

Advanced Dungeons & Dragons®

Official Game Adventure



AGAINST DARKNESS!



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The warrior-king of Aquilonia confronts an evil that threatens all Hyboria—
the wicked might of Thoth-Amon! For character levels 10-14



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The Pyramid of Khemi

1 square = 10 feet

Enclosure Wall

B B

1. The Entrance Hall

Causeway
→

2. The Great Hall

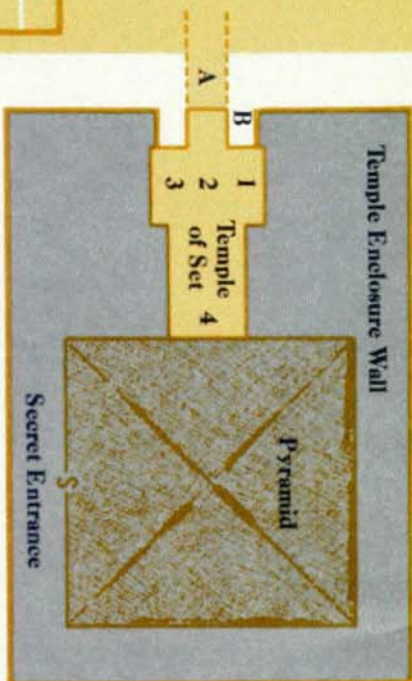
3. The Priest's Quarters

Enclosure Wall

a	b	c	d	e
f	g	h	i	j
k	l	m	n	o
p	q	r	s	t

4. The Main Temple of Set

C



The Pyramid Complex

1 inch = 500 feet



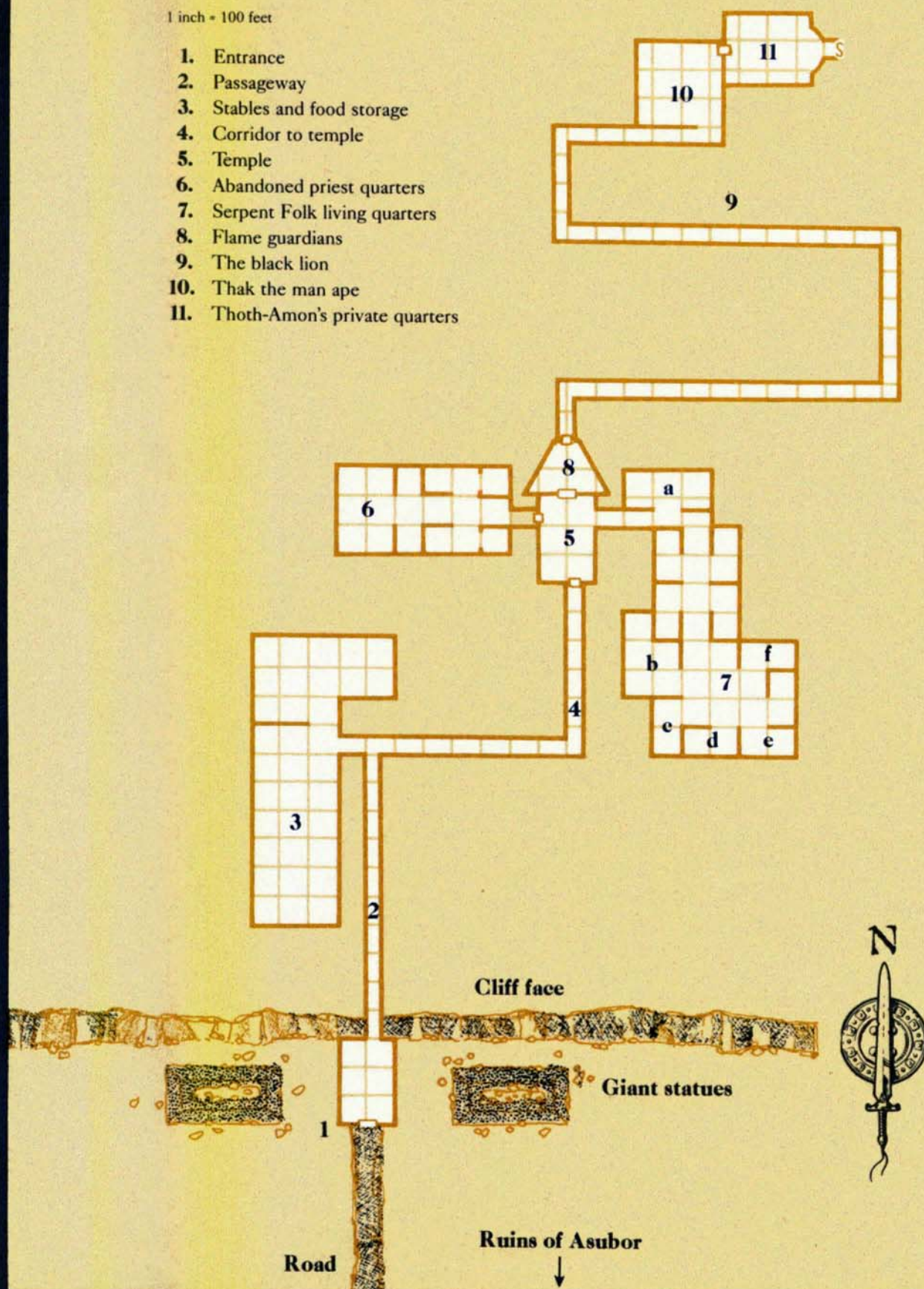
The Pyramid
→



The Ancient Temple of Set

1 inch = 100 feet

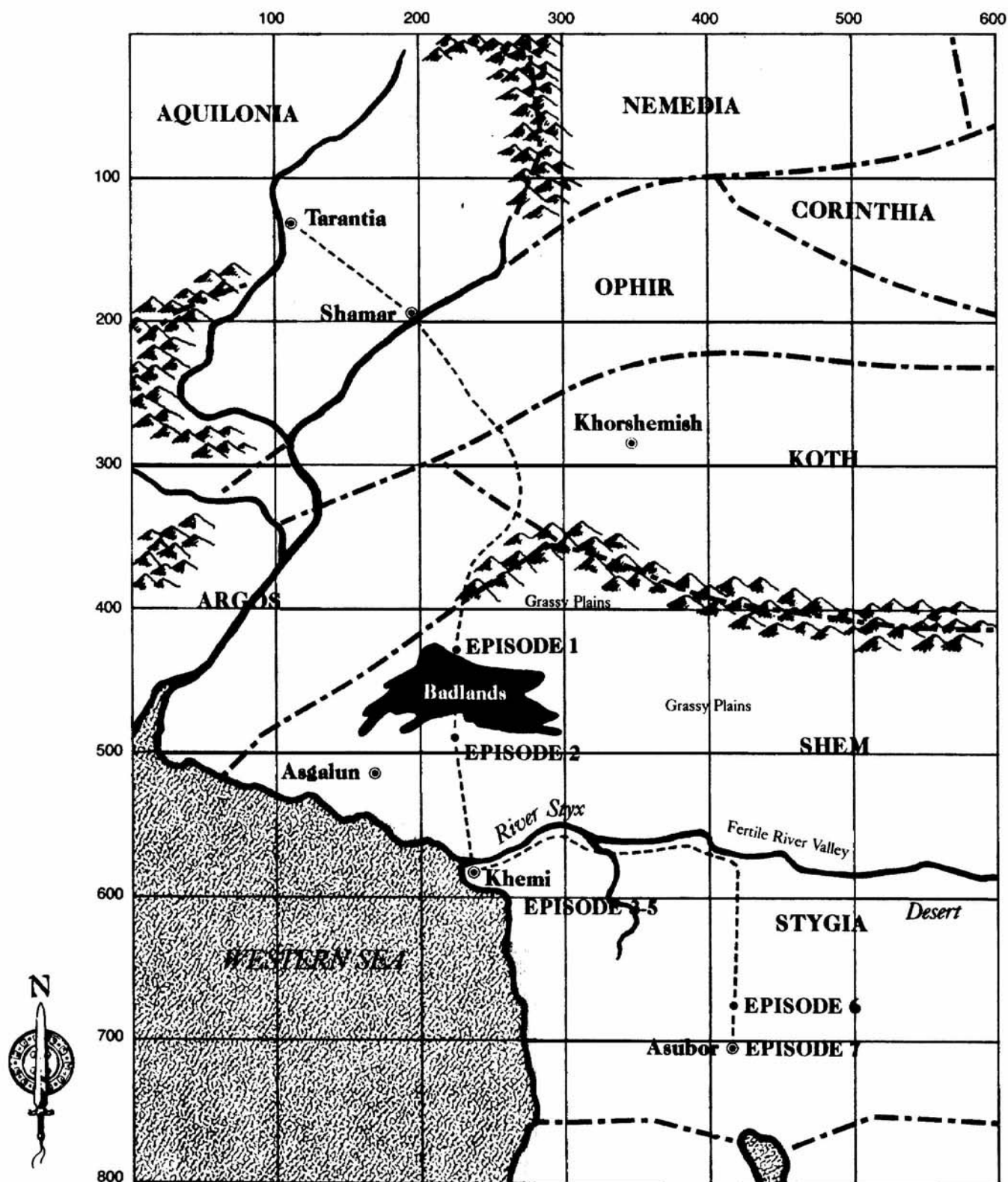
1. Entrance
2. Passageway
3. Stables and food storage
4. Corridor to temple
5. Temple
6. Abandoned priest quarters
7. Serpent Folk living quarters
8. Flame guardians
9. The black lion
10. Thak the man ape
11. Thoth-Amon's private quarters





Episode Map

1 inch = 100 miles





AGAINST DARKNESS!

by **Ken Rolston**
Development and editing by **Anne C. Gray**
An Adventure for Character Levels 10 – 14

PREFACE

For centuries Stygia has produced the greatest sorcerers in the Hyborian World. Their powers are based on the heritage of earlier civilizations, back in a time when magic was more commonplace and immeasurably more powerful.

Sadly, none of these great Stygian sorcerers have devoted their knowledge to good ends. Rather, they have employed their sorcerous powers as tools of terror and domination.

Thoth-Amon is the greatest living sorcerer of the Hyborian Age. He has often been Conan's arch-enemy. Conan is the greatest single obstacle to Thoth-Amon's plans for domination of the Hyborian Kingdoms. Once again Thoth-Amon threatens Conan and the peace of Aquilonia.

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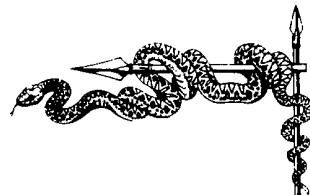
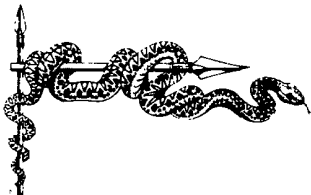
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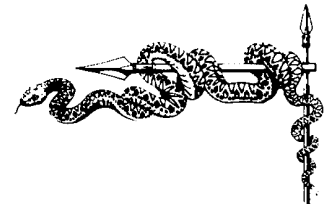
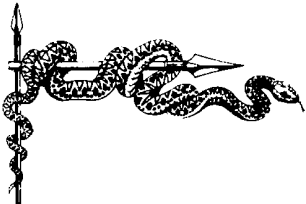
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AGAINST DARKNESS!

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AGAINST DARKNESS!

PREPARING FOR THE ADVENTURE

"Conan sensed their uncertainty and grinned mirthlessly and ferociously.
"Who dies first? he mumbled through smashed and bloody lips."

The Phoenix on the Sword
by Robert E. Howard

This is the second in a series of Conan adventures. Unlike other adventures produced for the AD&D® game, these adventures are based on published stories. These stories, written by Robert E. Howard and others, describe the life and adventures of the barbarian, Conan. All these stories are set in the world of the Hyborian Age.

This adventure is designed for four 10th to 14th level player characters, specifically Conan, Pelias, Prospero, and Nzinga. These adventurers are characters from the Conan stories. On pages 30-32 of the adventure, each character is given statistics and a description to aid players in role-playing these heroes and heroines.

Players may also use their own characters in this adventure. However, the Hyborian World is different in some ways from normal AD&D worlds. The characters described in this adventure are those most likely to provide several sessions of enjoyable play.

This adventure is set in Howard's Hyborian Age. As DM, you must prepare yourself and your players for some differences from the type of world presented in the AD&D rules. These differences do not affect the basic rules, but will change the approach players take to the adventures.

Carefully read the *AD&D Rules in Hyboria* and *The Hyborian World* sections before beginning play. Describe the Hyborian World and its differences to the players.

Suggested Reading

For further information about the settings and characters found in this adventure, you and your players may enjoy reading the following Conan stories. They provide a rich sense of Howard's Hyborian World and describe Conan and his companions in greater detail than is possible here.

Conan the Conqueror, Robert E. Howard (for details on Stygia, Akivasha the Vampire, and the sorcery of Hyboria)

Conan of Aquilonia, L. Sprague De Camp and Lin Carter, "The Black Sphinx of Nebthu" (for details on Strygian sorcery and Thoth-Amon) and "Shadows in the Skull" (for details on the serpent folk, Nzinga the Amazon, and Thoth-Amon)

Conan the Usurper, "Phoenix on the Sword," Robert E. Howard (for a description of Prospero and the background of Epemitreus and his prophetic dreams)

Conan the Avenger, Robert E. Howard, Bjorn Nyberg, and L. Sprague DeCamp (for a description of Pelias)

Conan, Robert E. Howard, L. Sprague De Camp, and Lin Carter, "Rogues in the House," and "The God in the Bowl" (for descriptions of Thak the man ape and the God in the Bowl)

Abbreviations Used in Statistics

AC	=	Armor Class	LE	=	Lawful Evil
AL	=	Alignment	LG	=	Lawful Good
C	=	Cleric	LN	=	Lawful Neutral
CE	=	Chaotic Evil	MR	=	Magic Resistance
CG	=	Chaotic Good	MU	=	Magic User
Ch	=	Charisma	MV	=	Movement
CN	=	Chaotic Neutral	N	=	True Neutral
Con	=	Constitution	NE	=	Neutral Evil
D	=	Dexterity	NG	=	Neutral Good
Dmg	=	Damage	S	=	Strength
F	=	Fighter	SA	=	Special Attacks
FS	=	Fear Statistic	SD	=	Special Defenses
HD	=	Hit Dice	T	=	Thief
hp	=	hit points	W	=	Wisdom
I	=	Intelligence	#AT	=	Attacks/round

Alignments for PCs or NPCs are not designated in this game adventure. Robert E. Howard's Hyborian World does not lend itself well to assigning alignments to its human inhabitants.

AD&D Rules in Hyboria

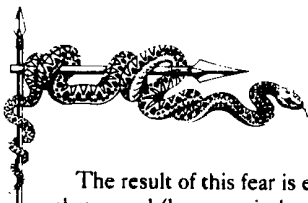
Howard's Hyborian World is set in a specific period of an imaginary pre-history. Howard developed the history of this world in a realistic and consistent manner. To create a reasonable and credible setting for the stories, Howard, and those after him, made assumptions about this world. These assumptions included how people of the world viewed their surroundings, how the characters of the stories reacted to situations involving magic, and what feats characters were capable of accomplishing.

To make this adventure more effective, read the following information so you may add to or modify the AD&D rules. By using these changes, you and your players can get more of a feeling Howard intended for the characters of his world.

These rules modifications are in no way standard or official, but only apply when playing in the Hyborian World with Howard's characters.

FEAR FACTOR

An important part of Conan's personality is his instinctive fear of unnatural things—magic and creatures that defy explanation. Conan's barbarian upbringing is responsible for this feeling. Such things are unwholesome and evil; therefore, they should be feared.



The result of this fear is either that the character loses his action for that round (he stops in horror or awe at the sight of the thing) or he flees. This flight must be away from whatever caused the fear, even if that carries the character into other dangers or unexplored areas. This fear lasts until it is overcome by the character, or the character is actually hurt by the monster or person. Characters from lands that have more contact with magic or more knowledge of monstrous creatures are less affected.

Some monsters, spellcasters, and unusual magical items or situations have a Fear Statistic. This is a number from 1 to 10. The smaller the number, the more fear-inspiring the creature or object. This number appears in the statistics for the monster when given in the adventure. If the monster is ordinary (wolf, lion), there is no Fear Statistic.

The Fear Statistic is used when a Fear Check is made. A check is made the first time the monster is encountered at close range, the first time a spellcaster does something involving magic (casting a spell or using a magical item), and wherever the text calls for a check. After a character has made a Fear Check for a particular creature or object, he does not need to make another if confronted again. This is regardless of whether the character originally passed the Fear Check.

To make a Fear Check, multiply the Fear Statistic by the character's Wisdom. Roll d100 (percentile dice). If the die roll is equal to or less than the product (FS x W), the character has passed the Fear Check. If the die roll is greater, the character has failed the Fear Check. In some cases the character's percentile score will be greater than 100. If so, the character cannot be affected by the Fear Statistic of that creature or object.

Characters who pass a Fear Check can move and act normally. Characters who fail a Fear Check cannot move or act until they are either attacked, distracted by another person, or roll the number found above (FS x W) or less on d100 in a succeeding round. Only one attempt can be made each round.

