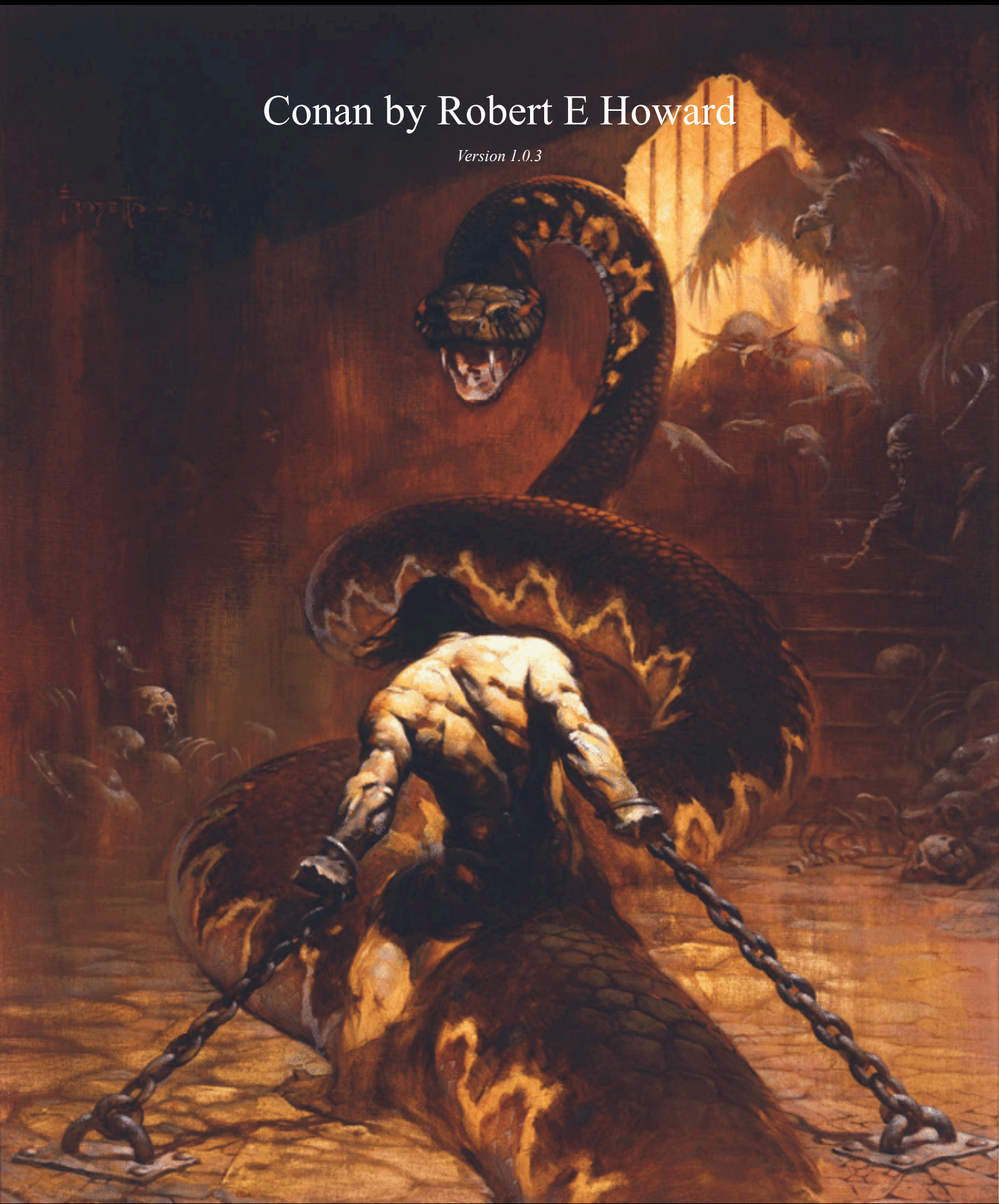
Conan by Robert E Howard

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"KNOW, oh prince, that between the years when the oceans drank Atlantis and the gleaming cities, and the years of the rise of the Sons of Aryas, there was an Age undreamed of, when shining kingdoms lay spread across the world like blue mantles beneath the stars—Nemedia, Ophir, Brythunia, Hyperborea, Zamora with its dark-haired women and towers of spider-haunted mystery, Zingara with its chivalry, Koth that bordered on the pastoral lands of Shem, Stygia with its shadow-guarded tombs, Hyrkania whose riders wore steel and silk and gold. But the proudest kingdom of the world was Aquilonia, reigning supreme in the dreaming west. Hither came Conan, the Cimmerian, black-haired, sullen- eyed, sword in hand, a thief, a reaver, a slayer, with gigantic melancholies and gigantic mirth, to tread the jeweled thrones of the Earth under his sandalled feet."—The Nemedian Chronicles.

Thus began the Phoenix on the Sword, first story set in the Hyborean Age of Robert E. Howard. You will be traveling to this age undreamed of, visiting perhaps the lands thus mentioned. What adventures you will have here, and what dangers you will encounter may be hard to predict, but maybe, just maybe, you will encounter the black-haired and sullen-eyed figure who would tread the jeweled thrones of the Earth under his sandalled feet. Or perhaps you will tread them under your own feet.

Whatever your time here will bring, you may need something so take these to prepare you for your journeys:

+1000 Cimmerian Points

Good luck, and good jumping.

Location and Time:

You may select your location or time for free, but you must roll for the other or pay 50 CP to choose.

Location:

1. Aquilonia: Conan's future kingdom. This is a realm of renown knights and where civilization has not yet completely eaten away at the virtues of mankind.
2. Cimmeria: Birthplace of Conan himself. This is a hard, northern land which breeds strong people.
3. Khoraja: Carved out of the Shemite lands by Kothian adventurers it is the site of *The Black Colossus* where Conan will first lead men into war as a general.
4. Stygia: A shadow haunted realm where they worship the snake god Set, sometimes ruled by the sorcerer-priest Thoth-Amun. It is not a welcoming realm to foreigners.
5. Vendhya: Menaced somewhat by the presence of the feared sorcerers of the Black Circle in the mountains to the north, it is the cradle of the cult of Asura.
6. Zamora: A kingdom known for its thieves, Zamora is the site of one of Conan's earliest adventures at the beginning of his career in the south.
7. Zingara: Located south of the Pictish wilderness, it is here that Conan had some of his first adventures as a pirate.
8. Free Choice: Choose one of the above or any other land of the Hyborian Age.

Time:

1. The beginning - You begin when Conan himself is first leaving his homeland of Cimmeria even before he has reached Zamora and the Tower of the Elephant.
2. Tower of the Elephant - One of, possibly the, earliest of Conan's adventures. You begin at the start of the story in question.
3. Queen of the Black Coast - Conan's first foray into piracy when he is captured by the pirate-queen Belit. As before you start at the beginning of the story.
4. The Black Colossus - Conan's first foray into acting as commander of an entire army. As before you start at the beginning of the story.
5. The People of the Black Circle - Conan has gotten more used to a commanding role now, and has been seasoned by several adventures. Leading a band of the Afghuli he is beginning to consider the idea of becoming a king.

6. Phoenix on the Sword - Conan has become king scant years ago, but does not seem to have faced a serious threat to his power as king before. Certainly he doesn't seem to have been forced to reclaim his kingdom.
7. The Hour of the Dragon - Conan's longest, perhaps greatest adventure, and perhaps the last of his stories under the pen of Robert E. Howard. You begin at the beginning of the novel.
8. Free Choice: Choose any time from when Conan first leaves his homeland till the start of The Hour of the Dragon.

Age and Gender:

Unless you drop-in, your age and your gender are your own to choose within the limits of your species, though if you are significantly older than a normal human most of that time will have been spent in unproductive seclusion in the wilderness.

If you choose to drop-in your age and your gender are the same as at the end of the last jump.

Focus:

Your history in this world will likely vary depending upon what race of people or kingdom you come from, but that does little to determine what your choices in this jump are. You could have crawled up out of the void, appearing in this world from some outer realm beyond the reach and understanding of sorcerers, and you'd not be the first or only such being; hopefully you aren't so powerful that it burns out your human form(s) like the last one.

But there is one very significant division that does matter. You get one focus chosen from the two below:

Sword: You are a warrior, possibly even a barbarian; or likely to be on the frontiers of society whatever society you are a part of. With nothing more than a sword, you could make your way through this world as brigand, pirate, adventurer, and maybe even eventually king.

You may discount (50%) 4 perks of each of the 100, 200, 400, and 600 CP price tiers, and 2 items of each of the 100, 200, 400, and 600 CP price tiers. The first 100 CP perk, 200 CP perk, 400 CP perk, and the first 100 CP item you choose to discount are free instead of 50%. You may use these discounts on Warrior Perks and Items and/or General Perks and Items. A jumper also gains a **300 CP** stipend usable only for Perks.

Sorcery: You are a sorcerer, learned in the arts of magic. Or at least in pomp, ceremony, and a touch of prestidigitation. Yours is the study of the higher sciences, peering into the world beyond the veil and creating works of wonder and sorcery.

You may discount (50%) 3 perks of each of the 100, 200, 400, and 600 CP price tiers, and 3 items of each of the 100, 200, 400, and 600 CP price tiers. The first 100 CP perk, 200 CP perk, 400 CP perk, and the first 100 CP item you choose to discount are free instead of 50%. You may use these discounts on Sorcerer Perks and Items and/or General Perks and Items. A jumper also gains a **300 CP** stipend usable only for Items.

General Perks:

Nameless Horror (Varies): You are a creature like one of the monstrous horrors which Conan faced. You have options here. Whatever option you choose becomes an alt-form post jump. You may only take this perk once, paying the price associated with your chosen option. If you use a discount on this perk it must be the same price discount as the price of the option chosen.

For 100 CP:

- You are a ghoul. You are roughly humanoid, but you possess a misshapen head with dog-like jaws, clawed fingers, and slick, clammy flesh. Their strength is more than human, but seemingly less than some of the stronger human foes that Conan faced. They are resilient, able to survive several stabs of a dagger, though not resilient to the level of the likes of Conan, or to the point where a good blow with a sword won't bring them down.

