

# MARVEL SUPER HEROES



## KULL THE CONQUEROR



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## THE UNOFFICIAL CANON PROJECT

# CONAN

## THE BARBARIAN

# KULL THE CONQUEROR

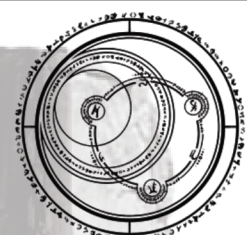
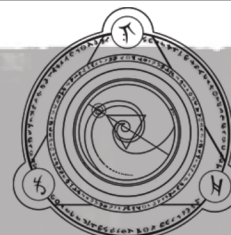
by Necromancer

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## The Thurian Age

The Thurian Age is the pre-cataclysmic time of Kull of Atlantis. It came into existence sometime around 100,000 years ago and ended around 18,000 BC with the Great Cataclysm. The era was marked by the rise of many civilizations of modern men, tens of millennia before the Neolithic Age; by Kull, the Atlantean barbarian who became King of Valusia and fought the Elder God's spawns, such as the Serpent Men and the Wolf Men; by the Inhumans and the foundation of Attilan; by the creation of the Vampires; by the Human-Deviant Wars and The Second Host, both events resulting in the Great Cataclysm and the destruction of Mu, Lemuria and Atlantis.

The time of King Kull takes place around 18,500 BC. When the Great Cataclysm takes place, several countries sink into the sea and several new land masses arise. The land that is left is ravaged by great earthquakes and volcanoes. Civilization is destroyed, but the survivors attempt to rebuild a new culture but warfare and a lesser cataclysm strike, creating the Vilayet Sea and destroying the final remnants of the Thurian Age.

## Dominant Kingdoms

Seven empires dominate the main continent of Thuria. At least six of them share a common language and possibly a common origin. East of these kingdoms is a vast desert. The seventh member is never named. Following the cataclysm, one of the kingdoms (not Valusia) became the Zhemri peoples who eventually form the land of Zamora (the people which in turn eventually become the Romani people.)

## Commoria

Commoria is a nation which is always at war with Valusia.

## Grondar

The kingdom furthest to the east of the Thurian continent, bordering the eastern desert. It's peoples are less cultured than those of the other kingdoms.

## Kamelia

There is no information available about the nation of Kamelia.

## Thule

Thule is a mysterious land to the north of which very little is known.

## Valusia

The kingdom furthest to the west of the Thurian continent. It was originally created by the Serpent Men until they were overthrown by humanity. The Serpent Men attempted to control the new human kingdom of Valusia from behind the scenes, using illusionary magic when mankind's memories of the past war had faded but they were again defeated in a secret war. Finally, they created a religion, the Snake Cult, to do the same thing again and they almost succeeded.

Their power was however, eventually destroyed by Kull, an Atlantean barbarian who had gained the crown of Valusia by force.

## Verulia

Verulia is a unknown nation, next to nothing is known about it or it's inhabitants.

## Barbarian Societies

There were three mainland barbarian societies in the Thurian Age. These usually supplied the generals, statesmen and kings of other barbarian tribes and often served the civilized citizens as mercenaries.

## Atlantis

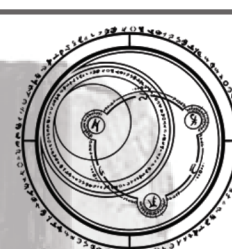
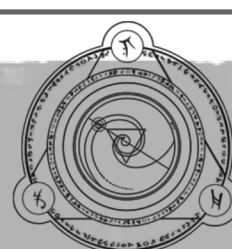
A small continent to the west of Thuria and east of the Pictish Islands. They have colonies on Thuria itself. Atlantis is an "old enemy" of the Seven Empires of Thuria and have an even greater indemnity of the Picts. Following the cataclysm which ends the Thurian Age, Atlantis sinks beneath the sea but many escape the destruction aboard ships and join their continental colonies in Thuria.

The survivors on the Atlantian continent are forced back into the Stone Age by a lack of resources but become but become skilled in this medium and develop an artistic culture. They soon enter into a war with the surviving Picts and lose to their superior numbers and stone age military technology. The survivors of the war devolve back into apes. They eventually re-evolve back into humans to become the Cimmerians.

