumble at Conan's heels, burying the evil sorcerer-priest Yara along with unimaginable wealth in gems and precious metals.

This is a perfect conclusion to the tale, a superbly downbeat climax in which it is made clear from the outset of Conan's career that sorcerers are most often undone by their own ambition; that even the sorcery of a near-godlike being like Yogah has limits, limits which mean he and all he has ever done will be lost forever when he dies, with only Conan even remembering he existed at all; and that while riches beyond measure appear often in the milieu of Conan, it appears but fleetingly, as though to tempt characters with an agonising glimpse of ultimate treasure before permanently snatching it away from them.

THE RULE OF DEFENCE

This rule will make any confrontation with a sorcerer extremely perilous. It forces players to think tactically, rather than simply getting in close and hacking away at their foe. Unless they can be sure of overwhelming him before he has a chance to fight back – as Conan does in his own fights with sorcerers – they must either hope to expend all his power before bringing him to melee, or trust to archery.

Note though that a sorcerer will only use this in the direst peril, since he will be virtually defenceless once all his Power Points are expended

in this manner. A party which sends some attackers in and hangs others back may tempt their enemy to see if he can tough it out, since if he uses all his Power Points in a defensive blast he will be unable to take on the remaining group.

THE RULE OF OBSESSION

The Rule of Obsession requires very careful handling, and a certain degree of discussion and trust between the Games Master and player. It is such a major issue, and so closely tied to the roleplaying of the character, that neither Games Master nor player should suggest its use lightly. When well played, though, it can grant a depth and intensity of motivation to the character that is rarely available by other means.

In a non-player character, the Rule of Obsession can be used to enhance his threat to the characters, and perhaps to society, too. An obsessed sorcerer is weakened – but if he can achieve his aims, he becomes permanently strengthened. This can add an additional element of danger to any race-against-time, prevent-the-wizard-from-doing-the-ritual style of scenario.

THE RULE OF THE MASTER

This rule is one of the most serious incentives in the game for taking on apprentices or attempting to work one's way up the ranks of a sorcerous coven. The raw power available to any master is quite astonishing, and his acolytes can make a good substitute for or addition to the followers gained via the Leadership feat.

A master sorcerer who can ensure he is not attacked by the characters can continue to cast spells almost as often as he wishes, simply transferring power from his thralls for his own use. Working behind the scenes, he can also cast astonishingly powerful spells by using ritual magic, breaking down the sorcerous and other defences of even the most strong-willed character. This works best in the form



of an assassination attempt or the threat of it with regard to the king or other character the party have an allegiance to, granting them both a major motivation for slaying the sorcerer and a serious insight into how dangerous he is.

THE RULE OF THE SORCERER'S SOUL

Simply by virtue of having Power Points, the sorcerer is immediately identifiable as a character of magical significance by whatever demons, magical beasts and rival sorcerers with whom he may come into contact. Once they have that knowledge they must needs treat him differently – perhaps regarding him as a threat, or perhaps simply gazing hungrily at his soul.

Often two sorcerers or creatures of magical power will, on recognising each other, begin immediately to consider ways of making common cause. Even the presence of a sorcerer in an adventuring party can be enough to avoid otherwise terrible battles with powerful foes, but it can also place the party under threats they would not otherwise need to face if a creature is interested in preying on only sorcerers.

A REMINDER: BUYING MAGIC ITEMS

Although it has already been pointed out in *Conan the RPG* that magic items are almost never for sale, this point bears re-iterating here, particularly when it is considered that these rules provide for characters to make their own magical items.

The High Living rule (*Conan the RPG*, p. 130) always applies. Even sorcerers have their weird magical addictions and need for regular shipments of special incense, slave girls, and otherworldly substances. Though the player of a scholar might reasonably argue that so long as he is spending plenty of silver pieces on magical research of one kind or another, this clearly does not apply if he is making items for sale. Sure, it's quite fair to allow a scholar to spend time and High Living money making himself a *crystal ball* or similar item; but the moment he starts turning into a *crystal ball* factory, or making magic swords for all his friends, things have already gone too far. The Games Master should certainly enforce the High Living rule on any scholar who is making magic items for

anything other than his personal use, and may choose to enforce it even then, if he feels it appropriate.