For 200 CP

- You are one of the black ones, ebon skinned and golden eyed humanoids found on an isolated island. Standing head and shoulders taller than Conan, the tall barbarian, himself, with a superb and perfect symmetry of form. Besides your great size, and strength enough to rend a man limb from limb, you are mostly human, though your fingers end in terrible claws.
- Or perhaps you are a being who is neither an ape nor man, but somewhere in between. You are physically rather like an ape, somewhat more human in your proportions and stance, but your strength is that of a gorilla.

For 400 CP

- You are a creature like that of the oldest race of the Earth which lurked last survivor in its ruined city upon the banks of the river Zarkheba. Winged and gigantic, with hairy, ape-like arms, bowed legs, crimson eyes, and features at once subhuman and superhuman, you possess substantial strength in addition to the wings which allow you to fly, and a lifespan which while finite is much longer than that of a man. Though you may be large, you are not so large a good sword swung by a strong arm could not cut you in two. You also seem able to with time and effort twist captive victims into the shape of monstrous hyenas which serve your will.

- Alternatively you may be one of the race of grey, hairy, man-creatures which served Bit-Yakin once centuries ago. Similar to the above option they are somewhat smaller, though still larger than humans, and stronger as well perhaps a touch stronger than that of the above option. They lack wings, or the ability to twist victims into monstrous servants, but they are tougher - a blow that would bisect the above option would merely sink partway into their spine - although not beyond being slain by such a blow it would just be a longer and more lingering death.
- Or perhaps you wish to be a creature like the demon in flame who was brother to Zogar Sag. Towering over even Conan, you are sharp eared, oblique eyed, and thin lipped, your face is somewhat demonic in character, but it gets worse further down your body as snake scales cover your torso and crane-like legs end in splay-toed feet neither reptilian nor avian but horribly in between. Manlike arms end in curving sickle-like blades capable of easily separating a man's head from his shoulders with a single blow. While your strength is less than the above two options it is still more than Conan's own, and your swiftness is superhuman. But this will not give you his skill and instinct for battle, and armor may prove sufficient to save a man from your talons. Besides this physique you possess the ability to cover yourself in a ghostly blue flame obscuring your features though it does not seem to burn things, and to imitate voices with uncanny perfection.

For 600 CP. All these options are effectively ageless, or at least able to live long enough that they could outlive countless generations of man.

- You can be a creature like that summoned by Thoth-Amon from his ring. Resembling both and neither a great black dog and a terrible baboon, with yellow eyes above a formless maw. Plain, mortal steel does not cut you, even wielded by one such as Conan himself, and your strength is as far greater than his as his is above an ordinary combatant. But it is your eyes which are your greatest weapon. Able to paralyze a man with fear and terror as they showcase within them the reality of all the abysmal and blasphemous horrors that lurk in the outer darkness of formless voids and nighted gulfs. Be wary of blades bearing proper enchantment, as they will cut you as cleanly as a sword would cut a mortal beast and you may be vulnerable to other means beyond normal steel.
- You can be a being like Thog of Xuthal. A frog faced creature continuously writhed in living shadow which resisted light's attempts to banish it. Its exact form seemed to be uncertain save that it had physical substance and many appendages ending in claws, tentacles, and envenomed barbs. While not immune to mundane

weapons, your ability to take blows is immense, capable of surviving repeated stabs and hacking blows from Conan himself, though the creature eventually fled him, jumping into a stygian abyss to lick its wounds or possibly dead from the blows Conan continued to deliver with a as he was dragged behind it.
- Something less esoteric in its way that is available to you is to be a giant formed of animate iron like Khosatral Khel. A giant compared to Conan himself, your strength is diabolical, able to splinter doors, or beat down walls. Normal swords will not cut you, for you are made of living iron in the likeness of a man, and possess all the durability which would be expected of such a thing.

Beauty Sung Throughout the Land (100 CP): You're beautiful. Beautiful enough that you could be famed across many kingdoms, a breadth of land as great as Europe, for your beauty alone even in an age when news traveled only by word of mouth and no faster than a horse could ride; at least if you were in a position that brought you to the public eye.

Mastershipman (100 CP): You are a master sailor and would make a great mastershipman. Beyond wonderful sailing skills and truly knowing your way around the boats of this age, you possess an excellent eye for the weather at sea, and a good knack for identifying where your goods will be valued when you would reach the location if you choose to go for a port and what locations would not be worth the dangers.

Painted in Prose (100 CP): A picture is said to be worth a thousand words, but great writers put a lie to that statement, painting in sentences pictures as vibrant and vivid as life itself across the canvas of the mind. And you now possess the sort of Sword and Sorcery writing skills to make you regarded as one of the all times. You seem to be especially good at describing scenes vividly to make the readers see them in their mind's eyes.

Tongues of the Hyborian Age (100 CP): You seem to have quite the linguistic talent. You already know all common languages of the Hyborian Age, but your linguistic skills do not stop there. You learn new languages quickly and easily, and as you learn more languages your understanding of languages will only increase. This will increase the pace at which you learn new languages with each language you learn, but you could apply your linguistic skills to things like deciphering coded messages or piecing together ancient text from your knowledge of its modern descendants.

You're also good at recognizing accents.

A Useful Tool (200 CP): It would seem that people recognize you as such. Or at least they are more prone to. While you do need something to offer, you will find that people are more likely to consider employing you for what they need; they just seem a little more inclined to make use of you or to pick you over someone with similar credentials and skills. They are also more likely to ignore the dangers that you might represent as an employee. This doesn't mean they will trust you more, however, but more that they are less cautious about the dangers of giving you authority and power under them; though they may still plan to betray you or create plans to stop your betrayal.

An Actress (200 CP): You could definitely be one, though most probably wouldn't be as good at playing a role when their life was on the line. You possess a natural talent for impersonation and playing roles, and more than a little skill to go with it. You are especially good at hiding your emotions, and sticking to the role even in dire situations. You could be trembling with mortal terror inside, and play the role of a serene and tranquil goddess.

It doesn't quite give you the necessary skills to hide an accent on its own though. Maybe if you were more linguistically talented.

Hyborian Dimorphism (200 CP): What is it about the Hyborian age that makes the men manly and the women voluptuous or otherwise ideals of feminine beauty? Well it might be selection bias, as we're only shown those who are of note, and they tend to be warriors, sorcerers, or beautiful damsels, but it does just seem everyone of note is either a masculine men - even the robed scholars have toned muscles - or a beautiful example feminine womanhood. And now you seem to carry this with you: the men look manlier and more masculine; the women look more feminine; everyone is more fit, at least in appearance; and people just look more attractive - at least by early 20th century American standards - across the board.

You can toggle this on or off at the start of each jump. This only affects appearances. Men won't actually be stronger, and behavior will be unaffected.

Tough Souled (200 CP): You are no weakling man of a coddled age, whose delicate sensibilities can be driven mad by the mere presence of that which you cannot understand. It is not that you do not feel fear, horror, or revulsion, but where others might be paralyzed by terror, or driven mad by horrors, you will face them head on with sword or ax in hand, and a battle cry on your lips.

You are incredibly psychologically resilient and resistant to permanent trauma. Forced to stare into wells of cosmic horror and glimpse the reality of all the abysmal and

blasphemous horrors that lurk in the outer darkness of formless voids and nighted gulfs you could retain your sanity, at least in the long term. This even goes so far as to protect your mind and spirit from supernatural horrors, magical fear cannot grip you, cosmic horrors that drive men mad with their presence will make you mad but only in the sense that they have angered you by their blasphemous existence, and while you will not be immune to their attacks on your soul they will find it more resistant and armored than any among the pampered children of civilization.

“Were I still in death and you fighting for life I would come back from the abyss” (200 CP): Those who love you, dearly and truly, protect you even after their deaths. Or at least they can. Whenever such an individual dies they may once return from the grave to strike at one who is attempting to take your life, appearing between them and you and launching a single protective blow in your favor. Whether this will be enough to save you may depend upon them and the foe, but the surprise ought to be worth something at least.

Hither Came Anon, the Jumper (400 CP; cannot be purchased by Companions): You are a main character. This won’t give you plot armor, it won’t make blows turn aside, it won’t save your life. Instead you are a fulcrum with which the fate of the world is levered. If you wander the world you will find yourself wandering into events of importance and which can change the fate and flow of the world. Your actions seem to echo stronger across the world, not always in the ways you intend, but what you do - or do not do - will matter to the world in a century. And you draw the attention, good and bad, of those with power. Whether kings, sorcerers, or the very gods themselves, you seem to stand out to them as a useful tool, or an obstacle.

The stakes will not always be the entire world, and unless a world is prone to such stakes already are unlikely to be, or even entire kingdoms but you will find yourself in position to take important actions and influence how things happen, and something like the fate of a kingdom could fall in your hands more than once a year even as nothing more than a wandering thief or mercenary. You could think of this as your actions creating larger ripples in the pool of existence than they should, or an amplification of the butterfly effect around you. This also means that fate is shall we say a little looser around you. If destiny would normally be absolute you could change it, though it won’t be easy.

You can toggle the effects of this perk off, if you would rather not live in such interesting times.

You may take this perk for free, but if you do so it cannot be toggled off during this jump, and gains the power of a drawback, while also specifically dragging you into these events

in ways that endanger you and your goals, seemingly creating additional threats to you and the world.

The Plot Cannot Fail (400 CP): You are a master of the great art of civilization. Not the art of creating civilization, but the art that its masters practice. In simple terms you are a master plotter, able to easily come up with schemes and plots. You know how to bring together a triumvirate, make backroom political deals, find those who can stir the masses, and set in motions to kill a king. Your plans are still limited by your information, and resources, but you can scheme with the best of the Hyborian Age.

Did I tell the Stygian to fall in love with me? (600 CP): You seem to possess some raw, animal magnetism about you. You are simply *attractive* to those who are attracted to your sex. A princess could find herself having urges just by being in your presence due to how strong and wild you seem, and should you go further and save her life and her kingdom, well she'd be most certainly willing to reward you. That is to say even without doing anything to encourage such attraction you may find people first finding themselves wildly, even madly, attracted to you, and this will only be more effective if you do encourage it with your behavior and actions. Do be careful, though, there are those who can get possessive even if you do not accept them, or who can be dangerous when scorned.

