

MARVEL SUPER HEROES



ADVENTURE BOOK

MARVEL SUPER HEROES

THE UNOFFICIAL CANON PROJECT

CONAN

THE BARBARIAN

ADVENTURE BOOK

by Necromancer

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Introduction

Hello, and welcome to the Adventure Book for MHR6 Conan the Barbarian Box Set (Revised). I hope that you have enjoyed the contents up to this point. I put a lot of work into this project and it represents an entire section of the Marvel 616 Universe that has not been seen for quite some time. Well without further delay, I present to you "Tales of the Savage Sword" a MARVEL SUPER HEROES adventure.

Player Characters



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:

Saber (Equipment): Belit's flashing saber inflicts 10 points of Edged damage.

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

Tigress (Equipment): For this adventure, Belit has access to her ship. It is composed of EX (20) Material Strength and travels 3 Areas per round. The ship can carry up to 25 men.

Talents: Crime, Edged Weapons, Seamanship.



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.

Hyrkanian Bow (Equipment): This weapon has a range of 6 Areas and inflicts 10 points of Shooting damage.

Talents: Blunt Weapons, Bows, Crime,

Edged Weapons, Leadership, Seamanship, Stealth, Tracking, Weapon Specialist - Broadsword, Weapon Specialist - Hyrkanian Bow.



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 Bow (Equipment): This weapon has a range of 6 Areas and inflicts 10 points of Shooting damage.

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



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:

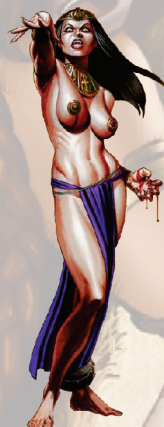
- Mesmerize others
- He could summon objects to him
- He could cast illusions to disguise his appearance or to hide himself
- Animate objects
- Emit Bolts of Bedevilment (Energy)
- Emit beams of light
- He could summon the Black Hand which slew a target outright

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.

Talents: Edged Weapons, Occult Lore.

Non Player Characters



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.



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.



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.



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 Uearthly ability to entreaty the serpent god Set to intercede directly on his behalf
- Thoth-Amon can cast Precognition
- Thoth-Amon can cast Postcognition with Uearthly 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.



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 Uearthly 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.



Chapter 1: The Eyes of the Serpent

SUMMARY: Conan and his allies are enjoying an evening at a tavern when they are approached by a mysterious old stranger with an interesting proposition.

STARTING: Conan and his allies are docked in the port city of Manses in Stygia. They are enjoying a night of revelry at a local tavern, The Slaughtered Lamb. Read the following text to the players:

"The tavern room is lively tonight. The wenches are in good form and drunken oafs break out into bar room battles every so often. Hashish smoke fills the air and every so often a wench comes by to offer her company to you and your cohorts. As you and your battle proven allies enjoy rounds of mead, you are taken by surprise as a crusty old man approaches your table unseen, he is nearly on top of you before you notice him. He seems to be interested in conversation. The decrepit old man helps himself to a seat at your table."

ENCOUNTER: The old man will introduce himself as Mathias, and will launch into some idle conversation with the heroes. Once he feels that he has endeared himself to the players, he will propose that he is seeking a group of professional thieves for a mission. If the players express interest, Mathias will offer them 300 coins of gold to steal the Eyes of the Serpent from the local

temple to Set. If the players are shrewd they can get him to increase his offered payment up to 500 gold coins. Mathias knows a little information about the guards and the temple operations and is willing to share that information with the players. Mathias knows that the guards patrol in pairs and that their are about a dozen or so stationed at the temple of Set. Mathias also knows that the High Priest of Set is named Alexis and that he is rather powerful in black magic and is totally dedicated to the

actually the fell sorcerer Thulsa Doom disguised beneath powerful illusions. Thulsa Doom has recently returned from the dead and he is about to unleash a dire plan to re-acquire his power and standing in the world and to become the top leader of Set's religion in Stygia, a position currently occupied by Thoth-Amon. Thulsa Doom fully plans to usurp his position and take control of the Serpent Men. To this end, Thulsa Doom has spent all his time and resources planning his course

of action. With the Eyes of the Serpent in his possession, the temple of Set will fall out of favor with the Serpent God. A favorable outcome for Thulsa Doom which will reflect poorly on the High Priest of Set and Thoth-Amon in the eyes of Set. If the Judge wishes he can stage a brawl with a drunken tavern goer and one of the heroes to liven things up, however, the players would probably prefer to keep a low profile and not become

known to the guards, especially if they plan to acquire the Eyes of the Serpent for Mathias.

