

HYBORIA

a Hyborian Age/World of Conan Campaign Setting
for use with Saga & other fine roleplaying systems



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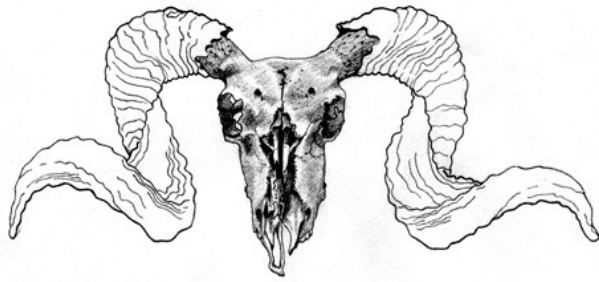
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One final note: most of the material herein is probably copyrighted and stolen shamelessly, so I'm not really sure that either of the previous two paragraphs mean anything! Whatever, enjoy!



Dedicated to all the "barbarian" warriors I know and love. Our strength topples empires.

Special thanks to Thulsa and the folks at hyboria.xoth.net

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A SHORT INTRODUCTION

This campaign setting is based on the works of Robert E. Howard, creator of Conan the Barbarian, Kull the Conqueror, and numerous other memorable characters of the mythical Hyborian Age and the shrouded times of ancient past. Fans of Conan and other related stories will already be familiar with much of this material. Those who aren't Conan fans will find it all very new, so following below is a short and largely inadequate description of this campaign setting.

The Hyborian Age is a pseudo-historical low-fantasy world that partially resembles the ancient and pre-ancient history of our world. Many of the societies in Howard's mythos are based partly or entirely on civilizations and non-civilized societies that have existed in the past. These cultures range in flavor and technological level from the primitive (which I fully mean as a compliment, though Howard certainly did not) to the Middle Eastern, the Classical to the Medieval.

Humans are the only playable race in Hyboria, although there are many fantastic and real-world creatures to be found as well. There are no dwarves, elves, orcs, or halflings here. Magic is present, but it is radically different than in most fantasy settings. It is greatly toned down, subtle, and infinitely more powerful than in D&D and other common RPG systems. It fits perfectly with the magic system detailed in the *Saga* Core Rulebook.

Another distinguishing feature of Howard's world is its deadliness and brutality. Hyboria is a kill or be killed, conquer or submit kind of place. The average lifespan for most people is around 30 years; grey hair is considered a sign of great strength, resilience, and wisdom, as death comes early to most.

One final thing players should be aware of is the crossover between Howard's world and Lovecraft's Cthulhu mythos. The mythology of the Elder Gods and Great Old Ones occasionally made its way into Hyboria, and I wholeheartedly endorse this admixture. The demon-gods of the Cthulhu mythos compliment the demon-gods of Conan's world brilliantly, and campaigns in Hyboria are sure to encounter some kind of insanity-inspiring, horrific being at some point. Players and Narrators should familiarize themselves with this mythology if they are not already versed in it.

The vast majority of the material found in this campaign setting is taken from the excellent website: <http://hyboria.xoth.net/>, a site devoted to the Hyborian Age as a campaign setting for the d20 System. The site contains a horde of Hyborian material, although it is all written for D20 gaming. As such, anything pertinent to system mechanics that is found in the following pages has been converted to the *Saga* system.

My sincere thanks go to Thulsa and the other fine folks at hyboria.xoth.net for their dilligent work in making this gritty, phenomenal world available to gamers worldwide.

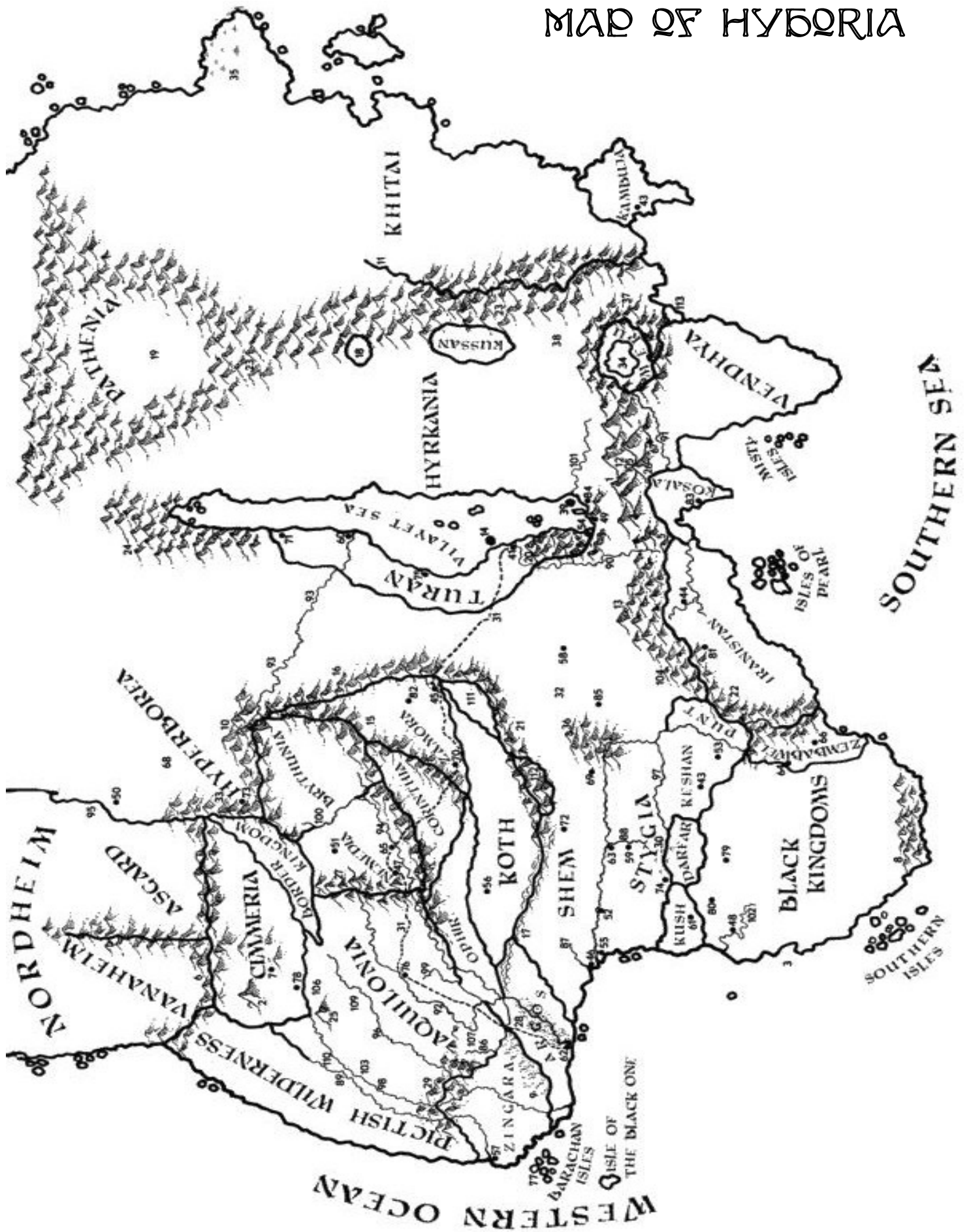
SOME NOTES ON SEXISM, RACISM, & VIOLENCE IN HYBORIA

The Conan stories are incredibly sexist and patriarchal. At times, Robert E. Howard's writing also bordered on racism. No one can deny this, not even the most stalwart Conan fan. Such bigoted mindsets are setting-appropriate, as Hyboria is a land of woman-brutalizing, racist warriors, but it is not always group appropriate. More to the point, it's totally fucked up. When running a Hyborian Age campaign, take into account the feelings of all players and the Narrator/Storyteller/GM. Make sure everyone is comfortable with the amount of immersion- and therefore sexism, patriarchy, racism, and violence-present in Conan's world. Also feel free to alter the world itself to make play more enjoyable for female-identified players and female characters.

I have edited the following to remove the pro-civilized, sexist, racist, and otherwise offensive crap to the best of my ability, but I'm sure I've missed some things. Sorry for any of the awful shit that remains. Enjoy!



MAP OF HYBORIA



PROVINCES & NATIONS OF HYBORIA

The following list details each of the nations and uncivilized provinces of the Hyborian Age. After the name of each nation or province is a description of its atmosphere and current level of technology, as well as the deities most commonly worshiped there. The levels of technology are as follows:

Primitive:

This describes non-civilized peoples who typically live as nomadic hunter-gatherers. These societies use stone, bone, wood, and animal products for tools, weapons, armor, and shelter, and live in non-hierarchical communities. Some are warlike, others are not. Primitive is NOT used pejoratively in the following pages. (The author is an anarcho-primitivist, and identifies much more with the Picts than with dreadful Aquilonia, Nemedra, and the like.)

Copper Age/Bronze Age:

This refers to societies that have discovered metal working through copper. Some of these societies have also developed smelting, which allows them to make bronze, an incredibly strong and durable metal.

Classical/Roman:

Societies that are similar to ancient Greece and/or Rome culturally and socially. Sometimes these societies have iron working, but more regularly use bronze and copper.

Iron Age/Medieval:

Societies that are similar to the nations of medieval Europe, the Middle East, and/or Asia. These societies have discovered the use of iron, and sometimes smelt iron into steel.

Afghulistan

Technology: Iron Age/Medieval

Dominant Deities: Asura, Kali, others

See *Afghuli* in the Races Section.

Aquilonia

Technology: Iron Age/Medieval

Dominant Deities: Mitra, Asura, Ibis

Symbol of might in the Hyborian Age, Aquilonia with her legendary armies of Bossonian archers, Gunderland pikemen and Poitanian knights, wields indisputably the supreme military power of the Western world. More than any other kingdom, however, Aquilonia lies surrounded by grim and unrelenting enemies, especially those primitive peoples so ruthlessly oppressed by this empire. Aquilonia is modeled after medieval France.

Argos

Technology: Classical/Roman

Dominant Deities: Mitra, Bel

The major sea power of the Hyborian Age, proud Argos sweeps the western sea from Vanaheim to the Black Kingdoms. Wealthy beyond its size, Argos seldom lacks for funds either to war or to weave far reaching webs of intrigue as the situation dictates. Natural enemy of Zingara. Argos is modeled after the seafaring Mediterranean peoples of Classical times.

Asgard

Technology: Primitive with metal working (mostly iron)

Dominant Deities: Ymir the Frost Giant

Blonde reavers of the icy north, the mailed warriors of the Aesir are held in check only by their equally ferocious kin the Vanir to the west, the grim Cimmerians southward, and by arcane Hyperborea to the east. Asgard is modeled after the Scandinavian/Viking societies of the early middle ages.

Border Kingdom

Technology: Iron Age/Medieval

Dominant Deities: Various gods

Serving as a buffer state between Nemedra and Brythunia and the more savage people of the north, the Border Kingdom was probably the last Hyborian nation to be founded. The country also served as a trade route for merchants trying to avoid the strict taxes of Nemedra. A sad wilderness with deserted, disconsolate marshlands. Meant to represent the German Baltic Sea Coast.

Brythunia

Technology: Iron Age/Medieval

Dominant Deities: Mitra, Wiccana

Brythunia is a land of plains and horses, its people a culture of hunters and farmers, ranging their wide, flat lands ahorse and unfettered. The Brythunian army carries forward this heritage with a large contingent of disciplined cavalry regiments. Still, Bruthunia is split and scattered into small, widely dispersed fiefdoms. Modeled after medieval Poland, Lithuania, and Latvia.

Cimmeria

Technology: Primitive with metal working (mostly iron)

Dominant Deities Crom, Lir

Grim. Moody. Grey skied. This is the land of Crom amid hills and mountains. A warrior race, the Cimmerians are descendants of ancient Atlantis and only slowly being forced again into the ways of civilization after contact with the Hyborian kingdoms. Many Cimmerians hate civilization and defend their primitive way of life to the death. In battle the Cimmerians are unmatched in the darkly wooded hills of their homeland; few are the invading Aquilonian, Pictish, or Nordheim warriors who return from this grey land. A legacy of hatred runs strong amongst Cimmerians for their long time enemies, the Picts. Cimmeria is modeled after the Celts, Welsh, and Highland Scots of the Iron Age.

Corinthia

Technology: Classical/Roman

Dominant Deities: Ishtar, Pteor, Bel

Secure behind high mountain passes lie the city states of Corinthia. Corinthians are notable for their highly disciplined battle phalanxes and fearsome weaponry, including halberd and pike. Despite their prowess with polearms, the fractured city-states of Corinthia all pay tribute to mighty Koth. Classical mainland Greece inspired this nation.

Darfar

Technology: Primitive

Dominant Deities: Yog

The sharply filed teeth of the Darfar warriors haunt the dreams of even the boldest warriors who have faced them in battle. The Darfar are actually composed of a mix of various tribes, the Ghanata slave lords

and the masked Tibu tribes foremost amongst them. Darfar gains its name from the scattered cannibalistic grassland tribes which most often provide the drive and leadership for Empire. Modeled after Sudan.

Hyperborea

Technology: Iron Age/Medieval

Dominant Deities: Louhi, Bori

Cold and heartless, Hyperborea is ruled by grim, gaunt, albino nobles and by sorcerously powerful witch-women. Safe within their high stone keeps on the snowy Hyperborean plain, the Hyboreans wield power far beyond their meager resources and small army. This fortress of arcane power in the north is a spiteful foe to Aquilonia and quite possibly the most dangerous kingdom of the Hyborian Age. Modeled after Finland, Russia, and the Baltic countries of the middle ages.

Hyrkania

Technology: Primitive with metal working (copper, some bronze, some iron)

Dominant Deities: Erlik, Tarim, ancestor worship

Nomadic horse tribes of the interior steppes, uncivilized in all but the arts of war at which they excel. The Hyrkanians move upon a shifting sea of unrest as turbulent as the fiery ponies upon which they ride. The Hyrkanian tribes war constantly amongst themselves, but when united under a great chief, they destroy armies as swiftly as their horse-archers can race across their endless flatlands. Trained from childhood in horse and bow, the Hyrkanian cavalry has been called with good reason the finest horse-archers in the world. Modeled after medieval Mongolia.

Iranistan

Technology: Iron Age/Medieval

Dominant Deities: Various gods

The golden land south of the Ilbars mountains is widely, albeit sparsely inhabited. Ancient and rich, Iranistan uses the Afghuli and the Ilbars hillmen as border defenses to turn back the swift horse-archers of their long standing foes in Turan and Hyrkania. Iranistan is modeled after medieval Iran.

Kambuja

Technology: Iron Age/Medieval

Dominant Deities: Ganesha

Ruled by the god-king of the Scarlet Circle, deep in the jungle-girdled city of Angkhor crouches the hungry kingdom of Kambuja. The Kambujans are forever locked in war with neighbouring Khitai, whose great wizards, the dragon-sons, also contest on an arcane level. The Kambujan host fields huge war elephants, relied upon to smash the formations of Khitai in battle. In reverence to these magnificent animals, the Kambujans pay tribute and worship to Ganesha, the great elephant-headed demon god. Modeled after Cambodia/Kampuchea.

Keshan

Technology: Primitive with strict hierarchy

Dominant Deities: Gwahlur, Dagon, Derketa

A kingdom of barbaric splendor, the Keshans are led by nobles and religious leaders who claim descent from the great people of Alkmeenon. Keshan also has a well-drilled army patterned after the Stygian military organization. Stygian troops often raid into northern Keshan for slaves and sacrificial victims. Punt is Keshan's long standing and hereditary enemy. Modeled after Kesh, the area of Egypt around the Nile.

Khauran

Technology: Classical/Roman

Dominant Deities: Shemitish Pantheon (Ishtar, Pteor, Bel, Nergal, Set, Tammuz, Ashtoreth)

Rich in fertile meadowlands and at the center of trade in the Hyborian world, Khauran is a petty kingdom of abundant wealth. Khauran is well ruled by nobles of Kothic descent. The Khauranian nobles disdain the use of horse but hire mercenary cavalry troops as needed. Khauran is vassal to Koth. Modeled after Syria?

Khitai

Technology: Iron Age/Medieval

Dominant Deities: Yun

An ancient empire, stronghold of the world's greatest wizards and masters of the eastern world, Khitai has a powerful army and a strong leadership based in Paikang, Shu-Chen and Ruo-Chen. Khitai is forever at war with Kambuja to the south, whose god-kings vie with them for supremacy in the arcane mysteries of the Scarlet Circle. Modeled after feudal China.

Khoraja

Technology: Classical/Roman

Dominant Deities: Mitra, Ishtar

Blessed with excellent leadership, a highly diverse and well trained army, a fertile land, and a location central to the rich southern and eastern trade routes, Khoraja is powerful beyond its tiny size. Khoraja is a vassal to Koth. Modeled after the kingdom of Jerusalem.