Fate Provided a Good Tool (600 CP): Sometimes you can't do everything yourself. Sometimes you need someone who has skills you don't. Sometimes you need a good tool. And you have luck in finding them. When you look for men, you will find that recruits are more plentiful than they normally would be, and that they are more likely to be at least passably loyal. It is when you have true need, though, that you find exceptional tools coming into your path. These can include figures who could become heroes and protagonists of their own right, the kind of individuals who have the skills and potential to change the world. They won't necessarily serve you long, but when they arrive they will have a reason to be at least temporarily aligned with it.

Songs Greater Than a Scepter (600 CP): You are a masterful poet and musician, able to touch and stir the heart of your listeners. Should you choose to sing against a man who had slain a tyrant and been hailed as liberator from their reign of terror, you could within scant years turn the population against him and have them wailing for a return of the dead king. And yet your music could touch a man's heart to the extent that he would not dare have you dead and destroy such a gift to the world even as you turn the people against him. Even if you came at them armed and ready to kill, they might be loath to strike you down in self-defense, though pressed hard enough and they would do so.

The God Has Spoken (600 CP): When you invoke a god at their sacred sites, or places of worship you can be assured the god will hear you. It may or may not choose to act, but if you pray to a being recognized in the world as a god at one of their sacred places they will be aware of your prayer. And if the setting is usually ambiguous as to whether the god in question actually exists, they will seemingly fall onto the side of existence when it comes to responding to your pleas.

You also seem to catch the eye and attention of gods who would be favorably inclined towards you more easily. Even without your direct invocation, a god that would look upon you with favor and aid you, is liable to notice you. This tendency to win attention does seem to make gods who would not be opposed to you somewhat better inclined to you in general.

In general unless the gods of a world take a very direct and overt hand in it, expect any aid coming from this perk to be relatively subtle. they may give you a direct divine sign or even speak to you and give you advice, nudge events and probability in your favor, guide their faithful to help you, and the like, but unless the gods of a world go around bestowing divine artifacts or sending forth angelic hosts to aid mortals on the regular don’t expect them to do so because you called them.

Sword Perks

Battlefield King (100 CP): Your presence on the front lines serves to inspire your men. As long as you fight from the front, your forces will be much harder to break and stand and fight past where they might normally rout. Even supernatural terror will affect your men less when they can see you still fighting on the front lines.

Born of Rugged Hills (100 CP): Are you a Cimmerian? As much as Conan uses it to justify his climbing ability, it seems a weak justification. While you can't quite brachiate like an ape, your ability to climb steep cliff-faces and walls would shame one. You move through mountains with mountain goat-like grace, and can scale walls that a regular man would consider impossible to climb. It's possible for something to be too smooth and too vertical for you to climb, but it's not easy for it to happen.

Treasures to be Found (100 CP): You seem to have a special sort of luck. Stories and rumors of treasure seem to be drawn towards you. Opportunities to make money and lay claim to wealth will occasionally fall in your path. Unfortunately this is specifically treasure and wealth that you can steal, and it will still require you to put in effort; you won't just find a gem laying on the ground, but you might find out that one is being moved and will be easier to steal or find someone who is carrying gems which could be liberated from his person. This does include valuables in ruins, though.

Barbarian's Heart (200 CP): Born of the wild, and where men must earn their survival, your heart is unfettered. Worries of the future do not weigh on you as they would men of civilized lands, you do what you can and do not worry about what you cannot. Regrets of the past do not claw at your heart; the dead are dead, and what has passed is done. It cannot be changed, you will learn and grow from it, but you will not brood over what has been. Instead you live in the now, a life more vibrant and full, experiencing every moment to its fullest, letting emotion come easily to you, and without restraints on your heart.

This helps you recognize your own desires, cutting through second guessing and doubt, and helping you to know in a moment what it is you truly want. You are able to clearly see yourself without the myriad lies of civilization, helping you to avoid neuroses, and helping you to resist the charisma of others, knowing well what you desire and whether it aligns with their honeyed words. And this also helps you to resist magic which would occlude your will; your own life is vibrant and full leaving your goals and will a raging fire to the flickering torches of other men.

Finally this vibrancy of life is something others can recognize in you as well, giving you a sort of wild charisma. You stand out and above the rest, as something vital, and alive. Not some dreamy lotus-eater, neurosis filled artist, decadent city dweller, or morose philosopher, you live and reach for the fullness of life.

Red Brotherhood (200 CP): Yours is a natural gift and talent for the fighting arts. You are skilled with any weapon used by fighting-men (or women) of the Hyborian Age. You are better with hand to hand weapons than ranged - you won't be matching a Turanian bowman without some more training - but you're still better than most with any weapon you'd care to name. You could be considered one of the finest swordsmen in the western kingdoms, and even Conan himself wouldn't dare try and fight if you had a sword in hand and he was unarmed. In fact your skill and fighting instincts are sufficient that you could fight side by side with the barbarian, and while this alone wouldn't allow you to keep up with him, he'd likely consider you a better comrade in arms than most he has possessed. With this alone you could travel the lands as a woman pirate and mercenary and carve out a personal legend for yourself, and were you to be Conan's equal in speed and strength you could dance through groups of assassins only half-armored and bring them low, or fight battles hundred to one until the corpses piled up around you and bows finally brought you down.

Thief Among Thieves (200 CP): Like Taurus of Nemedia the Prince of Thieves you are a highly skilled thief. You are silent and stealthy in your movements, enough to rival even the best of Pict warriors. You are skilled at leaping, climbing, and general physical acts of coordination, ingress, and egress. You may not climb as adroitly as Conan, nor match him in agility, but your suppleness and dexterity seem completely unhindered by your own bulk at least as long as it remains within normal human ranges and out of extreme obesity. And in all the skills of a thief you rival him at the height of his career as one. You may even surpass him in some fields, especially when it comes to things like lifting objects. Simply put your skills are at the pinnacle of thieves of the Hyborian Age in all the arts of a thief. This also makes you adept at finding signs of secret compartments and passageways.

You Saved My Life Once, and I Shall Not Forget (200 CP): A life is a great debt to owe someone. Sometimes people will forget such a debt, though, especially in the face of dangers or political unrest beneath them. But people seem to remember it better when it comes to you. When you save people's lives it creates a lasting bond of loyalty from them. This isn't unbreakable; treat them poorly, oppose them, attempt to change them, or the like and it is possible to create a rift between you and them. Even so it is stronger than it normally would be. Some individuals may be so twisted and depraved that they may

ignore this to betray you despite that, but such decayed souls are rare even among the worst villains and sorcerers, and even most cutthroats and rogues will be willing to risk themselves to repay such a debt.

Sparing someone's life is not nearly as effective, but you will see a slight boost in the gratitude you receive from such an act.

Barbarian Instincts (400 CP): Your senses are keen beyond any civilized man's. You may not have a dog's nose, but you can identify a man's perfume after one meeting from several paces, even if to most people of civilization it'd be barely discernible even close up. You may not have a cat's eyes, but you can see by the moon and stars well enough, and are able to fight and act in the night, and spot creatures in the shadows. Your senses may not truly match the greatest in the animal kingdom, but they do seem more keen than human, save for Conan's own peerless sensory prowess.

These senses are especially finely tuned and receptive to potential dangers. Whether it's sight, hearing, olfaction, or something else you pick up on the smallest signs of danger to you, and can assess them without conscious thought. This gives you practically inhuman situational awareness; if you were suddenly plunged in darkness you could fight almost as well as with the lights around you for at least a short time based off of extrapolation of where people would have been and likely responses.

But you are not limited to the normal senses of a human in this matter as you seem to possess something akin to a sixth sense for danger to your life. Wandering in utter darkness your gut would tell you of a pit before you stumbled into it, or warn you of a trap you might have sprung, and hunted by a lion you would feel its killing intent even should you somehow fail to hear or see it sneaking up behind you. Even an invisible and intangible intelligence could be felt by this keen sense, at least if it was malicious towards you. Needless to say this does much for your reflexes, and even if you were not consciously aware of danger, you can dodge nearly as well as if you were.

And this isn't merely the danger of a drawn blade or a wild beast. You can get a feel for when a plot targeting you is afoot just as you can a beast that sees you as prey. Such plots may be a little harder to tell exactly how and when they will strike, but when danger is in the air you will know it, and be at least somewhat ready for it.

It's No More Than Sword-play on another Scale (400 CP): Your skill in personal scale combat seems to translate directly to skill at battlefield command and tactics. If you were a peerless swordsman you'd be just as peerless a commander of men on the fields of war, feinting or faking a foe with thrusts of spearmen as easily as with a thrust of the spear,

stabbing with your infantry as you might with your sword and slashing with your cavalry as with your ax and in the end either you have won or fallen.

Similarly you'd be equally skilled in the command of a ship in battle, understanding the flow of the battle of such vessels as you would those of a fight between swordsmen.

This won't scale as directly towards logistics and larger scope strategy, but your ability to understand combat as a whole will still aid you there. As a peerless swordsman you'd have a firm grasp of the strategic elements of war, and the greater your skill as a swordsman the greater you will find your grasp of military strategy, though it will not grow one to one.

Tiger in Man's Flesh (400 CP): Yours is a body of steel-spring muscles. You may not have the keen mind of the Cimmerian hero, nor the talents of a born fighting-man, but you possess a physique that could be said to be his equal. Strong enough to split a good helmet in two with a single blow of your sword, coupled with the cat-like swiftness to blur the eye that tries to follow your movement. Compared to the weak men of the modern age you are faster, stronger, hardier, and tougher, a prime physical specimen among prime physical specimens. You could quickly choke out a massive, gorilla of a man, and easily overpower even men who would be considered impressively and excessively strong in pure physical mastery, all without reducing your speed and agility. And as strong as you are, your reflexes and reaction times may be more impressive, especially when coupled with such strength.

But strength and agility both pale compared to the vitality and endurance of the wilds. You can survive where civilized men would find only death. Your resistance to pain, blood loss, and injury seem almost inhuman, able to fight on even through wounds that would have brought strong warriors to unconsciousness or death through pain, shock, and blood loss. Your sheer ability to continue through wounds and injury is almost monstrous; crucified in a desert for a day, you would not only have the vitality needed to try and fight back against the buzzards with your teeth should one be so unwary as to approach your mouth, but if someone cut down the cross not only could you survive the impact of the wood against the ground, but once the stakes were removed from your hands you could use the same tool yourself to pry them from your feet.

Of course surviving wounds is useless if you cannot recover from them. While you won't be regrowing lost appendages or organs, you do heal remarkably well. While you can scar, your scars are light for your wounds, and relatively clean. Your broken bones set

surprisingly clean. In general, you seem to recover and heal much faster than an ordinary man and with fewer complications.