## Lemuria

Lemuria is a chain of large islands east of Thuria. Following the cataclysm which ends the Thurian Age, these islands sink into the sea. The surviving Lemurians escape to the east coast of Thurian Continent but were enslaved by an unnamed non-Thurian race. After enduring more than a thousand years of brutal slavery, the Lemurians were reduced to a state of savagery. They eventually rose up and destroyed their masters, the survivors of whom, escape to the south of Thuria to form





the nation of Stygia. The Lemurians eventually became the Hyrkanians of the Hyborian Age and formed the country of Turan on the edge of the Vilayet Sea. The Hyrkanians played a part in destroying the Hyborian civilizations some unspecified time after Conan's time.

### Pictish Islands

A chain of islands far to the west of Thuria and Atlantis. Due to raiding expeditions, they have colonies on the Thurian Continent itself. There were Pictish settlements among the mountains south of Valusia, guarding the kingdom against invaders. They carried an ancient feud with the Atlanteans. After the cataclysm, the Pictish Islands rose to form the mountains of what would one day become the Americas, although the inhabitants were destroyed.

The Picts of the islands would become the Native Americans. The Picts of Thuria fell further into barbarism but remained stable, neither evolving or devolving as other societies had. At first their society held, despite reverting to the Stone Age, but a war with the surviving Atlanteans halted any progress that they would have made. They would become the savage Picts of the Pictish Wilderness on the west coast of the Hyborian realms.

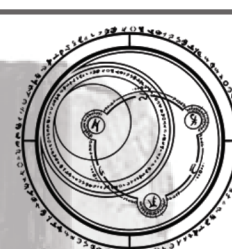
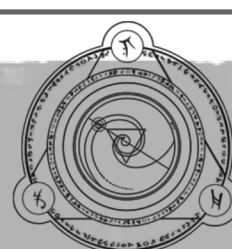
### Other Kingdoms

Another mysterious island lies on the east coast of Thuria continent. They have some contact with Lemuria but come from another continent entirely to the east of the Lemurian Islands.

The chronicles of Kull refer to two other kingdoms in passing, Mu and Kaa-u. Mu sinks during the cataclysms and it's mountains become the islands of the South Sea.







The chronicles of Kull mention three other nations: Farsun (enemy of Thurania, described as west of Valusia), Zarfhaana (east of Valusia, the Camoonian Desert separates the two and there is a sea to the north of Zarfhaana), and Thurania (south of Zarfhaana and enemy to Farsun).

### Pre-Human Societies

There are other equally civilized but non-human kingdoms. The citizens were of one or more older pre-human races. One such mysterious pre-human civilization exists at the south of Thuria, this country is at first untouched by the cataclysm. When the oppressors of the Lemurians are overthrown, the survivors escape to this region and destroy it, in turn, creating the new nation of Stygia.

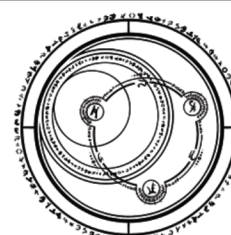
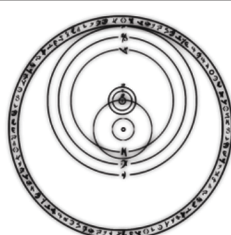
Mu was a continent sized land mass lying in what is now called the South Seas. There are twenty cities and millions of people on the continent. The capitol of Mu is called Karath, the Shining City and it is surrounded with crimson colored walls. The people of Mu are connected to the people of Lemuria as they share the same alphabet and presumably the same language.

Their history tells of a religious war, where the nation's god Poseidon, is cast down and worship of the First God Xultha is reinstated. High up in the mountains of Valla a new capital city is built named Na-hor, the City of the Crescent Moon. From this city, priests of Xultha were sent to the Seven Empires, Atlantis and a place called "The Islands of the Sea". After a time, the god Poseidon returns and submerges the continent, so that only the tops of the mountains of Valla remain above the sea. The city of Na-hor flourishes for several ages, at last falling into ruins near the coming end of the Hyborian Age.

The Celts are a seafaring race who raids the Isles of Sunset.