Kosala

Technology: Iron Age/Medieval

Dominant Deities: Yajur

The Kosalans are an ancient race, decadent but not grown soft. They are devoted to the worship of the god Yajur and their armies are an arm of that god's religion. The Kosalans are aided by ancient magics and a fanatical if untrained populace, ever willing to fight and die in battle. Kosala shares old ties with Vendhya through intermarriage and treaty, and can expect no invasions from that quarter. Modeled after the ancient Indo-Aryan kingdom Kosala.

Koth

Technology: Classical/Roman

Dominant Deities: Ishtar, Bel, Set

Once the mainland of the forgotten empire of Acheron, Koth is now ruled by the mad Emperor Strabonus. While Khauran and Khoraja are historical vassals of Koth, Strabonus has also forced Ophir and Corinthia to pay tribute. It is whispered that the Emperor dabbles in forbidden magics to fulfill his ambition: to restore the fallen empire of Acheron. Modeled after the ancient Hittites.

Kusan

Technology: Iron Age/Medieval

Dominant Deities: Gods of Khitai

The westernmost Khitan kingdom, Kusan relies upon her excellent ambassadors and diplomats (easily the most adept politicians of the age) at least as much as upon her armies. Modeled after the Kushan Empire.

Kush

Technology: Copper/Bronze Age

Dominant Deities: Set, Jullah

Kush is a semi-civilized nation of pugnacious southerners. Proud Kush is seldom raided, the Stygians usually preferring to take their slaves from weaker Darfar or Keshan. Modeled after the kingdom of Kush, Nubia.

Meru

Technology: Iron Age/Medieval

Dominant Deities: Yama

Meru is an isolated land in the heart of the Himelian Mountains, its origins known only through legend. The people are ruled by red-robed priests loyal to the demon-king Yama. Meant to represent Tibet.

Nemedia

Technology: Iron Age/Medieval

Dominant Deities: Mitra, Ibis

Nemedia, the central pillar of Hyborian "culture" and civilization, stands ever in defiance to their habitual foes, mighty Aquilonia. The gleaming Nemedian knights are rightly proud for their army which is as diverse as it is deadly. Nemedia is one of the most oppressive forces of the Hyborian Age. Modeled after the Germanic Holy Roman Empire.

Ophir

Technology: Classical/Roman

Dominant Deities: Anu, Ishtar, Bel

A kingdom of great beauty with gilded knights and high towered cities, Ophir is protected by natural boundaries of mountain and river on all sides but to the south, which the Ophirians have well fortified. However, kingdom lacks the will to fight dominant Koth and has been forced to pay tribute to its mad Emperor. Modeled after biblical Ophir, a gold-mining region.

Pictland, Pictish Wilderness

Technology: Primitive

Dominant Deities: Jhebbal Sag, Gullah (Jullah)

Persistently resistant to civilizing influences, the Picts inhabit the primal forest of the Pictish Wilderness. They are constantly slandered as violent, warlike, brutish, "savage" by the civilized peoples of the world, but much of this violence is defensive in nature. The Picts love their land and way of life, and fight to defend them. Modeled after Pictish Scotland as well as the indigenous peoples of North America.

Punt

Technology: Copper/Bronze Age

Dominant Deities: Nebethet

The splendor of the kingdom which is Punt is based upon the bright yellow gold washed down off the central hills. Hereditary enemies of Keshan, Punt also mistrusts the growing power of Zembabwei. If these two foes can be kept at bay, and if a trade route can be established to the gold-hungry markets of the Hyborian world, then Punt may well emerge as supreme among the Black Kingdoms. Modeled on the ancient Egyptian kingdom of Punt.

Shem

Technology: Copper/Bronze Age

Dominant Deities: Ishtar, Pteor, Bel, Nergal, Set, Tammuz, Ashtoreth

The city states of Shem lie between the mad ambitions of Koth and the malignant arcane power of Stygia. The western Shemish states form a loose knit nation with Asgalun dominating its politics. The eastern Shemish states stand in alliance with each other and also with western Shem, creating a friendly eastern border. The Shemish Asshuri and the famous Shemish archers make Shem's armies very strong. Through mercenary service in over a dozen kingdoms of the western world, the Shemish generals have learned well the art of war. Based on ancient Mesopotamia.

Stygia

Technology: Copper/Bronze Age

Dominant Deities: Set, Derketo, Hawk-God of Harakht

Slumbering in her desert retreats, protected behind the mighty and brooding Styx river, lies Stygia. The ancient culture of Stygia is in decline, revolving in malignance about itself, but it is also the source of a great and evil sorcerous knowledge which may yet gain mastery over the Western world. The Cult of Set is strongest here. This nation is based on ancient Egypt.

Turan

Technology: Iron Age/Medieval

Dominant Deities: Erlik

Gleaming mailed and silken-clad riders, masters of the Vilayet Sea, Turan revels in sweeping the barely contested wastelands to the west and south. Turan, however, must bear the plague of a thousand frustrations arising from the seemingly indomitable and ever resurgent Kossaks, Zuagirs, and Vilayet pirates. Perpetually battling raiders and quelling revolts from a hundred pinpricking sources, the rulers of Turan pass their reign in unceasing watchfulness. Turan is a natural enemy to Iranistan and Vendhya, but stands in loose alliance with Hyrkania. Based on Turkestan.

Uttara Kuru

Technology: Iron Age/Medieval

Dominant Deities: Asura

Dismissed as a myth in most regions of the world, Uttara Kuru is a land of ancient magics, misty mountains, dense coastal forest, and the strange, haunting architecture of the city of Uttara Kuru. The people of this kingdom are fanatically loyal in defense of their homeland. Ancient enemy of great Vendhya. Based on the medieval kingdom Uttara Kuru in north and central Pakistan.

Vanaheim

Technology: Primitive with metal working

Dominant Deities: Ymir the Frost Giant

The red-haired Vanir are isolated in the northwest and their mailed swordsmen therefore vent their warlike natures on their Asgardian kin to the east, the native Picts to the south, or less often upon grim Cimmeria to the southeast. Many a hero of the Hyborian Age was of the Vanir. Warriors of Vanaheim are known to be utterly fearless in combat. Modeled after Scandinavia in the early middle ages.

Vendhya

Technology: Iron Age/Medieval

Dominant Deities: Asura, Kali

Vendhya is an ancient and proud kingdom, ruled by the Kashatriyan warrior caste, and strengthened by mystics adept with their own peculiar range of magicks. Vendhya is pent up in the north by the non-civilized and virtually unconquerable Ghulistan tribesmen. To the west lies Kosala, made unassailable by the well-forged intermarriages between the two kingdoms. To the east broods Uttara Kuru whose silver-tongued diplomats and arrogant wizards have long held the weight of Vendhya at bay. As the huge Vendhyan host continues to swell in size, like a bubble it must burst forth into empire and the day of Vendhyan glory. Based on India.

Zamora

Technology: Iron Age/Medieval

Dominant Deities: Bel, Zath, Omm (declining)

Zamora is a land of spider-haunted towers and master thieves. The Zamoran army is adequate, but it is their spies and wizards upon which Zamora relies. What king not departed from his sanity will risk the intrigues of Zamora, or worse yet, her assassins? Zamora may indeed follow a shadowy path to world mastery with the aid of spells long forgotten and knives which strike swiftly in the dark. Based on the Romani/Gypsy peoples.

Zembabwei

Technology: Copper/Bronze Age

Dominant Deities: Damballah

A growing power in the southlands, Zembabwei is well-led and armed. The Zembabwei command the great flying reptiles (called wyverns) found only in the Zembabwei heartland. These soaring winged mounts strike terror into the hearts of all who behold them. Based on the Munhumutapa Empire.

Zingara

Technology: Iron Age/Medieval

Dominant Deities: Mitra, Ishtar, Bel

The most powerful sea raiders next to their Argossean rivals, the Zingarans are active supporters of the Zingaran buccaneers, pirates by any other name. Zingara is a proud and rich land, though often torn by civil strife and bitter feuds between powerful members of its nobility. Based on Spain/Portugal in the middle ages.



RACES & PEOPLES OF HYBORIA

Aesir

"The clangor of the swords had died away, the shouting of the slaughter was hushed; silence lay on the red-stained snow. The bleak pale sun that glittered so blindingly from the ice-fields and the snow-covered plains struck sheens of silver from rent corselet and broken blade, where the dead lay as they had fallen. The nerveless hand yet gripped the broken hilt; helmeted heads, back-drawn in the death throes, tilted red beards and golden beards grimly upward, as if in last invocation to Ymir the frost-giant, god of a warrior race."

- Robert E. Howard: "The Frost Giant's Daughter"

Asgard, a far-northern mountainous nation which is permanently glaciated, is home to the blond-haired, blue-eyed Aesir, a rough hewn race of hunters and axe-wielding warriors who fight by day and carouse by night. The Aesir live in tribal units and reside in timber-roofed Great Halls.

Most Aesir worship Ymir, the Frost Giant. They are the blood enemies of the Vanir, the red-haired barbarians of Vanaheim. Eons of feuding ensure that there will never be an easy peace between these two peoples.

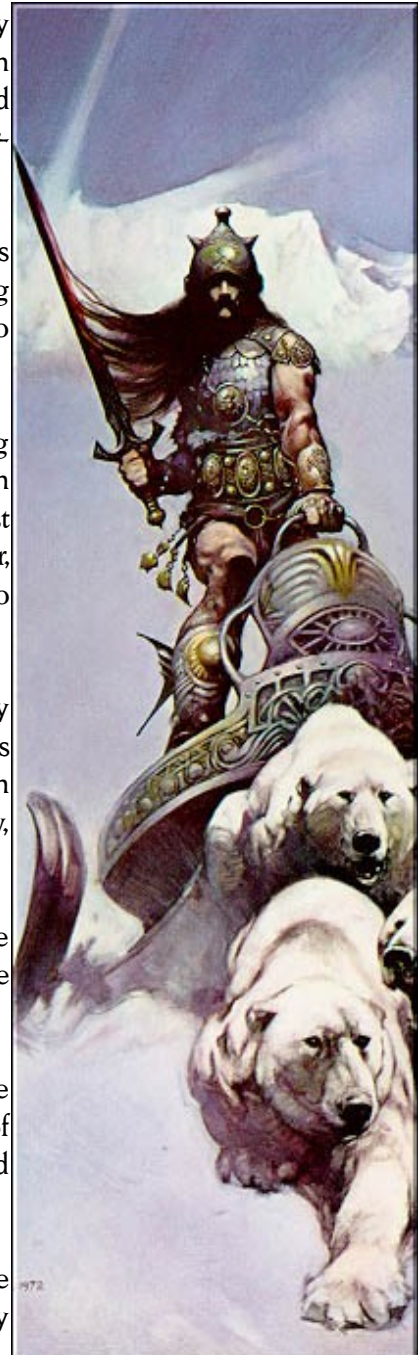
At the close of each winter, the Aesir begin their yearly raids, riding south on horseback to pillage townships of their cattle and wealth. Men who surrender to Aesir warriors are usually spared. Those who resist are slain in a gruesome fashion. Aesir rarely burn a village they plunder, preferring to leave their targets fairly intact to allow the survivors to rebuild and provide another lucrative target in the future.

In battle, Aesir prefer the broadsword or battleaxe. Additionally, they rely upon their chain-mailed shirts, horned helmets, and wooden shields to protect them from the weapons of their enemies. Many Aesir learn to use the throwing axe, but most will refuse to learn the spear or bow, weapons they think are cowardly.

Only by dying in battle, with sword or axe in hand and courage in the heart, can an Aesir find his way to Valhalla, the after-life paradise sought by all Norsemen.

The Aesir live by conquest, but they also possess the skills to survive without raiding and taking what they want. Unlike most of the rest of Hyboria, the women of Asgard are respected warriors and are expected to take part in raids with the men.

Asgard is one of the few nations never subdued during the wars of the latter Hyborian Age. The creeping glaciers of the North ultimately forced its people out.



Aesir Chariot

Arghuli

"Others pressed into the wavering circle of light -- wild, ragged, bearded men, with eyes like wolves, and long blades in their fists. (...) [Yasmina] knew icy fear for the first time that night. These men were more like wolves than human beings."

- Robert E. Howard: "The People of the Black Circle"

Afghulistan lies in the southwestern foothills of the Himelian Mountains, north of Kosala and west of Vendhya. It is inhabited by warlike tribes of mountaineers who raid the northern reaches of Vendhya for spices and gold. The Vendhyans say only the Ghulistani know all of the twists of the mountains and valleys of Ghulistan, knowledge which they use to lay ambushes with great effect.

The Afghuli tribesmen are tall and powerful, with broad shoulders, brown skin, curly hair and long beards. The harsh mountain winds dry and wrinkle their skins, giving them a wizened appearance. They fight with the Tulwar and the yard-long Zhaibar knife.

There are hundreds of tribes scattered through Ghulistan. Noteworthy among these are the Afghulis, who rule the southwestern region known as Afghulistan, the Wazulis, who control southern Ghulistan near the Vendhyan border, and the lesser tribes of the Dagozai, the Galzai and the Khurakzai.

Typically, the tribes obey a strong, charismatic warrior-leader, and follow him until he makes a mistake. One failure, and the leader is deposed or even killed.



Afghuli Horsemen

Aquilonian

"The Aquilonian host was drawn up, long serried lines of pikemen and horsemen in gleaming steel, when a giant figure in black armor emerged from the royal pavillion, and as he swung up into the saddle of the black stallion held by four squires, a roar that shook the mountains went up from the host. They shook their blades and thundered forth their acclaim of their warrior king -- knights in gold-chased armor, pikemen in mail coats and basinets, archers in their leather jerkins, with their longbows in their left hand."

- Robert E. Howard: "The Hour of the Dragon"

The mightiest kingdom of the west, the foremost of the Hyborian kingdoms of Conan's day, Aquilonia is a commercial and military giant. Only Nemedra, Aquilonia's rival, boasted of a richer cultural diversity.

Aquilonia is, overall, a land of pleasant temperate climate. The Aquilonians are tall and varied in complexion, but all are steadfast in their devotion to Mitra. In matters of war, Aquilonia puts their trust in a heavily armed cavalry and a strong infantry. The Imperial troops are called the Black Legion, and the king's personal bodyguard are known as the Black Dragons. Tarantia, the seat of power in Aquilonia, is a center of romance, adventure, wisdom, and wit. Tarantia also houses the grim Iron Tower, a notorious prison.

There is a shortage of good farmland in the interior of Aquilonia because the great lords of Aquilonia have sequestered much of the cropland for personal use (such as privileged hunting preserves), creating a never ending movement of pioneers toward the Westermarck, the frontier between Aquilonia and the Pictish Wilderness.

By Conan's time, Aquilonia's royal house was in a state of decadence and the Westermarck region on the verge of revolt. Conan first came to power in the Westermarck. Subsequently, a Poitanian faction helped Conan usurp the Aquilonian throne. He ruled for some 20 turbulent years before abdicating in favor of his son, Conan II, called Conn. Years later when Aquilonia was at its zenith, it annexed Zingara, Argos, Ophir, and western Shem. Some 500 years after Conan's time, internal decay and a Pictish invasion destroyed Aquilonia.

Aquilonian Spearman



Argossean

"Laws were lax; for Messantia thrived on the trade of the sea, and her citizens found it profitable to be somewhat blind on their dealings with seamen. It was not only legitimate trade that flowed into Messantia; smugglers and buccaneers played their part. All this Conan knew well, for had he not, in the days of old when he was a Barachan pirate, sailed by night into the harbor of Messantia to discharge strange cargoes?"

- Robert E. Howard: "The Hour of the Dragon"

Argossean Pirate

Argos is one of the greatest commercial nations of the Hyborian Age, renowned for its maritime industry, master shipmen, and short, stocky sailors (reputedly the best in all the world). Zingara and Stygia are its major sea-faring rivals, but Argos dominates over even them in coastwise trade.

Its own coast is a glittering array of cosmopolitan cities and teeming ports from which merchant ships sail south to Kush and the Black Kingdoms. The largest and richest port city of all is Messantia. Here begins the Road of Kings, a major highway running eastward to Turan, an endless flow of river traffic from Aquilonia, Nemedra, and Ophir traveling on its winding lengths.

The Argosseans are Hyborian, with some Zingaran and Shemitish influence. They are dark-skinned, with thick, curly dark hair and short, stocky bodies. Culturally, the Argosseans are Hyborian, although some Shemitish customs have infiltrated, particularly in eastern Argos.

Argos' judges are appointed by the Argossean nobility. The courts are well known for their corruption, siding with the wealthiest party in civil cases. They have no compunction about imprisonment or torture for witnesses who refuse to testify.

The Argosseans are primarily Mitra worshippers, although Bel, the Shemitish God of Thieves, is worshipped by many Argossean freebooters. Other religions are tolerated, although worship of Set, the Stygian serpent-god, is viewed with considerable suspicion.

Argos may have been the third of the Hyborian kingdoms to be established, after Nemedra and Aquilonia. Argos had a long-standing feud with Zingara, based on their maritime rivalry. Zingara essayed an incursion into Argos when Conan was a young man. The Argosseans under King Milo trounced King Ferdrugo's invaders soundly. After Conan's time, the Aquilonian Empire annexed Argos. Still later, the Pictish hordes looted and burned the region. With the advance of the glaciers, Argos vanished beneath the sea.