You are able to last longer without food, rest, or water as well. You could row a boat throughout the night without a break, or could go days without water in the desert sun, naked to its rays, and still have strength at the end to walk, run, and fight as if you were fresh as long as there is hope of life. While you may not have his tiger-like speed and strength, nor his strong-souled will, but you are a match for Conan himself when it comes to endurance and ability to survive physical hardships. This also reduces your general need for sleep, and makes you a light sleeper.

Should you be something other than human, you will be comparable to the norm of the species as Conan is to the normal man of the Hyborian Age.

Unpredictable Barbarian (400 CP): The men of civilization time and time again fail to be able to understand the ways that a barbarian will act and react. They are just too foreign and too outside of their understanding. And you are more foreign and outside by far.

You are good at coming up with unusual solutions, those which are unique to yourself or which other people just would not think of. You're especially skilled at coming up with means of circumventing defenses and protections.

Even more, your actions are hard to predict. Those who attempt to plan around you have an unfortunate tendency to misguess your actions and reactions. It's simply hard to pin down how you will act, because your thoughts and reactions are not those of a normal man. Magic and prophecy might be able to determine your actions, but even the greatest planners and schemers of the Hyborian Age will find that their plans do not survive contact with you.

A Fighting Chance (600 CP): When you should be dead to rights, captured with no hope of escape, etc you will be provided some chance of escape. It will not be easy, and will take daring, wit, and strength, but it will be there. The enemy may pause to gloat, a dream awakens you when the assassins are on their way to murder you in your sleep, they may decide to take you alive for a public execution, an ally steps forward first into the deadly trap, and imprisoned in a pit of demons you may find a chance to escape when one of your captors decides to take personal vengeance against you and kill you while you are chained up but should you manage to slay them their tools to ensure your death might could break you free to give yourself a fighting chance at escaping the dungeon. Such

chances will never make your victory, or even survival, assured, but they will mean you have a brief, second opportunity.

Any Being Clothed in Material Flesh Can be Slain (600 CP): Arnold might have said it as “If it bleeds we can kill it.” But Conan was expressing that sentiment long before the 80s. If anything exists in a material form you can find a means to kill it with material weapons. It will not be easy necessarily. You will usually have to fight them, but as you fight supernatural protections seem to fall away, becoming easier for you to overcome, until eventually they must rely on sheer physical toughness and armor like any mortal being. And they had best fight, because ‘immortality’ will not save them from a fatal blow from your weapons. Even supernatural healing will be slowed and eventually fail them as you fight a foe.

Keen Mind (600 CP): A barbarian survives on their wits as much as their body. You may not be a genius when it comes to science, math, or sorcery, but you are no dullard. Your mind is keen, and you think quickly, able to easily adapt to changing circumstances, and create plans based on things happening around you. And while your mind is not particularly attuned to the higher sciences or math, you do absorb information with relative ease, able to learn the ins and outs of a society within weeks, and learn new practical skills at a rate many times faster than an ordinary person. You could master almost every art of war, battle, and adventure over the course of a life… and still learn to perform the dance of politics after a lifetime as a vagabond warrior. This increased learning speed does not, however, apply to higher maths and sciences, purely academic information and knowledge, or the arts of magic.

They Fight For Me (600 CP): Your martial prowess seems to translate directly into a swirling force of personal charisma. While this will not take into account your supernatural powers, only your pure martial puissance and skill, the better you are as a warrior - in both personal and large scale engagements - the more you seem to grow and swell with charisma and personal magnetism.

While merely possessing such power will be something that will be recognized and felt by those around you, when you demonstrate it you will find that it touches the hearts of those around you, especially your fellow warriors. Fight against foes until a mountain of the dead piles around you and your men will fight for you until their deaths even past your own. Even your enemies would have to feel a sort of respect and affection for such a resistance, and as a king or other public figure simply winning battles - especially those where the odds were stacked against you - will do much to keep the public supporting you.

Sorcery Perks

A Simple Magic (100 CP): While the sorcerers Conan faces rarely need to rely on it, he's not above noting how the Stygian priests - common true sorcerers - are fond of certain tricks to counterfeit supernatural powers, and the sorcerers of the world are not above mixing them in to increase the illusion of their power. And illusion might be the correct term here. You are highly skilled at sleight of hand and legerdemain, able to quickly and efficiently palm items, slip them from your sleeve or elsewhere, hide objects on your person, and while you don't necessarily know the modern tricks of a stage magician, you know the art of illusion that makes them possible - how to get someone's attention and focus to not quite be at the right place.

Aloof and Mysterious (100 CP): A good sorcerer always seems to have some air of mystery about them. And you certainly do now. You know how to cultivate a sense of mystique and a supernatural presence. There's nothing truly supernatural here, but you're good at projecting a sense of a certain inhumanity, and determining what actions you must take to cultivate an air of otherworldly power and knowledge.

Finder of Ancient Secrets (200 CP): You seem to have a special sort of luck. Stories and rumors of treasure seem to be drawn towards you. Opportunities to obtain occult knowledge and lay claim to sorcerous artifacts will occasionally fall in your path. Unfortunately this is specifically magical knowledge and wealth that you can lay claim to, and it will still require you to put in effort; you won't just find magic artifacts laying on the ground, but it will help you find the arcane hints that point the way to lost magical knowledge. This won't create magical knowledge or relics where there are none, but esoteric knowledge of non-supernatural subjects will occasionally show up in more mundane worlds.

Merely a Gesture to Convince You Who is the True Master (200 CP): Fear is a great power, and you know how to wield it to great effect. You are not better than others at causing fear; you'll need to figure out how to do that on your own. But when someone fears you they seem to let you push further without balking than they would for another they feared equally. People who would choose rebellion and death over the indignity and abuse you would pile upon them, will submit quietly to their fear of you. This does work directly proportionate to how much they fear you, and more specifically your personal supernatural powers (supposed or real). It's almost as if how much one feared you was multiplied. A man without fear will be unaffected, but a powerful king who might otherwise balk at such mistreatment even as he trembled inwardly at the death he knew would come could find that fear to be enough that he would kowtow and submit.

Poisons and Powders (200 CP): Much of the arts of sorcerers of this world are ultimately little more than tricks of poisons and powders. Some of these do border into the truly magical, but others are mundane. You know how to create these sorts of alchemical powders and tools. From the more mundane poisons to kill a man unnoticed, and drugs to induce sleep or mad frenzy, to powders that create flames, mists, and more. While this won't give you any true magical powers on its own, coupled with other perks here you can use these powders and creations for easier or more potent magical feats than you would otherwise be capable of. You may be able to create new concoctions of your own.

Traffic with the Powers of Darkness (200 CP): Other powers here require one to deal and trade with dark powers from unknown abysses. And you seem to have a gift for this. Gods of evil, great old ones, and the like even (especially) those who would normally treat humans as nothing more than ants are more likely to treat with you for mutual benefit than kill you outright… at least as long as you are willing to serve their desires. And those who would be more amiable to such dealings in general seem to give you better bargains than they might give others. Even in future worlds which might lack such entities, you will find that you maintain some pacts with beings of the dark void who will offer you secret knowledge, or empower your black magic in exchange for vile sacrifices - usually the sacrifice of lives, or worse still living individuals.

Blasphemous Tampering (400 CP): You possess the ability to cultivate and change life through the supernatural arts, in effect sorcerous genetic engineering. As this is arcane powers, it is not limited to natural beings, and can even affect occult horrors or those things with no traditionally physical body if you are able to contain them long enough to experiment on and replicate them. With time, resources, ambition, and effort you might even be able to modify the godly offspring of captured gods themselves, twisting them into demonic horrors beyond the ken of men. But the knowledge and skill this gives you to begin with is only enough to make something like Tsotha-lanti's great serpent, if you want to match the more Yog-Sothery worthy horrors of his Halls of Horror you can expect it to require years of study and generations of subjects, but you could create horrors not made of earthly matter, intelligent plants that drained the thoughts and wills of those in their vines, terrible tentacle-horrors formed half of slime and crying and laughing in a woman's voice from a frog's head. If you want to go beyond all the way to tampering with the gods themselves you may need to dedicate lifetimes to this research.

Higher Sciences (400 CP): It was Pelias who referred to sorcery as such, though he was not the only one. You are an adept of the higher sciences. You are a sorcerer and know several magical tricks. This is far from a total mastery of sorcery, and in fact this will not

grant you any of the magical arts of this world covered with more specific perks - which is most of them. Still you might know some magic to tamper with the weather, summon forth a plague, or transform yourself and others, though especially as a neophyte you should expect such magic to be time consuming and costly in the blood of sacrifices, or other rare reagents or reliant on astrological events and precise timing. You can with time learn to be an equal of Pelias, able to transform himself with ease, or Xaltotun, able to bring down cliffs from afar at a certain time in battle and create targeted plagues though both were costly in personal power and blood sacrifice, in such magics as this grants you; and each other perk which grants magical arts you purchase in this jump will increase your starting skill and with enough you may fully match Pelias himself.

But these magics are not all. You are an adept of the higher sciences and your mind is skilled at prying them forth. You will find that your mind is adept at learning higher math and science, as well as the magical arts, delving into such knowledge substantially quicker than the average person, which given how utterly the average individual fails means little, but even the average sorcerer will find their pace outstripped by your own as you take to the higher sciences with the ease of a true great who might be legend for millennia after your own demise. And this is not limited to the magical arts of this world, as you will find this applies to all forms of occult and sorcerous knowledge and skill; as well as, already stated, higher sciences such as advanced physics and math.

Magics of the Mind (400 CP): Yours is a skill in the magic of the mind and mental compulsion. Your magic can stir emotions, insert ideas in the minds of others where they may even mistake them for their own, create illusions and visions in the minds of others with all the vividness of life, or even compel actions. You will begin only a neophyte in these arts, far from the Master of the Black Circle, Pelias, or Xaltotun, but each other perk which grants magical arts you purchase in this jump will increase your starting skill and with enough you may fully match Pelias himself.