AFTERMATH: The players must make a decision as to if they will steal the Eyes of the Serpent for Mathias, a course of action that is well in keeping with Conan, Belit and Red Sonja's character.

KARMA:

+5 If the heroes agree to the heist
+10 If they manage to keep a low profile



influence of Set. Mathias also knows that there is a priestess named Akivasha who tends to the more mundane services that the temple of Set offers to the citizenry and it's devout followers. If the heroes decide to acquire the Eyes of the Serpent for Mathias he will describe them as a set of crystals which appear to be eyes of a serpent. Mathias states that the Eyes of the Serpent are not powerful magic but are highly prized by the priesthood of Set as they have significant divine importance attached to them. Unknown to the heroes, Mathias is



Chapter 2: The Temple of Set

SUMMARY: The heroes arrive at the temple of Set, having decided to steal the Eyes of the Serpent.

STARTING: The heroes arrive at the temple of Set. Wise players will most likely try to discern the situation and day to day happenings of the temple before making a grab for the Eyes of the Serpent. Observant heroes can gather that there are about a dozen guards who patrol the temple and the surrounding grounds. The guards patrol in pairs and a patrol tends to appear in the temple on patrol every 3 rounds. There is also the High Priest of Set, named Alexis and the vampire Akivasha, who tends to the minor ceremonies and menial tasks of the temple. The players may be able to form a plan to obtain the Eyes of the Serpent without being detected. However, if they are caught in the act of stealing the religious icons, a battle will surely ensue. Guardsmen have the following stats:

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

Health: 50
Karma: 18

ENCOUNTER: If a battle does break out, the High Priest of Set and Akivasha will use their powers to the best of their ability to stop the players from obtaining the Eyes of the Serpent. The High Priest of Set will fight to the bitter end against the players. The vampire, Akivasha however, will flee if the battle turns against Set's forces. Once a battle does begin, a pair of guardsmen will arrive every 2 rounds to bolster Set's forces in the temple and to stop the players from obtaining the Eyes of the



Serpent. Alexis will make the best use of his magic, he is also a competent swordsman if forced into battle. The vampire Akivasha will try to use her powers of mesmerism on a character before engaging into combat. If the heroes do get caught into a battle they will be forced to meet with Mathias and flee the city of Manses before they law can catch up to them. If the players are captured by the city guards then Thoth-Amon himself will condemn them to death by battle in the arena. If they manage to secretly abscond with the Eyes of the Serpent then they should proceed immediately to a meeting with

Mathias and collect their reward. If they are captured, and Thoth-Amon orders them to arena for trial by combat proceed to the optional Chapter 4: The Arena. A successful heist and meeting with Mathias will most likely lead to the heroes leaving the port city of Manses by ship before the guards (backed by Thoth-Amon's powerful magic) detect their identity as the thieves in question. If the meeting with Mathias happens next proceed to Chapter 3: The Meeting to continue the quest.

AFTERMATH:

The heroes have invaded the temple of Set and have either stolen or tried to steal the Eyes of the Serpent. The outcome of which is based upon their success or lack thereof. Either way, Thoth-Amon will now enter the scene as he either punishes the players or uses his vast magical abilities to discover the identity of the thieves.

KARMA:

+20 for each guard defeated
+50 for defeating the High Priest of Set
+50 for defeating Akivasha
+25 for successfully stealing the Eyes of the Serpent
+50 for avoiding combat by stealth
-75 for being captured
-5/Area destroyed
+100 Story bonus
+5 Bonus for good role playing



Chapter 3: The Meeting

SUMMARY: Having successfully stole the Eyes of the Serpent, the heroes meet with Mathias the following night in the dark shadows in a back alley behind The Slaughtered Lamb.

STARTING: The Judge should read aloud or paraphrase the following text to the players:

"The shadows of the night engulf you as you await the old man Mathias in the back alley behind The Slaughtered Lamb tavern. You are proud of yourselves for pulling off the heist of the Eyes of the Serpent, and soon your efforts will be rewarded with gleaming coins of gold. As soon as the deal is complete, you realize you can put the port of Manses and the nation of Stygia far behind you as you plan to head out to sea and continue your travels further south along the Black Coast. You are uneasy and wish to complete your business with Mathias and be on your way for the guards are combing the streets and the followers of Set are in a frenzy to relocate the Eyes of the Serpent and to punish the thieves."

