

MARVEL SUPER HEROES



HYBORIA LOREBOOK

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THE UNOFFICIAL CANON PROJECT

CONAN

THE BARBARIAN

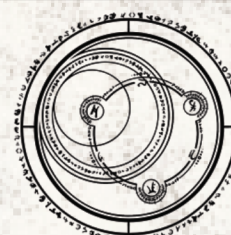
HYBORIA LOREBOOK

by Necromancer

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"Know, O Prince, that between the years when the oceans drank Atlantis and the gleaming cities, and the rise of the Sons of Aryas, there was an age undreamed of, when shining kingdoms lay spread across the world like blue mantles beneath the stars. Hither, came Conan, the Cimmerian, black-haired, sullen eyed, sword in hand, a thief, a reaver, a slayer, with gigantic melancholies and gigantic mirth, to tread the jeweled thrones of the Earth under his sandaled feet."

The Hyborian Age

Acheron

Acheron was a country of the Hyborian Age more than 3000 years before the time of Conan. It was an empire which included the lands of southern Nemedia, Brythunia, most of Corinthia, most of Ophir, parts of western Koth, and the western lands of Shem, northern Argos and the lands of Aquilonia. The people of Acheron were not Hyborians, but rather ethnic Lemurians, who had migrated from the east sometime after the cataclysm. When the Hyborians who would found the western kingdoms arrived, they found a developed and complex civilization, with standing armies, longstanding urbanism, and strong religion, that overcame them and enslaved them, though not without effort.

Other dividing factors were that the people of Acheron revered Set rather than Mitra, and were in league with Stygia. The wizards of Acheron practiced foul necromancy, thaumaturgy of the most evil kind, grisly magic taught them by devils. Many a barbarian, both man and woman, died screaming on the altar. Their heads were piled to make a great pyramid in the capital city of Python, when the kings returned from the west

with their spoils and naked captives. When the barbarians finally made their bloody war on their southern enemies, Acheron was destroyed by the barbarians of Aquilonia and Nemedia mainly.

The ancient culture of Acheron was very developed, Python, the capital, namely was said to have been filled with beautiful tall purple towers, but little more than haunted ruins now remain. It was similar to Stygian culture, which was also made up of ethnic Lemurians and it was very entrenched with similar sorceries and likewise also in league with dark powers. The descendants of the people of Acheron are more plentiful than what people suppose, dwelling in the fastness of the hills, in communities in the great cities, and scattered as priests, menials, secretaries and scribes.

Afgulistan

Afgulistan is the common name given to the various barbarian tribes of the Himelian Mountains. It is a wild land of barbarian tribes and ferocious predators, such as the snow bear.



Snow Bear

| | |
|----------|---------|
| F | RM (30) |
| A | TY (6) |
| S | RM (30) |
| E | RM (30) |
| R | TY (6) |
| I | EX (20) |
| P | TY (6) |

Health: 96

Karma: 32

Popularity: -10

Resources: Shift 0

Known Powers:

Bite: Remarkable (30) Edged damage.

Bear Hug: Remarkable (30) Blunt damage, treat as a wrestling attack.

Berserker: If reduced to half of it's health score the snow bear enters a berserk rage that grants it a +1CS to it's Fighting and Strength ability and lowers it's RIP statistics by -1CS.

Enhanced Senses: The snow bear possesses enhanced senses of smell and taste which operate at the Remarkable (30) rank.

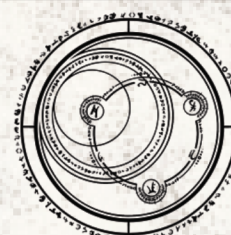
Tracking: Remarkable (30) rank ability.

Amazonia

Located near the Black Kingdoms, Amazonia is a country ruled by Amazons. They are not friendly toward males and enslave them when they capture them. Men are forced to do menial work while the women rule and are the warriors of this thick region of southern jungle.

Aquilonia

Aquilonia is named after it's biggest providence. Aquilonia is known for it's



fertile crop lands and many forests. Multiple rivers that run directly through it make it a perfect land for civilization, and the kingdom was powerful throughout the ages. Aquilonia is a western kingdom that is bordered by Zingara to the southwest, Cimmeria to the north, the Pictish Wilderness to the west, Border Kingdom to the northeast, Nemedia to the east and Ophir and Argos to the South. The province of the Bossonian Marches lies between Black River and Thunder River, and is covered by thick vegetation. This highly sought after land is constantly at stake between Aquilonia and the wild tribes of the Pictish Wilderness. For a brief time, Aquilonia pushed past the Thunder River and annexed the land beyond, calling it Conajahora, and installing Fort Tuscela to protect its interests. However, a loose alliance of pictis led by Zogar Sog managed to fight the Aquilonians back to the river.

