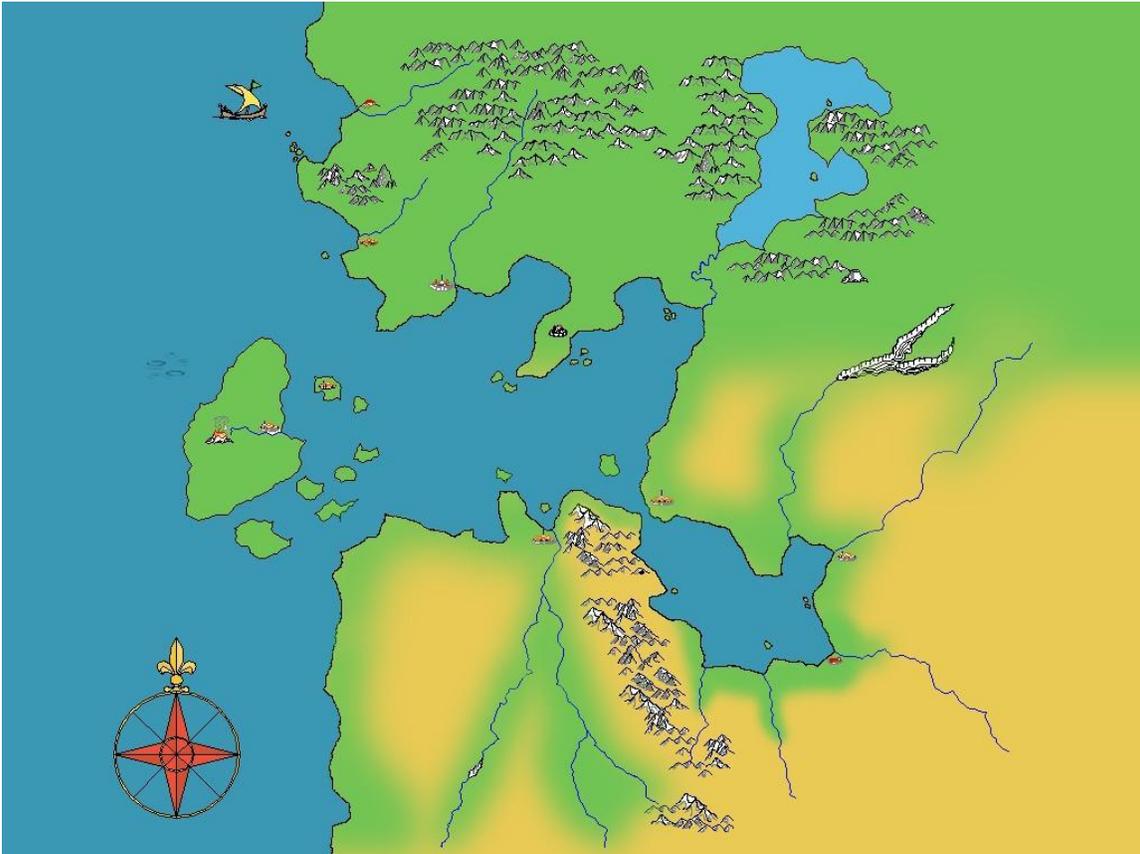


## *Swords of Theringia* A setting for Sorcerer and Sword

"Know, O 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-Luzom, Aurath, Nathuria, Borathan, Zumer with its dark-haired women and towers of spider-haunted mystery, Zothal with its chivalry, Shadrazar that bordered on the pastoral lands of Washesh, Ammon-Ta with its shadow-guarded tombs, Serguhlistan whose riders wore steel and silk and gold." *Theringian Sagas, First Canto*



### *Reading List*

For this game, I ask that you have read at least three of Robert Howard's Conan stories listed in the reading list at the end of this document. Some of Moorcock's early Elric stories, and a number of other authors, also in the reading list, are also recommended.

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"Only fools call on Gods, for they do not listen. If you would command eldritch power, you must sharpen your passions. Lust, greed, love, hate, the pure surging rage for life itself! These are what pierce the veil of reality...."

*The Grimoire of El-Atis of Khorata*

“...the beings that bestow powers may appear as mundane men, women, beasts that have been called from Beyond. Others may exist within our world yet outside the perceptions of men, ready to lurk always at your shoulder, ready to reach through you to perform deeds of power. Still others may inhabit places and objects of power.”

