

MARVEL SUPER HEROES



HEROES & VILLAINS

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THE UNOFFICIAL CANON PROJECT

CONAN

THE BARBARIAN

HEROES & VILLAINS

by Necromancer

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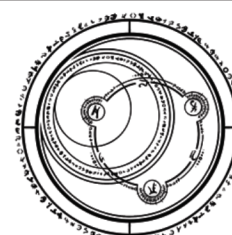
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The Necromancer would like to honor the dead and the living with a special thanks for bringing Conan to life for all these decades: Robert E. Howard, Frank Frazetta, John Buscema, Earl Norem, Joe Jusko, and Barry Windsor-Smith





Akhirom

F	GD (10)
A	TY (6)
S	TY (6)
E	TY (6)
R	GD (10)
I	TY (6)
P	GD (10)

Health: 28

Karma: 26

Popularity: -20

Resources: EX (20)

Known Powers:

None

Talents: Disguise, Oratory

Background:

Akhirom was the brother of the King of Pelishtia, Uriaz, located in Shem. He wanted the crown, so helped by three mercenary corps, he took the power of Pelishtia and killed King Uriaz. The three corp leaders were Othbaal, leader of the Anaki troops, Imbalayo, leader of the Kushite calvary, and Mazdak, leader of the Hyrkanian calvary. Akhirom and his lieutenants took the inner town of Asgalun as their residence.

Zeriti, a Stygian sorceress, became King Akhirom's lover. Akhirom started to believe that he was inspired by the gods. He had all the dogs killed, and then he prohibited wine, alcohol, and all of the games. He often walked

through the town by night in order to monitor whether his orders were being followed or not. The people of Pelishtia had to bear high taxes, hunger, and tyranny from the King. The people were not so happy about the new laws and someone said that he King was mad.

One night King Akhirom, in disguise, was walking in the town's alleys and he met Rufia, an Ophirean courtesan, . She was running away from Othbaal's house, where the Onaki leader had been killed by Conan and Mazdak a few moments before. Rufia confessed to the hooded man that she was fleeing from his lord's killers. Akhirom offered protection to her and drove her to the royal palace where he revealed his true identity to Rufia. He ordered to slaves to bring the woman to his rooms. Rufia fainted.

In a room with golden doors and no windows, Akhirom awaited for Rufia's awakening. He wanted to punish her for not obeying his laws but she instead convinced him into believing that he was a god. He believed himself to be the God of the Gods and soon ordered Pteror's idols be replaced with statues of his own image. He ordered preparations for 100 girls to be sacrificed to the new true religion. Akhirom kept Rufia as a slave and pushed Zeriti aside.

The day after, Abdashtarth, the high priest of the worship of Pteor, refused to abjure, and was executed in front of the crowd. The people arose and the rebellion was repressed in the blood by the Anaki soldiers and Imbalayo's calvary. Akhirom didn't care about the people. Othbaal's death was blamed on Keluka, a Kushite swordsman. The Anaki sought revenge in the Kushite's quarters. Akhirom sent the Hyrkanians to divide the two factions. The fires of rebellion were extinguished all over Asgalun.

Rufia offered her body to the God King, but he refused. In order to not have further temptations, Akhirom gave Rufia to Imbalayo. That night, the town rebelled. The Anaki attacked the Kushites. The Shemite crowd attacked both the mercenary soldiers. Imbalayo was killed by a demon summoned by Zeriti. Mazdak led his Hyrkanians supporting the people who attacked Akhirom's palace. Akhirom ran up the stairs to a balcony on the spire. He decided to demonstrate to the sinners that he was really a god by flying. He jumped into the air and fell to his death.



Afterlings

F	EX (20)
A	RM (30)
S	GD (10)
E	EX (20)
R	PR (4)
I	GD (10)
P	TY (6)

Health: 60

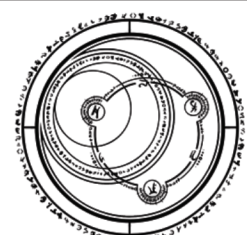
Karma: 20

Popularity: -5

Resources: PR (4)

Known Powers:

Winged Flight: The Afterlings spot a pair of leathery wings which grant them EX (20) flight capabilities. They are extremely agile fliers and are capable of carrying away humans in groups.



Talents: Aerial Combat

Background:

The Afterlings are the creation of the Stygian sorcerer Morophla, an early experiment in cross breeding which didn't quite pan out. Morophla kept them within his Tower of Blood, primarily because he enjoyed watching them cringe in fear as he approached.

As Conan and Red Sonja sought to take refuge from a group of bounty hunters, they entered the valley around the Tower of Blood. As they approached through the mists, they felt things swooping through the air around them, and Conan even felt something brush against his face. As he heard it approach again, Conan struck out with his sword, and skewered one of the Afterlings, killing it.

Later, as Conan and Red Sonja were attempting to escape the tower, they again encountered the Afterlings. However, as they had no love for Morophla, they allowed the two savages to pass unmolested. Later still, after they had slain Morophla, Conan and Sonja were attempting to climb down the tower and fell towards certain death. Grateful for the death of Morophla, a few of the Afterlings flew out and caught them, allowing them to ascend to Earth at a decidedly non-lethal speed.

After Conan and Red Sonja freed the Afterlings, they fled to the Flaming Mountains of Khrosha to seek peace. However, the newly awakened first vampire, Lord Varnae, used his mental powers to implant thoughts into the minds of the Afterlings. He had them free him from his sarcophagus underneath the mountains and then used his powers to bind them to his will. Using his powers, Varnae received a vision of a group of mercenaries traveling upon a road. One of these

mercenaries discovered an indestructible page of the Darkhold. Varnae, aware that the Darkhold possessed spells that could destroy vampires, grew gravely concerned. Again using his abilities to implant thoughts into the minds of others, Varnae generated images of a woman guarding treasure to lure the leader of the mercenaries, Amalric of Nemedia, to Varnae's base in the Flaming Mountains of Khrosh.

Conan, Red Sonja and Zula, having escaped imprisonment, ventured into the Khrosha caverns where the Afterlings abducted them and brought them before Lord Varnae. Varnae told Conan and his compatriots who he was, delighted to discover that Cthon had no worshipers in the Hyborian era when they failed to recognize his name.

Varnae also showed them a captured scout of the mercenary army, he had guided toward himself, whom Varnae ate. Enraged, Conan and his allies attacked the Afterlings, to no effect. Then, one of the Afterlings, Ozmatli, explained what had happened since their last encounter. The Afterlings deposited the trio in a deep pit and then flew away.

Conan, Sonja and Zula managed to escape, with Sonja managing to kill one of the Afterlings along the way. However, the Afterlings then attacked Amalric and his men, intent on getting the Cthonic scrolls back. Sonja, Conan and Zula entered the battle, but one of the Afterlings managed to acquire the scrolls from Amalric's saddle bags. Sonja stabbed that Afterling, but it still kept flying, carrying her sword impaled within its body. The Afterling made it to Varnae, who battered Sonja. Conan followed Sonja and snatched her from Varnae's clutches, with Zula furtively snatching the Cthonic scrolls. Zula began reciting a spell from the parchments, so Varnae directed the

Afterlings to attack him. Sonja retrieved her sword from the slain Afterling's corpse, and attacked the Afterlings harrying Zula. Zula managed to recite a spell invoking both Cthon and Valka, which mystically harmed Varnae. Fleeing, Varnae tossed Conan aside, but Ozmatli gave his life to break Conan's fall. The other Afterlings arrived, noting that the spell which had harmed Varnae had also broken his control over them. Asking Conan's permission to take Ozmatli's corpse with them as they retreated into new and deeper caves.



Aket-Atum

F	TY (6)
A	GD (10)
S	TY (6)
E	GD (10)
R	GD (10)
I	EX (20)
P	RM (30)



Health: 32
Karma: 60
Popularity: -10
Resources: GD (10)

Known Powers:

Chaos Magic: Aket-Atum had an unspecified number of spells. He could cast a weakness spell capable of making someone even with Conan's constitution to be weakened enough to fall to his knees, this power is at RM (30) rank.

Talents: Occult Knowledge

Background:

A minor sorcerer of the Black Circle, serving as a spy to Kordavan King Ferdrugo, Aket-Atum was sent with nobleman Heronan Da Varza, to be taken aboard a ship to the royal court of Zingara. As they headed toward Zingara, Heronan Da Varza had his crew assault the Wastrel. It's captain Conan, turned the ship back towards it's attackers and had his crew board Heronan Da Varza's ship.

As Heronan Da Varza rallied his crew, Conan spotted Aket-Atum standing silently behind him, figuring him to perhaps be a noble of Zingara, whose capture or death might put an end to the fight. After Conan mowed his way through Heronan Da Varza's crew and knocked out Heronan Da Varza, Aket-Atum warned Conan to not to try and fell him thusly and then cast a quickly worded spell in a long dead language. Afflicted with sudden and severe weakness, Conan dropped his sword and fell to his knees, complaining that he had lost all of his strength and felt weak as a girl. Refusing to give up, Conan, as he noted "Yet, I've known many a girl that could kill if she had a weapon" claimed a dagger from a nearby fallen seaman and hurled it with

sufficient force to sink it to the hilt in Aket-Atum's chest. Aket-Atum wilted to the deck, swiftly dying. After Conan and his crew were drugged by his mistress, Sancha, who had made an agreement to free Da Varza in return for being taken back to Kordava, Sancha asked Da Varza to let Conan escape before they reached Zingara, Da Varza refused, telling her he would need Conan in chains to compensate for the death of Aket-Atum while the spy was under his protection.



Akif of Jarabesht

F RM (30)
A GD (10)
S GD (10)
E EX (20)
R TY (6)
I EX (20)
P GD (10)

Health: 70
Karma: 36
Popularity: 5
Resources: GD (10)

Known Powers:

Broadsword (Equipment): Akif wields a broadsword in combat, the weapon inflicts 10 points of Edged damage and is composed of Remarkable Materials.

Talents: Edged Weapons

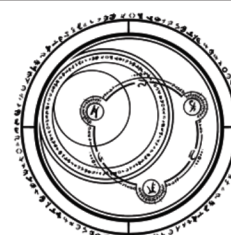
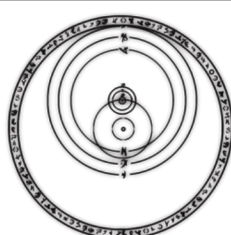
Background:

Akif was an old friend of Conan the Barbarian. Akif was present in Jarabesht as the Blood Children of Ovada invaded and began to proliferate there. He observed the High Lord Protector (Antoine De Glasse)'s ruling to seal the wells and collect and ration the rain water, which stopped the increasing number of demons and allowed those present to be slain.

As Conan returned to Jarabesht, to claim the bounty for slaying Thorun and his sons, Akif stopped the cities bowmen from firing on Conan as he demanded entrance into the city. Akif took Conan to a bar, where he told him of the Blood Children of Ovada (though he knew them only as demons). Mid-story, Akif was amused as a local accosted Siobahn Lauchline, leading to a battle of her against several city locals.

Quickly resuming his story, upon deciding that the warrior priestess would easily win, Akif told Conan of the army of thousands of demons sweeping down from the mountains not 5 days away from the city.

Appreciating that this was not Conan's fight, Akif nonetheless told him that he could use a warrior of his mettle; there would be no bounty, as Akif could only offer his gratitude in return. Due to his past friendship with Akif, though he explained it was because he was going soft hunting fat saddle rats, Conan agreed to help him, though he



suggested that they drink at another tavern, as their current service was poor due to the escalating fight between Siobahn Lauchline and the rowdies. As they exited they were confronted by the High Lord Protector and his Leathermen, who offered the two boundless wealth if they helped.

De Grasse clarified his mission, and Conan, Akif, Lauchline and numerous other warriors joined the High Lord Protector and his Leathermen on his mission to destroy the demons infesting the region at their source. The next day, aboard De Grasse's flying ship, Akif warned that while the clouds would hide their passage, if they were spied by the demons that their lives would not be worth spittle.

Soon after, Akif was mortified as they passed over a field of people slain by the demons and being devoured by the crows. When Akif pointed to giant mountain eagles approaching, Conan noted that Akif's one good eye was failing him, as these were rather winged demon spawn. Akif fought fiercely against the Blood Children, but as he stood upon the ropes bound by the levitation gloves and fought off one demon, he was, despite Conan's warning of an attacker on his blind side, was skewered by one of the demons, the assault also pierced one of the ship's levitation globes, which erupted with energy that presumably destroyed Akif's form if he wasn't already dead.

De Grasse cut lose the ship from the other levitation globe, on which he escaped, and the ship crashed to the ground below. Conan and Siobahn slew Ovada and her Blood Children, after which Conan gave Siobahn a ride on his horse back to Jarabesht to claim the bounty the High Lord Protector had promised them, and to drink many drinks in the name of his old friend Akif.



Akivasha

F	TY (6)
A	EX (20)
S	EX (20)
E	AM (50)
R	TY (6)
E	EX (20)
P	EX (20)

Health: 96

Karma: 46

Popularity: -10

Resources: EX (20)

Known Powers:

Bio-Vampirism: Akivasha has the power to drain another's life force with EX(20) ability.

Bite: GD (10) Edged damage.

Claws: EX (20) Edged damage.

Hypnotic Control: Akivasha has the ability to hypnotize a victim with EX (20) ability.

Shapechange: Akivasha can shift her shape to become a bat, mist or a wolf as any true vampire can.

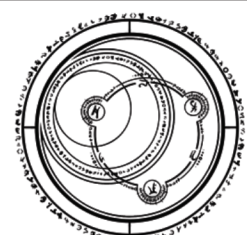
Talents: Occult Lore

Background:

Akivasha's history is unclear. She was apparently a Stygian Princess in Luxor@15,000 BC, or perhaps even earlier. She attained supernatural life by unknown means, possibly by becoming a vampire, or other likely demonic means. Whatever her nature, Akivasha's name became legend the world over. She apparently remained in Stygia, eventually coming to dwell in the Temple of Set in Khemi, the capitol of Stygia. There she dwelled in the shadows, living off of priests, slaves, virgins and people captured and brought to her by the priesthood of Set.

When Conan came to the Temple of Set, in search of the Heart of Ahriman, he was pulled aside by Akivasha as he stalked the shadowed corridors. At first, Conan believed her to be just a fair skinned maiden, and warily followed her when she offered to escort him to Thutothemes, who had the Heart of Ahriman. However within her chambers, as she sought to seduce Conan, he found the empty sarcophagus of Akivasha, and thus he realized her true nature. Nonetheless, she entranced him with her tale and then sought to make Conan her own.

"Love me, O Man! Give me your blood to perpetuate my youth...and I will make you immortal... for I weary of priests and magicians and captive screaming virgins! I desire...a man, Love me barbarian, love me!" As her teeth pierced his neck, Conan overcame her spell and hurled her away. He drew his sword and threatened to cut her in twain if she approached him again. Then Akivasha's chamber went black as the candles were snuffed out and Conan rushed out of it in a mad panic, leaving behind her sweet hellish laughter.



Akkheba

F	TY (6)
A	PR (4)
S	TY (6)
E	TY (6)
R	GD (10)
I	GD (10)
P	GD (10)

Health: 22

Karma: 30

Popularity: -5

Resources: EX (20)

Known Powers:

Chaos Magic: Akkheba was a sorcerer of limited potential. He could however manage to cast one spell:

- *Silence:* Good (10) rank

Talents: Occult Lore

Background:

Akkheba was a priest of the bloody cult of Ashtoreth. Just like his pre-

decessors, Akkheba held power over the held power over the Kelkans using Ashtoreth to deceive them. He knew that Ashtoreth was actually an immortal woman named Astarta, but who was without divine powers. So Astarta was kept in a tower, seen only by priests, and sometimes menaced or tortured. Akkheba also cast a spell to block Astarta's voice from reaching the ocean and calling her love, the destructive Sea God.

Once per year, the Island of Kelka, was assaulted by Barachan pirates led by Auro. Akkheba and the rest of Kelka paid tributes to the pirates so that their lives would be spared. One day, Conan, Belit and her corsairs reached Kelka, and defeated some savage Kelkans in battle. Akkheba promised Conan and Belit gold and food if they would help Kelka defeat Auro. Aluna, a handmaiden, along with the others of her station, welcomed the strangers. Some days after, Auro and his Argossean crew arrived from the sea, asking for tribute. The superior forces of the Barachans however, were taken by surprise by the corsairs, and Auro fled before his forces could be annihilated. Akkheba was nevertheless happy and invited his allies to feast that night.

But Akkheba had the wine drugged so that all the corsairs fell asleep defenseless, and were made to be ready to be sacrificed to Ashtoreth the day after. Akkheba was so happy about the victory that he decided to bring the sacrifices forward that very night. Several of his men were advised of this, including Wharto. In the tower of Ashtoreth, Aluna's heart was torn out from her chest by Akkheba's knife. Blood was still dripping from the blade when Akkheba spotted Conan and Belit, who had freed themselves. They had escaped from the prison and were looking for revenge and booty. Akkheba managed to leave them

behind and called some of his savage underlings for help. At that moment, Auro and his Barachans, helped by Kawaku, broke into the town. Akkheba fled, his warriors slain by Conan, but his fat body made him slow and Belit's spear found her revenge. With his death, Akkheba's enchantment fell. Astarta could call to her husband, and the Sea God submerged Kelka and her towers.



Alhambra

F	RM (30)
A	EX (20)
S	GD (10)
E	EX (20)
R	TY (6)
I	TY (6)
P	GD (10)

Health: 80

Karma: 22

Popularity: 10

Resources: EX (20)

Known Powers:



Winged Flight: EX (20) rank speeds.

Talents: Edged Weapons

Background:

Alhambra was the daughter of King Akah Ma'at and had been sent to discover what had become of the Cylinder of Power and the three warriors dispatched to retrieve it. Later, she avoided an arranged marriage with a Man-Bat prince. She was an accomplished warrior and swordsman but seemed prone to being struck from behind. She had something of a sharp tongue, seemed fond of Conan, and was dedicated to saving Akah Ma'at, except when forced to do so against her will. as when she refused to wed a Man-Bat.



Alvaro

F	RM (30)
A	EX (20)
S	GD (10)
E	EX (20)
R	GD (10)
I	EX (20)
P	GD (10)

Health: 80

Karma: 40

Popularity: -10

Resources: PR (4)

Known Powers:

Rapier (Equipment): This weapon inflicts 10 points of Edged damage.

Dagger (Equipment): This weapon inflicts 10 points of Edged damage.

Talents: Edged Weapons, Thrown Weapons

Background:

Zingaran by birth and Barachan by inclination, Alvaro was captain of the Falcon of Zingara ship, whose crew included navigator Yasunga. Alvaro was accounted as the deadliest swordsman in the isles. In Tortage, stronghold of the Barachan pirates, while recruiting a crew for his new ship, the Red Lion, Conan recognized Yasunga from the crew of the Tigres, sailing under Belit.

Yasunga cheered to Amra, agreeing to follow him on a journey to world's end. Alvaro interrupted Yasunga, ordering him back as a "black dog", after which he introduced himself, asking why anyone was listening to the dreams of this old fool (Conan was 70 at this time), with his hairbrained quest, he further noted that while he may or may not be the Amra of old, it mattered not.

Noting that Yasunga was navigator of his ship and would stay with him, he mockingly told Conan "So up anchor grey dog, we have no room for you in the Barachas!". Conan then insulted Alvaro as a "fancy clad, soft gutted jackal" and advised him that he had no stomach for an honest venture and that he should slink back to his kennel, but not seek to speak for Yasunga or any other free man.

Admitting that he was old, Conan nonetheless warned Alvaro that he still knew a trick or two and would show Alvaro if he liked. Rising to the challenge, Alvaro drew his rapier and taunted Conan to see if the old Cimmerian even had the strength to draw his rusty old sword. Alvaro lunged with his sword and Conan drew his sword and leapt forward, and kicked Alvaro's sword arm away,

Suddenly disengaging from Conan, Alvaro drew his dagger and hurled it at Conan claiming "That they would now see who was master here in Tortage". Conan replied "Yes, I think we will" and caught the dagger and hurled it back where it sunk into Alvaro's throat, and with an "Urg' Alvaro fell over dead...and the crowd cheered for Amra.



Ape Lords

F	GD (10)
A	EX (20)
S	EX (20)
E	RM (30)
R	TY (6)
I	EX (20)
P	TY (6)



Health: 80
Karma: 32
Popularity: -10
Resources: PR (4)

Known Powers:

None

Talents: None

Background:

The origins of the Ape Lords are unrevealed. Some humans have been turned into Ape Lords, by the Ape Lord Rotath, but it is not certain if all Ape Lords are transformed humans or whether they originate from some other being.



Atali

F EX (20)
A GD (10)
S IN (40)
E RM (30)
R TY (6)
I GD (10)
P GD (10)

Health: 100
Karma: 26
Popularity: 5
Resources: TY (6)
Known Powers:

Dense Flesh: Atali's giant heritage gives her GD (10) protection versus Physical damage and TY (6) protection versus Energy damage.

Resist Cold: Atali has this power at the EX (20) rank.

Longevity: Atali's race is extremely long lived, her aging is reduced by Class 1000 rank.

Background:

Conan took part in a brutal battle in the snows of Nordheim. Weary after slaying an enemy, and alone since the battle was over with all other combatants dead, he was surprised to find a winsome maiden flitting around the snow. This woman then ran off, taunting Conan.

He followed her only to be attacked by two large figures resembling men. The enraged Conan slew them both, and then advanced on the woman. The woman cried out to Ymir to save her just as Conan managed to rip off a piece of her strange gossamer dress, and then the woman disappeared. Later, Conan woke up on the battlefield. He told his compatriots, who had arrived from another skirmish, of what had happened.

They doubted that any woman had ventured onto the battlefield, and suggested that Conan, exhausted from battle, simply had a dream of Atali, the Frost Giant's daughter said to come carry off those who died in battle. They then noticed an object in Conan's hand, a piece of gossamer fabric.



Atalis

F TY (6)
A GD (10)
S TY (6)
E EX (20)
R TY (6)
I GD (10)
P EX (20)

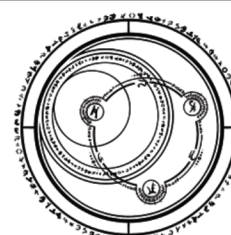
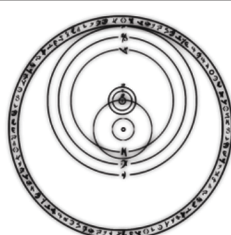
Health: 42
Karma: 36
Popularity: -15
Resources: TY (6)

Known Powers:

The Hand of Nergal: The Hand of Nergal is a mystical artifact of the demon lord Nergal. With it Atlis could produce the following effects:

- *Hand of Nergal:* A huge monstrous hand he could summon which was capable of destroying entire regiments of soldiers, the mystic hand inflicts AM (50) Blunt damage.
- *Mind Control:* AM (50) rank.
- *Bolt of Bedevilment:* AM (50) Energy damage and power rank range.

Talents: Occult Lore



Background:

Atalis gained the Hand of Nergal and the Heart of Tammuz. Though he could not control the heart, he ensured that it could not be used against him. Always corrupt but never before having such an opportunity, Atalis ensorcelled Prince Thann who had replaced Munthassem Khan, causing Thann to become as much a tyrant as his predecessor. With the help of the Hand of Nergal, which took the form of an immense taloned claw, Atalis had Thann try to subdue the peoples of the hills and eventually conquer everything between Yaralet and Turan. Atalis kept Thann incapacitated on the Black Lotus, only reviving him to deal with matters of state.

Atalis bound the Hand of Nergal to the warrior Fafnir Hellhand, merging it with the demonic arm of Kx'ulthuum and enslaving Fafnir to his will. Years later, Conan leading a fighting force including the Free Companions and the Kozaks on the steppes west of Turan, rode to Northern Turan in search of allies. Conan's forces were suddenly assaulted by the immense magical Hand of Nergal, which decimated them until it turned to mist and vanished back toward Yaralet.

Conan and several other warriors traveled to Munthassem Khan's former quarters, where they were confronted by Atalis, who revealed his involvement and also revealed his servant Fafnir Hellhand. Fafnir obeyed Atalis' orders and quickly defeated Conan, taking a brief moment to strike down Conan's allies with a magical blast. Atalis stopped Fafnir from slaying Conan, thinking that he could make a valuable servant. Conan and the other men were thrown into the dungeons, while Atalis showed off his powers to Conan's new female companion, Tacqui, using a torch to burn the face of the lotus drugged Thann, who did not

even react. Atalis then brought Tacqui to the dungeons, where he told Conan's group that one of them would be sent to tell their tribe that they must fall in line with Yaralet or perish. Conan slyly advised Tacqui to win Atalis heart, Atalis drew the hand's powers against Tacqui to make her more compliant, but when he paused she broke free of him, grabbed the Heart of Tammuz and fled. She ran into Conan who was leading the Free Companions to break down the door of the dungeon. When Fafnir attacked Conan again, Tacqui struck the Heart of Tammuz against the Hand of Nergal, stunning Fafnir.

When Atalis reached for the two talismans, Conan cut off his right hand with his sword. Having only served Atalis out of fear, his guards then stood down, pledging themselves to Prince Thann. Fafnir recovered, the Heart of Tammuz had merged with the Hand of Nergal, granting Fafnir control of his own will and full control of his new arm's power.



Azoth

F	IN (40)
A	EX (20)
S	IN (40)
E	UN (100)
R	RM (30)
I	RM (30)
P	MN (75)

Health: 200

Karma: 135

Popularity: -50

Resources: AM (50)

Known Powers:

Horn of Azoth: Azoth uses his large horn to skewer opponents and then drain the life energy from them with Amazing (50) ability.

Flight: Azoth can fly via his leathery wings with Excellent (20) ability.

Invulnerable: Azoth is immune to most forms of conventional injury and damage. He possesses a Unearthly (100) resistance versus most forms of physical damage. However his horn does not possess this invulnerability and a worthy opponent may be able to rip it from his brow, causing him to be banished from the Earth dimension.

Talents: Occult Lore

Background:

In the distant past before man first crawled from the slime, Azoth was a god on Earth. Azoth's body died, petrifying and forming what would become Azoth's Peak, in what would become Zamora in the Hyborian Era. As the Age of Man began, the legend of Azoth was passed down among the worshipers of the god Ibis.

As they could not destroy the Horn of Azoth they instead imprisoned it within the Crypt of Shadows which could only be opened with their religious icon the Eye of Ibis. But Azoth to had worshipers amongst humanity. In preparation for a day of celestial alignment, these worshipers stockpiled piles of corpses. From these corpses they created a literal river of blood, which flowed into the center of Azoth's Peak, sustaining the demon for a thousand years.



As the day of alignment approached, Karanthes, High Priest of Azoth, sent his daughter, Natari, to recruit Conan to obtain the needed magical items. Under her direction, Conan snuck into the Temple of Ibis and stole the Eye of Ibis. Using the Eye of Ibis, Natari retrieved the Horn of Azoth from the Crypt of Shadows.

Natari eventually brought the horn back to Karanthes in Shadizar. Karanthes then drugged Natari so that she could fill the role of the virgin daughter of a priest needed for the ritual and had her place the horn on the top of Azoth's Peak at the moment of alignment, as he performed the remainder of the ritual.

Despite the efforts of Conan and others, Azoth was revived, but his first act was to sacrifice a human on his horn to complete his resurrection. Azoth chose Karanthes, killed him, consumed his life force, and then pulled free from the mountain, slaughtering and draining anyone he could get his claws on. Conan tried to protect the still dazed Natari, but Azoth simply batted him off the edge of the mountain.

Azoth then grabbed Natari, but was distracted from her by Shumballah, a warrior of the priests of Ibis. Azoth broke her back, but she occupied enough of his time to allow Conan to climb his way back to the peak. Conan leaped upon Azoth's back, and following the instructions of Rammon, priest of Ibis, tore the horn free from Azoth's brow. With that Azoth fell to the ground and crumbled into dust and bones.



Bardisattva

F	AM (50)
A	AM (50)
S	AM (50)
E	UN (100)
R	AM (50)
I	AM (50)
P	UN (100)

Health: 250

Karma: 200

Popularity: -30

Resources: AM (50)

Known Powers:

Control Atmosphere: Bardisattva has complete control over the atmospheric agents, from wind to thunderbolts. His ability is UN (100) power rank.

Cloud Form: Bardisattva's perceivable form is composed of clouds.

Immortal: As a god, Bardisattva is completely immune to aging.

Talents: Occult Lore

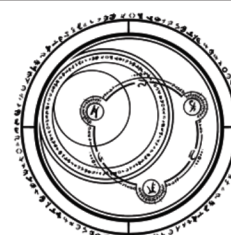
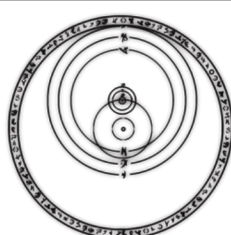
Background:

Bardisattva was older than the stars and the dark that preceded them. Bardisattva taught his will to his chosen. His alien hand wrote the rites to be followed in the minds of his earthly servants. They learnt what Bardisattva wanted and they learned how the god wanted it carried out. Over the years his worshipers became priests, and made sacrifices to Bardisattva. In exchange, Bardisattva gave them rain and fair weather for their fields.

His priests became the silent followers, and he met them at the Pillar of the Sky. During the reign of Emperor Vidalia, Bardisattva, was summoned and offered the life of a Nemedian called Imperator Addelaus. For weeks, the silent followers had prepared the sacrifice well, drawing scars on his flesh. Bardisattva then appeared in the skies overhead, hungry. But his sacrifice was no longer there, having been rescued by Conan.

His anger was manifested in the howling winds and crackling thunderbolts. He swallowed the priests who thought they had fooled him. He shattered the pillar, pursuing the unbelievers and the offered one, but he sensed him no more and could not follow the would be sacrifice any longer. But a few moments later, in the grassland underneath him, his offered one silent called to him.

Bardisattva came. His cloudy, huge form appeared in the sky above the scar painted Nemedian, smiling with satisfaction. Brilliant thunderbolts from his eyes lashed out and struck the human, leaving behind only dust. Bardisattva had fed and was sated. And rain fell upon the lands, and the grasses grew rich.



Beast-Men of Brutheim

F	RM (30)
A	GD (10)
S	EX (20)
E	RM (30)
R	TY (6)
I	RM (30)
P	TY (6)

Health: 90

Karma: 42

Popularity: -5

Resources: TY (6)

Known Powers:

Weapons (Equipment): The Beast Men use a variety of weapons, usually a club, spear or axe.

Scale Armor (Equipment): The Beast Men employ scale armor which provides GD (10) physical protection.

Talents: Military

Background:

After the Great Cataclysm, the Hyborian's ancestors, barely human savages fought the snow apes and drove them from icy countries of the far

north to beyond the Arctic Circle and the Icy Wastes to die, so thought the savages. Over time, their descendants mutated into man ape beings. A thousand years after the Lesser Cataclysm, 1500 years after the Proto-Hyborians drove them out, a wanderer of the north returned with news that the Icy Wastes were inhabited by ape like men descendants of the Snow Apes.

A small group of warriors followed the wanderer beyond the Arctic Circle with intentions to exterminate the creatures but none returned. They were ambushed, outnumbered, and defeated. They were not all killed, for the Beast Men were shrewd. From their captives, they learned of weapons. They also found out that humans made good workers.

In order to perpetuate their stock of human slaves, they traveled to the edges of the Ice Wastes to kidnap human females. Later, they found an abandoned city which had been built by an earlier race of man, and established the underground city of Brutheim, In the Land of Always Light, beneath Aesgard and Vanaheim.

Conan the Cimmerian encountered the Beast Men while in Aesgard. After slaying Gann-Tor the Giant One, he was captured by Moira, Zha-Gorr and another of and another comrade of the Brutorian Guard. Brought to the city as a slave, Conan defied his masters and was to be killed in the games. Awakening the slaves' Chief Thrall Kiord's desire for freedom, he caused the slaves rebellion and caused the death of many Beast Men. Although, Kiord died, all the Beast Men were killed or fled the city.



Belit, Queen of the Black Coast

F	IN (40)
A	RM (30)
S	GD (10)
E	EX (20)
R	GD (10)
I	RM (30)
P	EX (20)

Health: 100

Karma: 60

Popularity: 15

Resources: GD (10)

Known Powers:

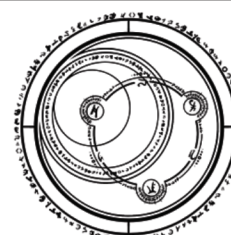
Sabre (Equipment): Belit's flashing sabre inflicts 10 points of Edged damage.

Dagger (Equipment): Belit's dagger inflicts 10 points of Edged damage.

Talents: Crime, Edged Weapons, Seamanship.

Background:

Belit was born in the Hyborian nation of Shem, and was the daughter of a Shemite trader. Little is known of her



early life, but before she reached adulthood Belit and her brother Jehanan were abducted by Stygian slavers. She later escaped and learned the arts of sailing and swordsmanship. By the time Belit was a young woman she was a skilled sailor and fierce warrior and she became the commander of an elite pirate ship known as the *Tigress*, manned by Black Corsairs.

Her crew was immensely loyal to her and regarded her with awe. With the *Tigress* Belit and her crew attacked and plundered many ships and villages along the Black Coast from lands as far south as Kush to as far north as Zingara. Belit grew so feared and respected that she became known as the "Queen of the Black Coast".

During her exploits Belit eventually encountered the legendary adventurer Conan the Cimmerian. There was mutual respect and attraction between the two warriors, and soon they fell in love with one another. In her passion, Belit declared that she would one day save Conan's life and that not even death itself would deter her from that vow.

Together they continued pirating and adventuring until Belit was tragically slain by a flying winged monster. Afterward, Belit briefly came back from the dead to aid Conan against the same demon which had killed her. Her supernatural intervention allowed Conan to kill the demon and avenge her death and also fulfilled Belit's vow to one day save Conan's life.



Bellil

F	RM (30)
A	TY (6)
S	IN (40)
E	AM (50)
R	EX (20)
I	EX (20)
P	AM (50)

Health: 126

Karma: 90

Popularity: -10

Resources: GD (10)

Known Powers:

Claws: Bellil's claws inflict IN (40) Edged damage.

Talents: Occult Lore

Background:

In an era when men were savages and volcanoes existed instead of realms, a falling star attracted a group of men of good will and they found the Demuzaar, a mask shining of light. Those men used the masks against beasts and evil men. The evil men were horrified by the powers of the Demuzaar, its light sent them to Khaa. Their Bellil and his demons tortured them, burning and tearing their flesh, banqueting with their limbs, causing them starvation

and agony. The Demuzaar were hidden in a valley which, after a millennium, became a region of the Black River. A volcano erupted hiding the Demuzaar and the doorway to Khaa.

A Cimmerian named Conan found the Demuzaar and entered the realm of Khaa where Bellil and his demons assaulted him. Conan managed to get back to Earth, but the shock of his journey to the nether realm, deprived him of the memory. Some days later, Bellil happily saw Conan once again within his realm. He sent his demons to seize the Cimmerian but the Cimmerian regained his lost memories and fought them with a deadly rage, slashing and keeping them at bay. Bellil intervened and smacked the barbarian, laughing at him. Conan managed to strike him with a rock and managed to return again to the hidden valley of the Demuzaar used by Yasul. The demons tortured them but Bellil swore revenge against Conan. He would find other portals!



Ben-Hussal

F	GD (10)
A	TY (6)
S	TY (6)
E	GD (10)
R	GD (10)
I	GD (10)
P	GD (10)



Health: 32
Karma: 30
Popularity: 10
Resources: GD (10)

Known Powers:

Broadsword (Equipment): This weapon inflicts 10 points of Edged attack damage.

Talents: Leadership

Background:

The town of Kheshaan, lying at the edge of an island sea, and ruled by Ben-Hussal, was plagued by what had been a Sea God. Advised by his brother Ghul-Azalel, a priest of Erlik, he submitted to the plan to offer a young female sacrifice every full moon to appease the creature, which was otherwise crawling into the town to consume the occasional villager at nightfall. The ruler was shocked at the prospect and refused to kill his brother, so instead fled town with his niece Rachalla when the priest demanded her for sacrifice. Ben-Hussal was later told that the priest was dead, so he journeyed back to his town.

Traveling in their caravan, they chanced upon Conan, who had been wounded and poisoned. They nursed him back to health and continued on with Conan, but were quickly overpowered by villagers loyal to Ghul-Azalel, who had laid a trap for them. He ordered Rachalla tied to a rock as an offering to the crocodilian and watched as Conan rescued her. Himself freed, Ben-Hussal was able to command some men to attack the rampaging beast. He soon charged into battle in defense of his niece, and he and Conan managed to wound the crocodilian beast and watched it return to the ocean.



Black Kraken

F RM (30)
A GD (10)
S IN (40)
E AM (50)
R TY (6)
I EX (20)
P TY (6)

Health: 130
Karma: 32
Popularity: -5
Resources: Shift 0

Known Powers:

Tentacles: The Black Kraken possesses 8 tentacles which it can extend up to 2 Areas away to attack. These tentacles inflict IN (40) Blunt damage.

Talents: Underwater Combat

Background:

The Black Kraken dwelled on the ocean floor, from which it would extend its tentacles to the surface. Following the deaths of several of Aquilonia's citizens at the hand of the mysterious Red Shadows, Epimetreus the Sage, a long dead priest of Mitra, appeared to King Conan (now in his late 60's), in a dream. Epimetreus advised Conan to sail west to seek out the source of the Red Shadows, but to beware of the Black Kraken.

As Conan led the Red Lion ship west into uncharted waters to investigate the Red Shadows, three days out from the Barathan Isles, they approached the region where the Black Kraken rested on the ocean floor. The Black Kraken extended its tentacles up to the surface, reaching aboard the Red Lion, ensnaring two of its crewmen and pulling them under the waves. Next it grabbed Conan, causing him to drop his sword but his ally Sigurd tossed to him an axe.

When the kraken pulled Conan into reach of its great maw, Conan slashed one of its eyes. The agonized kraken released its grip on the Cimmerian and Conan swam downwards to the kraken and blinded its other eye.



Brown Man of the River

F EX (20)
A TY (6)
S IN (40)
E RM (30)
R TY (6)
I TY (6)
P TY (6)

Health: 96
Karma: 18
Popularity: -3
Resources: Shift 0



Known Powers:

Resilience: The Brown Man has EX (20) resistance against edged weapons.

Club (Equipment): The Brown Man wields a fallen tree as a club. This weapon inflicts AM (50) Blunt damage.

Weakness-Need to Feed: In order to survive the Brown Man had to feed on the life forces that had died in the river. Without sustenance, the Brown Man will lose -1CS Endurance per each week that passes without feeding until he perishes.

Background:

The Brown Man of the River plagued the area that formed the border between Aquilonia and the Pictish Wilderness until he was slain by an ancestor of Dekanawatha Blood-Ax, future ruler of the Picts. The story of the Brown Man became the stuff of nightmares for all Pictish children.

Generations later, the replacement shaman for the Picts, Goranda Zek sought to amass power and contrived a plan that would resurrect the great Brown Man to slay the Pict King Dekanawatha and King Conan of neighboring Aquilonia. As decreed by the shaman Goranda Zek, the rite of passage for Akenak, son of Deknanawatha, entailed collecting three prized artifacts including two bones located in a grotto shrine.