Brythunian

Brythunian Infantry

Brythunia is a loosely-knit Hyborian kingdom of city-states. Its Nemedian frontier is the north-flowing Yellow River. Another river flowed eastward along the Brythunian side of the Graaskal Mountains and marked the northern border. The highlands in the northeast were cleft by numerous passes, through which Hyrkanian invaders poured during the years following the Age of Conan. Interior Brythunia was a land of fertile, subhumid prairies interspersed with very thick, wolf-haunted coniferous forests.



Brythunia is primarily agricultural, with its

aristocracy based upon land-owning boyars who made their headquarters in the fortified cities. The most fertile soils were found in the alluvial deposits of the interior river valleys and in the southern piedmont.

The folk of Brythunia have the dubious honor of serving as traditional butts of Hyborian Age humor which paints Brythunian men as thickwitted oafs and their women as saucy and willing wenches. The women of Brythunia, mostly blonde, spirited and beautiful, are much sought after by slave traders. Modern Brythunians descend from ancient Hyperborean and Brythunian stock. Hyperboreans were stocky (like modern Shemites), with dark hair; ancient Brythunians were tall, fair-skinned and blond. Modern Brythunians are stocky, but with fair skin and blond hair.

Most Brythunians live in small villages of wattle-and-daub huts. In the central regions, these villages are set into copses of trees, while in the northeastern highlands, they are perched upon the tops of high crags. Where necessary, steps and footholds are carved into the rock to ensure easy climbing, and most Brythunian villages have at least one horse-path. In the fertile central plains, farming feeds most Brythunians, but in the highlands men hunt to survive. Women generally remain at home, weaving, embroidering and raising children. A Brythunian widow moves in with her husband's brother or her own family. Brythunians live in many Hyborian cities, especially in Corinthia, where they work as skilled weavers and dyers.

Central Brythunia is ruled by hereditary nobles who legally owe allegiance to the Brythunian king but are in fact independent. This divided leadership causes many of Brythunia's problems, and puts the king into a difficult position when bargaining with the other Hyborian nations. The Brythunian nobles bicker with one another as frequently as they ignore the throne. The difficulty of Brythunian life prevents large standing armies, but each noble maintains a few household guards who raid neighboring steadings for cattle and sheep (or on the whim of a piqued noble). This constant infernal strife has prevented Brythunia from consolidating into a potent nation.

The Brythunian monarch is constantly trying to make other kingdoms acknowledge his sovereignty over Brythunian territory. However, as he has no army to draw upon, Nemedias and Corinthia generally ignore the Brythunian "King of Oafs".

Brythunians in the populated central plains are usually Mitra worshipers, although there is some worship of the gods of Turan and Zamora.

Cimmerian

"Conan's low laugh was merciless as the ring of steel. 'You fool!' he all but whispered. 'I think you never saw a man from the West before. Did you deem yourself strong because you were able to twist the heads off civilised folk, poor weaklings with muscles like rotten string? Hell! Break the neck of a wild Cimmerian bull before you call yourself strong. I did that, before I was full-grown-man - like this!' And with a savage wrench he twisted Baal-pteor's head around until the ghastly face leered over the left shoulder, and the vertebrae snapped like a rotten branch."

- Robert E. Howard: "Shadows in Zamboula"

Known for their strength and ferocity throughout the western world, the Cimmerians are barbarian tribesmen to whom war is the only known way to survive amidst empire and kingdom. Few Cimmerians leave their homelands, but those who venture into the world to the south soon learn that the civilized races do not follow their own codes of honor or loyalty.

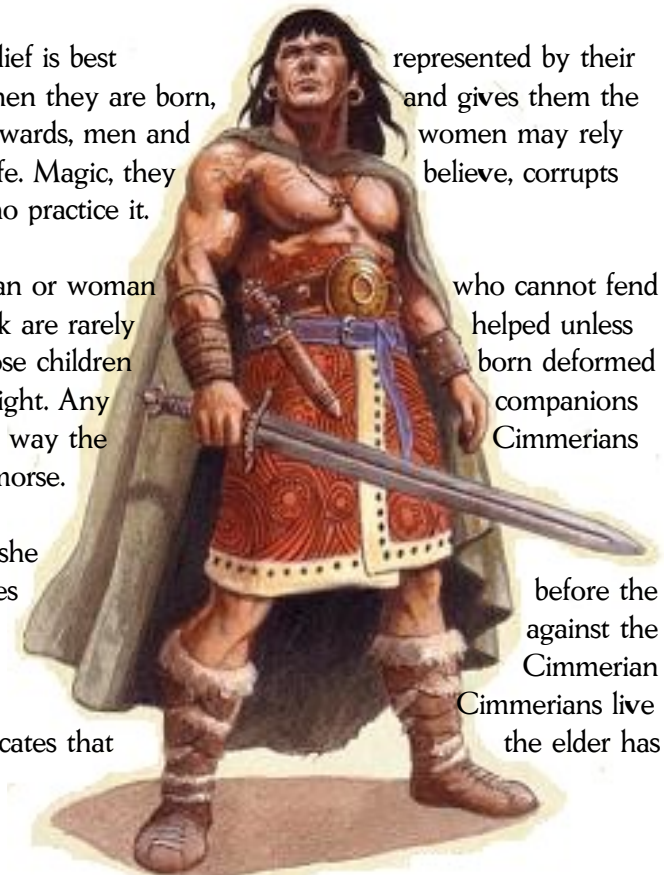
Cimmeria is an unremittingly somber land, "all of hills, darkly wooded, under skies nearly always gray, with winds moaning drearily down the valleys" and its inhabitants are wont to be moody, taking on the cast of their gray skies. The people are the direct descendants of vanished Atlanteans. They are tall and powerful, with dark hair and blue or gray eyes. They live in small, isolated tribes which herd cattle, grow oats and raid one another for cattle and resources.

Cimmerian tribes existed contemporaneously with Atlantis, intermarrying with Atlantean colonists on the Thurian continent prior to the Cataclysm. Cimmerians of Conan's time are a hunting and gathering culture, living in villages deep in the humid forests. The people use iron weapons and have borrowed other elements from the empires to the south.

Cimmerians respect strength and little else. This belief is best represented by their chief god, Crom, who breathes life into humans when they are born, strength to conquer all which they must face. Afterwards, men and women may rely only upon their own skills to carry them through life. Magic, they believe, corrupts the soul, and extracts a terrible price from those who practice it.

Men can expect little pity from a Cimmerian. A man or woman for him or herself is usually left to die. Even the sick are rarely helped unless they are of the Cimmerian's own tribe or clan. Those children born deformed are left on the snows to die. Invaders are slain outright. Any companions captured by the enemy are considered dead. In this way the Cimmerians remain strong and are not weakened by pity or remorse.

In Cimmeria, a youth is considered an adult when she has killed in battle. For most Cimmerians, this comes before the sixteenth birthday, either in clan-feuds or in battle against the Vanir, Aesir or Hyperboreans. After this time, the Cimmerian is obligated to uphold custom like all adults. Few Cimmerians live to old age. Gray hair is a mark of respect, as it indicates that the elder has been skilled enough to survive.



Conan the Cimmerian

Corinthian

Corinthian King

A land of mountains and non-descript city states held together in a loose alliance, Corinthia's main claim to fame is that the Road of Kings passes through its central country-side. The western reaches contain rank after rank of forested ridges, extending to the jagged wall of the Karpash Mountains.

Corinthia apparently had a separate identity as early as the florescence of Acheron. It was subject to the latter, then "gained its independence" with the fall of the ancient empire to the Hyborians. Some time during the 3,000 years that followed, it came under the growing hegemony of the Hyborians. The economy of Corinthia is both pastoral and agricultural, with specialized small industries in the city-states, including the production of wool and hand crafted musical instruments.



The Corinthians are dark-skinned as Hyborians go, due to intermixing with the Zamorans. They still retain the Hyborian stout build and tawny hair.

The city-states of Corinthia have a variety of governmental styles, all based on republican theory. Government leaders are called Senators, and their power varies with the extent of their financial holdings. The Senate not only creates the laws, but also manages the courts and the prosecution of criminals. The Senators commonly use their legal powers to intimidate their opponents, and each city-state in Corinthia has its own "whips," senior Senators who rule the city.

The Corinthians are Mitra worshippers, with only a scattering of the pantheons of Shem and Turan. There is little religious innovation, as most theological developments come from Nemedias or Aquilonia, but in some city-states the temples are a major political force.

Hyperborean

"Few dwelt in this cold realm of fear, where the wintry sun shone but briefly. Those who ruled here reigned from high-towered keeps of cyclopean stone. As for the common folk, a few miserable, terror-haunted serfs in clusters of dilapidated hovels eked out a drab life from the barren soil."

- L. Sprague de Camp: "The Witch of the Mists"

Hyperborean Witch

The first of the aboriginal Hyborian tribes to discover the use of stone in building, the Hyperboreans abandoned a nomadic way of life to settle in huge walled dwellings of stone, consequently founding the very first, but most isolated, of the Hyborian kingdoms.

The citadels of Hyperborea are impressive even by Hyborian standards. They are made from mortarless stones carefully fitted together and dressed smooth to give no foothold for a climber. The walls are turreted and crenellated, fifty feet high and twenty paces thick, giving the fortresses a squat appearance. Windows and arrow-slits are set into the walls, too high to be entered, but low enough to allow effective defense. The ironwood gates are protected by iron portcullises and decorated with protective runes formed by patterns of iron nails.

The western boundary of Hyperborea with Asgard was the River of Death Ice, having its source in the Eiglophian Mountains. This stream is shallow, clogged by glacial debris. Since it is also frozen throughout the long winters, it provides an ineffectual barrier against invading Aesir. The land of Hyperborea is wild and mountainous, gloomy and damp, its main pass ominously named Skull Gate.



The people are pale-skinned, extremely tall and gaunt, with white hair and cat-green eyes. Many are as tall as seven feet. They are a superstitious lot who live as serfs in huts and hovels beyond the stone walls where they eke out meager livings from gardening the stubborn soil and herding small numbers of shaggy cattle and reindeer.

Hyperborea is ruled by the White Hand - a coven of sorcerers not unlike the Black Ring of Stygia or the Scarlet Circle of Khitai. The White Hand "Witchmen" are the priests and priestesses of Louhi, the ever-reincarnating goddess of the Hyperboreans, as well as accomplished sorcerers. Their magic focuses around the cold of their land and control of the dead. Hyperborean sorcerers are highly prized in the northern wilds, but they are little respected in Hyborian lands.

Hyperborea also hosts several bands of hardy slave raiders who make repeated forays into Cimmeria to fill their slave pens. According to tales, Conan was taken captive by Hyperborean slave traders early in his youth. After the Age of Conan, Hyperborea was conquered by Hyrkanians.

Hyrkanian

Hyrkanian Warriors

Hyrkania is a vast land of prairies, forest, and tundra. Hyrkania is best known for its broad, barren steppes where horse-warriors, masters of the powerful double-curved bow, gallop the great treeless tracts of land. Living in tribal clans and led by Khans, these warriors ride on raids of plunder. They are "lean horsemen in sheepskins and high fur caps lashing their horses and loosing their barbed arrows".

In Conan's time Hyrkania had many city-states, more or less firmly under the control of the Turanian Empire. Autonomous regions were situated along the northeastern shore of the Sea and deep into the interior, with Turanian vassals along the southeastern coast and the eastern caravan routes.

The Hyrkanians are tall and slender, with hooked noses and brown or black hair. Their skin is naturally light, but is darkened by the sun and wind of the steppe to a deep brown, almost like a Zingaran. The men wear moustaches, and beards are not uncommon.

The Hyrkanians are fearsome warriors. Their horsemanship, combined with their carefully made saddles and skill at their chosen weapons, makes them a terrible raiding force. They do not fight the "set piece" battles that Hyborians fight; rather, they fight when and where they choose.



A troop of Hyrkanian cavalry can travel nearly 100 miles in a day, bringing four to five horses per rider, and fight at the end of that day without resting. When traveling, Hyrkanians do not stop to change horses; rather, the warrior vaults from horse to horse, taking his bow case and arrows with him.

Hyrkanian archery is legendary. Their recurved composite bow are made from wood, horn and sinew glued together, and take over a year to make and season. The Hyrkanians get the bows from artisans who live in villages or the western slopes of the Mountains of Night in Khitai. The strength of one of these bows is rated by the number of men required to string it. Youths use a "one-man" bow, most warriors use a "two-man" bow, which can also be strung by one man with the aid of a special harness, and the strongest archers use a "three-man" bow.

The Hyrkanians do not take slaves, at least not adult male slaves. Sometimes they take young children or non-Hyrkanian concubines, but otherwise they kill those who stand in their way. "We do not want to rule over conquered peoples," say the Hyrkanians, "but over great pastures."

The Hyrkanians have little fixed territory to defend. Their nomadic way of life makes them immune to the territorial imperatives of more "civilized" lands.

There is one outstanding exception to this impermanence: each Hyrkanian tribe maintains a burial ground, called a *kakaba*, or City of Mounds, for its Kagans and Ushi-Kagans. The *kakaba* is a secret field of barrows, often concealed in the most inhospitable regions of the steppe. As a sign of reverence to the dead, horse-riding is not permitted in the *kakaba*. Similarly, it is forbidden to fire arrows into the *kakaba*, for fear of striking the spirit of one of the tribal ancestors. This makes it difficult to drive invaders from the *kakaba*. Although these *Itakaba* constitute a weakness in the Hyrkanian defense, they are not exploited: the Hyrkanians ensure that no enemy who enters the *kakaba* is permitted to leave alive.

The Hyrkanians are ancestor worshippers, who respect the accomplishments of men and the Everlasting Sky. They have no gods, as Hyborians know the term, and whatever cultural influence the Khari had upon their religion has long since been rejected. Some of the westernmost Hyrkanians follow the deities of the Turanians.

Hyborian Battle



Iranistani

Iranistani Warriors

An eastern nation south of the Vilayet Sea, Iranistan is one of Turan's strongest rivals, grown rich on trade with Vendhya and the Black Kingdoms. Its capital, glittering Anshan, is presided over by a king and is far-famed for its cultivated court, its splendid woven carpets, and exotic delicacies (such as the pistache nut).

The Ilbars Mountains extend into Iranistan, and the Ilbarsi hillfolk who inhabit the towns in these mountains are nominally subject to the Iranistani government, though they are openly rebellious, owing allegiance to their own communities.

The Iranistani are a short, stout, broad-shouldered people. They have light brown skins, blue or brown eyes, and steely-blue hair (much like the Shemites, to whom they are distantly related).

The Iranistani people are divided into myriad tribes banded together against the threat of Turan. Although this common enemy gives the kingdom some strength, the varying origins of the Iranistani make the kingdom fractious.

Each tribe has ancestral lands which they have held for millennia. These lands may not be tremendously valuable, nor might they be extensive, but they represent the tribe's independent spirit. "Let the king rule in Anshan," one tribal leader has said. "These lands are ours."

Iranistan does not have a formal legal system. Minor infractions are resolved by the tribal leader, without recourse to "national" courts. In more significant cases, the king's word is theoretically absolute, but a tribe who disagrees with the king simply withdraws to its ancestral lands and ignores him. Depending upon the monarch and his state of mind, such withdrawals are viewed either as the right of the independent tribe, or as willful disobedience and treason. The former response usually allows for resolution of the dispute, while the latter quickly involves Iranistan's soldiers in putting down the "insurrection," further weakening the nation.

The Iranistani gods comprise a myriad of tribal deities and heroes mixed with ancient sects of Hyborian or Vendhyan gods. There is no "state religion" in Iranistan; the temple district of Anshan is a confusing maze of tiny hut-shrines beside huge stone temples. The strength of a given cult is directly tied to the associated tribe's favor with the king. Drujistan, the land of demons, is a wild and barren region of black rock in the southern Ilbars where a ghoulish king once built Yanaidar, a haunted city.

One cult within the borders of Drujistan is the Yezmites, or the Sons of Yezm. This cult has its roots in the pre-Cataclysmic Society of the Hidden Ones, a sect of assassins who used their dreaded Flame Knives to sway the destiny of empires. Yezmite assassins are blamed for the deaths of King Yildiz of Turan, King Satish of Vendhya (father of Bhunda Chand and the Devi Yasmina) and Kobad Shah of Iranistan. Their acts are marked by the stealth of their assassins and the poisoned daggers they use. The daggers have blades shaped like a many-tongued flame.



Khitan

Khitan is the mysterious land of the East, home of powerful sorceries and ancient mysteries. Khitan is nearly legendary to the average Hyborian, although the more easterly peoples (such as the Turanians and Vendhyans) maintain considerable commerce with the kingdoms of Khitan.