ENCOUNTER: Within five rounds of arriving at the meeting spot Mathias will arrive. The old man is



overcome with glee as he accepts the Eyes of the Serpent from the players. For their reward the old man hurls a leather sack onto the alleyway as if he does not have a care in the world for the gold coins it contains. As the heroes reach for the sack, Mathias calls them fools and there is a sudden flash of brilliant light as Mathias shifts into the skeletal form of Thulsa Doom. Thulsa Doom immediately teleports away with the Eyes of the Serpent and suddenly guards rush into the alley way from all directions. It is obvious that the evil sorcerer has turned them over to the guards. The guards number nearly 30 in numbers, more than sufficient to take the heroes into custody.

AFTERMATH: The heroes have been betrayed and Thulsa Doom has absconded with the Eyes of the Serpent. They are immediately taken into custody and jailed by the guards men.

KARMA:

+25 for attending the meeting
+50 Story award
+5 for good role playing



Chapter 4: The Arena

SUMMARY: The players are brought before the enigmatic Thoth-Amon for judgement. Thoth-Amon offers them a choice to save themselves or face destruction.

STARTING: The Judge should read or paraphrase the following text to his players:

"Your are brought before the ultimate High Priest of Set over all of Stygia, the infamous Thoth-Amon. The guards parade you into his chamber as if you are cattle on display at market. The aloof Thoth-Amon stares down at your from his throne, the weight of his gaze crushing you. Thoth-Amon speaks, "Lowly thieves, you have stolen one of the most prized possessions of Set, the Eyes of the Serpent, a great religious artifact. To make matters worse, you have given them to a sorcerer condemned to death for his failures by Set himself, now the undead wizard Thulsa Doom will again stand might with the favor of Set, while we in Stygia well earn his disfavor. All this trouble for a mere handful of gold..."

ENCOUNTER: The supreme wizard Thoth-Amon has fallen out of favor with Set because of the insult of having the Eyes of the Serpent stolen by renegade Thulsa Doom. Set has punished him by weakening his powers by -2CS in intensity, severely limiting his powers. Thoth-Amon intends to recover the Eyes of the Serpent and he means for the heroes to assist him by

whatever means he must use to control them. Thoth-Amon will immediately offer the heroes a deal, join him in recovering the Eyes of the Serpent or face certain death in the Arena. If the heroes agree, they can immediately continue to Chapter 5: The Trail of

gladiators and possibly even a Hyborian Dragon. The saber tooth tiger is presented on page 14 of the Hyboria Lorebook and for gladiators, use the statistics for guards presented in Chapter 2: The Temple of Set located in this very book. Once thrown into the arena, the players will face combat daily and will not be allowed much time to rest, eventually wearing them down. They can end their captivity at anytime by agreeing to Thoth-Amon's demands of assistance to reclaim the Eyes of the Serpent.

AFTERMATH: The heroes must decide between assisting Thoth-Amon in the hunt for Thulsa Doom or trial by combat in the arena. Throwing in with Thoth-Amon will continue the adventure and save the players from a fate possibly worse than death as they slowly face death in the arena for the amusement of the Stygians.

KARMA:

+15 Agreeing to join forces with Thoth-Amon
-25 Making an unwise choice in facing the arena
+20 for each gladiator defeated
+30 for each saber tooth tiger defeated
+50 for defeating a Hyborian

Dragon
+100 Story award
+5 for role playing there character well



Thulsa Doom and avoid punishment in the arena altogether. If the heroes choose the arena instead, they will be cast into the arena where they will face daily combats that will eventually wear them down to the brink of death if they cannot manage to escape. Daily, each hero will face one on one battles with saber tooth tigers and legions of



Chapter 5: The Trail of Thulsa Doom

SUMMARY: The heroes have decided to pursue the trail of Thulsa Doom, whether by allying with Thoth-Amon or to seek revenge. Thoth-Amon joins them among the Tigress and they set sail into the unknown.

STARTING: The Judge should read the following text to his players to set the mood for the upcoming events.

"For days you have sailed south on the Western Sea, ever making your way south at the direction of Thoth-Amon who seems to be using his magic to follow the trail of the Eyes of the Serpent as he cannot mystically observe the wizard Thulsa Doom himself, Thoth-Amon has told you that Thulsa Doom's magic is so powerful that it blocks any attempt to spy upon him with magic, but that he can still use his magic to seek out the Eyes of the Serpent. As he tells you this, a stern warning floats down from the crows nest, the look out has spied a ship appearing on the horizon and it seems to be speeding in your direction. Suddenly, without warning, great tentacles of some huge fell beast burst from the water and entangle the Tigress, bringing it to a halt in the water. You quickly realize that this beast must be fought off or it will crush the Tigress in it's iron embrace."