## Heroes & Villains



### Aa-Thak

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

**Health:** 46

**Karma:** 70

**Popularity:** -15

**Resources:** TY (6)

### Known Powers:

*Chaos Magic:* Aa-Thak is a shaman who wields chaos magic, most of his powers remain unseen. He performs most of his charms with IN (40) ability. He is known to be able to:

- Paralyze a man
- Summon demons

*Ebon Staff (Equipment):* Aa-Thak wields a great rune covered ebony staff. This weapon inflicts +1CS Blunt damage.

**Talents:** Occult Lore.

### Background:

Aa-Thak was a sorcerer who aspired to

become the most powerful shaman of the Pictish clans. During a conclave, where Nial, the Pictish Over-King and the Pict tribes of Tathel were present. Aa-Thak challenged Gonar as to the influential shaman. Their magic fight was interrupted by a report of a raid by the Atlanteans and the warriors ran to stop their enemies. A second group of Atlanteans attacked the camp to kidnap Dinaldo, a Valusian emissary, Aa-Thak summoned Jaggta-Noga Demon Lord of the Lost Land. The demon slew almost all of the Atlanteans.

Gonar's powers had given him insight and he learned that one of the Atlanteans (Kull) would be an important man for the future of the Valusians and Picts so he intervened. With his staff, he injured Aa-Thak and banished the demon back to its own realm. Aa-Thak managed to recover and he became the most powerful shaman among the Picts of Sungara. The Sungara tribe and the Borni tribe came into conflict with one another over hunting rights in a nearby valley. Nial of Tatheli, war chief of the tribes did not make any decision over the valley and the clans erupted into war.

Aa-Thak decided to use his sorcery to stop the Borni tribe. Alone, Aa-Thak waited for his enemies, a single Pict, a youth named Brule appeared before him. Aa-Thak spelled a single word of power and paralyzed his enemy. The Pict warrior was numb, his feet frozen. Aa-Thak kept casting his sorcery but the Pict would not be paralyzed. The Pict swung his sword, cutting Aa-Thak's staff in twain and striking him in the chest, killing him. The Sungara tribe abandoned their rights to the valley.



### Brule the Spear-Slayer

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

**Health:** 120

**Karma:** 76

**Popularity:** 15

**Resources:** PR (4)/RM (30) as King Kull's right hand man.

### Known Powers:

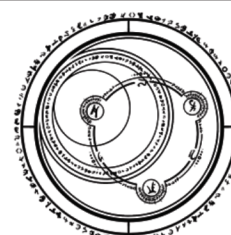
*Broadsword (Equipment):* This weapon inflicts 10 points of Edged damage.

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

**Talents:** Edged Weapons, Thrown Weapons.

### Background:

Brule was a chieftain of the Picts but would later serve as emissary to King Kull of Valusia. When the City of



Wonders was shaken by an earthquake, he helped Kull rescue the survivors. During the war with Zharfaana, Brule slew the traitorous soldier Ermandax. Brule was against Kull's decision to marry Sareena, as he feared the wedding with the daughter of the Atlantean Chieftain might be interpreted as a hostile act by the Picts. He didn't attend the ceremony and so was unable to protect Sareena from being stabbed to death by a Wolf Man, disguised as an Atlantean.

As both Atlantis and the Picts waged war against Valusia, he strenuously fought to push the invaders back from the City of Wonders. When Kull, Lhok-Nor, and Taku defeated the Wolf Man and returned from the catacombs, ceasing every hostility, Brule was ordered to bring five men with axes to free the real Tu, who had been kidnapped by the Demonolater. During the wedding ceremony held by King Governi of Thule for the marriage of his daughter Elise with Rashver, son of the King of Verulia, Kull picked Brule to challenge Iraina for a friendly tournament and sent him to face her, but Brule refused to cross spears with a woman.

Enraged, Iraina subjected him to a flurry of lightning quick strikes and the Pict's blood flowed. Still Brule refused to fight her, so she knocked him to the ground and prepared to spear him through the heart. Beseeched by the crowd that the tournament was for amusement only, she spared his life. Iraina made a gift of Brule's life to Kull because they were of the same Atlantean tribe. Brule stalked off humiliated, and after the festival ended the Pict turned irritable, impatient and brooding. Kull confronted him, asking if the battle with the tiger wench still weighed upon his mind. Brule asserted that Iraina was no mere wench, that there was something dark and inhuman about her. Some days

later, Iraina arrived at Kull's capital and arrogantly dismissed Brule. Brule followed the shaman Ram-Os as he slipped away, and discovered the old shaman leading a orgiastic ceremony among the warrior women outside of the city, beseeching Ja-Quari the Tiger God for victory in battle. Brule captured Ram-Os as he returned to the city and interrogated him, learning the tale of Iraina's birth. He then rushed to help his king against the Tigress, and to help him kill Iraina's mate, the royal tiger Kel-Jar.