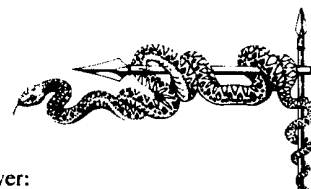
HEROISM AND LUCK

Conan is sometimes able to do things beyond the range of the AD&D rules. These impossible actions are part of Conan's special abilities. It is important for characters to be able to do the same things, so they are given Luck Points.

When preparing to play, tell players their characters can try heroic, amazing, or impossible feats by spending Luck Points. Each character begins the adventure with 10 to 14 Luck Points. Anytime a player wishes, his character can attempt something amazing (more than the allowed number of attacks, a deathblow, etc.) by spending Luck Points. The player must clearly describe what his character is trying to do. Do not tell a player how many Luck Points his character has remaining or how many he needs to spend to attempt the chosen feat.

As DM, you must decide whether the attempt succeeds by using the following guidelines.

1. Spending one Luck Point lets a player:
 - A. Make one extra attack in a round; or
 - B. Automatically hit an opponent; or
 - C. Climb without falling; or
 - D. Catch something tossed to the character; or
 - E. Leap a chasm; or
 - F. Tear a door off its hinges; or
 - G. Pick up a man-sized object.
2. Spending two Luck Points lets a player:
 - A. Knock out a person with fist or weapon; or
 - B. Spring back from a trap just in time; or
 - C. Climb while carrying another person; or
 - D. Make two extra attacks in a round.



3. Spending three Luck points lets a player:

- A. Perform a heroic action beyond the scope of the rules.

A character can try to deliver a deathblow—killing an opponent with one attack—by spending Luck Points equal to half the hit dice of the opponent. The player then rolls a normal hit. If the result is 20 or more, including any modifications to the die roll, the opponent has been slain. If the die roll is less, the attack is resolved normally.

A Luck Point can never be used to affect any of the following:

1. A die roll that has already been made.

Spending Luck Points must be declared before any die is rolled.

2. Any Saving Throw.

A Luck Point can be used to avoid a situation requiring a Saving Throw, but the player cannot spend Luck Points to affect the roll.

3. A Fear Check

PC LUCK POINTS

For this adventure only, the pre-generated player characters have the following Luck Points. Do not tell the players the amount of points available to them at any time. You must keep track of these as they are used.

Conan	—	12 Luck Points
Pelias	—	14 Luck Points
Prospero	—	10 Luck Points
Nzinga	—	10 Luck Points

OPPONENT LUCK POINTS

Some opponents also have Luck Points. When this occurs, their number of Luck Points is listed.

If you decide to let the players use their normal characters in this adventure instead of the characters provided, do not give Luck Points to either the player characters or the NPCs. These will not be available to either side. Likewise, the Fear Statistic (and the rules for its use) should not be used, unless you and your players agree to do so.

HEALING

Howard normally depicted the Hyborian deities in his stories as cold and aloof. No one turned to them except in times of greatest need. Crom, the god of Conan's tribe, was a grim and harsh deity. None called on him for aid, for he sent doom and death more often than he helped his followers. Because of this, clerics as they appear in the AD&D rules are almost non-existent. There is very little magical healing of any type, yet Conan quickly heals and recovers from ferocious battles. Some unknown property of the world—the air, the water, a beneficial bacteria—allows beings to heal at a very rapid rate.

Instead of the normal rates of healing given in the AD&D rules, characters from the Hyborian World heal 1 hit point per day regardless of rest. In addition, characters who rest a day heal hit points equal to half their Constitution score. All fractions are rounded down.

If there are no clerics in the party, allow the characters to use the Healing rule. If there are clerics, player characters heal normally, but allow NPCs of the Hyborian World to heal according to the Healing rule. Explain to the players that the NPC, being native to this world, is affected by its healing properties, whereas the player characters as outsiders are not.

The Hyborian World

Conan Against Darkness! takes place in the world of the Hyborian Age. This creation of Robert E. Howard is a carefully crafted setting which he used for his Conan stories. Within these stories, Howard created many details about this world and even wrote a history of it and its peoples. Through this attention to detail, his stories achieved a fantastic realism—the world he described was consistent and sensible in its own way.

Presented here is an outline of the major features of Conan's world and how they will affect play. If you intend to use the Hyborian setting given in this adventure, read this section carefully. It has much information that will affect the play of the adventure.

HISTORY AND GEOGRAPHY

The adventures of Conan take place on our Earth, but it is an Earth of a much different time. It is a time between the fall of Atlantis and the rise of the known world. It is a land that bears little resemblance to our own.

Since that age, mountains have cracked, lands have sunk, and new islands have risen from beneath the waves. With the changes have come basic differences in the life and laws of the world. Following the great changes that swept away the Hyborian Age, the arts of magic were forgotten. The monsters and creatures of fantasy have disappeared.

Long ago, this land of the Hyborian Age was a single vast continent. Upon it were many kingdoms and peoples, constantly struggling with each other. Although there is no name for this continent, it is usually called the Hyborian World or the Hyborian Kingdoms. This name comes from the ancient race that originally settled this kingdom, the Hybori. A part of this continent is shown on the painted map found on the adventure cover. This map shows the areas where Conan experienced most of his adventures.

The lands and climate of the Hyborian World range from the snowy wastes and tundras of Asgard and Turan, the barren deserts of Eastern Shem and southern Turan, to the tropical jungles of Darfar and Khitai. Most of the land is wilderness, broken by areas of settled farmland and caravan tracks. Many sections of the world are unexplored or, once explored, are now forgotten. Hidden away throughout the continent are the remains of previous empires and civilizations. Many of these are ruins, but some are still occupied by the dwindling inhabitants of ancient races.

PEOPLE

The countries of the Hyborian World are mostly formed by the different human groups. The Cimmerians of Cimmeria are different in appearance from the Shemites. The Zingarans can be identified from Gundermen and Picts. Some of the kingdoms are formed of mixed groups, but even this mixing is identifiable to characters of the Hyborian World.

Each kingdom has its own language. However, most people are able to speak several languages, and the languages that exist are not difficult to learn. These languages may have many similar features, borrowed from each other.

Aside from differences of appearance, the people of the Hyborian World also have many different attitudes and behaviors, depending on the individual's place of origin. Cimmerians, such as Conan, are a hard, stoic people with equally hard gods. They live by raiding. The Turanians prefer intrigue and luxury. The people of Stygia, noted for their interest in magic, have an evil reputation. The Picts are barbaric and cruel, given to warfare and feuding.



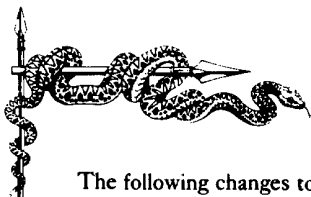
Behavior often identifies where a person is from in the Hyborian World. This is important, because there is a great deal of rivalry and warfare between the different kingdoms. Spies, sorcerers, and killers in the night are all tools of kings and princes. There is not a time in the Hyborian Age when some kingdom is not fighting or plotting against another. The behavior of each NPC in the adventure is described, based in part on these characteristics. As players pay attention to where characters are from, they are better able to predict what will happen.

Demi-human and humanoid races are almost completely unknown in the Hyborian Age. There are no elves or halflings. There are no organized races of dwarves or orc-like creatures. When dwarf or humanoid creatures appear, they are single cases and often considered monsters. If any character in the adventure is non-human, he is treated as an oddity or a freak.

TECHNOLOGY

The crafts and skills of the Hyborian Age range from quite primitive to very advanced. Craftsmen are quite skilled in working with metals. They can make steel weapons that are virtually indestructible. However, they do not make or use much armor, generally using nothing more than scale armor or chainmail. Sometimes a breastplate is worn, but it is generally made of bronze or another soft metal. Leather armor is common. All normal medieval weapons are available. Siege weapons (catapults, ballistas, etc.) are known and can be built.

Transportation is available in several different forms. Horses and camels are used, although horses are rare in the northern areas and camels are used only in the deserts. Chariots are common in lands where horses are numerous. Ox carts are used, but horse-drawn wagons are not known. Boats and ships include rowboats, small fishing boats, galleys, and small sailing vessels.



The following changes to the costs and availability of items on the Equipment List should be used when adventuring in the Hyborian World.

Equipment List

Armor	
Banded	350 gp
Plate*	1,500 gp
Splint	350 gp
Livestock	
Horse, draft	200 gp
Horse, heavy war	1,000 gp
Horse, light war	600 gp
Horse, medium war	800 gp
Horse, riding	100 gp
Tack and Harness	
Barding, chain	1,000 gp
Barding, leather	300 gp
Barding, plate	5,000 gp
Bit and bridle	15 gp
Harness	5 gp
Saddle	50 gp
Transport	
Galley, war	25,000 gp
Ship, merchant, large	Not Available
Ship, war	Not Available

*Extremely rare

MONSTERS

Monsters as found in the AD&D® rules are extremely rare in the Hyborian World. Certainly none live in or near settled lands, unless magically bound to a site or kept as the pet of a powerful person. Such instances of pets are uncommon. The owners must constantly be on guard against their own creatures and unfortunate incidents do occur.

Monsters are found in the wild slightly more often. Still, they are never common. The most-encountered creatures of the Hyborian Age are normal predators—wolves, lions, tigers, and bears. These creatures may stalk lone or small groups of humans. Unlike normal predators, these animals are more ferocious and determined, seldom abandoning a hunt until killed.

True monsters found in the Hyborian World are normally quite dangerous and powerful. There are few small monsters (stirges, blink dogs, or owl bears, for example) with the exception of larger versions of common animals—giant rats, snakes, spiders, etc. In size and power, most monsters are more like the stegosaurus, elementals, frost giants, iron and stone golems, and lamia. These monsters usually act alone, hunting singly or at the bidding of a spellcaster. Many monsters are summoned to the Hyborian World from other dimensions. Their existence here is impossible except through this summoning.

Monsters are typically located in two areas—wildernesses that form their native habitat or at the site of some ancient people or evil. Hence a stegosaurus would be found in the swampy jungles that were its home, while an iron golem would be guarding the ruins of some ancient city or suffering under the curse of a now-forgotten deity. Whenever a monster is encountered, there is always a very good reason why it appears there.

When considering opponents for the characters in this adventure or in other adventures in Hyboria, remember that the most common

opponents will be human NPCs. These are the greatest foes of the player characters.

SPELLCASTERS

In the Hyborian Age, the arts of magic are still practiced. However, knowledge of the powers and scope of this art has declined from previous ages. Much of the lore has been forgotten or obscured. Only a few people are willing to devote their lives to the study and travel necessary to gain any magical powers. Furthermore, it is a dangerous occupation. Many things can go wrong for the unwary or ignorant student. Consequently, there are very few spellcasters in the Hyborian World. Those that do exist are often of great power.

In the Hyborian World, the title "priest" can be used for any kind of spellcaster. Most spellcasters are associated with one religion or another; however, this has no effect on the NPC's abilities. In fact, the majority of the extremely few spellcasters are most similar to magic users and illusionists.

Magic Users: Of the spellcasters, the magic users are the most common. They gain their powers through careful study, travel to distant lands, gathering rare powders and plants, and having their agents search ancient ruins for objects of power hinted at in moldering texts. They seldom become directly involved in things, controlling and manipulating through others and threats.

More important than the practice of magic is the gathering of knowledge. In the Hyborian World, knowledge can mean power. It is usually enough for a magic user to threaten to use his powers. Those who receive such a threat know or imagine the horrible result of those powers and so obey the magic user. This has led to many kingdoms of Hyboria being directly or indirectly controlled by magic users who have some power over the ruler of the land.

Magic used in the Hyborian Age tends to be of summoning, illusion, charming, and death types. Magic as heavy artillery (fireballs, lightning bolts, etc.) is very rare.

Clerics: Clerics with spellcasting powers are virtually unknown in the Hyborian Age. Most of their roles are taken by magic users. What few clerics exist do not, as a rule, offer their services to the hurt or injured, but use their powers for the advancement of their deity. Therefore, the player characters cannot expect any type of magical healing or curing from NPCs while adventuring in this world.

Clerics will only act to benefit their deities and temples. If the characters can find the services of a cleric, spell assistance will be in the form of information and detection.

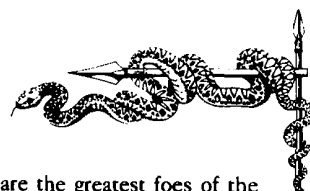
There may be druids among the barbaric Picts; otherwise NPCs of this kind are extremely rare.

MAGICAL ITEMS

Like spellcasters, magical items are very rare and generally bring grief to those who use or find them. They are items from previous ages, lost and forgotten except to those who search long and hard.

Magical items are usually only usable by spellcasters for increasing or adding to the spellcaster's ability. Each item is different and must be researched and studied before it can be used. Black secrets and horrible histories are often the background for such items. The use of such items is dangerous—inaccurate information about the item can lead to unfortunate results for the user.

Players should not expect their characters to acquire many (if any) new magical items. Even if they do find an item, it will be difficult for them to use it correctly or in the best way. If the players are using characters from another world, the magical items they possess at the start of the adventure will still function as expected.





The Story Background

Conan, no longer a young man, is now king of Aquilonia. Time has grayed his thick, black mane and creased his broad face. Though still a powerful man, his body is marked from the scars of many battles.

Thoth-Amon, sorcerer and arch-enemy of Conan, seeks domination of the Hyborian Kingdoms, especially Conan's Aquilonia. Conan is his greatest single obstacle. Thoth-Amon now threatens Conan and the peace of Aquilonia.

In Thoth-Amon's relentless search for more sorcerous power, he has obtained an ally—Akvasha, the Woman Who Never Died. Akvasha is a vampire thousands of years old. She knows intimately the sorcerous secrets of the past, secrets that Thoth-Amon must piece together from fragments of moldering manuscripts or faded inscriptions on ruined walls.

Akvasha has struck a bargain with Thoth-Amon. She will teach him the mysteries of elemental summoning and control if he will deliver Conan to her. With his new sorcerous powers, Thoth-Amon intends to establish himself as High Priest of Set and Master of Stygia. To this end he has allied himself with the Serpent Folk, an ancient race of devout Set worshippers. With their help, Thoth-Amon will take control of Stygia. Then he will extend Stygia's domain over the lands to the north of the River Styx.

Once Stygia's mighty slave empire reached north across the plains of Shem. Now it will once again expand to absorb Aquilonia and its allies. Thoth-Amon's vision is the recreations of the Kingdom of Acheron—sister empire of Stygia—which flourished for 2,000 years until finally

overrun by the barbarians who were later to become the peoples of northern Hyboria.

Thoth-Amon is certain that the time has come for this territory to be once again a civilized part of the Stygian Empire, and that the barbarians should be exterminated or driven back to the cold lands from which they emerged.

However great the Stygian sorcerers have been, there have also been powerful magical forces dedicated to good. One ancient Aquilonian sage, Epemitreus, has been dead for 1,500 years, but he has often sent aid on unseen wings to protect Aquilonia in times of need.

Once he spoke to Conan across the gulfs of time, warning him of dark forces which might be summoned against him from the Unseen World. Epemitreus told Conan that though he was a barbarian and outlander, and though only king of Aquilonia by conquest, that Conan's destiny was united with that of Aquilonia.

The following "Dark Visions" provide the players with background for the adventure and lead the characters into the first episode. Thereafter each episode provides a link to the succeeding episode.

As in Howard's Conan stories, fate forces the heroes down a narrow path to the inevitable confrontation with the evil opponents. Conan's prophetic dream, Pelias's magical divinations, and Thoth-Amon's challenges are the elements you use to draw the player characters along the narrow path to the final encounter. Within each episode, the player characters have many options in overcoming their obstacles, but the sequence of episodes is rigidly determined by fate.

Dark Visions

Conan's Dream

"It seemed as if I stood on the balcony of the Royal Palace, looking out across the moonlit, jagged silhouettes of Tarantia's battlements. I looked south over the sleeping city, across the rare peace on the land of Aquilonia.

"To the south, in the dim moonlight, I saw dark clouds stretching across the horizon. At first the clouds moved swiftly, like a black river flowing west to the sea. Then the clouds began to swell and writhe. They became a giant serpent, twisting across the horizon. Suddenly two great, green serpent eyes glowed at the center of the clouds, and a great head formed and rose high above the land. The clouds began to roll north across Aquilonia's lands like a black tide, blotting out the moonlight and shrouding all in darkness.

"I turned as I watched and found a phoenix, the brilliant colors of its feathers shimmering in the moonlight. As my eyes met its gaze, I stood bolted to the stone. Then it looked away to the south toward the black clouds, suddenly taking wing, rising high above the city, circling once, then flying south directly into the storm serpent.

"I awoke then, and found in my hands the shattered hilt of Epemitreus's sword."

Pelias's Vision from the Incense of Lazbekri

"Through the mirror I looked down from the grassy brink of a cliff into a deep ravine. To the left and right were two ancient pillars of stone. Between the pillars a road ran down into the ravine. It was daytime, but it seemed as dark as night. Sheets of wind-driven rain obscured my vision.