Westermarck, made up of the provinces of Oriskonie, Conawaga, and Schohira, is to the east of the Thunder River. This land is home to many frontier settlements and is the destination of many adventurers looking for exciting journey into the western lands. Tulian's creek forms the boundary between Schohira and the Pictish Lands. Poitan, which lies to the south, is a rich province known for its fierce loyalty and military strength. Poitan is dotted with rich meadow lands, rolling plains, rose gardens and orange groves. Gunderland, to the north, is a hilly region known for its wild inhabitants, and is separated from the rest of Aquilonia by woodlands that teem with wild life. Tauran lies to the west of the Shirki River and is a land of open groves and pastures whose people dwell in thatched cottages and hunt wildlife. To the west, the Black River and the Thunder River run parallel and separate Aquilonia from the wild lands of the Pictish Wilderness. The Bossonian Marches lie directly

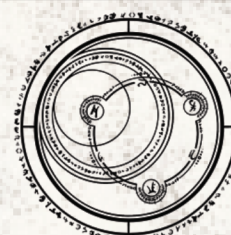
east of these rivers. The Shirki river runs from the north east, in a southwest direction, until it meets with the Thunder River in the southwest region of Aquilonia. The Khorotas River lies east of the Shirki River, and runs relatively parallel to it. Tarantia, the capitol of Aquilonia, lies on the Khorotas River. The Red River and Tybor River mark the southeast border, separating Aquilonia from Ophir.

There are few mountains in Aquilonia. Mt. Golamira being the notable exception, which lies in the Border Range, which separates Aquilonia from Nemedia. The Rabirian Mountains separate Aquilonia from Zingara. The city of Shamar sits on the Tybor River, the sight of an ancient village that predates the sinking of Atlantis. As the walled city grew, it attracted the attention of Ophir and Nemedia, among others, until finally growing strong enough to repel most attacks. It is traditionally ruled by a duke. Aquilonia is a monarchy, with the different provinces owing fealty to the king. Nine hundred years before the reign of Conan the country was ruled by Epeus the Sword-Wielder. Vilerius held the throne prior to the ascension of his nephew Numedides, the last ruler before Conan. Numedides, ultimately became a tyrant controlled by the sorcerer Thulandra Thuu. Little is known about this king and his rule, but Conan ultimately decided to overthrow him, and with the help of some allies (Count Trocero, Prospero, Dexitheus, and Publius), he marched on Tarantia and eventually killed King Numidides.

Conan's reign was rife with trouble, and his rule was challenged twice. The first by a set of five rebels who despised Conan as a lowly barbarian. Ironically, it was Thoth-Amon, Conan's old Nemesis, who helps him destroy this plot. A few years later, another attempt was made by a quartet of schemers who had summoned Xaltotun, an

ancient sorcerer of Acheron. This time, the schemers actually managed to dethrone Conan, if only for a short while. Conan regained his crown when he defeated Xaltotun with the help of the very same jewel that was used to summon him.

Aquilonia has a long history of border raids and wars with neighboring Nemedia. Although Aquilonia is larger, richer and more militarily powerful, they have never been able to conquer Nemedia completely. There have even been times when Nemedia was greater than Aquilonia. Aquilonia was the strongest and greediest of the Hyborian Kingdoms and wished to extend to an empire. Her kind made war on their neighbors. Tributaries were Koth, Corinthia, and eastern Shemitish tribes, and were forced to lend aid in wars. Zingara, Argos and Ophir (and perhaps Zamora) were annexed outright, with the western cities of Shem, and were treated like conquered provinces. Zingarans, barbaric Picts and Shemites fought as mercenaries in the Aquilonian standing armies. The conquests were pushed to Nilus and they slaughtered a Stygian army, the Stygian King sent tribute to avert invasion. At different times, the Cimmerians made their way to Aquilonia in plundering forays. One of Aquilonia's few defeats was when an army was sent into Cimmeria only to be routed, and the army was almost completely destroyed in Asgard. The Aquilonian kings toyed with the ideal of putting Picts and Cimmerians against each other and let both barbarian peoples destroy each other. Nemedia (aided by Hyperborea) had successfully resisted for centuries, and led an alliance with Brythunia, Zamora, and secretly Koth, in order to crush the rising empire. There was an ancient feud with Hyperborea. Their armies met in the plains of the Border Kingdom in a great and savage battle, during which the Hyperborean host were



utterly defeated.