The strongest magics available in this field do possess a certain weakness. Like the hypnotic eyes of eastern sorcerers they rely on the belief in their target that they can be affected. Someone steeped in superstitious fear of being controlled by a hypnotic gaze from childhood might be compelled to kill themselves just by meeting your gaze and being told that it means they are now your obedient servant, needing great skill in the same magics or a great motivation beyond mere survival such as a man’s drive to protect his love or a mother’s to protect her child to have a chance to resist, meanwhile to one who is unfamiliar with such ideas the force will be little more than mental cobwebs easily torn asunder unable to slow them much less force them to their death. Not all your magic will be so reliant, but that which is less reliant will be more fixed in its ability at

manipulation - causing a specific emotion, causing immobility, etc - and more easily resisted by a strong will.

Sorcerer's Spirit (400 CP): Epemitreus the Sage has been dead for fifteen hundred years, yet he still exists and can act upon the world, and other mages who deal in darker arts have managed to do similarly. As a first benefit you possess magics which can extend your corporeal life indefinitely, though it may be harder to extend your youth; the former you may be able to do in morally acceptable means, the latter you may expect to require the consumption of the life of others young and beautiful. Still these same magics will grant you an unnatural vitality, allowing you to survive wounds and suffering that would kill normal individuals. This won't make it hurt less and this won't make you function better while badly wounded, but you do not die easily and only the most grievous of wounds short of those which are instantly fatal may prove something that you cannot survive, and eventually heal from assuming a human could heal such an injury. But that is not the real purpose of this perk.

You are able to survive your bodily death for even if your flesh is slain your spirit will continue to exist in the Unseen world. In this state you can get a sense for portions of the world which was of great importance to you in your corporeal life, things like the nation you called home and protected, or perhaps your family, and with great effort you can reach into the dreams of the living and through them affect the material world through your magic and spiritual powers. This won't save you from something that rends or destroys your spirit, merely your corporeal death.

If you seek power, though, you can grow the strength of this spiritual form with the worship of the living. This would require long and sustained years, centuries even potentially millennia, to have much noticeable effect. But the sacrifice of the living and other, dark, and horrible rites can speed this up significantly. With this power you could manifest your will in a semi-corporeal form in the waking world, and even act magically upon it with far greater ease potentially not needing a dreaming conduit. But this additional power will be lost if not sustained by the same acts which had fed it. With this power, and sufficient Sorcerous Might, it might even be possible to return to corporeal life.

Demons Shall do my Bidding (600 CP): You are a skilled summoner, able to conjure demonic entities from beyond the mortal world. These nameless horrors come in a variety of shapes and sizes, but all of them seem to be somehow *wrong*, something about them unnerving and terrible, as if you were summoning horrors from a certain Mythos. You also know magic to command the creatures you summon, calling them forth to do your

bidding. Depending upon the power of the creature in question, and your own sorcerous might and skill, it may take only a matter of moments and a quick spell, or it may take a prolonged ritual. The time these creatures can stay will depend upon the spell and you do have banishing spells as well. Though beware summoning a being too powerful for you to either control or banish.

It may be safer to stick to calling more mundane beasts as this same magic can call wild animals out from the depths of the jungle - and perhaps even history as extinct beasts can be called - to do your bidding and follow your commands. The more powerful the beast the harder it will be to call or control, and a wounded beast will be harder to thus charm.

You will begin something of a neophyte in these skills, similar to the witch Salome able to call forth demons though through blood rituals and mass sacrifices, or to call and compel a few animals at a time. Each other perk which grants magical arts you purchase in this jump will increase your starting skill and with enough you may fully match Pelias himself, able to casually summon a winged demon to transport himself or others without preparation or noticeable strain or effort.

Eyes of the Unseen World (600 CP): You are attuned to the unseen world, able to feel the actions of spirits and supernatural forces. You can feel the workings of powerful magic as if with a sixth sense, feeling it wash across you, and other supernatural forces as well. With time you can learn to identify certain spells, or types of spells, and come to recognize elements of what magic. This applies as well to other forms of supernatural energy, power, and workings.

But more than just a sixth sense for spells, this is a sense for the workings of supernatural forces. Like a serpent you are able to see the souls of others, discerning their spiritual power and information about them with a single glance. Though you can dim this sense if need be. This suite of senses also allows you to see somewhat through the veil, to view distant events, or even sometimes the past. You can even get a feeling for the fate and destiny of the world and others, and the critical points where that fate might be changed and send the flow of the world down another path. This won't tell you the future precisely, but you can 'see', though this is not a visual sense and any images will be more symbolic than not, shadows of possible futures, and vaguely the forces which could drive them one way or another.

Finally this allows you to pull information from the minds of others. Surface thoughts and recent memories are easiest, but you could go further with time and effort.

Necromancer (600 CP): The art of magic to raise up the shades of the past and bring them to new life. You are now a student of these arts. You won't be an equal to Pelias, who with little effort reanimated a fresh corpse to serve him for a few minutes, or Xaltotun, who intended a great act of blood magic to revive Acheron from the scattered hill dwellers who were descended from its people but you may eventually reach these heights. Still the necromancy of this world was able to revive dinosaurs from their fossils, conjure up the shades of a dead city to so that by night the city lived again in a sort of listless half-life, going through the motions of life mentally blocking out their deaths as they play acted at life in a city that was restored from ruins. Oh yes this is not wholly limited to living creatures; ruins can be restored to their past glories, and dead empires can be raised anew in the hearts of people. These feats are unlikely to be easy, and we do not see true life restored to humans, but it may be possible with sufficient magical power and sacrifice.

As with other sorcerous perks, each other perk which grants magical arts you purchase in this jump will increase your starting skill with these magics.

Items:

You may purchase multiple copies of items; additional purchases of the same item are discounted (this does not count against your number of discounts for each price tier). You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

A Fine Ship (100 CP): This is a sailing ship of the Hyborian Age, similar to what might be used by Barachan pirates or Zingaran freebooters It is able to be roared - possibly by slaves - or sailed. If lost or destroyed it will return to a nearby safe harbor or port after 1 month.

Burning Skull (200 CP): This is a skull—human yet appallingly misshapen—from which spectral light seems to emanate. It can be worn like a helmet, and it causes fear and unease in those who see it. This is no natural fear, but a strangely mesmeric thing capable of freezing a man with terror which slowly eats away at the sanity. Unfortunately this fear will only take hold of the weak willed, and it is most effective when you are facing them directly which coupled with the feeling of safety in numbers makes it most effective against isolated targets, though prolonged exposure would be dangerous to the minds of those of stronger wills. Those who know the secrets of how to make it function will be immune to its fear and sanity corroding effects, and when not worn by one who knows its secrets its fear inducing power will be lost - though it will still slowly corrode sanity.

Treasure Box (200 CP): This is a treasure box of a size for a man to carry while traveling alone. Forged in unholy fires among the flaming mountains of Khrosha, this treasure box is of a metal no chisel can cut, no hammer can break, and no flames can scorch. At least not such as those available to men of this age without delving into the arts of sorcery. The box is in effect indestructible, at least to the means available in this world, and it will be resistant against magical tampering of this world and others.

The box itself is ornately decorated, but the decorations have a purpose. By pressing the decorations in the correct order it will open. There is however, a small barb coated in poison that will be painfully lethal to a human within moments which comes out in this process. So make sure not to open it with your bare hands. Wear gloves.

Air Devouring Fruits (400 CP): Well more the seeds of them. These are seeds of a certain plant found in this world in a lost city within the Black Kingdoms. These plants can absorb all needed nutrients from the air and light while growing as vines on structures, making them perfect for growing indoors. Though despite this they do need

some minimal tending to grow, but even a decadent, depraved, and war torn people with minimal desire to actually perform such farming could keep them growing.

Wine of Xuthal (400 CP): This golden wine heals wounds, prolongs life, and invigorates the most sated debauchee. A jar of this wine is enough to fully revitalize someone from the verge of death via wandering in the desert until passing out in delirium from heatstroke and dehydration leaving them fresh and renewed as if they had just spent a day in rest, or to bring a man covered in wounds and poisoned into delirium and the brink of death back to where they can stand and fight, even if some of that is a false strength from its effects; the wounds would not immediately all close, but it would greatly speed their healing. You get 10 jars and one will refill each month.

A Band of Men (600 CP): Aquilonian knights, Aesir mercenaries, Afghuli mountain bandits, Gundermen footmen, Nemedian adventures, the Free Companies… Warriors of many stripes and kinds occupy the Hyborian Age, and this is a band of 500 who serve you. You may choose their type and kind, but they come complete with their traditional kit and gear. They don't actually exist until you choose to call on them, at which point they arrive over the course of a day, with a supply of food and other consumed resources to last themselves a month. Beyond that point you'll need to provide supplies for them as it will not restore itself till the next jump and they will not disappear again. Losses to their numbers are replaced at the beginning of the next jump.

Ancient Arcology (600 CP): This is a city similar to Xuchotl. The entire 'city' is a great palace of several stories, with an area to equal that of a city. Glowing stones known as 'fire-jewels' light much of the city, though other portions are left in shadow and darkness, though the outer and upper levels possess windows of sorts and skylights which are made of some transparent, but durable material which could keep out a determined man trying to break it, should one manage to climb up onto the slanted and hard to climb rooftops. And unlike Xuchotl the bolts on the city's gates haven't rusted from long lack of attention so the giant city-palace should prove rather fortifiable if you possessed a source of food. It does seem to have its own internal wells and water sources. Also unlike Xuchotl it does not possess the secret lore and relics of ancient sorcerers buried beneath it. In future jumps it will insert into the world at an appropriate location.

Stygian Girdle (600 CP): This girdle is made of thick, black tresses likely taken from a woman's head. Tiny jewels are set within the mesh, and the buckle is curiously shaped to resemble a serpent's head. There's something dark and malign about this girdle, woven as it is from the Stygian arts of black magic, but its purpose is a protective one. Specifically it is made to protect against magic. By touching it, the wearer can find their mind

bolstered against mental magics and compulsion, a cold, hard rage against the magic filling them. Simply wearing it can ward off other magic, though its effectiveness is mixed against such; weaker magic will be blocked entirely, but it may do nothing to stronger magic or merely reduce it depending upon spell and effect.

This will affect the magic of other worlds in the same way, blocking out weaker spells entirely, and providing a incomplete defense against stronger magic. It will retain its greatest effectiveness against magic that assaults the mind, and will have some effect even against forms of supernatural/paranormal mental influences which may not truly count as ‘magic’.