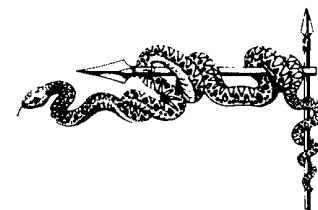
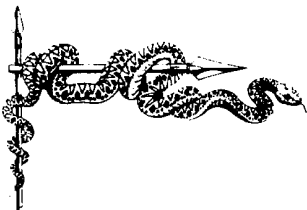
"Below, on the road through the ravine, stood a distant dark figure in a chariot. Behind him was the dark outline of a spire-topped mountain.

"The chariot's creatures and the figure were indistinct in the rain, but the creatures were clearly not normal beasts, and the figure was dark-skinned, with a smooth skull that shined in the weird light. From one upraised hand came an unearthly glow. This hand seemed to beckon to me.

"The figure bellowed forth in a great voice, 'When I have conquered all of Hyboria, Conan shall whimper for mercy at my feet!'

"Then gusts of wind and rain darkened the Mirror, and I could see no more.

"I think the dark figure I saw was Thoth-Amon—the Stygian sorcerer. The two pillars are the Horex Stones, dating back to the ancient Acheron culture. The peak behind the dark figure is known as Vampire Peak. I know the location and can lead us there."



THE ADVENTURE

Episode 1: The Badlands

And so you have gathered in the city of Tarantia. Nzinga, daughter of the Queen of the Amazons; Prospero, general of Conan's Poitanian knights; Pelias, sorcerer of Khanyria; and you Conan, king of Aquilonia. You have saved the lives of your companions in times past, Conan. Now you call on them to help save Aquilonia.

Among the Badlands of Shem lie the Horex Stones and Vampire Peak, 200 miles southwest of Khorshemish. The distance you must travel, according to Pelias, is about 400 miles.

With the first rays of dawn to guide your way, you set out for lands south of Tarantia. All is quiet and calm as you walk the roads that lead toward Shem.

Refer to the Episode Map (Map 12). Draw a rough map of the route to the badlands for the players if they request it, or refer them to the large scale map on the cover as you describe their intended route.

Neither Nzinga nor Pelias are competent riders, and since Conan prefers walking, the party will travel on foot. The trip should take about 13 days if the party stops only at night.

This region of Shem consists of open grasslands. It is broken by several sections of badlands—extremely rugged, barren and highly-eroded terrain, almost devoid of vegetation, that is all but impassible. Very few roads cut across these badlands sections. The Horex Stones and Vampire Peak are well-known landmarks along a trail that leads south through the largest section of badlands.

The ground of Shem is hard and clay-like. As it bakes under the relentless sun, it becomes like rock, unyielding under the feet of travelers. No plants grow on its surface. No trees shade your journey. You realize this is to your advantage. When the torrential rains fall in this region, the surface turns into a sticky, viscous mud that makes travel almost impossible.

The journey across Shem's grassy plains is uneventful. As you approach the badlands, however, clouds begin to form, and a warm rain slowly turns into a wind-driven downpour. Such weather is very unusual at this time of year. As you approach the Horex Stones, the wind rises to a gale, the dark clouds are barely illuminated with a purplish glow, and the driving rain turns the road into a quagmire.

When the characters arrive at the Horex Stones they see the scene as described in Pelias's vision. Place the Badlands Map (Map 10) before the players. You should describe distances approximately, because of poor visibility.

Suddenly, in the distance, appears a bent figure in a chariot. The two creatures at the front of the chariot rear and kick. Their glowing red eyes pierce the darkness of the storm. The great beasts settle at the figure's command, and they wait motionless before him.

Thoth-Amon is actually 100 feet further north along the road than he appears to the characters. Thoth-Amon has cast a *distance distortion* spell.

The earth in the ravine has turned into clinging, slippery mud that makes movement treacherous and difficult. Movement is at half normal on the road, one-fourth normal off the road, and 10" per round on steep slopes. Characters can double their movement, but they must roll a number less than their Dexterity on 1d20 for each round that they travel at double speed.

If a character crosses a contour line, unless on a road, he must roll a number less than his Dexterity on 1d20 or he slips and falls in the mud. To rise and continue movement a character must roll a number lower than Dexterity on 1d20 (check each round).

Visibility is very poor. A human figure cannot be distinguished from the background at more than 200 feet unless magically illuminated (like Thoth-Amon). No torch burns in this rain.

Any character in the ravine who moves out of line-of-sight of Thoth-Amon has a 10% chance of losing his bearings. Check for this each round the character moves while out of line-of-sight. If the character loses his bearings, at the end of the round he finds himself 1/10 of his normal movement to the right or left (DM discretion) of his intended path.

Thoth-Amon has used his drum of *weather control* to create the unnatural rainstorm. Using his *ring of elemental control* and knowledge gained from Akivasha, he has summoned an earth elemental and stationed it 20 feet down the road from the Horex Stones. If the characters descend upon him, Thoth-Amon commands the earth elemental to rise from the mud and attack the party.

Earth elemental: AC 2; MV 6"; HD 12; #AT 1; D 4-32; SA see below; SD +2 or better to hit; FS 5; AL N

As the characters walk down the road (or if Thoth-Amon commands the elemental to pursue them), the elemental explodes out of the pools of mud that cover the road. The party is automatically surprised (except for Conan's special ability).

If the elemental successfully attacks, it grabs the first character in the party, picks him up, and tries to thrust him into the ground. The elemental continues this brutal form of attack until the victim is dead, then it selects another victim. If the elemental successfully attacks, it is automatically successful the next round.

If the character can roll his strength or less on d100 at the end of a round, he can break free of the elemental's grip and move normally away from the elemental. While in the elemental's grip, a character attacks at -4 to hit.

If a character with the *phoenix sword* or the *ring of Rakhamon* wins initiative in a round and successfully hits, he drives the elemental away before it can attack. In the next round the elemental charges its victim and attacks again (with the normal +2 bonus for a charge).

To protect himself from the party (or from out-of-control elementals) Thoth-Amon has cast a *protection from evil 10'* radius and a *protection from normal missiles*. He is also protected by the senses and combat abilities of the chariot's type I demons.

Thoth-Amon does not want a pitched battle here. Before Thoth-Amon retreats, he delivers the following message in a magically amplified voice:

"Here I cannot stand against you. But follow me, and I will stand against you in Khemi. Take the road south, and wait for a sign. I promise you, we will meet again."

If the characters come within 100 feet of Thoth-Amon, he turns his chariot and flees. If necessary, he casts a *slow* or *monster summoning III* spell to delay pursuers.

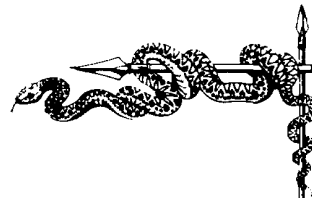
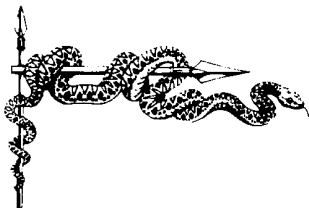
The first time a character is attacked by one of Thoth-Amon's spells, the character must make a Fear Check.

If the characters refuse to approach along the road, but remain in Thoth-Amon's sight, he commands the elemental to rise, pursue, and attack the party. This occurs if the characters wait for 10 rounds at the Horex Stones, or if they descend into the ravine within 100 feet of the road. Since the elemental moves slowly, and doesn't get surprise, the effect is greatly diminished. The elemental and the chariot's movement rates are not affected by the weather.

If the characters approach Thoth-Amon from out of his line-of-sight, Thoth-Amon waits patiently for them to arrive. He is prepared to use his *ring of elemental control* to summon another earth elemental when a character appears within 150 feet. The elemental is summoned between the approaching character and Thoth-Amon's chariot. Once the elemental is in combat with a character, Thoth-Amon flees in his chariot.

The party may attack the chariot in force before Thoth-Amon can flee. If this occurs, Thoth-Amon wheels his chariot to present the type I demons to the most feared of his adversaries, then attempts to cast a spell to cover his escape; *charm person*, *forget*, *darkness*, *scare*, *suggestion*, *fear*, *confusion*, or *repulsion*. If necessary, he spends Luck Points to escape. He has 15 Luck Points. He disengages his chariot and moves south along the road to evade the party.





Episode 2: The Darkest Night

The torrential rains of the badlands gradually subside as you reach the southern edge of the territory. The sun finally reveals itself as high clouds move rapidly to the north. The grassy plains that make travel easy and fast are welcome relief from the rugged terrain you have just crossed.

The distance from the badlands encounter to Khemi is about 160 miles. The first 40 miles are rugged badlands territory. The characters can travel 20 miles a day in rugged terrain and will emerge from the badlands in two days. They then face a three-day walk to Khemi across the open grasslands at 30 miles per day.

Thoth-Amon ambushes the characters on the evening of the third day after the badlands encounter. If the characters have not rested, they have only regained three hit points.

If the characters stop to make camp at dark, the ambush occurs two hours after they stop. If they don't stop for the night, the ambush occurs as they travel.

If Pelias consults the Incense of Lazbekri at any time after the badlands encounter (suggest it to the players if necessary), he sees this vision:

An open, grassy plain is lit by dim moonlight. High clouds illuminated by the moon continue to move to the west. On a low rise a quarter mile away, a distant figure in a chariot is suddenly illuminated by a strange greenish glow. After a few seconds, the glow ceases and the figure and chariot disappear. A cloud slides across the moon and everything becomes shrouded in darkness.

If the characters are warned by the vision from the Incense of Lazbekri, they can try to take precautions against attack. For example, they can try to fortify their camp. However, the grassland is completely treeless. There are no ravines or hills to offer defensive positions and the characters have no tools to dig defenses. They can cut sod and build low walls.

Have the players position their characters according to whether they are camped or on the move. Ask them to specify their actions for each of the nine rounds it takes for the chariot to reach the characters.

Thoth-Amon waits along the path of the party. When he sights the party, he waits for the clouds to cover the moon, then casts a *shield*, a *protection from normal missiles*, and a *clairvoyance* spell on himself. He then casts a *darkness 15' radius* spell on himself, the chariot, and the demons.

When these preparations are complete, he charges the party, trusting his *clairvoyance* spell and the special senses of the type I demons to locate the party through the shroud of darkness.

If a character successfully Listens (thief skill), he notices the following in the eighth and ninth rounds:

In the stillness of the evening, a vaguely contrasting area of darkness moves rapidly toward your party. You hear no other sounds but the rumble of a heavy chariot and the heavy breathing of the great demons.

If the characters attempt to Listen, but are not successful, the only warning of the attack is sudden utter darkness at the beginning of round ten.

During this encounter, victims of spells receive a +4 modifier to their saving throws because nighttime darkness obscures the targets. All combat is at -4 to hit unless the targets are illuminated.

During the first round of combat, the type I demons and chariot attempt to overrun a randomly-selected character. Unless the character rolls a number less than his Dexterity on 1d20, he is knocked down, trampled by the demons for 3d6 damage, and stunned for 1d4 rounds. If he rolls his Dexterity or higher, he may react normally, fighting back at -4 to hit for the darkness.

In the second round of combat, Thoth-Amon gallops the chariot one round of movement away from the party while dispelling the *darkness* spell.

In the third round of combat he summons two winged gaunts with his ring. He holds the ring high with his right hand. It casts a green glow as he chants. If a party member is within 100 feet, he can hear Thoth-Amon summoning the winged gaunts.

"Blind your eyes, mystic serpent.
Blind your eyes to the moonlight
And open them on darker gulfs!
What do you see, O serpent of Set?
Whom do you call from the gulfs of the night?
Whose shadow falls on the waning Light?
Call him to me, O serpent of Set!"

(*Conan the Usurper*, "The Phoenix on the Sword," Robert E. Howard)

Thoth-Amon directs the winged gaunts to attack the closest party members. Each character must make a Fear Check.

Winged gaunts (2): AC -2; MV 12"/24"; HD 10; hp 60 each; #AT 2; Dmg 1-10/1-10; MR 50%; FS 3; AL CE

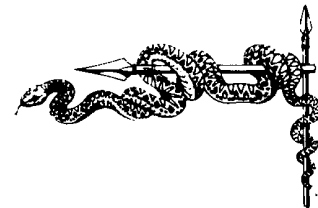
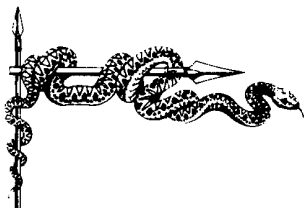
Winged gaunts are summoned from the Outer Void. They are giant batlike creatures with scaly skins and hawk-like claws. When slain they dissolve into a foul-smelling cloud which quickly dissipates.

Once the winged gaunts attack the party, Thoth-Amon withdraws immediately if threatened with melee or magical combat. He either flies or runs south in the chariot. If severely threatened, or if his chariot is damaged or captured, he will spend Luck Points to give him time to throw a *slow* spell to permit his escape.

If the characters manage to reach Thoth-Amon's chariot, he can instantly release the harness of the two type I demons and send them to attack the party members.

As Thoth-Amon leaves the scene of combat, he addresses the party with another magically amplified speech:

"When shall we meet again?
At dusk, under the full moon upon the water of the Harbor of Khemi. Look for me by sea, and bring a boat, unless you like to swim."



Episode 3: The Harbor of Khemi

Through the clearness of a cloudless night shines the moon in its first quarter. It is only a few days' journey to Khemi—more than enough time to reach the harbor city before the full moon.

The full moon is not for another nine days. Khemi is 90 miles south. At 30 miles per day, the characters arrive in Khemi in three days, giving them six days to rest before they meet Thoth-Amon. This permits them to heal up to three times their Constitution in hit points.

The characters have ample funds to buy a boat, as directed by Thoth-Amon. They have no difficulty purchasing one anywhere along the River Styx or the Harbor of Khemi.

If the characters consult the Incense of Lazbekri, they see the following vision:

You appear to be floating down a broad river. The banks are deserted. The water is smooth and undisturbed.

A great harbor spreads out before you. Black war galleys are anchored along the shore. Great black castles loom above the wretched dwellings of a large city. In the distant background a great pyramid rises to dominate the horizon.

Beyond the harbor lies the open sea. From that direction comes a boat with blue fire playing all about it. It moves without sails or oars. In the boat stands a figure in black robes, his black skull gleaming in the rosy dusk light. From one upraised hand glows an unearthly green light.

The vision slowly fades.

The landmarks clearly identify this vision as the Harbor of Khemi.

It is dusk. On this ninth day after the last encounter with Thoth-Amon, the full moon finally emerges along the Stygian horizon. The moon's glorious orange color holds your attention eastward only briefly, for from the west, across the open sea, sails a great boat ablaze with a blue fire.

Lay the map of the Harbor of Khemi (Map 1) out before the players. Use the map to indicate the position of the party's boat and its distance from the shore. Ask the players to indicate the positions of the characters in the sketch of the boat.

If the player characters do not arrive in a boat, they see Thoth-Amon approach from the sea, but he comes no closer than a mile away. They must obtain a boat and row or sail out to meet him alone.

If they attempt to approach him in the company of others (for example, in a hired fishing boat captained by a native), Thoth-Amon draws away from the party and maintains a one-mile distance.

The characters may also choose to swim out to meet Thoth-Amon.

When the party has a boat (or boats) and has moved out from the shore across the harbor to meet Thoth-Amon, he moves his boat in to meet the characters.

Review the sections on waterborne adventures in the AD&D Dungeon Masters Guide on pages 53-57. Note especially that:

1. Movement rates are the same as dungeon movement.
2. In water combat only thrusting weapons are effective.

3. Aquatic creatures get the first attack.

4. Rowboats move at 60" normally and 90" at maximum speed.

Thoth-Amon enters from the center of the western edge of the map. Use the harbor map to indicate Thoth-Amon's approach from the sea. Let the players indicate how their boat moves out from the shore. When the characters are 300 feet from shore, Thoth-Amon's boat is 180 feet from the characters and 480 feet from the shore. Round one begins.

Thoth-Amon sends the party the following words via a *message* and an *extension* spell:

"Conan, you are a fool. But in spite of that, a worthy opponent. Your soul will burn suitably as a sacrifice to great Set.

Come then. We'll meet again tonight in the Hall of the Dead beneath the Pyramid of Khemi."

Thoth-Amon then orders his boat to move away from the party at maximum speed.

In round one after the message, the boat begins to move away from the party. The characters cannot possibly catch the magically-powered boat, but that will not become obvious for at least three rounds of maximum speed.

Thoth-Amon summons giant crabs in the second round after he delivers his message. The crabs appear underwater in three rounds, then proceed directly toward the party from the point where they appeared. It will take them several rounds to reach the party, depending on whether the party pursues Thoth-Amon, retreats, or remains stationary. Keep track of the point where the giant crabs are summoned and how many rounds elapse before they encounter the characters, since they disappear 18 rounds after they appeared.

Thoth-Amon summons a water elemental in the third round. Since it is much faster than the crabs, it arrives at the party's boat first. The only warning of its approach is a suddenly rising wave in the round before it hits the boat. The characters have only one round to react before it hits the boat. Do not describe it as a "water elemental." It is apparently a very unusual wave. Let the players figure out what it really is.