Likewise, non-player character sorcerers are not generally willing to make magic items for other characters. For one thing, by the time they are capable of achieving such tasks, they are rarely short of money. For another, more crucially, they have an interest in ensuring that to any non-scholar, sorcery is utterly mysterious and somewhat frightening. Put yourself in the sorcerer's shoes. Taking on a contract to make a magic sword for the local barbarian king soon destroys that mystique. Before you know where you are, every baron with a grudge or an ambition will be disturbing you at your tower, offering to shower you in gold he may or may not have in exchange for your magical help.

The one exception tends to be bane weapons. Though these are expensive and time-consuming for the sorcerer to manufacture, they are often necessary to save his whole country, people, or other things dear to him. Making a bane weapon does not generally risk placing a real source of power in the hands of some upstart warrior, since the weapon will be of value only against the threat it is designed to conquer.

MAKING MAGIC ITEMS AND GAME BALANCE

Unlike many fantasy games, *Conan the RPG* does not make a default assumption that player characters will be able to make magic items for themselves or others. The game is perfectly well balanced even without magic items more powerful than the occasional crystal ball or arcane tome making an appearance. For this reason, the rules for making magic items are, if anything, balanced to make them less advantageous than simply keeping the Experience Points and using the feats for something else. This is crucial to keep the atmosphere of the Hyborian Age right.

It is recommended though that you make it clear to players before they select feats such as Permanent Sorcery, Craft Magic Item and Craft Major Magic Item that these feats are not as powerful as their counterparts in other d20 roleplaying games.

Moving In Three Dimensions

Tactical Aerial Movement

Once movement becomes three-dimensional and involves turning in mid-air and maintaining a minimum velocity to stay aloft, it gets more complicated. Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a manoeuvrability descriptor, as shown on the table below. The entries on the table are defined below.

Minimum Forward Speed: If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a DC 20 Reflex save to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Move Backward: The ability to move backward without turning around.

Reverse: A creature with good manoeuvrability uses up 5 feet of its speed to start flying backward.

Turn: How much the creature can turn after covering the stated distance.

Turn in Place: A creature with good or average manoeuvrability can use some of its speed to turn in place.

Maximum Turn: How much the creature can turn in any one space.

Up Angle: The angle at which the creature can climb.

Up Speed: How fast the creature can climb.

Down Angle: The angle at which the creature can descend.

Down Speed: A flying creature can fly down at twice its normal flying speed.

Between Down and Up: An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance of level flight.

Table: Maneuverability

	Manoeuvrability				
	Perfect	Good	Average	Poor	Clumsy
Minimum forward speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Move backward	Yes	Yes	No	No	No
Reverse	Free	-5 ft.	No	No	No
Turn	Any	90°/5 ft.	45°/5 ft.	45°/5 ft.	45°/10 ft.
Turn in place	Any	+90°/-5 ft.	+45°/-5 ft.	No	No
Maximum turn	Any	Any	90°	45°	45°
Up angle	Any	Any	60°	45°	45°
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45°	45°
Down speed	Double	Double	Double	Double	Double
Between down and up	0	0	5 ft.	10 ft.	20 ft.

CONAN

THE SCROLLS OF SKELOS

CONAN GLARED AT HIM UNSPEAKING, FEELING A CHILL ALONG HIS SPINE. WIZARDS AND SORCERERS ABOUNDED IN HIS BARBARIC MYTHOLOGY, AND ANY FOOL COULD TELL THIS WAS NO COMMON MAN. CONAN SENSED AN INEXPLICABLE SOMETHING ABOUT HIM THAT SET HIM APART - AN ALIEN AURA OF TIME AND SPACE, A SENSE OF TREMENDOUS AND SINISTER ANTIQUITY.

BUT HIS STUBBORN SPIRIT REFUSED TO FLINCH

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