Sword Items

A Good Steed (100 CP): This is a horse. It's a good, strong horse, but otherwise an ordinary horse. Or well it's mostly ordinary. When you are riding it, it will always remain somewhat faster as a means of transportation - at least over good ground for a horse (it won't be able to traverse too steep slopes, fly, or swim due to this) - than your own two feet would be. It is also replaced within a week if it is slain.

Appropriate Clothing (100 CP): Conan's apparel changes often. Whatever society he is in he dresses mostly appropriately for. This is a bundle of clothing which always seems to fit the current location and society. While it won't be anything too specialized or special - you won't find a full spacesuit for extravehicular activity here even if you were in space - you'll find good winter clothes in winter, fine silks for attending a palace, and strong and sturdy sandals and a tunic or the like for crossing mountains.

Forthright Poniard (100 CP): This may be a dagger, but it is no slender stiletto or decorative noble's tool. It is a warrior's weapon, broad bladed and 15 inches in length tapering to a diamond-sharp point. Well really it's not just one dagger. You seem to find another of these daggers whenever you find yourself unarmed for any sizable amount of time; you won't find them when you're in a secure position such as a prison cell or dungeon, but once you get sort of free you'll be able to pick one up soon enough from the body of an enemy, lost on a street, or somewhere else; even in societies and worlds where carrying daggers around would be highly abnormal or impossible.

If you import a weapon into this item, it will not affect these spawning emergency daggers, only importing into the initial weapon instead.

Regal Armor (200 CP): This is the sort of armor you might see worn by one of the kings or generals of a Hyborian kingdom. This is the full, heavy armor of a mounted knight, providing you with the best protection available in the Hyborian Age. Besides being excellent and well made armor, you seem to look more impressive and authoritative when you wear it, as if it accents your king-like qualities, and brings them to the forefront for all to see. Or to put it simply you look more impressive when wearing it.

Warrior's Harness (200 CP): This is the armor of a mercenary soldier, a scale mail hauberk and a helmet. While it offers less protection than the Regal Armor above, it is much lighter and more comfortable to wear. In fact it seems to be lighter and more comfortable than it should be, no harder to move in than a winter coat if even that hard, and no more uncomfortable to wear either.

Far Ranging Apparel (400 CP): Conan's kit of gear is sometimes rather eclectic. A helmet from one country, hauberk from another, weapons from a third and fourth, a cloak from a fifth and so forth. As a jumper yours might be much more varied. This is a full kit that a traveler might need, including clothes fit for traveling in, a cloak, a bag to carry your stuff, cooking tools, helmet, armor, and 3 weapons. However these are not necessarily of this world. Each piece comes from another jump you have visited, though no more than 1 piece from each jump. These won't be any unique, or even rare objects, but are commonly available items. Still each piece is fiat backed and guaranteed to be restored to you if lost or damaged. Whenever you go to a new jump you may trade a piece for a new piece of gear of the same basic category from that jump. If you haven't gone to enough jumps yet to have a different jump for each piece, you may have any excess pieces come from different lands of the Hyborean Age.

Turanian Bow (400 CP): Turanian bows are powerful weapons, able to kill at 500 paces. A long bow with a powerful pull weight which a weak man will not be able to adequately wield. Yours though is something a fair bit more special. The pull weight of this bow will increase with your strength, becoming superhuman along with you, allowing it to launch its projectiles harder and (thus) further. This is a bow which will always suit and fit you no matter how strong you become.

Phoenix Marked Sword (600 CP): This sword is rather ordinary, and on inspection the only abnormality is a phoenix marked on its hilt. It is no harder to break than a normal sword. Its edge is no keener. It will not cut through steel and stone like they were not there. Against things of the ordinary world it will cut as a normal sword cuts. But against the supernatural is where it shines. This sword cuts through supernatural protections almost as if they were not there, magical shields splitting before its edge, and a demon whose skin might be completely impervious to normal weapons would find that supernatural blessing failing it before this blade. It can even cut spiritual beings who pass intangibly through the world as if they were as solid as flesh and blood, and can end normally immortal supernatural beings. And blessed with the phoenix by the god Mitra it is a holy weapon, the damage of its wounds greatly magnified against demons, unholy entities, and the nameless things from the outer voids which serve Nameless Old Ones who were ancient before man's first ancestors emerged from the waters of the sea. A single blow from this sword might not kill one of these great old ones itself, but they will feel it as if they were a being of earthly matter and far worse than a normal blow ought even then.

But seriously, try not to break it. The magic lies in the hilt, so only the fragment attached to it will continue to gain this benefit. Though if you decide to use the hilt like a cestus to strike your foes it would retain these benefits even without the blade.

Poisoned Spear (600 CP): This spear's tip has been coated in the juice of an Apple of Derketa. This is a poison potent enough to kill a dinosaur the size of a mastodon - although it'd not be a quick death, though it'd work much quicker on a human. The poison seems to reapply itself after a few minutes after it has been wiped or washed off, though it will disappear soon - unless in the bloodstream of a living creature - when removed from the spear.

Sorcery Items

Ebon Staff (100 CP): This is a black colored staff. However by casting it on the ground with force, you can cause it to turn it into a venomous serpent which begins to pursue and attack an individual nearby who you were focusing upon. It will turn back into a staff within an hour or if it is killed; in the latter case you must wait a day before it will turn back into a snake.

Lotus Juice (100 CP): This is a small supply of juice from the black lotus which induces a state of deep, and peaceful slumber filled with vivid and detailed dreams which seem as real and vivid as reality. This isn't an instant effect, and you've got to get the dosage right, but it is a pleasant one. At least to those who partake it regularly. This sleep is a death-like trance, one in which nearly all functions of life are suspended, and where it is impossible for an ordinary person unaided by tools or surgical testing to discern any signs of life. In case it needs to be said this sleep is hard to waken from.

Unlike real world sleep drugs, or the canon lotus juice, yours is no more addictive than alcohol, which is good given you only get a single dose refilled each week. Each additional purchase of this item will double the number of doses you get.

Linked Crystals (100 CP): These two small crystal globes are linked through some mysterious means. By holding one and concentrating you may stir this connection to life, casting the images which fall upon the surface of one globe to appear within its opposite number and vice versa. This works for sound as well making the twin crystals effectively a video phone. Only it is a video phone which can instantly communicate from across dimensions or any distance without any radio waves to be blocked or jammed.

Envenomed Ring (200 CP): This large ring has a barb which can be extended from it by squeezing fingers together. On this barb is a poison formed from the extract of the purple lotus which merely by pressing against the skin of an individual can paralyze their flesh in an instant. Since you're paying CP for this the ring will re-envenom itself in a matter of minutes after use, and you will be immune to its paralytic toxin. This ring's venom is potent enough to immediately affect any normal man.

Monstrous Viper (200 CP): This is a great snake that dwarfs even the mightiest of normal snakes. Eighty feet from its pointed tail to its triangular head, which is bigger than that of a horse. And despite its size and constrictor-like strength and capabilities, this reptile is venomous possessing great fangs, a foot long and curved like scimitars. Even mere contact with its colorless venom is enough to send pain coursing through the body like white-hot metal being held against it as the poisonous substance produces chemical

burns across the flesh. It seems to recognize you as its master, able to obey (very) simple commands like ‘come’, ‘stay here’, and ‘attack’. When a barbarian inevitably kills it with a sword it will be replaced within a month.

Tower of the Jumper (200 CP): This is a fortified tower 150 ft tall with walls so smooth they could be likened to glass. Designed to get airflow to the lower levels from above, so that the windows and doors of these lower levels can be completely and perfectly sealed, unable to be opened from the outside when properly closed and with no seam to mark their presence. The upper levels aren’t quite so easily sealed, but it’d take a rather skilled thief to climb up to those windows.

It comes with an outer wall surrounding it and its courtyard. In future jumps it will insert into the world at an appropriate location.

Crystal of Viewing (400 CP): This glimmering orb, a crystal ball, is able to allow one who has some knowledge of the secrets of sorcery, or you even if you’d not otherwise have such knowledge, to view distant events, places, and individuals. These images are not exactly what is happening, though, at least not like you would view it from a spying satellite. Instead it seems to function somewhat off of importance, showing you what is happening mixed with symbolic representations of why and how. Viewing a city in turmoil might not only show you the looting and rioting, but the triumphant face of the one who set it all in motion and is now enjoying the success of his plans.

Should you possess **Eyes of the Unseen World** or another similar power to view through the veil of space and time, this crystal may be used as a focus to show your visions to others or to sharpen your vision, making it some combination of easier, clearer, or even further reaching.

Juice of the Golden Lotus (400 CP): In this small phial there is a potion made from the rare and valuable juice of the golden lotus. This specially prepared potion is capable of curing afflictions of the mind. It will instantly sober the imbiber, freeing their mind of artificial states of madness whether induced by chemicals, advanced science, or magic, and will even protect the mind from further such affliction for a period as the juice remains in their system. It can also work to restore sanity to those who have gone mad from more natural causes, though this will not guarantee that they will not relapse once the sanity-restoring potion has run its course.

This phial will refill itself every month.

Pipes of Madness (400 CP): This set of pipes creates a weird, demoniac sound which can assault the minds of those who hear it. Those who are prepared can resist it better, and your focus and intent can help shield certain individuals against their effects or focus them upon a specific figure. And the effects of their shrill, wailing sounds are maddening. Like unseen fingers the notes of these pipes pluck at the brains of those forced to listen, pulling forth alien emotions and impulses of madness. This can cause an unnatural terror, or invoke a mad, murderous berserk frenzy. Either one will cause the afflicted to cast away all reason and act out of pure emotion without consideration for more than the impulses pounding through their brain. A strong will is harder to affect, and the ability to hear this sound is necessary for its effects. The strength of this effect will be dependent upon both your skill and power in sorcery and your skill as a flutist.

Serpent Ring of Set (600 CP): A twin of Thoth-Amon's ring once found in a nighted tomb a league beneath the earth, forgotten before the first man crawled out of the slimy sea. It is made of a metal like copper in the form of a scaled serpent, coiled in three loops, with its tail in its mouth with yellow gems for eyes which glitter balefully.this ring gives you command over nameless horrors from beyond the earthly sphere able to call one forth to serve you. A creature of living horror and shadow, it is able to quickly move from where you send it to its target, almost as if it can take shortcuts through reality. Looking somewhat like a mix between baboon, giant dog, and cosmic horror made flesh it possesses strength to treat the strongest of men, even Conan himself, like a child in its grasp, and is invulnerable to ordinary weapons, requiring something mystical to harm it. It's most terrible power, though, is its stare, which shows those receiving it the sheer horrors of the outer void, the nameless, formless terrors which lay behind the comforting lie of reality and drives men man, invoking fear that is strong enough to kill, even as it shrivels the very soul itself. The ring will give you control over this creature for the span in which it is summoned, as well as means to banish it, though the creature can only be summoned for so long before the magic will fade for a time.