Thoth-Amon's boat begins to pull away from your location at an amazing speed, as if it were powered by magic. An unsettling silence covers the area as Thoth-Amon speeds away.

In the distance, several round crab-like creatures surface and head toward your ship. Suddenly, a huge wave wells up before your boat and threatens to cast your party into the ocean.

Water elemental: AC 2; MV 6"/18"; HD 12; hp 70; #AT 1; Dmg 5-30; SD +2 or better to hit; FS 5; AL N

When moving through the water, the elemental looks like a large wave. When it reaches the boat, it suddenly forms itself into a vaguely humanoid, demonic figure. When the elemental hits the boat, the boat is overturned and the characters are all thrown 3d10 feet from the boat in the direction opposite from the direction the water elemental approached. Make a Fear Check for all characters.

If a character rolls less than his Wisdom on 1d20, he holds tightly to his possessions as he is thrown from the boat. If he fails this roll, some

randomly-selected possession is knocked loose and thrown into the water by the impact. The water is only 20 feet deep, and the object can be recovered, but there is only a 10% chance per round of diving that the object can be located and retrieved. Also, the characters may be too busy defending themselves to look for the lost items immediately.

After overturning the boat, the elemental plunges after the characters, alternately forming as a wave to move and reforming as a humanoid figure to attack. Changing form is automatic and instantaneous at will.

Underwater, the elemental is completely invisible. If the elemental pursues a character who is swimming away or diving for a lost possession, it will seem to disappear until it reaches the victim, when it attacks invisibly. The elemental is not intelligent enough to take advantage of its invisibility. It attacks on the surface or from underwater purely on impulse (DM discretion).

A character with either the phoenix sword or the Ring of Rakhamon is protected from the elemental. The elemental will initially select a target at random. If the target cannot be attacked because of magical protection, it will randomly select another target, and so on, until it finds something it can attack.

The giant crabs approach within striking distance and attack the party viciously after the water elemental attacks.

Giant crabs (8): AC 3; MV 9"; HD 3; hp 18 each; #AT 2; Dmg 2-8/2-8; FS 7; AL N

The crabs are not conjured creatures, and the characters' magical items have no special effect against them. Because the crabs arrive silently from underwater, they automatically surprise unless the characters indicate that they are watching for such an underwater attack. The crabs attack the first victim they reach. No more than two crabs attack any character. Be sure to keep track of rounds as they elapse. The crabs disappear 18 rounds after they appear.

As the combat continues, Thoth-Amon's boat disappears, moving out to sea as dusk deepens.

If the characters can get to shore, they can outrun both the elemental and the crabs. They may retrieve lost possessions later.

The creatures in this encounter are extremely dangerous. A careless or unfortunate character could easily perish. If the characters stand and fight, they may be wiped out.

Emphasize the unthinking ferocity of the elemental to explain why it jumps from one victim to the next, so you can spread the damage evenly among the characters. The crabs can also attack the healthiest victim.

Finally, the elemental may turn away to pursue its summoner, and the crabs may retreat from the party's attacks until they disappear.



Episode 4: The Pyramid of Khemi

The Pyramid of Khemi is three miles east of the harbor. A causeway leads directly from the river to the pyramid. The party encounters no difficulties along the road. If the party goes to meet Thoth-Amon, they have no opportunity to heal.

The Incense of Lazbekri does not reveal anything to the characters. The characters are at a dead end if they do not keep the rendezvous.



Even, it is deserted now. The short journey to the pyramid is quiet and uneventful; perhaps almost too quiet.

The causeway that leads from the River Styx to the Pyramid of Khemi is used for certain festivals and is normally deserted. The player characters can approach the pyramid without being detected.

Thoth-Amon does not intend to keep the rendezvous. He plans a trap for Conan. Akivasha the Vampire and her consort, Ameriga the Poet, will meet Conan in the Hall of the Dead. Thoth-Amon promised to bring Conan to her. For this service, Akivasha shared with Thoth-Amon the ancient sorcerous secrets of elemental control. Akivasha, the woman who never died, who was young ten thousand years ago, knows all the secrets concealed for centuries in the blackness beneath the pyramids of Styx. Akivasha shared only a tiny portion of these secrets with Thoth-Amon, but this tiny portion makes him the greatest sorcerer of the age.

Akivasha's only desire is to have Conan. She is tired of priests and sorcerers. Akivasha's current consort, Ameriga the Poet, is a celebrated warrior in his own right, and was a well-known chieftain and poet in his native Vanaheim until he was declared outlaw for the murder of his brother.

Now Ameriga is under the sway of Akivasha's seductive powers. He has no will but to do as she directs. Akivasha has tired of him, and plans to employ him for her entertainment as an opponent to test Conan's worthiness.

Refer to Map 8. There are only two entrances through the enclosure wall to the pyramid complex: (A) the large stone doors along the causeway and (B) the open portal to the left of the larger doors. The doors at entrance A are sealed and immovable, used only for ceremonial purposes, and cannot be used. Entrance B is open and unguarded. No Stygian would enter unless in the company of a priest of Set for fear of being struck dead by sorcery.

1. The Entrance Hall

Eight rows of massive stone columns support stone beams and the ceiling. The columns nearly fill the room, with no more than a four-foot space between them. The room is dark and shadowy, lit dimly by torches set high on the columns.

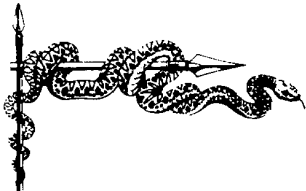
No one is in the Entrance Hall. The portal at the eastern end of the hall is open and unguarded.



2. The Great Hall

Two rows of massive columns run along the walls, leaving a wide path down the center. Dozens of stone statues stand in regal and priestly apparel in the niches between the columns. The doors at the western end of the hall are sealed and have not been opened in years. Dim flickering torchlight provides the only illumination.

This is the Great Hall of Kings. For century upon century the kings and high priests of Stygia have made their final journey along this hall on their way to entombment in the Great Pyramid. The statues are of these deceased kings and priests. Nothing here is of interest to the characters.



3. The Priests' Quarters

These small rooms are the private quarters of the Priest of Set. When the characters arrive at the temple, priests are in 3a, 3c, 3d, 3e, and 3f, where they may be surprised if no alarm is raised. If an alarm is raised, they rush to the Main Temple for directions from the High Priest.

Priests of Set (5 normal men): AC 10; MV 12"; hp 5 each; #AT 1; Dmg 1-6

The priests are armed with serpent staves which are equivalent to clubs.

The priests speak only Stygian. Eavesdropping reveals only 5-10% of what is being said. The priests are very serious and businesslike and do not talk to each other unless their duties require it. Their loyalties are first to Set's laws—complete obedience and service, no outsiders in the temple, and sacrilege punished with instant death. Their loyalties are then to the High Priest, whose orders they follow without question.

Unless magically charmed or influenced, a priest of Set will die before he will reveal the location of the secret entrance to the pyramid.

If a character is discovered, an alarm is raised at once. All intruders are hunted down and put to death.

4. The Main Temple of Set

The row of massive columns continues from the Great Hall of Kings into this room. Rows of smaller columns run along the north and south walls. At the eastern end of the room is a partially enclosed area with a raised platform. Within this area stands a giant statue of a serpent with its head towering high above the massive coils of its body.

Inside this enclosure are five figures. Four are kneeling in a row across the entrance to the enclosed area. They face east toward the statue. The fifth figure walks back and forth from left to right, making gestures and mumbling inaudibly.

The four kneeling figures are dressed in simple white robes with hoods drawn over their heads to resemble cobras. The standing figure has a gold-ornamented headdress similar to the cloth hoods of the kneeling figures. Torches provide the shadowy, dim light in the hall, but the enclosed area is brightly illuminated.

The four kneeling figures are Priests of Set. The standing figure is the High Priest of Set, Pa-Tehuti.

Priests of Set (4 normal men): AC 10; MV 12"; hp 5 each; #AT 1; Dmg 1-6

The priests are armed with serpent staves that are equivalent to clubs.

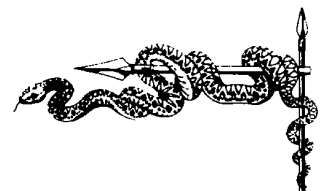
Pa-Tehuti, High Priest of Set (4th level cleric): AC 10; MV 12"; hp 20; #AT 1; Dmg 1-6

Pa-Tehuti is armed with a serpent staff equivalent to a club.

First level spells: *cause fear*, *command*

Second level spells: *hold person*, *snake charm*

The doorways to the north and south are not visible from the western end of the hall. The characters must reach the open area west of the columns before the doorways are noticeable.



The enclosed area around the statue contains two sleeping vipers. These poisonous snakes have been charmed by the High Priest of Set.

Pa-Tehuti does not hesitate to order the other priests to certain death against the characters. He will die himself before he will permit the temple to be profaned by outsiders, but he does not risk himself until he has used the other priests, the snakes, and his spells. He is not an experienced fighter and does not use his forces cleverly.

Poisonous snakes (2): AC 6; MV 15"; HD 2+1; hp 10 each; #AT 1; Dmg 1-3; SA Poison

The snakes follow the commands of the High Priest. If a character fails to save vs. poison, he receives 3-12 additional points of damage.

If the characters observe the priests but do not reveal themselves, the ritual ends in 30 minutes. The High Priest picks up a sacrificial basin, motions the other priests to rise, and they file out in a procession through the southern door. If the characters follow, they will discover the secret entrance to the pyramid.

If the characters reveal themselves to the priests, they raise an alarm and all priests assemble in the Main Temple. The High Priest orders them to expel the intruders and directs the snakes to attack the characters. He tries to stay out of the melee, using his spells to his best advantage.

The priests automatically attack the characters; no one but a priest of Set is allowed in the temple. A disguise may permit the characters to approach the priests, but the imposture is quickly discovered. The routine and ritual observances are rigidly determined and it is unlikely that the characters can become sufficiently knowledgeable of their practices, even if they observe them quietly for several days.

The characters can hide in shadows anywhere in the Great Hall, the Entrance Hall, or among the columns in the northwest or southwest end of the Main Temple. The priests do not expect trouble and do not search the rooms. The characters need thief abilities or must expend 3 luck points to move undetected through the priests' quarters or to get close enough to eavesdrop on the ritual at the eastern end of the Main Temple.

The characters cannot force the priest to reveal the entrance to the pyramid. If the characters do not stealthily follow the processional, they must search the entire pyramid for the secret entrance on the south side of the pyramid.

The secret entrance (C) is concealed by an illusion spell. A *detect magic* spell reveals its presence, and the thief ability to open locks reveals and defeats the hidden locking mechanism.

The adventure cannot continue unless the characters find the secret entrance. If the players do not find the secret entrance by observing the priests or by using magic and thief abilities, they automatically find it by spending Luck Points.

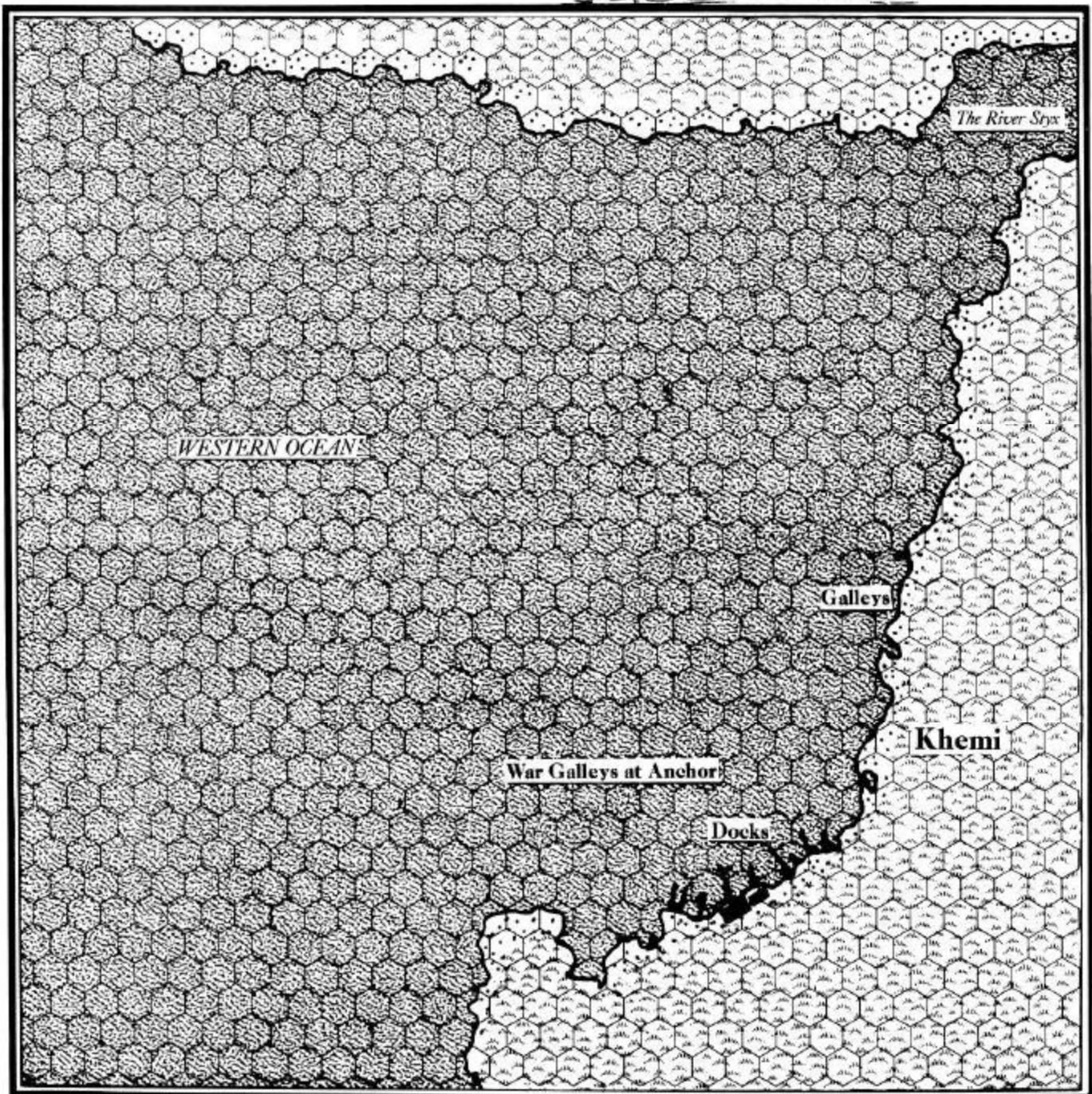
When a character expends a Luck Point, he or she discovers a footprint in the sand that seems to be cut off by the wall of the pyramid. If the characters inspect the wall at this point, they discover a flow of cool air through the joints in the masonry.

If a character expends a second Luck Point, he accidentally brushes his hand against a stone about seven feet above the bottom seam of the secret door. The stone moves slightly. If a character presses the stone firmly, the door unlocks and the wall swings open.