Khitan's borders are ill-defined, as no other "kingdom" lies near it. The Khitans themselves mark their western boundary at the Great Wall and the mountains upon which it is built. This mountain range runs north to the trackless, icy wastes, and south to the Southern Sea.



Khitan Wizard

Over the centuries, the peoples of Khitan have merged into a homogeneous race: slender, of medium height, with parchment-yellow skin, narrow eyes, sharp features, high foreheads, and oval faces. Some regional variation exists (Southerners, for example, tend to be shorter and thicker about the waist), but the distinctions are almost invisible to Westerners. (They are very visible to the Khitans.)

Khitan behavior is wrapped in complex ceremonies. Each member of Khitan society has a place in the structure and codes of behavior which must be followed. These codes do not prevent personal initiative. The Khitans believe that those who best obey the codes will be rewarded by the gods. From this, they deduce that "the winner was right," and this success-oriented approach gives them a penchant for treachery and double-dealing which would cause a Hyborian noble to blanch.

One confusing aspect of these codes is the extreme politeness of the Khitan demeanor. Most Western traders find this unctuousness irritating, if harmless; successful traders recognize the traps concealed in this veneer of respect and watch their backs.

Khitan law flows from the overlord of the city-state. The overlord makes the laws and often personally judges major criminal cases, although most overlords appoint jurists to try and punish criminals. Fines are common, although for serious crimes or those who upset the status quo, mutilation and death are the usual punishments.

Unlike the Hyborian lands, where judges are often subject to financial influence, it is very difficult to bribe a judge in Khitan. On the other hand, a judge is often subject to the political concerns of his clan or faction, and may well ignore the law and the truth to accomplish some "higher" political purpose.

Just as Stygia has its Black Ring, and Hyperborea its White Hand, the sorcerers of Khitan are bound into a brotherhood of power: the Scarlet Circle. The Circle, like its counterparts in the West, is a hierarchy of dominance. Each wizard is served by those weaker, and in turn serves those more powerful in the sorcerous arts. At the pinnacle of this pyramid stands the sorcerer Yah Chieng, ruler of the city-state of Paikang, whose demons and sorceries are feared by all the East.

Kothian

"The army was on the move at last. There were the knights, gleaming in richly wrought plate-armor, colored plumes waving above their burnished sallets. (...) [The spearmen], like the knights, were of ancient Kothic blood -- sons of ruined families, broken men, penniless youths, who could not afford horses and plate-armor, five hundred of them."

- Robert E. Howard: "Black Colossus"

Kothian Warriors

Koth is one of the oldest countries of the West, pre-dating the Hyborian invasions. Despite its landlocked status, Koth is among the greatest commercial nations of the age, dominating much of the overland trade route.

The land of Koth includes meadows in the west and farms to the east, and at least one thousand miles of hills separating the Kothian Uplands from the pastoral lands of Shem. The Flaming Mountains, an impenetrable volcanic range, lie in these hills. Shamlah Pass to the east is the most important break in the extensive Kothian Hills and Escarpment, though a second pass is thought to exist near Eruk in Shem.

The Capital of Koth is Khorshemish, a walled city of spires, minareted mosques, markets and broad white streets. It is dubbed The Queen of the South.

The Kothians are a mixed people of Hyborian and Shemitish strains, with a touch of Stygian blood. They are of medium height and build, although they tend to be overweight. Their people are much like those in other Hyborian nations, albeit more heavily taxed.



The current King of Koth, Strabonus, is notable for several reasons. He has repeatedly broken treaties with Ophir, Shem, Corinthia and Nemedias; he has invaded Argos twice, and Shem and Ophir once each. Most serious, however, is his association with the sorcerer Tsotha-Lanthe. This secretive being inhabits the Scarlet Citadel, which adjoins Strabonus' palace in Khorshemish. Tsotha-Lanthe's citadel contains horrors that those few who have entered and returned only hint at.

Kothians worship the gods of Shem, and chiefly the cult of Ishtar. This worship, however, is still tainted with the beliefs of the ancient kingdom of Acheron, giving Kothian religion a Stygian cast. Mitra is not popular in Koth.

Kushite

"Life flowed on its accustomed course in the filth-littered streets of Punt. Giant black men squatted in the doorways of their thatched huts, or lolled on the ground in their shade. Black women went up and down the streets with water-gourds or baskets of food on their heads. Children played or fought in the dust, laughing or squalling shrilly. In the squares the black folk chattered and bargained over plantains, beer and hammered brass ornaments. Smiths crouched over tiny charcoal fires, laboriously beating out spear blades."

- Robert E. Howard: "The Snout in the Dark"

The Kushites are the black tribesmen most often encountered in Kush, Punt, southern Stygia, and the Black Kingdoms, although their tribes dominate the entire south.



Warriors of the Silver Isles

The peoples of the Black Kingdoms live in loosely organized tribes in villages hidden away in the jungles of the south. Notable exceptions to this are the kingdoms of Keshan, Punt and Zembabwei, as well as the Stygian-influenced kingdom of Kush itself. Several large tribes of Kushites dwell among the deserts along and below southern Stygia, but most of these are nomads, who wander from one area to the next.

The Black Kingdoms are dotted with huge pre-Cataclysmic cities. Some are abandoned, empty ruins buried in impenetrable jungle; others retain small remnants of their original populations, sometimes horribly changed over the millennia; yet others are occupied by small groups of modern people who fled from the "civilized" lands and took refuge in the ancient citadels.

The peoples of the Black Kingdoms are black-skinned, with many variations in height, skin color, etc. Their eyes are brown or green, and they are strong, tall and usually very lean. They have little chronic disease, as those who get sick quickly die. In Kush, the common people are dark-skinned (as in the rest of the Black Kingdoms), but the Set-worshipping ruling class are the light-skinned racist descendants of Stygian lords.

Tribal Kushites are adept at the use of the bow and the spear. Their communities govern themselves, sometimes with the advice of an elder or shaman. They worship many gods and plants and animals, many of whom are known only to specific tribes. Most of these gods are believed to dwell near the villages of their worshippers and will come forth to protect the tribe, or punish it, should the need arise.

Each tribe has a distinguishing ritual scar or tattoo which identifies its members; in a society where little clothing is worn, such marks make it difficult to infiltrate an enemy tribe.

The Stygians enslave a great many Kushites.

Nemedian

"Stars still glimmered palely in the western sky, but long pink streamers stretched along the eastern horizon, and against them the dragon banner of Nemedias flung out its billowing silken folds."

- Robert E. Howard: "The Hour of the Dragon"

Nemedian Knights

Among the Hyborian kingdoms, Nemedias is second only to Aquilonia, chafing that they are in the shadow of that rival nation. Despite ancient enmity and sporadic wars, the two nations remain locked in a diplomatic and military stalemate.

Nemedian civilization is of great antiquity and sophistication. She is well situated geographically to fend off invasion, making her territory secure. Possibly the first Hyborian nation, Nemedias nurtures a tradition of intellectual inquisitiveness and scholarship. The greatest historians and philosophers of the west hail from Nemedias. The liberal atmosphere engendered by academic inquiry also accounts for Nemedias's tolerance of a broad range of religious sects outside the state-endorsed worship of Mitra.



All citizens must pledge allegiance to the king and are subject equally to the country's code of laws. These laws are administered by Inquisitorial Councils and Courts of Justice, which, to their credit, exonerate the innocent as often as they convict the guilty. Debtors are dealt with harshly, branded on the shoulders and sold as slaves. But slaves are well protected by law. The capital of Nemedias is Belverus, a city surrounded by rich croplands and orchards.

Nemedias has long been Aquilonia's primary rival. Many of Nemedias's political efforts are directed toward demonstrating that Nemedias is more important than Aquilonia. However, despite Nemedias's cultural depth and intellectual freedom, the land simply does not have the raw materials which Aquilonia can provide. This continued rivalry has left the two kingdoms stalemated.

Nemedias maintains the feudal hierarchy more strictly than in other Hyborian nations. All citizens have a place in the feudal hierarchy; they must swear allegiance to their overlord, and they hold specific obligations and rights under Nemedias's detailed feudal code. Fiefs and noble offices are passed from father to eldest son, on the basis of blood ties alone. Should no son be available to take the throne, complex rules of consanguinity are invoked to determine the proper heir.

Noble birth is also a prerequisite for many positions of state. Only those with noble lineage are permitted to hold high ranks in the army, to serve on the Courts of Justice, or to head an Inquisitorial Council. Only in the field of scholarship are bloodlines ignored, although a noble's sponsorship is required to get any scholarly grant from the Dragon Throne.

Nemedias is a society of inquisitiveness and scientific learning. The greatest scholars of the West are employed by the Dragon Throne to produce theological, scientific and historical works. Included in these are the Nemedian Chronicles, a running historical record produced by the Court Historian of Belverus. The Chronicles are startling in their lack of bias, and it is to the Nemedian Chronicles that we owe our knowledge of the Hyborian Age.

Slavery, on the other hand, is more liberal than in most Hyborian nations. The law protects slaves from excessive cruelty by their masters, and permits the children of a slave and a free person to remain free. Slaves, even debt-slaves, may be released by their masters, although many would refuse such an offer. In Nemediā, many would rather be well-fed slaves than starving freemen.

Nemediā is the most liberal of the Hyborian kingdoms when it comes to religion. In addition to Mitra worship, which is nominally the state religion, Nemediā supports philosophical orders such as the Sceptics, as well as temples to the Shemitish deities and the mysterious cult of Ibis.

This religious chaos is one of the sources of animosity between Aquilonia and Nemediā. The temple of Mitra in Aquilonia has near-total control of the religious life of Aquilonia's citizens, and over the centuries have pressured Aquilonia's kings to sue with the Dragon Throne for similar concessions in Nemediā.

Ophirian

Ophir is the wealthiest of the Hyborian kingdoms. It does not have the population or the agricultural base of Aquilonia or Nemediā, but it has something of great value: gold mines.

Ophir is mostly rolling plains, with forested regions throughout. In the east, it turns mountainous, merging into the rocky Nemedian-Corinthian border at its eastern end. Ophir is slightly rainy, with western storms pouring along the western edge of the mountains. There is little snow, except on the highest peaks, but the winters can become bitterly cold, with sudden drops below freezing.

Ophir abounds in gold, silver and gems. Some of the finest jewelers in the West reside in Ophir (where their raw materials are in the most abundance).

Ophir has a Hyborian culture, very similar to that of Aquilonia. The most striking difference is the presence of wealth among the populace. Ophir's military wears gilded armor, and almost every bourgeois person has a sizable quantity of gold jewelry and gemstones.

This wealth, and the associated standard of living in Ophir, has given the Ophireans a reputation for generosity unsurpassed among the Hyborian nations. It is said that no one goes hungry in Ophir, and that no one sleeps in the cold. Though this is a slight exaggeration, it is true that the Ophireans are free with their belongings, and their "charitable contributions" to other nations are unsurpassed.

The Ophireans are devout Mitra worshippers, although this belief is tempered with more religious tolerance than is seen in Aquilonia. Nature worship has a following here, but it is limited to the more remote villages and towns.

Pictish

Pictish Shaman

The Pictish Wilderness, or Pictland, is the last remnant of the great uncivilized West which remains after the Hyborian invasion. This region, which once stretched from the Western Ocean to the borders of ancient Acheron, now is reduced to a strip of wilderness a tenth its original size. Pictland is bounded on the north by the Eglolphian Mountains, on the east by the Black River, on the west by the ocean, and on the south by Zingara.

The Pictish Wilderness is virgin forest, filled with oaks and maples, and haunted by creatures thought extinct by the Hyborian world. Hyborian scouts have reported saber-tooth tigers, giant pythons, apes and stegosaurus, as well as the more usual wolves, bears and elk. Nearly any forest creature (either modern or prehistoric) might be found somewhere in Pictland and the Pictish forests could conceal anything.

In addition to the wide variety of normal animals, there are many creatures in the Pictish Wilderness who "remember" the worship of Jhebbal Sag. Such animals are slightly larger and more intelligent than normal, and are more easily controlled by Pictish shamans. The Picts worship the Animal Gods of the pantheon of Jhebbal Sag.

Picts are a non-civilized people, short and swarthy, with broad shoulders, deep chests, and black eyes and hair. Their culture is focused around sustainable living, stone and bone tools, and only occasional use of "modern" weapons either bought from the Zingarans or stolen from Aquilonian troops.

The Pictish tribes are very independent of one another. Each tribe is named for its totem animal, such as: Eagle, Hawk, Turtle, Bear, Wolf, Wildcat and Raven. Tribes are ruled by a chief, who is usually the best warrior, with the cooperation and support of the tribal shaman, although every individual has a say in decision making.

Picts are consummate hunters and trackers. They have no agriculture or animal husbandry; their dinners are brought in through their hunting skill alone. They are also nearly invisible in the woods; western Aquilonian fortresses have a large ring of bare "killing ground" to prevent Pictish ambush.

Picts have no understanding of Hyborian chivalry. To a Pict, there is nothing wrong with sneaking up on your enemy and slitting his throat before he knows you are there. On the other hand, Picts in pursuit of an intruder run screaming through the forest as they get close, to bring fear to their enemies. Pictish weapons are the bow and the cast spear, the war club and the hatchet. They have little use for Hyborian swords and battle axes, although they prize steel daggers and hatchet heads. They wear no armor.

Not all Pictish relations are hostile. Zingarans occasionally sail north, trading Kushite ostrich plumes, jewelry, and weapons for skins, copper ore, and gold dust. Such trading is not without risk. A careless captain can quickly find himself on a sacrificial altar with Pictish hands at his ship's tiller.



Picts take heads for trophies, hanging them inside their huts or binding them to the altars of their villages. The Picts believe that if they bring the head of their enemy home, the spirit of the enemy will be forced to serve them in the afterlife.

Shemitish

"They sighted the coast of Shem -- long rolling meadowlands with the white crowns of the towers of cities in the distance, and horsemen with blue-black beards and hooked noses, who sat their steeds along the shore and eyed the galley with suspicion. She did not put in; there was scant profit in trade with the sons of Shem."

- Robert E. Howard: "Queen of the Black Coast"

In the vast land of Shem, despotic kings rule stately city-states in luxurious, sensual splendor within walled palaces in the west, and lean nomads in camel's hair tents rule the arid desert sands to the east.

The coastline has few harbors, thus overland trade is the true lifeblood of the nation. Crisscrossing the land in all directions are the famed caravan routes, ever-traveled by camel trains.

The people of Shem are generally of medium height, broad shouldered and solid, with hooked noses, dark eyes, and blue-black hair. The men sport thick, curled beards and are famed as archers, selling their skill at bow to many a Hyborian army. Primarily these people are herdsmen and farmers. An industrious, clever people, they manufacture textiles and pottery.

Nim-Karrak, King of Asgalun



The Eastern Desert is the home of the Zuagir nomads, aggressive raiders whose desert-bred horses are the finest in the world. These nomads are not aligned with any of the city-states. They raid Shemitish, Zamoran and Turanian caravans and steadings for their food, weapons and wealth. Much of the mercenary work available in eastern Shem is due to fear of the Zuagir, and the kings of Turan have repeatedly sent forces into the desert to drive the Zuagir away.

Most Shemites worship the female Earth Mother Goddesses whom they deem responsible for their lands, their herds, and their families. Chief of these are Ashtoreth, Derketo, and Ishtar. Pteor, Adonis, and Bel of Shumir are popular male gods. Though the rival city-states are polytheistic, each has its own patron deity.

Stygian

"Occasionally a bronze chariot rumbled along the flags, and there was a brief glimpse of a tall, hawk-faced noble, with a silk cloak wrapped about him, and a gold band with a rearing serpent-head emblem confining his black mane; of the ebon, naked charioteer bracing his knotty legs against the straining of the fierce Stygian horses."

- Robert E. Howard: "The Hour of the Dragon"

Known as the "Serpent of the South", Stygia is a decadent theocracy and is characterized by being xenophobic, inscrutable, and obsessed with the subjects of death and immortality. To the Hyborian races, Stygia represents a sinister, sorcerous menace, a black land of nameless horror whose cult of the fanged serpent god, Set, is looked upon with cold dread. To the Stygians, the Hyborians are heathen fools.

Stygia came into being when the ancestors of modern Stygians drove westward and conquered the land from the snake men who built the black pyramids and the haunted tombs beneath the pyramids.

Contemporary Stygians are a mysterious people whose society is strictly organized in a class system dependant, by and large, upon physical types. The royalty and the most ancient nobles are relatively tall people with black hair and fair skin. Below these, the ruling elite of aristocrats and a powerful middle class are dusky-skinned, hawk-nosed men, haughty of mien. The lowest classes are peasants and slaves of hybrid stock, a mixture of Kushite, Shemite, Hyborian, and Stygian ancestry.

Stygian society is dominated by the priesthood. The chief god of the Stygians is Set, the Serpent God, whose influence has stretched from the lands of Stygia into nearly all other lands. The population is notably small, for, despite its size, there is little arable land, and that is mostly along the banks of the River Styx (also called Nilus).