The Aquilonians also met invaders with Hyrkania, and defeated them on the plains of Brythunia. Aquilonia reconquered Zamora (which was briefly taken by the Hyrkanians) and quartered soldiers there not only to protect the ravaged country, but also to keep the people subjugated. Aquilonia repelled three more invasions upon the Zamorian borders, and the lands of Shem, although the Turanian armies grew larger. With Brythunia reduced to small wars, Aquilonia felt ready to march against Nemedias. However, the campaign coincided with the Pictish invasion; Bossonian conscripts quit Aquilonian troops and the campaign in order to fight in the Bossonian Marches. As a result, Aquilonia was defeated by the desperate Nemedians. For this humiliating defeat, the Aquilonians sought retribution against the Bossonians by staging a war conclave. Then, their mercenaries turned against their unsuspecting and unarmed allies and left the Marches a ruined and devastated land.

But this proved to be a short sighted whim, as the Bossonians always were a bulwark against the barbarians. Nothing was left to stop the second invasion attempt by the Picts. While Aquilonia was warring again with Nemedias, a massive coordinated invasion found no opposition and swarmed into Aquilonia. Zingara found the opportunity to throw off Aquilonia's yoke, followed by Corinthia and the Shemites. Regiments of mercenaries and vassals mutinied and deserted, looting as they returned to their home countries. In the midst of the chaos, even the Cimmerians came, looting cities and devastating the country before returning to their hills.

Aquilonian troops were recalled from all parts of the empire, like Zamora, which incited the Hyrkanians from

Turan to return. Without allies they were unable to hold off the barbarians, the mutineers and the inexhaustible supply of the swarming hordes from the wilderness, that was nothing less than an onrush of the whole Pictish nation. The Aquilonian empire fell in fire and blood and the now overrun country was now occupied by the Picts. Soon they became the masters of Aquilonia and started erasing the former inhabitants from the map. Only Gunderland survived the fall and maintained its independence as a separate kingdom in the hills. Driven before the onrushing tides of the Nordic drift, the Cimmerians surged and destroyed Gunderland, and marched across ancient Aquilonia, through the Pictish hosts. Aquilonia remained under the hold of the Picts until their demise in the next cataclysm.

Aquilonian People are mainly of Hyborian stock, they are a tall race varying in complexion depending on locality. Many of the provinces have distinct cultures and peoples of their own, such as the Bossonian Marches, Gunderland and Poitan, where black hair and brown eyes are dominant, because of admixture with the brown Zingarans. The Aquilonians remained vital and virile, despite the conquered wealth and splendor. They were also haughty and arrogant and treated less powerful people with intolerance and contempt. As self proclaimed masters they treated their tributaries as conquered provincial subjects. Aquilonian smiths make some of the finest steel armor and helms in all the world. Their knights are a truly powerful force with this armor. Their armies primarily rely on cavalries while spear men are provided by Gunderland and archers from the Bossonian Marches. Aquilonia is one of the few countries to mint gold coins. These coins sometimes called lunas, are valued around the world. Aquilonian civilization altogether is enviable

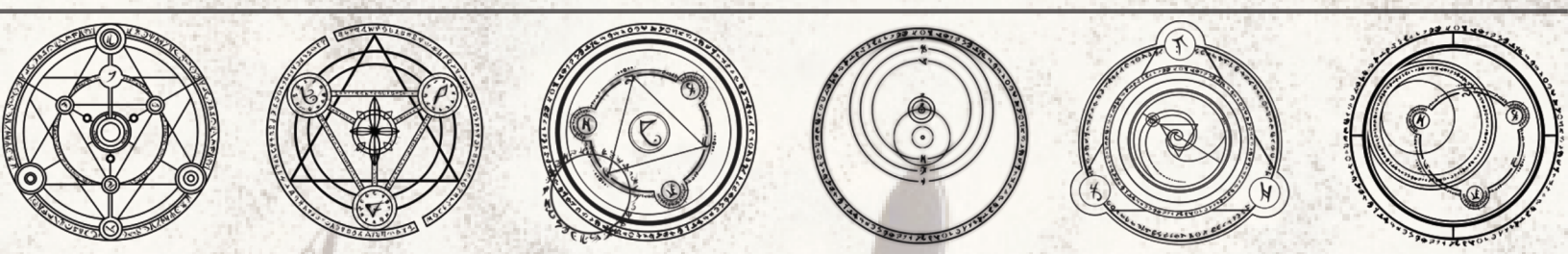
particularly in Attalus where commerce thrives. Their chief deity is Mitra, much like the rest of the Hyborians, and their religion is quite imaginative.

