

STYGIAN SPELLS

A COLLECTION OF NEW SPELLS FOR THE CONAN ROLEPLAYING GAME

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Stygia is a land of its own magical traditions and sorceries. This section includes new spells especially appropriate for Stygian sorcerers for the existing sorcery styles presented in Conan the Roleplaying Game.

DIVINATION

TRACE OF THE BLOOD- WORM

PP Cost: 1 point
Components: V, M
Casting Time: 1 action
Range: Personal
Effect See text
Duration: 3 rounds
Saving Throw: None
Prerequisites: *Astrological prediction*
Skill Check: Knowledge (arcana) DC 16

By mixing a small amount of one's blood with the dust of human bones, this spell turns the pasty mixture into a small worm. If this worm is placed on the ground, it will crawl, leaving either a smeared trail or a furrow (depending on the hardness of the ground) that points in the direction of the nearest source of food and/or water. The worm coils at the end of the trail, which is only a few inches long, to indicate the head of the 'arrow.' Each inch of trail or furrow means one hour's worth of travel at human walking speed.

Material Components: A small amount of the sorcerer's blood and some powdered human bone.

NECROMANCY

DESICCATION

PP Cost: 6 points
Components: V, S
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)/ 100 ft.
Target: One creature
Duration: 4 rounds
Saving Throw: See text
Prerequisites: *Raise corpse*, *death touch*, the fifth mystery of Set (Knowledge (Mystery: Set) 15 ranks)
Magic Attack Roll: Sets DC for target's saving throws

By chanting the formula, 'Yotha-hie, eyes to black, Xet'a, steel to rust, Hie-Yotha, bones to crack, Ta'xet, blood to dust,' a sorcerer causes an opponent's eyes to bulge outward, then vanish inside the skull during the round of utterance (Fort save negates; otherwise the character is blind); after

that his weapons and armour crumble away in a shower of corroded flakes in the second round (Will save negates). Then, in the third round, every bone in the victim's body pops and twists as if a dozen heavy mallets struck him at once (Fort save negates; character drops to 1d10 hit points; may have to make a save against massive damage). Finally, during the fourth round, the victim collapses as his blood turns to crimson dust (Fort save negates, otherwise character is dead).