Rarely will a Stygian venture from his own lands. Even more rarely will an outsider enter his, as it is death for one who is not a Stygian to enter a Stygian city. Any wanderers found inside Stygian territory are killed. This may be done unceremoniously, or it may involve a sacrificial ritual. The Stygians have never been known to allow captured trespassers to live. The only exception to this rule is the harbor-city of Khemi, where foreign merchants are allowed entry during the day, but must return to their ships at night.



Stygian Archers

The Stygians have developed an economy based on nomadic herding, fishing, and harvesting the palm date; major industries include the production of sorcerous charms and amulets, as well as drugs and pharmaceuticals for both medicinal and magical use. Silk and steel arms are also manufactured here and are sought after for trade by the merchants who travel the numerous caravan routes across the nation.

The Stygians are less effective with iron than the cultures of the west and far east, but they are great masters of bronze and ivory. Their treasures are ancient, and tell of a time when Stygia was far grander than the dusty ruins found today reveal. Their land is one of forgotten mystery, but it is known that their

armies are well organized. In generations past their tall and muscular warrior castes have swooped across the desert in their bronze and brass chariots and inflicted grievous damage upon the Shemite ranks that stood against them.

The ruler of Stygia is always the one most favored by their god Set. Legends of the Stygians tell that before the times of men, the serpent-men ruled Stygia. They are seen as ancestors of the Stygians, and are treated as holy demi-gods. To the outsider, the beliefs of the Stygians seem strange. The dead are mummified in long, involved rituals, which call upon the spirits of the underworld to perform many of the required tasks. The tombs of the Stygians are not like the tombs of other grand empires. They lack the masses of wealth which other races place within their graves. The dead of Stygia rest guarded by spells, and are buried with the scrolls and potions needed to return from the dead whenever their spirit is disturbed.

Stygian Temple Guard



Turanian

Turanian Warriors

"Her wide-eyed gaze was fixed in agonized intensity on the horseman who pushed through the reedy screen and dismounted before her. He was a tall man, slender, but hard as steel. From head to heel he was clad in light silvered mesh-mail that fitted his supple form like a glove. From under the dome-shaped, gold-chased helmet his brown eyes regarded her mockingly. He laughed, and his laughter was like the purr of a sword sliding from a silken sheath."

- Robert E. Howard: "Shadows in the Moonlight"

Splendor of the East and Mistress of the Vilayet, Turan is fiercely proud of its Hyrkanian heritage. Perhaps the greatest empire ever to rise in the ancient world of Hyboria; Koth, Shem, Brythunia, and Zamora all pay tribute to the Empire of Turan. The chief gods of the Turanians are the Living Tarim and Erlik.

Turan is the wealthiest realm west of Khitai, with the possible exception of Vendhya. It has many ports along the eastern and western shores of the Vilayet and is mistress of the inland sea. Its capital, Aghrapur, is the most glorious and teeming city of the Age of Conan, extending from the sea to far inland. The huge, magnificent palace of the Emperor is called the Sunrise Court.

The Turanian marketplaces are always filled with "human trade goods" and one can purchase slaves from Brythunia, Zamora, Ophir, Kush, Shem, and Stygia. The Turanean people are a self-assured lot, proud of their splendid nation, and supportive of their government's policies of imperialism. They despise Kothians, viewing them as needlessly arrogant and insulting. On more than one occasion, Turani warriors have killed lone Kothians who insulted their honor.

Women in Turani society wear veils and are not allowed outside during the hours of darkness. They may only converse with men when approved by the head male of their family. All Turani women are married under arrangements made by their fathers. No other person may make such decisions. If a man is killed before his daughter reaches the proper age, the decision rests with the eldest son. All Turani men of wealth maintain large harems populated with as many foreign women of beauty as they can obtain. Strong women from Turan and other societies, and their like-minded male allies, find this despicable.

Most Turani who do not live in the cities are shepherds and trade in animals rather than material objects. Despite this, some merchants do manage to gain significant wealth, particularly due to Turan's position on the trade routes between east and west.

Whenever two nomadic clans meet, each slaughters one of its animals to prepare a meal for the leader of the opposite clan. In this manner, they honor each other. Richer clans may also exchange gifts, although this usually only occurs when the two clans share roughly equal wealth. Otherwise, the richer clan gives a substantial gift to the poorer one.



Any traveler who wishes protection may seek to join a Turani clan. None who requests protection will ever be denied, but the traveler must surrender all of his weapons and follow all instructions from the clan's leader. The ambitious Turanians (often calling themselves Hyrkanians, after their ancestor race) made forays in all directions as they attempted to enlarge their empire. They had usurped most of the important caravan cities of the Eastern Desert by Conan's time, crowded the eastern frontier of Zamora, taken over the caravan route to the Far East with the assistance of their kinsmen, the Hyrkanians of the far eastern steppe, and even invaded Vendhya.

Their strongest monarch, Yezdigerd, fought successful battles with the armies of Hyperborea and Stygia. After the reign of Conan, the Hyrkanians of Turan will take advantage of the disintegrating Aquilonian Empire to absorb Zamora, Hyperborea, Brythunia, and Corinthia. In the South, they will fight with the Pictish invaders in Ophir, subjugating Shem completely, and overrunning Stygia. They will seriously overextend themselves by the time they march into Kush and will need withdraw to the north, settling down to a long series of wars against the Picts.

Vanir

"Both were tall men, built like tigers. Their shields were gone, their corselets battered and dented. Blood dried on their mail; their swords were stained red. Their horned helmets showed the marks of fierce strokes. One was beardless and black-maned. The locks and beard of the other were red as the blood on the sunlit snow."

- Robert E. Howard: "The Frost Giant's Daughter"

Vanaheim is westernmost of the nations of the Far North, lying west of Asgard and North of Cimmeria and Pictland. The Vanir are a red-haired people, worshippers of the god Ymir, Lord of the Giants. It is Ymir who gives them strength in battle and fuels their drive to defend their homeland.

Vanaheim is a somber country, mostly a bleak tundra plain that was snow-covered through the long winters. Swampy taiga forests probably clothed its high southern regions thinly. Glaciers crept down from the Eiglophian Mountains in the south and the Blue Mountains on the frontier with Asgard. Far to the north were more mountains, crowned with a permanent ice cap that grew larger as the climate changed. Fierce storms came from the Western Ocean as well as the icy north.

Vanir Warrior

The most inhabited part of Vanaheim lay along the western coast. There were numerous villages there where the people survived by beachcombing, fishing, and hunting marine and land mammals. Children collected seabird eggs from the rugged cliffs of the seacoast. The lands there were less barren of life than those of the interior were since the sea moderated the climate.

The Eiglophian uplands of southern Vanaheim evidently harbored a considerable population, because Cimmerians and Aesir conducted raids there. Legends said that Ymir, the frost giant, lived in the northern mountains of Vanaheim. He was the popular deity of the nation.

The Vanir live in snow-covered lands and are winter-bound throughout the majority of the year. During the warmer season they venture from their homes to prey upon the civilized peoples around them. In this fashion, they believe, year by bloody year, they will eventually purge the world of their blood enemies, the Hyperboreans.

Vanir raids are known to be especially brutal. The Vanir are famed for burning all they cannot carry away with them. Vanir dislike intrusions into their territories and will always destroy any settlements which come within several days' march of their villages.

Vanir men and women typically only have a single mate, although they seek sexual relations with all who are not of Vanir blood. To the Vanir, this type of sexual activity is not considered adultery and is perfectly acceptable, even to married Vanir.



Vendhyan

"Outside, the moan of the tortured thousands shuddered up to the stars which crusted the sweating Vendhyan night, and the conchs bellowed like oxen in pain. In the gardens of the palace the torches glinted on polished helmets and curved swords and gold-chased corselets. All the noble-born fighting-men of Ayodhya were gathered in the great palace or about it, and at each broad-arched gate and door fifty archers stood on guard, with bows in their hands. But Death stalked through the royal palace and none could stay his ghostly tread."

- Robert E. Howard: "The People of the Black Circle"

Fighting Men of Ayodhya

Vendhya is a land of ancient gods and jewels. Vendhya is a roughly triangular peninsula lying between Kosala and Khitai, south of the Himelian mountains. Vendhya is tropical, with wide expanses of untamed jungle.

Vendhya is a fertile land, except in the stony regions of the Himelian foothills. Vendhya's agriculture is well-developed, and there is also a thriving industry of silk and woven products, especially carpets. In the north, mines provide copper, silver, gold and iron; the southern coast, however, has poor seaports, making most of Vendhya's trade overland.

Vendhya's jungles provide a variety of fascinating life. Elephants, tigers, panthers, cheetahs, gazelles and gorillas can be found, and beautifully colored birds fill the trees. Yaks and oxen wander through the highlands of the north, and some have been domesticated by the hill peoples.

Vendhyan products include herbs, spices, sandalwood, jade, mother-of-pearl and other natural substances worked into intricately carved pieces of distinctive beauty. Vendhya is also the source of several drugs, including various forms of lotus blossom.



Vendhya is a stratified society, much like Turan, only older. Heading the kingdom is the ruler/scholar caste, the Brahma, made up of the nobility of the original invading Hyrkanian tribes; below them is warrior caste, or Kshatriyas, also of Hyrkanian descent who rule and serve in the armies; below them lie the craftsmen and townsmen, called Vaisyas, who provided the backbone of the Vendhyan manufacturing economy; and finally, the Sudra, or peasants, the most populous caste. Below them all lie the Untouchables, Vendhyans whose lowly birth leaves them with the task of cleaning up garbage and corpses.

In theory, birth determines caste. In practice, over the millennia of the Vendhyan civilization, there has been so much interbreeding that there is little outward distinction between the members of the various castes. All Vendhyans have light brown skin; they tend to be short and stocky, with round heads. The Kshatriyas tend to be more slender than average for a Vendhyan, with a characteristic hooked nose.

The Vendhyans are well versed in the arts of treachery and double dealing. It is said that every Vendhyan spies for at least two others, and often for more. Their treacheries, however, are less devious

than those of Khitai; the Kshatriyan code of honor remaining from their Hyrkanian origins deplors direct lies, and most Vendhyan deception consists of the "truth not told", or the careful shading of words to give impressions, without actually lying. Spying, per se, is not considered treachery; the Vendhyans themselves know it goes on, and it makes the sharing of a secret all that more meaningful in Vendhya. "The whole truth is a gift for your dearest friend alone," says the Vendhyan proverb.

Vendhyans worship their own pantheon of gods. There are many holy men among the Vendhyans who travel from village to village, demonstrating their mystic power to the gathering crowds and performing strange feats for all to view. The villagers pay what they can for these miracles as a sign of respect for both the men and the gods they represent. They believe some holy men to be nature spirits, who walk among men to inspect the human domain.

The Vendhyans worship both the Elder Gods of the Earth and Heavens and the Gods of the Other Worlds. Foremost of these is the god Asura, who teaches that all beings reincarnate, and that the purpose of life is the paying of the karmic debt against the soul. Each evil act extends the cycle of reincarnation; each good act shortens it. Other gods include Hanuman, whose children are the great apes of the jungle, Ganesha, the great elephant god, and Kali, who drinks human blood and feeds on living hearts.

One of the most disturbing customs of the Vendhyans is the requirement that noble women must be burned alive on their husbands' funeral pyres to demonstrate their devotion to their husbands in death as well as life. Vendhyans are allowed many wives, but only the first wife is required to engage in this practice. Vendhyan women may also take many husbands, particularly those in lower castes.



Vendhyan Sage

Demon-god Asura



Zamoran

"Torches flared murkily on the revels in the Maul, where the thieves of the east held carnival by night. In the Maul they could carouse and roar as they liked, for honest people shunned the quarters, and watchmen, well paid with stained coins, did not interfere with their sports. (...) In one of these dens merriment thundered to the low smoke-stained roof, where rascals gathered in every stage of rags and tatters -- furtive cut-purses, leering kidnappers, quick-fingered thieves, swaggering bravoos with their wenches, strident-voiced women clad in tawdry finery. Native rogues were the dominant element -- dark-skinned, dark-eyed Zamorians, with daggers at their girdles and guile in their hearts."

- Robert E. Howard: "The Tower of the Elephant"

Zamoran Assassin

Zamora is a mysterious land, a buffer zone between the Hyborian nations of the West and the Hyrkansians of Turan, with a culture which is part of each, and part all its own. Its people are disdained by both sides, and even considered "evil by birth" by the Hyborians.

Zamora is an arid, infertile land. The locals live by herding sheep and cattle, which thrive on the thistly scrub of the region, or by mining for tin, copper and other metals. Despite the number of mines, no gold or silver has been found in Zamora.

The Zamorans are a short, dark-skinned race with dark eyes, jet-black hair, narrow features, and stunted limbs. The Zamorans have a reputation for cruelty, disloyalty and greed. This reputation is only partially earned. Zamoran attitudes reflect more of self-interest than of the high (but often ignored) ideals of the Hyborians. The people are insular, although the increased trade along the Road of Kings has done much to increase Zamoran contact with the Hyborians and Turanians.



The nobles are the law in Zamora. Sentences are maiming or death, with all property confiscated by the noble. Appeal to the king is allowed, although sentences are usually carried out quickly enough to make appeals futile.

The Zamorans worship many divinities. Some are local, embodying natural forces or places, such as Zath, the spider-god of Yezud, and the older arachnid deity, Omm. Others are imported, such as Bel, Shemitish God of Thieves, patron of the city of Arenjun.

Zingaran

"His armor and garments were rich and ornate after the fashion of a Zingaran grandee."

- Robert E. Howard: "The Pool of the Black One"

Zingara was founded by people who were an admixture of Zingg Valley folk (possibly of Shemite origin), invading Picts, and Hyborian tribes. Most historians place the Zingarans among the Hyborian peoples. The Zingarans were apparently agricultural, maritime, and pastoral, ruled by petty princelings only nominally subservient to the capital of Kordava.

Bordered by the Shemites to the east and south, and the powerful Pictish tribes to the north, the Zingarans continued their expansion by building ships and sailing the Western Ocean. Zingara's chief adversary and rival is Argos. The Zingarans blame Argos for the current rash of pirate activity, and see the Argosseans as "cutting in" on their shipping.

Zingara has few allies. Their haughty manner and domination of the sea have made them few friends, although their privateer captains have made all the coastal nations respectful. Zingaran pride and independence has made it a very fractious nation. Internal problems, dissensions, and even civil wars have long prevented Zingara from eliminating her enemies and once more ruling the Western Ocean.

In theory, the law comes from the king, much as in Aquilonia. In practice, powerful merchants and pirates rule, sometimes in radical pirate communities. The Zingarans are halfhearted Mitra worshippers. Their devotion is not as strong as in Aquilonia, but their isolation has made it difficult for other faiths to gain a foothold. Along with physical imports, the gods of many other nations sail into port with Zingaran ships.