The Harbor of Khemi

1 hex = 60 feet

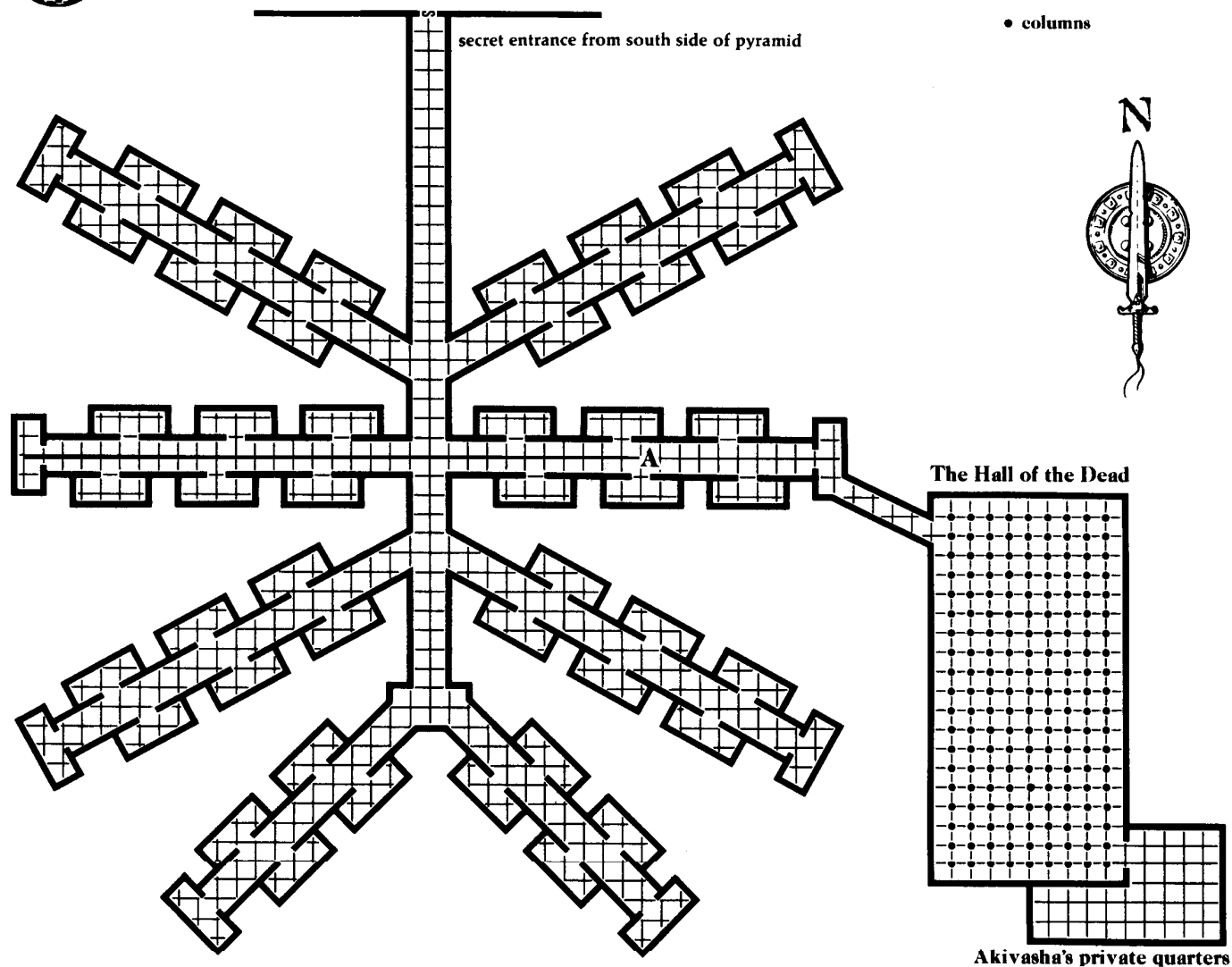




The Catacombs of the Pyramid of Khemi

1 square = 10 feet

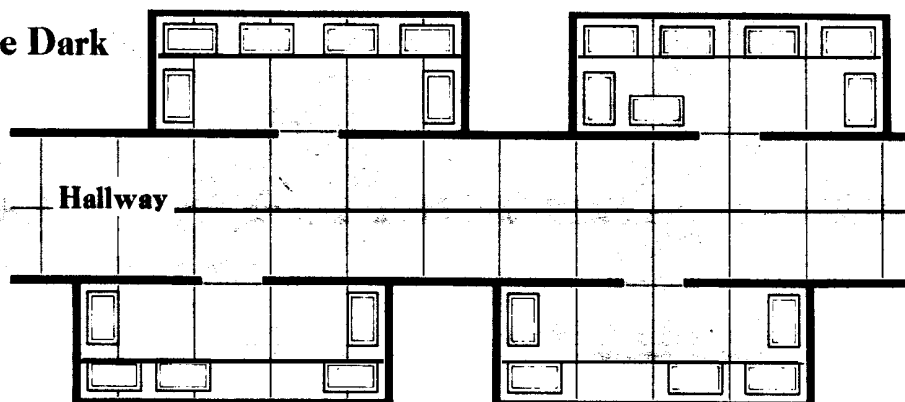
• columns



The Crawler in The Dark

 Sarcophagus

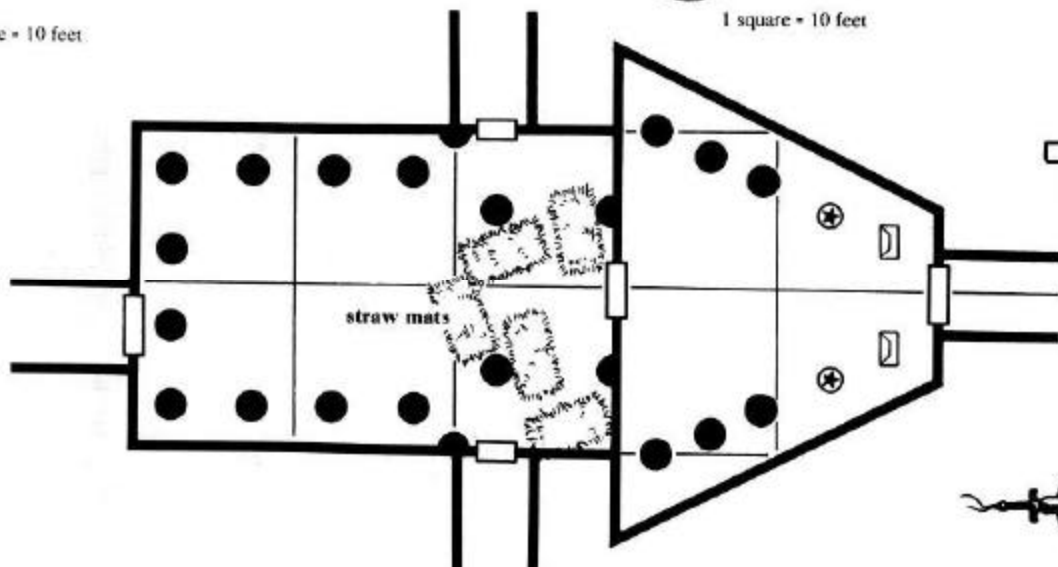
1 square = 10 feet





The Temple of Set

1 square = 10 feet



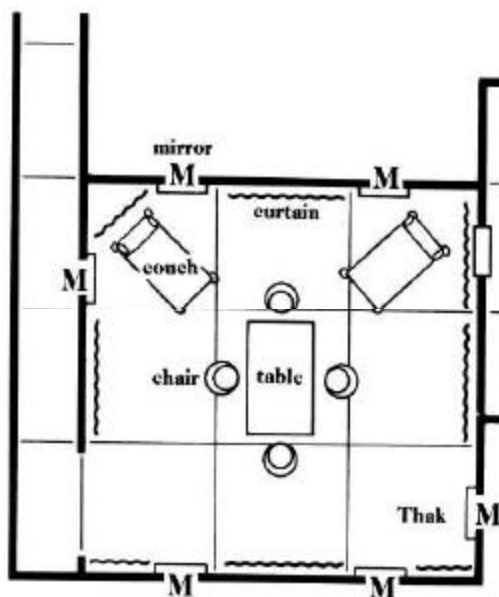
The Flame Guardians

1 square = 10 feet



Thak the Man Ape

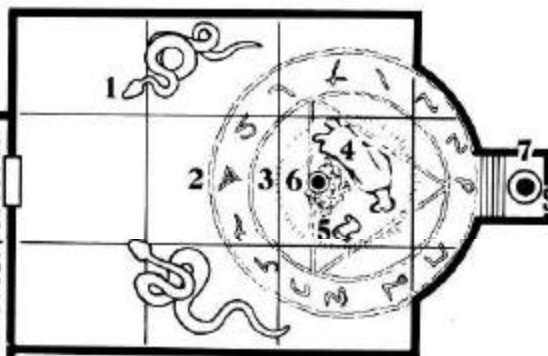
1 square = 10 feet

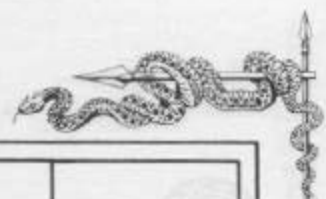


Thoth-Amon's Quarters

1 square = 10 feet

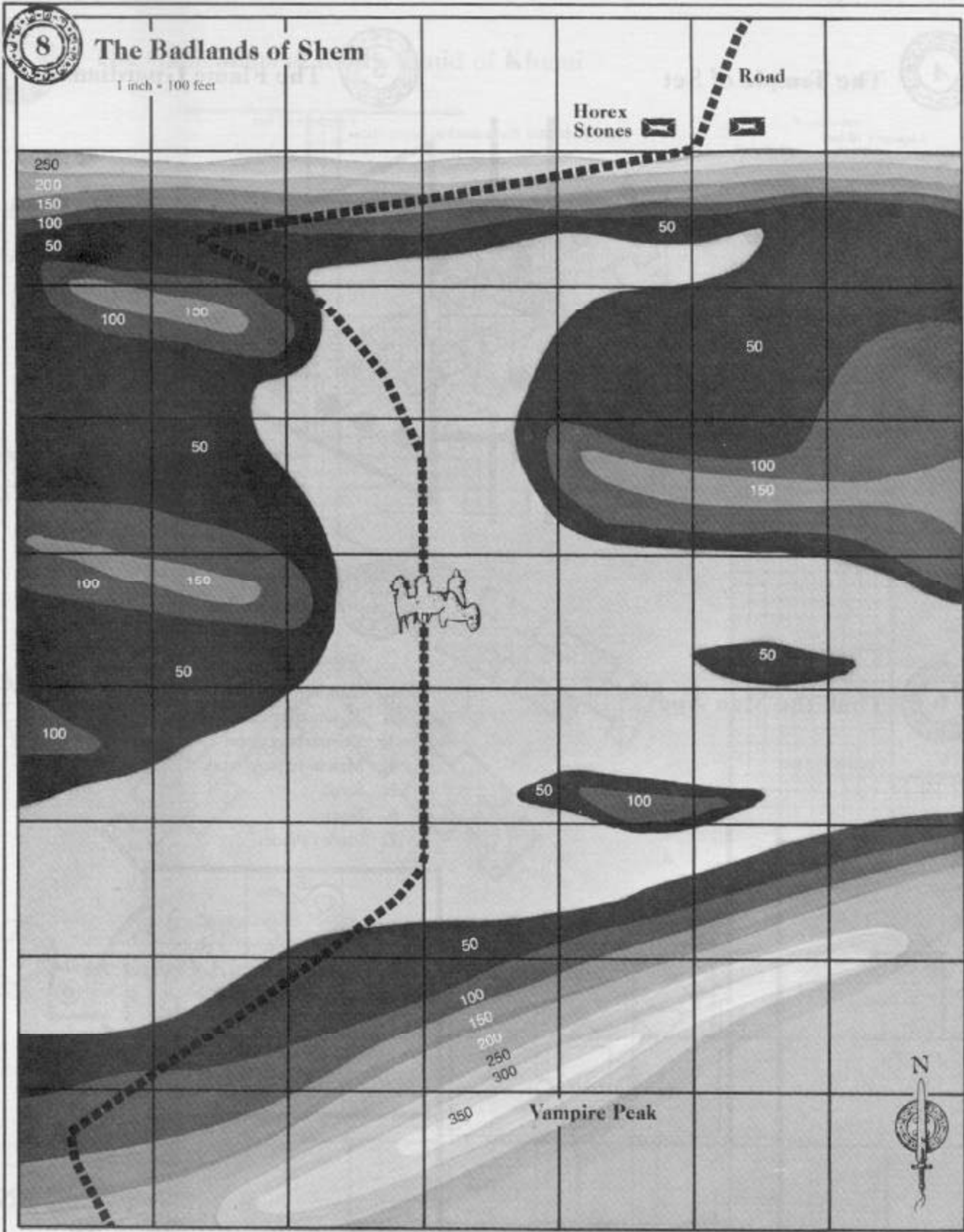
1. Giant serpents
2. Thaumaturgical circle
3. Shimmering globe
4. Man in serpent mask
5. Scroll
6. Bowl
7. Black cylinder

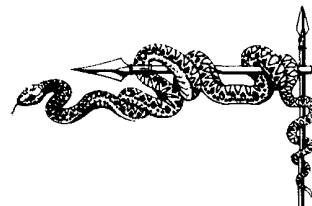
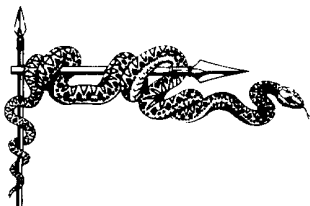




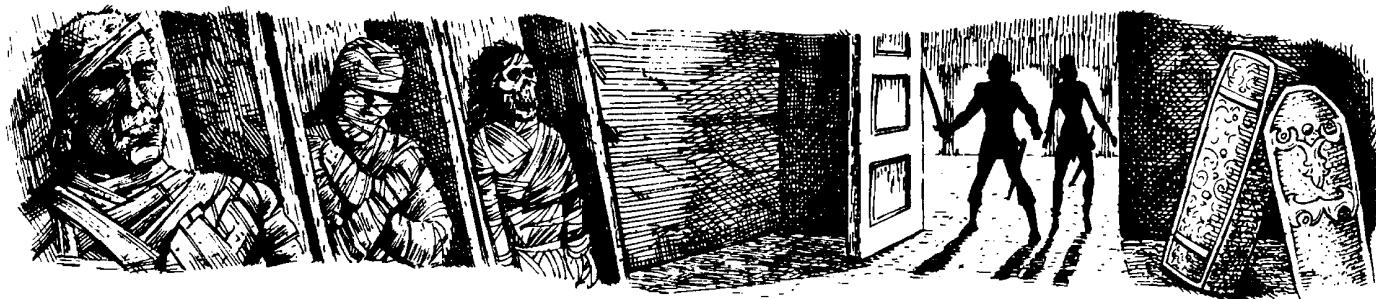
The Badlands of Shem

1 inch = 100 feet





Episode 5: The Hall of the Dead



The priest's processional leads the characters directly to the Hall of the Dead. If the characters don't follow the priests, they must search the catacombs for the Hall of the Dead. In either case, the players should establish an order for their travel through the corridors.

Refer to Map 2. All the corridors are 20 feet wide with 10-foot ceilings. There is no light, nor are there any sconces for torches.

A long, straight corridor slopes downward from the secret entrance to this area. Several corridors branch off from this main corridor.

If the characters proceed down the corridors, they find open portals which lead into other rooms. Read the following to the players.

Along both corridor walls are open portals. They lead into 20-foot by 40-foot rooms. The rooms are lit by torches and contain 5-8 large sarcophagi. The walls are decorated with fantastic murals of the afterworld. On the ceiling of each room, a giant painted snake with a great serpent head stretches into the center of the room as if looking down on those inside.

The sarcophagi contain the desiccated mummies of generation upon generation of lesser priests and temple officials. Nothing in the catacombs is of practical value to the characters. For each hour a character spends plundering, he can find gems (200 gp worth), and other decorative materials.

Looting wastes time for the characters, however. Akivasha is particularly scornful of looters and will make the party return everything, enforcing her command with her sorcerous charms.

Along the corridor to the Hall of the Dead is a crawler in the dark (A). The crawler does not attack anyone who wears the serpent mask or headdress of the priests of Set. Any other creature or person passing along the corridor is attacked by surprise. The crawler attacks the next to last character that passes point A.

When the characters reach point A, place Map 3 before the players.

Crawler in the dark: AC 0; MV 12"; HD 10; hp 60; #AT 3; Dmg 1-6/1-6/2-16; SA cold damage from jaw attack (2-16) causes second Fear Check; SD regenerates 5 points of damage per round; FS 2; AL NE

The crawler radiates a 10-foot sphere of chilling effect. When characters enter the area of effect, they must make a Fear Check. If they are bitten by the jaws, they must make a second Fear Check.

The crawler darts from the darkness of the northern room. Check for surprise. All characters who can see it must make a Fear Check. It attacks the next to last character until it is slain or the character is killed. It then selects another victim at random.

If the party follows the priestly processional, any sound alerts the priests, who turn and attack the characters while they struggle with the crawler.

The Hall of the Dead

The room is 200 feet long, 100 feet wide, and the ceiling is approximately 80 feet high. Numerous rows of long, tall columns support the ceiling. Tiers of sarcophagi line a central corridor which runs the length of the room toward a small open portal at the far end. Inclined walkways run along both longer walls, allowing access to the higher tiers. There are no lights other than the dim light from the distant portal.

This room holds the preserved mummies of all the greatest sorcerers and kings of Strygia. The portal in the rear of the room leads to the private chambers of Akivasha the Vampire. Akivasha and her consort, Ameriga the Poet, are waiting for Conan here. Thoth-Amon told them that Conan would certainly show tonight. Akivasha intends to bend Conan to her will and to make him her eternal companion in this city of the dead.

If the characters follow the priest processional and manage to avoid revealing their presence when they are attacked by the crawler in the dark, the characters can follow the processional to Akivasha's private quarters, where the priests deliver the sacrificial basin to her. This is done with some ceremony, but it is obvious that Akivasha is bored with this ritual.

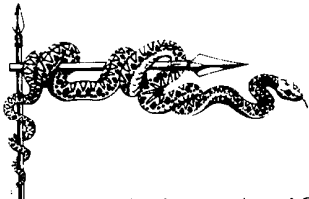
As soon as the priests deliver the ritual basin, they return directly to the temple. The characters must be careful not to reveal themselves when the priests return along the corridors.

Whether the characters follow the processional or not, Akivasha is aware of the characters as soon as they enter the Hall of the Dead. She does not reveal her knowledge of the characters until they are all in the room.

If the priests precede the characters into the Hall, Akivasha directs them to wait for her commands. Ameriga, the Poet, always stands to Akivasha's right. His sword is in hand and ready.

When all the characters are in the room, Akivasha calls to Conan (if Conan is not being used, to the character with the highest charisma):

"Come here, Conan. I believe you thought to meet Thoth-Amon. You have been betrayed. He has no intention of meeting you here. Whatever you wanted from him you will have to get from me."



Akivasha the vampire: AC -1; MV 12"; HD 16; hp 200; #AT 1; Dmg 1-6; SA see below; SD +1 weapon to hit; FS 3

She can use a *charm person* spell as an ability at will. Characters' saving throws will then be at -2.