After Conan's son Conn and Akenak, had gathered the three items, Goranda and his henchmen cornered them at the Shrine of the Brown Man at the river, imprisoning them before invoking magic that would resurrect the great Brown Man. The next day, Conan and Dekanawatha ran out of the river and up the steep bank, forcing rocks to fall

and hit the pursuing giant. Conan then offered a deal to the Brown Man, perish by one more boulder or betray Goranda Zek and kill the renegade Picts in his service. The Brown Man agreed to kill the others and lumbered away, savagely attacking his new foes but receiving many cuts as well. Away from the river, the Brown Man feel from his wounds and cursed the two kings as he died.



Changeling

F	TY (6)/As Host
A	TY (6)/As Host
S	TY (6)/As Host
E	GD (10)/As Host
R	EX (20)
I	RM (30)
P	RM (30)

Health: 28/As Host

Karma: 80

Popularity: -3

Resources: FE (2)

Known Powers:

Imitation Shapechange: The Changeling wielded an amulet with a strange gemstone embedded in it. The amulet could fire a life draining ray at it's targets causing the Changeling to take on their form. The victim would perish shortly after the Changeling took on their form. While in this form the Changeling's stats would mirror its host victim. The Changeling performs this act with Amazing (50) ability, the victim requires a Psyche FEAT roll to resist the attack.

Limitation: The Changeling cannot breathe in Earth's atmosphere unless it is occupying the form of one of it's victims. The Changeling must take on a new form every fortnight to continue it's existence upon Earth. Animals with keen instincts can still recognize the Changeling for what it truly is.

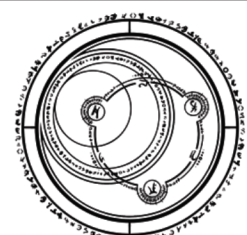
Talents: None

Background:

The alien that would impersonate Conan lived on a planet a vast distance from Earth. It's world and environment were very different from Earth. The Changeling violated the laws of it's society and did not wish to face the consequences of it's actions, and so left it's world in a spaceship. It arrived on Earth in the Hyborian Era and quickly discovered that it could not breathe the air, but it had a device that allowed it to assume the form of human beings and thus live for a few days more. Many times, it's gemstone let the Changeling assume the forms of many men, although this killed them, until it absorbed the form of Warz Bel Doph.

After having killed the real Warz Bel Doph in his house, a band of cutthroats assaulted the house and Zareg stole his gemstone. Conan found the transformed Changeling in the middle of the smoke and flames, and agreed to help find the gemstone in exchange for half of his riches. During their journey they met Purani, a tavern girl, and had to fight and avoid the Zingaran squadrons sent by Phor-Thok to kill Conan. Across Stygia and Kush, the false Warz Bel Doph became weaker and weaker, but when some yellow eyed ghouls attacked the group, he saved Conan. The Changeling's alien presence scared the ghouls and they ran away.

The Changeling was saved again by Conan, when a group of cannibals



attacked them, until they reached Zareg, the thief who had the gemstone. In a cavern under a waterfall, while Conan fought a giant spider, the alien picked up the gemstone and regained it's strength. Conan won the battle with the spider, only to be unkindly rewarded by the alien with the stealing of his life force.

The Changeling assumed the protoplasmic form of Conan leaving the Cimmerian weak with only a few minutes to live. The Conan protoplasm left the cave and was immediately captured by a group of Zingaran soldiers. The transformed Changeling was immediately executed. The soldiers left, thinking they had fulfilled their orders for the King of Zingara. However, away from the action the real Conan recovered completely. After the aliens death, Conan's life force had returned to him.



Children of Bast

F	EX (20)
A	RM (30)
S	EX (20)
E	RM (30)
R	TY (6)
I	EX (20)
P	GD (10)

Health: 100
Karma: 36
Popularity: 0
Resources: PR (4)

Known Powers:

Blending: In the darkness of night, the Children of Bast have EX (20) camouflage.

Claws and Fangs: The children of Bast can inflict EX (20) Edged damage.

Enhanced Senses: The Children of Bast have RM (30) rank olfactory senses.

Eye of Bast (Equipment): The Eye of Bast is a amulet which allows the Children of Bast to take on human form.

Talents: Occult Lore

Background:

Via the power of the Eye of Bast the children learned to take on human form. They built a kingdom in Bastet. The Prince Aristis, tiring of the life of the idle rich decided to flee Bastet, only to discover that once apart from the Eye of Bast, his savage nature began to take over. He attempted to return to Bastet, but his sister Karista, saw him as a threat to her newly acquired power and barred his return to the city.

Aristis found Conan in dire straits from a recent betrayal that left him penniless and unwelcome, and recruited the barbarian thief to steal the Eye of Bast for him. Aristis led Conan to Bastet and created a distraction while he stole the Eye. On the verge of success, Conan set off a trap and was sprayed with lotus mist, rendering him unconscious. Quickly recovering, Conan found himself surrounded by Karista and her guards. Karista was intrigued with the

barbarian, until he mentioned Aristis, sending the princess into a fury. Aristis then arrived in panther form, surprising Conan by speaking to him, and attacked the guards. After recovering from his shock, Conan helped the wounded prince escape and the two snatched the Eye of Bast and leapt out a window.

Conan and Aristis fought off the Children of Bast who were pursuing them and they arrived in Shadizar. However, as Aristis enjoyed a woman's company and Conan visited the bar below, Karista arrived and led a group of the children to vengeance. They slew Aristis and retook the Eye of Bast. Feeling honor bound to avenge Aristis, Conan pursued Karista and her agents back to Bastet. Conan fought his way through the city and confronted Karista. After a struggle he managed to reclaimt he Eye of Bast, and Karista had been hurtled into a wall of fire. Conan left the city, leaving it's people to devolve back into panthers.



Cobra Crown

Mental Powers: As the pirate Zerano explained "It amplifies and multiplies the powers of the human mind to affect the minds of other beings". He who wears the crown, if he knows the proper methods, can by the crown's powers, rule the minds of hundreds or even thousands of individuals. He can, for instance, drive a regiment of soldiers to their deaths. He could dispatch a lion, a venomous serpent or other deadly wild beast to seek out and destroy his enemy. None could stand against the



wearer of the Cobra Crown. He could not be killed by ambush or assassination, for the crown would convey to him the thoughts of the preparer of the deed, and none could get within catapult shot of him without succumbing to the crown's mind controlling effects. Nonetheless, in order to use the power of the Cobra Crown, a character had to at least remain in direct contact with it, if not actually wearing it. The powers of the crown function with a Shift Z (500) ability and it is composed of Amazing (50) materials.

Background:

An imperfect predecessor of the Serpent Crown created in ancient Lemuria and stored on the Nameless Isle. It was later briefly worn by followers of Set in place of the lost Serpent Crown, but it burned out rapidly with use.



Conan the Barbarian

F AM (50)
A RM (30)
S EX (20)
E RM (30)
R GD (10)
I MN (75)
P EX (20)

Health: 130
Karma: 105
Popularity: 30
Resources: PR (4)/AM (50) As King

Known Powers:

Broadsword: This weapon inflicts 10 points of Edged damage.

Talents: Blunt Weapons, Bows, Crime, Edged Weapons, Leadership, Seamanship, Stealth, Tracking, Weapon Specialist - Broadsword, Weapon Specialist - Hyrkanian Short Bow

Background:

Conan the Cimmerian was born on a battlefield, he grew to become a fierce warrior. Many adventures did Conan have and many allies and enemies did he make. Eventually, Conan's exploits led him to the crown of fabled Aquilonia. Conan ruled for many years but his rule was not unchallenged. At the age of 70, Conan abdicated his throne to his son Prince Conn and sailed west beyond the horizon to new adventures.



Conn

F RM (30)
A EX (20)
S EX (20)
E EX (20)
R GD (10)
I RM (30)
P EX (20)

Health: 90
Karma: 60
Popularity: 20
Resources: AM (50)

Known Powers:

Broadsword (Equipment): This weapon inflicts 10 points of Edged attack damage.

Talents: Edged Weapons, Leadership

Background:

Prince Conn is the son of Conan and Zenobia, King and Queen of Aquilonia. At the age of 70 Conan abdicated his throne in favor of Prince Conn who took the name King Conan II.



Conobar



F RM (30)
A RM (30)
S EX (20)
E RM (30)
I RM (30)
P EX (20)

Health: 110
Karma: 80
Popularity: 3
Resources: PR (4)

Known Powers:

Summon/Command Polar Bears: Conobar has a Remarkable (30) ability to summon and command polar bears to do his bidding.

Broadsword (Equipment): This weapon inflicts 10 points of Edged damage.

Talents: Edged Weapons, Tracking

Background:

A young Conan just turned fifteen years of age, met Ursula, the Priestess of the Northern Snows. From her Conan gained carnal knowledge. Ursula gave birth to Conobar, the son of Conan. Due to Ursula's magic, Conobar grew to manhood in half the normal time. Conobar with the bears in the Cimmerian mountains, and for most of his life they were his only family. From the bears, he received training in physical struggles. At some point he gained a small group of followers.

Conan accompanied a band of Cimmerians on a mission to root out a wild band of raiding Picts. One of Conan's old friends, Tolek, sent along his addle brained son, Peleon, so that he might learn from Conan the ways of real men. The mission was successfully completed, but as they prepared to head home, the dim-witted Peleon sought to prove his bravery by hurling a snowball at a passing polar

bear. Angered, the bear charged him, and only Conan's quick actions saved Peleon from death. However, the weight of the bear knocked Conan on the defensive, and the other Cimmerians came to his rescue, slaying the beast with their swords.

The death of the bear was sensed by Conobar and his followers, who captured Peleon and brought him before the Priest of the Wild. Conobar quickly surmised that Peleon could not have slain the bear, and Peleon told him that Conan would come for him. Conobar waited the coming of Conan, which was not long in the waiting. Neither having any ideal that they were related, Conobar challenged Conan to a duel to the death for the slaying of his polar bear. Conan, not wishing to raise arms against any whelp, remained on the defensive as he tried to convince Conobar to calm down and let him recover his friends son.



Costranno

F EX (20)
A GD (10)
S TY (6)
E EX (20)

R EX (20)
I GD (10)
P RM (30)

Health: 56
Karma: 60
Popularity: -10
Resources: EX (20)

Known Powers:

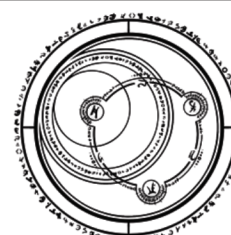
Costranno's Ring (Equipment): Given to Costranno by his dark gods, this magical ring bestows a form of immortality upon Costranno, he is seemingly unaffected by mortal wounds such as a sword in the chest. Without the ring he was powerless, but returning the ring to him was sufficient enough to resurrect him from decapitation or even more severe damage. This ability operates at the UN (100) power rank.

Talents: Blunt Weapons, Occult Lore.

Background:

Costranno was given an ensorcelled ring by "Gol-Goroth, Yog Sothoth and other Fiends of the Dark". Costranno came back from regions "unfathomed at by Mitraic mumblers or Nemedian skeptics...from lands where time fears to tread, and the gods are an empty jest". In the City of Thieves, the Argossean sorcerer Costranno...enjoyed the company of Brythunian Berthilda. While he slept, she cut off his ring finger, the source of his strength.

She then apparently turned him into the authorities for practicing his black magic at her house. Costranno was found guilty of performing nameless, obscene rites of life and death, and was sentenced to death. Costranno cursed Berthilda before being beheaded. These events were witnessed by Red Sonja. Unnamed priests gathered



head, body and still ringed ring finger and placed them within a certain circle. However, they were driven off by men with knives. Conan, having tripped over Costranno's finger in battle, followed the path from which the priests had fled and wanting nothing to do with anything magical, tossed the finger beside Costranno's corpse.

As Conan and Red Sonja left, the finger was pulled back towards Costranno's hand. Later, the undead Costranno, his mind damaged by his death and semi-resurrection, sought directions to Berthilda's house to gain vengeance upon her. He and his lackeys took her to a secret chamber, tied her down to an altar, and prepared to sacrifice her to his dark gods.

Having glimpsed Costranno's ring on a walking man, Conan and Sonja trailed Costranno to Berthilda's house in time to save her. While Conan confronted Costranno, Sonja slew his lackeys, but she stepped to close to a pit and a monstrous arm reached up and grabbed her by the leg. Neither Red Sonja or Conan could force the arm to let go, but after Conan severed Costranno's hand (the one with the magic ring) and hurled Costranno down into the pit, the arm let go.

Conan then sealed the pit and they freed Bethilda and returned to her house. However, after Red Sonja confirmed that Costranno's hand had fallen into the pit alongside his body, screams were heard from Berthilda's house, presumably indicating that Costranno had returned to life once again and began to pursue her.



Crocodile Men

F	RM (30)
A	TY (6)
S	RM (30)
E	RM (30)
R	PR (4)
I	GD (10)
P	TY (6)

Health: 96

Karma: 20

Popularity: -3

Resources: FE (2)

Known Powers:

Armor Skin: The scales of the Crocodile Men provide TY (6) protection versus physical damage.

Fangs: The bite of a Crocodile Man inflicts RM (30) Edged damage.

Swimming: Crocodile Men can swim with GD (10) ability.

Limitation-Slow to React: The Crocodile Men are slow to react and always lose initiative in a round.

Talents: None

Background:

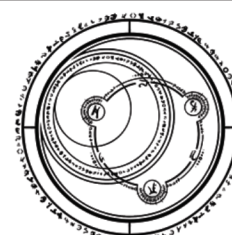
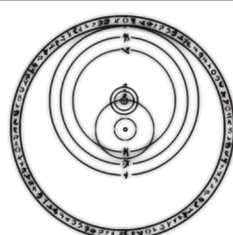
A baby crocodile was born in the far

southern swamps of Argos and sent north to be a child's plaything before eventually being delivered to an unidentified member of the Black Circle. The sorcerer made arrangements with a trio of his servants to be transformed into crocodile men and then slay Red Sonja to prevent her from recovering a missing page of the Iron Bound Book of Skelos.

After Sonja sneaked into Messantia's sewer system, the sorcerer then sent a trio of men to slay her, the sorcerer noted the men knew what would happen to them if they faced Red Sonja, after which he prepared to use a baby crocodile to cast a spell upon them.

The men were magically transformed into crocodile men. The crocodile men entered the sewers and confronted Red Sonja. Only seeing one of them at first, Sonja skewered it with her sword, and then fled deeper into the sewers as two more appeared. The two remaining crocodile men cornered Sonja in a cul de sac.

Holding a chain suspended by the wall, Sonja dove down in the water, using it to knock one of the crocodile men into a nearby drain where the continual suction pulled it downwards. Climbing back up the chain, the third crocodile man captured Sonja and lifted her to its maw where it prepared to bite her head off, it paused a moment to reflect on the situation and Sonja took the opportunity to stab it with her dagger, the crocodile man fell into the sewer water.



Dakkon

F IN (40)
A EX (20)
S GD (10)
E RM (30)
R TY (6)
I RM (30)
P GD (10)

Health: 100
Karma: 46
Popularity: 5
Resources: TY (6)

Known Powers:

Chain Mail (Equipment): This armor provides EX (20) protection versus physical damage.

Scimitar (Equipment): This weapon inflicts 10 points of Edged damage.

Talents: Edged Weapons, Leadersip

Background:

Lord Dakkon rode at the head of his calvary regiment and approached the city gates of Kavari only to find what he considered a barbarian thief emerge from the moat. When Conan threatened to take a calvary horse, Dakkon ordered one of his lancers, Borus, to kill him for insolence.

However, Conan disarmed the lancer and stole away with a calvary horse. Enraged, Dakkon ordered his men to attack, but the lancers where useless at close range and many of them fell under Conan's mace. The calvary numbers almost overwhelmed Conan and so he bolted towards the forest on his horse.

The Turanians gave quick pursuit and Dakkon quickly realized that Conan was headed for the deep chasm called Devil's Gate. Conan soon reached the sheer cliff face, almost falling over the edge, with his only real escape route blocked by the Turanian calvary. Dakkon demanded that the barbarian surrender, but Conan instead charged him.

Honorbound the calvary held back while Conan and Dakkon traded savage blows, mace against scimitar, until Conan managed to smash Dakkon's jaw with his mace, causing the Turanian to fall from his horse. Conan then clambered onto Dakkon's horse and proceeded to leap over the Devil's Gate, leaving the Turanians behind.



Damballah

F IN (40)
A RM (30)
S RM (30)
E AM (50)
R EX (20)
I AM (50)
P MN (75)

Health: 150
Karma: 145
Popularity: -25
Resources: EX (20)

Known Powers:

Astral Travel: Damballah can travel the Astral Plane between Earth and Set's dimension. It is unknown if he can travel to other locations. He has Monstrous (75) ability to do so.

Claws and Fangs: Damballah has claws and fangs which inflict Remarkable (30) Edged damage.

Control Reptiles: Damballah can control reptiles with Amazing (50) ability, ordering them to carry out his plans or to attack his foes.

Poisonous Fangs: Damballah's bite can inject a deadly poison into his foe, causing his target to make an Endurance FEAT against Amazing (50) intensity or perish.

Possess/Control Others: Damballah may possess and then control the body of others, he performs this power stunt with Amazing (50) ability. He must possess his mystic talisman to make use of this ability as it is the conduit between him and his target.

Possession: Damballah can possess the body of any nearby serpent. He does this with Amazing (50) ability and range.

Shapeshifting: Damballah can alter his form into that of a man sized serpent.



In this form he can constrict his opponents with a successful wrestling attack. If successful his victim will suffer RM (30) Slugfest damage each round until freed.

Talents: Mystic Origin, Occult Lore.

Background:

Hoping to dominate the planet, the Elder God Set spawned monstrous offspring to help him attain his goals. Among these were the monstrous offspring Damballah. In the coming millennia Damballah would gain followers to increase his power and by the Hyborian Era had become a demon in his own right.

Nenaunir, ruler of Zembabwei, summoned Damballah to Earth in Conan's time. Conan the Warrior King fought fiercely against the Earthly manifestation of Damballah but eventually found himself succumbing to Damaballah's mighty coils. However, when Conan's son Prince Conn stabbed Damballah in the heart, Damballah found himself losing his hold on the Earthly plane and faded away. Damballah would return to Earth again and again challenging heroes and furthering the aims of Set even into the modern era.



Darius

F TY (6)
A TY (6)
S TY (6)
E TY (6)
R TY (6)
I TY (6)
P TY (6)

Health: 24

Karma: 18

Popularity: -3

Resources: PR (4)/EX (20) As Emperor

Known Powers:

Armor of Zuulda Thaal (Equipment): The Armor of Zuulda Thaal provides UN (100) protection versus all physical damage to the wearer. It does not protect against things such as a roaring inferno.

Bow of Zuulda Thaal (Equipment): The Bow of Zuulda Thaal raises it's users Agility rank to IN (40). The bow inflicts 10 points of Shooting damage. With a Yellow FEAT roll, the marksman can fire a hail of arrows at an Area. It is said the marksman can kill enemies by the fifties in number.

Gauntlets of Zuulda Thaal (Equipment): The gauntlets raise the wearer's Strength ability to RM (30).

Talents: None

Background:

Darius followed his master, Uval Q'baal in his researches, Uval Q'baal translated the instructions left 30,000 years ago by Zuulda Thaal about some enchanted objects, which would enable a mere man to defeat entire armies. Darius and Uval Q'baal found Zuulda Thaal's tomb under the sand of the desert Kharamun. There, upon a

wall, they found some hieroglyphs that allowed Uval Q'baal to better understand where the objects were located. Darius, wanting the weapons for himself, killed his master, but shortly after he was attacked by some bat-raiders, who rode upon giant bats, he had to flee from the tomb.

He was followed by the bat-raiders and was saved by Conan and some Zuagirs. He convinced them to aid him in his search for the enchanted objects, adorned of precious gems. They reached the Kezankian Mountains, where Conan defeated a Snow Ape in it's cave and there they acquired Zuulda Thaal's Armor.

They traveled to an active volcano in Koth, Darius suggested to Conan to wear the armor to be protected from the poisonous vapors and the intense heat in the volcano. Conan had to do battle with a Fire Demon, suffering through the heat, Conan managed to retrieve the gauntlets. That night Darius secretly wore the gauntlets to test their strength.

Finally, they arrived at the Vilayet Sea, There Conan killed a monstrous Serpent Fish to retrieve the bow. That night, Darius wore again the gauntlets and the armor, suddenly the group was attacked by a group of Turanians and Darius easily overwhelmed them. Then he revealed his goal of domination. He beat Conan nearly to death and took control of the Zuagirs.

In a few weeks, Darius managed to route the entire Turanian army, and even his Emperor Yedzigerd had to flee. Darius became the new leader of Aghrapur. For his safety, Darius always wore the enchanted armor. After some months in Aghrapur, Conan the Cimmerian arrived at Darius court. Without warning, Conan severed the bow in twain and then attacked Darius but without result. Darius pursued



Conan, who struck and fled, always parrying Darius' attacks. Finally, on the roof of the Royal Palace, Darius threw himself at Conan who dodged aside, and allowed Darius to fall into a smith's chimney. Zuulda Thaal's Armor did not protect him, Darius died and the armor and gauntlets were destroyed.



(Lupos) Davalte

F EX (20)
A EX (20)
S GD (10)
E EX (20)
R TY (6)
I EX (20)
P TY (6)

Health: 70
Karma: 32
Popularity: -5
Resources: PR (4)

Known Powers:

Hook (Equipment): This weapon inflicts TY (6) Edged damage.

Sabre (Equipment): This weapon inflicts 10 points of Edged damage.

Knife (Equipment): This weapon inflicts 10 points of Edged damage.

Limitation-Amputee: Davalte is missing

his left hand, and cannot perform actions with it that his hook cannot accomplish.

Talents: Crime, Seamanship.

Background:

Davalte was a pirate, he led a ship and a crew and lived by plundering villages. Some times along the way they would take young women captive and on occasion Davalte would marry one of them. When he tired of her, he would either kill them or sale them off as a slave.

The one known as Reimos managed to survive, having made a dark pact with the gods of R'lyeh. In the months after, Davalte married Theta, but their union was not a happy one. Theta found a friend and love in Fhrank, the second in chief, but Davalte was always concerned about Reimos' curse.

One night in a village tavern near the mouth of the Shikri River, Davalte had a quarrel with Sondra, a tavern girl, but was interrupted by Conan. The quarrel quickly escalated into a fight that was soon resolved with Davalte getting knocked down and humiliated. Vengeful, Davalte had Fhrank drug Conan's wine. Even unconscious, it was not easy for Bokus and Fhrank to drag the barbarian aboard the ship.

Conan was chained to the big oars, the following day he killed the whip man, Nupa. Davalte promised Conan a painful punishment. The ship was without supplies, so Davalte ordered they dock in one of the Shikri tributaries to the south. The crewmen and the chained prisoners began a trek through the jungle. When the group discovered a skeleton covered in webs, a giant spider killed the one named Droga and his mate Pietra fled. Later the group attempted to cross an abyss by walking on a fallen tree, but this proved fatal for

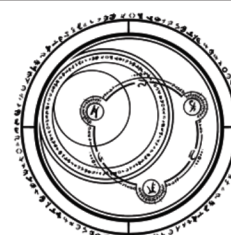
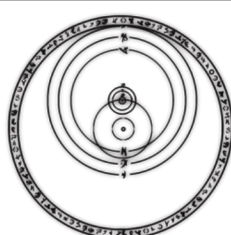
the prisoners as all but one fell. Only Conan survived, Davalte ordered the march to continue, but came to an abrupt halt when they discovered more webs, they immediately surrounded by large black spiders. The men fought against the web spitting beasts, Davalte felt the spiders were the result of Reimos' curse and he ran off. The spiders killed Davalte and used his body as nourishment for their brood.

Conan stole Davalte's belt which was encrusted with jewels. Then he set fire to Reimos' castle of demons. The spiders chased Conan, Theta and Fhrank to the ship. There Conan and Theta managed to escape,



Devourer of Souls

F IN (40)
A EX (20)
S RM (30)
E UN (100)
R GD (10)
I AM (50)
P AM (50)



Health: 190
Karma: 110
Popularity: -20
Resources: GD (10)

Known Powers:

Sword of the Devourer: The sword of the Devourer was a really huge fricking sword that the Devourer could wield with one hand. It was composed of Unearthly materials and inflicted Remarkable (30) Edged damage in the hands of the Devourer of Souls. The sword also leaves behind a trail of fire when wielded, anyone coming into contact with these mystic flames is weakened, having their Strength ability reduced by -2CS for 1-10 rounds. The sword was cursed so that anyone who touched the weapon would be cursed to transform into the Devourer after his defeat, paving the way for his resurrection.

Sorcerous Might: The Devourer of Souls had Amazing (50) ability in chaos magic but much preferred to use his size, strength and huge sword to overcome his opponents. Throughout his career he demonstrated many various sorcerous feats:

- The Devour could transform and remake humans into a image of himself so that they had to consume human souls to survive.
- His severed arm once floated in the air choking the life out of an enemy.
- He mentally summoned the cat Sedrick more than once.

Immortality: The Devourer is nigh immortal and cannot be permanently destroyed in the Earth dimension. This ability functions at the CI 1000 ability.

Devour Souls: By far the single power the Devourer was most known for was his ability to not just consume souls but by the manner in which he did it, seemingly at will, the Devourer could turn a person living or dead into, or

even an entire group of people in his presence, into the slug like worms that represented their souls. In order to bolster his strength he would usually feed on a few right their and then, like a good boy, put the rest in his hip pouch for later. It is uncertain if the Devourer could do this to anyone whenever he wished or if there were certain conditions that had to be met. He easily transformed an innocent child like Solaise into a soul worm, and over all the Devourer took souls with impunity, yet it seemed the more evil or more coward you were the easier it was for the Devourer to take your soul. The more heroic a figure the harder it was to steal their soul, hence the Devourer's trouble with Conan and heroes like Jahib-Re who have the "spirit of a hawk, fierce and unyielding, such a soul is difficult to take. The Devourer performed this ability with Amazing (50) rank and his targets needed to succeed at a Psyche FEAT roll to avoid it.

Dark Horse: The Devourer of Souls rides upon the dark horse, a giant black steed with wings who provides him with Excellent (20) flight.

Talents: Edged Weapons, Occult Lore.

Background:

The sorceress council of seven used their sorceress might to resurrect the Devourer of Souls after his battle with Imhotep, the Ravager of Worlds. The Devourer traveled to El Shah Maddoc and hired the master of assassins Ybn to end Conan's life but failed and flew away. In his quest to destroy Conan the Devourer had his lackey Prince Irham command his wizard to summon the demon Xuthl. Upon his arrival, Xuthl pulled the sorcerer that had summoned him into his grasp and rewarded him with a fiery death.

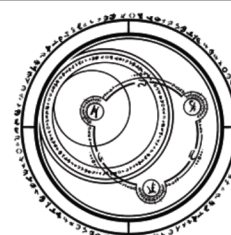
The Devourer unimpressed with

Xuthl's antics, requested a host of Xuthl's shedu as a favor to be repaid later. After the Devourer concealed the glowing orb containing the shedu in the folds of his cloak, he then departed on his mission to kill Conan. Arriving at Bhoraji and just prior to attacking Kaleb the Destroyer in an attempt to seize the vast eldritch power of his daughter Solaise, the Devourer loosed the shedu from their containment within the orb.

The shedu killed at least one helpless possessed villager, several of Conan's men, toyed with the barbarian by threatening to make Anneka slit her wrists and then assumed the form of a herd of wild boar and later animating an entire hillock with their essence to battle Conan. Meanwhile, the Devourer tricked Kaleb and his daughter to the temple of Mitra that they were hiding in. Leaving his daughter in the basement to check on things, Kaleb went upstairs and encountered the Devourer where a pitched battle began.

After a fierce battle, Kaleb the Destroyer became the only mortal to defeat the Devourer in single combat. Impaling him on an outstretched arm of the idol of Mitra, Kaleb left the Devourer for dead. Meanwhile Conan finally defeated the shedu with help from the Foot slave of the Elder Gods, using the foot slave's totem. Solaise acquired her pet cat Sedrick whom she constantly talked to and who helped her access her dread powers.

The Devourer's corpse hung from the arm of the idol of Mitra while the townsfolk of Bhoraji looted the ransacked temple. A man named Dmitir saw the Devourer's sword and against the warnings of his friends seized it, thinking that only a well crafted ornate weapon would bring a good price. Lightning suddenly crashed down from the heavens and the villagers fled for their lives as a



terrible transformation begun. Dmitri was struck dead instantly and in his place the Devourer lived again. The Devourer then approached Bahkt and transformed him into his Dark Apostle, so that he could use the deep hatred and loathing for Conan in his soul. In Syreb, the Devourer of Souls visited Prince Irham, telling him to be patient, that everything was going as planned and to take no action unless instructed otherwise. He later met Solaise and Sedrick.

After Bahkt reported what he had done to Red Sonja, the Devourer was pleased with his work and gave him more souls. The Devourer of Souls then watched with amusement from the edge of the woods as Conan and his friend Kaleb waged a pitch battle. Determining that it would be to his advantage to bring them to the river, he summoned the feline and Solaise ran after her pet and entered into a portal existing in mid air, soon followed by the Cimmerian and the Aesir.

After the terrible truth was revealed to Kaleb in the Forest of Eternal Verities, the Devourer appeared to them with Solaise and Sedrick the Cat in his arms revealing something of his plans and how he had managed to remain unseen to Conan for so long in order to piece together the truth about the sacred child. He had somehow seduced Solaise into helping him to acquire the power of the Elder Gods. As Conan moved to fight the Devourer for control of Solaise, Kaleb struck him down wishing to face the Devourer alone.

The Devourer then produced a knife for Kaleb to finish off Conan, pushing him to fulfill his destiny and protect the child, saving her from the fate the Devourer had in store for her and regaining his youth and power. Therefore he must kill Conan as a man and not the being empowered by the

Elder Gods which he had become. Kaleb stood indecisive. The forest erupted in flames and rising from the conflagration is the embodiment of all evil. Wrrarl, mounted on his winged steed, Solaise and Sedrick in the crook of his arm, flew off into the night sky, flaming sword held aloft.

Riding upon his flying steed, the Devourer carried Solaise and Sedrick into Arallu, the land of the dead, to consult with Thulsa Doom, who related to him the origins of the cat. Thulsa Doom then explained to the Devourer that the cat had the power of the Elder Gods but lacked the will to use it. Solaise had the will but only a fraction of the power. In gratitude for his help, the Devourer shattered Doom's chains granting to him the freedom to wander Arallu at will.

He then turned his steed and found the Foot slave of the Elder Gods wandering an ancient cavern deep beneath the Earth. Wrrarl lured the foot slave to him by calling out his human name, Maxmelle, which no one had used in ten thousand years. On Devourer then began a unholy ritual involving Solaise, Sedrick and the foot slave. A wave of "white death" swept across the world where Conan's men were awaiting his return.

This coincided with Sedrick being returned to human form. The Devourer said Sedrick could remain human on one condition: he must give the Devourer his power, so Wrrarl completed his ritual and absorbed the power of the Elder Gods into his frame. He released a huge fireball, propelling it toward his intended victims through the dimensional barriers a world away. Thulsa Doom's magic protected Conan and his allies from a fiery death unleashed upon them by the Devourer after he had attained the power of the Elder Gods. Wrrarl finally giving into his hatred of Conan, unleashed a blast

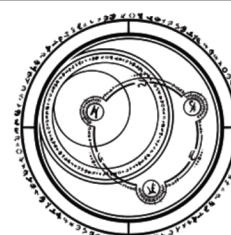
of energy so powerful it created a mushroom cloud, but the Golden Sword of the Elder Gods, protected Conan and his allies who remained untouched. In a fit of rage the Devourer flung a portion of his power southward, destroy El Shah Maddoc and engulfing Syreb in a city wide inferno; to the north another kingdom was destroyed by the unusually tall tidal waves erupting from a normally calm sea.

Furious, the Devourer teleported away. High atop the Kezankian Mountains, the Devourer bellowed his pain and hatred, driven insane by the power of the Elder Gods inside him. For once, the Devourer had grossly miscalculated. Solaise had felt no pain because she was an innocent child with her virtue still intact. The Devourer had no such purity and so was in mind numbing agony.

Xuthl soon appeared to the now god like Devourer, demanding payment owed to him for the summoning of the shedu. In order to pay his debt to Xuthl the Devourer was commanded to find the most beautiful and unspoiled maiden in the western kingdoms and sacrifice her unto Xuthl, but first the Devourer must win the girl unto himself by love.

The Devourer then found the most perfect and unblemished maiden in the land and teleported to the southern realm of Aquilonia and Poitain to begin his seduction of her. He created a mortal vessel for himself called Acheron, hiding the Devourer's body in a sepulcher beneath a mansion he had taken possession of. Meeting Count Trocero, Baron of the Providence of Poitain, Acheron was presented to Trocero's daughter Sephra.

Over the next few weeks, Acheron began his seduction of Sephra, proceeding with his plans and having the girl fall in love with his mortal guise.



However, the Devourer soon found himself falling in love with the girl as well. Sephra's father soon allowed Acheron to see Sephra no longer. Sephra then snuck out of her father's castle in order to meet with Acheron, who was contemplating abandoning his life as the Devourer all together. Just as they revealed their feelings for one another, Xuthl blasted the poor girl into a blackened skeleton and charred pile of meat, driving the Devourer insane.

Acheron took an axe from the wall and proceeded down into the crypts, fully intending to slay his dark half and sever his ties with his dark past forever. Conan and his allies arrived at the manor outside and battled their way through an army of skeletal warriors. They made their way to the catacombs beneath the manor while Conan and the mentally unbalanced Devourer squared off in a titanic battle that carried them across worlds. At last, Conan finally slew the dread demon with the magical sword in a thunderous explosion of power.

Sometime later, the Devourer's human incarnation Acheron, awoke on a beach on one of the islands of Pearl. Much to his surprise he was both alive and human. Xuthl appeared to Acheron and explained to him that what destroyed the Devourer also saved him. The humanity the Devourer learned in his walk through mortal life was his fatal flaw in his battle with Conan. Using that flaw to destroy him was Xuthl's plan all along. The Devourer's shell was destroyed by the magical blade in Conan's hands, thus the only part of the Devourer left for Xuthl to save was his human side.

He took the liberty of restoring Acheron to his human form as a matter of professional courtesy. Xuthl flowed into a nearby bottle half buried in the sand, which Acheron promptly corked. Acheron wandered away, bottle in

hand, telling the demon lord he intends to find a warm place in the sun.

Over the years Acheron almost completely forgot who he was. When Conan and his allies docked at his island, he welcomed them and was instantly enchanted with Conan's ally Isparana. Later that night, some of Conan's crew ambushed him and took his bottle. As Jubal of Venzia bursted into flames, Xuthl was released once more. The demon proceeded to incinerate several of the crewmen, but Acheron raised the bottle into the air, and Xuthl was pulled back into it. The bottle was corked anew, and under Conan's instruction it was put in a sack, weighed down with rocks and dropped into the ocean after they had set sail again. Acheron joined Conan and his crew, although the spirit of the Devourer rumbled just beneath his conscious mind.

As Conan and his companions set up camp on Dagoth's Hill, Acheron and Isparana continued to grow closer, and one night they consummated their love. However, that same night, Acheron was awakened from his sleep and drawn into the catacombs beneath Dagoth's Hill, where he found the empty armor of the Devourer. Isparana awakened and followed Acheron, while Conan heard their voices and investigated. Conan threatened Acheron to keep away from the armor, which caused Isparana to draw her sword to defend him.

As Conan and Isparana struggled, Acheron fell the rest of the way under the call of the Devourer, and he donned the helmet. After putting on the entire suit of armor, Acheron was transformed both physically and mentally back into the Devourer. The Devourer burst forth from the catacombs, slaughtering any of Conan's crew which he encountered. He callously swatted Isparana away

and proclaimed himself the new lord of the Dark Valley. Conan meanwhile had been trapped in the crumbling remains of the dark catacombs when the Devourer broke free and had been trapped battling some tentacle demons. Eventually he too escaped and confronted the Devourer. Isparana joined Conan, but their swords were no match for the Devourer. However as Conan struggled vainly in hand to hand combat with the giant Devourer, smoke began to billow forth from the Devourer as it was consumed from within.



Dread

F	EX (20)
A	GD (10)
S	GD (10)
E	RM (30)
R	GD (10)
I	RM (30)
P	TY (6)

Health: 70

Karma: 46

Popularity: 3

Resources: Shift 0

Known Powers:

Bite: Dread can bite for GD (10) Edged damage.



Heightened Sense of Smell & Hearing:
Dread possesses RM (30) rank senses of smell and hearing.

Tracking: Dread can track prey with RM (30) ability.

Talents: None

Background:

Dread was a giant hound which Conan discovered protecting his deceased master's home. Conan kept the faithful hound with him and Rowina named it Dread. Dread followed Conan to the battle against the Stag God, and saved him from a treacherous blow by Krattic. Dread then sacrificed his life to save Conan from Oranah. Conan saluted Dread after his death as the equal of any man who died in battle.



Elric of Melnibone

F	AM (50)
A	RM (30)
S	GD (10)
E	EX (20)
R	EX (20)
I	AM (50)
P	AM (50)

Health: 110
Karma: 110
Popularity: 10
Resources: PR (4)/AM (50) Melnibone

Known Powers:

Stormbringer (Equipment): Elric's most powerful weapon is indisputably the heavy, rune encrusted broadsword known as Stormbringer. The weapon of Elric's ancestors from long ago, it is rumored to not be a weapon forged by man, but a demon trapped in the form of a sword while it is upon the Earth dimension. Indeed Stormbringer is no mere weapon, but a sentient being filled with malevolent intellect, capable of sometimes acting against it's master's will, turning in his hands to kill innocent people and even friends...and suck out their souls. Stormbringer imparts the physical strength, frenzy and will on the battlefield that Elric is known for. With each victim it slays, the soul is slain and drawn into the blade, revitalizing and strengthening Elric. With Stormbringer in his hands Elric has been known to halt huge numbers of soldiers in their tracks, screaming and singing the song of the black blade all the while. The blade can be summoned to Elric's hand from afar. Stormbringer is composed of Unearthly (100) materials and inflicts Good (10) damage in Elric's hands.

Chaos Magic: Elric has an Amazing (50) ability to wield the chaotic mystic energies of his homeland. Elric is known to perform the following spells:

- Summoning and Controlling demons with Amazing (50) ability
- Controlling the elements with Amazing (50) ability
- Traveling between dimensions with Monstrous (75) ability
- Concocting potions and vitality enhancing drugs

Actorios Stone: This magical ring holds

the stone of Elric's ancestors and it contains much of his mystical might. If Elric were to be deprived of the ring his Mystical Abilities will fall to Excellent (20) rank.