Argos

Argos is one of the sea coast nations of the Hyborian Age. The Rabirian Mountains form the western and northern borders of Argos. The capital city of Messantia sits on the southern coast and at the mouth of the Khorotas river. The city is the western end of The Road of Kings. The people of Argos is the Argosians who have admixed extensively with the Zingarans. There are also strong Shemitish and Stygian strains. Some time before the events of "The City of Skulls", King Milo defeats King Ferdrugo of Zingara, who likely followed Tharnos (whose hand Conan took). Argos was annexed by Aquilonia and then became part of the Hyrkanian empire. When the Picts started breaking into Zingara, thousands of Zingarans attempting to flee the slaughter came to Argos, where they were met with the westward sweeping Hyrkanians. The Picts pursued them destroying Argos. In the next cataclysm, Argos was washed away by the Mediterranean.

Asgard

Asgard is a part of Nordheim. The Aesir fought several wars with their cousins in Vanaheim. Between these wars, the Aesir also assailed Hyperborea, destroyed city after city and pushed back its frontier. One of Aquilonia's few humiliating defeats was when the Aesir almost completely destroyed an Aquilonian army. In the following centuries, advancing ice fields of the glacier age started drifting so southwards forcing the Nordics to flee to the south. The land is also home to many frost giants.

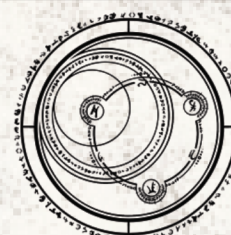


Bossonian Marches

The Bossonian Marches are a strip of land between Aquilonia, where they belong, and the Pictish Wilderness, extending from the Border Kingdom in the north to Zingara in the southwest. The marches have large walled villages. The marches were occupied by an aboriginal race, which was conquered by a tribe of Hyborians, early in the ages of the drift, forming a mixed people. After centuries of warfare with the barbarian Picts in the west and Cimmerians in the north, they evolved their own military tactics and war technology. Never attaining the civilization of the purer Hyborians, they were pushed to the very fringe of the civilized world. However, they belong the kingdom of Aquilonia, and form a bulwark against the barbarians. Typically Bossonian archers would hold off any barbarians before Aquilonian troops would arrive to support them. Nonetheless, the Picts often stole grain, steel weapons and armor from them. They also copied from the Bossonians the art of making huts. The Cimmerians fought against the Bossonians and sometimes they made it to Aquilonia itself for raids.

The ruder and less sophisticated Bossonians were derided by the haughty Aquilonians, who were self proclaimed masters. They were taxed absorbantly and were conscripted for the Aquilonian armies to fight for their territorial expansions, like in the campaign against Nemedia, with little gain for themselves. Few men were left to guard the frontier. The Bossonian Marches were the first target of the Pictish invasion. The Bossonians often aided by Aquilonian troops, held the invaders. Hearing of these outrages, whole Bossonian troops quit the Nemedian campaign and marched to their land and fought in the frontier lines the Picts were defeated in a great battle





that lasted for days, and Aquilonia punished them for it.

To punish the Bossonians for their desertion and their humiliating defeat by Nemedia, Aquilonian troops were secretly brought to the Bossonian Marches, with savage Shemitish soldiers quartered among them in a guise of an expedition against the Picts. The Aquilonians invited the Bossonian chiefs to attend a great war conclave, when the Shemitish turned on the unsuspecting, unarmed chiefs, while the armored imperial hosts ravaged and burned the villagers and people. The marches were now a ruined and devastated land. But then the short sighted retribution proved to be Aquilonia's demise. Without the Bossonian soldiers to hold them off, the Picts followed in a concerted rush against the Hyborian world. The invaders just swept the Bossonian remnants out of existence without opposition and swarmed in to Aquilonia. The Bossonians are descendants of aborigines and Hyborians. They are of medium height and complexion, with eyes brown or gray and they are mesocephalic. They live mainly by agriculture, in large walled villages. They are sturdy archers and stubborn defensive fighters, having evolved a type of defense almost impregnable against direct attack.

Brythunia

Brythunia is located north of Corinthia, east of the Border Kingdom and Nemedia and south of Hyperborea. The nation's borders are defined by mountain ranges on all sides except for its border with Nemedia, which is defined by the Yellow River. The land is hilly and covered with forests, and is fairly fertile. City states of Brythunia include Berthalia. It is likely that Brythunia has a monarchy, and is ruled

primarily by local lords. One thing that is known is that Brythunia is constantly raided by warlords and slave traders. Brythunia entered an alliance with Nemedia against the rise of Aquilonia and continued aiding Nemedia in defensive wars. It was in the plains of Brythunia where the Aquilonians defeated the invading raiders from Turan. In later times, Brythunia was reduced in a series of whirlwind wars. Shortly after the fall of Aquilonia to the Picts, a united force of Hyrkanians swept over and subjugated Brythunia and it became part of their eastern empire.