When Tu was critically injured, Brule was charged by Kull to seek out the Amulet of Ka in the jungles of southern Verulia. He mistrusted Akreon and realized his treacherous intent but he was fatally injured by the Valusian traitor. After having killed Akreon, Kull used the Amulet of Ka to fully heal Brule. He attended a tragedy at the open air theater in Ostium and joined his friend Kull to save the kidnapped senators and exact vengeance against Roc of Lemuria.

When Sedrick told Kull that beast men had stormed the gate, Brule went off to settle the matter, after he acknowledged Sedrick's betrayal, he came back to kill him. Kull stayed the Pict's hand knowing that Thulsa Doom's punishment would be far worse.



Iraina

**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:** -15

**Resources:** TY (6)

**Known Powers:**

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

**Talents:** Edged Weapons, Thrown Weapons.

**Background:**

When Ram-Os was a tribal wizard of the Atlanteans, he warned his tribe's leader about the coming of a child who would rule of the entire Thurian continent. He was ordered to kill the child's mother when she was about to give him life. However, she had twins, a boy and a girl. Ram-Os tried to save them both, but in the end could only save the girl. He trained her hard because he thought much of her unique prospects and destiny. However, one day he discovered the other child who had grown up among a pack of tigers. He trained him also, but without letting him learn of his sister's fate. That man would become Kull and his sister Iraina.

Many years later, Kull met Iraina for the first time at a wedding ceremony held by King Governi of Thule, for the marriage of his daughter, Elise with Rashver, son of the King of Verulia. At that time, Iraina was the chief guard to Ku-Var and had gained the tyrant's favor. The absolute rule picked her to





fight Brule in a friendly challenge of champions. The Pict hesitated in fighting a woman, Iraina's taunts frustrated him and he lost. Some days later, Iraina killed Ku-Var who sexually offended her and made an army out of women, leading them into battle with devastating effects. These women warriors who were apparently under Iraina's spell could transform themselves into mighty tigresses who could beat any army that opposed them.

While her female army invaded the Thurian continent, conquering the kingdoms of Thule, Kamelia, Verulia, and Zharfaana, Iraina visited Kull in his dreams and caused him terrible nightmares. In Valusia she was visited by the Valusian traitor Kaanub who helped her meet King Kull. Once arrived in the City of Wonders, Kull promised her a formal meeting within an hour, without knowing about her true origins, he was however, attracted to Iraina, but she ordered her royal tiger, Kel-Jar to attack him.

Brule then entered the scene, helping to kill the tiger and telling Kull of Iraina's true nature. She tried to kill him and thanks to the powers given her by Ja-Quari the Tiger God, transformed herself into a tigress but Kull prevailed by breaking her neck. The magic affecting her warriors faded and they returned to human form ending the battle.



### Kull the Conqueror

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

**Health:** 130

**Karma:** 105

**Popularity:** 10/50 as King

**Resources:** PR (4)/AM (50) as King

### Known Powers:

**Battle Axe (Equipment):** This weapon inflicts 15 points of Edged damage.

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

**Talents:** Edged Weapons, Thrown Weapons, Weapon Specialist: Battle Axe, Weapon Specialist: Broadsword.

### Background:

Kull of Valusia was the greatest king of the Pre-Cataclysmic Age, much like Conan the Cimmerian some 8,000 years later. He lived circa 18,500 BC and was originated from barbaric Atlantis. He would face many enemies including the Commorians, the Elder

Race sorcerers Thulsa Doom and Tuzun Thune, the Serpent Men, Ohris Dehjmal and his followers, among many others. To serve and assist him was his court: Brule the Spear Slayer (the Pictish ambassador to the court), the elderly councilor Tu, the minstrel Ridondo, Count Muram Bora Ballin, the philosopher slave Kutholos, the Pictish ancient Ka-Nu, as well as his friend from his slave years Bakas, but he had other allies such as his fellow tribesman Om-Ra. He would become a legendary king during the Hyborian Age and well into the 2nd Century AD.