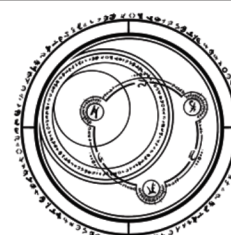
Limitation - Weakness: Elric suffers from a weakened constitution and is dependent upon his potions and Stormbringer to maintain his Endurance and Stamina. If deprived of Stormbringer and his potions, Elric will suffer a -1CS to his FASE abilities each day until reaching Feeble (2) rank in each of those abilities.

Talents: Edged Weapons, Occult Lore, Weapon Specialist: Stormbringer.

Background:

In the other dimensional empire of Melnibone, Terhali was born the daughter of a union between Melnibonian and a demon summoned from the Hyborian Era. She grew to rule the empire with an iron fist, enslaving all to her will. Eventually her reign became some despotic and bloodthirsty that even the despotic and power hungry Melnibonians rebelled against her, sealing her in a golden coffin and dispatching her entire capitol city to another world, existing in a dimension parallel to their own, Hyborian Era Earth.

Centuries later on his wedding night, Emperor Sadric of Melnibone, dismissive of ancient superstition, declined to make the traditional sacrifices (fourteen newlyweds) to the empires demon god Arioch. When his son Elric was born a frail albino the sorcerers of Melnibone said it was a sign, a punishment visited upon him by Arioch, warning him to keep the old ways. Elric read the tales of Terhali's exile and the legends of wealth of sorcerous lore sealed up in her tomb city.



Hopeful that in such a storehouse of eldritch knowledge there lied a cure for the sorcerous sleep laid over his lover Cymoril by her evil brother Yrkoon, Elric cited the mystical runes that would carry him across the mystical void to the Sighing Lake. Xiombarg, Queen of Chaos sent dreams to power hungry Kulan Gath, instructing him to make his way to the Sighing Lake and the sunken city of Yagala. He is led to believe that once there, if he returned Terhali the Green Empress to life, that she would serve him and help conquer both the Hyborian and Melnibonean worlds. Lord Arkyn of Law and Duke Ariocho of Chaos both put emissaries into play in order to stop Kulan Gath and foil Xiombarg's plan.

Conan rode to the rescue of the girl Zephra, a former enemy and love interest, but was felled by a drugged blade wielded by the hooded ones, agents of Queen Xiombarg. After they were rescued by giant white eagles which drove off the hooded ones, Conan and Zephra rode to her father's home. There Zukala, a former wizard and enemy of Conan, now a priest of Lord Arkyn of Law, conjured an image of Kulan Gath's face in the waters of a fountain.

Zukala told Conan of Kulan Gath, of his rivalry for Thoth-Amon's power and his exile from Stygia, of his plan to resurrect Terhali the Green Empress of Melnibone and then he would use her power to conquer both their world and hers. After Zukala enchanted Conan's blade to withstand the Swords of Chaos, by anointing it with his blood, Conan and Zephra rode out to stop Kulan Gath's dread ritual.

On the road to the Sighing Lake Elric appeared in a flash of light, his inter-dimensional spell drawn by some unknown power - whether Arky, or Ariocho, or the fates or some unknown power - to one of Koth's dusty roads

and the company of Conan rather than the Sighing Lake. Elric and Conan soon crossed blades in a battle based on misunderstanding, Conan had heard that Elric was from Melnibone and thus considered him to be in league with Xiombarg and Kulan Gath. They soon realized the futility in fighting as each was a match for the other.

Conan, Elric and Zephra, pursued by demons, monsters and Prince Gaynor the Damned made it to the Sighing Lake, but not before quarreling over the reason for Elric's seeking out Terhali and her city. Once across the lake they entered into the golden spires of Yagala and interrupted Kulan Gath's ritual. The arrival of Prince Gaynor and the Chaos Pack delayed the heroes enough for Kulan Gath to summon Terhali back to the world of the living. Yagala began to glow and the Sighing Lake disappeared.

Prince Gaynor cried out to his mistress Xiombarg that Terhali had arisen, and with her power enough for Hyboria and Melnibone to fall before her grasp. Kulan Gath ordered the Green Empress to serve him and she blasted a hole through him for his impudence. Terhali stated that she had been resurrected not to serve, but to rule.

She imperiously informed the three heroes that they would be the first slaves in her new city. When they struck at her with their enchanted blades, Elric and Conan were both blasted senseless by the powerful aura about the undead sorceress. Zephra cried out to the forces of order to oppose Terhali and Zephra sacrificed herself to become the avenger of Arkyn, a vessel for the Lord of Law's might, which was to powerful for any mortal to contain and live. Her body alight with blue fire, Zephra unleashed blue eye beams which struck Terhali and tore her to pieces. Conan and Elric bid each other good riddance



Epimetreus the Sage

F	TY (6)
A	TY (6)
S	PR (4)
E	RM (30)
R	EX (20)
I	RM (30)
P	MN (75)

Health: 46

Karma: 125

Popularity: 20

Resources: GD (10)

Known Powers:

Precognition: Epimetreus the Sage has an MN (75) ability to sense future events.

Phoenix Symbol: Epimetreus the Sage can place the symbol of the phoenix on a weapon and that weapon gains the ability to defeat magical creatures such as demons, even if the blade were shattered the hilt alone can still deal the death blow as long as it has the symbol upon it. This ability functions at the MN (75) power rank.

Phoenix Talisman: The Phoenix Talisman, when shattered can summon forth the aspect of the god Mitra to do battle with powerful opponents such as demons. This power functions with a Class 1000 power rank.



Talents: Occult Lore.

Background:

Epimetreus drove Set into the shadows of Stygia. Epimetreus died and was buried. "Epimetreus the Sage" remained a well known and legendary figure 1500 years after his death. Unspecified mystic events awakened Epimetreus' spirit, and he continued to oppose Set's worshipers.

Not long afterwards, Conan had taken the throne of Aquilonia. Count Ascalante organized a conspiracy against the new king. Epimetreus summoned the spirit of the sleeping Conan to his crypt. Epimetreus stood before Conan and asked him if he knew who he was, Conan argued that Epimetreus the Sage had been dead for over 1500 years. Epimetreus noted that Crom had marked Conan well.

Telling Conan of his long struggles against the serpent god Set, Epimetreus ordered Conan to hold aloft his sword, which Epimetreus touched and there appeared a mystical symbol. Epimetreus and his tomb disappeared as Conan awoke within the Royal Palace. He was shocked to find he was holding his sword and upon it's base was the Phoenix Symbol.

Ascalante's forces ambushed King Conan soon after, and the sword's shaft was shattered. Conan overcame most of his attackers, such that the Stygian sorcerer Thoth-Amon summoned a ape like beast to do battle with Conan. Conan stabbed the beast with the hilt of the shattered sword, slaying it. Later Conan would find himself drawn into battle against the demon Xotli, Conan shattered the Phoenix Talisman and an aspect of Mitra appeared and did battle with Xotli, banishing the demon back unto the Stygian abyss from which it had been summoned.



Fafnir Hellhand

F IN (40)
A GD (10)
S EX (20)
E RM (30)
R TY (6)
I EX (20)
P GD (10)

Health: 100

Karma: 36

Popularity: 10

Resources: PR (4)

Known Powers:

Axe/Sword (Equipment): Fafnir typically wields a weapon which inflicts 10 points of Edged damage.

Demon Hand of Kx'ulthuum: Fafnir has the left arm of a demon grafted to his body. Normally, he keeps it covered with a leather sleeve. When the sleeve is removed he can access the power of the hand, giving him RM (30) Strength in his left hand. However, the longer the sleeve is kept off, the more the spirit of the demon can begin to influence his behavior.

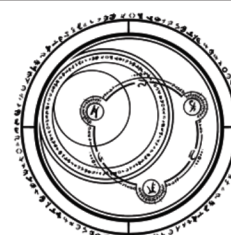
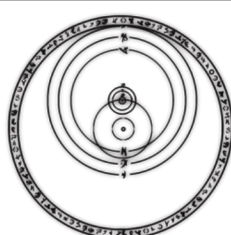
Talents: Blunt Weapons, Edged Weapons, Seamanship, Stealth.

Background:

In Shadizar the Wicked, Fafnir and his partner Black Rat were arguing over how they should split their wealth when Conan vaulted over the city wall and offered to resolve the dilemma for them. The two tried to fight him off but Conan dodged one of Black Rat's sword thrusts, which instead skewered Fafnir. Conan then dropped Black Rat with a boot to the head, took all three gold pieces for himself and went on about his business.

While riding across the Border Kingdom Fafnir led Conan into a village where he rescued a young maiden, Krylxxa, who was about to be burnt at the stake, accused of being murderess and a witch. After their escape Fafnir and Conan saved her from a few other perils and she soon took quite a shine to him. The feeling was mutual, but every time he got close to her, he began to feel quite weak, making him wonder if he was losing his manhood along with his arm. They brought Krylxxa back to her home which turned out to be a subterranean cavern. Krylxxa turned out to be a member of a race of fungus like beings called the Phyttons, and had taken human form by draining the life from a woman.

Nonetheless, Krylxxa still loved Fafnir, and she pleaded with the leader of her people, Vylim Pt'aar, to spare her two new allies. However, Vylim decided that he could not risk allowing the two to live and possibly tell others of their existence. Krylxxa warned Fafnir and Conan, and fled the caverns with them, knowing that she could not survive in the outside world without draining the life from others, but preferring death to living apart from Fafnir. After three days, Krylxxa's life energy was spent and though Fafnir offered to give up his own life force for her, she chose not to ever take another life. Though Krylxxa then died, Fafnir took some comfort in



Conan and Fafnir then looted the Temple of the Dragon, carrying off various golden idols, bowls and candelabra. After he went off carousing somewhere, Fafnir ran into Nadine and agreed to secretly meet her the next night in order to steal a jewel for her. Fafnir then met with Nadine and the two set off for the Temple of the Dragon, where they discovered Conan, Marta and her thieves. Fafnir and Conan crossed swords with the thieves but were forced to stop when one of them put a blade to Nadine's throat. While the spirit of Thazarra was finally freed, Conan, Nadine and Fafnir ran to escape, wandering off to the sounds of the thieves being slaughtered in the temple above.

In a Nemedian village Fafnir again rescued a maiden named Giselle, who had been sold to Gargantax, the champion of Baron Alain Mort-Pointard, she did not love the giant and had fled from him and the Baron's soldiers sought to return her. Fafnir was up against three armed soldiers, but he was furious when Conan joined the fight and helped to defeat Giselle's pursuers. Fafnir had begun to fill inferior to Conan, and his pride began to make him increasingly more foolish in an effort to prove himself. Conan left with Giselle in an effort to take her to safety, but Fafnir refused to flee, even though more soldiers would be on their way. Fafnir was then chosen by Mort-Pointard's man Rezek for the yearly challenge of champions to maintain the rule, assuming the one armed man would be not match for Gargantax and thus no threat to Mort-Pointard's rule.

Fafnir learned that he was picked for this reason, but his arrogance and pride drove him to fight anyway. Gargantax was a true giant several feet taller than Fafnir, and he was superhumanly strong and unnaturally swift. Fafnir was quickly backed into a corner by Gargantax, but Giselle

rushed down to stop the giant from killing his opponents, distracting him enough so that Conan could wound and then skewer and kill Gargantax. Fafnir's pride had taken another hit, and he seethed with rage, admitting that he might have been killed by the giant, but at least he would have died like a man.

Fafnir was still bittersweet over recent events when they were recruited by Countess Noirelle to help her obtain an egg from a giant winged creature to maintain her everlasting beauty. Rather then attempt to fight the monstrous creature, Noirelle had them first acquire a sample of the rare yellow lotus to put the creature into slumber. Conan set free the squad's slaves who joined the battle allowing Conan, Fafnir and Noirelle to escape. Noirelle went off with Conan to show him her gratitude, while Fafnir went off to the local tavern, quaffed a few ales and picked up a tavern wench.

Fafnir bragged to the wench of his battle prowess, including his theft of the lotus, and while he slept she switched his pouch with one filled with sand. When they approached the nest, the creature swooped down to attack them. Fafnir went for his pouch but only then did he realize he no longer had the pouch of yellow lotus to drug the creature.

The creature attacked Conan, but Fafnir, taking responsibility for his mistake, drew the creature to attack him instead. It swatted him backwards, and Fafnir fell back onto it's egg shattering it, and covering himself with the egg's fluid. The creature then swooped down again and knocked Fafnir off it's nest and off of the cloud covered mountain which they had climbed to reach the egg. Noirelle, desperate for the egg's fluid leaped off after him.

Many years later, Conan with his new allies, the Kezankians, came to Yaralet hoping to persuade Prince Thann to become their ally against the Turanians, instead, Atalis had Fafnir defeat Conan. Fafnir, Zula and the rest of the Kezankian army were all left behind when Conan and Red Sonja got caught up in a time traveling adventure involving the wizard Tuzun Thune and his mirrors.

Thune replaced Conan and Red Sonja with mirror duplicates and sent them back to rally the army for an attack against the Turanians. Zula suspected that the two were duplicates, but backed down when Conan proved capable of relating the story of his meeting with his first allies. Thune, posing as Gonar, a Pictish shaman allegedly allied with Conan and Red Sonja attempted to shift suspicion from his duplicates onto Fafnir.

By exposing his demon hand he had grafted to his missing arm stump. The duplicate Conan attacked Fafnir and during the course of their struggle, Fafnir determined that he and Sonja were duplicates because they were both using their left arms in battle to wield weapons. However, Sonja skewered Fafnir from behind before he could reveal them to the army.

Zula and another of Conan's allies, Turghol took Fafnir off to bury him and though Gonar had determined Fafnir as being dead, the Vanir suddenly rose up again, his wound completely healed from the demon hand. Fafnir revealed his origins and related his suspicions to Zula, however, as they made plans on how to overcome the wizard and his dopplegangers, Thune ambushed them imprisoning their souls in one of the shards from his cavern of a thousand mirrors.

Conan told the Kozaks and his other allies, that Fafnir's demon hand had



revived him to slay those who were burying him. He had their bodies brought back to the village at midnight to burn them. Gonar wished to have them burnt sooner but his doppelgangers had begun to take on wills of their own and defied his wishes. At midnight, before the bodies would have been burnt, Thune performed a ritual to ensure that his three downed enemies could never be returned to life. The ritual was interrupted by the return of the real Conan and Sonja, and in the ensuing struggle, Turghol's wife, Tania, got hold of Thune's mirror and freed the spirits of Turghol, Zula and Fafnir.

They then destroyed a number of Thune's mirror weapons weakening him. Thune's doppelgangers turned on him, mortally wounding him, and he in turn destroyed the mirror shard that allowed them to exist. Fafnir continued fighting alongside Conan, Red Sonja, Zula and the Kozaks. In one battle against the Turanians, the bloodlust of the demon arm overwhelmed him. When Conan tried to stop him, Fafnir nearly slew him as well, before returning to his senses, appalled at what he was becoming, Fafnir stayed behind with the Kozak army, when Conan sought allies in Kherdpur.



Gaynor the Damned

F IN (40)
A RM (30)
S EX (20)
E RM (30)
R GD (10)
I IN (40)
P EX (20)

Health: 120

Karma: 70

Popularity: -15

Resources: EX (20)

Known Powers:

Invulnerability: Gaynor is immortal and does not age, in addition he cannot be killed by ordinary weapons.

Mace (Equipment): This weapon inflicts RM (30) Blunt damage in Gaynor's hands.

Shield (Equipment): Gaynor can block up to 20 points of damage each round with his shield if he makes a Block maneuver.

Sword (Equipment): Gaynor's sword inflicts 10 points of Edged damage.

Chain Mail (Equipment): This suit of armor provides Gaynor with EX (20) protection from physical damage.

Marduk: Marduk is Gaynor's mount, a large black horse that is suspected of being cursed. The horse can travel at GD (10) speeds.

Talents: Blunt Weapons, Edged Weapons, Occult Lore.

Background:

In the extra-dimensional realm of Melnibone, Prince Gaynor committed great and unknown sins. He was damned by an unknown necromancy

and he became immortal. Gaynor spent years in search of death while in service to Xiombarg, the Queen of the Hell Hordes of Chaos, with the hope that she would bestow upon him the death that he had lost forever. Xiombarg conceived of a plan to resurrect Terhali, the Green Empress of Melnibone and use her power to conquer her world of Melnibone and the Hyborian Era. To do so, she recruited Kulan Gath, a powerful Stygian sorcerer. Kulan Gath journeyed to Yagala, the sunken city where the body of Terhali rested.

The Hooded Ones were sent by Xiombarg to kill Zephra, Zukala's daughter, however she succeeded in finding Conan. Conan and Zephra were aided by Zukala and the Lord of Law, so Xiombarg and her disciples were forced to flee. Xiombarg ordered Gaynor the Damned to lead the Hell Hordes of Chaos to prevent Conan and Zephra from stopping the Stygian sorcerer Kulan Gath. While withing Xiombarg's fortress, Zukala spied on them under cover of a invisibility spell, but Xiombarg sensed his presence. She guided Gaynor in where to strike and he stabbed Zukala with his sword, however, Zukala managed to survive.

After a few hours had passed, Gaynor led the Hell Hordes of Chaos through an inter-dimensional door to the Hyborian world. They arrived near to the area where Conan, Elric and Zephra had made camp. Gaynor attacked by Elric and Zephra held back the Hell Hordes of Chaos. Gaynor pitted his mace against Elric's Stormbringer. Elric's blow managed to unsaddle Gaynor who continued to defend himself from the ground. Gaynor's eight arrow shield resisted Stormbringer's attacks and the demons inched closer to victory. But Zephra was aided by her father from a distance and she called upon the power of the Goddess of Rain and



Storm, Serusha, and torrents of rain began to fall from the sky. The demonic hordes were dissolved by the rain, their impure infernal flesh incapable of resisting the purity of the rain, but Gaynor's sins were too great to be cleansed by the rain. Gaynor and a handful of demons fled back to Melniboné in a flash of light.

Conan, Elric and Zephra arrived at Yagala just in time to stop Kulan Gath, but Gaynor and the Hell Hordes of Chaos attacked them anew. Gaynor accepted Elric's challenge and dismounted his steed Marduk. Marduk kicked the albino King of Melniboné. Many demons were slain by Conan and his enchanted blade. Before they could approach Kulan Gath, the two great warriors were intercepted by Gaynor the Damned. Gaynor held both warriors back, giving Kulan Gath the necessary time to complete his spell.

Conan struck Gaynor with his blade and Gaynor fell, then Terhali was resurrected. Gaynor was exalted and invoked his Queen Xiombarg giving Elric the chance to strike with Stormbringer, Gaynor was struck by Elric and his body became dust as did the entire Hell Hordes of Chaos. Zephra then managed to defeat Terhali, the Green Empress.



Giant Kings

F	RM (30)
A	TY (6)
S	IN (40)
E	AM (50)
R	TY (6)
I	GD (10)
P	TY (6)

Health: 126

Karma: 22

Popularity: -10

Resources: PR (4)

Known Powers:

None

Talents: Occult Lore.

Background:

The Giant Kings were beings from Earth's grim dawn. The Giant King was monarch of lesser beings (presumably humanity), he eventually perished in battle with another of his race, losing his right leg and his right eye. His diadem was placed inside a stone chest in a cavern (in what would become Stygia) and his remains were placed inside, becoming his tomb. The tomb of the Giant King was said to be cursed.

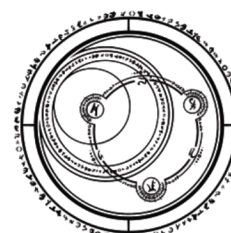
In Nemedia, Aztrias told Conan, "Kallian Publico believed that the tomb contained the Diadem of the Giant Kings". When Belit, pirate queen and lover of Conan, cursed Set an earthquake took place and it opened a chasm into a subterranean chamber. Inside Belit found a great stone chest and the skeleton of the Giant King. Opening the chest with Zula's aid, Conan recognized the bejeweled diadem of legend from the stories told him by Aztrias. While Conan and Belit searched the cavern for more treasure, a group of Stygians ambushed Zula

and tried to steal the diadem for themselves. As they removed the diadem from the chest, flesh regrew upon the bones of the Giant King. The Stygians fled as the Giant King grabbed up Zula, intending to devour him, but Conan yelled out in Stygian the man's black flesh was poison and the Giant King tossed Zula away rather than risk death again.

At Conan's direction, Zula climbed the rope that led from the cavern. As the Giant King turned toward Belit and Conan, the two attacked with their swords, but the Giant King effortlessly swatted them aside. Conan encouraged Belit to continue evading the Giant King a while longer, he commanded her to drop to the ground as the cavern was swarmed with bats. The Giant King was distracted by the overwhelming numbers of the horde of bats. Zula lowered the rope and Conan and Belit began to climb upwards. The Giant King captured Conan by the leg, but Conan stabbed the great king in his left eye, blinding him. They left him behind in the caverns as they made their escape.



Giyune of the Three Eyes



F TY (6)
A EX (20)
S TY (6)
E EX (20)
R GD (10)
I EX (20)
P RM (30)

Health: 52
Karma: 60
Popularity: -10
Resources: EX (20)

Known Powers:

The Third Eye: The third eye located on Giyune's forehead enables him to perform feats of a mystical nature, he must spend a round opening the eye before he can use it's magic. He has been seen to be able to:

- Turn his victims to animals with RM (30) ability
- Paralyze a target with RM (30) ability
- Stop a person's heart, causing death with RM (30) ability

Immortal: Giyune is immune to aging and it's effects. He can be killed by attrition however.

Talents: Occult Lore.

Background:

Some time prior to the beginning of the Hyborian Era, the immortal Giyune came to his holy mountain and took up residence within his palace. Giyune also took the bear like beast Nimbatu as a pet and guardian. After obtaining suitable offerings of wealth and beauty, Valiana and her unseen master, hiding in a curtained palanquin carried by bearers, undertook the journey to Giyune's desert retreat. To protect them upon the return journey they hired sell swords, including Conan the Barbarian and Udelas, a seasoned Kothian warrior chosen to be the

caravan's captain. En route to Giyune's mountain, Udelas, his son Dern and Conan were briefly captured by bat creatures while sheltering in a cave from a sudden downpour, the three of them led a revolt of the bat peoples slaves and escaped back to the surface. Leaving the winding canyons of the bat people, the caravan approached a dense forest bordering the desert kingdom where Giyune dwelled.

At the last village they had passed, a tradesman had warned the caravan to leave blood offerings at the votive stones along the trail to appease Nimbatu, "One of the Old Gods". Udelas spurned such superstitions, but on the old tradesman's advice Conan left behind a small slain animal in the stone bowels at their stops. Udelas discovered Conan leaving offerings and ordered him to desist. That night Nimbatu the Forest God, a huge bear like beast with strange markings upon it's fur, attacked the encampment.

Unable to reach his sword, Conan fought the beast with a knife, but could not overcome the beast alone. Udelas attacked from behind at the exact moment Conan buried his dagger in the beast's chest. Nimbatu collapsed upon the badly mauled Conan. For three nights Conan rode in the back of the serving wagon being tended by two serving girls Valiana had brought.

Valiana ordered the caravan due south into the desert, but the mountain that they sought, seemed to be hidden by a mirage of some sort. Appearing first in the east and then in the west, it was only Valiana's command to constantly ride south that the caravan did not become lost in the shifting sands of the desert. After days of travel, they finally awakened one morning at the base of the mountain and began their ascent, following a strange roadway marked by an unusual gate.

One of the serving girls was sent forward bearing a gift in the shape of a golden eagle with ruby eyes. Holding it aloft at the base of the strange gate, she disappeared in a flash of light. The party proceeded up the mountain, though many of them were upset by the strange sorcery. Before reaching the second gateway the party encountered a huge multi-hued butterfly. When it fluttered to close to a guardsmen, he stabbed it with a spear. It shrieked with the voice of a woman.

The second serving girl, offered up a gift of a crystal horse and she too was whisked away in a flash of light. The caravan then reached the summit and paused outside a palace of strange designs, its circular with stacking levels which reminded Conan of a giant snail's shell. A cruel and scornful voice boomed, bidding the welcome and bade them to enter. The fearful bearers and guardsmen refused to go any further. Only Udelas, Conan and Dern were left to assist Valiana and her palanquin confined master. Udelas and Conan carried the palanquin between them, and Dern brought up the rear with his bow.

The travelers were welcome to Giyune's throne room, but when Valiana commanded Udelas and Conan to make obeisance before Giyune, the Cimmerian balked and threw down his end of the palanquin. Stalking over to a black pillar which had caught his eye, Conan discovered one of the serving girls struggling to escape from within the pillar. The other serving girl occupied another pillar, silently weeping. Conan demanded an explanation, but Valiana ignored him. Valiana fell to her knees and beseeched Giyune if the gifts they had brought would when them the boon they sought. Giyune judged the gifts, disdaining gold for some reason but praising the gems. However, the greedy wizard went on to say that



Baldarr's curse would not be lifted until a final gift was offered, Valiana herself. Horrified, Valiana begged her master to not consent to such a request. Valiana's faith in her master was misplaced, and the still unseen Baldarr told Giyune that Valiana was his. Opening his third eye, Giyune transformed Valiana into a rampaging tigress. The tigress slashed open the curtains of the palanquin, and a squealing pig was revealed possessing a human's voice.

True to his word, Giyune employed his third eye to turn Baldarr back into a human state. Valiana leapt upon her former master and slew him. Conan realized that Giyune was some sort of cosmic horror. Conan, sword in hand, prepared to attack but Giyune used his magic upon Conan and turned him into a lion. Conan and the tigress were soon fighting each other. Conan attempted to restrain his newfound animal instincts but soon seemingly killed Valiana.

Giyune, possibly insane or at the least amused by his own antics, laughed and explained that it was he who had actually slain Valiana by causing her heart to stop. The wizard planned to let Conan kill his other two friends. Using a cord from a nearby curtain, Dern got the drop on Giyune and began strangling him, threatening to kill the wizard unless he turned Conan back to normal. Giyune complied and Conan changed back to his normal form as he was closing in on Udela. Giyune then managed to flip Dern over his head and free himself from the rope, quickly paralyzing Conan and Udela as they rushed to kill him.

Giyune offered Dern a choice, who would live and who would die. Conan convinced Dern to spare his father and Udela encouraged Dern in this matter. Udela was released from his paralyzation and fled from the

mountain as a craven coward. Giyune stooped and lifted Conan's sword, prepared to end him. However, Udela returned and launched an arrow which embedded itself in Giyune's third eye disrupting his spell. Conan immediately severed the wizard's head from his body.



Hadrathus

F	TY (6)
A	TY (6)
S	TY (6)
E	G (10)
R	GD (10)
I	TY (6)
P	RM (30)

Health: 28
Karma: 46
Popularity: 10
Resources: TY (6)

Known Powers:

- Asuran Magic:* Asura has granted Hadrathus several mystic abilities:
- Telepathy with RM (30) ability
 - Animate the statue of Yaamai, a stone guardian with IN (40) Material Strength
 - Counter the spells of other wizards with RM (30) ability

Talents: Occult Lore.

Background:

A fugitive in his own country, King Conan rescued the unjustly sentenced Countess Albiona from the headsman's axe. As they fled through the back alleys of the city, a group of hooded figures came to his aid and that of the Countess. Slaying the guardsmen, the hooded figures led Conan and Albiona down a secret alley to a temple of Asura. Countess Albiona panicked, believing that the cult of Asura were cannibals practicing human sacrifice, but Conan's more level headed coolness prevailed. In the past Conan had protected the priests of Asura from persecution by the priests of Mitra.

Hadrathus, priest of Asura, stated that he and his followers sought to repay Conan's barbaric tolerance in the face of Mitra zealotry. Hadrathus offered Conan food and then showed him a vision of how to defeat the evil wizard Xaltotun's power, the Heart of Ahriman, a great jewel brought to Earth by demons from the great beyond.

Conan asked if this was the source of Xaltotun's power and Hadrathus responded that it was used to bring the sorcerer back to life, but that he wizard gained his powers from black gulfs and that the heart had come from a realm of light and that against it, the powers of darkness could not stand. Xaltotun hid it so that it could not be used against him but if it were to fall into the hand of a priest of Asura then he could be defeated. Conan knew where to find the Heart of Ahriman and he set out to find it.

As Hadrathus led them along another secret passage to where Conan might begin his quest, the priest of Asura told them more of his religion. Albiona asked if the Sons of the East were more



powerful than the Sons of the West, and Hadrathus replied that neither could defeat Xaltotun without the Heart of Ahriman. Conan remarked that he would hate to face Yammai with nothing more than a sword and a prayer to which Hadrathus replied that Conan would soon lean hard upon both. Conan wondered why Hadrathus had betrayed him since it was obviously his cry which had brought the green stone statue to life, but the ensuing battle caused Conan to no longer ponder the situation.

A fearsome battle was waged between Conan and the two headed statue, with Conan primarily on the defensive, the bestial head of Yammai snarled and growled while the dreaming head slept on. Finally, Conan hit upon a plan and decapitated not the bestial head which had proved immune to his sword, but the sleeping head. In response, the monster returned to it's pedestal, re-attaching it's head as it went. Hadrathus begged Conan's forgiveness and explained that the test was to see if Conan was worthy.

Hadrathus contacted another follower of Asura who met with Conan and Albiona, to guide them through the mountains to the Poitan stronghold. Once inside Poitan, another priest of Asura informed them that the Heart of Ahriman had been stolen from Tarascus' agent and the sold to Zorathus, who carried it toward Argos. Conan finally obtained the missing Heart of Ahriman from the shadows of Stygia. He gave the heart to Hadrathus who used it to oppose the magic of Xaltotun. Hadrathus holding the Heart of Ahriman staved off Xaltotun himself. Afterwards, Conan's forces defeated the usurpers and retook Aquilonia. Hadrathus returned to his temple, taking the Heart of Ahriman with him.



Harpagus

F	RM (30)
A	GD (10)
S	TY (6)
E	EX (20)
R	G (10)
I	EX (20)
P	RM (30)

Health: 66

Karma: 60

Popularity: -15

Resources: GD (10)

Known Powers:

Spider Ring of Zath (Equipment): This ring allows Harpagus to mesmerize others with RM (30) ability.

Spider Form: After the death of Zath, Harpagus was capable of transforming into a large spider. In this form his FASE stats are:

F	RM (30)
A	EX (20)
S	RM (30)
E	RM (30)

Health: 110

- Chitin Skin which offers GD (10) protection against physical attacks

- A venomous bite capable of slaying a man with AM (50) potency

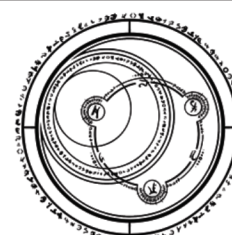
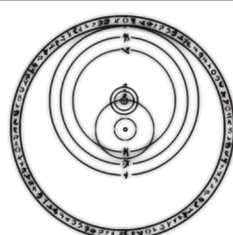
Talents: Occult Lore.

Background:

Harpagus lived in Yezud, the City of the Spider God, where he rose to the title of Vicar and was one of the leaders of the worship of Zath. Alongside the high priest Feridun. Harpagus sought to use the spider god to take over all of Zamora. During one of his routine searches for cattle to feed to Zath, Harpagus would slaughter a family and take their young girl, Helliana.

Harpagus led the capture of Jamilah. He encountered Conan in the deserts outside of Yezud, and erased his memory after he had seen Jamilah. When Conan returned to Yezud (his memory restored by Kushad), he used a magical dust to erase Harpagus' memory of him. Later, Harpagus attempted to force himself on Rudabeh, who had been given the pouch of magic dust by Conan. In a panic, Rudabeh hurled the entire pouch of dust into Harpagus' face resulting in the erasure of his entire memory. Harpagus spent the next few weeks wandering around, a virtual invalid. When Zath died, Harpagus' inherited some of his power.

The mindless Harpagus wandered to Arenjun, the ruins of the Tower of the Elephant, which had formally been the home to another giant spider. He encountered the now adult Helliana and her thief friend Sabo. When Sabo remarked on Harpagus' spider ring, it caused his memory to return. Harpagus slew Sabo and then coerced Helliana to capture Conan and bring him to Arenjun. Meanwhile, Harpagus began to call himself Zath, and took over the leadership of Arenjun. Conan escaped Helliana's trap and then followed her back to Arenjun and was



captured by Harpagus' priests anyway. Harpagus injected Conan with the Black Lotus, which sent him into a drug induced frenzy. Helliana recognized Harpagus as the man who had assaulted her years before, and so she freed Conan and cured him with the White Lotus. Conan fought Harpagus in his spider form and split his face open with an axe. Harpagus crawled away, preparing to unleash a spell or two on the barbarian, but Helliana attacked him, knocking him into a large fire. Sacrificing herself to bring Harpagus to an end. Conan found a large cage of spiders, possibly new children of Zath and he hurled it into the fires as well.



Harpy

F RM (30)
A RM (30)
S EX (20)
E RM (30)
R TY (6)
I EX (20)
P TY (6)

Health: 110
Karma: 32
Popularity: -10
Resources: FE (2)

Known Powers:

Winged Flight: The Harpy possesses flight of RM (30) speeds.

Talents: Aerial Combat.

Background:

A demonic creature of unknown origin, it was under the control of Vassilisa, but as her powers waned over the years the harpy broke free of her control. It continued to terrorize the countryside, but when it was stabbed by a magic dagger, it returned to Vassilisa to have it removed. With the dagger in her hands, Vassilisa's powers swelled anew, and she retook control over the harpy. It was ultimately killed by Red Sonja who was joined by Vlad Bloodhawk and his soldiers.



Helliana

F RM (30)
A RM (30)
S TY (6)
E EX (20)
R TY (6)
I GD (10)
P GD (10)

Health: 86
Karma: 26
Popularity: 3
Resources: PR (4)

Known Powers:

Dagger (Equipment): This blade inflicts 10 points of Edged damage.

Broadsword (Equipment): This weapon inflicts 10 points of Edged damage.

Talents: Crime, Edged Weapons, Stealth.

Background:

The girl who would become Helliana was born on a farm outside Yezud the City of the Spider God. One day, Harpagus, a priest of Zath came to demand half of her families cattle as food for Zath. Her family refused, because without the cattle they would starve. Harpagus had her parents slain on the spot and then he raped her, despite the fact that she was little more than a child. Harpagus left the child and the girl managed to repress the events from her mind. As she grew, she named herself Helliana.

Helliana and her partner Sabo, stole into Yara's tower, in hopes of thieving the huge gems engraved in it's walls. While they were digging through the ruins, they encountered Harpagus who had been drawn to the ruins as well. Sabo attempted to steal Harpagus' ring, but Harpagus' memory returned and he slew Sabo. Fearing he would slay her as well, Helliana agreed to



work for him and bring Conan before him. Helliana set a trap for the Cimmerian but barely escaped it herself. Conan had her at his mercy, but refused to slay a woman unless it was absolutely necessary. Conan followed her trail to Arenjun and was captured by the priests of Zath. Helliana's mental blocks began to break down and she recognized Harpagus as the man who had assaulted her years before. She sneaked into the pit where Conan was held, but ended up in a fight for her life, as Conan had ended up in a battle frenzy due to the effects of the Black Lotus.

Helliana managed to cure Conan with the White Lotus. The two then located Harpagus and attacked him. Conan badly wounded the Lord of Spiders, but he managed to crawl off, preparing to hurl spells at the barbarian he was knocked into a fire by Helliana who seemingly sacrificed herself to save Conan's life.

Having somehow survived, Helliana again encountered Conan in Stygia. Conan himself was in battle with Lord Gondee and was threatened to be overwhelmed by him as he wielded the Scarlet Sword and had been transformed into a reincarnation of the ancient Acheronian Thun'da of the Snow Mane. Helliana managed to push a burning hut between the two allowing Conan to escape, however, because he had been wounded by the sword it was now capable of tracking his whereabouts.

Conan and Helliana overcame a group of Lord Gondee's men and stole their horses and fled, traveling to the city of Potosi. Knowing that the Scarlet Sword would track him down, Conan tried to draw Thun'da and his forces after him but Thun'da only took two men with him as he pursued the barbarian. The rest he sent to assault

Potosi. Helliana inspired the city folk to fight but they were badly outnumbered. As the troops began to charge, Conan returned but he had become victim to the Scarlet Sword and was now a reincarnation of Thun'da. Conan struck Helliana down but did not kill her. The few survivors dragged her away and told her of their huge guardian statue.

Helliana rushed out and danced underneath the great guardian, it came to life and began to battle with Conan/Thun'da. Inspired by their guardian, the people of Potosi took up arms and slaughtered the invaders. Fearing the guardian would slay Conan, Helliana tried to activate it and the statue turned on her. Taking advantage of the distraction, Conan/Thun'da hurled the Scarlet Sword into the guardian's head, somehow this caused the curse on Conan to end and afflict the guardian statue. The giant Thun'da threatened Conan and Helliana, but then it's magical nature of having to slay any it had wounded turned upon itself. The guardian was destroyed and the sword melted as well.



Hidilco

F TY (6)
A GD (10)
S TY (6)
E GD (10)
R TY (6)
I EX (20)
P TY (6)

Health: 32

Karma: 32

Popularity: 3

Resources: FE (2)

Known Powers:

None

Talents: None.

Background:

Munthassem Khan, the satrap of Yaralet, was driven to cruel madness by the Hand of Nergal. He had all wizards of Yaralet slain but he allowed the prophet Atalis to survive. However, he cursed Atalis with fits of agony. In addition, he cursed Prince Thann with fits of blindness. Atalis joined forces with Thann and they sent their slave girl Hidilco, to recruit the aid of the Cimmerian barbarian Conan who had acquired the Heart of Tammuz. Hidilco sought out Conan and was incapacitated by the devil beasts of Nergal who Conan managed to drive off with the Heart of Tammuz.

Conan found Hidilco unconscious in the grass. After he introduced himself, Hidilco told him that her master was seeking him out and that he would be paid much gold if he followed her to her master's house. After they arrived, Atalis told Conan of Munthassem Khan and the Hand of Nergal and he also shared the information that Conan's new possession was the Heart of Tammuz. Atalis led Conan and Thann into Munthassem Khan's chambers, intending to ambush the drugged



Munthassem Khan. Munthassem suddenly awoke, stating that he had been expecting them. Munthassem Khan swiftly dropped Atalis and Thann with their fits of agony and blindness, Conan rushed to the attack but as he did not know how to operate the Heart of Tammuz, Munthassem Khan struck him down as well. Hidilco then rushed in, angry at the injury to Conan, she suddenly grabbed the Heart of Tammuz and hurled it across the room, knocking the Hand of Nergal from Munthassem Khan's clutches. A dark glow spread from the Hand of Nergal itself while the Heart of Tammuz released the form of Tammuz himself.

Tammuz defeated and banished Nergal and the heart and the hand vanished. Munthassem Khan was gone as well, leaving behind nothing but a pile of ashes. Conan declined a chest full of gold, taking a horse instead. He then grabbed Hidilco and rode off with her.



Heirarch

F TY (6)
A TY (6)
S PR (4)
E TY (6)
R GD (10)
I GD (10)
P IN (40)

Health: 22
Karma: 60
Popularity: -10
Resources: GD (10)

Known Powers:

Red Shadows: The Heirarch could cast the Red Shadows spell, these red shadows would seek out victims on the main continent of Hyboria and teleport them to Ptahuacan, where the Heirarch and the priests of Xotli would sacrifice them to their god Xotli. This spell operates at the IN (40) power rank.