Zarono, the Zingaran Buccaneer



IMPORTANT NPCS IN HYBORIA

The list that follows below contains a number of characters from Howard's stories and the other literary texts making up the world of Hyboria. Any or all of these characters can make a cameo in a Hyborian Campaign as NPCs, or as Player Characters if appropriate. This list is a greatly abbreviated version of the full list, which can be found at <http://hyboria.xoth.net/characters/characters.htm>.

| Name | Description |
|------------------|--|
| Abdasharth | High Priest of Pteor |
| Ageera | A Kushite Witch-Smeller |
| Aja | The Chief of the Bakalah |
| Ajaga | The Beast-King of Abombi |
| Akhirom | The Mad King of Pelishtia |
| Akivasha | An evil immortal princess, Priestess of Set, lives in Stygia |
| Albiona | Aquilonian countess, formerly Queen Marala of Ophir |
| Alcemides | Nemedian philosopher |
| Almuric | Prince of Koth |
| Amalric | Baron of Tor |
| Amalric | Nemedian soldier of fortune |
| Amalrus | A noble and later king of Ophir |
| Amra | The Lion Lord |
| Amurath, Shah | Turanian noble |
| Aratus | Brythunian pirate |
| Arbanus | General of Koth |
| Ariostro | The young king of Argos, successor to Milo |
| Arpello | Aquilonian noble |
| Arshak | Turanian noble |
| Arshak | The successor to Kobad Shah, king of Iranistan |
| Artus | Vilayet pirate |
| Arus | Nemedian priest of Mitra, missionary to the Picts |
| Askia | A wizard of the Black Kingdoms, servant of King Sakumbe |
| Astreas | Nemedian philosopher |
| Atalis | A philosopher of Yaralet in Turan |
| Attelius | Baron of the Westermarck |
| Aztrias Petanius | Nemedian noble |
| Bajujh | The of Bakalah |
| Balardus | The king of Koth, successor to Strabonus |
| Balash | Chief of the Kushafi tribe in the Ilbars Mts |
| Belesa | Zingaran heroine |
| Bélit | Shemitish woman-pirate |
| Bît-Yakin | Pelishti wizard |

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| Bragi | A chief of the Vanir |
| Brocas | Baron of Torh, lord of Conawaga |
| Baal-Pteor | The Strangler of Yota-Pong, lives in Zamboula, works for Totrasmek |
| Chengir Khan | Vendhyan nobleman |
| Chiron | A minion of Xaltotun |
| Chunder Shan | Governor of Peshkauri |
| Conan | The hero of the Conan stories, a gigantic Cimmerian warrior, later king of Aquilonia |
| Constantius | Kothic adventurer |
| Cratos | Physician of Kordava |
| Ctesphon | King of Stygia |
| Dayuki | Hyrkanian chief |
| Dekanawatha | Pictish chief |
| Demetrio | Argossean sea captain |
| Dexitheus | A priest of Mitra |
| Dion | Aquilonian noble |
| Diviatix | Ligurean Druid |
| Emilius Scavonus | Aquilonian noble |
| Enosh | Chief of Akhlat |
| Epemitreus | A long-dead sage, created the Sword of the Phoenix |
| Feng | Duke of Kusan |
| Ferdrugo | King of Zingara |
| Galacus | Kothic pirate |
| Galbro | Zingaran seneschal |
| Gleg | Zaporoskan robber lord |
| Godrigo | Zingaran philosopher |
| Gonzago | Captain of the Hawk, a Barachan pirate ship |
| Gorm | A bard of the Aesir |
| Gorm | A Pictish chief |
| Guilaine | Aquilonian baron |
| Gwarunga | Keshian priest |
| Hadrathus | Priest of Asura |
| Hatupep | Merchant of Ptahuacan |
| Isparana | Zamboulan thief |
| Itzra | Antillian chief |
| Ivanos | Corinthian pirate |
| Jalung Thongpa | The god-king of Meru |
| Jehungir | Turanian lord |
| Jehungir Agha | Ruler of Khawarizm and Keeper of the coastal border of Turan |
| Jelal Khan | Turanian noble |

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|------------------|---|
| Jungir Khan | Turanian lord of Zamboula |
| Karanthes | High Priest of Ibis, also spelled Caranthes and Kalanthes. Powerful wizard. |
| Keraspa | Kezankian chieftain |
| Khemsas | Wizard serving the Black Seers of Yimsha |
| Khosatral Khel | Demon who once ruled Dagonia |
| Khosrun Khan | Governor of Secunderam |
| Khossus | King of Khoraja |
| Khurum | A legendary Amir |
| Kobad Shah | King of Iranistan |
| Kurush Khan | Hyrkanian chief |
| Kutamun | Stygian prince |
| Kwarada | The Witch of Skandaga |
| Mattenbaal | Priest of Pteor |
| Mbega | One of the twin kings of Zembabwei |
| Mbonani | Ghanata slaver |
| Menkara | A priest of Set |
| Metemphoc | The chief of the thieves of Ptahuacan |
| Milo | The king of Argos |
| Mithridates | A king of Zamora |
| Monargo | Count of Couthen |
| Munthassem Khan | Turanian governor |
| Murilo | Noble of a small city-state west of Zamora |
| Nabonidus | A priest in a small, unnamed city-state west of Zamora |
| Nenaunir | One of the twin kings of Zembabwei, also high priest of Damballah |
| N'Gora | A subchief of the black corsairs |
| Nimed | The king of Nemedias |
| Njal | A chief or jarl of the Aesir, raiding into Hyperborea |
| Nzinga | Queen of the Amazons |
| Olgerd Vladislav | Zaporoskan chief of the Zuagirs |
| Olivia | Ophirean princess |
| Olmec | A chief of Xuchotl |
| Pantho | Zingaran duke of Guarralid |
| Pelias | Kothian wizard |
| Pra-Eun | Kambujan wizard |
| Rhazes | Kothian astrologer |
| Rimush | Shemitish astrologer |
| Rinaldo | A mad Aquilonian poet |
| Sagayetha | Pictish shaman |
| Sagoyaga | A chief of the Picts |
| Sakumbe | One of the joint kings of Tombalku |

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|------------------|--|
| Sassan | Iranistani treasure-hunter |
| Sergius | Kothic pirate captain |
| Servius Galannus | Aquilonian noble |
| Shaf Karaz | A chief of the Khozgari tribesmen of Hyrkania |
| Shu | The king of Kusan |
| Siptah | Stygian magician, living in a tower on a nameless island |
| Skelos | An ancient author of magical books, largely believed to be dead |
| Strabonus | Emperor of Koth |
| Sumuabi | King of Akkharia |
| Tanzong Tengri | The chief wizard of Meru |
| Taramis | Queen of Khauran |
| Tartur | Wigur shaman |
| Taurus | Nemedian Prince of Thieves, masterful rogue |
| Teyanoga | Pictish shaman |
| Teyaspa | Turanian prince |
| Than | Nobleman of Yaralet |
| Thasperas | Lord of Schohira |
| Thespius | Renegade Aquilonian count |
| Thoth-Amon | Stygian sorcerer-priest |
| Thror | A subchief of the Aesir |
| Thugra Khotan | An ancient Stygian wizard brought back to life under the name Natohk |
| Thutmekri | Stygian adventurer |
| Thutothmes | Stygian priest |
| Tiberias | Aquilonian noble |
| Tito | Argossean sea captain |
| Tolkamec | Wizard of Xuchotl |
| Tothmekri | Stygian prince |
| Totrasmek | A priest of Hanuman, employs Baal-Pteor |
| Trocero | The count of Poitain |
| Tsotha-Lanti | Kothian wizard, "the Vulture of Koth" |
| Valbroso | Zingaran robber-count |
| Valenso | Zingaran count |
| Valeria | Aquilonian woman pirate |
| Valerio | Zingaran fencing master |
| Valerius | Aquilonian noble |
| Vammatar | Queen of Haloga |
| Vardanes | Zamorian adventurer |
| Vathelos | Blind author of magical books |
| Villagro | Duke of Kordava |
| Vinashko | A chief of the Yuetshi |

| | |
|------------|---|
| Volmana | Aquilonian noble |
| Wulfhere | An Aesir chief |
| Xaltotun | Acheronian wizard |
| Yag-Kosha | An elephant-headed native of the planet Yag |
| Yah Chieng | Khitan magician |
| Yar Afzal | Wazuli chief |
| Yara | Wizard of Arenjun, captor of Yag-Kosha |
| Yasmina | Devi of Vendhya |
| Yezdigerd | King of Turan |
| Yin Allal | Zuagir chief |
| Zaporavo | Zingaran pirate captain |
| Zaramba | The chief priest of Punt |
| Zargheba | Shemitish adventurer |
| Zarono | Zingaran buccaneer captain |
| Zelata | Aquilonian wise woman |
| Zelvar Af | Himelian hunter |
| Zogar Sag | Pictish wizard |
| Zula | Last of the Zamballahs |
| Zuru | Ghanata slaver |



LOCATIONS IN HYBORIA

This section lists the important, legendary, and influential locations of Hyboria. Characters in a Hyborian campaign will surely want to visit some of these locales. As such, Narrators may wish to use these locations in game, and they may wish to create scenarios and long-term adventures that take place in one or more of these places.

| Name | Location | Notes |
|------------------------|---------------------|---|
| Acheron | Nemedia/Koth region | An ancient kingdom, extinct in Conan's time, a contemporary of Old Stygia. |
| Alkmeenon | Keshan Jungle | A forbidden city of Keshan, home to the oracle Yelaja. Its location is unknown save to the high priests of Keshan. |
| Arenjun | Zamora | The City of Thieves, location of the fabled Tower of the Elephant. |
| Atlaia | Southern Jungle | A mysterious kingdom south of Stygia, presumed to be south of the kingdom of the Amazons. |
| City of the Winged One | Black Kingdoms | Founded in the dim recesses of pre-history, before the Stygians developed civilization, by a race of beautiful humanlike creatures. Through a series of disasters, most of the population was killed. Said to be haunted. |
| Fires of the South | Land of No Return | The volcanic mountains of the far southern Black Coast. |
| Gazal | Black Kingdoms | An ancient city in the northern desert of the Black Kingdoms. Gazal was built thousands of years ago, and is crumbling to dust. |
| Isle of Iron Statues | Vilayet Sea | The Isle has ancient ruins, chief of which is a great hall where rows of iron statues stand. The island is reputed to be haunted, and is shunned by the sailors of the Vilayet Sea. |
| Isle of Siptah | Stygian Coast | Location of the haunted tower of the Stygian sorcerer Siptah. |
| Isle of Skelos | Western Ocean | The location of the fabled "Well of Skelos", where the lore of the Black Coast claim that demons guard the long-dead mage's bones. |
| Isle of the Black One | Western Ocean | An isolated island in the Western Ocean, set with ancient pre-Cataclysmic ruins. |
| Khajar Oasis | Stygia | The temple-fortress of Thoth-Amon. |
| Kheshatta | Stygia | Stygian City of Magicians, Seat of the Black Ring. |
| Kutchemes | Southern Desert | Last city of ancient Acheron, in its center an impregnable ivory dome said to house the evil empire's last sorcerer. |
| Larsha | Zamora | A cursed, ruined city near Shadizar. According to legend, Larsha was built in Cataclysmic times, by the predecessors of the modern Zamorans, and the giant kings who once ruled the city remains within, defending their ancient treasures. |
| Luxur | Stygia | The City of Serpents, Capital of Stygia. |
| Maharashtra | Vendhya | An ancient city of Vendhya. Two thousand years ago, when the Vendhyan king Orissa died, his tomb was sealed with ancient rites and demon guardians, and the city was abandoned. Its location is now lost. |
| Misty Isles | Vendhyan Sea | The islands off the western coast of Vendhya where secret herbs are grown. |

| | | |
|--------------------|----------------------|---|
| Nameless Isle | Western Ocean | An island once occupied by the pre-human serpent people of Valusia, lying somewhere off the Black Coast. The Nameless Isle is small, and reputedly has a temple to the toad-god Tsathoggua. |
| Nebthu | Stygian Desert | City on the banks of the Bakhr River, near the Styx. Nebthu is well known for the large stone jackal-sphinx that looms over the town. |
| Oasis of Akhlat | Zamboulan Desert | Also called "the Accursed", an oasis and pre-Shemite trading city in the Makan-e-Mordan region of the Red Desert. |
| Pathenia | North of Hyrkania | A frigid region north of Hyrkania, where the dreaded man-apes live. |
| Pteion | Stygia | Ghoul-haunted ruin, former seat of Stygia's sorcerers. |
| Purple Lotus Swamp | Stygia | A supposedly haunted swamp in southern Stygia, where the purple lotus grows. |
| Python | Unknown | City of Purple Towers, capital city of ancient Acheron. Its obelisks "pieced the skies", and its size was ten times that of Old Luxur. |
| Styx River | Stygia | The greatest river of the Hyborian world-continent, it is said to spring from sources in the unknown lands far south of Stygia. |
| Swamps of the Dead | Northeastern Khitai | A swamp in far northeastern Khitai, where the gray lotus blooms. |
| Tombalku | Black Kingdoms | A city of the Black Kingdoms ruled by a coalition of neighboring tribes and the Aphaki, a Shemitish people. Tombalku is considered mythical by the Hyborians. |
| Xapur | Vilayet Sea | An island where a pre-Hyrkanian race built an ancient city. Xapur is now deserted. |
| Xuchotl | Black Kingdoms | An ancient city built by Kosalan refugees. Xuchotl is inhabited by the Tlazitlans, a mongrel race of Stygians and Easterners. |
| Xuthal | Desert South of Kush | A city of opium dreamers, stalked by a slithering horror. |
| Yanaidar | Drujistan | A city of demons, built by the ghoul-king Ura. |
| Yanyoga | Land of No Return | Last city of |

CREATURES OF THE HYBORIAN AGE

| Name | Type | Habitat | Reference |
|-----------------------------------|----------------------------------|--|---|
| Baboon-demon of the Ring of Set | Demon (Unique) | Any | <i>The Phoenix on the Sword</i> , <i>The Ring of Set</i> (Tierney) |
| Black Golem of Xapur | Construct | Temperate | <i>Shadows in the Moonlight</i> |
| Black Sphinx of Nebthu | Magical Beast (Unique) | Desert | <i>Black Sphinx of Nebthu</i> (de Camp/Carter) |
| Deep One | Monstrous Humanoid | Sea | <i>The Shadow over Innsmouth</i> (Lovecraft), <i>The Pillars of Melkarth</i> (Tierney) |
| Degenerate of Alkmeenon | Monstrous Humanoid | Jungle | <i>Jewels of Gwahlur</i> |
| Elephant-Being of Yag | Demon (Unique?) | Any | <i>Tower of the Elephant</i> |
| Frost Giant | Giant | Arctic | <i>The Frost Giant's Daughter</i> |
| Ghoul of Yanaidar | Undead | Mountains | <i>The Flame Knife</i> (de Camp/Carter) |
| Giant Skeleton | Undead | Any | <i>The Thing in the Crypt</i> (de Camp/Carter) |
| Grey Ape | Animal | Tundra | |
| Guardian of Larsha | Undead | Temperate | <i>The Hall of the Dead</i> |
| Ice Worm | Magical Beast | Arctic | <i>Lair of the Ice Worm</i> (de Camp/Carter) |
| Man Ape | Animal, Monstrous Humanoid | Mountains, Hills, Jungle, Forest | |
| Man-serpent | Aberration | Jungle, Desert | <i>God in the Bowl</i> , <i>Skull of the Seas</i> (Thomas) |
| Mound-Dweller of the Silver Isles | Aberration | Subterranean | <i>The Ballad of Belit</i> (Thomas) |
| Serpent-man | Monstrous Humanoid | Jungle, Desert | <i>The Shadow Kingdom</i> , <i>Shadows in the Skull</i> (de Camp/Carter), <i>Skull of the Seas</i> (Thomas) |
| Slithering Shadow of Xuthal | Demon (Unique) | Subterranean | <i>The Slithering Shadow</i> |
| Toad-Thing of the Nameless Isle | Demon (Unique?) | Any | <i>Conan the Buccaneer</i> (de Camp/Carter) |
| Voormis | Monstrous Humanoid | Arctic | |
| Zamboulan Ghoul | Undead | Desert | |
| Zembabwan Wyvern | Dragon | Jungle | <i>Red Moon of Zembabwei</i> (de Camp/Carter) |

This list is by no means comprehensive, and is simply a suggestion of creatures found in the pre-existing Conan stories and other Howard works. Please add new creatures and adapt your favorites from other settings.

SORCERERS OF THE HYBORIAN AGE

The following list includes the major sorcerers, magicians and high priests of the Hyborian Age. "Active" in the table below assumes the current year to be just after Conan becomes king. Certainly, there must be weaker, lesser-known magic users in Hyboria, including magic-using PCs. This list simply details the powerful wizards of the Hyborian Age.

| Name | Location | Age | Active | Remarks |
|----------------------|--------------|--------------|---------|--|
| Bit-Yakin | Alkmeenon | Unknown | No | Revived the cult of Yelaja, the Oracle of Alkmeenon |
| Eibon | Mhu Thulan | 8,000+ | Unknown | The Unfathomable, entered pact with Tsathoggua |
| Epimetrius | Aquilonia | 1,500+ | Yes | The Sage of Aquilonia, sleeps in "the Black Heart of Golamira" |
| Jalung Thongpa | Meru | | | Chosen One of Yama |
| Khosatral Khel | Xapur | Very ancient | No | The Devil in Iron, the ancient from the Abyss, the god of Dagonia, capable of incredible magic |
| Louhi | Hyperborea | Unknown | Yes | Witch-goddess of the Hyperboreans |
| Nenaunir | Zembabwei | Unknown | Yes | High Priest of Damballah |
| Pelias | Koth | Unknown | Yes | Aided Conan against Tsotha-Lanti |
| Pra-Eun | Kambuja | Unknown | Yes | God-king of Kambuja |
| Skelos | Atlantis (?) | 8,000+ | Unknown | Author of the Book of Skelos |
| The Master of Yimsha | Vendhya | Unknown | Yes | Master of the Black Seers of Yimsha |
| Toth-Amon | Stygia | 200+ | Yes | High Priest of Set, Master of the Black Ring |
| Thugra Khotan | Acheron | 3,000 | No | Returned under the guise of Natohk, the Veiled Sorcerer, destroyed by Conan |
| Thulsa Doom | Atlantis | 8,000+ | Yes | The Skull of Atlantis |
| Thuthomes | Stygia | Unknown | Yes | Contends with Toth-Amon for control of the Black Ring |
| Thuzun Thune | Valusia | 8,000+ | No | Enchanter of the Elder Race |
| Tsotha-Lanti | Koth | Unknown | Yes | The Vulture of Koth, reputedly spawned by the union of a demon mating with a mortal woman |
| Xaltotun | Acheron | 3,000 | No | Resurrected in plot against Conan |
| Yah Chieng | Khitai | Unknown | Yes | Master of the Scarlet Circle |

GODS, DEMONS, & DEITIES OF THE HYBORIAN AGE

In general, the "gods" of the Hyborean age are every bit as malicious and destructive as its "demons". One is distinguished from the other only by local customs and cultural opinion. Throughout the Conan mythos and Howard's other stories, the gods are assumed to actually exist. Campaigns in Hyboria are much more fun if played as if the gods and demons do exist and do influence the world. The list below describes most of the deities of the Hyborean Age. Feel free to add other historic and invented deities.