Her attack form is a bite and blood drain. Damage is 1-6 points and a temporary loss of 2 levels (returns at a rate of one level per day).

Characters must make a Fear Check when Akivasha first attacks them with her *charm* ability and when bitten the first time.

Akivasha speaks all the languages of modern and ancient Hyboria. Her accent is strange, and her manner is charming. She is intelligent, powerful, and clever. Her one flaw is her evil greed for life. She has obtained immortal life at the cost of depriving others of their lives. She no longer cares about anyone but herself.

Nonetheless, she is an attractive and impressive character. At first she may seem a good or neutral character, but eventually her true character reveals itself. She is cruel, and uses others to amuse and feed her desires. She uses her magical abilities to force others to her will.

Akivasha is initially friendly and generously persuasive. If the characters resist her will, she becomes cruel and powerful. She has no interest in anyone other than Conan. She attempts to appeal to Conan as an equal. She offers him power and everlasting life. If he refuses, she eventually becomes angry and tries to punish him. She does not kill him under any circumstances, since she hopes to eventually change his mind.

Akivasha is an opponent too strong to overcome, but one which the characters can escape from if they are wise and heroic. Her betrayal of Thoth-Amon's location and plans also provides the characters with vital information.

The characters must either strike a bargain with Akivasha or convince her to reveal Thoth-Amon's location. The characters can also ask about Thoth-Amon's connection to Akivasha. Akivasha answers with complete honesty. She wants only Conan, and cheerfully betrays Thoth-Amon and anyone else to get what she wants. She offers to tell where Thoth-Amon can be found if Conan stays with her. If the party wants to know more about Thoth-Amon, read the following to the players.

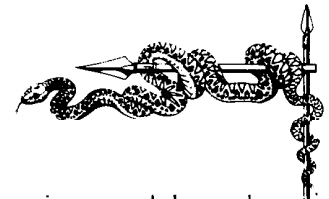
"Thoth-Amon has occupied an ancient temple of Set in the ruins of Asubor, a long-dead city dating from the earliest periods of the Stygian empire. There is an old map hidden in the catacombs, part of a wall mural, which will show you the ancient road to Asubor.

"I believe that Thoth-Amon has exhausted much of his magical strength in the attempt to trap Conan. Thoth-Amon will soon have to undergo the Black Lotus trance to regain his magical powers. If you can attack him while he is in the Black Lotus trance, he will be almost completely helpless. The trance lasts 10 to 15 days.

"I want to caution you that Thoth-Amon must be receiving assistance of some kind from Set. Thoth-Amon is not as clever and learned as he would have to be to gain so much power so quickly.

"Thoth-Amon's ultimate ambition is to eliminate Conan, or weaken him sufficiently to gain power over him. Thoth-Amon also wants to regain the throne of the ancient Kingdom of Archeron and the fabulous empires of Stygia.

"Thoth-Amon's first target is Aquilonia, since it is the strongest of the Hyborian nations at the moment, but it is maintained only by the strength of Conan. Once Conan is gone, Thoth-Amon thinks the political strife will reappear, making Aquilonia weak and easy to conquer."



information, Thoth-Amon has learned to use it to control elementals. She also knows that Thoth-Amon plans Conan and Aquilonia's downfall. She argues that if Conan will simply stay with her, she can teach Conan the ancient secrets of sorcery so he can protect Aquilonia from Thoth-Amon.

If Conan refuses, she tries a different tactic. She challenges him to fight Ameriga. If Conan wins, Akivasha promises to tell where Thoth-Amon can be found. If Ameriga wins, Conan must agree to be Akivasha's companion.

Ameriga steps forward and formally boasts and insults Conan in preparation for the duel.

"I have seen better men. I myself am a better man. Shall we fight without armor, or are you too womanly to risk spoiling your soft skin?"

If Conan refuses combat he loses 5 Luck Points. If he refuses to take off his armor, he loses 1 Luck Point. If any other character interferes with the duel, that character loses 2 Luck Points for each incident.

Ameriga the Poet (14th level fighter): AC 8 (-3 AC for Dex); hp 90; #AT 2/1 round; Dmg by weapon type; S 17; I 17; W 10; Con 17; D 17; Ch 18

Ameriga has +1 on hit rolls and damage. He has 5 Luck Points. His armor and weapons include a javelin, a two-handed sword, a knife, and leather armor.

Ameriga is a noble hero in his own right, though he has been corrupted by his bitterness at being exiled for killing his brother. His noble character has also been ruined by Akivasha. He loves her desperately, but she treats him poorly, and he is too proud to show his misery. He fights like a prince against Conan, and dies with honor and dignity.

Even if Conan wins the combat, Akivasha does not intend to keep her word. She wants Conan, and does whatever she must to get him.

If Conan agrees to stay with her, she tells the other characters where Thoth-Amon is and how they can safely find their way out of the pyramid. If Conan refuses to stay, whether he wins the combat with Akivasha or not, Akivasha tries her *suggestion* or *charm* spell as a last resort to capture Conan. If charmed, Conan can stand immobile, ignoring her instructions by spending 1 Luck Point per round.

If the party attacks Akivasha, she defends herself with her spells. The melee can involve any or all of the characters, the priests, Ameriga (if still alive), and Akivasha. If the characters defeat or subdue her, she eagerly betrays Thoth-Amon's location, reveals his plan, and gives Conan whatever information he wants.

If Akivasha is overwhelming the characters, she takes the opportunity to escape to the corridors of the catacomb, but she can't resist betraying Thoth-Amon before she goes. So if the characters leave alive, they know where to go for the next encounter.

To provoke Conan, Akivasha tells him that she has taught Thoth-Amon about the powers of his Ring of Set. Now, with the help of her

Episode 6: The Road to Asubor



The characters must travel 180 miles along the River Styx to locate the ancient road which leads to ruined Asubor. They must then travel 120 miles south into the desert. This episode occurs 30 miles before the party reaches Asubor.

The characters should travel directly to Asubor so they can catch Thoth-Amon while he is still in the Black Lotus trance. If they travel 30 miles a day, they need 10 days to reach Asubor. If they choose not to rest, they heal only nine points before this episode.

If the characters rest for several days, they heal more hit points, but they may miss Thoth-Amon.

The road east along the River Styx is not heavily traveled. You encounter nothing as you travel to where the ancient road to Asubor turns south off this road.

The abandoned route to Asubor passes through what was once a green and fertile land. Now it is a barren and forbidding desert. Occasionally along the route, the crumbled stones of a building are evident, but the region is completely deserted except for an occasional small desert animal.

Late in the third day on the ancient road that leads south to Asubor, a dust cloud appears on the road, moving north toward your party.

The party sees the cloud when it is within two miles, so they have ample warning to prepare themselves. However, the terrain is open and no protective cover is in sight.

As the dust cloud draws within 700 yards, the characters can clearly see two chariots drawn by large horses. Each chariot appears to contain three figures; a driver, and two passengers.

As the chariots draw within 330 yards, the characters can see that the two passengers carry short bows.

The charioteers stay out of melee range of the characters, firing volleys of arrows as they pass on either side of the party.

At 70 yards from the party, the chariots veer off the road to continue through the flat but rough terrain just off the road. The chariots attempt to pass the party at a range of 50 yards on either side (maximum short bow range), firing two volleys of arrows as they pass. As the chariots move past where the characters are, two large dogs become visible inside each chariot.

The charioteers crisscross their paths 70 yards behind the party, and continue back past the party to fire short bows as they pass again at maximum range.

The chariots pass the party four more times, then halt 70 yards from the party. They let the dogs loose and send them after the party. The chariots maintain a respectful distance of 70 yards from the party. If a character moves any closer, the chariot immediately withdraws to reestablish the distance.

War dogs (4): AC 6; MV 12"; HD 2+2; hp 14, 11, 16, 12; #AT 1; Dmg 2-8; AL N

Serpent folk (6): AC 4; MV 12"; HD 6; hp 30, 28 (drivers), 25, 38, 32, 35 (archers); #AT 2 (archers); Dmg 1-6; AL CE

The serpent folk are shrewd and cowardly. They won't risk melee with the characters, and if the drivers are injured within one arrow wound of death, they retreat immediately. They want to deliver the most damage with the least possible risk.

They are completely unwilling to risk their lives, but they consider the hounds expendable. If the characters manage to force an engagement with a chariot and its occupants, the serpent people fight fiercely but without cleverness. They attempt to run at the first opportunity.

The serpent folks' *change self* magical ability makes them appear as normal humans, but in death they reveal their horrible reptilian features.

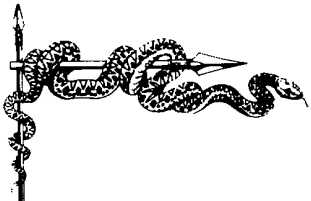
Warhorses (4 medium): AC 7; MV 18"; HD 2+2; hp 14 each; #AT 3; Dmg 1-6/1-6/1-3; AL N

When one or both horses are killed, there is a 25% chance that a moving chariot crashes and overturns. In a crash, each occupant takes 1-6 points of damage. If one horse is killed, the charioteers can stop, unharness the dead horse in two rounds, and continue at half speed.

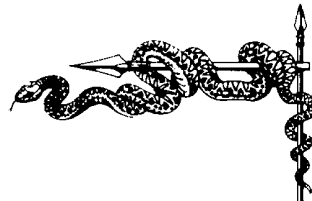
If the characters do not interfere, the charioteers complete four passes, firing 12 volleys of arrows apiece. The chariots then withdraw south along the road to Asubor.

A character who spends one Luck Point can run fast enough to catch a chariot and either jump into the chariot, make a melee attack on an opponent, or leap onto a horse or its harness. If the character spends another Luck Point, he can take control of the horses.

The characters may also use missile weapons or spells to defend against the charioteers. If the driver of a chariot is killed, an archer takes his place, turns the chariot, and flees. If the occupants of one chariot are killed, the other chariot flees.



Episode 7: The Temple of Asubor



The distance from the Episode 6 encounter to Asubor is 30 miles. The characters can travel this distance in one day.

Asubor has been abandoned for over 1,000 years. Only a few crumbling walls and disintegrating monuments remain above ground. The sand and wind have buried most of the rubble, leaving the impression of a very large, flat boulder field.

A ruined, raised highway runs through the center of town and leads to the face of a cliff to the northeast. Two giant statues are carved into the cliff. The figures are almost unrecognizable, both apparently humanoid with long, serpent-like necks and heads. The statues flank the ruins of a temple, now no more than a jumble of isolated columns, toppled walls, and heaps of formless masonry.

The characters discover nothing of interest if they search the ruins of the town. However, the road bears evidence of frequent chariot and horse travel, and a new stone building stands where the road meets the foot of the cliff. There is no sign of activity at this building.

The Temple of Set

Refer to Map 11 for the following encounter descriptions.

1. The Entrance

Read the following as the characters approach the cliff within 100 feet of the recently-constructed stone building.

In the midst of the ruined rubble stands a simple stone shelter constructed from scavenged stonework. The building extends out from the cliff about 40 feet and into a pair of ancient metal doors which seem to have been salvaged from some other ruin. The tracks of chariots appear to lead directly through the doors. To the left and right of the doors are two new statues of a familiar Stygian design—a lion's body, a woman's upper torso, and the wings of a great eagle.

The statues are actually living gynosphinxes, but a spell cast on them makes them appear to be made of stone. Magical spells or devices might reveal the illusion, but physical inspection will not reveal that they are anything but recently-sculpted statues.

If the characters investigate the metal doors, they discover them barred from within, but if a character pulls hard on them it creates enough space to permit a medium-sized man to crawl inside. (Anyone with a combined Strength and Constitution of less than 30 will fit, such as Pelias.) Once inside, the person can easily unbar the doors.

When a character opens the doors, the spell on the gynosphinxes is broken. They come to life and attack the party until they or all the characters are slain.

Gynosphinxes (2): AC -1; MV 15"/24"; HD 8; hp 40, 50; #AT 2; Dmg 2-8/2-8; FS 7; AL N

These gynosphinxes do not have the spellcasting abilities of typical gynosphinxes.

Inside the metal doors a corridor extends into the cliff. There is no illumination and there are no torches. The smooth, ancient stone floor slants down away from the entrance.

2. The Passageway

The passage leads 100 feet into the cliff. At the end of the passage the smell of horses becomes distinct and a faint trace of light leaks through a doorway into the corridor.

The doorway opens into a corridor that leads to the left and right. The smell of horses and the faint light comes from the left corridor. The right corridor leads into darkness.

3. Stables and Food Storage

To the left are the stables, chariots, and fodder and food storage areas. The light comes from a few torches scattered through the rooms. There are twenty horses, six chariots, and two cargo wagons.

4. Corridor to the Temple

To the right, the corridor extends for 80 feet and turns north for 50 feet, ending in smooth stone doors. The doors are perfectly balanced. If touched, they swing open gently into the temple.

5. The Temple

When the characters open the doors to the temple, set Map 4 before the players.

Large columns support the stone ceiling. The room looks like it was once a temple, but is now stripped of decoration and suffers from deterioration and neglect.

A soft, intermittent murmuring of voices floats from the far end of the dimly-lit room. Five figures lie on mats under flickering torches. The rest of the room is dark and shadowy.

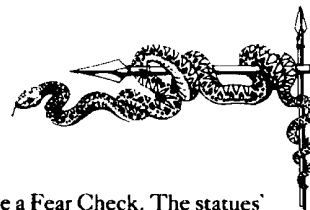
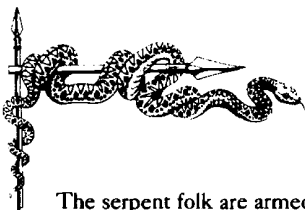
This room was formerly a temple of Set, but is now used by the serpent folk who have allied themselves with Thoth-Amon.

Five serpent folk in serpent form are here. They have just eaten a heavy meal and are barely awake. They lounge on straw mats drawn in a circle near the northern door and speak quietly in their own tongue. They are taken by surprise if the characters appear suddenly, but they pretend to be friendly. The serpent folk try to convince the characters that they know nothing of Thoth-Amon.

If the characters make successful thief ability rolls, they are able to sneak into the room unnoticed, moving through the shadows and behind columns to a point where they can see the northern section of the temple area and the doors to the north, east, and west. The characters gain nothing by eavesdropping, since the serpent folks' language is completely alien.

Serpent folk (5): AC 4; MV 12"; HD 6, hp 35 each; #AT 1; Dmg 1-8; AL CE

Shima, First Mother of the Serpent Folk: AC 4; MV 12"; HD 8; hp 50; #AT 1; Dmg 1-8; AL CE



The serpent folk are armed with long swords.

Shima does most of the talking. The others stay quiet and follow her lead. Shima lies with imagination and dedication, but little cleverness. No matter how preposterous her lie, she steadfastly insists that it is the truth.

The serpent folk try to talk the characters into leaving, protesting that they know nothing of Thoth-Amon. They refuse to permit the characters to search for him. If the characters can't be persuaded to leave, the serpent folk threaten them. The serpent folk would rather talk than fight. As a last resort, the serpent folk attack and try to kill the characters.

If combat breaks out in the temple, ten serpent folk arrive from the northeast door in five rounds and join the combat.

The northern door is metal and very warm to the touch. The door is locked. Shima has the key concealed in her garments. The northwestern door leads to abandoned priest quarters. The northeastern door leads to the serpent folk living quarters.

6. Abandoned Priest Quarters

This area is not currently in use. Nothing of interest to the characters is here.

7. The Serpent Folk Living Quarters

This area has been rearranged to provide living space for the serpent folk. Nothing of interest is here.

Ten serpent folk rest in these rooms if they have not joined a melee in the temple.

Serpent folk (10): AC 4; MV 12"; HD 6, hp 27 each; #AT 1; Dmg 1-4; AL CE

There are three serpents in *room a* and three in *room b*. They are awake and armed only with daggers. The other four, in *rooms c, d, e, and f*, are asleep. Their daggers are within reach. Their normal reptilian appearance is visible.

If they discover an intruder, they immediately shout an alarm and attack.

8. The Fire Guardians

When the characters enter this area, set Map 5 before the players.

When the door is opened, a wave of heat pours from the room. The heat is intense, but there is no visible sign of a heat source in the room.

A metal door shaped like a huge serpent's head hangs down on the northern wall. Flanking the door are two giant metallic statues of humanoid figures with serpent heads. Behind the statues are two plinths inscribed with hieroglyphics. The walls are also marked with sorcerous inscriptions.

This room was formerly the antechamber for an inner temple of Set. Its sacred mysteries were viewed only by the most powerful and faithful priests of Set.

Here the Fire Guardians control access to the inner temple. Conjured by the sorceries of ancient Stygia, these creatures attack anyone who tries to leave the room through the northern door. Only one who wears the serpent mask or headdress of a priest of Set may pass through untouched.

Numerous rusty stains cover the floor. The stains have been scrubbed repeatedly, but they lie deep in the stone surface. The statues become animated and attack when the characters move within

10 feet of them. The characters must make a Fear Check. The statues' first attack is to spit fire at the closest targets, then fight hand-to-hand. They do not move more than 10 feet from the metal door they guard.