### Sekhmet Tharn

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

**Health:** 100

**Karma:** 80

**Popularity:** -20

**Resources:** GD (10)

### Known Powers:

**Alchemy:** Tharn is a practitioner of alchemy and can create various potions and poisons.



**Necromancy:** Sekhmet Tharn is a necromancer of no small means. He can perform most magical feats with AM (50) ability. He is known to be able to:

- Raises the dead as zombies
- Entrap a persons soul within a mirror causing it to become corrupt and decrepit, the changes of which are reflected on the person themself

**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.

**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:

Sekhmet Tharn took on human form and lived on the outskirts of Valusia, for many years he did not perform any suspicious acts to draw attention to himself. Finally, Sekhmet Tharn planned to conquer Valusia so that the Serpent Men would once again have a stronghold to rule over mankind. Tharn realized that he did not have the

necessary man power to conquer the city so he decided to destroy it form within.

Tharn began by reanimating the corpses of the former kings of Valusia and he sent a Serpent Man disguised as Jeessala to seduce Kull. Enthralled by the dancing Jeessala outside his window, Kull invited her to his chambers. As he is about to go for the “gusto” he sees a reflection of himself in the mirror which appears to bestial in appearance. Confused, Kull sends Jeessala away. Investigating rumors of undead killing a pair of young lovers



### Teyanoga

<b>F</b>	GD (10)
<b>A</b>	EX (20)
<b>S</b>	TY (6)
<b>E</b>	EX (20)
<b>R</b>	GD (10)
<b>I</b>	IN (40)
<b>P</b>	AM (50)

**Health:** 56  
**Karma:** 100  
**Popularity:** -15  
**Resources:** TY (6)

### Known Powers:

**Chaos Magic:** Teyanoga had a number of magical abilities, only a few of which were glimpses. He performs most feats of magic at the AM (50) ability. He is known to be capable of:

- He could merge a serpent with a man creating a hybrid warrior under his control
- Teyanoga possessed superhuman resistance to injuries, he emerged from a raging fire and took an arrow to the chest only to show up a couple days later nearly unharmed
- He had used his magic to sustain his life, he was 8,000 - 9,000 years of age when he was encountered

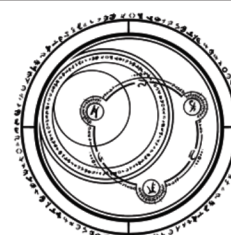
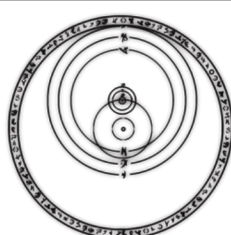
**Talents:** Occult Lore.

### Background:

Teyanoga’s origins are unknown but legend maintains that he traded his soul to hellish demons to acquire the power he wields. Kull and Brule came to the island of Kumonn to recruit Brule’s tribe to assist in taking Kull’s throne back from Thulsa Doom. However upon their arrival, they were ambushed and taken prisoner by the Picts who now served Teyanoga.

Teyanoga showed his power to Kull by merging a man and a serpent then he beheaded the poor creature and it still survived. Teyanoga planned to sacrifice Kull next, but Kull managed to break free of his bonds. Kull attacked and scattered the tribesmen and then freed Brule. Teyanoga had the snake man reanimate and it began to crush Kull in it’s coils, Brule realized Teyanoga was feeding the snake man power and so he shoved him into a raging fire. Teyanoga screamed and the snake man faltered, allowing Kull to finish it off by stabbing it. However, Teyanoga was not defeated and he





rose from the fire covered in burnt and blistered skin. He sent the tribe after Brule and Kull who had decided to flee. Kull went to gather more allies to recover his throne and Brule stayed in Kurmonn, intending to free his people from Teyanoga's power.



#### Wolf-Men of Valusia

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

**Health:** 110

**Karma:** 66

**Popularity:** -30

**Resources:** TY (6)

#### Known Powers:

*Claws & Fangs:* The wolf men can inflict EX (20) Edged damage with these attacks.

*Immune to normal weapons:* The wolf men have a RM (30) resistance against damage from normal weapons, often they must by silver or fire.