Also, in many of Howard's stories, the Cthulhu mythos of H.P. Lovecraft fame crossed over into Hyboria. Feel free to include the Elder Gods and other demon beings of the Cthulhu mythos in a Hyborian campaign for added horror, dark magic, and savagery.

| Name | Culture | Status | Domains | Sex | Description, Aliases |
|---------------------|------------------------------|--------------|--|------------|---|
| Ajujo | Black Kingdoms | Lesser | Combat, Luck, Plagues | Male | |
| Anu | Ophir | Lesser | Fertility, Strength | Male | The Bull God |
| Ashtoreth | Shem | Lesser | Fertility, Protection | Female | |
| Asura | Vendhya, Iranistan | Greater | Healing, Illusion, Knowledge, Serpents | Male | |
| Atum, Demogorge | Shem, other nations | Greater | Killing Gods and Demons | Genderless | The God Eater, God-Slayer, Demon-Killer |
| Bel | Zamora, Shem | Intermediate | Chaos, Death, Trickery | Unknown | The Masked God, The God of Thieves |
| Bori | Hyperborea | Lesser | Strength, War | Male | |
| Crom | Cimmeria | Lesser | Life and Death, War, Storms | Male | The Grim Grey God, God of the Mountain |
| Dagon | Shem, Black Kingdoms | Intermediate | Protection, Water, Weather | Male | Husband of Derketo |
| Damballah | Zembabwei, Black Kingdoms | Intermediate | Death, Evil, Serpents | Male | Set (Stygia) |
| Derketo | Stygia, Shem, Black Kingdoms | Lesser | Healing, Seduction | Female | Derketa (Black Kingdoms) |
| Erlík | Turan, Hyrkania | Greater | Death, Knowledge, Prophecy, Evil | Male | The God of the Yellow Hand of Death |
| Golden Peacock | Shem | Lesser | Blood, Trickery | Genderless | |
| Gwahlur | Keshan | Lesser | Darkness, Prophecy | Male | The King of Darkness |
| Hanuman | Zamboula, Vendhya | Lesser | Beast, Illusion, Knowledge | Male | Lord of the Black Throne |
| Hawk-God of Harakht | Stygia | Lesser | Animal, Knowledge, War | Male | |
| Ibis, Thoth | Stygia, Nemedía | Lesser | Knowledge, Magic | Male | |

| | | | | | |
|------------------|--------------------------------|--------------|--|--------------------|---|
| Ishtar | Shem, Koth, Khauran, Khoraja | Greater | Earth, Healing, Fertility, Seduction | Female, Genderless | Earth-Mother, Shub-Niggurath |
| Jhebbal Sag | Pictland, Black Kingdoms | Intermediate | Beast, Chaos, Strength | Male | Lord of Beasts |
| Jhil | Ghanata (Darfar), Picts | Lesser | Air, Law, Strength | Male | |
| Jullah | Black Kingdoms, Picts | Lesser | Beasts, Strength | Male | Gullah (Pictland) |
| Kali | Vendhya, Ghulistan | Intermediate | Death, Fertility, Healing, War | Female | The Black Mother |
| Mitra | Western Kingdoms | Greater | Good, Healing, Protection, Sun | Male | Monotheistic, followers denounce and seek to eradicate all other gods |
| Nebethet | Punt | Lesser | Death, Luck, Prophecy | Female | The Ivory Goddess |
| Nergal | Shem | Intermediate | Destruction, Plague, War, Death | Male | Meshlamtea |
| Omm | Zamora | Lesser | Spiders, Darkness, Poison | Unknown | Fallen out of favor due to the cult of Zath |
| Oranah | Brythunia, Peasants Everywhere | Intermediate | Nature, Crop Blight, the Hunt, Death | Genderless | The Stag God, The Ancient One |
| Pteor | Shem | Intermediate | Air, Fertility, Strength | Male | Adonis |
| Set | Stygia, Shem, Black Kingdoms | Greater | Death, Evil, Magic, Serpents, Weather | Male | Father Set, The Great Serpent, Damballah (Black Kingdoms) |
| Tammuz, Damuzi | Shem | Intermediate | Regeneration, Rebirth, Protection Against Diseases | Male | The Shepherd, Lord of the Sheepfolds |
| Tasthoggua | Shem, Stygia, Hyperborea | Intermediate | Patron of the Cobra Crown, Death, Toads and Frogs | Unknown | The Toad God, The Demon-Toad |
| Wiccana | Brythunia | Intermediate | Healing, Plants | Female | Nature Goddess |
| Xotli | Atlantis | Lesser | Blood, Evil, Darkness | Unknown | Lord of Terror, Demon-god of the Elder Night |
| Yajur | Kosala | Lesser | Death, Prophecy | Unknown | The God of Yota-Pong |
| Yama | Meru | Intermediate | Evil, Fire | Male | King of Devils |
| Ymir | Nordheim | Lesser | Destruction, Strength, War | Male | The Frost Giant |
| Yog, Yog-Sothoth | Darfar, Zuagirs | Greater | Bats, Blood, Darkness | Unknown | The Lord of Empty Abodes |
| Yun | Khitai | Intermediate | Guardian, Plant | Male? | |
| Zath | Zamora | Lesser | Darkness, Spiders | Female | The Spider-God of Yezud |

RELIGION IN HYBORIA

"I have known many gods. He who denies them is as blind as he who trusts them too deeply."
- Robert E. Howard: "The Queen of the Black Coast"



Hyborian Priests

The Hyborian world knew as many cults and religions as it knew tribesfolk and peoples, and religious practices and beliefs were as often the result of superstitious dread and sorcerous practices as of exalted spiritual yearnings and theological understanding.

In any case, the age bred few atheists, and even the most cynical of philosophers accepted the existence of greater beings, both good and evil, as a fundamental tenet of reality. Though the various individual gods were often worshipped within strict geographical boundaries, the age was thoroughly polytheistic, and it was a matter of course for nations to acknowledge the existence of rival deities to their own. The major exception to this rule was to be found among certain priests and adherents to the god Mitra who declared their deity to be the one true god, deserving of unwavering, monotheistic devotion.

Among the Aesir and Vanir of Nordheim, Ymir the Frost Giant, lord of storm and war, was chief of all gods, while individual tribes might have their own local deities as well. Ymir's domain was Valhalla, a snowy, shadowy place that was home to warriors fallen in battle; Ymir's daughter, Atali, was said to have appeared to dying warriors as harbinger of their journey to her father's realm.

The Cimmerians worshipped a grim and savage god, Crom, Lord of the Great Mountain, who cared little for humankind save to breathe into human souls the power to strive and slay. The Cimmerians believed in a shadowy afterlife in which the souls of the dead would wander Crom's grey realm aimlessly for all eternity.

The Hyperboreans to the east worshipped ancient Bori, while west of Cimmeria the Picts served Jhebbal Sag, the "ancient god of darkness and fear", as well as the Ghost Snake and Gullah the gorilla-god. Unlike the Cimmerians, the Picts had no aversion to human sacrifice, and their altars were permanently stained with the gore of their civilized enemies.

In the kingdoms of Aquilonia, Argos, Ophir, Nemedra and Zingara, south of Nordheim and Cimmeria, Mitra worship was almost universal, rivaled here and there only by cults of small numbers such as that of Asura, Ibis, Ishtar, and even, to some degree, the Stygian serpent-god, Set. Unlike the battle-minded gods of the north, Mitra was a gentle god. Blood sacrifice was expressly forbidden in the Mitran religion, the rituals of which were marked by simplicity, dignity, and beauty. Unlike pagan idols, the statues of Mitra were mere emblems meant to represent the god in idealized form and not to be worshipped themselves.



Mitra

Koth, which at one time knelt to Mitra, afterwards fell under the influence of Shem and Stygia and abandoned the gentle god for the more sensual rites of Ishtar, as did Khoraja and Khauran. The city-states of Corinthia may each have had patron gods, though Mitra-worship was known there, as was the cult of Anu the bull-god. Zamora, on the other hand, never accepted Mitra but played host rather to any number of weird and mysterious cults and divinities. Most notorious of them was Bel, the god of thieves, borrowed from the Shemites of Shumir, and most horrible was the nameless spider-god of Yezud, worshipped in the form of a giant tarantula sculpted in black stone.

The land of Shem also worshipped a plethora of divine beings, most of them fertility gods and goddesses as befitting an agricultural people. Each city-state owned its own patron deity such as Bel, noted earlier, and Pteor, the male sky-god, mate to the Earth-Mother; the latter appeared in several guises as Ashtoreth, Derketo and Ishtar. Ishtar, in particular, was worshipped in rich temples and at lavish shrines with rituals of blood sacrifice and orgiastic frenzy performed before sensuously carved idols of ivory.

To the Zuagir tribesmen of the Eastern Desert, Yog, the ancient demon Lord of the Empty Abodes, was considered most sacred. South of Shem, in Stygia, Set the Old Serpent reigned paramount, a reminder of the Elder Gods worshipped everywhere in the pre-human period of history and later feared in the Hyborean kingdoms as the most abhorrent and foul of demons. Indeed, the gruesome rituals of Set worship, carried out in temple, tomb and pyramid, and including live human sacrifice and sorcerous obscenities, only underscored the reason why Set's very name evoked disgust and terror among most peoples.

Among the Black Kingdoms Set held some sway, but native gods such as Jullah, Jhil and Gwahlur had large followings of their own, as did countless local demons and spirits.

Turan in the east held Erlik and the Living Tarim as holiest of gods, while Zamboula bowed to Hanuman the horrible man-ape god.

Farther east in Kosala, the cult of Yajur offered their bloodthirsty god strangled humans, while in Khitai Yun seems to have been worshipped less violently with incense and prayer.

Pteor



SORCEROUS RELIGIOUS SOCIETIES OF HYBORIA

The Black Ring of Stygia

Many Stygian sorcerers are loosely organized in a brotherhood known as the Black Ring, whose seat of power is Kheshatta, the City of Magicians. In ancient days, Pteion, located in eastern Stygia, not far from the Taian border, was the former seat of the black magicians, but it was abandoned when the desert encroached upon it.

High-ranking members of the Black Ring are said to be able to kill with a touch, leaving a black handprint on the dead body. The master of the Black Ring is Thoth-Amon, Prince of Magicians and High Priest of Set.

The Scarlet Circle of Khitai

Khitai is the stronghold of the world's greatest wizards and masters of the eastern world. Its god-kings master the arcane mysteries of the Scarlet Circle, with its five elements: fire, bone, jade, blood and metal.

The supreme master of the Scarlet Circle is Yah Chieng of purple-towered Paikang, whose demons and sorceries are feared by all in the East. His greatest rival is Pra-Eun, the god-king of Kambuja.

The Black Seers of Yimsha

Mount Yimsha is one of the pre-eminent peaks in the Himelian Mountain region known as Ghulistan. It is the mountain stronghold of the Seers of the Black Circle, one of the oldest continuously existing groups of mages in the Hyborian Age world. The Black Seers consist of a Master and several Adepts.

The White Hand of Hyperborea

Hyperborea is ruled by the White Hand, a coven of sorcerers not unlike the Black Ring of Stygia or the Scarlet Circle of Khitai. The White Hand "Witchmen" are the priests and priestesses of Louhi as well as accomplished sorcerers. Their magic focuses around the cold of their land and control of the dead. Hyperborean sorcerers are highly prized in the northern wilds, but they are little respected in Hyborian lands.

In addition to their sorcerous powers, the White Hand supports teams of assassins who travel for the Hand. These assassins wear black robes, capes and cowls and a white, flat mask which is transparent only to the wearer, giving them the appearance of having no face at all. They use a wooden baton tipped with two egg-sized metal spheres with which they strike nerve centers to immobilize, torment or kill their victims. These assassins are said to be extremely swift and skilled.

MAGICAL ITEMS & ARTIFACTS

The following is a list of various lesser magical items specific to the Hyborian Age. Also included are items which are not necessarily magical, but are nonetheless rare, valuable and/or powerful in their own right. Note that market values are not given, since buying and selling magical items is very uncommon in the Hyborian Age, and because local economies change as often as scenery does. In a Hyborian Age campaign, the Narrator should adjudicate a suitable price for magical items on a case-by-case basis.

Also note that the following list is a sample of setting-specific magical and rare items found in Howard's literature and the other works that have helped to build Hyboria. There are surely hundreds of other magical items that are non-setting specific, so don't feel confined by this list. For more information on magic and magical items, see the *Magic & Psionics* chapter in the *Saga* core rulebook.

Fire Dust

"And that bursting blue flame - I thought it looked familiar. It's a trick of the Stygian priests."

- Robert E. Howard: "Jewels of Gwahlur"

A magical dust that produces a blinding flash of blue fire. It is a common trick of Stygian priests. When thrown into the air it blazes in a flash of blue-white light covering a 10 foot radius area no more than 10 feet away from the user. Effects last d4 seconds/turns. Anyone who looks into the radiant flash is blinded for 30 seconds to 1 minute, and receives whatever blindness penalties the Storyteller deems fit.

Globe of Yezud

A black, marble-sized sphere that changes into a deadly spider at the command of the user. The globes are not manufactured, but summoned from elsewhere by a mystic diagram drawn on a surface (like the ground). Up to three times per day, the wielder of the globe can transform it into a small monstrous spider whose poison and web has the properties of a large monstrous spider. Stats are left to the discretion of the Narrator. Using the Globe of Yezud is a standard action. The globe remains in spider form for up to one hour. The globe itself can be destroyed but has the strength of stone. This tool is favored by the priests of the Cult of Zath, the spider god of Yezud.

Golden Elixir of Xuthal

"On the dais lay a young yellow woman, naked and apparently lifeless. At her hand stood a jade jar nearly full of peculiar golden-colored liquid. Natala believed it to be the elixir described by Thalís, which lent vigor and vitality to the degenerate Xuthal."

- Robert E. Howard: "The Slithering Shadow"

A golden wine-like drink that magically restores strength and vitality, even to one horribly wounded. It is made by the dreamers of Xuthal. When ingested, a Golden Elixir of Xuthal cancels all penalties to Strength and Endurance, even those caused by magic. Those who have no penalties who drink a Golden Elixir receive +1 STR and END for 1-5 hours (Storyteller's discretion).

Green Fire-Stones of Xuchotl

"The vaulted ceiling was of lapis lazuli, adorned with clusters of great green stones that gleamed with a poisonous radiance. Green fire-stones," growled Conan. "That's what the people of Punt call them. They're supposed to be the petrified eyes of those prehistoric snakes the ancients called Golden Serpents. They glow like a cat's eyes in the dark. At night this hall would be lighted by them, but it would be a hellishly weird illumination."

- Robert E. Howard: "Red Nails"

The halls of the city of Xuchotl were illuminated by strange green stones said to be the eyes of ancient golden serpents. This form of lighting is undoubtedly used elsewhere in the lands of the south. A green fire-stone illuminates a 10 foot radius at all times with the sickly green light cast from its center. A short chant (1-2 successes) can be performed with Transmutation magic to turn the light on and off, or to dull its illumination in degrees.

Mirror of Thought

A minor magical device crafted by powerful wizards. By concentrating on it, the owner can form an image of his thoughts in the glass. The mirror allows the owner to use silent image at will, projecting the image on the mirror's surface. Using a Mirror of Thought requires a short incantation (1-4 successes) with a handful of ingredients; Transmutation and Illusion magic can be used for this purpose. These artifacts can also be used as powerful ingredients in Transmutation, Illusion, or Divination magic. Mirrors of Thought weigh around 10 lbs.

Stygian Tomb-Dust

"It was but a dust I found in a Stygian tomb which I flung into your eyes. If I brush out their sight again, I will leave you to grope in darkness for the rest of your life!"

- Robert E. Howard: "The Scarlet Citadel"

This is a magical dust obtained from Stygian tombs. Such tombs are particularly rich in necromantic and illusory energies. It can be used as ingredients in Necromancy, Illusion, and Transmutation magic. When used as an ingredient, a handful of Stygian Tomb Dust is equivalent to five powerful ingredients, allowing the caster greater control and influence over the effects of the desired magic.

Also, Stygian Tomb Dust can be flung into the eyes of target victims, causing magical blindness. Targets affected in this way are blind for 10-30 minutes. Stronger doses can be used and imbued with magic to make targets permanently blind. Activating Tomb Dust in order to cause permanent blindness requires a long incantation (around 6-8 successes, several minutes) of Illusion, Necromancy, or Transmutation magic. Once activated, it must simply be thrown in the face of the intended victim. Does not work on the undead, and creatures who are already blind.

Not all Stygian Tombs produce this powerful black powder. Stygian Tomb Dust only comes from the bonemeal and blackened soil of powerful magic users, high-ranking and favored priests of Set, and other tombs of cursed and tainted persons.