Sacrificial Dagger (Equipment): This weapon inflicts 10 points of Edged attack damage.

Talents: Occult Lore.

Background:

The Heirarch supervised the sacrifice of Xotli's victims, including cutting out their hearts and placing them into sacrificial flames, after which they dumped the bodies down into the sewers for the dragon like creatures there to feed on them. The Heirarch commanded the Red Shadows to transport victims from distant lands to sacrifice to Xotli. As the Heirarch prepared to slay Sigurd, Conan unleashed the dragons in the sewers, causing mass chaos and distracting the guards. As the Heirarch screamed unheeded commands to those around him, Conan entered through a closed door and kicked the Heirarch from atop the Zikkurat. The Heirarch fell into the mouth of a waiting dragon, which

promptly bit down and slew him.



High Priest of Set

F IN (40)
A RM (30)
S G (10)
E EX (20)
R GD (10)
I RM (30)
P AM (50)

Health: 100
Karma: 90
Popularity: -15
Resources: EX (20)

Known Powers:

Elder Magic: Alexis uses the magic of the Elder Gods to serve Set. He can accomplish quite a few stunts at AM (50) rank:

- Control natural elements such as wind, earth and fire
- Dimensional portals to other planes of existence
- Summon demons
- Transform himself and others into beast like humanoids
- Project his image over large distances



Immortal: Alexis was extremely long lived and perhaps immortal.

Broadsword (Equipment): This weapon inflicts 10 points of Edged damage.

Chain Mail (Equipment): This suit of armor provides EX (20) protection versus physical damage.

Talents: Edged Weapons, Occult Lore.

Background:

Narcia and Alexis were born during a darkly sorcerous rite to create the High Priest of the Snake God, Set, during the reign of King Kull of Valusia. Kull ordered the infants to be killed, because it was prophesied that they would cause a great evil to be unleashed upon the world. Instead, Tu saved the babies, giving them a shepherd.

The infants grew, living for thousands of years but never aging beyond their teenage years. Eras passed and continents sunk beneath the waves. In the Hyborian Era, the twins settled in the town of Tarsus in the Border Kingdoms where they became wizards of Tarsus. Alexis became the lover of Castrica, who was the King's daughter, heir to the throne and Narcia's friend. Castrica pushed Alexis to study the dark arts of magic, while Narcia studied and performed white magic and helped the townspeople.

Narcia's good deeds led to the people calling her "The White Queen" while Conan called her brother "Jellyfish". Castrica had Alexis read the ancient scrolls about Set and the prophecies about his High Priest, Alexis became convinced that he was that High Priest. After the King's death, Alexis in an attempt to undermine his sister, secretly spread the rumor that his sister wanted to assume the throne instead of the rightful heir, Castrica. A revolt

arose against the White Queen, and a mob arrived at Narcia's castle. Conan, head of the guards, and his soldiers held the people back, but Alexis cast a spell which caused the ground to open and swallow the guardsmen. Conan saved his fellow guardsman Assad and accused Alexis to be the source of the machinations, although he could not prove it. That same night, Alexis succeeded in summoning a demon. Conan killed the abominable creature, but Alexis gained information from it beforehand. Taking Castrica with him, he opened a mystical portal in the castle. Narcia read the ancient manuscripts and decided that her brother was becoming a evil threat to the entire world.

In his castle on the hills near Tarsus, Alexis transformed his guards into demon bats. When he sensed his sister approaching his castle he sent a rain of fire and brimstone over her patrol of guards and then unleashed the demon bats against them, forcing h is sister to kill them. Only Conan and Narcia reached the castle. Transformed into a demon, Alexis attacked Conan knowing that the barbarian could not kill him.

Narcia transported herself and Conan into another dimension, where he and Alexis could fight as equals. Alexis followed them, human again and clad in his dark armor. Alexis confronted a white armored Conan, his familiarity with the mystical dimensions allowed him to best the Cimmerian, forcing Narcia to save him. Alexis was struck by Narcia's mystical blade of compassion, but still he became even more powerful.

Maddened with his increased power, Alexis destroyed the castle and killed Castrica. Narcia convinced Conan to slay her so that she could ascend to Alexis' level of power. The two siblings, now equal in power continued

their battle throughout the mystical realms. Tarsus remained without heirs to the throne, or wizards to defend it. Conan and his guards looted the town.



High Priestess

F	TY (6)
A	GD (10)
S	TY (6)
E	TY (6)
R	TY (6)
I	TY (6)
P	EX (20)

Health: 28

Karma: 32

Popularity: 15

Resources: EX (20)

Known Powers:

Atlantean Magic: The High Priestess was able to use Atlantean Magic to perform a number of feats with EX (20) ability:

- She could produce and control light
- She could attain an astral form and travel great distances and visit otherworldly beings
- She could summon a strong wind
- She could instill growth in a target

Talents: Occult Lore



Background:

The baby who would become The Mother of All Priestesses was chosen on her day of birth. Her sisters taught her the “magic” and she grew in the monastery, believing that her magic powers were great. At 20, she became the High Priestess. One day, a stranger arrived to the monastery. The stranger turned out to be a wizard who took the High Priestess to his castle and chained her there.

She used her astral form to travel to the monastery in search of help, but it's mystical barriers rejected her. Then she looked for help in the surrounding lands and discovered a barbarian warrior. She convinced him to help her, and her astral form led him to the wizard's castle. The evil wizard focused his attention on the invader, and was forced to summon several demons, but the warrior slew them all. Unseen, the Priestess took three locks of her hair and anchored them to the base of the window. There she caused them to grow, creating a long rope for the barbarian to climb.

The warrior succeeded in climbing the rope and entered through the window, the room where the priestess and wizard were. The wizard sent a poisonous cloud toward the barbarian but the priestess dissipated it with a summoned wind, she fainted from the strain. The warrior shattered the wizard's mystical shield and then slew him. The warrior transported her over the mountains and when she woke up, she paid the price for the warrior's help and slept with him.

She liked Conan the Barbarian, but eventually decided to return to the monastery, unaware that she was pregnant. A month later, at the ceremony of the Fertility Gods, The High Priestess told her sisters she had a vision and that a God had blessed her

and her daughter Morgana was born. Twenty years later, Kortina accused Morgana of having slept with a man and asked the High Priestess for justice. The High Priestess told her daughter her secret, confessing to her that she would have followed Conan if she had know she was pregnant. Morgana decided to stay with her man, and the High Priestess helped her to leave the order of priestess and the protests of Kortina.



IceWorm

F	RM (30)
A	RM (30)
S	RM (30)
E	RM (30)
R	GD (10)
I	RM (30)
P	RM (30)

Health: 120

Karma: 70

Popularity: -5

Resources: Shift 0

Known Powers:

Bite: The bite of the ice worm inflicts RM (30) Edged damage.

Radiate Cold: The ice worm radiates cold in it's Area. This numbing coldness inflicts GD (10) Cold damage.

Resist Cold: The ice worm has an AM (50) resistance to cold.

Trilling Song: The ice worm calls for it's prey by singing a trilling song. This song narcotize and hypnotizes a targets will with RM (30) ability and summons them to the ice worm so that it may feed.

Talents: Occult Knowledge.

Background:

A legend was told around the Cimmerian campfires, it told of Remora, an ice worm capable fo freezing men with it's touch. A long time had passed since Remora was sighted and it was believed that she had gone into extinction. Men named the glacier where she had dwelled “Snow Devil” out of fear for her. One night the ice worm went out of a crevasse and it ploughed through the snow of the Eiglophian Mountains and found a dead horse. The worm devoured the horse, taking all of it's meat and leaving behind nothing but bones.

The day after, the Cimmerian Conan, followed the worms trail in the snow. The ice worm was satiated and resting in a cavern. When it saw Conan approaching, the worm began to emit it's paralyzing melody, but Conan immediately reacted. Conan had brought with him the ardent embers of the campfire, carried in an Asgardian helm and he had warmed his axe as well in the coals. The warrior whirled the helmet over his head, causing the coals to emit smoke. Conan hurled the axe into the worm's mouth, followed by the coals. Conan ran away, and the worm in it's agony caused the mountain to crumble over it.



Imbalayo

F	IN (40)
A	RM (30)
S	GD (10)
E	EX (20)
R	TY (6)
I	RM (30)
P	TY (6)

Health: 100

Karma: 42

Popularity: -5

Resources: TY (6)

Known Powers:

Scimitar (Equipment): This weapon inflicts 10 points of Edged damage.

Talents: Crime, Edged Weapons, Horse Riding, Seamanship.

Background:

Imbalayo sighted Amra when he led his pirates with Belit. Many years later Imbalayo gathered a large army of mercenaries and was hired by Akhirom, King of Asgalun, to enforce Akhirom's will in the city. Imbalayo and his mercenaries, together with Mazdak and his Hyrkanian calvary and Othbaal and his Anaki troops, managed to conquer the city. Akhirom managed to depose and kill his brother, King Uriaz. After conquering the city, Akhirom

managed to retain his authority thanks to the three armies, but a strong competition arose between the three mercenary leaders. Imbalayo tried to eliminate one of his rivals and sent Keluka the Swordsman and three others to assassinate Mazdak. The mission was foiled by Conan and Mazdak. Mazdak took a ring belonging to Keluka and shortly afterwards, helped Conan to kill Othbaal. They placed the ring near his corpse to accuse Imbalayo.

Meanwhile, Rufia fled from Othbaal's murder scene and was captured by King Akhirom. The King was near to madness and Rufia managed to convince him that he was a god. The King declared the old Pteor religion as blasphemous and declared he was the only god in Asgalun. The soldiers killed the old priest Abdashtarh, and the citizenry rebelled and Imbalayo and his troops had to assault and kill the crowd. Keluka's ring was discovered and Imbalayo was accused of the murder, Imbalayo declared he knew nothing of the deed, but the Anaki soldiers in the streets cried that he was the culprit.

Imbalayo was called upon by Akhirom, Imbalayo feared no man but he was very cautious of the maddened king. The king gave Rufia to Imbalayo, who was very happy to take the woman, but shortly after he met Zeriti the sorceress, the King's ex-concubine. Zeriti demanded the woman and Imbalayo refused, but when she threatened to use Othbaal's murder to accuse him, he relented and gave her Rufia. The people rebelled and the revolt spread all over Asgalun.

Imbalayo knew that all was lost, so he went to Zeriti's chambers to reclaim Rufia and take her away with him. He encountered both women within, Zeriti triggered an enchantment but Imbalayo ran her through with his sword. A moment after that, Conan

entered into the room. Imbalayo recognized Amra and Conan attacked him. Imbalayo defended himself and succeeded in breaking Conan's blade. Conan threw the half sword at Imbalayo who dodged it, Conan grabbed Zeriti's knife. Imbalayo prepared to finish Conan off when he was consumed by a dark cloud of smoke. The smoke demon dissipated and Imbalayo's body fell flaccid to the floor missing it's bones and blood.



Ishiti

F	IN (40)
A	RM (30)
S	RM (30)
E	AM (50)
R	GD (10)
I	IN (40)
P	AM (50)

Health: 150

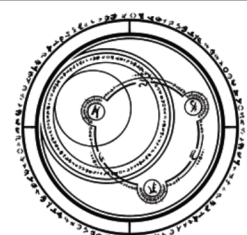
Karma: 100

Popularity: -20

Resources: GD (10)

Known Powers:

Arms of Ishiti: Ishiti can extend her arms, snake like, to reach persons in the Hyborian world and bring them to



her island, she does this with AM (50) ability.

Armor Skin: Ishiti's scaled hide is immune to conventional weapons, it provides her with RM (30) protection against physical damage.

Ishiti's Fire: Ishiti can emit a ruby red ray that transforms individuals into a serpent man. Sometimes it takes multiple hits to transform an individual. She performs this ability with AM (50) ability.

Stop Time: Ishiti can will time to grind to a halt, when she does this only snakes and those who have been bitten by snakes may take actions. The rest of the world is frozen still. She performs this power with AM (50) ability.

Venomous Bite: Ishiti's bite injects a deadly poison of AM (50) potency.

Talents: Occult Lore.

Background:

Much of Ishiti's history has yet to be chronicled. She has ties to Set, but her actual relationship with him remains a mystery. The wizard Eshe Lon lived in the Border Kingdom, in the village of Lucerathon with his daughter Pelija. A boy, Ranj, who had been Pelija's lover, was found brutally murdered and the towns people assumed he had jilted Pelija and been killed in retaliation. They hired several bounty hunters to bring Pelija to justice. Of these bounty hunters, the one who succeeded was Conan.

Upon learning of his daughter's capture, Eshe contacted the serpent demon Ishiti, but she could not prevent what was already begun and so she provided another course of action. She produced an asp, which bit Eshe. This immunized him to Ishiti's next step

which involved stopping time. Ishiti also possessed an hourglass which was immune to the stop time effect, for when it's sands ran out, time would resume. Coincidentally, Conan and his horse were bitten by a viper, protecting him from the stop time effect. Encountering Eshe, Conan agreed to help save Pelija, in hopes of finding a cure for the venom. While Conan and Eshe could still move the rest of the world was frozen in time. This presented a problem, for Ishiti had stopped time after the villagers had rolled a large boulder off of a cliff to smash Pelija who was chained below.

The boulder was sustained in mid-air just before it would smash Pelija, but Conan and Eshe found that they could move neither of them. Conan had some rope on his horse during the time that he and his horse had been bitten by the viper. They found they could move this rope, so Conan wrapped the rope around the time frozen boulder and looping the other end around the branch of a tree, and he also attached the rope to the chain holding Pelija.

Conan's bold plan went into action when time resumed, when time resumed the force on the rope tore out the stake holding the chain freeing Pelija. Conan quickly pulled her to safety. Eshe then took Pelija and rode away upon Conan's horse, while Conan took a horse from a villager in a brief skirmish and followed them. With time resumed, Conan's horse fell victim to the viper's venom and he could feel it's effect resuming on him. He confronted Eshe, who refused to provide him with the antidote and revealed that it was he who had killed Ranj. Ishiti returned, and found Eshe's actions to be selfish so she cured Conan of the viper's venom.

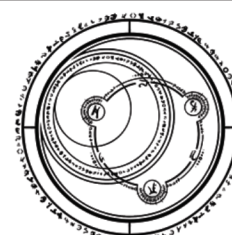
Revelle, Pelija's uncle, magically summoned Pelija and Conan to his lair to use them as pawns to attain the

mystic amulet of Set. Under the pretext of saving Eshe Lon (his brother) who languished away in Ishiti's realm. Using his sorcerous powers, Revelle transported Conan and Pelija to the Isle of the Living Dead, where Ishiti kept Eshe Lon prisoner. Once there, the two fought through the hordes of serpent people infesting the island. Bending the bars of Eshe's cage, Conan gained entrance and took from around his neck, the ruby pendant of Set. Eshe however, suddenly turned into a serpent man himself and attacked Conan.

Quickly passing the amulet to Pelija, Conan engaged Eshe in battle, Finally, Conan delivered a mortal blow and came to the realization that Revelle had played them for fools. Knowing there was no way to save Pelija's father, she and Conan made their escape. The other prisoners of Ishiti's lair began to transform and break free as well. Conan tried to fight them off, but Pelija ordered him to stand back and called upon the power of Set's amulet to crush the serpent men.

At one point, Conan performed the miraculous feat of slaying enough serpent men to form a pyramid to ceiling, where there was a hole to escape through. Nearing the entrance to Ishiti's lair, the serpent people fell back in confusion and awe. When they encountered Ishiti, Conan leapt to the offensive, only to be blasted with Ishiti's Fire. He slowly began the transformation into one of the serpent men. In a last ditch effort, Conan climbed to the top of the crypt and leapt off, straight down the throat of Ishiti.

The snake goddess was seemingly victorious, until a lump appeared in her coils. Conan cut his way out of Ishiti from the inside. Ishiti collapsed into a dead corpse and Conan emerged once more a man now that Ishiti could no longer overpower the protection of the



Jabezo

F	TY (6)
A	TY (6)
S	TY (6)
E	EX (20)
R	GD (10)
I	EX (20)
P	EX (20)

Health: 38

Karma: 50

Popularity: -5

Resources: GD (10)

Known Powers:

Chaos Magic: Jabezo can use chaos magic with EX (20) ability. His spells include:

- Spell of Fire, Jabezo can set objects alight from a distance
- Jabezo is capable of possessing dead bodies and using them for combat
- He can cause the bodies he has possessed to experience EX (20) growth

Talents: Occult Lore.

Background:

Jabezo was the councilor to the King of Ravonna, but he practiced dark magic

arts so the king banished him. Jabezo engineered a plan to become King of Ravonna. He seduced the servant of the Queen Crigatha, waiting for the day that he could ask her hand in marriage. Jabezo left Ravonna and became a powerful wizard and attained riches and fame. After 18 years had passed, he returned to Ravonna. He led a ship of which the crew was composed of deaf-mutes. Jabezo managed the men through a magic shell which the crew could hear.

Jabezo invented the kingdom of Alcalais, he pretended he was the emissary of the King of Alcalais who wanted the hand of Crigatha and brought with him luxurious presents. The royal court accepted his proposal. Preceding the days before the wedding, Jabezo was drinking in a tavern with Stubb the Dwarf. In his plan of revenge against Ravonna, he drove the dwarf to attack Conan the Barbarian who wounded the dwarf. Conan was arrested.

Jabezo promised to give to Flatus, the Ring of Regency. Jabezo also promised the ring to Smernok. Jabezo then killed Stubb. During the banquet, Jabezo poisoned his own wine. He fell to the ground, gave the ring to Flatus and then seemingly died. Torio, suspected Flatus who had given the wine to Jabezo. Jabezo transferred his conscious to Stubb's body.

Jabezo's body was taken aboard his ship which left for the kingdom of Alcalais. Stubb/Jabezo talked to Cecilops, the chief of the guard about the Ring of Regency. Cecilops killed Flatus and took the ring. Smernok killed Cecilops and took the ring and gave the ring to Lady Hadwig. Torio questioned the suspects and exposed Cecilops' and Smernok's actions. Meanwhile, Stubb/Jabezo asked for the hand of Crigatha. The Queen cried and her sobs brought forth Crigatha,

Sophonias, Conan and Torio. The Queen confessed her hidden history and Stubb/Jabezo increased his size and attacked Conan. Conan wounded him in his leg and then beheaded Stubb. His rolling had knocked over a lamp which set fire to the ship. Jabezo's spirit transferred back to his body and shortly after, he appeared to the Queen.

Jabezo grabbed Crigatha and Conan tried to stop him but Jabezo called for his crewmen with the shell and had them oppose Conan. The ship was aflame and Conan slew many of the sailors, he then followed Jabezo up the mast. The ship was sinking and sharks were devouring the corpses. Conan stabbed Jabezo who discovered that there were no dead bodies to enter because the sharks had eaten them all and he perished.



Jackal-Men

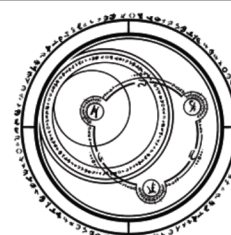
F	RM (30)
A	EX (20)
S	GD (10)
E	EX (20)
R	TY (6)
I	RM (30)
P	TY (6)

Health: 80

Karma: 42

Popularity: -5

Resources: FE (2)



Known Powers:

Claws and Fangs: The jackal-men can inflict GD (10) Edged damage with these attacks.

Enhanced Senses: The Jackal-Men have heightened auditory and olfactory senses, operating at the RM (30) rank.

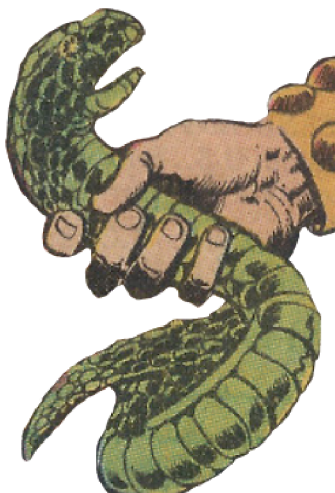
Night Vision: The jackal-men can see in the dark.

Talents: None.

Background:

The jackal-men were likely agents of an unidentified member of the Black Circle. Learning of Karanthes plans to enlist Red Sonja's help in locating a missing page of the Book of Skelos, the sorcerer sent two jackal-men to slay Red Sonja. The jackal-men waited on the mountain side along the rode from Zingara to Argos. Overhearing the jackal-men, Sonja managed to evade their surprise attack.

As the jackal-men approached Sonja slew one immediately by skewering it with her sword. Sonja taunted the remaining jackal-man and retorted by kicking dirt into her eyes. Sonja lost her balance and fell back, the jackal-man leapt atop her. Sonja quickly recovered and kicked the jackal-man off of her. She then threw her cloak over him and skewered him with her sword. Sonja checked the jackal-men's heads for she thought they wore masks, but discovered that they were real. She continued along the road to Argos.



Jade Serpent

Known Powers:

Transformation: The Jade Serpent can transform into a real viper under uncertain conditions.

F	TY (6)
A	EX (20)
S	TY (6)
E	TY (6)
R	TY (6)
I	TY (6)
P	TY (6)

Health: 38

Karma: 18

Venomous Bite: The viper's bite causes FE(2) Edged damage and injects a deadly poison of RM (30) potency.

Background:

Lanjau was long ago the furthest southern outpost of the Hyperboreans. The Jade Serpent was the most holy talisman of Lanjau. Legends told that Lanjau was the richest of all cities until the day the gods drove it's people mad. The Jade Serpent was kept with great riches of gold and jewels in the

Treasure Crypt of Lanjau. Six men were slain and entombed within as mummy protectors. These were named the Keepers of the Treasure Crypt of Lanjau. Conan and an unidentified Gunderman entered the treasure crypt. Both men wanted the Jade Serpent and Conan had won a game of dice to claim the Jade Serpent, which he placed into a sack.

Conan's picking up of the Jade Serpent awakened the crypt keepers. While the Gunderman gathered some of the other jewels and the two men discussed their plans, they were interrupted by the crypt keepers who attacked them. After the two men fought there way free and escaped the crypt, the pursuing crypt keepers were turned to dust by the light of the sun and Lanjau crumbled to dust behind them. Conan escaped the city with the Jade Serpent in a sack and some gems.

Conan entered into a Corinthian village and met his friend Jenna, he found that the sack holding the gems now held only dust. He bragged of the greater treasure held in the other sack, but when he handed it to Jenna she dropped it as it moved. Before Conan could recover the sack, they were confronted by the magistrate, who planned on arresting Conan and extraditing him to Nemedias. Seeing the sack that they had dropped and thinking it contained booty from Numalia, the magistrate reached into the sack and was bitten by the viper within.

As the magistrate fell dead, Conan vowed to ponder this mystery later and he stole a horse and grabbed up Jenna and fled. The viper converted back into the Jade Serpent. While no one could confirm who it belonged to, all were afraid to touch it. So they placed it in a birdcage and suspended it in a tavern in the Corinthian village. About 11 years later, Conan returned to the



village. Glimpsing the Jade Serpent suspended in it's cage, he asked the serving wench Gwenalda about it. After she told him how it had gotten there, Gwenalda recognized Conan as the one involved in the magistrates death. She screamed it out for all the patrons of the bar to hear. The soldiers present tried to grab Conan despite his warnings. Conan leaped of their group and caught onto the birdcage, he swung forwards causing the birdcage to crash to the floor. The soldiers piled onto Conan and the captain, Hermios ordered him held so that he could speak.

Conan admitted to having found the serpent in Lanjau, after which Conan and his loose ally Hobb, joined the army as a deal to forget his past crimes. The birdcage containing the Jade Serpent was replaced. The Corinthian soldiers, along with Conan and Hobb, failed to meet their rival Menaloans after a few days of marching. When they came upon the ruins of Lanjau, Hermios decided that they would take camp and search for the Menaloans on the morrow. However, within the ruins they found the Menaloans dead with their bodies turned purple.

Conan held back the Corinthian soldiers while Hobb looted their bodies until a group of priests interrupted them. Conan exposed the priests as Witchmen of Hyperborea and slew one of their number. The Corinthians subdued Conan for this seeming blasphemy and departed with Hobb. Aided by Vammatar, the witchmen performed a rite that revived the six lost crypt keepers of Lanjau. The keepers noting how the Earth had buried them for their failure to protect the Jade Serpent. The six crypt keepers and the witchmen planned to recapture the Jade Serpent. The witchmen's magic protected the keepers from the sun and raised the corpses of the Menaloans to fight alongside them.

As the witchmen's group caught up to the Corinthians, Hermios and Gaius succumbed to the purple plague. Freed by Gwenwalda, Conan freed the Jade Serpent from it's cage, he then rushed outside taunting the crypt keepers and witchmen. Conan began to retreat and the witchmen ordered the crypt keepers back, to which the crypt keepers responded by slaughtering the witchmen, excepting their leader.

Conan rushed back into the tavern and the crypt keepers followed, slaughtering the purple corpses as they came. Conan threw the Jade Serpent before them and the witchman leader ordered the crypt keepers to ignore it, the crypt keepers refused and slaughtered the witchman. As the dying witchman dropped the Jade Serpent, Conan snatched it up and cried that he would return it to Lanjau. The crypt keepers protested and Conan rode a horse to death leading them to a crevasse in the nearby mountains. Conan threw the Jade Serpent over the edge and the crypt keepers leapt after it.



Jergal Zadh

F AM (50)
A RM (30)
S RM (30)
E AM (50)
R EX (20)
I AM (50)
P AM (50)

Health: 160
Karma: 120
Popularity: -15
Resources: EX (20)

Known Powers:

Chaos Magic: Jergal Zadh possesses several mystical abilities that he can use at the AM (50) rank:

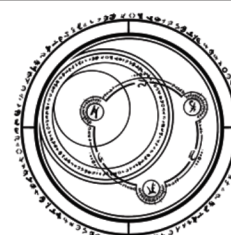
- Gateway to his home dimension and to Earth, which he can use to transport entire troops of demons
- He can telepathically communicate with his demon henchmen across dimensions
- By peering into a mystical flame, Jergal Zadh can watch events taking place far away

The Dark Blade of Jergal Zadh (Equipment): This magic sword inflicts 10 points of Edged damage and has the power to slay demons and other enchanted beasts which are immune to normal weapons. However, the sword has a death curse placed upon it and anyone who uses it three times forfeits their life. This power functions at the AM (50) rank.

Talents: Occult Lore.

Background:

Eons ago, the Elder Gods banished Jergal Zadh from the Earth. Conan is attacked by four Cimmerian hill bandits as Jergal Zadh and his servant Cleolanthe watch from the demons realm via his mystical flame. Jergal Zadh reveals that it is prophesied that Conan will one day be a king and he



shares with Cleolanthe his plan to make Conan into his soulless slave and use him to conquer the Earth. In order to further this plan, Jergal Zadh sends Cleolanthe to Earth and as Conan is traveling along his way, he hears a scream. He sees a lizard creature with the half clothed Cleolanthe in his clutches. Conan makes short work of the creature but shatters his sword blade in the process. Cleolanthe tells him she knows a place nearby where he can acquire a new sword.

As night falls, Conan and Cleolanthe come upon a ruined temple where mankind once bowed before the altar of Jergal Zadh. Cleolanthe directs Conan to the statue of Jergal Zadh and the sword it holds in it's hands. Conan takes the blade. Cleolanthe uses her powers to create a horde of demons armed with swords and clubs. Conan lays into them with his new weapon, just as he is worried that the demon horde will prevail, the sword seems to come to life and it seems to assist him in defeating the demons. After the battle Conan is overcome with a feeling of coldness and weakness.

Cleolanthe congratulates him and assists him out of the temple, admonishing him not to lose his grip on the sword. As Conan huddles in a blanket, Cleolanthe builds a campfire. Conan has never felt like this before, freezing with cold and barely able to stand on his feet. Conan confides his weakness to Cleolanthe and she murmurs that she wishes there was something she could do.

Jergal Zadh appears to her in a vision and warns of her what will befall her if she disobeys. Conan must wield the sword three times in one night for Jergal Zadh to claim his soul. As Conan rests, Cleolanthe rises and uses her powers to create the image of a dragon. Conan rises and does battle with the dragon, but it seems like his

attacks have no effect. Already weakened, Conan does not have the strength to rise after he is knocked down by the dragon's tail. Conan yells for Cleolanthe to flee, and the power of the dark blade brings Conan back to his feet and unleashes a flurry of blows that are not his own. With each blow struck, the sword grows brighter even as Conan's strength wanes. Conan manages to defeat the dragon and he grows weaker. Cleolanthe pulls him close.

After some "recreation", Conan again slumbers and Cleolanthe can hear Jergal Zadh rage against her in her mind. She knows that each time the barbarian fought it was under the belief that he was protecting her. Conan is a good and courageous man whom she has fallen in love with. She fears Jergal Zadh's wrath but refuses to harm Conan further with her phantasms. Jergal Zadh summons his demon horde to Earth and sends them to force Conan to fight with the blade one final and fatal time.

Conan leaps up to fight the demon horde, but Cleolanthe blasts him into unconsciousness and then blasts the demon horde out of existence. Taking the magic blade, Cleolanthe drops it off a cliff into a watery tarn. Conan awakens, feeling his strength returning to him. Cleolanthe confesses everything to him, and that she has fallen in love with him. Conan asks if she is free of Jergal Zadh's power and she claims that she is and because the link is broke she will reap a fate that should have happened ages ago. As she rapidly ages and turns to dust, she begs Conan to remember her for who she was when they were lovers. Conan rides off with Jergal Zadh rampaging in his nether world.



Juma

F	IN (40)
A	RM (30)
S	EX (20)
E	RM (30)
R	TY (6)
I	AM (50)
P	EX (20)

Health: 120

Karma: 76

Popularity: 10

Resources: PR (4)

Known Powers:

Spear (Equipment): This weapon inflicts 10 points of Edged damage and can be thrown.

Bow (Equipment): Juma's bow has a range of 5 Areas and inflicts 10 points of Shooting damage.

Talents: Martial Arts A, Blunt Weapons, Bows, Edged Weapons, Multilingual: Hyrkanian, Thrown Weapons.

Background:

Juma was a barbarian Kushite who helped Conan when rebel raiders attacked their party in norther Turan.



Captured by the hill men, he eventually managed to escape the citadel with Conan and Princess Yolinda. Many years later, he served in the Turanian army under Commander Grimm and saved his life during a Kozak ambush, thus earning a battlefield promotion. Major Juma then infiltrated the Kozak camp and persuaded Conan to follow him to the city Kherdpur, where he and Zula were trapped by the Turanian forces and thrown to the cannibal monsters beneath the city.

Juma actually volunteered to Grimm to join the Kozaks and lead Conan to him in Kherdpur. Juma secretly did so, so that Conan could protect Princess Yolinda. Juma recommended that Grimm throw Conan into the pit to be slain by the wretches dwelling there, knowing that Yolinda could stop the wretches from killing Conan and Zula. When Juma tried to sneak back to the pit to check on Conan, he was discovered by Grimm and his men. Juma attacked but was bitten upon the neck by Grimm and thrown into the pit, after which he vowed to hunt down and slay Yolinda. Kidnaped and tortured by Grimm and his men, Juma was eventually rescued by Conan and Zula and they fled the city.



Kah-Tah-Dhen

F RM (30)
A EX (20)
S AM (50)

E AM (50)
R TY (6)
I AM (50)
P TY (6)

Health: 150
Karma: 62
Popularity: -15
Resources: Shift 0

Known Powers:

Stealth: Despite her size, Kah-Tah-Dhen is capable of using stealth when she is hunting.

Talents: None

Background:

Kah-Tah-Dhen was born in the age of dinosaurs. Even among giant predators it was a predator and fed upon them. The early men worshiped it and sacrificed members of their own tribe to the giant spider. They also brought treasures to it's lair, but sometimes Kah-Tah-Dhen went angry and descended from it's mountain lair, spreading it's wrath on man. Kah-Tah-Dhen slew all but took only their heads. So it was called the Decapitating God, the Head Taker or the taker of heads.

It's habits and atrocities were recorded on the spider god's walls of her lair. The Lemurians called it the Mother of Spiders. For a long time the Head Taker remained under her mountain, apparently imprisoned. Some scientists and astronomers prophesied the next coming of the god, associating it with a particular astral alignment, writing it in the Book of Koth.

In the many years that passed it's presence was not forgotten, but people recorded her name as a story to frighten children, telling it's legend from father to son. In the Hyborian Era, the mountain of the god, called the

Mountain of the Heart of Hell, was in the deserts in Shem. Zuagirs still feared the Decapitating God and it's mountain. In the city-state of Shushan, during the reign of King Bharri Zhan, an astronomer read the warning in the Book of Koth. It was the time of the astral alignment, in fact, the Decapitating God awakened and it's crawling in it's far away lair caused an earthquake which destroyed the city.

Two days later three scouts rode from the city to the mountain of the god. Unseen the Head-Taker killed one of the guards and took his head. The others managed to flee and reported the news to the king. Some nights later, the Queen of Spiders bit another soldier and took his head. The soldier was part of a caravan headed to the mountain, to bring Lady Allana as a sacrifice to the god and Lord Kharga, a champion to slay the god. Kah-Tah-Dhen found a human (Lord Kharga) in it's lair and killed him taking his head.

Pursuing another human (Lady Allana) it met some soldiers and easily slew them all. Keeping on her search Kah-Tah-Dhen was surprised to encounter another human (Conan), showing fury and not fear. She was wounded by his blade and then other humans began to help him. She lost an eye and managed to kill two other prey, then in pain tried to reach the strong human.

Wounded several times, in it's struggling to get her prey, the enormous beast caused the roof of the cavern to collapse. Tons of rock killed it, after it let out it's last howl.



Karanthes

F	TY (6)
A	TY (6)
S	TY (6)
E	GD (10)
R	EX (20)
I	AM (50)
P	MN (75)

Health: 28

Karma: 145

Popularity: 10

Resources: TY (6)

Known Powers:

Alchemy: Karanthes can create potions for a variety of effects. His has AM (50) skill in alchemy.

Order Magic: Karanthes has had great magical abilities bestowed upon him by his god Ibis. His ability with most spells is MN (75), some of his feats include:

- Destroy inanimate objects
- Project dreams into the minds of others
- Bestow increased speed and stamina upon a person
- Banish demons
- Conjure objects from afar
- Project invisibility upon objects
- Defend against the magic attacks of others
- Commune with his god Ibis to

acquire information

Staff of Ibis (Equipment): The Staff of Ibis inflicts +1CS Blunt damage when used as a weapon. Karanthes was able to kill others by touching them with the staff, he performs this ability with MN (75) ability.

Talents: Occult Lore.

Background:

Karanthes was a priest of Ibis who was driven from Stygia by the forces of Set, and lived in exile in Nemedi. He hired Red Sonja to steal a page from the Iron Bound Book of Skelos from a temple in Messantia. He aided her in this task as much as he could and she completed the task. However, the Cimmerian Conan appeared demanding the page and Karanthes gave it to him.



Karlk

F	EX (20)
A	TY (6)
S	TY (6)
E	EX (20)
R	GD (10)
I	RM (30)
P	IN (40)

Health: 52

Karma: 80

Popularity: -10

Resources: EX (20)

Known Powers:

Chaos Magic: Karlk is a master of Chaos magic, his ability with most spells is IN (40). To date he has been seen to be capable of:

- Disintegration of a target
- Levitate objects

Extra Arms: Karlk has an additional two arms at his waist. These arms are those of a White Ape of Sorjoon and possess RM (30) Strength.

White Ape Form: Karlk can also take on the form of a White Ape of Sorjoon. In this form his FASE abilities become:

F	RM (30)
A	GD (10)
S	RM (30)
E	RM (30)

Health: 100

His RIP abilities remain the same.

Talents: Occult Lore.

Background:

The White Apes of Sorjoon invaded the royal palace of Kelzaba and carried off Queen Ralde. While others captured were devoured, the King of the White Apes took Ralde as his mate. From this union, Ralde bore Karlk. Aware of his royal lineage within the Ebon Throne of Kelbaza, Karlk eventually returned to Kelbaza intending to become the new king. Seeing that Karlk had enough magic power to erect his own tower but not enough to be a serious threat, King Throll chose to let him live. As Ispirina approached one of the windows, a white ape reached in and grabbed her. Conan entered the room and discovered them and was assaulted from behind by another white ape. Conan used his sword to impale the



creature. Another white ape assaulted him, beating him unconsciousness. Karlk ordered Conan and Ispirina taken alive, sparing their lives. A quartet of white apes surrounded Karlk as the Cimmerian and Ispirina recovered consciousness, Karlka informed them of some of the white ape's history. Karlk instructed Conan and Ispirina to steal the necklace of power from King Throll so that Karlk could rule the city or else he would turn his white apes loose on them. Karlk held Ispirina hostage as Conan was tasked to steal the necklace. To further impress upon Conan, Karlk summoned his magic and blasted a hole in the stone wall, Conan noted that it took the wizard so long to summon his power that Conan felt he could have strangled the wizard to death.

Karlk ordered Conan to steal the necklace and eliminate King Throll so that he could rule. Unable to pass a bar with mystic runes on it defending the necklace, Karlk followed Conan into the palace. Karlk had brought Ispirina along as well as three white apes. Once Conan removed the runed bar holding the door, Karlk entered in to claim the necklace but was discovered by Thrine. Karlk grabbed the necklace of power stating that the royal lineage had to end so that he could rule over Kelbaza. Conan was unwilling to kill Thrine or risk Ispirina's safety.

Karlk summoned his magic and prepared to kill Thrine but King Throll arrived with the palace guards. Throll's men restrained Karlk and Conan, thinking Conan his servant they planned to torture him. Throll began to question Karlk and was interrupted by Ispirina's scream from the hallway. A fight had broken out between the guards and some white apes. Throll sent his forces to help, leaving behind Maxicus to watch over Karlk and Conan. Maxicus became distracted by the sounds of battle from the hallway.

Karlk revealed his ape arms and freed himself from his bonds. He summoned his magical energy and blasted Maxicus. Karlk located Thrine and proposed that she marry him to consolidate his ascendancy to the Ebon Throne. Conan freed himself and alerted Throll to the danger facing Thrine. Throll found Thrine at Karlk's mercy and when Throll ordered Karlk away, he turned and slew Throll with his magic. Conan and the guards battled the white apes.

Conan and Ispirina managed to flee, leaving the guards to battle the white apes, they searched for Karlk and Thrine so Conan could save her from danger. Karlk threatened Thrine to marry him, stating she either would share his bed or share Throll's death. Conan rushed in to stop him and Karlk swatted him away with his ape arms. Then Karlk transformed into a giant white ape. Conan leaped to the attack and buried his dagger in Karlk's back, at the same time Karlk swatted Ispirina into the wall leaving her dazed. Conan used Ispirina's sword to deliver the killing blow to Karlk, who swiftly fell to the floor dead.



Katuman

F IN (40)
A EX (20)
S EX (20)
E RM (30)
R TY (6)
I IN (40)
P TY (6)

Health: 110

Karma: 52

Popularity: -10

Resources: TY (6)

Known Powers:

Sword that Conquers All (Equipment): The sword inflicts 15 points of Edged damage. In addition, it trails an arc of energy in its wake. The sword can melt or shatter any object with UN (100) ability. The arc of energy it leaves behind is sufficient to subdue its opponent if it makes contact. The sword is composed of UN (100) Material Strength.