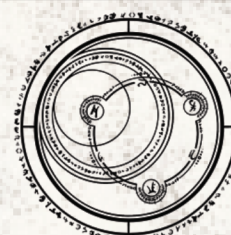
A Hyrkanian army on the borders of Brythunia was overthrown by Cimmerians who migrated southwards fleeing the Nordics and the ice fields of the Glacier Age. These were followed by the Nordics themselves. A band of Aesir drove the Hyrkanians out and occupied the former kingdom, adopting its name. Millennia later the Nordics would be known as Brythunians, Brythons or Britons. Brythunians are primarily of Hyborian stock. It is known that they tend to have blue eyes and blonde hair. The eastern Brythunians have intermingled with the dark skinned Zamorians. Their women are often of unsurpassing beauty and favored by slavers in foreign nations. Being so close to Cimmeria and especially Hyperborea, the people must be constantly ready to fight raiders. Brythunians usually worship Mitra, although it seems possible that small cults might still worship Bori, the founder of the Hyborian peoples.

Cimmeria

Cimmeria is a nation in the north of Hyboria, it is the homeland of Conan. Cimmeria is located in the north of Aquilonia, and east of the Pictish Wilderness. The Eiglophian Mountains separate Cimmeria from the from the

Nordheim countries Asgard and Vanaheim. The Border Kingdom separates Cimmeria from Nemedia in the south east. Cimmeria appears to contain wolves, panthers, deer and rabbits, but has no snakes or reptiles. Cimmeria was undoubtedly a rugged wilderness, hilly, probably mountainous, heavily forested and often cold and overcast. Cimmeria is a country where the colonists of Atlantis survived the Great Cataclysm. Devolving into little more than ape men, eventually they re-evolved into the people known as Cimmerians, through fighting against their old enemies, the Picts, and the Nordheimir to the North. Cimmeria remained immune and inaccessible to the advances of the Hyborian civilizations.

Cimmerians also fought against the Bossonian Marches and even fought their way to Aquilonia for plundering raids. Once, an Aquilonian raid was routed from Cimmeria, one of the few humiliating defeats of the mighty empire. The Aquilonian kings toyed with the ideal of pitting Cimmerians and Picts against each other and letting the barbarian nations destroy each other. While Aquilonia was being invaded by the Picts and their vassals were deserting them, the Cimmerians found the opportunity and came forth from their hills, looting the cities and devastating the lands, completing the ruin, before returning with their plunder to their homeland. Shortly after the fall of Aquilonia, Hyrkanians invaded from the east and north. A united force of riders swept into the Cimmerian hills, where their horses were less effective. The Cimmerians turned on them, and after a whole day of bloody fighting, the Hyrkanian hosts retreated to escape complete annihilation. Cimmeria remained unconquered by both the Pictish and Hyrkanian empire that dominated the former Hyborian world. Only the restless Nordic tribes warred continuously with the Cimmerians.



When the Glacier Age came, the Cimmerians fled before the Nordic onrush. Cimmeria was afterwards covered in waves by a second Cataclysm. It's mountains eventually became the British Isles. Although the nation has no overall government, the individual tribes are governed in a strangely democratic way by all the tribe's men. Even women have a respected place in Cimmeria, for while they are not soldiers, many wives and mothers have stood in defense of their homes and families. Almost every grown Cimmerian knows how to fight, for their neighbors will just as willingly raid them.

Corinthia

Corinthia paid tribute to Aquilonia and was forced to lend aid in it's wars. When the Hyrkanians invaded the west, Eastern Corinthia was devastated by riders from Turan. Later, while Aquilonia was being assailed by the Picts, Corinthia followed the example of Zingara and found the opportunity to throw of Aquilonia's yoke. Mercenaries and Vassals mutinied and returned to their countries. After the fall of Aquilonia to the Picts, Corinthia was devastated again by a second invasion wave of Hyrkanians who came from the north and became part of their empire. The Maze district is a tangle of muddy, winding alleyways and sordid dens, frequented by the bolder thieves in the kingdom.

It is indeed a maze of black alleys, and enclosed courts and devious ways and shadowed plazas; of furtive sounds and stench. There is no paving on the streets; mud and filth mingles in an unsavory mess. Sewers are unknown; refuse is dumped in the alleys to form reeking heaps and puddles. Unless a man walks with care he is likely to lose his footing and plunge waist deep into nauseous pools. Nor is it uncommon to

stumble over a corpse. A death cry on darkened stairs is nothing unusual. Aristocracy occupies purple and ivory palaces. There is a curtained door into a well lighted broad circular chamber, banded half way by a gallery between the polished floor and the lofty ceiling. There is a innate mahogany table, loaded with vessels of wine and rich viands. There are broad mirrors on the walls, with velvet hangings between. There are silken couches, chairs of ebony and ivory. Swaggering Corinthian mercenaries swill and wench all night and fight all day. The priests of the city worship Anu.