*The Grimoire of El-Atis of Khorata*

**Humanity**

In this setting humanity concerns only close relationships: friends, relatives, lovers, comrades, and people you have shared danger with. Killing, manipulating, or being indifferent to these people can trigger a Humanity down check. Starting a friendship, romance, or other personal relationship may trigger an up check, and so might coming to someone's aid if you feel some personal connection.

**Demons In the Setting**

Parasite and Possessing demons are not allowed at character creation.

**Summoned.** These are summoned into reality from Beyond. Use the standard rules for demons. These may not be Object demons (see Instruments of the Old Ones for that).

**Old Ones** (Power 8+). Remnants of the species that once ruled the earth. They typically reside in remote locations or a Shadow World, but some live among humans. While Old Ones may or may not have began as the same “species,” these immortals have diverged greatly in appearance. They may be Inconspicuous or Passing demons. Passing Old Ones may have a form anywhere from human to monstrous. Any ritual can be used with them. They are immanent, cannot be summoned or banished and do not lose Power when unbound.

**Instruments of the Old Ones.** Devices created by the old ones. They are object demons that reside in remote locations, in a Shadow World, or passed down in secrecy through cults or individual owners. They may take any form from a large immobile structure, typically a monolith or mosaic on a temple floor, to body jewelry or a handheld object. Summoning one involves traveling to find it or stealing it from an owner.

**Pagan Things** (Power usually 2-5). Minor magical beings that used to be common during the time of the Old Ones, but now sulk in out-of-the-way places. They are Immanent and cannot be Summoned, Banished, or Bound, but can Pact.

**Beasts** (Power usually 4-8). Prehistoric beasts of disturbing intelligence. They are ancient and unnatural manifestations of horror. They use the rules for Passing demons, though they do not pass as human. They are immanent, meaning they already exist in this world. They cannot be Summons, Banished, or Bound, but can Pact, usually for simple things.

**Eldritch Horrors.** Horrific beings from beyond space-time found bound in ancient prisons or



banished to a Shadow World. A summoning ritual is an ordeal into a Shadow World or wilderness where the being can be found. Any ritual can be used with them. They are immanent and do not lose Power when unbound, so beware of letting one loose!

### *Undead*

**Ghosts.** Psycho-emotional, symbolic, and highly unreasonable beings. The circumstances of Contact and Summoning are usually very specific and they cannot be Bound. Ghosts require a necromantic token and do not lose power unless that token is destroyed.

**Liches.** Self-created undead, these sorcerers have preserved self and body past the boundary of death. All rituals apply. Becoming a liche requires the creation of a necromantic token. Once created a liche is immanent, not losing power when unbound, unless the token is destroyed. A player character may become one during play.

**Revenant.** Corpses animated with some semblance of consciousness, usually in some personal torment. All rituals apply. Creating a revenant first requires the creation of a necromantic token, which requires sacrifice of a living being. Once created a revenant is immanent, not losing power when unbound, unless the token is destroyed.

### *Reading List*

#### *Robert E. Howard*

(These are available online at <http://gutenberg.net.au/plusfifty-a-m.html#howard> )

"The Frost-Giant's Daughter" (short story)

"Rogues in the House" (novelette) • WT 23 1 (January 1934)

"The Phoenix on the Sword" (novelette) • WT 20 6 (December 1932)

"The Scarlet Citadel" (novelette) • WT 21 1 (January 1933)

"The Tower of the Elephant" (novelette) • WT 21 3 (March 1933)

"Black Colossus" (novelette) • WT 21 6 (June 1933)

"Queen of the Black Coast" (novelette) • WT 23 5 (May 1934)

"The People of the Black Circle" (novella) • WT 24 3-5 (September, October, & November 1934)

"A Witch Shall Be Born" (novelette) • WT 24 6 (December 1934)

"The Hour of the Dragon" (novel) • WT 26 6 & 25 1-4 (December 35 and January, February, March & Apr 1936)

"Red Nails" (novella) • WT 28 1-3 (July August/September & October 1936)

#### *C. L. Moore,*

Jirel of Joiry

#### *Fritz Leiber*

Swords and Deviltry

Swords against Death

Swords in the Mist

Swords against Wizardry

#### *Michael Moorcock*

Elric and Hawkmoon stories