Should you be a skilled summoner already you may be able to summon forth more than one of these beasts at a time, or call forth even greater nameless horrors from the outer void. Though while the ring is certain in its ability to control the beast it would normally summon, if you summon forth other beings it will only aid your attempts to control them. Even other, less Lovecraftian summoning magic will be bolstered by this ring, requiring less power and effort from you, as well as the summoned beings being stronger and easier to control. Likewise the ring will enhance your attempts to banish back creatures you summoned forth, and return them to their native worlds.

Star of Khorala (600 CP): This is a golden ring set with a lustrous jewel which gives it its name. While the jewel is precious on its own, its real value is to those who know how to access its magical powers. For this jewel holds a magic which, when properly controlled, will enslave the hearts of any of the opposite sex. With this you can bind them into love of you; this won't necessarily mean they won't plot against you if they're the type to try and gain dominion over one they love, but they will love you.

This ring will also provide a general boost to your magic which influences the minds of others.

The Heart of Ahriman (600 CP): This brightly shining ruby casts illumination outwards like a lantern. Fallen from some otherworldly realm of fire and light in some forgotten, ancient age before ancient Acheron or even the great cataclysm which saw the sinking of Atlantis, it possesses a great power. For one it can be used by a mage to bring a false semblance of life to intact corpses, including mummies (if all organs are present). Though how many at once or how many in sequence is unclear. They will seem living enough to normal individuals, even to themselves, simulating life in detail, but those who can see the unseen world will recognize them as a walking corpse, given a false life by sorcery. It can also remove this false semblance of life with another simpler spell.

But this is not its true power which threatened the great sorcerers of Acheron and made Xaltotun fear it so. It was born of an otherworld of fire and light and it possesses some of this power, making it capable of greatly bolstering counter-magic to counter, prevent, or unravel black magic of all sorts. It may take a sorcerer of lighter magics to use it, but it would greatly boost attempts to prevent a dark mage's magic to control the weather, potentially even without their knowledge, or to help you ward an individual against their further magic.

Companions:

Companion Import (100+ CP): For 100 CP you can import or create 1 companion with 300 CP; they gain a focus as normal but do not gain the associated stipend. For 200 CP you can import or create 3 companions with 300 CP. For 300 CP you can import or create up to 5 companions with 300 CP. For 400 CP you can import or create up to 8 companions with 300 CP. If you want more than 8 companions you can pay an additional 100 CP per companion to give them 300 CP (and ability to get an origin).

You may pay the price to import 1 or more companions a 2nd time to grant the companion 600 CP and the stipend of focus. If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (100+ CP): For every 100 CP you pay you may recruit 1 canon character other than Conan. Conan costs **300 CP**.

Drawbacks:

Need more than 1000 CP (and a 300 CP stipend), you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Continuity (Toggle): I don't know if a Kull jump will ever get made, but assuming one does get created for the Kull stories this is just a little future proofing to allow you to link the continuity of the two.

Licensed Works (Toggle): As the genre codifier for Sword and Sorcery Conan as a character has had many stories by many authors. Lin Carter and L. Sprague de Camp carried the torch for decades in the Lancer/Ace reprints of the stories from the 50s to the 70s, Roy Thomas and Barry Windsor-Smith created Red Sonja from a gunslinger in another of Howard's historical fiction works for their 70s Conan comics, Robert Jordan's, of Wheel of Time fame, first published fantasy work were Conan novels, and that is only a small sampling. If you want to go to a version of this expanded continuity, which does not have its own jump, you can use this toggle to simply select one.

Mythos (Toggle): Conan's relationship with the Cthulhu Mythos is somewhat complicated. Nothing explicitly connects them directly, and as one of the original mythos writers and big names of the Lovecraft Circle, Howard could have done so if he had chosen to and had in fact in the past written a sword and sorcery story which did include explicit connections. Given the narrative themes - Conan showing how the strength of man can overcome horrors of nameless darks - this seems like it may have been an intentional break away from the Mythos. Still they're closely related, many have tried to link the two, and one of the stories of King Kull is explicitly part of the mythos and Kull is in continuity with Conan. As such you can use this toggle to make the Cthulhu Mythos part of the world or not part of it as you see fit. Of course even if it is not part of the Cthulhu Mythos there are still unspeakable horrors from before the time of man, just not Cthulhu, Yog-Sothoth, and Shoggoths dwelling under Antarctic snows.

Tales of the Hyborian Age (Toggle): The time these stories cover is unclear. Conan is a youth in the earliest stories, a young warrior, but by the end he has been king for years. How long is in between is uncertain. Still just in case 10 years is not enough time, you may choose to extend your time here up to up to 100 years.

A True Cimmerian (+100 CP): Our first information about Conan's homeland comes from the differences he has from the normal behavior of his people. You however act much more in keeping with one of Crom's people. Certainly enough they are where Conan got his disdain for luxuries, but they go much further than just seeing little need

for the highest luxuries of the land. You forgo song, drink, and frivolity, becoming a somber and staid individual who does not indulge in or seek after the pleasures of life, but merely its necessities.

From Nordheim to Vendhya and Back Again (+100 CP): Like Conan before he became a king, you seem to have no roots, forever finding yourself traveling and wandering across the span of these lands. You seem completely incapable of settling down for any length of time, instead continuously traveling these lands.

Instinct of Sovereign Responsibility (+100 CP): Once Conan was a freewheeling adventurer, and more a red-handed plunderer, a reaver and slayer of men. Then he became King of Aquilonia, and he found himself willing to sacrifice his life and freedom to protect and preserve his kingdom and its people without a moment's hesitation. You will find yourself in a similar situation. Wherever you go in this world it seems like you will find yourself adopting a local region and its people as your own, who you will protect, guide, and shelter even in the face of great danger and hardship. And if something happens to them, or you decide they are safe enough for you to leave them to their own devices, you will do so again and again wherever you end up.

It's better to go meet an enemy than to wait for him (+100 CP): You do not have the stomach for planning or intelligence gathering. When you set your mind on something you do it immediately, breaking into the wizard's tower without preparation, leading the army off into the unknown, and so forth.

Mark of the Witch (+100 CP): A crimson crescent birthmark is upon your torso or face. It brands you as one who consorts with dark and vile powers not to be trusted. Where this mark would appear is common knowledge, and rumors that you possess it will always seem to crop up from time to time. The mark will follow you through any form you take.

Pulp Adventure (+100 CP): You are doomed to live in interesting times. Barbarian adventurers, ancient sorcerers, conniving nobles, ancient demons that crawled up from the abyss… you will find yourself encountering foes and threats in great numbers during your time here. You'll never have to worry about having peace for too long.

On Earth Our Wings Withered (+100 CP/+300 CP/+500 CP): Well you may not have had wings, but you have lost something with your arrival in this world. Not that you should need it too badly. This is a world of men, muscle, and wits… do you really need otherworldly powers? Choose one of the following to receive 100 CP, 2 to receive 300 CP, and 3 to receive 500 CP.

- You (and all companions you possess) lose access to all perks and powers from outside of this jump.
- You (and all companions you possess) lose access to all items, pets, and followers from outside of this jump, and cannot access your warehouse.
- You lose access to all companions, pets, followers, AIs, autonomous or semi-autonomous allies from outside of this jump. You may still import companions to grant them CP to purchase perks and items but they will not be available to you during this jump.

Human, Despite Your Jumper's Arts (+200 CP; incompatible with A True Cimmerian): Like Pelias, the non-evil sorcerer, you are a bit overly fond of indulgence in wine and cheer. While this is not some villainous lust that drives you to steal, enslave, and gather all the hedonistic pleasures of the world about you in constant debauchery, you can expect to overindulge yourself in worldly pleasures, to when given the opportunity drink till well and truly drunk and lose yourself in the merriment and cheer of good company. This can often lead to a dulling of your defenses and less than stalwart dedication to your duties. This will also make it much harder to resist such opportunities even when you have reason to suspect they are a trap.

Monster's Form (+150; incompatible with Mark of the Witch): You are not human. You are something monstrous and horrible. This is a form that is immediately recognizable as inhuman, and one which fills humans with revulsion and horror. You are unable to leave this form, stuck in a shape that is horrible throughout your time in these lands. If you took Nameless Horror, this form will be the alt-form granted by that perk. Otherwise if you have a suitably overtly inhuman alt-form this form can be it (though this is not available if you've sealed away that form with another drawback), or failing that will be some effectively human but cosmetically repulsive and inhuman form.

Primordial Chivalry (+200 CP): You possess the same sort of chivalry as Conan himself. You will find yourself routinely risking life, position and more to save the lives of beautiful women, and being *displeased* to see them harmed. You won't necessarily treat them with respect, but you will risk life and limb for them.

Burden of a Traitor's Name (+300 CP): You have performed some great act of treachery and betrayal; something on the scale of selling your kingdom, effectively making a tyrant's slaves out of everyone who had trusted and relied on you. No man will ever truly trust you again, and the tales of this act will be spread far and wide.

Perfumed Noble (+300 CP): You had best hope you have others to do your fighting for you, as you are like one of the coddled nobility of a dying civilization. Physically you are weak, and unfit, no matter how strong you'd normally be. Worse, you are absolutely hopeless when it comes to matters of violence. An average mercenary could best you in battle or battlefield tactics, even were you to resort to such things as magic or stranger, wilder powers, much less a barbarian or an individual of Conan's caliber. In short you will never personally win a fight.

The Barbarian Reverted to Type (+300 CP): Your go to solution to problems is violence. When faced with any problem you are far more likely to choose violent force to have your way than other options, even when it would be dangerous to do so as long as you thought you had a chance to win. You have little stomach for talk and diplomacy, or to pay off greedy foes. This also removes any compunctions you have against lethal force.