Talents: Edged Weapons.

Background:

Katuman was a prince of Stygia, but was exiled from his native lands for acts of rebellion. Katuman led his forces across Shem to join Natohk the Veiled One. Along the way he became associated with the sorcerer Shu-Onoru, Katuman and his forces stopped in Yamman where they rested. Katuman took control of Yamman's King Irruk. Katuman allowed Irruk to sit on the throne to keep its people from revolting.

Shu-Onoru prophesied that a delegation from Khoraja would soon arrive and try to sway Katuman to fight against the forces of Natohk. The laid a trap for the delegation. Conan, Red Sonja, Zula and the Khorajan fell into the trap, they were captured and brought before Katuman. Katuman

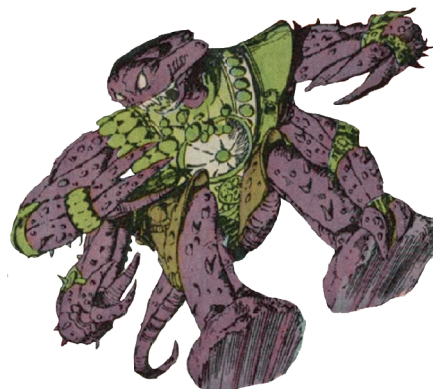


took Red Sonja hostage and forced Conan and Zula to fight to the death. Zula used his magic to make it appear Conan had beheaded him, and Conan picked up a skull in the arena and hurled it at Katuman. Katuman became enraged and leapt into the arena to battle Conan, Katuman began to prove Conan's superior with the Sword that Conquers All.

As he raised the sword overhead to slay Conan, he was shocked by the approaching headless body of Zula. Conan punched Katuman causing him to drop the sword, Katuman fled wanting nothing to do with the bad juju.

Conan and his allies managed to escape. Katuman joined Natohk's forces and encountered Conan again. In battle, Conan was knocked from his horse and Katuman rushed in to brain him with a rock. Conan took a glancing blow and buried his knife in Katuman's side. Katuman, a prisoner was brought into Khoraja, Conan told Katuman that if he was in his position, he would have long ago learned the Khoraja Oath of Allegiance.

Apparently having taken Conan's advice to heart, Katuman swore allegiance to Khoraja and won his freedom. Katuman entertained Princess Yasmela with tales of his native Stygia. In a short period of time the two became engaged. Despite Conan saving her nation and her brother the king, she chose Katuman over him and they were soon married.



Keeper

F	IN (40)
A	EX (20)
S	RM (30)
E	RM (30)
R	GD (10)
I	RM (30)
P	RM (30)

Health: 120
Karma: 70
Popularity: -3
Resources: TY (6)

Known Powers:

Alien Physiology: The Keeper is composed of a mass of 4 large powerful tentacles. He hides a 5th tentacle behind the breastplate of his chitinous armor.

Armor Skin: The Keepers chitinous armor provides GD (10) protection against physical damage and TY (6) protection against Energy attacks.

Enhanced Sense of Smell: The Keeper has a RM (30) olfactory sense, allowing him to track prey.

Fangs: The Keepers fangs inflict RM (30) Edged damage.

5th Tentacle: The Keeper prefers to use it's 5th tentacle to attack victims instead of entering into combat. The

tentacle can be attached to the back of a target's head where the Keeper performs an Empathic Vampire attack. This operates as the Empathy Vampirism power and is at the RM (30) power rank.

Talents: Multi-Lingual: Hyborian.

Background:

Conan and his mad companion Simeon trave across the Kothian Plains, headed for a military outpost. Atop a hillock, tentacles burst from the ground and drag Simeon under, then they grasp Conan and pull him under as well. Hurtling down a tentacle infused throat Conan lands amidst slime, bones and piles of refuse. Simeon is carried away by strange purple slabs which float above the barbarian's head. The tentacle returns for another assault and Conan grabs a purple slab and lets it carry him deeper into the creature.

Conan encounters a group of warty green creatures with tentacles for arms. The trauma he has experience causes Conan to fall unconscious and the creatures carry him even deeper into the creature's strange catacomb like passages. The Keeper arrives and it leaps upon Conan. Conan revives and fights the Keeper, but the Keeper reveals a tentacle from it's chest and attaches it to the back of Conan's head. Conan falls into a dream in which he confronts the Demon Wolfe of Nosturne's Isle and loses his friend Delmurio. Then he is assaulted by Tetra, who demands to know why Conan had left her.

Conan finally startles himself awake to find the Keeper has a tentacle attached to the back of his head. The Keeper tells Conan he has managed to save his miserable life and that he should flee. Conan demands the return of Simeon and assaults the Keeper.



Once again, the Keeper employs his chest appendage but this time he uses it to try and smother Conan. Conan and the Keeper climb aboard one of the floating purple slabs and do battle. They are forced apart as it strikes a wall and Conan find himself submerged underwater. He swims to the surface to find Simeon sitting on the bank. Simeon says the creature spit him out because he wasn't tasty enough, and asks Conan if he missed anything. To which Conan replies, No Simeon you didn't miss anything.



Kidnapper of Women

F EX (20)
A GD (10)
S GD (10)
E EX (20)
R TY (6)
I EX (20)
P TY (6)

Health: 60
Karma: 32
Popularity: -3
Resources: TY (6)

Known Powers:

Broadsword (Equipment): This weapon inflicts 10 points of Edged damage.

Talents: Crime.

Background:

The fat Kothian kidnapper met a Count from Ophir. The Count needed a slave for his wife, so he asked the Kothian to acquire him one for three hundred gold coins. For a long time, the Kothian slaver searched for the right woman until he found a beautiful Brythunian woman in Zamora. He captured her with the intent to deliver her to the Count from Ophir.

The night before the delivery, the fat Kothian went to the Maul in Arenjun, there he got drunk and boasted to the tavern goers of his ability as a kidnapper, and he boasted that his catch was so beautiful that men would reveal the secret of the Tower of the Elephant. Sitting nearby was Conan who asked the slaver what was the secret. The slaver began to taunt Conan about his ignorance about Yara and his tower. They got into a squabble and the Kothian reached for his sword, and Conan did the same. The candle in the tavern went out and when it was relit, the Kothian lay on the floor in a puddle of blood.



Kulamtu

F EX (20)
A PR (4)
S RM (30)
E AM (50)
R TY (6)
I GD (10)
P TY (6)

Health: 104

Karma: 22

Popularity: -10

Resources: Shift 0

Known Powers:

Bite: The Kulamtu plants can deliver a bite that inflicts RM (30) Edged damage.

Fronds: The fronds of the plant can reach up to 1 Area away and entangle victims, they then pull the victim in and raise them to the mouth to be devoured.

Acid: The interior of the Kulamtu plant houses a potent acid of AM (50) potency which digests it's prey, it cannot digest bones and they are eventually regurgitated.

Talents: Stealth.

Background:

At some point the Amazons of Gamburu planted Kulamtu plants in the center of their town. The amazons would perform ritual sacrifice by feeding people to the plants, they became known as the "Devil Trees of Gamburu". Queen Nzinga grew tired of Conan protecting Chabela in her court, and after two slaves tried to escape, Queen Nzinga sentenced them to death by Kalamtu. The victims were bound and placed near the Kalamtu, which grasped their prey. The acid however, weakened Conan's bonds and he broke free and tore out of the Kalamtu's grasp. Conan tore an entire



Kalamtu plant from the ground, and used it as a battering ram to scatter the amazons. The amazons fled in terror and Conan and Chabela escaped. Later on, while Conan was attempting to return Princess Anya to her kingdom to collect a reward. Conan, Anya and Lesuthi Pa of Wongolo rode near a group of Kalamtu plants near a bog in Darfar. Being pursued by Tomak Tharn and his bandits, Conan made a false trail that led into the heart of the Kalamtu plants. Tomak Tharn and his group were devoured by the plants.



Kulan Gath

F	GD (10)
A	EX (20)
S	TY (6)
E	RM (30)
R	GD (10)
I	IN (40)
P	MN (75)

Health: 66

Karma: 125

Popularity: -10

Resources: EX (20)

Known Powers:

Magical Ability: Kulan Gath is a powerful sorcerer from Earth's Hyborian age approaching Dr. Strange in power, he regularly uses the following spells:

- **Alteration (Others)—Appearance/ Body Weapons/ Bone(P)**—This is a modified, combined version of the three separate spells from page 15 of the Realms of Magic book. He can distort the form of others at Monstrous Intensity.
- **Astral Projection (P)**—as Power of same name at MN intensity.
- **Levitation (P)**—as Power of same name.
- **Shield—Individual (P)** as Personal Force Field, able to repel magical attacks at MN intensity
- **Telepathy (P)**—as Power of same name at AM intensity.
- **Eldritch Darkforce Bolts (D)**—This bolt uses a form of energy from another dimension. The target loses Health points equal to the caster's spell rank at MN intensity. The bolt is black.
- **Dimensional Aperture (D)**—Creates an opening into, and permits passage to and from, another stated dimension, Requires a FEAT roll only for unfriendly or hostile dimensions or unwilling travelers at AM intensity
- **Spell of Silence (U)**—Prevents subject of spell from speaking of certain matters or subjects. Only characters of Amazing or greater Psyche may receive a FEAT roll to avoid its effects. This is at AM intensity
- **Fear (U)** —as Power of same name at MN intensity.
- **Damage Absorption (P)** —as Power of same name at AM intensity.
- **Curse (U)** —as Power of same name at AM intensity.
- **Ritual of Transformation (?)** —This is the ritual which allowed him to transform all of Manhattan into it's Hyborian equivalent. This is a dark and powerful spell that requires

time and human sacrifice to complete at UN intensity.

Amulet of Immortality: Kulan Gath's spirit has been transferred into the Amulet he wears around his neck. If the amulet is removed, his possession of his current mortal body will end and his spirit will be forced to return to the amulet until it finds another host.

Talents: Bibliophile, Demonologist, Occult Lore.

Background:

Kulan Gath was a sorcerer in Earth's Hyborian Era. At some point he married the witch Vammatar in an alliance to gain the powers of the demon god Shuma Gorath. He had an apprentice named Razal Gulath, and was an enemy of the immortal vampire like mutant Selene. As the protégé of Xiombarg, he sought the power of the Melnibonean sorceress Terhali, whom had been exiled to Hyboria and placed in suspended animation; when Terhali awoke, she disintegrated Kulan Gath with a magical bolt of energy.

This proved to be only a setback for Kulan Gath, as he had achieved effective immortality by placing his life energy into an amulet. He eventually regained his body, allied with Vammatar and fought Conan and Red Sonja. Kulan Gath and his bride were apparently destroyed when they tried to control the demon Shuma Gorath. Kulan Gath returned again, thanks to the efforts of his new wife, Armati, but he was decapitated by Conan. At some point his body was restored but his heart was then cut out by Red Sonja, possibly with the assistance of Conan.



Kx'ulthuum

F	RM (30)
A	RM (30)
S	RM (30)
E	MN (75)
R	EX (20)
I	IN (40)
P	MN (75)

Health: 165

Karma: 135

Popularity: -15

Resources: AM (50)

Known Powers:

Fangs and Claws: Kx'ulthuum has fangs and claws which he uses to shred his foes. They inflict Remarkable (30) Edged damage.

Heart of Kx'ulthuum: Kx'ulthuum has removed his heart and hides it deep in a magma pit on his mountain. Damaging the heart is the only way to injure Kx'ulthuum himself.

Necromancy: Kx'ulthuum is a master of Necromancy, able to create zombies from the dead with Monstrous (75) ability.

Death Sword of Kx'ulthuum (Equipment): Kx'ulthuum forged the sword himself. It inflicts 10 points of Edged damage and increases it's

bearers Fighting ability by +2CS while carried. The sword has a death curse upon it and it marks whoever wields it with the touch of death.

Demonic Minions: Kx'ulthuum commands a horde of various demons and undead for his personal army. Some of these demons may fly and others do not.

Talents: Occult Knowledge.

Background:

In the Hyborian Era, Kx'ulthuum was the lord of all the realms of the dead, at least according to the Scarlet Mage, he was supposedly the very incarnation of death. Kx'ulthuum's heart was kept outside of his body within his realm, within a deep recessed cauldron of magma where none would discover it. Kx'ulthuum sought to extend his domain to the Earth dimension, adding living humans to his legions of the mindless undead; to accomplish this Kx'ulthuum forged himself an enchanted sword, tempering it with demon's blood: The Death Sword of Kx'ulthuum. By driving the sword into the bowels of the Earth, Kx'ulthuum intended to release the noxious vapors of the underworld that transform all living beings into soulless living dead.

Before Kx'ulthuum could carry out his scheme, the sorcerer known only as the Scarlet Mage stole the sword and fled into the forest surrounding the mountain associated with Kx'ulthuum's realm. Knowing Kx'ulthuum would eventually overtake him, the Scarlet Mage hid the sword by causing a mighty oak tree to grow up around it. Kx'ulthuum entombed the Scarlet Mage and sent his minions to seek out the sword.

The Scarlet Mage made the sword visible to Conan, who used it to fend off a band of attackers, Conan realized

that by touching the sword he had accrued some sort of Eldritch debt that dark forces would make him repay. The next day Conan unwittingly saved Zaphralz, a servant of Kx'ulthuum that had taken the form of a human woman and sought to reclaim her master's sword from attackers. Zaphralz stayed with Conan as he followed the summons of the Scarlet Mage. The Scarlet Mage swiftly recognized Zaphralz as a servant of Kx'ulthuum and he used a ray of blinding light to dispatch the demon servant. The mage then used the treasures of Kx'ulthuum to bribe Conan into helping him destroy the demon Kx'ulthuum.

When Conan saw that he had been branded by the mark of Kx'ulthuum for having wielded the sword, Conan wanted no part of this confrontation, but when he saw that his very touch now marked others for death, he realized he had to see this to it's conclusion. Eventually joined by Fafnir, an old ally of Conan's, who had lost his left arm from an infected wound and subsequently gained a millennium long life span due to the fluids of an egg of demonic origin - Conan and the Scarlet Mage traveled to the mountain containing the portal to Kx'ulthuum's realm, fending off attacks by Kx'ulthuum's demon legions and undead servants, using the sword as well as light amplified by a gem of Kx'ulthuum that Conan had stolen from the demon's treasures.

Once within, via a spell of the Scarlet Mage, they were assaulted by two servitor demons of Kx'ulthuum who were dispatched by Fafnir and the Scarlet Mage respectively. The mage led them to Kx'ulthuum's heart, but then the demon lord himself confronted them. Conan rushed Kx'ulthuum himself with the sword in hand, but the demon grabbed him and began to drain his life force. Fafnir offered instead his own life force, and Kx'ulthuum released



Conan, feasting upon Fafnir's millennium long life. As he did so however, the Scarlet Mage magically levitated Kx'ulthuum's heart and Conan skewered it with the Death Sword of Kx'ulthuum. The demon apparently disintegrated, while the mage was nowhere to be seen.



Lord High Protector

F GD (10)
A EX (20)
S TY (6)
E GD (10)
R EX (20)
I GD (10)
P RM (30)

Health: 46

Karma: 60

Popularity: 15

Resources: EX (20)

Known Powers:

Leather Men: De Glasse controlled the zombie like leather men. These beings possess the following stats:

F GD (10)
A TY (6)
S GD (10)
E RM (30)
RIP Shift 0
Health: 56

Necromancy: De Glasse was most likely a necromancer, having created the Leather Men. He could also detect the trail of the Blood Children of Ovada and sense their presence. He performs these abilities at RM (30) rank.

Scimitar (Equipment): This weapon inflicts 10 points of Edged damage.

Talents: Occult Lore.

Background:

Cast from her godly realm and crashing to Earth during a storm, the immense demon goddess Ovada cast her essence into her life blood which poured into a nearby stream. Those who consumed the water were transformed into demonic beings possessing a fraction of her essence. The next night, one of the blood children was found in Jarabesht, the people caught the creature emptying some vile brew into the city's well. The people put the creature to the sword.

The people who drank from the well afterwards were transformed into blood children as well, the creatures assaulted the city, forcing others to take the taint of Ovada, swelling their ranks. The High Lord Protector ordered the wells sealed and the water guarded, rain water was collected and rationed. Without the tainted water source to keep up their numbers, the city guard began to prevail against the blood children.

Jarabesht was sealed and foreigners were not to be let in by order of the Lord High Protector. An army of demonic blood children was sweeping down from the mountains laying waste to everything and the city guards noted their presence not 5 days ride away from the city. The High Lord Protector met with Akif, Conan and Siobahn Lauchline, De Glasse suggested they

join forces to destroy the blood children. De Glasse supplied a floating air ship to carry them to the source of the blood children, en route, De Glasse tended to argue with Conan and Siobahn. A group of flying blood children assaulted the ship, De Glasse was captured and taken to Ovada's hollow where he was bound. Shortly afterwards, Conan and Siobahn were also captured and Akif perished on board the ship in the battle along with the Leather Men.

Conan and Siobahn freed themselves and did battle with the blood children, defeating them and Ovada. Conan and Siobahn left the Lord High Protector in his binds and walked away.



Louhi

F PR (4)
A TY (6)
S PR (4)
E TY (6)
R GD (10)
I EX (20)
P AM (50)

Health: 20

Karma: 80

Popularity: -15

Resources: TY (6)



Known Powers:

Chaos Magic: Louhi is a master of chaos magic, while most of her abilities remain unseen she has exhibited a high level of magic potential, her ability with most spells is AM (50):

- Shape shifting

Talents: Occult Lore

Background:

Louhi served as priestess to Queen Vammatar of Hyperborea, and she appeared ancient even then. Louhi disapproved of Vammatar's affairs with the prisoner Conan and warned her to pay more attention to her rituals. Conan and his fellow Aesgardian prisoners eventually escaped. About forty years later, Louhi was the leader of the White Hand, a sect of sorcerers based in Hyperborea. She now commanded the Witch Men of Hyboria who had previously served Vammatar, but she had perished in a conflict against Shuma-Gorath.

Louhi was contacted by Thoth-Amon who suggested that they ally with two sorcerers to the Scarlet Circle so that they could defend against their enemies and oppose the Kingdoms of the West. One of these perceived threats was Conan, newly arisen King of Aquilonia. Louhi, taking the form a white stag, lured Conan's son, Conn, away from his hunting party. She captured him and returned to her citadel where she threw him into the dungeon. She sacrificed a prisoner to summon Thoth-Amon to her circle.

Conan followed Conn's trail back to the citadel, where Thoth-Amon warned Louhi to slay Conan on site, Louhi was skeptical that a savage could pose such a threat. Louhi was surprised that Thoth-Amon, a powerful sorcerer, feared any man, so she decided to

keep Conan alive to see what was so dangerous about him and to help keep Thoth-Amon under control. She trapped Conan in a pit alongside Conn. Later, Louhi and other sorcerers challenged Thoth-Amon, questioning his fear of Conan. Louhi ordered her witch men to slay Conan, however Conan overpowered the witch man and threw his body into a brazier of flaming coals. The brazier was knocked over and set Louhi aflame, Conan defeated the witch men and Louhi was left burnt to a crisp.



Madame X'arthalla

F	TY (6)
A	GD (10)
S	TY (6)
E	GD (10)
R	GD (10)
I	TY (6)
P	GD (10)

Health: 32

Karma: 26

Popularity: 15

Resources: EX (20)

Known Powers:

Faerie Magic: Madame X'arthalla is a

minor sorceress, most spells she casts are at the GD (10) rank. She has been seen to be able to:

- Illusion projection
- Hypnotism
- Teleport over short distances

Talents: Business, Disguise, Occult Lore.

Background:

Madame X'arthalla led the famous Palace of Pleasure in Shadizar, tens of girls and men were her employees. Lots of noble men and the idle rich were her customers. Madame X'arthalla was highly desirable because she could alter her shape to appear as the customer wished. Conan the Cimmerian was about 17 years of age when he met Nadia, an employee of the Palace of Pleasure. Madame X'arthalla wished to rule Zamora and she plotted with the captain of the guards to kill the King.

During a hunt, Madame X'arthalla appeared to the King as his dead wife and lured him to a cliff top. There, Conan saved the King from falling off the cliff. That night, X'arthalla took the form of a beautiful woman and hypnotized Conan, she sent him to kill the King of Zamora. Just before killing the King, Conan managed to regain his will, however, the king had him jailed believing him to be an assassin.

Conan was placed in the Cage of Death, used to put to death assassins of the king. Conan managed to escape and X'arthalla had managed to gather the king and all the nobles in once place planning to assassinate them. Conan arrived saving the nobles and defeating many of the assassins. X'arthalla took the shape of Conan's mother and tried to mesmerize him. Nadia stabbed X'arthalla in the back with a knife, killing her.



Man-Serpents

F	RM (30)
A	RM (30)
S	RM (30)
E	RM (30)
R	TY (6)
I	RM (30)
P	GD (10)

Health: 120

Karma: 46

Popularity: -15

Resources: TY (6)

Known Powers:

Hypnotism: The man-serpents can hypnotize their target with GD (10) ability.

Venomous Snakes: The serpents which comprise the man-serpents hair are venomous, inflicting a FE (2) Edged damage attack and injecting a RM (30) potency venom.

Weakness: A curious limitation of the Man-Serpents is that they cannot speak or withstand the phrase "Ka Nama Kaa Lajerama". This mystic phrase referred to by the Serpent Men as "The Words that Unweave" causes them pain and universally forces a disguised Serpent Man to reveal their true nature. In some cases, it has proven capable of driving off an entire squad of Serpent Men. Apparently it

only effects the Serpent Men who actually hear the words on at least one occasion a group of Serpent Men were able to resist the words by plugging their ears with wax. Serpent Men also despise the cross, but this has to do with Mitra and not Christianity.

Talents: Occult Lore.

Background:

The Man-Serpents were the offspring of Ishiti, spawn of Set. When the Serpent-Men became served by early humans, the Man-Serpents became reclusive. Eventually, a Pict shaman found out about their weakness, the phrase "Ka Nama Kaa Lajerma". Using it, men overthrew the serpent men and slew the man-serpents. The men believed that they won total victory over their oppressors however, both races of serpent men survived.

Eventually, both races came to serve the Stygian sorcerer Thoth-Amon. However, when Thulsa Doom returned to life in the Hyborian Era, the Serpent Men switched their allegiance to the undead sorcerer.



Many Legged One

F	IN (40)
A	TY (6)
S	RM (30)
E	IN (40)
R	TY (6)
I	TY (6)
P	TY (6)

Health: 116

Karma: 18

Popularity: -5

Resources: Shift 0

Known Powers:

Poisonous Bite: The bite of the many legged ones inflicts Incredible (40) damage and delivers a toxin which paralyzes the target for 1-10 rounds, the victim may avoid the paralyzation with a successful Endurance FEAT roll vs Amazing (50) intensity poison.

Talents: None.

Background:

The Many Legged One was imprisoned in a hole in the ground in the middle of the Bamalus village. The Bamulas kept it fed with the with the enemies captured during their wars in a rite which invoked their god Ekku. During those occasions the giant spider would crawl from it's cave and eat the victims. One night a captive of the Bamalus tribe was thrown into the pit and the spider soon killed him.

Several nights later during the full moon the wooden cage covering the pit was lifted and a brush hare was thrown in. The spider smelled the blood and emerged from it's lair. Soon after, two men began fighting above it, walking on a huge log which crossed the pit. The fighters were Conan and Yarubo, the would be chief of the Bamulas.

The Many Legged One felt other warm bloods near him, and tried to jump up to reach them, but it could not. However, Yarubo soon fell onto his back and was followed by his wife, Felida. The venomous arachnid began attacking them, when a stinging pain from behind hurt the spider. The second man, Conan had wounded it with a spear. The Many Legged One soon attacked



Conan, but again a spear was stabbed in it's mouth, hitting the brain. The spider struggled for a short while but the strong Conan held the spear until it's death.



Marcios

F	RM (30)
A	EX (20)
S	GD (10)
E	EX (20)
R	TY (6)
I	EX (20)
P	TY (6)

Health: 80

Karma: 32

Popularity: -3

Resources: TY (6)

Known Powers:

Broadsword (Equipment): This weapon inflicts 10 points of Edged damage.

Leather Armor (Equipment): This suit of armor provides PR (4) protection.

Talents: Law.

Background:

Marcios was a soldier of Khauran, he

was loyal to Taramis, Queen of Khauran. One day Constantius, an exiled mercenary led his troops through Khauran, he was secretly allied with Salome, twin sister of Taramis. Taramis consented to allow the army to pass, but she held Constantius in the souther tower until his troops had passed the borders with Turan. That night, Salome impersonating Taramis, allowed the Shemitish mercenaries into town and she also freed Constantius.

Before the town, Salome accepted a fake marraige proposal from Constantius and they took control of Khauran. The assemble guards were onlooking, and their captain Conan spoke out, accusing Salome of being a fake Taramis. A battle broke out and Conan was captured, Marcios was injured and fled. Marcios hid in the hut of Avga, while Conan was condemned to the cross.

In the following months, Salome took over, the people were heavily taxed and young people were sold into slavery to the Turanians. Salome openly began to worship demons and offer up human sacrifices. Marcios organized a rebellion but was defeated, he had to flee yet again. But he was convinced as was Conan, that Taramis was a fake.

Seven months later, Marcios disguised as deaf-mute, spied on Salome and Khumbanigash exiting a prison and learned the fate of Taramis. Khumbanigash ordered the deaf-mute away. A week after, Conan who had survived the cross and was now leader of 11,000 Zuagir warriors, headed to Khauran. Meanwhile, Marcios managed to organize the freeing of Taramis from the prisons. Conan's troops managed to defeat the Shemite warriors and restore order to the town. Conan and Marcios faced Salome as she was attacking Taramis with her

demon Thaug. Marcios stabbed Salome and led Taramis away. Conan defeated Thaug and Salome perished.



Miri

F	TY (6)
A	GD (10)
S	TY (6)
E	GD (10)
R	GD (10)
I	TY (6)
P	EX (20)

Health: 32

Karma: 36

Popularity: -10

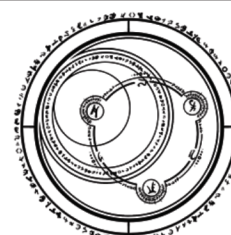
Resources: TY (6)

Known Powers:

Song of the Siren: As a siren Miri can sing a song which causes sailors to go mad and forces their ships to seek out the source of her song. This ability functions at the EX (20) rank.

Swimming: Miri can swim with EX (20) ability.

Water Breathing: Miri can breath under water.



Limitation: If she is bound by silver chains, Miri must obey the will of her captor.

Talents: Occult Lore.

Background:

Miri was captured by Kezan Val, a corsair captain who bound her with a silver chain. Only a man without fear could break the chain. Kezan Val promised to free her if she would wreck 20 ships for him, so she did. During a stormy night, Miri used her song to attract a Zingaran ship onto the rocks. The morning after, Miri found Conan and other survivors on the beach, she asked Kezan Val for her freedom and he refused.

The survivors were chained to be sold as slaves by the corsairs. Later Miri, went to Conan hoping that he was the intrepid man that she needed. Miri freed Conan of his chains and they made a pact. Conan defeated Kezan Val in combat and then he freed Miri from her chains. She left and went back to the sea. The following day, Miri witnessed Conan's ship being pursued by Argossean ships, she sang her song and lured the Argossean's onto the rocks, repaying her debt.



Molub

F IN (40)
A TY (6)
S IN (40)
E AM (50)
R TY (6)
I AM (50)
P RM (30)

Health: 126
Karma: 86
Popularity: -10
Resources: TY (6)

Known Powers:

Claws and Fangs: Molub's claws and fangs can rend flesh and bone or wood or anything else, inflicting IN (40) Edged damage.

Body Armor: Molub's body offers him RM (30) protection against most attacks.

Immortal: Molub does not age.

Ring of Molub (Equipment): Molub tracks down and slays whomever possesses the ring. A sorcerer may master the ring by pitting his Psyche against Molub's Psyche in a FEAT roll. If successful, Molub must serve the sorcerer.

Talents: Occult Lore.

Background:

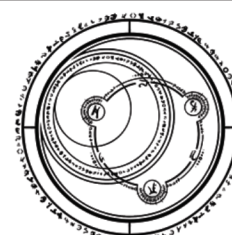
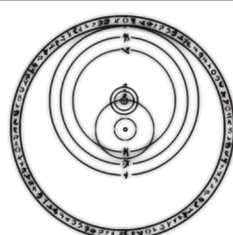
Before recorded time, Molub the immortal demon ruled the Earth. The god Mitra banished Molub to the nether world. Mitra took his ring and cast it into the ocean, removing his influence from Earth forever. Count Villarios, a follower of Mitra, acquire the ring and used it to slay his rivals. He claimed it was Mitra's will. Count Villarios sent the ring to Count Rodrigo, who scoffed at the legend of the ring and wore it for a time, but he felt the ring was acquiring a life all it's own and cast it out a window.

The curse remained unbroken, and the ring returned to Rodrigo. Molub soon appeared, smashing through Rodrigo's door and ripping him to pieces. Molub reclaimed the ring, Conan hiding from the shadows planning to steal from Rodrigo's residence saw the events from his hiding place. Conan later spied on Villario as Molub appeared and returned the ring to him. Conan was discovered and captured by Villarios' men.

Baron Vargas arranged for Conan to be freed and Villarios sent the ring to him in a message. The priest Silva of Mitra, took the ring instead. Silva told Vargas that he had been the intended victim and Vargas fled to the sea. Molub appeared in Kordava and began to slay those who got in his way. Silva led Conan to rescue a group of children sending them away, he locked the door behind Conan and Molub slaughtered him.

Molub returned the ring to Villarios who again sent it to Vargas. That night before the masquerade, Vargas wife found the message. Fearing for their safety Vargas took his wife and son to his ship, but discovered that Villario had ordered it burned. Conan urged Vargas' wife to pass him the ring and she did so.

Conan headed to the masquerade in Vargas' place. Donning a costume, Conan led Molub into the palace. Molub followed, slaughtering any who crossed his path. As Villarios became distracted by the sounds of Molub slaying his guards, Conan managed to slip the ring onto Villarios' finger, then Conan broke his finger so that he could not remove it. Conan then fled the palace as Molub smashed his way in through the door. Molub slew him dead and then returned to the nether world.



Munthassem Khan

F	TY (6)
A	TY (6)
S	TY (6)
E	GD (10)
R	TY (6)
I	TY (6)
P	TY (6)

Health: 28

Karma: 18

Popularity: -15

Resources: EX (20)

Known Powers:

Hand of Nergal (Equipment): The Hand of Nergal is a powerful item in service to the god Nergal. The Hand of Nergal is ineffective against one who possesses the Heart of Tammuz. Munthassem Khan was able to perform the following feats with AM (50) ability:

- Cause fits of agony, immobilizing the target
- Cause fits of blindness
- Cause death and physically strike down others
- Summon the Shadows of Nergal

F	RM (30)
A	RM (30)
S	EX (20)
E	RM (30)
R	TY (6)
I	TY (6)
P	TY (6)

Health: 110

Karma: 18

Fangs & Claws: Shadows of Nergal inflict RM (30) Edged damage.

Winged Flight: The bat like Shadows of Nergal can fly with EX (20) ability.

Legions of Soldiers: Munthassem Khan commands legions of soldiers, they are of Typical ability.

Limitation: Munthassem Khan enjoys slipping into the dreams of the black lotus incense. When partaking of this substance he is indisposed for 2-20 rounds and unaware.

Talents: None.

Background:

The Hand of Nergal was brought via caravan from the depths of Stygia to Munthassem Khan, the wise and gentle satrap of the city of Yaralet. From that point on, Munthassem Khan became cruel and savage. His guards seized any who even so much as complained and they were never seen again. Weird forces seemed to defend Munthassem Khan from those who sought to slay him. Weird lights displayed in a tower temple he had erected and it was whispered he had dedicated it to some dark and bloody god.

Munthassem Khan had all wizards in Yaralet slain, but allowed the prophet Atalis to live. He plagued Atalis with fits of agony and Prince Thann with fits of blindness. King Yildiz sent his legions which included Conan to battle Munthassem Khan's legions. After five hours of battle, Munthassem Khan appeared and used the Hand of Nergal to summon Shadows of Nergal who descended onto the battlefield and slew Yildiz's men. Even Conan, found

his sword arm of little use against the beasts. When one of the shadows threatened him, Conan displayed the Heart of Tammuz which he had acquired earlier, causing the demons to flee. After resting, Conan was met by Hidilco who came to enlist his aid for her master Atalis against Munthassem Khan. Atalis informed Conan that he carried the Heart of Tammuz and formed a plan for them to defeat Munthassem Khan while he was in the dreams of the black lotus.

Upon entering his chambers, Munthassem Khan awoke, stating that he had been expecting them. He dropped Atalis and Thann with their fits of agony and blindness. Conan rushed to the attack, but as he knew not how to invoke the Heart of Tammuz, Munthassem Khan struck him down as well. Hidilco charged into the room and tossed the Heart of Tammuz towards Munthassem Khan, causing him to drop the Hand of Nergal. A dark shadow spread from the Hand of Nergal and formed into Nergal himself. Likewise, Tammuz appeared from the Heart of Tammuz. Tammuz and Nergal did battle and Tammuz banished Nergal. The heart, the hand and Munthassem Khan all disappeared, leaving behind only a pile of Ash.



Nedra



F TY (6)
A TY (6)
S TY (6)
E TY (6)
R TY (6)
I TY (6)
P TY (6)

Health: 24
Karma: 18
Popularity: 15
Resources: EX (20)

Known Powers:

None

Talents: None.

Background:

Nedia was a delicate princess grown in the city state near Mesonia. She was to wed the Prince of Mesonia to keep the peace. The king hired Conan to escort her by night. The journey was hard for a delicate girl such as the princess. Scared by a flight of bats, she was terrified by a rat, a great serpent and was almost captured by a giant spider.

The meeting of a slimy frog was almost as dreadful as the sight of a dinosaur. After a night of adventures, Nedia and Conan arrived in Mesonia. Nedia thought Conan to be a real man, but when she met the Prince of Mesonia, she despised his weakness. However, the call of silks, a hot bath and the harmony of the two city states forced her to stay, even with many doubts.



Nenaunir

F RM (30)
A RM (30)
S EX (20)
E RM (30)
R GD (10)
I AM (50)
P MN (75)

Health: 110
Karma: 135
Popularity: -20
Resources: GD (10)

Known Powers:

Chaos Magic: Nenaunir is a powerful caster, his typical ability with most spells is MN (75). He has been seen to be able to:

- Summon Damballah
- Teleport great distances

Wyvern Rider: The tribesmen of Zembabwei have learned to ride the fearsom wyvern, giant reptiles with large wings.

F EX (20)
A EX (20)
S RM (30)
E RM (30)
R TY (6)
I EX (20)
P TY (6)

Health: 100
Karma: 32

Talents: Leadership, Occult Lore.

Background:

In the distant past of the young Hyborian Era, a group of twins in Zembabwei learned how to tame and ride the fearsome wyvern. These twins became ruler of that nation and it became law that Zembabwei must always be ruled by a pair of twins. When one of the twins would die, the other would kill himself or be slain and then the priests of Zembabwei would choose a new set of twins to be leaders. This form of government went well until the rule of Nenaunir and Mbega. Nenaunir fell in with an ancient cult dating back to Acheron who worshiped the demon god Damballah. Damballah promised Nenaunir great wealth and power for his worship, the conversion to Damballah's faith tore the nation into factions.

Rather than see the kingdom bathed in blood, Mbega gave up his scepter to Nenaunir, but that was not enough for him and he set out to slay all those who would not bow before Damballah. Realizing his mistake, Mbega led a revolt, but it was not enough and Mbega was defeated and cast in chains. Nenaunir was contacted by Thoth-Amon, who proposed an alliance so that they could oppose their enemies and the Kingdoms of the West. Nenaunir sent his wyvern riders to capture Conan and his son Conn, which they did. However, before Thoth-Amon could slay the two, Nenaunir denounced him and claimed that Conan and Conn were to be sacrificed. Conan forged an alliance with Mbega to gain their freedom. Nenaunir summoned Damballah to crush Conan in his mighty coils. Conn rushed in and stabbed Nenaunir, as he died



Damballah faded from the earthly realm back to his own dimension.



Niord

F IN (40)
A RM (30)
S GD (10)
E RM (30)
R GD (10)
I AM (50)
P EX (20)

Health: 110

Karma: 80

Popularity: 10

Resources: PR (4)

Known Powers:

Broadsword (Equipment): This weapon inflicts 10 points of Edged damage.

Dagger (Equipment): This weapon inflicts 10 points of Edged damage and may be thrown.

Spear (Equipment): This weapon inflicts 10 points of Edged damage and may be thrown.

Shield (Equipment): Niord may use his shield to block 20 points of damage in a round that he uses a Block maneuver. The shield is composed of RM (30) materials.

Talents: Edged Weapons, Blunt Weapons, Thrown Weapons.

Background:

Niord and his tribe approached a jungle, Bragi voiced concerns for the sound of nearby drums and the tribe encamped for the night. The next morning they were attacked by Picts and launched themselves into a bloody battle, including the women. Niord was in a particularly brutal battle with a Pict named Gorm, Niord managed to knock his foe prone with his shield. Niord, impressed by Gorm's ability in battle, prevented Helga from crushing his head with a rock.

Niords clan prevailed over the Picts sending them fleeing, they built pyres for their dead and looted the dead Picts before throwing their bodies from a cliff. Niord kept Gorm prisoner and nursed him back to health, during this time they each learned some of the other's language. This led to peace between the tribes and Gorm and Niord hunted together. Niord learned of new places and creatures such as the giant Satha serpent. One day they ventured close to a ruined template, Gorm did not approach and informed Niord of it's dark history. A saber tooth tiger attacked and Niord was injured. Gorm nursed him back to health, Bragi led the tribe to settle down near the ruined temple.

Niord went to visit his tribe, but found them all slain, Gorm appeared and they and they built pyres for the dead. Niord killed Satha and used it's poison to coat his weapons, Niord then painted his face and sung the death song as he prepared to face the Dark One, which he did not expect to survive. Niord went to face the Dark One alone, he threw rocks into the dark hole of the temple and a hairy figure emerged playing a pipe. Niord shot it down with an arrow and was surprised to find the

pipes still playing. Niord ran and climbed a pillar and readied his bow and arrows as a huge worm appeared. Niord released all of his arrows at the creature and then leaped upon it's back repeatedly stabbing it with his sword. The worm fiercely threw Niord to the side, half of his bones were broken as he crashed into the trees. The dying beast clambered back into the ruined temple where the walls collapsed and Gorm rushed to Niord's aid. Niord proclaimed that the Aesir would not be preyed upon by man, beast or devil and then he died.