Darfar

Darfar is a country that lies on the south of Stygia and to the east of Kush. Dragons and elephants use to dwell there. The citadel of Sukhmet is on the border between Darfar and Stygia. Darfar is an area which suffers from slave trade. Darfar is an area which suffers from slave trade. Darfar is an area which suffers from slave trade. Darfar is an area which suffers from slave trade.



Hyborian Dragon

| | |
|----------|---------|
| F | RM (30) |
| A | GD (10) |
| S | IN (40) |
| E | AM (50) |
| R | TY (6) |
| I | EX (20) |
| P | GD (10) |

Health: 130
Karma: 36
Popularity: -20
Resources: Shift 0

Known Powers:

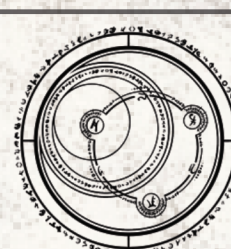
Armor Skin: The scales of the Hyborian Dragon provide Good (10) protection versus Physical damage and Typical (6) versus Energy damage.

Acid Breath: The Hyborian Dragon can spit acid up to 3 Areas away. This acid inflicts Amazing (50) Acid damage and can erode a objects Material Strength.

Gunderland

Lightly wooded Gunderland lies on the northern border of Aquilonia proper, close by the Bossonian Marches. Hill country marks the border between Gunderland and Tauran, a ridge of higher mountains separates it from Nemedia and the Border Kingdom. Gunderland has long stood as an ancient barrier between the barbarians of the north and civilized Aquilonia. Gunderland was once a separate kingdom, but was brought into the larger kingdom, less by conquest than by agreement. Their ways are more ruder and more primitive then Aquilonia. Their main concession is the adoption of the god Mitra in place of the primitive Bori of the Hyborians. When Aquilonia fell to the Picts,

Gunderland was never conquered and maintained it's independence. However, Gunderland was almost destroyed by the Cimmerians who were driven south wards by the Nordic onrush with the Glacier Age, and they reached Pictish occupied Aquilonia. Only in Gunderland is the pure Hyborian stock found unblemished. Thus Gundermen are uniformly compactly built, tall, brawny haired and grey eyed.

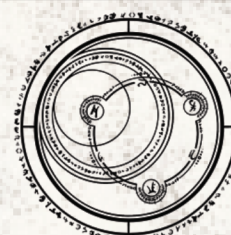


They are inclined to wander far. Gunderland mercenaries can be found in all the western armies. No infantry is a match for the wild and ruthless Gundermen, born and bred to battle, with a tradition that makes their morale unshakable. They have keen pike men. They use spears and shields and wear steel caps, corselets of chain mail, and polished leg pieces. These sturdy fighters are very popular as guardsmen among the land owners of the frontier. People keep no slaves in Gunderland as they do not believe in slavery.

Hyrkania

Hyrkania is an immense nation, stretching across the continent east of the Vilayet Sea. Much of the land is composed of deserts (in the extreme north and south) but there are also large steppes of fields and hills also. Along the coast of the sea the land is much greener. Hyrkania's border to the between Khitai is marked with a large chain of mountains. To the south, Hyrkania effectively controls a large region of smaller regions with little permanent government of their own. However, these provinces have significantly different socially cultural distinction of their own and are not a formal part of Hyrkania. Reportedly, there are thousands of elephants in that country. At first, in the mountains east of the Vilayet Sea was a curious race of intelligent aborigines. These were joined by descendants of Lemurian survivors. This was the beginning of the Hyrkanian civilization. 3000 years after the Cataclysm the kingdom of Turan is established on the southwestern shore of the inland sea. Toward the latter part of the period, northern Hyrkanian clans pushed around the northern extremity of the inland sea, and clash with eastern outposts of the Hyperboreans. In the following centuries and years Hyrkanians assailed the Western





kingdoms and were one of the factors that destroyed that Hyborean civilization and established their own empire in the west, formed by former kingdoms. However, the Aesir came and clashed with the Hyrkanians, assailing them so savagely that they retreated back toward Vilayet. Then came the Cimmerians, and during the irresistible wandering southeastward, destroyed Turan. As they fled, the Hyrkanians destroyed all of their cities, and after butchering those captives not fit to make the march, rode back into the east, skirting the northern edge of Vilayet, herding thousands of slaves before them, Zamorians and Zingarans. This was at the arrival of the Glacial Age, just before the second cataclysm.