Fire guardians (2): AC 0; MV 6"; HD 6; hp 38, 40; #AT 3; Dmg 2-8/2-8/2-16; SA metal objects melt when save vs. lightning or contact the skin of the creatures or if the creatures make a successful melee attack; FS 5; AL LN

Any successful attack on a fire guardian causes the attacker's weapon to melt or burst into flames unless the character makes a successful saving throw vs. lightning. Fire guardians attack with two claws and can spit one glob of molten stone per round (maximum range 30'). Any piece of metal armor or equipment touched by a creature melts instantly, causing an additional 1-8 points of damage. Any leather or wood armor or equipment bursts into flames causing an additional 1-8 points of damage. For example, a character wearing metal armor who is successfully attacked by a fire guardian loses the use of his armor and sustains an additional 1-8 points of damage.

When these creatures are killed, the room temperature slowly drops to normal. The heavy metal snake-head door to the north opens by a secret counterweight system. A proper sequence of symbols must be pressed on the left plinth. Since only Thoth-Amon knows the sequence, the characters won't discover it by chance even if they spend Luck Points.

However, heroic brute strength (spending 3 Luck Points) can lift the massive door enough to permit the other characters to crawl through. The door can be jammed open with the remains of the fire guardians or the stone plinths.

9. The Black Lion

From room 8 the corridor extends 20 feet north, then turns east. The passage narrows from a 10-foot-wide corridor to a 4-foot-wide corridor. The roof of the passage drops to four feet high. The passage continues 110 feet east, then turns north again for 50 feet, and turns west.

The first character in line is attacked by a black lion that charges silently out of the dark corridor to the west. Its charge brings it into combat before the victim can react. (Remember Conan's ability to avoid surprise, however.)

Black lion: AC 5; MV 15"; HD 5+2; hp 35; #AT 3; Dmg 1-4/1-4/1-10; SA rear claws rake for 2-7/2-7 if both paws hit in one round; AL N

The corridor is too narrow to permit other characters to assist the victim in combat. During the entire combat, the lion does not growl or roar.

When the lion is slain, the characters can crawl past its body. The passage leads 110 feet to the west, then opens out again to a 10-foot-wide corridor that extends 40 feet to the north. The passage then turns east toward room 10.

10. Thak the Man Ape

Sixty feet of corridor leads to the door to room 10. As the characters reach the western end of this corridor and look east toward the door, they can see their surroundings in the dim light. As they move toward the light they see the following.

Down the corridor you notice that a section of wall on the right reflects light as if it were a mirror. Across from the mirror is a portal into a dimly lit room.

Place Map 6 before the players. A figure stands in the doorway of this portal.

A massive dark figure in a red velvet cape stands with its back to you, apparently admiring itself in a mirror. The light is too dim to make out the features of the figure. The floor and ceiling are made of polished black marble. Two floor-to-ceiling mirrors are on each wall. Red velvet curtains are hung around each mirror. In the center of the room is a large table with a mirror surface, provided with four ebony and ivory chairs. A plush couch sits in each of the northwest and southwest corners of the room. There are no obvious exits from the room.

Thoth-Amon kidnapped an infant Thak from his people in the mountains that fringe eastern Zamora. Thak's people know nothing of fire or tools, but have a rudimentary language. Thoth-Amon raised Thak from a cub to become a fearsome bodyguard and servant.

Thak is a beast which has learned to imitate some of the ways of man. Unfortunately, since Thak's model of man was Thoth-Amon, Thak represents the darker, more bestial side of man's nature. Thak is swift and cunning, and he knows how to exploit the terror he inspires in his victims. He attacks ferociously and relentlessly, never giving his victims a chance to recover from their initial shock.

Thak is simply a ferocious and dangerous bodyguard. He doesn't respond to reason or persuasion. The characters must eliminate Thak with as little injury to themselves as possible.

Unless a character with thief abilities strikes silently from behind, Thak hears anyone entering the room, and turns to attack immediately. When Thak turns, the characters must make a Fear Check. Thak is not affected by spells like *charm person*.

Thak the Man Ape (13th level fighter): AC 6; hp 100; #AT 3; Dmg 1-8/1-8/2-16; SA if both hand attacks are successful, the victim receives 2-16 additional points of rending damage; SD surprised only on a 1; FS 4; AL N

Thak has 5 Luck Points.

On his belt, concealed by the red velvet cape, Thak has the keys to the room where Thoth-Amon is in the Black Lotus trance. To obtain the keys, the characters must kill or disable Thak, then search his body.

Concealed behind a curtain is a secret passage leading from the northwest corner of the room to Thoth-Amon's private chambers. Unless the characters get the key from Thak's belt, they are unable to open the secret door without spending a Luck Point.

II. Thoth-Amon's Private Quarters

Thoth-Amon exhausted himself in his sparring with Conan, and he felt he needed to renew his powers with the Black Lotus trance. He feels safe in his private quarters, but as a precaution he always arranges his defenses if someone should attack. Thoth-Amon does not awaken from the Black Lotus trance (no matter how much noise or commotion occurs in the room) unless an object, spell, or creature passes over the border of the thaumaturgical circle.

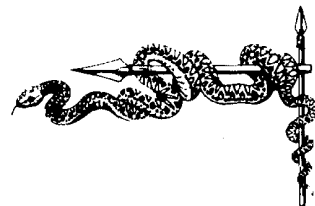
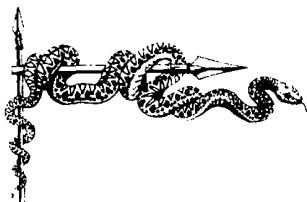
When the characters open the door to the room, place Map 7 before them and read the following:



In the center of the room is a translucent shimmering globe of light 10 feet in diameter. Inside the globe is a figure, apparently asleep. He is wearing the serpent mask and garments of a priest of Set. Next to him a bowl of incense is producing a dark green smoke, and a scroll case lies on the floor.

A thaumaturgical circle 20 feet in diameter is inscribed in the floor around the figure. Outside this circle two giant snakes lie coiled as if asleep.

Behind the figure on a raised platform is a black metal cylinder four feet high and three feet in diameter. The metal is carved with unfamiliar symbols. A dark copper lid closes the top of the cylinder.



Giant poisonous snakes (2): AC 5; MV 15"; HD 4+2; hp 25, 28; #AT 1; Dmg 3-18; SA poison—see below; AL N

The snakes attack when the characters approach within 5 feet. If a saving throw vs. poison is made, the victim takes 3-18 points of damage. If the saving throw fails, the victim takes 3-18 points of damage and is sick and incapacitated for 1-4 days. The character can continue to act only if he spends Luck Points. One Luck Point entitles the character to one normal action. Other heroic actions cost an extra Luck Point each.

Once the characters defeat the snakes, they must discover how to contend with the thaumaturgical circle. Any object, spell, or creature which passes over the circle's border causes Thoth-Amon to awaken. (The snakes do not cross this circle.) Thoth-Amon then defends himself with the God in the Bowl.

Inside the thaumaturgical circle is an invisible stalker. When an object, spell, or creature passes over the circle's border, the invisible stalker attacks the nearest intruder. It continues to attack as long as there are intruders to attack. (Intruders are any persons who do not wear the mask or headdress of the priests of Set.)

Invisible stalker: AC 3; MV 12"; HD 8; #AT 1; Dmg 4-16; SA surprise on 1-5; SD invisibility; MR 30%; FS 5; AL N

If the intruders leave the room, then return, the invisible stalker resumes its attacks. It does not leave the room, and may not return to its elemental plane until Thoth-Amon permits it.

The shimmering globe is a special ward that is the same as a globe of invulnerability. It was produced by a scroll from the scroll case which lies next to Thoth-Amon's sleeping body. This ward protects Thoth-Amon from sorcerous attacks as long as he remains within the globe, which cannot be moved. It has no effect on physical attacks.

The God in the Bowl

If Thoth-Amon is aware of an attack, he immediately steps to the God in the Bowl and removes the copper cover. After this, he improvises with his spells. He cannot use his ring until his powers have been renewed completely by the Black Lotus trance.

When Thoth-Amon is awakened and steps to the alcove to remove the copper cover from the black cylinder containing the God in the Bowl, read the following to the players.

The figure in the priestly garments of Set runs to the black metal cylinder in the alcove. He pulls off the copper cover of the cylinder and steps to the right and behind the cylinder.

Out of the black cylinder slowly rises a marble-like countenance of a beautiful human face. Where a human neck should be, there is only the massive, scaly coils of a great serpent. The head sways hypnotically as the serpent body writhes and rises from the cylinder.

The God in the Bowl is a lesser incarnation of the god, Set. An ancient people of an earlier Stygian empire once worshipped this creature as though it were a god. It is extremely powerful and dangerous. Thoth-Amon has promised to worship it and has made numerous foul sacrifices to it.

In return, the God in the Bowl is teaching Thoth-Amon the secrets of the ancient Stygian sorcerers. Together they plan to rule the Hybor-

ian Kingdoms and return them to the domination of Stygia as in days of old.

When Thoth-Amon removes the cover of the bowl, even he must avoid looking inside. The God in the Bowl can use the *charm person* spell as an ability once per round. For the *charm person* ability to work, the victim must look directly upon the God in the Bowl. If a player states specifically that his character does not look at the God in the Bowl, he is immune to the *charm person* spell. If the character does not look at the God in the Bowl, he cannot cast spells on it and his missile and melee attacks are at -4 to hit.

The God in the Bowl: AC 4; MV 12"; HD 15; hp 80; SA *charm person*; SD regenerates damage at 10 hp per round when in black cylinder; #AT 1; Dmg 3-30; FS 2; AL CE

The God in the Bowl has 10 Luck Points.

As long as the God in the Bowl remains in its black cylinder, it regenerates at 10 hp per round. While in the cylinder it can only attack within a 10-foot radius of the cylinder. It does not voluntarily leave the cylinder.

A character has a chance equal to his Bend Bars/Lift Gates chance to pull the God in the Bowl out of the cylinder. One character must hold the cylinder while the other pulls the God in the Bowl out.

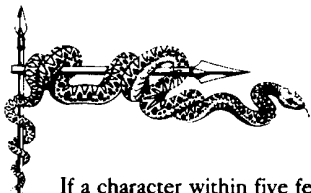
Once the characters pull the God in the Bowl from the cylinder, they can prevent it from returning to the cylinder if any character devotes his full energy to the task. A character cannot restrain the God in the Bowl and attack in the same round. Once out of the cylinder, the characters can permanently kill the God in the Bowl.

The God in the Bowl uses its *charm person* ability on the nearest character or the character who presents the greatest threat of making a melee or magical attack. Missile attacks are not serious because of its regeneration ability. It does not make a melee attack if its *charm person* ability offers a better chance of preventing an attacker from getting close enough to make melee attacks. For example, if a single character attacks the God in the Bowl while the other characters are engaged with snakes or the invisible stalker, the God in the Bowl can use its crushing melee ability on the single character without worrying about other melee attacks.

Once Thoth-Amon has released the God in the Bowl, he stands to the right of and behind the black cylinder, using the God in the Bowl as a partial screen. A character cannot strike Thoth-Amon in melee combat without being in range of the God in the Bowl's physical attack.

Thoth-Amon employs the following defensive tactics in descending order of priority:

1. A *protection from normal missiles* is cast if the characters threaten to stand off and use missile weapons and spells.
2. Thoth-Amon's main concern is characters who threaten to engage him in melee. He uses the following spells to prevent or delay the characters from reaching him: *repulsion*, *power word stun*, *fear*, *confusion*, and *slow*.
3. Thoth-Amon's secondary concern is to defend himself against magical attacks. If he has an opportunity (a round in which he is not threatened with melee), he casts a *globe of invulnerability*.
4. If faced with melee, he casts a *shocking grasp* spell.
5. If the situation is clearly hopeless, Thoth-Amon uses Luck Points to disengage. He then casts a *darkness 15' radius* spell and slips out of the secret door at the rear of the alcove. As Thoth-Amon leaves, the secret door locks behind him automatically.



If a character within five feet of Thoth-Amon spends 2 Luck Points, that character can grab Thoth-Amon just before he escapes through the secret door.

If Thoth-Amon escapes into the secret passage, he follows it to his waiting chariot and flies off to the south toward a hidden retreat in Zembabwei. There he nurses his wounds and plots his revenge.

If the characters prevent Thoth-Amon's escape, he fights a desperate duel to the death.

If you anticipate using Thoth-Amon for future adventures, upon being awakened he should immediately cast a *darkness 15' radius* and go directly for the secret passage, leaving the God in the Bowl to cover his retreat. No matter how heroic the characters, if Thoth-Amon gets a jump on them into a secret passage, he should be able to make his escape.

If you don't need Thoth-Amon for future adventures, ignore the secret passage, and let him and the characters fight it out to the bitter end.

Thoth-Amon (14th level Magic User): AC 10; hp 55; #AT 1; Dmg by weapon type; S 14; I 18; W 14; Con 15; D 14; Ch 12

Thoth-Amon has 15 Luck Points.

First level spells: *charm person, light, message, protection from evil, shocking grasp*

Second level spells: *darkness 15' radius, forget, pyrotechnics, scare, strength*

Third level spells: *clairvoyance, dispel magic, protection from normal missiles, slow, suggestion*

Fourth level spells: *confusion, extension I, fear, hallucinatory terrain*

Fifth level spells: *animate dead, conjure elemental, distance distortion, monster summoning III*

Sixth level spells: *globe of invulnerability, repulsion*

Seventh level spells: *power word stun*

Thoth-Amon possesses The Ring of Set. He wears this on his left hand. It summons 12HD elementals of all types, winged gaunts, and has many unknown properties. He also has a *drum of weather control* (as 7th level clerical spell; it has unlimited uses), a *coracle of the blue fires* (moves 24"/round at command without rowing or wind), and the *serpent's servant* (a chariot inscribed with a protective ward against summoned or conjured creatures). It is drawn by four type I demons. He also has a dagger and 50 gold pieces.

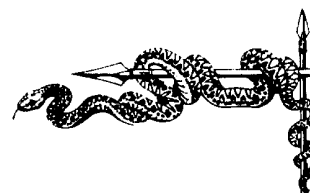
A thaumaturgical circle on the floor of the chariot protects against conjured or summoned creatures. The chariot with four type I demon horses moves 12"/round on the ground, and 18"/round in the air. Demon horses are controlled by amulets and do not use magical abilities except at Thoth-Amon's command.

Type I demons: AC 0; MV 12"/18"; HD 8; hp 40; #AT 5; Dmg 1-4/1-4/1-8/1-8/1-6; SA *darkness 5' radius, detect invisible objects, telekinese 2,000 gp weight*; MR 50%; FS 4; AL CE

Thoth-Amon is a very intelligent, dedicated, and learned sorcerer. Unfortunately, he uses his knowledge solely to increase his power. He is clever and subtle, and he knows how to exploit the psychological weaknesses of his opponents.

His major weakness is his over-confidence in his abilities and his underestimation of the will of others.

He says little. When he does speak, it is in short, biting sentences. He doesn't answer questions; he doesn't even respond to others unless they are his equal, and only Akivasha qualifies. He is extremely theatrical. He does everything dramatically when he can, with flashy entrances and escapes and fancy magical tricks.



Ending the Adventure

If Thoth-Amon manages to kill Conan and his companions, his plans for expanding the Stygian Empire into lands north of the River Styx will be unopposed. You may permit the player to create new Hyborian heroes or to use other companions of Conan; Trocero, Valeria, or Nestor, for example. These heroes might oppose Thoth-Amon's evil schemes in future adventures that you design.

If Thoth-Amon doesn't eliminate Conan and his companions, but manages to escape, the heroes may attempt to pursue Thoth-Amon to the south using the Incense of Lazbeckri and visions from Epemitreus to guide them. You can use the stories "Red Moon of Zembabwei" and "Shadows in the Skull" from the collection of short stories *Conan of Aquilonia*, by L. Sprague De Camp and Lin Carter, as inspirations for designing further adventures.

If Conan and his companions successfully thwart Thoth-Amon's plans by killing or capturing him, they can return to Aquilonia or seek further adventures in the wilderness lands south of the River Styx. You can use the Incense of Lazbreki or visions from Epemitreus to guide the heroes to new adventures.

If the adventure is to end here, use the following vision from Epemitreus which comes as a dream to Conan.

"As I slept, I dreamed a phoenix stood over my sleeping body. The great bird stepped to my side and took the Phoenix Sword in its beak. I struggled to grab and hold the sword, but I could neither move nor speak. The phoenix glared at me for an instant. In that instant, the phoenix seemed to transform into an ancient man; in the same instant, everything was black and bone-chillingly cold. I thought for a moment that death had come to take me.

A voice then spoke out of the darkness.

