

KOTH: The Case for Change

An Argument in Favor of an Addition to Koth's Court

Name: Tsotha-lanti ID: KOTH-18 Character Type: Wizard
Age: Ancient Status: Alive Gender: Male Province of Birth: Khorshemish
Present Location: Khorshemish Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : POOR
Rulership : GOOD
Military Command : ADEQUATE
Heroism : POOR
Intrigue : ADEQUATE
Magic : SUPERIOR
Spells: Dispel Magic, Far Sight, Fire Wall, Long Life, Mesmerism, Reincarnate.

In the setting of Hyborian War, Conan has not yet ascended to the throne of Aquilonia. Accordingly, the famed wizard who resides within the Scarlet Citadel that is located in Khorshemish, Tsotha-lanti, is still alive.

http://en.wikisource.org/wiki/The_Scarlet_Citadel

Tsotha-lanti is a **Kothian wizard**, having a reputation for cruelty that's used by parents to scare their children as well as masters, threatening to sell their slaves to him. He has no respect for human life, flaying live humans to use their skin as parchment. **His home is the Scarlet Citadel**, where he performs his cruel experiments.

<http://aoc.wikia.com/wiki/Tsotha-lanti>

Now through the yelling, cursing lines rode the lords of the conquerors Strabonus, with his broad dark face and crafty eyes; Amalrus, slender, fastidious, treacherous, dangerous as a cobra; and the lean vulture **Tsotha-lanti**, clad only in silken robes, his great black eyes glittering from a face that was like that of a bird of prey. Of this **Kothian wizard** dark tales were told; tousle-headed women in northern and western villages frightened children with his name, and rebellious slaves were brought to abased submission quicker than by the lash, with threat of being sold to him. Men said that he had a whole library of dark works bound in skin flayed from living human victims, and that in nameless pits below the hill whereon his palace sat, he trafficked with the powers of darkness, trading screaming girl slaves for unholy secrets. **He was the real ruler of Koth.**

http://en.wikisource.org/wiki/The_Scarlet_Citadel/Chapter_I

Spells prepared (4 6 5 5 5 5 3 2 1; base DC 15 + spell level): Arcane Mark, Daze, Mage Hand, Resistance; Burning Hands (x3), **Hypnotism**, Mage Armor, Unseen Servant; Detect Thoughts (x2), Hypnotic Pattern (x2), Locate Object; **Dispel Magic** (x2), Feign Death, Hold Person, Magic Circle against Evil; Detect Scrying, Evard's Black Tentacles (x2), **Scrying**, **Wall of Fire**; **Animate Dead** (x2), Nightmare, Telekinesis, Wall of Force; Circle of Death, Planar Binding, True Seeing; Spell Turning, Teleport Without Error; Symbol.

<http://hyboria.xoth.net/characters/tsotha-lanti.htm>

E. Wizards - *the realm of Magic belongs to the Wizard. The game system divides the twenty seven available spells into eight general types. There are: Personal Combat spells, Strategic Spells, Battle spells, Province spells, Life spells, Information spells, Diplomacy spells and Anti-Magic spells. All of these have their uses. The number of spells which each Wizard is able to cast, as well as the effectiveness of any given spell, is determined by the Wizard's ability in Magic. The numbers which were given in table Two for attribute rankings also apply here, with one exception. There are some rare instances of Wizards with Superior magic ability who possess six spells, one more than might be expected. These are the truly powerful magicians.*

<http://grimfinger.net/MikeScheidArticle.html>

[Mike Scheid's old article based upon Hyborian War designer, Ed Schoonover's, feedback.]

For most Hyborian kings, association with sorcerers is an act of desperation; for Strabonus of Koth, Tsotha-lanthi has become an integral part of his government.

<http://hyboria.xoth.net/characters/tsotha-lanti.htm>