Hyperborea

Separated from Asgard to the west by the River of Death Ice, Hyperborea is locked in perpetual winter. Hyperborea is home to several mountain ranges including the eastern end of the Eiglophian and Graaskal ranges. This country is the cradle of the Hyborian age. The Hyborians have been drifting south westwards, destroying and absorbing conquered races. One tribe discovered how to build a crude fortress of boulders to repel tribal attacks and started using mighty stone houses surrounded by walls. This fortress evolved to the first Hyborian kingdom.

Crude and barbaric, Hyperborea drove away other tribes who were defeated or didn't wish to become tributaries. Around 2500 years after the Cataclysm, the blonde arctic savages that would become the Nordheimir grew and evolved and drove the northern Hyborians from the ancestral homelands. In turn, those drove their own kindred before them, and even Hyperborea was conquered, albeit it

retained its name. The arctic barbarians arrived in the south but Hyperborea stopped their advance, and the barbarians settled in Nordheim. The kingdom suffered from wars with Asgard; raiding Aesir had destroyed Hyperborean cities, pushing back the kingdom's frontier.

Hyperborea had an ancient feud with Aquilonia during its greedy expansion. Its armies marched against Aquilonia but they were devastated in the battle that ensued in the Border Kingdom. Hyperborea occasionally assisted Nemedra in its defensive wars. After the fall of Aquilonia to the Picts, southern Hyperborea was devastated by a united force of Hyrkanian invaders being the north western most province of the new Hyrkanian empire, its frontiers were swept by Aesir invaders. When the Glacier Age came and the Nordic drift, the Aesir invade Hyperborea and blotted it out; across its ruins they clashed with the Hyrkanians. They assailed them so savagely that they retreated back toward Vilayet Sea.

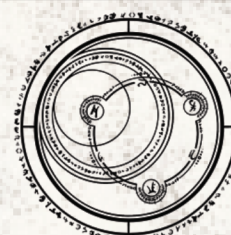
They advanced rapidly, especially in the art of dark sorcery. The ancient kingdom of Hyperborea is more aloof than the others, yet there is alien blood aplenty in its veins, from the capture of foreign women—Hyrkanians, Aesir, and Zamorians. Hyperboreans are tall, gaunt and big boned. People are of slow speech and taciturn, but vigorous and warlike with violent natures. The ways of Hyperborea are described as weird. They are civilized and dwell in cities. Hyperborea in Conan's day was ruled by wizards and witches, a group known as The White Hand. Its tall gaunt lords and ladies tend toward white hair and emerald eyes. The lower classes can only look up from their huts and wonder what is occurring behind their cyclopean walls, where lightening plays about dark towers.

Keshan

The River Styx marks the eastern border of Keshan separating it from Punt, their hereditary enemy. Over the river to the north is Stygia and their western neighbor is Darfar. The broad grasslands merge with the forests that border the south. The caverns of Keshan glow with a phosphorescent encrustation, which was a common phenomenon in that part of the world. Keshan is a barbaric kingdom. Unattached strangers were not welcome there and are required to explain their presence. The people are a mixed race, a dusky nobility ruling a brown skinned population. The rulers, princes and high priests claim descent from a white race, which in a mythical age, had ruled a kingdom whose capital city was Alkmeenon. That city is enclosed in a natural amphitheater of stone, three or four miles in diameter, confined within a ring of cliffs. Intelligent monsters brought from southern jungles, ape like and hideously human, very strong and agile, lurk and murder there. Keshia, the royal city, is a swarm of thatched huts crowding about a mud wall that encloses a palace of stone and mud and bamboo. Story tellers in the market square repeat tales handed down from mouth to mouth through the centuries. Priests wear ostrich plumes and leopard skin tunics.

Khitai

Khitai is an ancient empire, the stronghold of great wizards and warriors of the gateway to the east. Khitai has a powerful army and a sound leadership, based in Painkang, 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. The Swamps of the Dead are also in Khitai and also the



Great Wall of Khitai, which partially separates Khitai from Kusan and Hyrkania. Khitai has jungles where the grey apes live alongside the natives and the lethal black lotus grows wild in the swamps. The people of Khitai are said to be yellow skinned, they worship the god Yun and their priests dwell in the jungle. Descriptions of their people and customs link them to some early Asian culture.



