

CONAN

THE SCROLLS OF SKELOS

CONAN GLARED AT HIM UNSPEAKING, FEELING A CHILL ALONG HIS SPINE. WIZARDS AND SORCERERS ABOUNDED IN HIS BARBARIC MYTHOLOGY, AND ANY FOOL COULD TELL THIS WAS NO COMMON MAN. CONAN SENSED AN INEXPLICABLE SOMETHING ABOUT HIM THAT SET HIM APART - AN ALIEN AURA OF TIME AND SPACE, A SENSE OF TREMENDOUS AND SINISTER ANTIQUITY.

BUT HIS STUBBORN SPIRIT REFUSED TO FLINCH

Inside You Will Find:

Sorcery: Expanding upon the material in the main rulebook, the Sorcery chapter offers new sorcery styles and spells.

Feats of Sorcery and Weirdness: Offering scholars more options to distinguish themselves from their fellow practitioners of the dark arts.

Permanent Sorcery: Fell indeed are the minions of sorcerers and none more dread than the hideous aberrations of nature they craft.

Creatures of Sorcery: Unnatural demons, beasts and creatures of sorcery to challenge any adventurer.

Sorcerous Culture: Offering new religions and magical societies for scholars to join, as well as including magical prestige classes for the dedicated sorcerer.

Wizards, Witches and Shamans of the Hyborian Age: The great and the mighty, from Thoth-Amon to Xaltoran, the greatest practitioners of the magical arts are revealed.

Help for Games Masters: Scholars, Sorcerers and Demons: Advice and expanded material for those running games with scholars as players or protagonists.

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| | |
|---------------------------------------|------------|
| INTRODUCTION | 3 |
| SORCERY | 4 |
| FEATS OF SORCERY AND WEIRDNESS | 25 |
| PERMANENT SORCERY | 33 |
| SORCEROUS ITEMS | 44 |
| CREATURES OF SORCERY | 66 |
| SORCEROUS CULTURE | 98 |
| WIZARDS AND SHAMANS OF THE | |
| HYBORIAN AGE | 106 |
| HELP FOR GAMES MASTERS | 120 |
| LICENSE | 128 |

Sample file

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Introduction

The Foundations of Sorcery

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

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

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

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

ARCANE BOOKS

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

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

THE SCROLLS OF SKELOS

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

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

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

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

Sorcery

The route to Corruption

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

NEW SPELLS AND SORCERY STYLES

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

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

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

Table 1-1: Random Spells

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

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

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

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