Omm

F IN (40)
A TY (6)
S RM (30)
E AM (50)
R EX (20)
I AM (50)
P MN (75)

Health: 126

Karma: 145

Popularity: -50

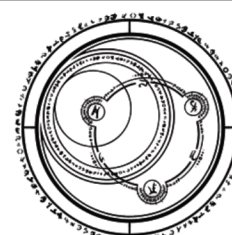
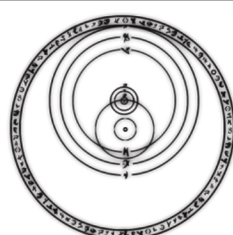
Resources: AM (50) in his own realm

Known Powers:

Bite: Omm has a powerful bite, he is known to swallow men whole. This bite inflicts RM (30) Edged damage.

Talents: Occult Lore.

Background:



Desperate to get out of the desert, Conan gained entry to the city of Yezud as a prisoner by threatening to kill its high priest. Conan was offered as a sacrifice to Omm. However, Modar, the high priest, got to close to Conan while he was proselytizing and Conan tossed him to Omm as an appetizer. Proving he was willing to eat anyone thrown in front of him, Omm devoured Modar. Conan leapt atop Omm and stabbed him repeatedly, driving Omm back towards the dark hole he had emerged from. The people branded Conan as the slayer of their god, and Conan fled as the city collapsed in flames.



Ormuz

F	RM (30)
A	GD (10)
S	IN (40)
E	AM (50)
R	G (10)
I	EX (20)
P	RM (30)

Health: 130

Karma: 60

Popularity: -15

Resources: AM (50) in his own realm

Known Powers:

Fiery Form: Ormuz' body is composed of living fire, it will melt any object that comes to close with AM (50) ability.

Control Fire: Ormuz has an AM (50) ability to generate, control and project flames.

Growth: Ormuz has AM (50) ability to control his size, growing to gigantic proportions if he desires.

Fires of Resurrection: Ormuz' flame is capable of resurrecting the dead with AM (50) ability.

Talents: Occult Lore.

Background:

Ormuz' origins are unrevealed, it was worshiped as a god in the Hyborian Era. Prince Yezdigerd of Turan directed Shah Amurath to recover the Sacred Fire of Ormuz and the bones of the sorcerer Kulan Gath. Amurath dispatched some agents to do so, who joined with Armati, the Priestess of Ormuz. Using the Sacred Fire of Ormuz, Armati resurrected Kulan Gath, in Akif, alongside Amurath and his allies.

When the Kozak army burst into Akif to rescue Conan, Kulan Gath shaped the sacred fire into a great fire demon, releasing Ormuz from his prison. Kulan Gath sent the fire demon to slay the invading Kozaks, which it did until the Devourer of Souls arrived. Kulan Gath then directed the fire demon to battle the Devourer of Souls. The fire demon seemed to overwhelm the Devourer and then it went after Conan, but the Devourer of Souls rallied and attacked the fiery fiend anew. Their struggle shattered the dam of Akif, and the ensuing flood washed them both away.



Ovada (Tara Sidth Alarune)

F	RM (30)
A	EX (20)
S	GD (10)
E	AM (50)
R	GD (10)
I	RM (30)
P	AM (50)

Health: 110

Karma: 90

Popularity: -15

Resources: GD (10)

Known Powers:

Blood Children of Ovada: Ovada has command over the Blood Children of Ovada, misshapen freaks who serve her every whim. They are of Typical (6) abilities but swarm their foes en masse. Some of them can fly.

Armor (Equipment): Ovada wears a suit of stylish armor that affords her GD (10) protection from physical damage.

Talents: Occult Lore.

Background:

Tara Sidth Alarune wanted more out of life than to have her father marry her off to some turnip headed country



bumpkin. As Ovada's race of god like beings warred, a storm raged over a village on Earth, hens laid black eggs and cows yielded sour milk. Both terrified and excited by the storm Tara danced in the rain, her father told her to get inside and she replied for him to join her as the rain was magical. Smacking her in the back of the head and calling her an addled whelp he told her of the dark portents and warned her that spying upon the god's turmoil meant witnessing their weakness, which the gods would have mortals believe do not exist.

"We would be culled simply to spare their dignity" her father told her. Ovada's enemies cast her from their realm. Fatally wounded she crashed atop a mountain and her blood (which was bonded to her consciousness) drained into the waters which reached the surrounding villages. The tainted water was first imbibed by Tara Alarune, who became the host to Ovada's spiritual essence. Ovada invested her core essence into Tara's form to command the others that followed: all other that imbibed the tainted waters were morphed into monstrous forms and became her blood children. All of her blood children were fragments of herself, and the children of her blood would beget children of their own, but the seed and the sower were one in the same.

At some point Tara/Ovada decapitated her father and kept his head on pike. Tara/Ovada remained in proximity to Ovada's corpse, using it's hollowed out form as a base to operate from. As Tara/Ovada planned that her children would spread her taint across the Earth and those beyond until all life was a part of her, she planned to defeat her celestial brethren right beneath their noses. When the High Lord of Jarabesht led a group of warriors against her - joined by Conan and Siobahn Lauchline of the sisterhood of

Danu, as well as the protectors Leather Men - to cut off the demons at their source, Tara/Ovada sent a horde of winged demons against them. Only Conan, Siobahn and the Lord High Protector survived the assault, and Ovada's Blood children brought them inside the hollow of Ovada's corpse, where their arms were bound using tissue from Ovada's body wall. After the captors recovered and the Lord High Protector explained that they were inside the demon's well spring, Tara introduced herself and named herself the vassal of Ovada.

Explaining that her forces were legion, she asked what chance the heroes thought they stood against Ovada and her blood children. The Lord High Protector sought to spare himself by offering to help Ovada with his knowledge and power, but Tara told him he had nothing that she would want. When Conan told her to kill them to spare them the headache of listening to her, Tara told them they would not die, but rather sup of Ovada's lifeblood and be reborn as she was, from a callow farm girl to the handmaiden of a mighty goddess.

Able to sense Ovada's thoughts Siobahn Lauchline advised Conan that Tara was lying and that she was not, in fact, an acolyte, but rather Ovada herself. Ovada admitted the truth in this, as taking this suit of flesh was the only way she could escape god death. She revealed her history and plans, countering Siobahn's argument that not even she could corrupt so many but by explaining how her children would spawn more children (presumably by their own blood). Tara/Ovada then demanded that Siobahn drink of her lifeblood, but Siobahn refused, and Conan kicked Tara back, causing the chalice she carried to spill upon her own face. Enraged Ovada ordered her guards to eviscerate them, but Conan tricked one of the blood children into

freeing him and then Conan cut Siobahn free; they left the treacherous Lord High Protector behind. After Siobahn recovered her Balefire Blade, in the process setting Ovada's corpse afire with the Balefire of the Blade, Tara/Ovada taunted them telling them her blood children numbered in the thousands and how they eventually would fall and be hers.

Realizing that they must destroy the taints source, which they were within, the hollowed out corpse of Ovada's original form Siobahn led Conan to Ovada's body wall and then slashed an exit with her Balefire Blade. In the process setting Ovada's body ablaze with the Balefire. The blood children within soon burst into flames, and Siobahn and Conan leapt out the whole she created, ignoring the Lord High Protector's pleas to save him as well. Refusing to accept defeat or to lose her life to these mortals, the badly burned Tara/Ovada released Ovada's core essence and then recalled all of the other fragments of her essence, reuniting them all back into Ovada's immense form. However, the Balefire continued to consume Ovada's form. Which Conan and Siobahn hastened by hurling the blade into Ovada's eye, leaving behind only skeletal remnants.



Pau-Styss



F RM (30)
A GD (10)
S TY (6)
E EX (20)
R EX (20)
I IN (40)
P MN (75)

Health: 66
Karma: 135
Popularity: -15
Resources: EX (20)

Known Powers:

Chaos Magic: Pau-Styss is a wizard of extensive magical knowledge and power. He perform most spells at the MN (75) rank. He has been seen able to do the following:

- Bolt of Bedevilment (Darkforce)
- Gateway to other dimensions
- Telekinesis
- Transform into mist
- Teleport for short ranges
- Transform people into animal hybrids or inanimate objects
- Sense mystical beings
- Crystallomancy, he can view and hear for great distances through a crystal
- Life Span, he has used his magic to extend his life beyond 500 years

Broadsword (Equipment): Pau-Styss was a expert swordsman in his day, able to inflict 10 points of damage with his sword.

Hawk Things: Pau-Styss commands the Hawk Things, hawk like men who can fly. They are generally of Typical (6) Abilities with EX (20) Winged Flight capability.

Talents: Occult Lore.

Background:

Khitain wizard Pau-Styss became wrinkled with age. Seeking to use the

Cornerstones of Creation to overthrow the Elder Gods, Pau-Styss attempted to force their location from the Khitain Princess Noyo, High Priest of the Elder Gods. He waged a mystic war against Noyo, and in time when victory was within his grasp, Noyo cloaked herself in magic and disappeared from Pau-Styss sight. Pau-Styss made many pacts with demonic beings to ensure that one day he would have the power to force the information from Noyo.

Noyo told Laynnen that because she had spurned a wizard, she had been cursed to wander the world in the form of a wind. Pau-Styss sent his Hawk Things to collect Laynnen and force Noyo to assemble the Cornerstones of Creation for him. Despite the presence of Laynnen's friend Conan, the Hawk Things managed to abduct him, taking him to Pau-Styss' castle where he was imprisoned in a hanging cage. Noyo told Dreeme, (her and Laynnen's son) that his father had been captured by a black hearted beast. Noyo shared her history with Conan. Laynnen realized that the only way to defeat Pau-Styss was in encouraging him to use the Cornerstones of Creation, for only a pure spirit could do so.

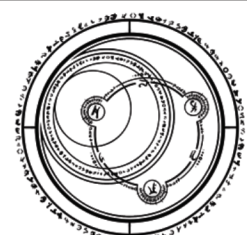
Noyo collected the Cornerstones at Conan's guidance. Noyo transported Conan, Dreeme and herself to the jungles of Kush to attain the Cornerstones of Creation. Pau-Styss raged that Noyo had blocked his mystic sight with dark clouds of magic. Laynnen questioned Pau-Styss if he had considered the risk to the world and himself, if he used the Cornerstones of Creation. Styss transformed Laynnen into stone, deciding he would remain that way until he was Lord of Creation. After retrieving the last of the Cornerstones of Creation, Noyo, Conan and Dreeme transported to Pau-Styss' castle. Upon confronting Pau-Styss, Conan noted that Laynnen was missing. Pau-Styss

replied by throwing a stone into the air which turned into Laynnen before crashing to the ground, Noyo rushed forward to help him and Pau-Styss blasted her back with his magic stating that he did not see the Cornerstones of Creation. Noyo told him that he Cornerstones were hidden and would not be revealed to him until Laynnen was free. Noyo bade Conan to use the Sword of Strength to battle Pau-Styss, a challenge he readily accepted because he had not faced a worthy swordsman in ages. When Conan nearly bested him in sword play, Pau-Styss turned to mist and reformed behind him, blasting him with magic.

Dreeme rushed forward urging Conan to get up and Pau-Styss swatted him down and forced Noyo to bring forth the Cornerstones of Creation. Pau-Styss transformed the Cornerstones into their sidereal state and began the recitation of the words to claim their power. Pau-Styss let out a cry of victory, but the power consumed him as he was impure, leaving behind a charred skeleton.



Queen Nzinga



F RM (30)
A RM (30)
S GD (10)
E EX (20)
R TY (6)
I RM (30)
P GD (10)

Health: 90
Karma: 46
Popularity: 15
Resources: GD (10)

Known Powers:

None

Talents: Leadership.

Background:

Queen Nzinga was ruler of the Amazon kingdom of Gamburu. She purchased both Conan and Chabela as slaves, forcing Chabela to serve as maid while using Conan as a long term pleasure slave. Believing Conan was in love with Chabela, Nzinga made things uncomfortable for her and Conan always came to her defense, enraging Nzinga. Nzinga was whipping Chabela one day, when Thoth-Amon appeared and blasted her with his magic in order to obtain the Cobra Crown.

Nzinga tried to feed Conan and Chabela to the Kulamtu trees, but Conan's ally King Juma arrived and they all managed to escape. Some time afterwards, Nzinga again came upon Conan and took him prisoner. She had him brought to her hut for love making and Conan refused her. She sicced her two pet panthers upon him and Conan slew them both. 20 years afterwards, Nzinga still ruled Gamburu and had a daughter who was named Princess Nzinga. It was strongly hinted that Conan had fathered Princess Nzinga.



Ravager of Worlds

F AM (50)
A RM (30)
S RM (30)
E UN (100)
R EX (20)
I AM (50)
P MN (75)

Health: 210
Karma: 145
Popularity: -20
Resources: GD (10)

Known Powers:

Consume Soul: Imhotep can consume the soul of those he touches, slaying them outright. He does this with Monstrous (75) ability.

Empower Objects: Imhotep can empower objects with his energy causing them to slay enemies out right on a successful attack, this is considered a Monstrous (75) ability.

Immortality: Imhotep is truly immortal and cannot be slain by traditional means. He could be cut in half and he would still heal back to full health.

Invulnerable: Imhotep possesses a Good (10) resistance against all types of damage. Swords and other weapons do very little damage to him.

Hell Horse: Imhotep rides upon a winged steed that is red in color. It provides him with EX (20) flight speeds.

Summon Sky Horde: Imhotep can summon the sky horde to ride across the sky striking fear into mortals. The Sky Horde is composed of demons similar to Imhotep himself.

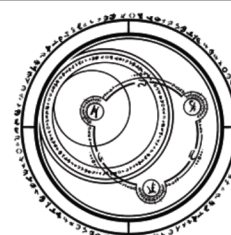
Talents: Edged Weapons, Occult Lore.

Background:

As prophesied by an old man, Imhotep and his hundred thousand brothers came one night to Bercharadur, descending upon the city in a lightening quick assault and completely destroying the city-state. Imhotep and his Sky Horde soon appeared afterward over the great forest of Shem. Imhotep sent forth a destructive mist that stole the life from General Soto's soldiers, though Conan, who possessed a magical amulet, and Keiv whom he held, were spared. Strengthened by the massive kill,

Imhotep prepared to regain his freedom from the Earth dimension, but then his sky horde abruptly fell from the air, and Imhotep's power waned again. He realized that the amulet was his escape from this world, it's very presence repulsed him, filling him with waves of fear and loathing.

He vowed to someday overcome his fear of the amulet, gain his freedom and track down Panthir to have his revenge before finally returning home. Seeing Conan as a rival, King Maddoc II sent him with untrained troops (prisoners released from his cells) to battle the savage M'Gai tribe. The battle broke up as the M'Gai leader, Kollos, on the verge of victory fled upon sensing the approach of Imhotep. Imhotep alighted atop his winged steed, and Conan confronted him, driving him



back with the amulet of Panthir. Seeing this power Kollos, ambushed Conan, striking him from behind and stealing the amulet, after which Imhotep charged and then tackled Conan. Imhotep clashed swords with Conan, quickly putting the Cimmerian on the defensive. As Imhotep's horde approached from the sky, Conan's soldiers rallied to his aid, retaking the amulet.

Meanwhile, Conan battled Imhotep fiercely, using his skill to hold off the vastly more powerful demon. When Imhotep became enraged at the amount of time the battle was taking and the difficulty he was having in defeating a single mortal, Conan took advantage of his rage and nearly sliced Imhotep in half with his own sword. Imhotep collapsed and his sky horde fled into the sky; but when Shapur returned the amulet to Conan, Imhotep arose anew and snatched the amulet from his hands. Imhotep's contact with the amulet unleashed a burst of eldritch energy that forged an empathic bond between Imhotep and Conan such that Conan was the only one that could see and hear him.

Imhotep acknowledged that Conan was the first among humanity he had encountered who was worthy of survival and that Conan was a noble being that had bested him. Telling Conan that he had broken his spirit, Imhotep knelt before him and told Conan that he was forever his slave. Invisible to most, Imhotep was nonetheless seen by Kiev when Conan and his troops returned to El Shah Maddoc. As Conan prepared his troops to battle Maddoc II, he agreed that if Imhotep helped him into Maddoc's castle that he would consider giving him the amulet. The next morning with Kiev and Imhotep at his side, Conan led the troops to invade Maddoc's castle. After a brutal battle, Conan slew Maddoc II. Afterwards, Tetra

confronted Conan, Kiev and Imhotep and Imhotep recognized her as Panthir; she suddenly blew up the entire castle. After Conan agreed to be her lover, Tetra transported Conan back to the castle and then followed her instruction to turn Kiev back to his human form.

Forcing Tetra to realize that she was just a demonic creature that had taken Tetra's form, Conan broke her spirit and then slew her. Imhotep saved Conan from falling to his death as Tetra/Panthir's tower collapsed, and Conan gave to him the amulet of Panthir. Departing to return to his brothers in the void, Imhotep dropped Conan to the ground and told him if they ever met again it would not be as allies.

Many years later, while he was with Conan in Meroe, Imhotep became hunted by his own sky horde, so he sent Conan to escape on his own. The sky horde easily overpowered the Meroan soldiers and caused them to flee, then confronted Imhotep, bowing before him but confirming that they were still under Hak-Heru's command and they had to bring him back to Kheshatta.

Imhotep decapitated one of his former minions with his scythe, proving that his power had now permeated the scythe, after which he left the scythe for Conan, and then agreed to go peacefully with the sky horde. Per Hak-Heru's commands, the sky horde took him by force anyway and then flew off to Kheshatta.



Red Sonja

F	AM (50)
A	IN (40)
S	GD (10)
E	RM (30)
R	GD (10)
I	MN (75)
P	EX (20)

Health: 130

Karma: 105

Popularity: 15

Resources: PR (4)

Known Powers:

Broadsword (Equipment): This weapon inflicts 10 points of Edged damage.

Hyrkanian Short Bow (Equipment): This weapon has a range of 5 Areas and inflicts 10 points of Shooting damage.

Talents: Blunt Weapons, Edged Weapons, Seamanship, Weapon Specialist: Bow, Weapon Specialist: Broadsword.

Background:

Red Sonja lived with her family in a



humble home in the western Hyrkania steppes. When she had just turned seventeen years old, a group of cruel mercenaries killed her father Ivor, her mother and two younger brothers and burned their house and all of their possessions. Sonja survived but at the cost of her own virginity as she was brutally raped by the leader of the group, leaving her in shame.

After all of this, the goddess Scathach then appeared to her, and instilled in her incredible skill with handling swords and other weapons on the condition that she would not allow herself to be loved by another man unless he defeated her in fair combat. Eventually Red Sonja started working as a mercenary and the king of Pah-Dishah hired her services, sending her to the city of Makkalet where she would meet Conan the Barbarian. Sonja assisted Conan in defeating the Vulture, and afterwards they worked together to steal the Serpent Tiara from the King of Makkalet, fulfilling her mission for the King of Pah-Dishah. Although Sonja promised Conan a reward for his assistance, she left Makkalet after recovering the tiara.

Upon her return to Pah-Dishah, Sonja faced treachery as the king took the tiara from her and made her a prisoner. The king planned to make Sonja part of his harem, but that night Red Sonja murdered the king and his loyal body guards. Sonja escaped Pah-Dishah and rode west until she arrived at the Maul, where she met Conan once again. Reunited, Conan and Sonja worked together to defeat an undead being, but they were soon chased from the city by bounty hunters who were seeking Red Sonja for the murder of the king. Their escape led Conan and Sonja to the hideout of a couple of vampires who made the adventurers their prisoners. The vampires planned to feed on them, but Conan managed to trick them into freeing him, allowing

Conan and Sonja to escape and then burn their hideout, killing the vampires inside. After escaping a certain death, Red Sonja knocked Conan unconscious and continued on her own path, leading danger away from the barbarian. Much later Conan and Red Sonja met again and encountered the evil sorcerer Kulan Gath. Red Sonja also went to the future on two different occasions when she possessed Mary Jane Watson and teamed up with Spider-Man in defeating Kulan Gath who had also traveled to the future in one of many attempts to take over modern day Earth.



Reimos

F	PR (4)
A	TY (6)
S	TY (6)
E	TY (6)
R	GD (10)
I	EX (20)
P	AM (50)

Health: 22

Karma: 80

Popularity: -10

Resources: TY (6)

Known Powers:

Control Spiders: Reimos can control the giant black spiders that infest his island with AM (50) ability, ordering them to carry out his will.

Language of R'lyeh: Reimos knows the language of the dark gods of R'lyeh and how to invoke them. He can entreaty these entities to manifest magical effects, limited only by what his mind can muster with AM (50) ability.

Talents: Occult Lore.

Background:

Reimos was a sorcerer and lived near a village on the river Shikri with his four daughters, Bethene, Lohla, Rhula and Theta. One day, a pirate ship lead by Lupos Davalte, arrived at the village. The pirate captain noticed Reimos' daughters and had his men follow them and kidnap them. Reimos ran out of his hut and laid a curse upon Davalte and severed his hand with an axe. The vengeful pirate took Reimos aboard his ship and had him tortured for seven days and seven nights.

Near death, Reimos was tossed into the sea. Reimos was dying, but his anger led him to invoke the dark gods of R'lyeh, the sons of Cthulhu. The dark gods listened to his prayers and Reimos aged and became one of the dark ones, he was given a castle in the jungle. There he commanded a colony of black spiders who captured many men for him, and the spiders spawned greater numbers. Meanwhile, Lupos took Theta as his bride. As the months passed Davalte became obsessed with the curse. The pirates captured Conan and made him a galley slave. Visiting the island of Reimos, the pirates and Conan were besieged by the spiders. Davalte was killed, and Conan burnt Reimos' castle to the ground, then he and Theta managed to escape.



Rhamtha Karn

F	RM (30)
A	GD (10)
S	RM (30)
E	RM (30)
R	TY (6)
I	RM (30)
P	GD (10)

Health: 100

Karma: 46

Popularity: -15

Resources: EX (20)

Known Powers:

Body Resistance: Rhamtha Karn has GD (10) protection versus physical attacks.

Resist Fire: Rhamtha Karn has UN (100) resistance to heat and fire.

Immortality: The Red Stones have granted Rhamtha Karn immortality and he has become immune to disease.

Talents: None

Background:

Rhamtha Karn was a deserter of the Aquilonian army. While fleeing in the swamps of Kush, his company met a great reptile, a dinosaur and all but

Karn was killed by the beast. Even though he had survived, Karn was greatly wounded. Out of hunger or madness, Karn tore open the beast and found a strange red stone next to it's heart. The touch of the stone immediately healed his wounds. Karn found another six red stones in the dinosaur's chest, all with the same healing and protective properties. He soon learnt that the stones could heal almost any wound but that they would be drained of their power if used to much. However, the stone's power could be replenished by using human blood.

Rhamtha Karn sold one of the stones and with the wealth derived from this, he built a fort in the hills of Corinthia with a labyrinth around it. It was filled with traps, glass snakes and two headed wolves. The beasts protected the stones and helped to gather blood. In the following centuries, Rhamtha Karn used the power of the stones to prolong his life. He drained four stones of their power, Rhamtha became bigger, stronger, and immune to fire and diseases.

In the meantime, Siddhara, a young woman, had discovered the stone Karn had sold years ago, and she used it to sustain her health and beauty. Three times Siddhara sent thieves to steal the other stones, but they failed, killed by Rhamtha's maze or Rhamtha himself. Years later, Conan and Palus, sent by Siddhara and lured by Lorando, managed to reach the fort after crossing the maze. They reached one of the stones and learned it's secrets. Rhamtha Karn discovered them and easily captured them as he was far stronger. Karn ruthlessly tortured Palus, letting his blood slowly fill one of the stones. Conan managed to free himself and crushed the stone. All of Karn's previous wounds and injuries fell upon him and he turned to dust.



Rotath

F	TY (6)
A	TY (6)
S	TY (6)
E	TY (6)
R	GD (10)
I	RM (30)
P	AM (50)

Health: 24

Karma: 90

Popularity: -20

Resources: RM(30)

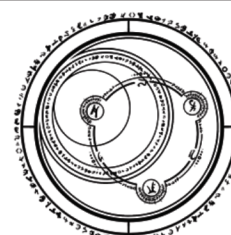
Known Powers:

Chaos Magic: Rotath was a practitioner of chaos magic, he has an ability of AM (50) with most spells. He has been observed to be able to:

- Mesmerize others
- Transfer his spirit into another body
- Retain his spirit beyond the death of his physical body
- Telepathy
- Travel backwards in time

Ape Lords: Rotath commanded legions of Ape Lords. They would obey his every command.

Talents: Occult Lore.



Background:

Rotath of Lemuria was a powerful wizards who King Asphodel IV, the King of Lemuria, feared. Asphodel hired Kull to slay him, but while dying, Rotath cursed Asphodel and Kull and managed to cast a spell to ensure his return. He was eventually reborn in a body of solid gold in the Hyborian Age, when a lone Turanian hill man discovered his golden bones.

Rotath civilized the hill men and led them to the Valley of the Sun, taking seat in a silvery citadel, standing amid a city as old as time. Wishing to claim the throne of Turan, he ordered the Ape Lords to kidnap Princess Yolinda, and he enslaved Conan and Juma the Black and forced them to dig for gold in the valley's deep caverns. He was eventually killed by a giant slug which was attracted to his golden body.



Rune

F IN (40)
A RM (30)
S RM (30)
E RM (30)
R GD (10)
I AM (50)
P AM (50)

Health: 130
Karma: 110
Popularity: -20
Resources: TY (6)

Known Powers:

Fangs: Rune has a set of fangs which allow him to feed upon the blood of others, they inflict GD (10) Edged damage.

Wings: Rune has a set of leathery bat like wings, these provide him with EX (20) flight.

Regeneration: Rune has PR (4) regenerative abilities, he can heal severe wounds such as decapitation and other bodily harm, though it could take millennia for the healing to complete.

Star Stones (Equipment): These mystical stones enable Rune to perform sorcerous feats at the AM (50) ability. He has in the past:

- Mystic Disguises
- Teleportation portals
- Precognition
- Postcognition
- The ability to see past events
- Clairvoyance

Limitation-Hunger: Rune must feed periodically to survive. A nuclear blast in 1952 intensified his hunger to the point that on occasion Rune must feed on super powered individuals.

Talents: Aerial Combat, Edged Weapons.

Background:

Rune fell to Earth in the Hyborian Age, landing in Turan, in the dunes beyond Aghrapur. He seemed to have been weakened from a recent battle. A bedouin encampment found him and nursed him back to health. For 100 days he recovered and the Bedouins began to see him as a god. However, he suddenly bit the head off a young female worshiper, Issa, and he then started to prey on the Turanians. Rune used his Star Stones to see future hardships. One of the images was a vision of Conan, Rune was skeptical that a mere barbarian could pose a true threat to him.

Conan happened upon the corpses of Rune's victims, where he learned what had happened from a man who had survived. Conan put the suffering man out of his misery and swore to avenge him and his people. Conan walked into a trap and was ambushed by Rune. However, perhaps to his recent injuries, Conan managed to gain the upper hand over Rune, beating him relentlessly and leaving him broken, bleeding and apparently dead. However, Rune's Star Stones revived him.

Conan tried to rip Rune's necklace away to stop him from healing completely. Instead, he was overcome by visions of Rune in various forms, slaughtering entire races. When he awoke, Rune had vanished, and Conan was left with only questions. Twenty years after his first encounter with Rune, Conan, King of Aquilonia, was engaged with assassins sent to kill him and Zenobia by the Brotherhood of the Spider. He slew the assassins and then directed a host to the Minas-H'Rath, tower of the Brotherhood of the Spider. Conan and a group of soldiers went to deal with the brotherhood. Rune arrived, in search of power, as the Brotherhood was in the process of



summoning the demonic B'eethra. Rune slew Hadrius as B'eethra arrived. Rune then attacked B'eethra, who recognized Rune as having slain his race in the past and B'eethra consumed Rune. However, Rune managed to blast his way out of B'eethra, absorbing B'eethra's power. Exultant that he had won, he did not notice the form of Conan sneaking up behind him. Conan decapitated him, and Rune's head screamed in horror as Conan then dismembered the rest of his body, cutting off his limbs and wings. As life faded from Rune's eyes, Conan and his men left the cavern, but Rune's eyes soon shone with life again.



Sabia

F	TY (6)
A	EX (20)
S	TY (6)
E	EX (20)
R	GD (10)
I	EX (20)
P	IN (40)

Health: 52
Karma: 70
Popularity: -10
Resources: TY (6)

Known Powers:

Chaos Magic: Sabia is a talented sorceress whose magic is mostly based upon charms. Her ability with most spells is IN (40), she is known to perform the following spells:

- Mesmerize others
- Paralyze others
- Perform a dance which turns men into reptile hybrids known as man dragons

Talents: Dancing, Occult Lore.

Background:

Sabia and her partner Toroa began a plan to drive out the Stygians living near Viper's Head. Conan was returning from Attalus to Harakht, the Hawk City, when he encountered a beautiful brown skinned woman in the jungle. She questioned Conan as to why he was riding so late in the Outlands. She asked Conan for his help, telling him her brother had a broken leg and could not walk, and that she herself was lost. She lured Conan to come and check up on her brother and he agreed, though deep down inside, Conan knew there was no brother.

Conan's uneasy feelings were caused by a minor enchantment the woman had cast on him, further into the jungle, they were attacked by three Kushite warriors. Conan defeated them and the woman escaped. Conan later meets a Stygian Captain named Neth-At, Neth-At informs Conan that the lady is one of a duo who are trying to eliminate the Stygians in Viper's Head. He also informed Conan that her name was Sabia and the other one was known as Toroa. Conan decided to help him and set out to find Toroa, but he located Sabia instead. Conan was determined to get some answers from her but she charmed him with her

magic instead and ordered him to travel to her village isle, where later that night, he would witness the "Dance of the Skull". She told Conan that he would scream for death at that time and she ran off before his paralysis wore off, shouting "So speaks the bride of Damballah". Conan, now under Sabia's dangerous charm met with Neth-At again, but before long he was drawn to the village isle of the witch woman, proving that the charm was working.

Neth-At accompanies Conan and along the way they spot movement in the jungle, Neth-At fires his bow and strikes Sabia, a form pulls him underneath the water and kills him. Conan pulls Neth-At's body from the swamp and then continues his journey. Along the way he finds blood where Sabia had been standing but no body. Conan arrives at the village where he spots Sabia dancing around a pyre and Toroa standing over a moaning Kushite who was strongly locked into her charm. Conan was forced to observe the dance, after a couple of hours, Sabia keeled over, Neth-At's arrow finally having done it's job. With her death the enchantment hold Conan finally ended.



Sagayetha



F TY (6)
A GD (10)
S TY (6)
E EX (20)
R G (10)
I RM (30)
P AM (50)

Health: 42
Karma: 90
Popularity: -15
Resources: PR (4)

Known Powers:

Chaos Magic: Sagayetha has unknown mystical capabilities, but any spell he does perform is at the AM (50) rank of power. He has been known to:

- Control snakes and serpents of any size

Talents: Occult Lore.

Background:

Sagayetha was a shaman who succeeded in assembling several tribes of Picts and convincing them to attack the Aquilonian border. Sagayetha was secretly allied with Lucian, the Governor of Conajahora. Sagayetha would pay Lucian with the treasures the Picts stole from Fort Tuscelan and Lucian would let the Picts conquer Schohira, uncaring of the massacre, Edric, one of the Aquilonian scouts, kept contacts between the two leaders.

Sagayetha, well informed by Lucian, led the Picts to attack a company of Aquilonian and Bossonian archers, led by a captain, Conan of Cimmeria. Sagayetha terrified his enemies using his snakes to attack them. The Aquilonian soldiers were slain and the survivors fled. Conan managed to flee with Flavius. Later that night, Sagayetha gathered his warriors under the "Rock of the Counsel". There he

reminded them of their impending victory thanks to their ally Lucian. Sagayetha paid Edric with a huge coffin filled with gold taken from Fort Tuscelan, unaware that nearby Conan and Flavius witnessed the events. The day after, the Picts marched through the forest but came upon the Aquilonians guarding the crossing of a river. The Picts were numerically superior and possessing Sagayetha's magic attacked, but the Aquilonians held them back.

That night, Sagayeth prepared to use his magic to use the snakes against the Aquilonians. In his tent his soul entered into a viper so that he could command the snakes. Conan entered into the tent and Sagayetha bit him. Conan killed the snake and Sagayetha's spirit returned to his body. He prepared to launch a curse at Conan, but Conan proved quicker and removed his head with his knife.

The next day, Conan skewered Sagayetha's head onto a spear and used it to lead the counter attack against the Picts who were overmatching the Aquilonians. Realizing that Sagayetha was dead, the Picts lost heart for the battle and Conan's forces prevailed. This victory caused King Numedides to request Conan be promoted to the rank of General and to serve in Tarantia.



Samandra

F EX (20)
A RM (30)
S TY (6)
E EX (20)
R GD (10)
I RM (30)
P IN (40)

Health: 76
Karma: 80
Popularity: 5
Resources: PR (4)

Known Powers:

Eclectic Magic: Samandra is an accomplished sorcerer, she performs most spells with IN (40) ability. She has been seen capable of:

- Counter enchantments and charms of other sorcerers
- Control animals
- Shape shifting
- Summon demons using pentagrams and human blood
- Hide her presence and those around her from scrying attempts by magical beings
- She knows how to use a crystal globe to observe far off events



Sling (Equipment): This weapon has a range of Thrown and inflicts TY (6) Blunt damage.

Spear (Equipment): This weapon inflicts 10 points of Edged damage and may be thrown.

Talents: Thrown Weapons, Occult Lore.

Background:

Samandra lived in Phalkar, under the reign of Thormond, she was a wise woman and a sorceress too. General Themas Herklar, and his two wizards Elvirion and Thalkalides schemed a betrayal against Thormond and his lady Chrysala, so they asked Samandra for her help. Soon after, the two regents were killed by the two wizards. The two wizards influenced Thormond's daughter Stefanya to dispose of Samandra, who did not wish to harm the royal family so she fled from Alkarion. She brought the babe Stefanya to the wizard Zoquanor who was charged to protect the child for a large sum of gold. Samandra let the two wizards believe she had perished.

Years later, the two wizards took over ruling the providence. Samandra returned to warn the ruler Herklar that the two wizards were the ones actually in control, but he ran her away with curses. Afraid of the two sorcerers, Samandra went into hiding near Ravengard, where she changed her name to Laupalina and there she met the warrior Conan. She helped him free a village from the forces of Torkal Moh. Laupalina returned to Stefanya and offered her help in conquering the throne of Phalkar. Using a crystal globe, Laupalina discovered that the two evils sorcerers were in league with a third named Unos. Samandra managed to slay the wizards Elvirion and Thalkalides. However, Unos stabbed her from behind. Conan

entered and skewered Unos, saving Samandra's life.



Scarlet Mage

F	PR (4)
A	TY (6)
S	PR (4)
E	EX (20)
R	GD (10)
I	RM (30)
P	AM (50)

Health: 34

Karma: 90

Popularity: 10

Resources: GD (10)

Known Powers:

Order Magic: The Scarlet Mage uses his powers for good. His ability with most spells is AM (50). He has seen capable of casting:

- Levitating objects
- Projecting beams of light which are capable of banishing/destroying demons
- Illusion casting
- Controlling the weather
- Merging a demon's arm with a man's body

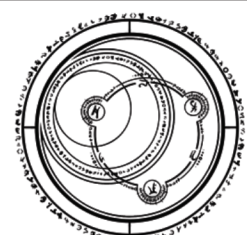
Talents: Occult Lore.

Background:

Before Kx'ulthuum could pursue his scheme of using his Death Sword to turn everyone on Earth into mindless zombies under his control, the sorcerer known only as the Scarlet Mage stole the sword and fled into the surrounding forest. Knowing the demon would eventually catch him, the wizard hid the sword by causing a large oak to grow around it. Kx'ulthuum imprisoned the Scarlet Mage in his domain and sent his demons to search for the sword.

The Scarlet Mage appeared in vision to Conan and led him to the sword. Conan used the sword to fend off attacking demons. Conan saved one of Kx'ulthuum's demon servants who was disguised as a woman. The sword led Conan to the Scarlet Mage's tomb. Once arrived, the sword unleashed a beam of energy and freed the Scarlet Mage, who immediately recognized the woman as a servant of Kx'ulthuum and he used a ray of light to dispatch her. The wizard then used treasures taken from Kx'ulthuum's realm to bribe the barbarian into helping him slay the demon.

Conan joined the wizard on account of wielding the sword had marked him with a death touch that now killed anyone he touched. He realized he had to see it to its conclusion. Acquiring horses at a local village they were joined by Fafnir, an old ally of Conan's who had lost his left arm to infection and had gained a long life span due to exposure to the egg fluid of a mystical winged creature. They traveled to the mountain holding the gate to Kx'ulthuum's realm, along the way they drove off a group of his demons. In the other realm, they were confronted by Kx'ulthuum himself. The Scarlet Mage levitated Kx'ulthuum's disjointed heart and Conan stabbed it with the Death Sword, killing the demon.



Scarlet Personage

F	IN (40)
A	RM (30)
S	RM (30)
E	AM (50)
R	GD (10)
I	AM (50)
P	AM (50)

Health: 130

Karma: 110

Popularity: -10

Resources: TY (6)

Known Powers:

Psychic Attack: The Scarlet Personage seems to attack and individual with physical attacks, but in reality it draws it's targets into an illusory realm where it conducts psychic attacks on them. The being inflicts AM (50) Mental damage. It can perform feats of seemingly power physical actions, such as catching and breaking a target's weapon in it's bare hands.

Psychic Vampirism: The Scarlet Personage employs this power with AM (50) ability.

Talents: Mystic Origin, Occult Lore.

Background:

Traveling with his companions Delmurio and Tetra, Conan traveled to the village of Cascan. There they caught a ferry down the river to escape the civil war engulfing Zingara. The blind ferry man, Bracca, did not notice as Conan's gaze pierced the mists and discovered a huge stone facade in the form of a howling face. Suddenly, Conan was in the Cimmerian wilderness as if in a dream. Conan encountered a band of fleeing savages and he asked them where he was. The leader told Conan that his was Cimmeria and that he had come home to die, they were victims of the Scarlet Personage.

The old leader told Conan that they had been whisked to this realm and each of them had faced the Scarlet Personage and lost, now they were forever doomed to trudge about the landscape. The leader's son informed Conan to flee, but knowing that he would not, he warned Conan not to look upon the Scarlet Personage's face for he would go insane from horror. Conan wandered around yelling insults to the Scarlet "Dog", and the Scarlet Personage appeared atop a nearby hillock. They charged one another and did battle, Conan immediately gaining the upper hand and knocking them both down the hillside. The Scarlet Personage stood and caught Conan's blade in his hand and shattered it. Then it grasped Conan and began to fee on his life force.

Conan resolved to face his killer by looking it in the eye, he pulled away the mask and underneath a red skull infested with snakes stared back, the face of death. Conan spat in death's face and the Personage began to weaken as this man did not fear death. Unnerved by Conan's will the Personage dropped him and fled, for the first time in ages, Death let a man

escape. Escape was the furthest thing from Conan's mind however, and he trailed the Scarlet Personage to a hut where he did battle with it and slashed it with his sword. The Personage faded away leaving behind only it's clothes and a mystic red ring. Conan awakened by Bracca, telling him to wake up because he was mumbling of battles and demons. Conan now back on the river boat noticed the same ring upon Bracca's finger. Conan kicked the blind ferryman overboard, stating "Farewell Bracca, it's been an interesting trip."