ENCOUNTER: The ship has been assaulted by a Black Kraken, the beast has orders to sink the ship and halt it's pursuit. The ship on the horizon is a pirate galleon carrying a crew of 20 Serpent Men who are carrying out Thulsa Doom's orders to engage the Tigress and slay it's crew. Every moment that the Kraken does not sink the Tigress is another moment that the Serpent Men draw ever closer in their ship, which seems to be driven by devil winds of magic. The heroes must save the ship and repel the Kraken, then

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

*More in depth details can be found on the Black Kraken on page 15 of the Heroes & Villains book.



Any tentacle receiving 15 health points of Edged damage or more should be considered to be severed. The kraken will retreat if it loses 5 or more of it's grasping appendages. The battle with the Black Kraken will allow the Serpent Men to catch up to the Tigress and engage it in battle. The Serpent Men

they must face the Serpent Men.

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

will attempt a boarding maneuver to engage the crew in hand to hand combat.

AFTERMATH: Once their enemies are defeated, the players can continue the search for Thulsa Doom.

KARMA:

+50 Defeating the Black Kraken
+30 Defeating a Serpent Man
+150 Story award
+5 Role playing well



Chapter 6: Into the Black Jungle

SUMMARY: The players aided by Thoth-Amon's magic have trailed Thulsa Doom to an island in the Barachan Isles. There they must enter into the jungle in search of the undead wizard and the Eyes of the Serpent, but what horrors lie within?

STARTING: The players begin an expedition into the Black Jungle to locate the fell wizard Thulsa Doom. The Judge should read or paraphrase the following to his players:

"Deep into the dark confines of the jungle you press. Ever onwards into it's dark hidden interior. You wonder why the undead wizard Thulsa Doom would choose such an abandoned and lonely place. As you trudge deeper into the grim jungle you soon realize you are not alone as patrols of Serpent Men appear patrolling the island, it is obvious that they only follow the orders of Thulsa Doom now and no longer serve the wizard Thoth-Amon."

ENCOUNTER: The Serpent Men patrol the island in groups of 15 members. It is near impossible not to come into conflict with them as the players trudge ever deeper into the black jungle's interior. Thulsa Doom is well aware that his rivals have arrived on the nameless island and are seeking him out to re-attain the Eyes of the Serpent. To this end he has instructed the Serpent Men to slay or imprison any humans that they discover. If the Serpent Men capture the player characters they will carry

them to an ill meeting with the undead wizard Thulsa Doom. If combat breaks out between the players and a group of Serpent Men, the Judge should check during every battle to see if any nearby groups of Serpent Men hear the noise and come to assist their brothers. I recommend rolling a D6 and on a 1 or 2 a nearby group of Serpent Men have heard the sounds of battle and will arrive within 1-10 rounds to assist the embattled group of Serpent Men. The heroes can be easily overwhelmed by the Serpent Men if they are not careful. An enterprising player, may come up with the ideal to get themselves

AFTERMATH: The players with Thoth-Amon in tow, are searching for the lair of Thulsa Doom in the jungle. If they are taken prisoner they will be escorted before Thulsa Doom himself.

KARMA:

- +30 Defeating a Serpent Man
- +30 Defeating a Beast Man if used
- +50 Story award
- +5 Role playing bonus if the player is portraying their character well



purposefully captured in hopes that the Serpent Men will carry them before Thulsa Doom as a way to cut to the end chase and not have to spend fruitless hours searching the black jungle for the hidden ruins where Thulsa Doom has gone to ground. Either way, the players should be concentrating on finding the wizard Thulsa Doom. If the Judge wishes, he may add ape like beats to the jungle as an optional danger for the players and the Serpent Men to have to worry about. I suggest using the statistics for the Beatsmen of Brutheim located on page 13 of the Heroes & Villains book, but only if the heroes are having to easy of a time with the Serpent Men.





Chapter 7: The Champion of Set

SUMMARY: The players along with Thoth-Amon locate the ruins of a temple to Set or are brought before Thulsa Doom by the Serpent Men. The final battle is nigh!