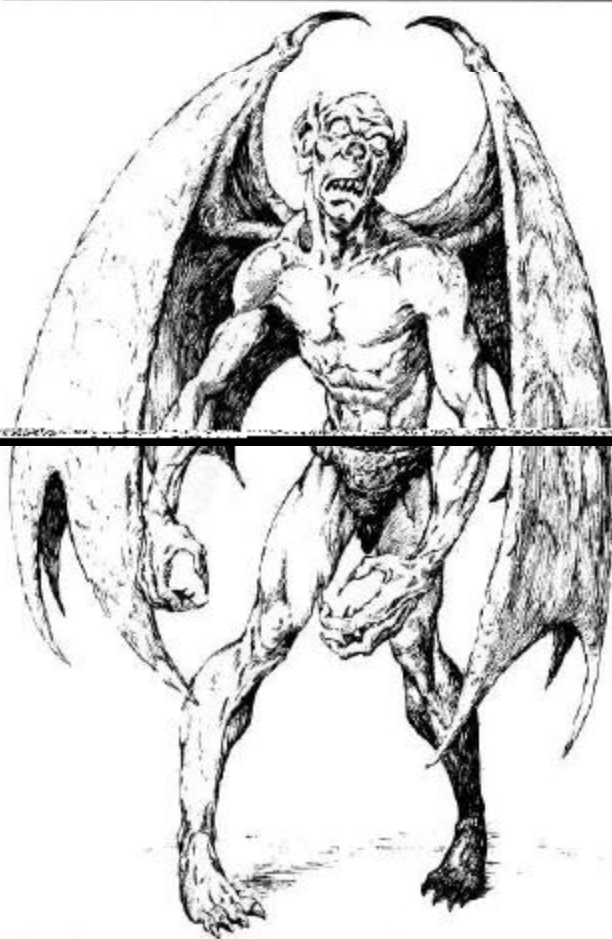
"Well done, barbarian. You are now truly a Prince of Aquilonia. Return there now and guard her borders. Bring her peace and prosperity. Bide your restlessness a while and watch her grow strong and healthy under your watchful eyes. Sample the fruits of contentment now, for they are not destined to be yours forever."

"The next instant I was wide awake, sitting up, grasping at the empty scabbard that once had held the Phoenix Sword. Though the night air was hot and sultry, I shivered like a naked child in the winds of winter."

NEW MONSTERS

Winged Gaunts

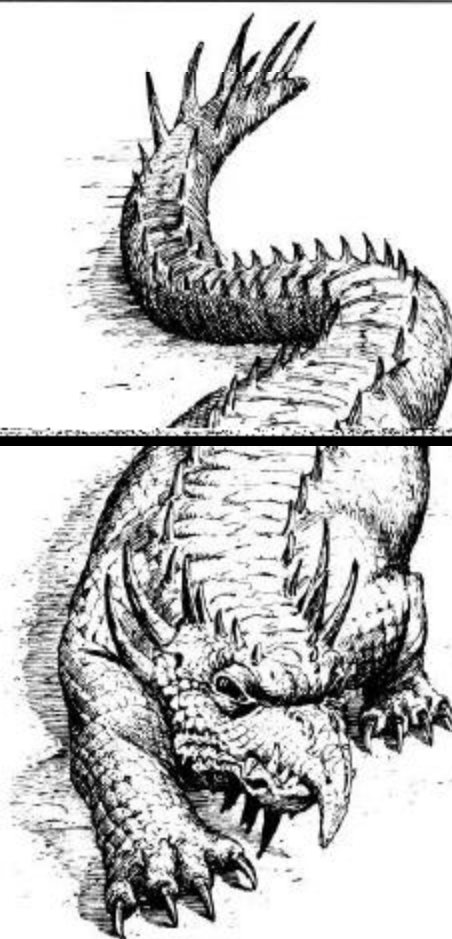
Frequency:	Rare
No. Appearing:	1-2
Armor Class:	-2
Move:	12"/24"
Hit Dice:	10
% in Lair:	Nil
Treasure Type:	Nil
No. of Attacks:	2
Damage/Attack:	1-10/1-10
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	50%
Intelligence:	Low
Alignment:	Chaotic Evil
Size:	L (15')
Psionic Ability:	Nil
Attack/Defense Modes:	Nil



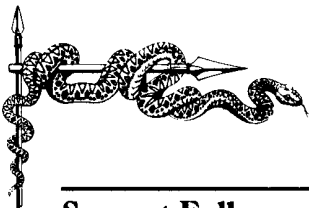
Winged gaunts are giant batlike creatures with scaly skin and hawk-like claws. They are summoned from the Outer Void. When slain they dissolve into a foul-smelling cloud which quickly dissipates.

Crawler in the Dark

Frequency:	Very Rare
No. Appearing:	1
Armor Class:	0
Move:	12"
Hit Dice:	10
% in Lair:	80%
Treasure Type:	Nil
No. of Attacks:	3
Damage/Attack:	1-6/1-6/2-16
Special Attacks:	Nil
Special Defenses:	Regeneration
Magic Resistance:	Standard
Intelligence:	Low
Alignment:	Neutral Evil
Size:	M
Psionic Ability:	Nil
Attack/Defense Modes:	Nil



The crawler in the dark is found only in ancient ruins in southern Hyboria. It radiates a 10-foot sphere of chilling effect. When characters enter the area of effect, they must make a Fear Check. If they are bitten by the jaws, they must make a second Fear Check. It regenerates 5 points of damage per round. The crawler in the dark retreats at 10 hit points and dies at -10 hit points.



Serpent Folk

Frequency:	Rare
No. Appearing:	1-20
Armor Class:	4
Move:	12"
Hit Dice:	6
% in Lair:	50%
Treasure Type:	C
No. of Attacks:	1
Damage/Attack:	1-8
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Standard
Intelligence:	Average
Alignment:	Chaotic Evil
Size:	M
Psionic Ability:	Nil
Attack/Defense Modes:	Nil

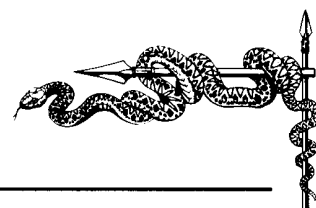


The serpent folk are the degenerate remnants of a race that dominated the earth in ages past. Beloved children of Set, they once ruled over the infant races of humanity. Now the last survivors have emerged from their isolated retreat to ally themselves with Thoth-Amon.

They have lost the strength and vitality of world rulers and depend on cunning and deceit. They won't fight if they can avoid it. They prefer trickery and unfair advantage if they must fight.

The serpent folk can do the first level illusionist spell *change self* as an ability at will. They conceal their reptilian features with this illusion, appearing like normal humans. When asleep or killed, the illusion ceases, and they appear as horrible reptilian humanoids.

They speak Stygian like natives, but no other Hyborian languages. Normally they speak in their own tongue, but they never speak it in the presence of strangers.



Fire Guardians

Frequency:	Very Rare
No. Appearing:	1-2
Armor Class:	0
Move:	6"
Hit Dice:	6
% in Lair:	Nil
Treasure Type:	Nil
No. of Attacks:	3
Damage/Attack:	2-8/2-8/2-16
Special Attacks:	See Below
Special Defenses:	Nil
Magic Resistance:	Standard
Intelligence:	Low
Alignment:	Lawful Neutral
Size:	L
Psionic Ability:	Nil
Attack/Defense Modes:	Nil



Fire guardians attack with two claws and can spit one glob of molten stone per round (maximum range 30'). Any successful attack on a fire guardian will cause the weapon to melt or burst into flames. Normal and magical items receive a saving throw from the melting effects. Treat the attack as equivalent to lightning.

Any piece of metal armor or equipment touched by a creature will melt instantly, causing an additional 1-8 points of damage. Any leather or wood armor or equipment will burst into flames causing an additional 1-8 points of damage. A character wearing metal armor who is successfully attacked by a flame guardian will lose the use of his armor and will sustain an additional 1-8 points of damage.

MAGICAL ITEMS

The Ring of Rakhamon

This item was crafted by long-dead Rakhamon, a powerful sorcerer with an evil reputation. The item is said to provide protection against the attacks of summoned or conjured creatures.

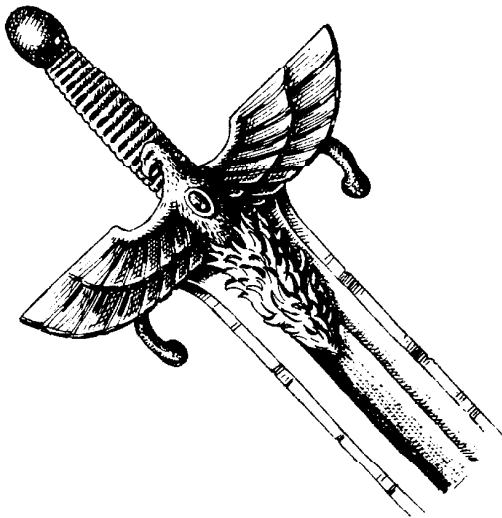
When held, the ring causes a tingling sensation on the part of the body it touches. The ring allows the wearer to strike creatures vulnerable to +1 or +2 weapons. If the wielder successfully attacks a conjured or summoned creature, the creature takes 2d10 points of damage and the creature immediately recoils 2 feet from the ring. Do not inform the player of the amount of damage, simply record it. If this attack is made while the attacker has the initiative, it will prevent the conjured or summoned creature from successfully attacking in that round. In the next round, the creature may advance or charge once again.



The Phoenix Sword

This broadsword is a gift by Epemitreus from the Unseen World. It was once broken, but is now forged anew. The hilt bears the symbol of Epemitreus—the phoenix. Conan knows from experience that it has special powers against conjured or summoned creatures, since he once slew a terrible creature of the Outer Voids with it.

The item acts as a weapon +3 to hit creatures requiring magical weapons, though it adds nothing to damage or chances to hit, only to effectiveness against magical creatures. If the wielder makes a successful attack, the sword does normal damage. Also, if the victim is a conjured or summoned creature, it is forced back immediately for one-half of its normal move. If this attack is made while the attacker has the initiative, it will prevent the conjured or summoned creature from successfully attacking in that round. In the next round, the creature may advance or charge once again.



The Incense of Lazbekri

The Incense of Lazbekri is a magical incense which, when burned before a normal mirror, may cause the viewer to see prophetic visions.

The viewer has no control over what the incense shows. It is an instrument of fate and does only what the DM wants it to do. The mirror remains obscured by clouds of dark smoke unless the DM wants to tell the players something. Then the incense gives an appropriate vision to the characters. Several visions are specifically indicated in the adventure, but if necessary, the DM can use this at any time as a device to get the characters back on track. Pelias has enough incense for ten uses.

The Herbal Draught

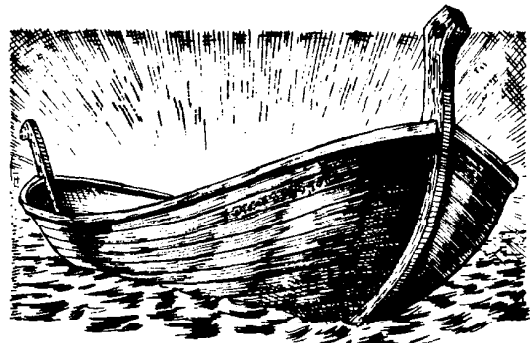
This potion is made from the secret herbs of the Misty Isles and the lands beyond Kush. It heals wounds and relieves tired muscles. There are five doses left in the crystal flask.

This is the only healing magic provided for the characters in this adventure. One dose is the same as a sixth level clerical *heal* spell.

Coracle of the Blue Fires

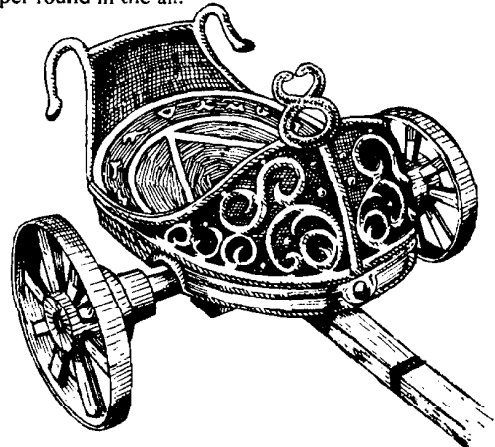
This boat moves 24 feet per round without rowing or wind at the user's command. Although most coracles are small vessels, this boat is 20 feet long.

This boat is illuminated by a glowing blue light which surrounds it at all times.



Serpent's Servant

This magical item is a chariot which is inscribed with a thaumaturgic circle which protects against summoned or conjured creatures. It is drawn by four type I demons and moves 12" per round on the ground and 18" per round in the air.



PRE-GENERATED CHARACTERS

The following characters are provided for use with this adventure specifically. Each is a character from R.E. Howard's *Conan* stories. It is strongly recommended that these characters be used in this adventure, to ensure the greatest fun and enjoyment for everyone.

It is important to note that the generation of these characters is not always in perfect agreement with the AD&D rules. This does not mean in any way that the rules have been changed, only that the characters (to be what Howard wrote) have abilities somewhat outside the normal scope of the rules.

Conan

—once before the ancient prophet Epemitreus sent a dream as a warning. You know you ignore the sign of the phoenix at your peril. So once more you face your old enemy Thoth-Amon, master of ancient sorceries. What threat does he pose to the land of Aquilonia? Conan the king, barbarian conqueror and mighty warrior, you must face your destiny once again.

Fighter:	13
Thief:	7
Hit Points:	100
Strength:	18 (90)
Intelligence:	14
Wisdom:	10
Dexterity:	18
Constitution:	18
Charisma:	17

Weapon proficiencies: swords (all types), axe (all types), club, mace, dagger, bow (all types)

Secondary skills: fletcher, forester, gambler, hunter, sailor, trapper

Special: Conan is surprised only on a 1 in 8

Equipment: leather armor, broad sword, dagger, 50 gold pieces

Magical item: The phoenix sword (reforged to the hilt of the original phoenix sword—has special properties against summoned and conjured creatures—specific abilities unknown)



Pelias the Sorcerer

Magic User:	10
Illusionist:	6
Hit Points:	35
Strength:	11
Intelligence:	18
Wisdom:	14
Dexterity:	15
Constitution:	12
Charisma:	10

Weapon proficiencies: dagger, staff

Secondary skills: none

Equipment: dagger, 50 gold pieces

Magical items: *Ring of Rakhamon* (protect against the attacks of summoned and conjured creatures—specific abilities unknown); *Incense of Lazbekri* (a jar of powdered incense, 10 uses, when burned before a mirror, it may show prophetic and clairvoyant visions); the *Herbal Draught* (a smoky violet fluid; a healing potion that cures all wounds, poisons and illnesses, 5 uses)

Magic User Spells:

Level one: *detect magic, identify, protection from evil, shield*
Level two: *forget, locate object, scare, shatter*
Level three: *gust of wind, monster summoning I, slow*
Level four: *fire shield, fumble*
Level five: *animate dead, transmute rock to mud*

Illusionist Spells:

Level one: *change self, color spray, darkness, light*
Level two: *blindness, fog cloud, hypnotic pattern*
Level three: *suggestion*



—tall, lean, gray-haired, your silk robes betray your love of expensive luxuries. Scholar, sorcerer, and lover of the good life. Your bond to Conan began when he freed you from the dungeons of the evil wizard, Tsotha. Your fates have intertwined many times since then. Too many times you have risked your treasured comforts and your life to aid Conan. Now you plan to do so again. You can't explain why, other than to shrug and say, "because he is Conan."

Nzinga the Amazon

Fighter:	12
Thief:	5
Hit Points:	80
Strength:	17
Intelligence:	14
Wisdom:	12
Dexterity:	15
Constitution:	16
Charisma:	18

Weapon proficiencies: spear, javelin, club, dart, sling, sword (all types), dagger

Secondary skills: forester, hunter/fisher

Equipment: leather armor, shield, dagger, spear, darts, sling, 50 gold pieces



—daughter of Nzinga, Queen of the Amazons, you will someday reign in your mother's place. Your mother once loved Conan. He might even be your father. In your childhood your mother told fantastic tales about his strength, his bravery, and his barbarian lust for life. Now you are old enough to adventure with him, and judge him for yourself.

Prospero the General

Fighter:	14
Hit Points:	80
Strength:	14
Intelligence:	17
Wisdom:	12
Dexterity:	17
Constitution:	14
Charisma:	17

Weapon proficiencies: swords (all types), axe (all types), flail, lances (all types), spear, bow (all types)

Secondary skills: armorer, gambler

Equipment: scale mail, shield, long sword, dagger



—general of Conan's Poitainian knights, Conan loves you for your humor, your refinement, and your casual disrespect. He also knows you share his fondness for wine. Slim, elegantly clad, and refined in manners and speech, you are almost the opposite of Conan, but no one who has seen you in battle could mistake you for a court dandy. Your friendship is based on mutual respect and a common love of adventure. Life with Conan has never been dull.



Advanced Dungeons & Dragons®

Official Game Adventure

CONAN AGAINST DARKNESS!

by Ken Rolston

Developed by Anne C. Gray

"Taking an iron grip on his nerves, he strode confidently into the dark portal, naked steel in hand, and vanished within."

*(The Castle of Terror)
Conan of Cimmericia*

Thoth-Amon, the greatest living sorcerer of the Hyborian Age, threatens the peace of Aquilonia. His tragic mistake is that he threatens Conan also, for Conan is now King of this mighty land.

Conan and his companions, Pelias, Prospero, and Nzinga journey across the plains of Shem and Stygia to test their will and power against this wicked sorcerer. Battle with them to conquer the evil forces that endanger their land!

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