RARE & POWERFUL ARTIFACTS

| Name | Origin | Current Owner | Description |
|---|------------------------|---------------|---|
| Book of Skelos | Skelos | Unknown | The ultimate tome of sorcery and necromancy, sought by all ambitious wizards of the Hyborian Age. It is so imbued and enriched with Necromantic magic that it provides an unlimited number of powerful ingredients (for Necromancy) when held or kept nearby. The tome also contains a comprehensive list of ingredients and their influence in Necromancy. Characters with this tome never have to find ingredients when casting necromancy, and have a very strong influence in the outcome of their magic. Also, gives +5 to all rolls involving Necromancy. |
| Cobra Crown | Serpent-men of Valusia | Thoth-Amon | An artifact which grants its wearer incredible powers of mental domination. Gives a +5 to all rolls involving Telepathy psionics and Illusion magic. |
| Hand of Nergal, Meshlamtea's Claw | The Demon-God Nergal | Unknown | A gemstone carved in the shape of a claw, that possesses power of great evil. It is described in the Book of Skelos, where it is said to give two things: great power and a hideous death. Wielding the Hand of Nergal gives +2 to all rolls involving magic. Bonuses granted this way are negated by the Heart of Tammuz. |
| Heart of Ahriman | From another world | Unknown | The sacred jewel of Acheron. Worth massive amounts of gold. |
| Heart of Tammuz | The Demon-God Tammuz | Unknown | A golden globe (some say in the shape of a heart), that possesses the force of the Power of Light. It is the only magical thing that can defeat the Hand of Nergal. When it is within 1 mile of the Hand of Nergal, all that item's power's are negated. The Heart of Tammuz also grants its wielder protection from magic, which comes in many forms (Narrator's discretion). |
| 5 Mirrors of Tuzun Thune | Tuzun Thune of Valusia | Scattered | The mirrors of the Valusian enchanter Thuzun Thune. Each mirror has a different power. One allows travel between places (teleportation). Another has divinatory powers, and shows images of past, present, and future at random. A third mirror is used to trap the soul's of target victims. A fourth mirror creates doppelgangers of souls trapped in the third. And the fifth mirror allows limited time travel. These artifacts have been scattered and lost for many years, but are highly sought after by adventurers. Each of these mirrors is also a powerful ingredient in any Illusion, Divination, or Transmutation magic. |
| Ring of Set | Serpent-men of Valusia | Thoth-Amon | A ring which allows its wearer to control the great baboon-demon bound to the ring. Use of the ring curses and depletes the lifeforce of the user. |
| Star of Khorala | | Unknown | A magical ring or gemstone which gives power over the opposite sex to those who understand its use. |
| Sword of the Phoenix, Sword of Epimetreus | Epimetreus the Sage | Unknown | A sword inscribed with the symbol of the phoenix, with the power to slay demonic creatures. The sword gives the bearer +3 in all Rolls to Hit, Rolls to Bypass Armor, and Rolls to Wound demons. It also grants +3 in Rolls to Intimidate demons, and grants the wielder immunity to fear from demons. The magical nature of the sword also grants +1 to all Rolls to Wound. |
| Teeth of Gwahlur | Gwahlur | Unknown | A priceless set of jewels sacred to the dark god Gwahlur. |

PLANTS & MAGICAL HERBS

*"The Coven-Master gave to me a phial
Of the dread opiate that is the key
To dream-gates opening upon a sea
Of acherontic vapours; mile on mile
Stretched ebon coasts untrod, wherefrom aspire
Pylons of rough-hewn stone climbing to skies
Alien-constellated, where arise
Grey mottled moons of cold and leprous fire.
I saw -- and screamed! And knew my doom of dooms
Learning at last... where the Black Lotus blooms."
-Lin Carter: "Dreams from R'lyeh"*

This section details a few of the many plants and magical herbs in the Hyborian Age. All of the plants listed are setting-specific, but this list is by no means exhaustive. Surely, predecessors to all of the plants of the modern world must exist in Hyboria, so those plants with utilitarian, edible, and medicinal (as well as magical) uses should be included in a Hyborian campaign. For the sake of brevity, only those plants that are specific to the Hyborian age are listed below.

Apples of Derketa

*"We need not starve," she said. "There is fruit we can reach." Conan glanced where she pointed. "If we ate that, we wouldn't need the bite of a dragon," he grunted. "That's what the black people of Kush call the Apples of Derketa. Derketa is the Queen of the Dead. Drink a little of its juice, or spill it on your flesh, and you'd be dead before you could tumble to the foot of this crag."
- Robert E. Howard: "Red Nails"*

A deadly poisonous fruit found in the jungles to the south. The blackish juice causes death in seconds and the poison works by both contact and ingestion. The fruit was given this name by the Kushites. The lethal dose is .10 grams.

Poison Tree Staff

The Tree of Death is a hardwood found in Khitai, from which staves can be cut that will deliver a poisonous death to any victim touched. Any successful strike with the staff deals normal damage and poisons the creature hit. When the staff strikes, a lethal dose is not necessarily delivered, so PCs or NPCs using it must determine the Potency each time they successfully strike with the staff. A random number 1-10 must be generated by any method (d10, d20 - 10 if < 10, etc.) each time the staff strikes. This is the poison's Potency for the hit in question. Then, Potency is rolled against Endurance. Successful rolls kill the target. Resistance can not be built up to Poison Tree toxins. Poison Tree staves lose their toxicity after several years of use. Those who wield a Poison Tree Staff must wear gloves or risk being poisoned themselves.

Shoki Leaves

A plant whose leaves can be crushed to make ink. Shoki ink is waterproof and doesn't fade for thousands of years. The ink produced by these leaves can also be utilized as a potent black-purple dye.

Black Lotus

"[The powder] was made from black lotus, whose blossoms wave in the lost jungles of Khitai, where only the yellow-skulled priests of Yun dwell. Those blossoms strike dead any who smell of them."

- Robert E. Howard: "The Tower of the Elephant"

When the Black Lotus powder is burned in an incense bowl, it produces a dark green smoke. Black Lotus is a lethal poison, although it is said that certain dark sorcerers, such as Thoth-Amon, willingly breathe its fumes to boost the strength of their magic. The thief Taurus of Nemedra used black lotus powder to kill the lions in the gardens of the Tower of the Elephant.

The Black Lotus Swamp is a forlorn, snake-infested marsh that lies on the south bank of the Styx several days travel upriver from Khemi in Stygia. Some claim, however, that the black lotus only blooms in Khitai, where only the priests of Yun can harvest it.

Black Lotus can be used to poison targets in powdered and liquid form. Either way, the lethal dose is .05 grams, and incredibly deadly and effective killer. Burning the black lotus is not always deadly, and can in fact be used as a super-powerful ingredient in magic casting. When burned and inhaled, the user must first roll to survive the poison. The Potency of burned black lotus is Fair 3. If a caster inhales black lotus and does not die, all magic-related rolls are at +1, and the black lotus itself counts as one very powerful ingredient. Those who use black lotus in this way can become addicted.

Purple Lotus

The Purple Lotus Swamp lies in south-central Stygia and is the source of a plant whose juices produce temporary paralysis. The swamp is said to be haunted by ghosts. Under the effects of the purple lotus, the mind can sense everything but has no control at all over the body. Sorcerers use it in small doses to free their mind from the bonds of their bodies, but many unsavory people use it for much darker purposes. The potion looks and smells like clear water and is undetectable. In normal doses, it has the power to paralyze those who drink, ingest or breathe its fumes. When ingested, it rolls Potency vs. Endurance. Those who fail are paralyzed for 1-3 hours.

In concentrated powder form (double dose), Purple Lotus dust is the bane of spellcasters. One pinch of this dust can be flung up to 10 feet from the user and will scatter to fill a 5-foot-radius sphere. All spellcasters within the area must roll Endurance vs. Potency, or find their minds dulled and their wits slowed. Magic users affected in this way receive a -2 penalty to all magic rolls for 5-10 minutes.

Yellow Lotus

"... their lives are filled with exotic ecstasies, beyond the ken of ordinary men."

'Damned degenerates!' growled Conan.

'It is all in the point of view,' smiled Thalys lazily."

- Robert E. Howard: "The Slithering Shadow"

Yellow Lotus is a narcotic used for trances and visions. It blooms only in certain remote areas of Khitai. The lotus itself is sometimes seen in these visions, and it could be that the flower itself exerts a malign influence through them. The inhabitants of Xuthal, an ancient city in the Southern Desert of Kush, were

addicted to the yellow lotus and spent most of their lives in lotus-induced dreams.

Incense made from Yellow Lotus can be found in several varieties. A half-dose of Yellow Lotus induces sleep in a willing target. At the DM's option, visions and omens can also be granted through its use. A full dose functions as a successfully cast Divination spell, and can have any divinatory effects appropriate to the setting and story.

Yellow Lotus is extremely addictive. Any time users inhale the smoke of Yellow Lotus incense, they must roll Endurance vs. Potency 4. A failure means they have become addicted. Once addicted, Yellow Lotus users must inhale the smoke (or otherwise consume the plant) at least once every one or two days, or they will suffer intense penalties to all rolls.

Grey Lotus

Grey Lotus is a drug that causes madness when consumed in liquid form. It is found in the Grey Lotus Swamp east of Khitai. When imbibed, the user rolls Intelligence/Mind Power vs. Potency 5. If this roll is failed, the imbiber becomes a raving berserker that attacks everything in sight with unnatural strength. This roll is not necessary if the user is willing to allow the potion to affect her.

Victims of Grey Lotus have no control of themselves and will kill and destroy until the effect wears off. Effects last 1-4 minutes. Those in a Grey Lotus Rage attack the nearest creature and continue to fight until unconscious or dead, or until no living thing remains within 30 feet.

Grey Lotus also exists in a rare powdered form, and can be blown into the face of enemies. It affects a single victim and has the same effects as drinking the potion. When used in this way, the target rolls Intelligence/Mind Power vs. Potency 4 to resist effects.

White Lotus

This is a beneficial herb that heals wounds and cures disease. It is said to be cultivated in a secret place in Vendhya. When the herb is made into a tincture or infusion, it can be ingested internally to cure common diseases. Used in this way, it instantly removes any harmful common disease and provides relief from pain; it does not affect magically-produced disease and contagion. Used as a poultice, salve, or essential oil, white lotus can be applied to wounds to stop bleeding and promote healing, as well as numbing the pain of topical wounds. When used on broken bones, torn ligaments or muscles, and other crippling wounds, white lotus halves the time needed for healing.

Golden Lotus

The juice of the golden lotus cures insanity and disease. It is even rumored that this potion can save a man poisoned by the black lotus. Few people know where Golden Lotus blooms, although it is said to be found only in places that have never been disturbed by dark magics. The priest Totrasmek of Hanuman, in Zamboula, possessed a vial of this rare potion. When ingested, golden lotus negates all penalties to attributes and promotes quick healing of wounds. It can be used topically to stop intense bleeding.

ARMS & ARMOR IN THE HYBORIAN AGE

This section details the weapons and armor used by societies according to their level of technology. Since travel, adventure, trade, and intermingling between peoples and cultures is common, these lists are not concrete. A metal longsword may well be found in a primitive society, just as a stone axe will certainly be found here and there among rural civilized peoples. These lists are more guidelines than rules, and should be used as such. Feel free to add setting-appropriate weapons and armor to any of the lists below.

Keep in mind when looking over the following lists that in the Conan/Hyborian mythos, armor is a rather absent feature. The large armies and guard forces of empires and city-states have heavy cuirasses of platemail and chainmail hauberks, but these forces are relatively rare when compared to the majority of Hyborian Age adventurers. Most warriors in Hyboria wear nothing more than a leather jerkin, or a studded leather vest in the case of seasoned and wealthy adventurers. Many don't even bother with the leather armor, as in Conan himself, who was very rarely armored. It's fine to include larger, heavier metal armors in a Hyborian campaign, just make sure they fit the setting and don't overuse them.

Stone Age/Primitive Cultures

Italicized entries are only present in metal-using primitive cultures, such as Cimmeria. Such cultures typically only use copper or bronze in making tools, but some iron may also be utilized. In metal-using primitive cultures, wooden, stone, and bone tools are still the norm.

Weapons

Short Self-Bows, Long Self-Bows, Recurve Short Self-Bows, Recurve Long Self-Bows, Primitive Crossbows, Wooden Arrows, Bamboo Arrows, Arrowcane Arrows, Stone-tipped Arrows, Bone-tipped Arrows, Blunted Bird-arrows, Wooden Bolts, Bamboo Bolts, Arrowcane Bolts, Stone-tipped Bolts, Bone-tipped Bolts, Stone Axes, Bone Axes, Stone Daggers or Knives, Bone Daggers or Knives, Wooden Spears or Javelins, Stone-tipped Spears or Javelins, Bone-tipped Spears, Primitive Tridents, Wooden Staffs, Wooden Clubs, Bone Clubs, Blowguns, Darts, Boomerangs, Bolas, Slings, Rocks and Stones, Nets, variety of Traps.

Metal Daggers or Knives, Metal Hand Axes, Metal Axes, Metal Short Swords or Machetes, Metal Long Swords, Metal Clubs or Maces, Metal Warhammers and Mauls, Metal Flails, Metal-tipped Arrows, Metal-tipped Bolts, Metal-tipped Spears.

Armor

Leather or Hide, Thick Leather or Hide, Studded Leather (bone, shell, or wooden studs), Plated/Scaled Leather (bone, shell, or wooden scales), Wooden Shields, Hide-covered Wooden Shields.

Studded Leather (metal studs), Rarely: Chainmail or Ringmail, Scalemail, small pieces of Platemail

Applies To

Asgard, Cimmeria, Darfar, Hyrkania, Keshan, Pictland/Pictish Wilderness, Vanaheim.

Copper/Bronze Age Cultures

Weapons

All weapons in previous tech levels, Short/Long Self-Bows, Short Composite Bows, Crossbows, Slings, Blowguns, Small/Large Broadhead Arrows, Small/Large Bolts, Stones, Darts, Hand Axes and Adzes, Axes, Battle Axes, Daggers and Knives, Short Swords, Sickles and Sickle-swords, Staffs, Clubs, Maces, Flails, Spears, Poleaxes and Halberds, Scythes, Tridents, Throwing Knives and Axes.

Armor

All armor in previous tech levels, Leather, Thick Leather, Studded Leather, Chainmail/Ringmail, Scalemail, Platemail, Wooden Shields, Round Shields, Crescent Shields, Kite Shields.

Applies To

Kush, Punt, Shem, Stygia, Zembabwei.

Classical/Greco-Roman Cultures

Same as Copper/Bronze Age Cultures, except that Iron weapons and armor are rare but present.

Applies To

Argos, Corinthia, Khauran, Koraja, Koth, Ophir.

Iron Age/Medieval Cultures

All of the medieval/iron age cultures of the Hyborian Age are technologically equivalent to the Early Middle Ages of European history. Thus, unlike the Late Middle Ages, platemail, scalemail, and chainmail are still extremely rare, and there are no gunpowder weapons. This list below is almost identical to the list in the section above. This is because the weapons and armor found in Iron Age societies is almost identical to that of Copper/Bronze age societies, except that iron and steel are the dominant metals.

Weapons

All weapons in previous tech levels, Short/Long Self-Bows, Short/Long Composite Bows, Crossbows, Slings, Blowguns, Small/Large Broadhead Arrows, Small/Large Bolts, Stones, Darts, Hand Axes and Adzes, Axes, Battle Axes, Daggers and Knives, Short Swords, Sickles and Sickle-swords, Long Swords, Staffs, Clubs, Maces, Flails, Warhammers and Mauls, Spears, Poleaxes and Halberds, Scythes, Tridents, Throwing Knives and Axes.

Armor

All armor in previous tech levels, Leather, Thick Leather, Studded Leather, Chainmail/Ringmail, Scalemail, Platemail, Brigandines, Jack-of-Plate, Wooden Shields, Bucklers, Round Shields, Crescent Shields, Kite Shields, Tower Shields.

Applies To

Afghulistan, Aquilonia, Border Kingdom, Brythunia, Hyperborea, Iranistan, Kambuja, Khitai, Kosala, Kusan, Meru, Nemedi, Turan, Uttara Kuru, Vendhya, Zamora, Zingara.

HYBORIA

a Hyborian Age/World of Conan Campaign Setting

Inside this Campaign Setting Supplement You Will Find:

- Detailed information about the Provinces & Nations of Hyboria
- Information about the Races & Peoples of those nations
- Lists of Important NPCs in Hyboria
- Unique and Important Locations in Hyboria
- Creatures of the Hyborian Age
- Sorcerers of the Hyborian Age, and Sorcerous Societies of Hyboria
- Gods, Demons, & Deities of Hyboria, and Details About Hyborian Religion
- Magical Items & Artifacts in Hyboria
- Plants & Magical Herbs of Hyboria
- Arms & Armor in the Hyborian Age

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