Serpent Men

F	GD (10)
A	GD (10)
S	RM (30)
E	EX (20)
R	TY (6)
I	EX (20)
P	EX (20)

Health: 70

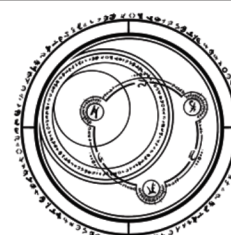
Karma: 46

Popularity: -20

Resources: TY (6)

Known Powers:

Magic Ability: Some Serpent Men are often practitioners of a particular school of magic. Often they focus on Necromantic spells.



Shape Shift: The Serpent Men are capable of taking on human form with EX (20) ability. This gift from Set allows the Serpent Men to infiltrate human cities and hide amongst humanity. Anytime a Serpent Man is killed he will automatically revert to his normal form.

Spirit of Limbo: Upon their death the souls of Serpent Men do not go to the dimensions of the dead but instead go to a bleak limbo dimension. Some Serpent Men can return from this dimension to possess the living with the help of conjurers on Earth. A Judge should treat this ability as a mystic spell with a rank equal to the caster's Psyche who is performing the ritual.

Soul Gathering: In addition, those who were slain by Serpent Men would lose their soul to them. The Serpent Men could then reanimate the victims spirit or even their body. Very few Serpent Men actually possessed this power.

Weakness: A curious limitation of the Serpent Men is that they cannot speak or withstand the phrase "Ka Nama Kaa Lajerama". This mystic phrase referred to by the Serpent Men as "The Words that Unweave" causes them pain and universally forces a disguised Serpent Man to reveal his true nature. In some cases, it has prove capable of driving off an entire squad of Serpent Men. Apparently it only effects the Serpent Men who actually hear the words on at least one occasion a group of Serpent Men were able to resist the words by plugging their ears with wax. Serpent Men also despise the cross, but this has to do with Mitra and not Christianity.

Talents: Mystic Origin, Occult Lore.

Background:

At one million years BC, Set brought about the emergence of the serpentine race of followers the Serpent Men. To

this day it is unclear if they are Set's offspring or if he brought about the evolution of reptiles or man apes. For eons there was a single scaly race, which did Set homage for longer than a human mind can conceive, Then for reason unknown, it split into two distinct races Serpent Men and the Man Serpents.

The Serpent Men over the next thousands of years harried the emerging Homo Sapiens. For an epoch, ancestors of humanity served the Serpent Men. They also vied with the other demonic races such as Harpies, the Spider People and Wolf Men. The Spider People in particular were ruthless foes of the Serpent Men. It may be at this time that the Serpent Men held a battle with The Spider People in the islands which eventually became Japan.

The Serpent Men would become foes of humanity throughout the history of the Earth. The Serpent Men would fight against various champions of humanity through the years including the likes of Thongor of Lemuria, Kull of Atlantis, Conan the Barbarian and Red Sonja. The Serpent Men were so numerous and prolific at one time that their species even managed to survive the Great Cataclysm.

The Serpent Men are also responsible for the creation of the Serpent Crown. The Serpent Men are also bound to serve the greatest champion of Set in any age in which they exist. For the eons this was the powerful undead wizard Thulsa Doom. Eventually, the control of the Serpent Men would succeed to Thoth-Amon. Thulsa Doom seemed not to mind stating that they loss of the Serpent Men was actually a freedom from the responsibility of Set. Allowing Thulsa Doom to spend more time on his own goals instead of always leading the Serpent Men. Even today, a colony of modern day Serpent Men

survive in Starksboro, Virginia ready to answer the call of their master, Set.



SerpentTiara

Known Powers:

Serpent Form: The Serpent Tiara will transform into a giant 30 feet long serpent and slay any who touches it without first saying the words "Ka Nama Kaa Lajerma". The golden serpent's statistics are:

F	RM (30)
A	GD (10)
S	RM (30)
E	RM (30)
R	TY (6)
I	RM (30)
P	GD (10)

- **Bite:** RM (30) Edged damage
- **Armor Skin:** GD (10) protection

If the serpent is slain it will revert back into the Serpent Tiara.

Background:

King Ghannif employed Red Sonja to acquire the Serpent Tiara for him, under guise that she was in employ of the troops who were traveling to Makkalet to help serve against the Turanian horde. King Ghannif instructed Sonja in the use of the magic words so she could touch the Serpent Tiara. Red Sonja led Conan into the



royal palace of Makkalet, not informing him of what she was searching for. They split up and Sonja managed to locate the tiara, entranced by it's beauty she grabbed it up and planned to abscond with it, forgetting to speak the words of power. The tiara transformed into a large serpent and Sonja screamed and Conan rushed in to the rescue but he was swiftly entrapped in it's coils.

Sonja distracted the serpent and Conan smashed it with a large chest of treasure, causing it enough pain that it released him from it's grasp. The serpent attacked Red Sonja but Conan leapt upon it and skewered it with his blade, it transformed back into the Serpent Tiara, Sonja muttered the magic words and recovered the tiara. She left Conan behind and returned it to King Ghannif, whose promised reward turned out to be himself and he tried to force Sonja to become his lover, she slew him outright.



Shokkoth

F RM (30)
A TY (6)
S RM (30)
E AM (50)
R TY (6)
I RM (30)
P RM (30)

Health: 116
Karma: 66
Popularity: -10
Resources: Shift 0

Known Powers:

Armor Skin: Shokkoth is encrusted with many myriad jewels. This provides him with RM (30) protection against physical damage.

Vulnerable to Acid: Acid attacks deal +2CS damage to Shokkoth.

Talents: None.

Background:

After rescuing the young woman Stefanya from an angry mob planning to burn her at the stake, Conan escorted her to the lair of the wizard she once served which an angry mob had killed him long ago. Conan helped her to search the ruins of Zoqquanor's keep. Conan kicked in a door and Stefanya had him wait down stairs in case they were followed while she searched for Zoqquanor. Conan heard Stefanya shriek and he rushed upstairs. There he found a huge jeweled man approaching Stefanya. Conan leapt to the attack but found the beat was immune to his trusty steel sword. Conan seized a vial of unnamed liquid and hurtled it into Shokkoth's face. The monster screamed as acid dissolved the cosmic glue which held his jeweled body together and he collapsed into a pile of multi-colored stones.



Siobahn Lauchline

F IN (40)
A RM (30)
S GD (10)
E RM (30)
R GD (10)
I IN (40)
P EX (20)

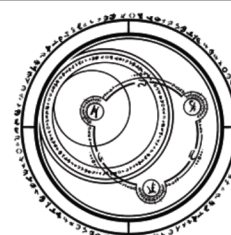
Health: 110
Karma: 70
Popularity: 10
Resources: PR (4)

Known Powers:

Telepathy: Siobahn has a limited form of telepathy, able to read the minds of others with Excellent (20) ability.

Balefire Blade (Equipment): The Balefire Blade is composed of Amazing (50) materials and it inflicts Remarkable (30) Fire damage in the hands of Siobahn Lauchline. The Balefire Blade can unleash Balefire which burns the body and soul. If a target is set alight it will begin to burn and it seems nothing can douse the Balefire flames.

Talents: Edged Weapons, Occult Lore.



Background:

Siobahn became a priest in the Order of Danu, serving the Earth Goddess. A Balefire Blade was forged for Siobahn. Siobahn heard of Conan and knew of his destiny. At a bar in Jarabesht, Siobahn was accosted by a man who thought she looked "game for some sport". After he failed to respond to her instruction "Remove your paw from my back cur, or prepare to lose it" she punched him back and threatened to kill him if he touched her again.

Heedless, he threatened to batter her until she would beg for death, which led Siobahn to battle and defeat him and several of his allies. The battle was interrupted by the city's Lord High Protector who offered to make Conan and any other warriors present rich beyond their wildest dreams if they joined him in his quest. Alongside Akif, Conan and several other warriors Siobahn joined the High Lord Protector's Leather Men on his floating ship in his mission to destroy a group of demons at their source.

When Conan cursed the magic allowing the ship to fly, Siobahn informed him that magic was just a tool, like a sword, and was neither good nor evil in and of itself. She then introduced herself and noted how the others in the Sisterhood of Danu treated their goddess giving gifts of respect, using them only in direst of times, unlike the Lord High Protector. He cursed her as a witch, and she cursed him as a sorcerer.

After the Lord High Protector revealed he would not be joining the others on their mission, instead staying behind to protect and recharge the vessel, they were surprised to find a field of slaughtered victims of the demons. Conan clarified to Siobahn that the demons only selected the strongest to join them and killed the weak. Just then

a group of flying blood children charged toward the ship. Siobahn used her Balefire Blade to assist Conan and the others in fighting the demons until one of them in the process of impaling Akif, pierced one of the balloons holding aloft the High Lord Protector's ship. Which promptly dumped most of it's passengers when the unsupported side of the ship rolled downwards. Conan caught Siobahn and urged the High Lord Protector to help them fight off the demons as they returned for another attack, but the High Lord Protector cut them free so the additional weight would not hinder the ascent of his ship.

As they fell into a tree far below Siobahn invoked Danu to protect them. They were unconscious after hitting the ground and they were found by at least one of the Blood Children of Ovada. The Blood Children brought the bodies of Conan and Siobahn into the hollow of Ovada's corpse, where their arms were bound, alongside the also captured High Lord Protector using tissue from Ovada's body wall to restrain them.

Siobahn and the High Lord Protector awakened before Conan. Upon Conan's revival Tara Sidth Alarune introduced herself to them as the vassal of the demon goddess Ovada. She told the trio that they would sup of Ovada's life blood and be reborn as one of her Blood Children. Able to sense Tara's thoughts however, Siobahn argued that not even Ovada could corrupt so many. Ovada explained that those who drank her blood became her blood children as did those who consumed the blood of her Blood Children. When Tara/Ovada tried to force Siobahn to drink from the chalice of her life blood, however, Conan kicked Tara backwards causing her to spill the chalice in her own face, he then managed to cut his bonds on the sword of an attacking Blood Child. After

Conan cut Siobahn free, she took out the demon holding her Balefire Blade, after which she joined Conan in battling the Blood Children. Nonetheless, recognizing that there were to many Blood Children for them to overcome, Siobahn realized that they had to destroy the taint's source, which was Ovada's hollowed out corpse.

She instructed Conan to watch her back as she used her Balefire Blade to slice a hole through Ovada's flesh wall, which not only provided them an exit but also set Ovada's form afire with flames that Ovada could not extinguish. They left the betraying High Lord Protector within the burning corpse as they made their escape.

After their escape, Siobahn noted that the Balefire had spread to all aspects of Ovada's soul, including the Blood Children. Tara/Ovada emerged and then summoned all aspects of Ovada's soul back into her original form. Though that massive form was still afire, it lived long enough to threaten them and Conan and Siobahn rushed away to avoid her massive footsteps.

Conan then charged Siobahn to charge her Balefire Blade and hold it with him, and together they hurled the blade through Ovada's visor. As the blade struck her eye and the fiery energies penetrated deep within her body, Ovada screamed in anger and denial as her body exploded, leaving behind only fragments of a smoldering skeleton.



Snow Queen

F RM (30)
A RM (30)
S GD (10)
E EX (20)
R GD (10)
I IN (40)
P AM (50)

Health: 90
Karma: 100
Popularity: 15
Resources: TY (6)

Known Powers:

Nature Magic: Inside her realm, Astriel can manipulate the forces of magic at her whim, she can destroy scores of soldier's with but a thought or use her powers for healing. She manipulates the magic of realm with AM (50) ability, outside of her realm, her sorceress might falls to minor levels and she has difficulty managing the simplest of spells. Consider her to fall to TY (6) ability outsider her realm.

Immortal: Astriel is immortal and does not age.

Broadsword (Equipment): This weapon inflicts 10 points of Edged damage.

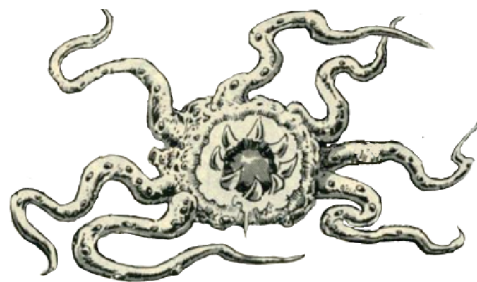
Talents: Edged Weapons, Occult Lore.

Background:

Astriel claims to be a goddess, she is native to an other world realm that is home to a race of immortals that exists within the Arctic Plateau of the Hyborian Age. Astriel met and fell in love with the warrior Kendrick. Incapable of watching him age and die as men do, she wove a spell to preserve his mortality, as long as he did not leave her realm he would live forever. Years later, the wizard Thoth-Amon abducted Astriel from her realm and brought her to Stygia.

Seeking to obtain her vast power, Thoth-Amon wove malefic spells and tortured her in an attempt to break her will and force her to serve him. She resisted fiercely but her defeat was inevitable had she not been rescued by Kendrick. With Thoth-Amon's agents hot on their trail, Kendrick enlisted the aid of Conan the Barbarian to return Astriel to her realm. If he could not stop Thoth-Amon from reclaiming her himself, he was to kill her.

Conan and Astriel were not long gone, when Thoth-Amon's agents caught up to Kendrick and slew him. Conan and Astriel continued their flight northwards, fending off Thoth-Amon's agents the entire way. Conan was gravely wounded but still they continued north. Eventually, they were surrounded by enemies and a group of Arctic animals came to their defense. On the verge of her realm, Astriel regained her full power and called baneful magic down upon their enemies destroying them, then she healed Conan. She offered Conan immortality if he would stay with her, Conan knew he could not be caged in that manner, however he did manage a eternity of love within a few nights



Sodatha

F GD (10)
A TY (6)
S Shift X (150)
E MN (75)
R TY (6)
I TY (6)
P TY (6)

Health: 241
Karma: 18
Popularity: -30
Resources: Shift 0

Known Powers:

Hyper Digging: Sodatha has EX (20) burrowing and tunneling abilities.

Tentacles: Sodatha can reach targets up to 3 Areas away with it's tentacles.

Weakness-Burning Oil: Sodatha proved extremely vulnerable to burning oil, although it was not destroyed it did send the monster into a blind rage causing it to destroy the city of Hanghara.

Talents: None.

Background:

When the Earth was young and the oceans still boiled, an unknown elder race performed elaborate rites to placate with living sacrifices, the monster that would become known as Sodatha. Night began to fall on the city of Hanhara, and the tolling of the bells



marked the hour for the worshipers of Sodatha to convene. Khosa, a drunken man left the tavern and was dragged beneath the Earth by burrowing tentacles, after bravely boasting he did not fear the night in Hanghara. Nearby, Archoric, leader of the thieves guild which Conan had joined, ordered member Bhok to shut the window, for the screams were making him lose count of his coins. Bhok shut the window and spoke of the curse of Hanghara, Archoric told him to shut up with his wife's tales because they made him lose count of his coins. Conan noted dryly, that every time Archoric lost count his pile of coins grew poorer.

A knock on the door came, and it was believed to be Trollo, a member who had gone out to fetch food. The door opened and it was Trollo accompanied by the city guard! Soon most of the thieves were dead, Conan survived by leaping out a window but found himself surrounded by archers. Conan surrendered, figuring a slim chance was better than no chance. Instead of being rewarded for his treachery, Trollo found himself on trial and ordered to the gibbets alongside Conan.

Imprisoned in hanging cages at the town center, children happily threw offal at Trollo but left Conan alone, fearing him even in his cage. That night, Conan observed a tentacle erupt from the ground and capture a rat. Conan caught rain water in his hands to stave off dehydration. Trollo promised the kid tormenting him one of his gold teeth if they helped free him. Later, a boy appeared with a knife and mallet and free Trollo from his cage. Of course Trollo broke his word and shoved the boy into the mud. Conan told the boy if he would free him, he would pay the boy a mouthful of gold teeth. The boy freed Conan after Trollo had fled. Conan and the boy tracked Trollo to a inn where he was stuffing his

face. Conan promptly strode up to him and knocked out his gold teeth. He gave the 5 gold teeth to the boy. Conan planned his escape and dragged Trollo along with him so he could not inform the guards. The guards found them anyway, Conan managed to take a sword from a guard and made short work of their pursuers. Conan spied one of the spawn of Sodatha and followed it, hoping to discover an escape route beneath the city.

Elsewhere, the Priests of Sodatha prepared that nights sacrifice, a jewel adorned woman and some goats, which they led down pictograph adorned stone halls. Conan heard the chants and delved ever deeper into the tunnels, coming upon a huge open room with flaming braziers. Tentacles reached up from the pit for the slave girl and the goats, Conan ordered Trollo to tip over the braziers as he went to save girl and jewels. Swinging on a conveniently placed rope, Conan severed one of Sodatha's tentacles. Trollo of course, went to make his escape but found his way blocked by spawn of Sodatha.

Having no choice, Troll wen to tip the braziers as ordered, and Conan slew a priest and tossed another down the pit. The braziers fell into the pit and Sodatha howled in pain, tentacles claimed two more priests. Conan made his escape with the girl while Trollo followed behind. The girl, obviously afflicted by some potion, told Conan she could not leave as she was the bride of Sodatha. Conan knocked her unconscious and threw her over his shoulder. For the first time in it's existence the creature known as Sodatha knew pain. Crawling out from it's pit it rattle the city of Hanghara to it's foundations. Reaching the surface, Conan and Trollo fled for their lives with the girl in tow and Sodatha emerged from beneath the ground in a wave of cataclysmic destruction. Tossing a

rock Conan unseated a guardsman from his horse and claimed the beast as his own. Conan proceeded to get the hell out of Hanghara and Trollo again doggedly followed. From atop a hill, Conan watched as the beast and the city burned as one and his girl began to come out of her spell. Conan and his girl proceeded south wards, and the people of Hanghara made an exodus from the ruined city.



Sutro

F	TY (6)
A	TY (6)
S	PR (4)
E	GD (10)
R	GD (10)
I	RM (30)
P	AM (50)

Health: 26

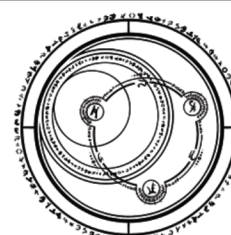
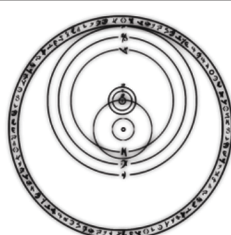
Karma: 90

Popularity: -15

Resources: TY (6)

Known Powers:

Chaos Magic: Sutro is a master of chaos magic, he performs most spells with AM (50) ability. He has been seen capable of the following magic feats:



- Telekinesis
- Bolt of Bedevilment
- Commanding demons
- Observing distant events through his magic mirror
- Illusion casting
- Animating plants
- Teleportation

Serial Possession: When the current Sutro perishes, his life force will seek out his "inheritor" and they will gain his previous occult knowledge and magic powers. The individual's hair and eyes turn silver and their voice becomes a sibilant whisper.

Talents: Occult Lore.

Background:

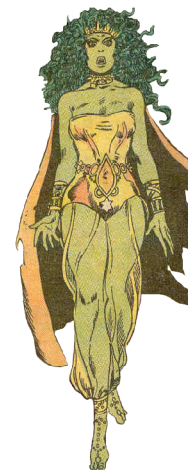
After leaving Shadizar the Wicked for parts unknown, Conan's journey was cut short when his horse was bitten by a venomous viper and died. Conan set out across the Zamorian badlands on foot. Hearing footfalls rapidly approaching from behind he hid behind a rock. A girl came into view and Conan grabbed her. The girl pointed to the sky where two bat winged men were closing in on her. Conan defeated the first with his sword and broke the second's neck with his bare hands.

The woman thanked Conan and declared him her champion, Conan told her he was no champion. The girl stated she was sought after by Sutro, pointing to a castle in the distance. Conan advised her to head in the opposite direction. The day began to turn unnaturally dark. As they traveled, the landscape changed and they were impeded by rocks and strange plants. An animate plant attacked them and Conan made short work of it. Deciding to cross a river because Conan had heard wizards could not cross running water, they encountered a river demon which knocked the girl Norda

unconscious. Conan slew the beast and climbed from the river only to find the castle was before them again. They had been traveling in circles. Having had enough of these sorcerous games, Conan carried Norda to the gate and knocked, demanding entrance. The doors swung open and Conan entered the courtyard. From a high window the wizard Sutro ordered Conan to leave Norda and depart. Conan decided to climb the tower with Norda over his shoulder and confront Sutro directly.

Upon entering the tower and coming face to face with the wizard, he began levitating and hurling skulls, books and furniture at Conan. Conan swatted the objects aside, and Sutro fell back, only to cast a spell to paralyze the barbarian. Conan broke the charm through sheer force of will and attacked Sutro anew. Just as he was about to slay the wizard, Norda awakened and beseeched Conan not to slay him for he was her father. Conan was incredulous that her own father would have sent demons to accost her, and Norda explained that she was trying to break the chain of wizardry for there had always been a Sutro in this region of the world. That her own father had taken on the mantle of Sutro and his father before him and on and on back to the beginning of time out of mind.

Conan and Norda fled down the stairs and a huge ape followed after them. The beast out muscled Conan and nearly slew him before Conan's knife found it's heart. The ape transformed into Sutro, and Norda called Conan a murderer. A nimbus of energy fled the dying Sutro's body and engulfed Norda. Her hair and eyes turned silver and she proclaimed Norda was dead, long live Sutro. She blasted Conan away with magical energy and ordered him to leave. Conan realized the girl Norda was gone and so he left her behind.



Terhali, Green Empress

F	RM (30)
A	EX (20)
S	GD (10)
E	RM (30)
R	EX (20)
I	MN (75)
P	MN (75)

Health: 90

Karma: 170

Popularity: -20/-50 in her dimension

Resources: TY (6)/AM (50) in her dimension

Known Powers:

Chaos Magic: Terhali is one of the Dukes of Chaos. Her magical powers are vast and powerful, the full extent of which will likely never be known. She casts most spells at the MN (75) ability. She is known to be able to:

- Fly
- Surround herself in a green nimbus of energy which protects her from most attacks
- Unleash mystic rays of force from her eyes
- Summon demons
- Precognition
- Postcognition
- Telekinesis
- Teleportation



Talents: Mystic Origin, Occult Lore.

Background:

Terhali was a Melnibonean sorceress and daughter of it's King and a she demon summoned from the Earth dimension. She became the Green Empress of Melnibone and a fearful sorceress. Eventually, she fell against the combined use of magic forces of her foes. She was sealed in a tomb in the capital city of Yagala, which they then projected into the Hyborian Age and summoned vast rains and floods to drown the city and it's tomb (said to be a treasure trove of mystical lore) beneath the waves. Leaving only the highest spires of the city to rise above the waters, known as the Sighing Lake, in Eastern Koth.

The sorceress, Xiombarg resurrected Kulan Gath as her agent and sent him to free the Green Empress. Conan, Elric and Zephra became embroiled in the plot and strove to stop it from happening. Xiombarg commanded Gaynor the Damned to stop them. After a long running battle to Yagala, Conan and his company fought off Gaynore the damned and managed to stop Kulan Gath. Kulan Gath was still successful however, casting a spell to free Terhali even as he perished to Conan and his fellow warriors. Terhali, emerged from her tomb blasted Kulan Gath and finished him off.

Terhali blasted Conan and Elric senseless with her mystical eyebeams. Zephra channeled the full power of the Lord of Order's might and blasted Terhali to pieces, sacrificing herself in the process.



Tetra

F	IN (40)
A	RM (30)
S	GD (10)
E	RM (30)
R	EX (20)
I	AM (50)
P	MN (75)

Health: 110
Karma: 145
Popularity: 10
Resources: TY (6)

Known Powers:

Eclectic Magic: Tetra possessed vast magical powers after absorbing the power of the Well of Souls. She could perform most mystical abilities with MN (75) capability. She has been known to manipulate the forces of magic to accomplish:

- Generate powerful blasts of Energy capable of destroying an entire castle
- Illusion Casting
- Transform/reverse transformations caused by the Well of Souls
- Generate flames
- Time travel
- Summon monstrous and alien creatures
- Travel to other dimensions

Talents: Blunt Weapons, Bows, Edged Weapons, Horse Riding, Martial Arts A.

Background:

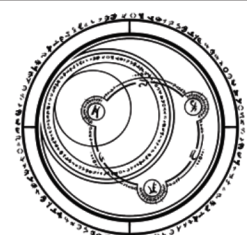
Tetra was possessed by the ancient and terrible power of the sorcerer Nostume. She was then caught and possessed by the Demon Wolf, she was doomed to wander the time stream for all eternity, cursed with everlasting life and near limitless eldritch power. She embodied the undying force of an ageless evil. She journeyed back through the time stream to kill Conan when he was a mere 13 years old, but she reconsidered and left. She was later killed by Conan to prevent the demon from taking control.



Thoth-Amon

F	GD (10)
A	EX (20)
S	GD (10)
E	RM (30)
R	EX (20)
I	MN (75)
P	MN (75)

Health: 70
Karma: 170
Popularity: -30
Resources: RM (30)



Known Powers:

Chaos Magic: Thoth-Amon is a master level sorcerer of Chaos Magic and the High Priest of Set in the Hyborian Age, his spells are extensive and not limited to the following spells:

- Thoth-Amon possesses an Monstrous ability to transfer minds with another individual or beast
- Thoth-Amon can Astral Project himself with Unearthly ability
- Thoth-Amon can cast Eldritch Bolts at a target, these bolts inflict Amazing Energy damage
- Thoth-Amon can summon a mystic shield of Amazing protection
- Thoth-Amon possesses the Telekinesis spell with Unearthly ability allowing him to levitate and hurl objects
- Thoth-Amon possesses an Amazing ability to animate inanimate objects
- Thoth-Amon can Mentally Control other individuals with Monstrous ability
- Thoth-Amon can teleport vast distances with Monstrous ability
- Thoth-Amon has a Monstrous ability to summon and control demons
- Thoth-Amon has an Unearthly ability to entreaty the serpent god Set to intercede directly on his behalf
- Thoth-Amon can cast Precognition
- Thoth-Amon can cast Postcognition with Unearthly ability
- Thoth-Amon can project himself or messages into another's dreams with Monstrous ability

Serpent Ring of Set: Thoth-Amon possesses the Serpent Ring of Set which contains much of his magical prowess. If deprived of the ring his abilities will be at -3 CS efficiency.

Trance of the Black Lotus: Thoth-Amon can enter a trance by breathing in the vapors of the black lotus. Afterwards,

his powers increase +2CS for up to two days.

Control Beasts and Serpents: Thoth-Amon has an Monstrous ability to pose his will on any animal or serpent, forcing them to carry out his orders.

Lord of the Serpent Men: Thoth-Amon is the leader of the Serpent Men of Set, they serve as his minions.

Talents: Bibliophile, Demonologist, Thaumaturgy, Occult Lore.

Background:

Thoth-Amon's origins are unknown, when first seen he was already hundreds of centuries old. Thoth-Amon at some point trained the sorcerer Kulan Gath, who was eventually forced to flee Stygia for practicing sorcery that even the Priests of Set found offensive. Thoth-Amon also drove other sorcerers from Stygia and Karanthes the High Priest of Ibis he drove to Nemedia. Thoth-Amon drove Morophla and his sister Uathact on whom Thoth-Amon laid a blood curse of Stygia. They reestablished themselves in Zamora. Thoth-Amon journeyed north from Kheshatta, and he encountered a young Nefta. He eventually returned to Kheshatta to work alongside the wizard Hath-Horeb.

Thoth-Amon awakened the Sons of Set, a.k.a. The Man Serpents, and the original Serpent Men and took command of them. Thoth-Amon in anonymity sent a gift to the city of Numalia in Nemedia to his old foe Karanthes. When Karanthes opened the gift he was killed by the Man-Serpent within it. Conan sneaked into Karanthes temple to steal this gift and was instead found by Karanthes body and blamed for his murder. Conan ultimately slew the Man Serpent, but not before it could kill everyone else in the temple. Conan looked into the bowl

which formally held the Man Serpent, and received a powerful vision of Thoth-Amon, which caused him to flee Numalia. Thoth-Amon fled Stygia during the reign of King Mentuphera. He traveled to Kordava where he remained even after Mentuphera's death. Thoth-Amon sent a sorcerer to steal back a page of the Book of Skelos from the new resurrected Karanthes.

The sorcerer succeeded but then encountered a time displaced Kull the Conqueror and his castle. The sorcerer posed as Gonar, an advisor to Kull, and sought to lead him to conquer the world, that he himself might then take it over. Conan exposed the sorcerer who then revealed his intentions. Thoth Amon had been an observer from afar and sent an image to let the sorcerer know that he was on his own and Thoth-Amon would not interfere. Conan slew the sorcerer and Kull and his castle then returned to their own era.

Thoth-Amon appeared to Conan in a dream, warning him to abandon Belit's quest to rescue her father. Conan refused, and an immense sea monster abruptly attacked his ship. Conan of course slew the monster. Thoth-Amon was then employed by Count Valenso of Kordava to slay an enemy of his. Thoth-Amon conjured up a fiend from the outer gulfs to crush and slay Valenso's foe. After this was done Valenso betrayed him, cheating him out of his money and denouncing him to King Ferdrugo, king of Zingara.

As a result Thoth-Amon was forced to flee to Stygia in stealth and haste. Thoth-Amon traveled to Shemi where he became the advisor to King Ctesphon (who was actually the woman Neftha whom he had encountered 20 years earlier). From a distance, he directed another Man Serpent to attack Conan and his allies, Belit and Zula. While they slew the



Man Serpent, they were then separated and Conan was attacked by two serpent men posing as Belit and Zula. Conan uncovered the deception and slew the two serpent men. Thoth-Amon contacted another sorcerer, Ptor-Nubis, advisor to Belit's uncle, King Nimkarrak of Asgalun. Thoth informed Ptor-Nubis that Belit would be coming to take the throne that was rightfully hers.

Thoth-Amon abducted Astriel, a goddess known as the Snow Queen, to try to force her to serve him, she resisted and was rescued by her old ally Kendrick. Astriel employed Conan to return to her realm and protect her from the machinations of Thoth-Amon's wizards. Thoth-Amon appeared before Astriel and Conan and threatened them. Nonetheless despite the powers of the two sorcerer's and a legion of mercenaries assisting them, Conan successfully returned Astriel to her realm, where she regained her powers and destroyed the forces opposing her.

The ancient wizard Thulsa-Doom now existing as only a disembodied skull, manipulated those around him to bring him to Stygia, where he could meet with Thoth-Amon. Thulsa Doom proposed an alliance, but Thoth-Amon recognized Thulsa Doom for the threat that he was. Thoth-Amon could detect that already Thulsa Doom had begun to exert his influence, taking control of the Serpent Men, and attempting to do the same with the Man Serpents. Thulsa Doom had attained an uneasy alliance with Conan and others, who helped him to escape from Thoth-Amon's attacks.

Thoth-Amon however wished to keep an eye on Thulsa Doom, so he transferred a portion of his essence into Ee-ch'ing, a monkey creature that was the pet of Kuchum (who was following Thulsa Doom's directions to a

legendary treasure). Conan threw a dagger at Thoth-Amon, but one of his Man Serpents intercepted the blade, dying in order to protect it's master. Back aboard Kuchum's ship Thoth-Amon in the form of Eech'ing, confronted the skull of Thulsa Doom, and attempted to throw it overboard. The skull bit down on Ee-ch'ings hand taking the monkey thing with him into the ocean. Conan dived into the waters and saved them both, at the request of Kuchum. Ee-ch'ing lost a hand to the skull, and received a small hook in it's place. Thulsa Doom however, led them all into a trap where they were captured by the Serpent Men, who impersonated Conan, Kuchum and his daughter Li-zya and took over their ship.

Thulsa Doom led the ship to the island where the remains of his body rested. Conan freed his allies and Ee-ch'ing and they escaped into the jungle and Conan learned that Ee-ch'ing was Thoth-Amon. Conan and Thoth-Amon joined forces in an effort to stop Thulsa Doom. They encountered Jandalinatjari, one of the snakes of many colors, and convinced her to transport them to Doom. Doom had reattached his head to his body, but required further blood sacrifice to regain his full powers.

Doom's serpent men had also allied themselves with Yarralamundu, another giant snake of many colors, that attacked Jandalinatjari. Thoth-Amon took over the mind of a Serpent Man and transformed it into a replica of his own body enabling him to access his powers sufficiently to oppose Thulsa Doom. However, while neither Doom nor Thoth-Amon possessed their full powers, Doom proved powerful enough to hold off Thoth-Amon and Conan. Jandalinatjari managed to overcome and slay Yarralamundu. Then without further distractions, banished both Thulsa

Doom and Thoth-Amon from her sacred island. She tore Thoth-Amon's body from the serpent man he inhabited and sent it back to Stygia. Thoth-Amon presided over the Black Ring when Zula petitioned and was accepted for membership. After the Black ring failed to fight off a group of invaders, Thoth-Amon returned to Kheshatta and retook control.



Thugra Khotan

F	TY (6)
A	GD (10)
S	TY (6)
E	EX (20)
R	GD (10)
I	IN (40)
P	AM (50)

Health: 42

Karma: 100

Popularity: -20

Resources: EX (20)

Known Powers:

Chaos Magic: Thugra Khotan was a powerful wizard. He performed most feats of magic with AM (50) ability. He has been seen capable of:

- Physical transformations of himself



- Manipulation of the weather
- Entreaty to Set
- Entreaty to the Great Old Ones

Talents: Occult Lore.

Background:

Three thousand years before the birth of Conan, the empires Acheron and Stygia covered most of the areas that would become the Hyborian world. Both were ruled by a class of powerful sorcerers, one of them was Thugra Khotan, ruler of the autonomous city Kuthchemes. He supervised the customary human sacrifices to Set, offering hundreds of lives to his deity.

Eventually both empires were invaded by barbarians from the north, the Hyborian tribes (ancestors of the Aquilonians, Nemedians, Kothians, etc.) The mass invasion left Acheron in ruins and Stygia a mere rump state. Kuthchemes also fell to the barbarians. Thugra Khotan was unable to save his peoples, including his lover Bas-Tet who was slain in the fall of the city.

In the city's final moments, Thugra Khotan willingly swallowed a mysterious poison. Its effects placed him in a death like sleep. His priests sealed his body in the tomb he had prepared for himself. The invaders soon killed the priests but failed to open the tomb.

Over the following millennia, the name Thugra Khotan lived on in legends. A cult of worshipers viewed him as the incarnation of the god Zug and fashioned his image in coinage. While generations of thieves tried to breach the tomb and lost their lives and sanity, with the aid of Conan, the master thief Shevatas breached the tomb. Unfortunately his entrance awakened the long sleeping sorcerer king. Thugra Khotan was undead and he walked once more among the living,

but the flesh in his face had considerably decayed. He started covering his flesh in public and became known as the "veiled one", he took the name Natohk and set out on a mission to rule a new kingdom. Posing as a prophet and using his sorcery, Natohk managed to unite a rag tag band of desert nomads, Stygian exiles and mercenaries into a coherent fighting force. Several small city states fell to his forces. His coveted prize however, was the kingdom of Khoraja and its princess regent, Yasmela. She resembled Bas-Tet and Natohk lusted after her.

Eventually the armies of Natohk and Yasmela faced each other in battle. Her forces included newly appointed General Conan, the mercenary Red Sonja and the sorcerer Zula. While the Khorajan calvary fell victim to a magical version of a land mine field, Khotan personally abducted Yasmela. Leaving his troops unsupervised in the process. While the battle raged, Zula used the Darkhold against Natohk. Weakened and cut off from his army, the sorcerer found himself facing Conan in mortal combat. He died by the sword.



Thulsa Doom

F	AM (50)
A	EX (20)
S	GD (10)
E	UN (100)
R	EX (20)
I	MN (75)
P	UN (100)

Health: 180

Karma: 195

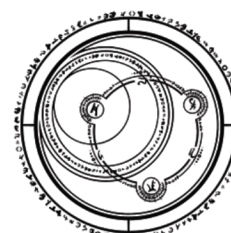
Popularity: -50

Resources: EX (20)

Known Powers:

Elder Magic & Necromancy: Thulsa Doom is a master wizard of Elder Magic and Necromancy. Having lived for tens of thousands of years he is easily a Sorcerer Supreme equivalent. His typical ability with magic is UN (100). Some of his magic includes:

- Thulsa Doom can cast eldritch beams of energy
- Thulsa Doom can create a mystic shield
- Thulsa Doom can astrally project his spirit
- Thulsa Doom can cast powerful illusions of Unearthly ability which he uses to disguise his undead form
- Thulsa Doom can mentally control others
- Thulsa Doom can cast the Enhancement spell, often empowering agents to carry out tasks for him
- Thulsa Doom can also cast Precognition
- Thulsa Doom can cast Postcognition
- Thulsa Doom can summon and control demons
- Thulsa Doom can use his magic to enact a levitation spell
- Thulsa Doom can entreaty Set to intercede on his behalf or to seek information of a divine nature
- Thulsa Doom can raise the dead, creating zombies to serve his will
- Teleportation



Lord of the Serpent Men: Thulsa Doom is the true leader of the Serpent Men of Set, they serve as his minions.

Immortal: Thulsa Doom has a CI 1000 resistance to death and will always rise from the dead to continue his quest of spreading Set's influence and to take over the world.

Talents: Bibliophile, Demonologist, Edged Weapons, Occult Lore.

Background:

Thulsa Doom's origins are unknown, he claims to have died his first death BEFORE the ancient continent of Atlantis first rose from the seas. That may make him close to 25,000 years old. After suffering attacks on his kingdom by the Serpent Men, Kull led his Red Slayers to the forbidden swamp to attack the Serpent Temple. Thulsa Doom (having taken human form) duped Kull into believing he was a enemy of the serpent men as well.

After Thulsa Doom learned that Kull possessed one of a pair of magical gems, the Serpent's Eyes, he accompanied Kull and his allies back to Valusia. Thulsa Doom ensorcelled one of Kull's servants, a girl named Shiva, and sent her to steal the other gem from Kull. Kull stopped her and confronted Thulsa Doom, who revealed his true nature before vanishing.

Doom then plagued Kull with a series of nightmarish visions, and Kull gave the gem to his ally for safe keeping. However, Doom had fooled Kull again and had taken Ka-Nu's form. Now in possession of both gems, Doom bound Kull in chains and prepared to slay him in front of a crowd in a gladiator arena in Kull's kingdom of Valusia. The real Ka-Nu used a magical amulet to help Kull's ally Brule to free Kull from the chains. However, Thulsa Doom's defeat came

at his own hands, as he joined the two Eyes of the Serpent God, and was seemingly overwhelmed and destroyed by the vast energies that were released. The mystic Kutholos used his magical powers to make it appear as if Saremes, the cat of the noblewoman Delcardes, was precognitive and could speak. Thulsa Doom then captured, imprisoned and impersonated Kutholos.

Using the trusted words of Saremes, Thulsa Doom sent Kull to the Forbidden Lake where he hoped he would be slain. Kull survived and returned to Valusia, where his assistants revealed that it was Kutholos who had been putting words into Saremes mouth. Thulsa Doom revealed himself upon being confronted, and walked out of the castle despite the soldiers futile attempts to stop him.