*Heightened Senses:* The wolf men have IN (40) senses of smell and

hearing which they can use to track their prey or detect others in the vicinity.

*Night Vision:* The wolf men can see in the dark up to 5 Areas away.

*Shapechange:* The wolf men can assume other forms, presumably Cthon granted them this ability so that they could blend in with humanity.

**Talents:** None.

#### Background:

The Wolf-Men of Valusia were a feral shape changing race, created by Cthon, or more precisely Cthon's spawn Varcolac at the dawn of mankind. They are considered as Cthon's most infamous success of the races he created. The Wolf Men were among the masters of the world in ancient times, they did battle with the Serpent Men of Set for supremacy. The Wolf Men were eventually defeated by true humans. They had nearly gone extinct in the youth of Kull.

The Wolf Men planned to usurp Kull's rule and sow confusion and discontent among the people of the world. The Demonolater impersonated councilor Tu and upon Kull's wedding day to Sareena, they abducted her and slew her. Kull lost the support of the Picts who considered the wedding a bad omen. Atlanteans and Picts attacked the City of Wonders. Kull eventually defeated the Wolf Men only to discover that the Demonolater had revived Sareena as a Wolf Man. After defeating the Demonolater, Kull united the people of Thuria in peace.



#### Zhered-Na

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

**Health:** 52

**Karma:** 135

**Popularity:** 30

**Resources:** GD (10)

#### Known Powers:

*Atlantean Magic:* Zhered-Na is a sorcerer supreme. She performs most magic feats at the MN (75) ability. She is known to be capable of:

- Precognition at UN (100) rank
- Astral projection
- Dimensional teleportation
- Bolts of Bedevilment (Energy)
- Blessings of Zhered-Na (a magical blessing she rarely bestows on her followers granting them an extended life span of over 20,000 years)
- Entreaty to Valka
- Entreaty to Agamoto

*Tome of Zhered-Na (Equipment):* This tome contains the sum total of all of mankind's occult knowledge up to the



time that the tome was created. Anyone in possession of the book gains a +2CS to Reason when conducting occult knowledge checks. At some point the tome had a demon bound to it by an unnamed god. The Hellphyr tries to prevent anyone from obtaining the secrets of the tome.

### Hellphyr

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

**Health:** 160  
**Karma:** 145

### Known Powers:

*Drain Life:* The Hellphyr can drain the life force of others, it does this with AM (50) ability and the range is touch.

**Talents:** Occult Lore.

### Background:

Zhered-Na was a sorceress from Atlantis, After twice refusing to stop prophesying the coming Great Cataclysm, she was exiled from Atlantis by Kamuu and Zatra. She once assisted a time traveling Daimon Hellstrom in defeating the demon snake Kometes. She was killed by a cultist manipulated by D'spayre as revenge for her having defeated his master, the Dweller in Darkness.



### Zugthuu the Slitherer

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

**Health:** 140  
**Karma:** 62  
**Popularity:** -15  
**Resources:** Shift 0

### Known Powers:

*Body Resistance:* The slug like body of Zugthuu provides RM (30) resistance against physical attacks.

**Talents:** Occult Lore.

### Background:

It has been speculated that the creature who became Zugthuu was at one time a god who was punished into this form by the highest god of his order for unimaginable offenses. By 18,500 BC Zugthuu had become worshiped as a god by the people of Kamula, who regularly sacrificed humans to it. Kull, along with Brule and several other Picts

visited the city of Kamula which was known for it's pursuits of pleasure. However, after a dancing ceremony, one of the Picts, Grogar fell through a trap door and was taken by the Kamulaans for sacrifice to Zugthuu. Brule and Monartha observed this and were able to prevent the door from fully closing.

Brule fetched Kull and upon their return to the trap door they found Monartha slain, however his sword still held the door ajar. Kull forced open the door and followed after Grogar's screams, arriving just as Zugthuu began to drop from the ceiling. Kull slew the sacrificers and then attacked Zugthuu with his sword to little effect. Kull doused the creature in fire and it burnt away, leaving behind only a trail of slime. Ω.

**Note from the creator:** There is very little information available on Kull and the Thurian Age. I have included what I could gather together, as it is part of the Conan Universe.  
-Necromancer.