Dreamy as a Lotus Eater (+400 CP): You seem to have been affected by something. You are perpetually in a state as if heavily drugged. This will keep you perpetually relaxed, which may be pleasant, but will keep you from the often life saving surge of adrenaline, feeling proper fear or concern for events happening around you or the future, and exerting your full power. Worse you seem to have hallucinations to go along with this perpetual drug-induced peace. Many of these may be pleasant dreams, but some will be nightmares, and short of raw physical injury and force it's impossible to tell the two apart.

With… His Own Blood He Materialized Me (+400 CP): It would seem you did not arrive in this world by your normal manner. Even if you are not a drop-in you will have no memories of the Hyborian Age nor connections to its people, though you may find memories of a stranger, more alien world. For you were summoned here by a sorcerer and are bound in their service. This binding allows them to exert a force of compulsion upon you, although it is not perfect and can be resisted though it will be difficult for you no matter how well protected you normally would be. Unfortunately even if you wish to betray them, you were materialized by their blood and you are tied together by invisible threads. You will feel their suffering and pain as your own, and should they suffer harm you will likewise be harmed. Should they weaken you will also be weakened. And should they die you will die the true and final death.

With the Feud Ended, What is Left (+400 CP): There is a tribe, clan, nation, or race of humans in this world who you hate with an all-consuming hate. The complete and utter eradication of them is your single, overriding desire in life, and will guide all your actions

in this world. Killing and torturing them are your only pleasures in life, and if you succeed in your goal of utter annihilation of their kind you will find your life empty and meaningless.

You Do Not Dare (+400 CP): You have been bound as a slave by an ambitious, and black hearted individual with a snake's cunning. They have discovered a secret magic word which if spoken with intent will see the powers of the primordial darkness seize your chance at a spark and end your chain. And they are not the only individual who knows it, but they have a partner somewhere in the world who shares this secret knowledge, possibly, probably, multiple. And should anything happen to them, or should they come to believe you're killing their partners, or you become too unruly and disobedient they will not hesitate to speak the word and end you.

Scenario - Jumper the King:

You must take the **On Earth Our Wings Withered** drawback at the 500 CP level to select this scenario. It is further increased so that any portion of your body mod which would put you beyond the level of an average human of the Hyborian Age is stripped away from you, this includes any luck, narrative alteration, items, or anything that is an average human of the Hyborian Age would not possess, leaving you only as an average individual before those perks and items you purchase in this jump.

You must rise from a nameless wanderer to the ruler of one of the great kingdoms of the Hyborian Age - Aquilonia, Brythunia, Koth, Nemedia, or Vendhya. This kingdom may not be your starting location, or your in-jump birthplace. You have 10 years to accomplish this task. Simple enough.

You must then hold the kingdom for 25 years. You must rule the entire territory that the kingdom possessed at the start of your jump, not losing a single inch of territory. This might be easier if whatever kingdom you lay claim to was not destined to be beset by would be usurpers and invasions, both sorcerous and mundane.

At the end of these 25 years you will leave this jump, but time will not freeze. Your child must succeed to the throne, and rule in their own right for 5 years. They must not be a puppet ruler, the kingdom must not fall into civil war, there must not be a succession crisis. And they must be able to rise to meet whatever challenges come to face them in those 5 years, though your kingdom will no longer be cursed with interesting times.

Should they manage to rule stably and the kingdom continue to prosper, you will have succeeded in this scenario, having proven yourself a worthy - even great - king of these lands.

As a reward you may select one of the following:

- Any of **Born of Rugged Hills**, **Red Brotherhood**, **Barbarian Instincts**, and **Tiger in Man's Flesh** you purchased in this jump are added to your body mod.
- Your kingdom becomes a warehouse extension, or a personal dimension, which now follows in your chain existing in its own pocket world.
- If you have the **Sorcerer's Spirit** and **Higher Science** perks you may become one of the beings of Yag, like the elephant 'god' of the Tower of the Elephant. Bearing wings that allow for superluminal flight through the depths of space - although they wither and are lost upon Earth - a lifespan enough to span the ages and watch

prehuman races evolve and succumb before humanity rises, and magical power and potential beyond normal humanity.

- Alternatively you may obtain a collection of all magical lore and knowledge of this world in each and every field for which you took a perk granting you sorcerous skill and ability.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe.

CP ended up a little bolstered because I had too many perks I wanted to make for Conan and I felt better just giving you +50% CP than making it follow a 1-2-3-4 schema.

Normally don't do forced rolled start locations, but given Conan's status as wanderer, and the non-chronological order of publications it felt appropriate to fling you into the world at a random place and time.

Sword focus gets more perk discounts and less item discounts than Sorcery because all of the Sword perks were pretty much core Conan traits and qualities, and while he occasionally had some item, he didn't keep or rely on them. Only 1 of the perks was placed to fill out the list (it was something he showed just it wasn't something he consistently showed). Meanwhile many of the sorcerers had some signature item and fewer had a large number of the perks (though Master of the Black Circle, Xaltotun, and

Pelias is probably the most competent human sorcerer shown in Howard's stories. The eponymous Devil in Iron shows less - and is inhuman. Xaltotan for all that he was a sorcerer who defeated Conan with his sorcery is exhausted by each act, and takes time and effort that Pelias did not; though he may have shown some somewhat greater feats. The master of the Black Circle might have been better with mental magic - Pelias didn't show much in the way of compulsions. Others only compare with rituals performed long past and which were called out as major works and rituals as opposed to Pelias's casual acts of sorcery. To reach a starting level of sorcerous might approximately that of Pelias you'd need probably 4 of the perks that call out that your starting level with them is increased for each of the other sorcery granting perks you purchase here.

The power of sorcery seems to be tied to focus, concentration, and control of one's emotions - fear, and lust have both been shown to weaken it. *The People of the Black Circle* (and to a lesser extent other stories) also indicates it is linked to one's health as Conan notes that it seems to be directly in the story, and the wounded sorcerer can no longer battle them with sorcery at the moment (though that might have been because he was using it to preserve his own life) and it tends to end with its wielder's death. When it's not a pact with some higher being, it seems to be fueled by some portion of the sorcerer's being and loss of vitality does seem to weaken that, though you get magical items which can serve to fix magic in place long past the original caster's life. Pelias didn't seem to have as many issues with this.

Tiger in Human Flesh vs Sorcerer's Spirit: Both of these perks, obviously, help you survive injury, as well as other things, but the two perks do have overlap and that may need some comparison. If you were crucified in a desert for a day both perks would allow you to survive and, with time, recover. Sorcerer's Spirit would end at that. Without something to help you overcome the pain, fatigue, and sheer musculature damage, you'd be hanging on the cross getting your eyes pecked out by birds. Tiger in Human Flesh would give you the ability to push through the pain, cope with it, and to act with the horribly swollen fingers and ride a horse unaided immediately if you got cut down. Similarly both would help you survive getting run through by a sword. In fact Sorcerer's Spirit would be better for preventing your death from that, if you chose to just lay there with an untended wound. But where Sorcerer's Spirit would keep you alive, would keep you standing, fighting, and able to push through to bandage up your own wound so you didn't bleed to death from your stomach falling out.

Demons Shall Do My Bidding pretty much lets you summon things on the scale of servitor races from the Cthulhu mythos. While none of the specific beings show up… Robert E. Howard was a close correspondent with Lovecraft, he wrote Mythos stories, the descriptions of the creatures summoned by sorcerers in Conan are straight out of mythos stories, their capabilities are straight out of a mythos story, and oh yeah Conan is explicitly in the same timeline/shared universe as Kull and Bran Mac Morn who show up in mythos stories. Honestly you throw Conan into a Cthulhu Mythos story and except for him being confused by the modern era, it'd pretty much be the same.

Comparing Demons Shall Do My Bidding to Blasphemous Tampering, the former has a lot more upfront power, requires a lot less time, and includes built in ways of making your summons obey you (though they're not perfect). The latter can create horrors on a greater scale, but you'll need things to create them from, and it may take generations to do so.

The creature from the Serpent Ring of Set will be generally stronger than what you can summon with Sorcerous Might even the upgraded version. Combining the two would of course let you summon stronger beings from the ring, just be careful not to summon forth what you cannot put down.

The Heart of Ahriman allowed a priest of Asura to block the weather working magic of a legendary mage from Acheron, and was used to overcome his magic working during the age of Acheron. The Acheron mage couldn't use it himself, because his magic came from the dark of the void, while the heart was born from a world of flame and light, seemingly

making it work to counter only certain types of magic. Hence the CP backed one went with countering black magic and not magic in general.

The Scenario requires your child to rule for 5 years even though we don't see how succession works following Conan's death because I wanted it to be more challenging than just 'rule for 25 years and win' and that seemed a good test for having ruled legitimately well.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Fixed the Sword focus perks and items being called Adventurer and Origin and the Sorcery ones being called Sorcerer. Added a Forthright Poniard item as a 100 CP basic weapon. Added a toggle for licensed works, one for linking it to a Kull jump if one gets made, and one for deciding whether it's part of the Cthulhu Mythos or not.

Version 1.0.2: Reduced starting stipend to normal 1000 CP instead of the awkward 1300 CP, and reduced the Focus specific stipend to 200 CP instead of 300 CP. To avoid reducing overall awkwardness, I shifted CP values of perks and drawbacks down by approximately 25% across the board. For the 250 CP drawbacks I split them into 150 CP and 225 CP drawbacks instead of leaving it where they had a fractional value, and you had to take them paired to fully use them without discounted 75 CP perks/items. Some tweaks to Companions to reflect this as well, with 4 levels of import size, and changes to companion CP values. It is admittedly now awkwardly possible to only be able to spend 975 CP on Perks/Items and have to spend the last 25 CP of your initial stipend on a pair of Items or Perks. But it still comes out the same.

Version 1.0.3: Was rightfully told I was dumb, put it back to the old pricing scheme, though did keep the split of the 250 CP drawbacks into 200 and 300 CP ones, and the option to import 5 companions for 300 CP instead of going 1 for 100/3 for 200/8 for 400. Upgraded the first discount on 200 and 400 CP perks to a Freebie, though. Increased the full lockout version of On Earth Our Wings Withered to 500 CP, making the scenario somewhat easier and making it a bit more forgiving as a first jump (though given the most forgiving 250 CP drawbacks became 200 CP this might just even out on a first jump). Tweaked companion CP for the change. Modified cover page, and changed to white on black.