Posing as the noblemen Ardyon, Thulsa Doom gained the alliance of four rebels within Valusia: the dwarfish Ducalon, the soldier Enaros, Baron Kanuub, and the minstrel Redondo. As Ardyon, he caused Kull's guards to fall asleep, allowing the four rebels to invade Kull's private chambers with plans to assassinate him. Kull fought valiantly, and though he was sorely wounded, he fought off all of his attackers. Ardyon then arrived, revealed his true nature to Kull, and drained Kull's strength, causing him to collapse. Ardyon removed Kull's crown, took over rule of Valusia for himself and threw Kull into the dungeons.

Thulsa Doom cast a spell over Kull which prevented him from revealing Doom's true nature. Thulsa set Kull up for a public beheading, but he was rescued by his ally Brule, who gave Kull a magical amulet to save his neck from the axe. Unable to harm Thulsa Doom, Kull and Brule escaped from Valusia.

While Thulsa Doom terrorized the Valusians, taxing and abusing them. Kull and Brule returned to the City of Wonders and ambushed him. Thulsa Doom created a warrior out of flame to delay them, while he escaped and then he sent the Black Legion, the soldiers of Valusia against them. Kull and Brule managed to fight their way to safety, but were again forced to flee the city. Thulsa Doom continued his rule with impunity.

Thulsa Doom sent members of the Black Legion to find and ambush Kull and Brule the Spear Slayer, though Kull and Brule won the fight, Thulsa observed the battle through a magic crystal. Kull and Brule's ship was later attacked by a sea serpent. Kull traveled to Atlantis planning to take it over to fulfill a prophecy and lead it's forces to Valusia to help him retake his original throne. Along the journey, Thulsa Doom tormented him with demented visions.

Thulsa Doom learned of the curse of Toranna and planned to bring the curse down upon Kull, so that he may never again leave his throne. To this end he took on the image of the God of Toranna and instructed its people how to bring this about. The people of Toranna drew Kull in and had him undergo a series of trials to win the Crown of Toranna. Kull sought the Crown of Toranna because he believed it would allow him to return and retake the Crown of Valusia from Thulsa Doom. Kull successfully complete the trials and won the Crown of Toranna but before he could don it, Nora warned him of the Curse of Toranna.

Angered Thulsa Doom let Nora's age catch up with her turning her into a shriveled corpse and then revealed himself to Kull challenging him to one final battle. Thulsa Doom pulled Kull into a pocket dimension for their final battle, Kull managed to slash Thulsa



Doom's face with his sword, but ultimately was overpowered by the necromancer. Thulsa Doom returned them both to Toranna, but Kull rallied long enough to push Thulsa Doom unto the throne and place the Crown of Toranna on his head. His face scarred by Kull, Thulsa fulfilled the prophecy and fell to the curse himself. Thulsa's power drained by the curse, and the city of Toranna collapsed, seemingly crushing him.

Kull of course escaped and then returned to Valusia to retake his throne. Thulsa Doom then impersonated King Fenar of Zarhaana and issued both a challenge and insult to Kull. Kull pursued Fenar who lead him to a place at the end of the Earth in the land beyond sunrise. When Kull finally caught up with him, Thulsa Doom revealed himself and challenged Kull to a sword fight. With each clash of the swords Kull became weaker until he managed to briefly disarm Thulsa and trade swords with him. Kull then used Thulsa's magical sword against him and skewered him through the chest. Thulsa crumbled into dust.

Thulsa Doom would later return to life in the Hyborian Age of Conan. There he usurped Thoth-Amon's place as ruler of the Serpent Men and set about a plan for global domination. Thoth-Amon had to join forces with his bitter enemy, Conan the Barbarian, in order to face and defeat Thulsa Doom, as Thulsa proved much more powerful than either of them alone.



Troll Under the Bridge

F IN (40)
A EX (20)
S RM (30)
E RM (30)
R TY (6)
I IN (40)
P TY (6)

Health: 120
Karma: 52
Popularity: -5
Resources: FE (2)

Known Powers:

Invulnerable: The troll has a RM (30) resistance to wounds caused by normal weapons. Even though they wound him visibly, they cannot kill him. He can even be decapitated and will survive.

Talents: None.

Background:

Lord El-Ron put the troll as a guard on the bridge over the river. The troll collected a tax from all outlander, merchant and person of the nearby lands who crossed the bridge. Those who paid received a mark (probably magical) that let them pass the gates and demon guards of Zukala Castle.

One day a lady tied to cross the bridge without paying, the troll captured her and was going to punish her but Conan interceded. The troll decided Conan had to die since he didn't pay the tax either. A fight broke out and the troll with it's superior strength forced Conan and his horse into the river. Th lady (Red Sonja in disguise) distracted the troll and Conan managed to slash off his head. Even decapitated, the troll's body ran away following after it's head washed away by the river.



Tuzun Thune

F GD (10)
A GD (10)
S TY (6)
E GD (10)
R GD (10)
I AM (50)
P AM (50)

Health: 36
Karma: 110
Popularity: -15
Resources: TY (6)

Known Powers:

The Mirrors of Tuzun Thune: Virtually all of Tuzun Thune's magic power was derived from his mirrors, which were of unknown origin. Each Mirror seemed to have a different power, Tuzun Thune uses the mirrors with AM (50) ability.



Tuzun Thune proved capable of using the mirrors for a variety of effects, such as:

- Seeing into the past
- Seeing into the future
- He could see other places and beings of importance
- Gateways to other realms
- Some mirrors could entrap a person gazing into them in the mirror itself
- Some mirrors could entrap a persons soul, pulling it from their body
- Time travel
- Create duplicates of the being gazing into the mirror with the same statistics and talents
- Tuzun Thune was immortal as long as he lived in the mirrors
- Tuzun Thune could swap places with someone gazing into the mirrors

Knife (Equipment): Despite the power of his mirrors, Tuzun Thune is not above stabbing an enemy in the back. This weapon inflicts 10 points of Edged damage.

Talents: Occult Lore.

Background:

Tuzun Thune was a member of the Elder Race. He lived in the Hall of a Thousand Mirrors near the Lake of Visions in Valusia. He was eventually slain by Brule the Spear-Slayer. During the age of Conan, he claimed to be the last representative of the Elder Race, returning as a reflection in a mirror. Under the form of Gonar, he led the mirrored versions of Conan and Red Sonja into the desert to gain the leadership of the Kozaks who had been serving under Conan. Confronted by several people who knew Conan well, Zula, Fafnir and Turghol, the mirrored Conan told stories of their past to convince them of his nature but then the mirrored Conan and Gonar exposed Fafnir's demon hand leading

the Kozaks to think that he was evil. Fafnir and Conan battled and Fafnir noticed that he was using his opposite hand to hold his sword, he voiced his opinion and mirrored Red Sonja stabbed him from behind, seemingly killing him. Through this victory, mirrored Conan seem to prove himself to the Kozaks, and he grabbed Conan's woman, Roxelana, to prove himself in other ways. Zula and Turghol took Fafnir away to bury him, but he quickly revived due to the magic coursing through his body.

Conan convinced Zula and Turghol that Conan and Sonja were imposters. Gonar, having followed them and listened, extracted their souls into one of his small mirrors, leaving their bodies apparently without life. Meanwhile, the real Conan and Sonja journeyed towards the Kozak camp. The mirrored Conan and Sonja showed lusty traits, surprising Gonar. Conan ordered the Kozaks to burn the body of his three comrades the next night, defying Gonar's advice that they destroy the bodies immediately, because mirrored Conan wished to enjoy Roxelana's company just then instead.

Later, as the Kozaks prepared to burn the bodies, the Kozak shaman intervened, stopping Gonar. The mirrored Conan raised his sword, but it was met with the real Conan's sword as he and Red Sonja had just arrived. A fight started between the mirrored warriors and the originals. Gonar threw the mirrors containing the souls into the funeral pyre. The shaman realized that the imposters were left handed, he tried to shout a warning but Gonar stabbed him in the gut. The Gonar uncovered some large mirrors and sucked the Kozak chiefs and Roxelana into the mirrors, leaving Conan and Sonja to fight their doubles. Turghol's wife managed to lift the smaller mirrors from the fire, the wounded shaman cast a spell that

returned the three warriors to their bodies. Zula and Fafnir immediately reacted, shattering the large mirrors. The Kozak chiefs and Roxelana were freed and the mirrored Conan and Red Sonja decided to flee and they slashed Gonar in their haste to escape. With the last of his fading strength, Tuzun Thune broke his final mirrors and the mirrored warriors were destroyed. Tuzun Thune perished and his body immediately became a decayed husk.



Ursula

F	TY (6)
A	GD (10)
S	TY (6)
E	GD (10)
R	GD (10)
I	EX (20)
P	EX (20)

Health: 32

Karma: 50

Popularity: 5

Resources: PR (4)

Known Powers:

Nature Magic: Ursula is a practitioner of nature magic, she performs most spells with EX (20) ability, she has been



known to perform the following feats of magic:

- Control animals
- Speak with animals

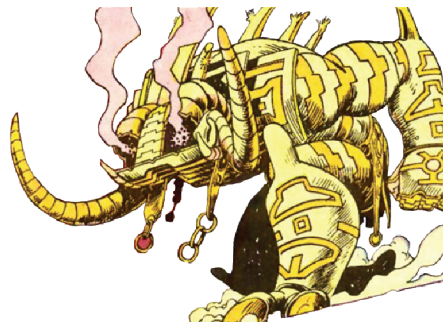
Immortality: Ursula ages very slowly or not at all.

Talents: Occult Lore.

Background:

Ursula's exact origin is unknown. She has undergone rituals that proclaim her to be a Priestess of the Wild and granted to her an extended life span. Ursula stationed herself in the mountains of Cimmeria and she developed an attachment to the polar bears there. A young Conan, just turned 15 winters old, met the Priestess of the Northern Snows. She brought him to her dwelling and there Conan gained form her carnal knowledge.

Ursula gave birth to Conobar, the son of Conan, due to her magic Conobar grew to adulthood in half the time. Years later, Ursula observed the rain of fire (sent by Vammatar) which destroyed Conan's village, the Snow Hawk tribe, seeing it as none of her business she did not investigate. About 11 years later, Conan was traveling to Mount Crom on a quest to destroy the sorceress Vammatar, Ursula guided Conan to her dwelling with snow hawks. There Conan recovered from his wounds. Vammatar's undead legions had tracked him to the dwelling and attacked them. Conan and Ursula's polar bear fought off the undead legions, although the bear, Kratos, was slain in the process. Conan blamed her for not opposing Vammatar when Ursula had first learned of her, dooming his people. Conan withdrew his words and left her, intending to never return.



Utu

F	RM (30)
A	TY (6)
S	RM(30)
E	AM (50)
R	PR (4)
I	RM (30)
P	EX (20)

Health: 116

Karma: 54

Popularity: -10

Resources: TY (6)

Known Powers:

Eye Beams: Utu can unleash beams of destructive energy from his eyes. These beams inflict RM (30) Energy damage and have power rank range.

Talents: None.

Background:

Utu had been the guardian of the City of Shadows since Ninzakudu had brought him there from Mashu. Utu protected the tombs of Uduggak elders and the Jewels of Abu Dhaak. One day Utu spotted a barbarian fighting the giant birds in the tomb, Utu engaged him in battle but the barbarian was swallowed by a chasm in the ground. Utu began a search and located Conan in the royal tombs now engaged in battle with a giant lizard. Utu's energy was to low for him to destroy the lizard

as he wished. Conan managed to injure Utu with his sword, the ceiling collapsed on them and separated all three fighters. Utu found Conan again near the great Jewels of Abu Dhaak. Utu used the jewels to recharge his power and then he easily slew the crypt lizard. Utu turned upon Conan and again engaged him in battle. Conan tricked Utu by hurling him onto the Jewels of Abu Dhaak. Utu could not handle the second infusion of power from the jewels which rushed into his form. Utu screamed and exploded, the explosion brought down the temple as well as the surrounding cliff side. Great pieces of debris fell into the Vilayet Sea along with Conan, who managed to survive.



Valeria

F	IN (40)
A	RM (30)
S	GD (10)
E	RM (30)
R	GD (10)
I	AM (50)
P	EX (20)

Health: 110

Karma: 80

Popularity: 15

Resources: PR (4)



Known Powers:

Broadsword (Equipment): This weapon inflicts 10 points of Edged damage.

Dagger (Equipment): This weapon inflicts 10 points of Edged damage.

Talents: Bows, Edged Weapons, Multi-Lingual: Kothian & Zingaran, Seamanship.

Background:

There are conflicting accounts of her early life, reportedly on the morning she fled from Clesus and an arranged marriage to Dom Delaris, Val told a merchant in Kordava, Zingara that the first thing she ever stole was her mother's life when she gave birth to her. Her father Lord Daquis was a well respected merchant, who loved her in spite of her tragic birth and he named her Merina after her mother.

When she was seven years of age, Daquis was charged with brokering a trade agreement between Turan and the city of Khorusun, across the Vilayet Sea in Hyrkania; however, he was slain by a Turanian captain for consorting with a captain of the Red Brotherhood known as Kirkos, who was in fact Daquis' brother, Brandus. Her uncle renamed her Valeria and kept her on as a member of his Red Brotherhood crew for a time, teaching her how to use the blade. He eventually had a change of heart, and at the age of nine he sent her back to Aquilonia with a vast treasure to live with Merina's brother, Clesus.

Cleesus, unfortunately squandered Valeria's fortune away on a small fleet of sailing vessels in the port city of Kordava, which were soon sacked by Barachan pirates, so in one last desperate attempt to profit off their relationship, Clesus agreed to sell young Valeria to Dom Delaris, the

wealthiest man in the city in exchange for a chest full of precious stones. On the night before the wedding, Val learned that the ship carrying her dowry had docked in the port, so she sneaked aboard and tossed the jewels overboard in hopes that it would negate her uncle's deal, however, she was caught in the act by a merchant who informed her that the marriage may take place regardless. Thus, she cut her hair and joined the as a young man. The ship later fell prey to the Red Brotherhood. Val went to stay with a Knight of Mitra, Sir Cassian, who trained her further in the use of the blade and sword, until his untimely demise when she set out on her own.



Vammatar

F	TY (6)
A	EX (20)
S	TY (6)
E	EX (20)
R	GD (10)
I	RM (30)
P	AM (50)

Health: 52

Karma: 90

Popularity: -20

Resources: EX (20)

Known Powers:

Necromancy: Vammatar is a master necromancer, she performs most feats of magic with AM (50) ability. She is known to perform the following feats:

- Bolt of Bedevilment (Energy)
- Mystic Shield
- She can raise the dead to serve as her personal soldiers

Command Witchmen of Hyperborea: Often Vammatar has employed the Witchmen to carry out her will.

Immortal: Vammatar does not age, she may be slain by normal means.

Talents: Occult Lore.

Background:

Vammatar was an unfriendly rival to Kulan Gath. In a valley south of the Graaskal Mountains, in Brythunia, there mutual hatred came to a climax as the struggles between their armies reached a stalemate. The two wizards negotiated and Vammatar revealed that she possessed the Iron Bound Books of Shuma-Gorath. Kulan Gath revealed he possessed the key, without it the books could not be opened. They both desired the power hidden in the book, so Vammatar proposed marriage to Kulan Gath.

The two sorcerers wed and summoned a demon to slay the attending priest to avoid witnesses. They learned Shuma-Gorath had been sealed within Mount Crom by Crom himself. They journeyed to Mount Crom. At the base of Mount Crom, Vammatar betrayed Kulan Gath and as their armies struggled for dominance, Crom himself hurled down a thunderbolt and covered the two sides with an avalanche of rocks. Both sorcerers survived but believed the other had perished. 100 years later, Vammatar directed the



Witchmen to torture and slay a raiding party of Aesir, this brought her into conflict with a 15 year old Conan who was serving in the Aesir army underneath the Jarl Njal. As Njal conceived of a plan of attack, Conan had already set to scaling the castle walls, he freed the remaining men and set fire to the castle's wooden interior. The Aesir began the return to Aesgard and Vammatar raised the fallen Aesir as undead and sent them to pursue the Aesir.

Most of the Aesir were slain when the tireless undead caught up to them. Conan, Gorm and the remaining Aesir were captured and Rann managed to escape. They were taken to Castle Haloga where the Aesir were sent to the slave pens and Conan was brought to Vammatar's chambers for "recreation" from her boredom. Vammatar arranged for her undead to battle the Aesir in the arena, an ideal Conan quickly rejected. Rann led another force against Castle Haloga at the same time. Beneath the castle was discovered a cache of weapons which were used to battle the undead. Conan and the Aesir managed to flee the castle.

10 years later, Vammatar had her warriors set fire to the village of the Tribe of the Snow Bear, where Conan was raised. Conan had a vision of his home village burning and traveled north with his loose ally Hobb. In a nearby village, Conan was confronted by undead women who tried to seduce and slay him. Then Vammatar set a Witchman of Hyperborea against him. Conan managed to slay the Witchman, this caused the undead women to turn to collapse. Kulan Gath learned of Vammatar's plans from Conan and decided to renew their acquaintance. Vammatar led the Witchmen to loot the Crypts of Lanjau. There she again encountered Conan. She ordered the Witchmen to raise the Keepers from

the dead. The Witchmen planned to bring the Keepers back with them to form the nucleus of a mighty army, but the Keepers were only interested finding the Jade Serpent. In Corinthia, Conan lured the keepers off of a cliff, defeating them after the Keepers themselves had slain the Witchmen to protect the Jade Serpent.

Later, Conan, Kulan Gath and Hobb approached Mount Conan on Kulan Gath's bone dragon. Vammatar sent two Witchmen to drive them off. Conan easily slew them, but himself fell from the bone dragon and Hobb fell into a crevasse upon Mount Crom. Vammatar and Kulan Gath met upon Mount Crom, they decided to rejoin to find the Iron Bound Books of Shuma-Gorath. Hobb found the books in the crevasse and read from them. Shuma-Gorath burst forth from Mount Crom and Vammatar united her and Kulan Gath's power and immobilized Shuma-Gorath's form. She drove Conan from Mount Crom. Shuma-Gorath broke free from their control and destroyed the two lovers.



Vassilisa

F TY (6)
A EX (20)
S TY (6)
E EX (20)
R GD (10)
I RM (30)
P AM (50)

Health: 52

Karma: 90

Popularity: -15

Resources: EX (20)

Known Powers:

Chaos Magic: Vassilisa is a practitioner of chaos magic, he ability is AM (50) with most feats, although her power has waned some over the years and she is not as powerful as she once was. She is known to be able to:

- Bolt of Bedevilment (Energy)
- Control demons
- Enslave the souls of humans and force them to serve her
- Use scrying pools to observe distant events
- Project incapacitating mists which render their target unconscious for 1-10 rounds
- She has used her magic to extend her life span

Talents: Occult Lore.

Background:

Vassilisa stole a magic knife which contained the power of the goddess Scathach. The priest Achmal stole the dagger back. Later she bound a monstrous harpy to her will, which later escaped her control and terrorized the countryside. Red Sonja and Achmal arrive at the town, a demon appears stating that it serves Vassilisa and then it destroys the bride. Achmal falls to his death and Sonja stabs the demon in the eye and nose. Vassilisa observes this in her scrying pool, Vlad taunts her about the demon revealing to the



warrior woman who had sent him. Vassilisa replies the demon shall be cast into the Pit of Lost Souls, she teleports him back and sanctions him. Later Vassilisa has a flirting moment with Yuri as her goblins and demons slay the indiscreet demon who had revealed her identity. She sends demons to capture Red Sonja. The second demon mistakes a red haired woman, Branwyn, for Sonja and abducts her.

Branwyn's husband Math Mac Llion, her son Kynon and Alain D'Bruges (her former lover) join Red Sonja in a quest to get her back. Vassilisa awaits in her tower for the second demon to return. The demon arrives and delivers Branwyn who they mistake as Sonja. Fearing Scathach's wrath if she kills Sonja, Vassilisa has Yuri take her to the far woods to slay her away from her castle. Branwyn convinces Yuri to keep her alive, suggesting she would make it worth his while, and so Yuri did keep her alive.

Vassilisa's rogue harp attacks Red Sonja and her company, the shaman Inar stabs it with the knife of Scathach and Sonja blinds the monster with an arrow. Vassilisa has the servant girl Llrissa let her down to prepare for another flirt with Yuri. Yuri enters the room and Vassilisa slaps Llrissa and tells her to leave. Yuri and Vassilisa proceed to adultery with Vlad unknowing. Afterwards while Vassilisa sleeps, Yuri and Llrissa sneak food to Branwyn.

Staring out of a tower window, Vlad observes the harpy pick up a village child and devour him. Vassilisa observes her astronomical charts which she finds favorable, but they also point to a betrayal. Vlad arrives and dismisses Yuri. The harpy attacks Kynon who stabs it with a knife, Llrissa tells Vassilisa about Branwyn who Yuri did not slay. Disgusted at the assaults

of the harpy, Vlad dons his armor and sets out to slay the beast. Many of Vlad's soldiers were killed in the battle, but Sonja manages to kill the harpy after Vlad returns her sword. Vassilisa's soldiers arrive and take them prisoner, escorting them to the castle Sonja refuses to give up her sword and the guards allow her to keep it. When they arrive, Vassilisa renders them unconscious with a spell. Vassilisa places Sonja in a pentagram and prepares a ritual to slay her, the ghost of Achmal appears to Sonja and assures her she is the chosen of Scathach. Achmal's spirit then travels to the prisons and unleashes the captive spirits there and convinces them to help Sonja.

The spirits release Sonja's companions who begin to search for her. Vassilisa begins the ceremony and the entire room shifts into the Dark Dimension, Sonja's companions arrive and engage Vassilisa's demons in battle. A dark demon arrives to devour Sonja, Kynon frees Sonja and she takes up her sword. She attacks Vassilisa and Alain uses Kynon's knife to stab the Dark. This distracts Vassilisa and Sonja runs her through with her sword. The room shifts back to the Earth dimension and the spirits assault Vassilisa, leaving behind a pile of bones.



Vitellia

F RM (30)
A IN (40)
S RM (30)
E RM (30)
R GD (10)
I EX (20)
P RM (30)

Health: 130
Karma: 60
Popularity: -10
Resources: GD (10)

Known Powers:

Chaos Magic: Vitellia was capable of performing several magical feats at the RM (30) ability. She can perform the following:

- Charm men to fall in love with her
- Shapeshift from her bestial form into a beautiful form
- She could drain a man of his life force so long as he had spilled a drop of his blood
- She prolonged her own life by stealing the life of others

Alignment of the Stars: If the stars were aligned in a certain way, Vitellia's magic increases by +2CS in power.

Limitation: Her victims were immune to her magic if they possessed a protective talisman.

Talents: Occult Lore.

Background:

Vitellia was a witch, but hid her true nature for centuries under a beautiful form. Later on, she took on an apprentice named Eigen. In Brythunia, Vitellia met Barak and his brothers, great lords of Brythunia. She used her magic to make them fall in love with her. Later she married the older brother who was also the wealthiest. Afterwards, she stole his life force. The brothers accused her of witch craft and



the king ordered a trial by combat. The brother's chosen champion was not able to attend the trial so he sent Conan in his stead. Conan fought Vitellia's champion, Caractus and wounded him, Conan won the trial and was awarded with all of Vitellia's wealth as well as her brother in laws. That night, Vitellia sneaked into Conan's chamber and made love to him. Caractus silently arrived with three mercenaries and attacked Conan, planning to end him. Conan slew them all and the next day Vitellia and Eigen began to plot Conan's death.

Orbin lost his talisman, which Conan had cut off his person, Vitellia's curse caught up to him immediately and he aged and rotted away within seconds. Helped by Harapha, Conan sold the entire estate at the harvest fair, with the intent of sharing the wealth with Harapha and Vitellia. Conan was assaulted by Barak, the youngest of the brothers and Conan wounded him deeply. He removed his talisman and Vitellia's curse caught up to him immediately.

Vitellia counterfeited a letter from the King of Brythunia and inside she hid a thorn, hoping that Conan would prick himself and loose a drop of blood. Once at home, the letter was opened by Harapha, Vitellia tried to stop him but his finger was pricked and her magic drained his life away. He died before Conan's eyes and Vitellia's true nature was revealed. She assumed her bestial shape and attacked Conan during the battle Conan slew Eigen. She proved no match for the Cimmerian and he knocked her out with a thunderous blow.

That night, Conan carried her before the King of Brythunia and accused her of witchcraft. She was burned at the stake. In one last sorcerous display her form rose on the fire and Conan let her meet steel.



Xaltotun

F	TY (6)
A	GD (10)
S	TY (6)
E	EX (20)
R	GD (10)
I	EX (20)
P	AM (50)

Health: 42

Karma: 90

Popularity: -15

Resources: GD (10)

Known Powers:

Chaos Magic: Xaltotun commands vast mystical forces. Most of his powers are performed at the AM (50) ability. He has been known to:

- Illusion casting
- Summon a mist which knocks it's victim unconscious
- Paralyze others by touch
- Animate inanimate objects

Heart of Ahriman: This divine talsiman was shortly in the possession of Xaltotun. It increased his magic powers by +2CS, with it he could summon vast floods, avalanches, cause plagues and other forces of mass death and destruction.

Limitation: Xaltotun likes getting lost in the dreams of the Black Lotus. When

under it's effects he is unaware for 2-20 rounds.

Talents: Occult Lore.

Background:

High Priest of Set, Xaltotun was the brother of the late Queen Xaltana. Red Sonja surprised him while performing a human sacrifice, although she failed to stop him from slaying the young woman but she did manage to knock the Heart of Ahriman from his grasp. She then escaped into a dark pit. Xaltotun tried to locate her by using the Heart of Tammuz, but the power of the Heart of Ahriman shielded her from detection.

He then sent one of his demon familiars after Sonja. The demon managed to catch up to her and it overpowered her briefly before she used the Heart of Ahriman to destroy it. Sonja fled the city and ran into a gathering of Hyborian tribes, who had assembled to overthrow Acheron. A shaman in a feathered costume recognized the Heart of Ahriman and snatched it from her. The feathered shaman, using the power of the heart managed to overpower Xaltotun's sorcery.



Xiombarg



F EX (20)
A RM (30)
S GD (10)
E RM (30)
R EX (20)
I AM (50)
P MN (75)

Health: 90
Karma: 145
Popularity: -15
Resources: EX (20)

Known Powers:

Chaos Magic: Xiombarg is a powerful sorceress, most of spells are performed at the MN (75) rank of ability. She can perform the following feats:

- Gateway between Melnibone and Earth
- Sense scrying attempts from other wizards upon her person
- Disguise and hide herself and her forces from scrying attempts by other magical beings
- She can converse with others across the dimensions
- She used a crimson sphere to observe and listen to others across long distances

Hell Hordes of Chaos: Xiombarg leads Gaynor the Damned and the Hell Hordes of Chaos. They carry out her every command.

Immortal: Xiombarg is immortal and does not age.

Talents: Mystic Origin, Occult Lore.

Background:

Xiombarg, Queen of the Chaos Swords, was one of the parties involved in the war eternal waged upon Melnibone, an other reality existing between Order and Chaos. She was the arch-rival of Arioch, Duke of Chaos and he hated her. On the Earth plane,

during the Hyborian Age, the wizard Kulan Gath was her protégé, while she was opposed by Elric, and Conan whose help was employed by Zukala who himself served the Lord Arkyn, one of the Lords of Law. They opposed Xiombarg in her attempt to free Terhali, the Green Empress from her tomb.



Xotai

F TY (6)
A TY (6)
S TY (6)
E GD (10)
R EX (20)
I EX (20)
P AM (50)

Health: 28
Karma: 90
Popularity: -10
Resources: GD (10)

Known Powers:

Chaos Magic: Xotai is a powerful sorcerer who has lived for millennia. He performs most magical feats with AM (50) ability. He is known to be able to:

- Emit bolts of fire
- Illusion casting
- Levitation
- Teleport
- He used his powers to bestow immortality upon himself, but after a millennia it would fade

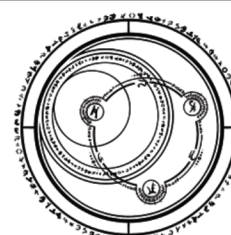
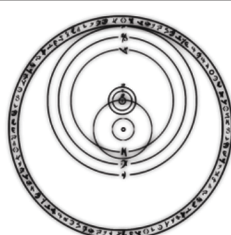
Talents: Occult Lore.

Background:

Xotai was born a millennia before the Hyborian Era, he became a dreaded sorcerer who was greatly feared by common men. He became leader of a cult of sorcerers known as the Temple of the Rat. Over the ages, Xotai traveled every millennia to the city of his birth to renew his magic power. To protect himself along this journey from the wizards who desired to slay him, Xotai hired a Cimmerian, Master of the Assassins to protect him. Tem accepted Xotai's proposal and hired Conan among his group of warriors to protect the wizard.

Xotai often posed as the leader of the Temple of the Rat, and had learned they were in league with powerful sorcerers to eliminate him and end his sovereignty among sorcerers. Along the journey they were assaulted by warriors sent by the Temple of the Rat, Conan, Tem and the guards slew them all. Xotai began to suspect Tem's motives and asked Conan to join him as leader of the assassins, Conan refused. Once in his birth place, the dead cities demonic forces opposed them to prevent their entry, but Xotai defeated them with his magic and again bade Conan to take lead of his group of assassins and again Conan refused.

At the temple, Xotai and Tem battled and the old sorcerer, far more powerful than the assassin slew him. Xotai began the ritual to renew his power, he placed five gems along vertices of a star. Conan attacked him and was hurled back. Conan placed a magic globe in the center of the star and Xotai revealed his skeletal appearance. The globe caused the star and throne to explode and Xotai lost his powers. Conan stabbed him, avenging Tem.



Zarmi

F	TY (6)
A	GD (10)
S	TY (6)
E	EX (20)
R	GD (10)
I	RM (30)
P	AM (50)

Health: 42

Karma: 90

Popularity: 15

Resources: 10

Known Powers:

Chaos Magic: Zarmi was a powerful sorcerer, she performed most magic at the AM (50) rank. She has been known to:

- Inflict pain on a person
- Cause an eclipse in the middle of the day
- Cast visions into a persons mind that seemed so real they would have physical effect

Talents: Leadership, Occult Lore.

Background:

Many of the peoples subjugated by Turan had a legend that one day their prophet would come and lead them into a new age after bathing the world in fire.

One day the girl Zarmi, managed to unite these peoples, promising to lead them into a new age after they conquered all of Turan. Many believed she was their prophet of legend, so great was her worshiper's zealotry of her that even sworn enemies made peace in their role to serve her. Zarmi led her followers into the desert to convince the Zuagirs to join her cause.

A warrior challenged her and she caused him to retreat in pain. Then Zarmi caused a brief eclipse which convinced the others to follow her. Zarmi led her troops against the Turanians. They led an Turanian troupe into a valley with false claims and there Zarmi's forces slew them. Some days later, Zarmi sent her forces to Fort Khenat to claim more weapons. Even without siege equipment, Zarmi's followers swarmed the walls and climbed the bodies of the dead to gain entry to the fortress and loot it.

Zarmi's generals informed her that the leader of the Turanian army had been executed and that their new leader was a Cimmerian named Conan. Zarmi laughed, underestimating Conan. The next night, Zarmi's forces assaulted the city and began to loot it. Fires rampaged everywhere and even Yedzigerd hid himself. Conan's calvary attacked them, Zarmi's forces fought back but eventually perished in blood and fire. Zarmi was slain by a Turanian archer's arrow, her forces turned on one another and dissolved.



Zath

F	RM (30)
A	EX (20)
S	IN (40)
E	AM (50)
R	TY (6)
I	IN (40)
P	RM (30)

Health: 140

Karma: 76

Popularity: -30

Resources: Shift 0

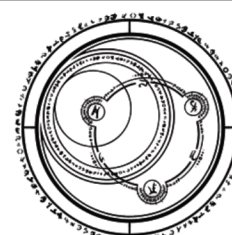
Known Powers:

Venomous Bite: Zath possesses venom which can slay a man instantly. Zath's bite inflicts IN (40) Edged damage and injects a poison of AM (50) lethality.

Talents: None.

Background:

Zath was worshiped in the city of Yezud where it's priests sacrificed entire herds of cattle to it. Zath eventually produced thousands of progeny which the priests planned to use as a army to conquer all of Zamora. Conan had returned to Yezud and there he fell in love with the dancer of Zath, Rudibeh. With a price on his head, Rudibeh hid Conan in the catacombs beneath the temple. There did Conan encounter



Zath and the progeny of Zath. Conan's great strength seemed to be futile against Zath's strength. Rudibeh calling for Conan caught Zath's attention and he found and slew her. Conan entered into the crypt of the Children of Zath. Conan skewered one of them and removed all eight of it's legs and still the beast tried to reach him. Conan discovered a trap door in the ceiling and fled, he set the entire under crypts aflame in his escape.

Zath burst through the stone walls of the temple to escape the fire. the Priest of Zath, Feridun tried to prevent Zath's escape and used magic incantations, which proved effective until the smoke in the air caused him to choke. Zath lunged forward and slew the priest. Conan tossed several burning torches atop Zath's back, and unable to extinguish them, Zath's death throes rocked the entire temple to the ground.



Zenobia

F GD (10)
A EX (20)
S TY (6)
E EX (20)

R TY (6)
I EX (20)
P GD (10)

Health: 56

Karma: 36

Popularity: 15/30 as Queen

Resources: GD (10)/AM (50) as Queen

Known Powers:

Crossbow (Equipment): Xenobia is a crack shot with her crossbow, it inflicts 10 points of Shooting damage at a range of 5 Areas.

Talents: Dancing.

Background:

Zenobia was a concubine of the Nemedian King, though she swore that he had never touched her. When Conan made a visit to the state of Nemed at the head of his knights, she immediately fell in love with the Cimmerian, desiring to be with him. Years later, when she discovered that Conan had been imprisoned by the wizard Xaltotun and Tarascus, she offered him her help and set him free. For this, Conan wed her and made her Queen of Aquilonia, and they had a son, Prince Conn also known as Conan the Second. A Khitan sorcerer later kidnaped her, forcing Conan to make a long and arduous journey to rescue her. After doing so, the two returned to Aquilonia and resumed rulership.



Zug

F RM (30)
A TY (6)
S EX (20)
E UN (100)
R TY (6)
I IN (40)
P TY (6)

Health: 156

Karma: 52

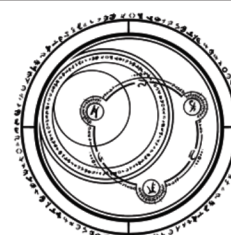
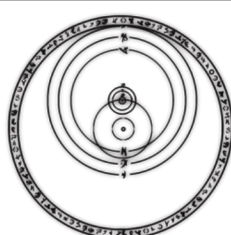
Popularity: -25

Resources: Shift 0

Known Powers:

Tentacles: Zug possesses hundreds of tentacles which he can extend up to 2 Areas away to grasp prey.

Bite: Zug's fanged maw is enormous and once the tentacles drag a victim to his mouth, Zug can inflict a bite of AM (50) Edged damage.



Talents: None.

Background:

Zug's origins are unknown, other than it existed below the Ivory Dome of Thugra Khotan in Stygia. It may have been there for thousands or hundreds of thousands of years. Thugra Khotan sealed himself within his Ivory Dome, sealing Zug in his pit from the outside world as well. A group consisting of Conan, Red Sonja, Zula, and five Zugites traveled into the tombs below the Ivory Dome.

Each had their own reasons for being there, they each dropped down onto Zug and walked across him to the River of Darkness. As they walked about, they awakened Zug. All had returned top side again except for Hobb who was the last in line. As he began to ascend the rope, Zug grabbed him from beneath and began to pull him downwards. Conan could not leave a man behind to such a horror, so he leapt down the rope and confronted Zug with his sword.

Zug soon entangled Conan in it's tentacles and the others began hurling the treasures of Thugra Khotan down into the darkness onto Zug. Hundreds of pounds of golden treasure fell onto Zug, distracting him long enough for Conan to begin to scale the wall. As Conan escaped, Zula pushed over a pillar and the roof collapsed onto Zug trapping it below.

Zula

F IN (40)
A RM (30)
S GD (10)
E RM (30)
R GD (10)
I AM (50)
P MN (75)

Health: 110
Karma: 135
Popularity: 10
Resources: TY (6)

Known Powers:

Atlantean Magic: Zula is a powerful sorcerer, able to perform many feats at the MN (75) ability. He is known to be able to:

- Mesmerize others
- He could summon objects to him
- He could cast illusions to disguise his appearance or to hide himself
- Animate objects
- Emit Bolts of Bedevilment (Energy)
- Emit beams of light
- He could summon the Black Hand which slew a target outright

Trapezoid Touch: This nerve pinch will render it's target unconscious for 1-10 rounds. Zula performs it with IN (40) ability.



Broadsword (Equipment): This weapon inflicts 10 points of Edged damage.

Cthon Scroll (Equipment): Zula briefly held a parchment of the Darkhold, with it he was able to:

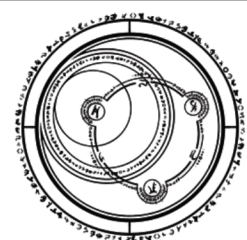
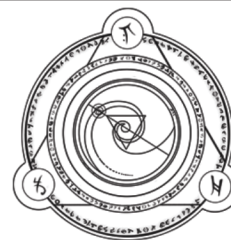
- Destroy vampires
- Banish demons
- Teleport

Talents: Edged Weapons, Occult Lore.

Background:

Zula was of royal blood, as the son of the chieftain of Zamballah, a tribal nation south of Darfar. At the time Zula was about to undergo his people's rite of manhood, Kushites attacked the Zamballah, paid to gather slaves for the Stygians. They slew Zula's father and all the males, all they wanted were the more docile females. At first he was driven by the impulse to enter into the brawl, Zula reasoned with himself and decided not to attack, even when he had the chance to attack his father's killer from behind.

He placed the adornments of the chieftains sons on a dead corpse and the Kushites took as prisoner, the last male of his tribe. The Kushite war chief took a liking to Zula and kept him instead of selling him into slavery. He was eventually sold to a Stygian who brought him to Kheshatta. Zula came to join Belit and her Black Corsairs, for a time he was a pirate and learned great magic in Stygia were he was a member of the Black Circle. It was there that he met and befriended Conan. Later, Conan, Red Sonja and Zula were involved in a altercation with the Afterlings, which were controlled by Varnae the Vampire Lord. Zula used a incomplete phrase form the Darkhold to shock Varnae. The incomplete spell did not have the power to slay the vampire lord. Zula apologized to his friends for not being able to destroy the



vampire lord. Zula also used the Darkhold against the Set worshipping wizard Thugra Khotan. Later, Zula and Red Sonja traveled to Zamboula, which served as the western part of the Turanian Empire. Totrasmek, a priest of the deity Hanuman who had been searching for the Darkhold scrolls for years, came into possession of the Darkhold. Zula recovered the Darkhold from him and used the scrolls to teleport himself and Sonja away. Zula noted that the scroll disappeared after using it. Ω.