STARTING: This encounter is more heroic if the players have been captured and brought before Thulsa Doom, allowing them the chance to escape their bonds and face the evil necromancer and his Serpent Men. Read or paraphrase the following to the players:

"The evil black sorcerer Thulsa Doom chuckles dryly as his Serpent Men carry you before him. After letting you gaze upon his skeletal countenance for a few moments, the evil necromancer speaks "Surely you fools did not think you could best one such as I who has lived since before even far off Atlantis rose from the oceans and the world was fresh and new in the eyes of the gods. I think I shall enjoy flaying the flesh from your bones as your screams ring into the blackness of the jungle and your blood consecrates this forsaken temple of Set. Let the world tremble for Thulsa Doom rises again and his reign shall engulf the world."

ENCOUNTER: This is it, the show down for the fate of the world. The players should be able to free themselves from their bonds. Conan especially, only needs a Yellow Strength FEAT to burst any ropes and a Red Strength FEAT to free himself from chains with his raw strength. Thulsa Doom will not hold back and will level world shaking magic at the heroes, along with commanding a horde of 30

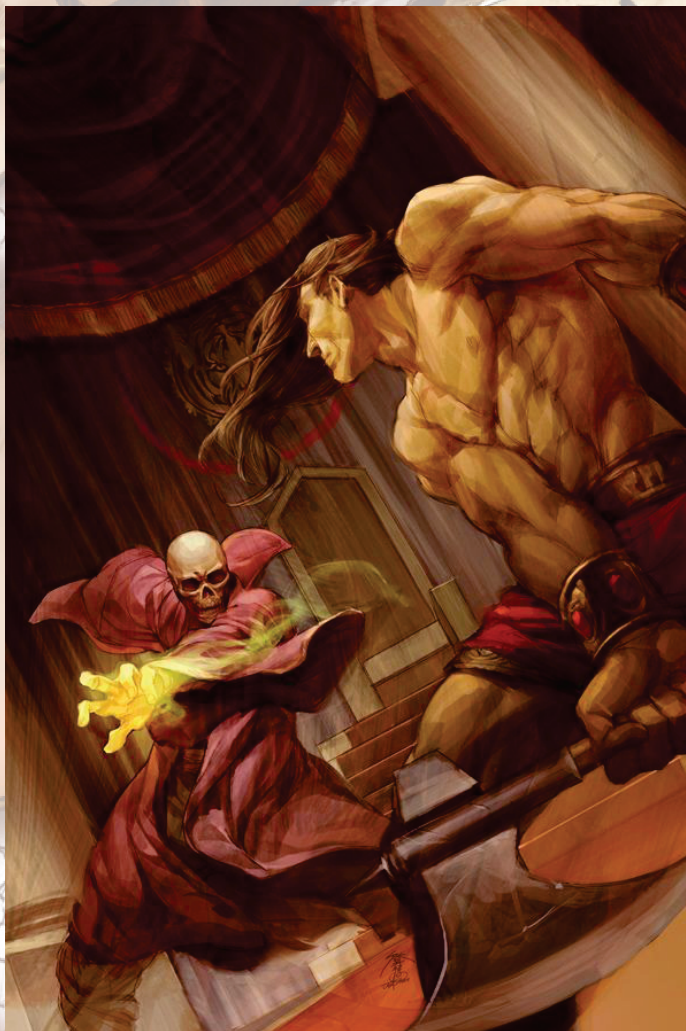
Serpent Men assembled here in his presence. The wizard Thoth-Amon will try to counter any black sorcery that Thulsa Doom attempts to cast or summon, however Thulsa Doom is the more powerful caster, so his task will not be easy. The heroes will most likely

be a proper ending to the battle as he knows his players better than I.

AFTERMATH: The players will hopefully prevail against Thulsa Doom and his forces and save the Hyborian world from his grasp. The wizard Thoth-Amon will take the Eyes of the Serpent and using his magic, will teleport himself back to Stygia. This leaves the players free to follow their own agenda and hopefully further adventures in the Hyborian Age of Conan the Barbarian.

KARMA:

- +100 Defeat Thulsa Doom
- +30 Defeat a Serpent Man
- +50 Acquire the Eyes of the Serpent
- +300 Story award
- +5 Role playing their character well



have to contend with the forces of the Serpent Men before they can engage with Thulsa Doom. If things appear to be going against the sorcerer Thulsa Doom he may try to escape by teleporting away. Then again it is just as feasible that he would fight to the death given his relevant immortality, it is for the Judge to decide what would