Grey Gorilla

| | |
|---|---------|
| F | EX(20) |
| A | EX(20) |
| S | EX (20) |
| E | RM (30) |
| R | GD (10) |
| I | EX (20) |
| P | TY (6) |

Health: 90

Karma: 36

Popularity: 0

Resources: FE (2)

Known Powers:

None



Black Lotus

The Black Lotus is a vile plant which grows in swampy areas. The Black Lotus can be used to create a deadly poison of Amazing (50) intensity. Many wizards and witches also use the leaves of the Black Lotus as an incense during their meditations for mystical purposes.

Khoraja

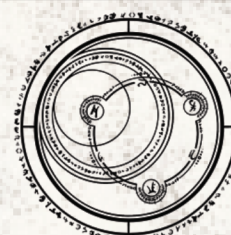
On the southern side the hills fall away sheerly, making a distinct geographical division between the Kothian uplands and the desert of Shem known as the Kothian Escarpment. Promontories run out into the desert, forming barren valleys; all but one, the Shamlan Pass, are closed on the northern extremity by rugged cliffs. A well is there, and a cluster of stone towers, occupied by the Zaheemi clan, whose duty is to guard the caravan road. Khojara, the capital city has a population of 30,000 and hosts temples to Ishtar and the Shemite gods. The streets are wide and well lit, and the palace is surrounded by gardens. Khanyaria is a walled town with a population of 2,000 with narrow cobbled streets. The buildings are domed, although a yellow tower plated with gold coins, stands in the north of the city, home of Pelias the sorcerer.

The country has been carved out of Shemite lands by the swords of Kothic adventurers. Khoraspar was the sole eastern principality of Koth. It has since declared independence. It's young ruler Count Khossa, had defied his king and set up a kingdom of his own—Khoraja. While Khossa was a captive in Ophir, his sister Princess Yasmela, ruled the kingdom. The population is partly Kothian, partly Shemite, ruled over by an aristocratic caste of pure Hyborians. Tall and gaunt, with features leaner and more hawk like than purer blooded desert kin. Hook nosed, fiery eyed men of the hill tribes. A typical guardsman wears crested gilt helmets, silver cuirass and gold plated greaves, with a long shafted battle axe in his hands. Commanders of the armies are clad in plate armor, shadowed by the black plumes that nod above their visored helmets. There are the knights gleaming in richly garbed plate armor, colored plumes waving above their brushed sallets. Their steeds caparisoned with silk, lacquered leather and gold buckles, caracole and curvet.

Lance points rise like a forest above the array, their pennons flowing in the breeze. Each knight wears a ladies token, a glove, scarf or rose, bound to his helmet of fastened to his sword belt. Light calvary on rangy steeds use Shemitish bows. Peaked steel caps are on their heads and chain mail glints under their flowing kaftans.

Koth

Koth is an extensive kingdom of rich uplands, mountains and rivers. To the north it faces Ophir, a frequent ally, Corinthia and Zamora. To it's south are Shem, Argos and the small states of Khoraja and Kharaun. Koth's history begins with violence. In ancient times during a golden age of Stygia, the



lands that would one day be Koth were slowly being integrated into Stygia by their leader, the mighty sorcerer Thogra Khotan. However, the Hyborian migration from the frozen north was also occurring at this time. The barbaric Hyborians came for the rich uplands and fought a bloody war against the Stygians. They overran the enemy and took the uplands but continued south to destroy the Stygian kingdom of Kuthchemes. In this way the kingdom of Koth, was born, perhaps the second kingdom right after Hyperborea. The Kothian tribes were then unified by King Khossus V, the founder, and he built the city of Khorshemish, Koth's capital. He abandoned the city after a number of strange occurrences and built a new city in the eastern corner of the kingdom. King Akkutho I later revived Khorshemish and in the centuries it has grown in wealth and glory, adorned with many slim shiny towers and mighty walls. It is considered the Queen of the South. Koth had within it's control the western cities of Shem. During the rise of Aquilonia, Koth was forced to pay tribute and lend aid in it's wars.

Koth entered a secret alliance with Nemedia against Aquilonia; although the alliance was broken by the Hyrkanian invasion, Koth secretly aided Nemedia in future wars. Under the rule of Strabonus, Koth secretly allied with Amalrus of Ophir, who had tricked Conan into giving aid. The two kings turned on Conan, under the rule of the de facto ruler of Koth, the wizard Tsotha-lanti, sent the captured Conan to the wizard's Scarlet Citadel in Khorshemish. The Aquilonian king succeeded in escaping and rescuing the sorcerer Pelias, who, almost overnight, retook the kingdom while Conan killed Strabonus and Tsotha-lanti. During the fall of Aquilonia the kingdoms of Shem found the opportunity to conquer their old master, Koth, contributing to the fall of the

Hyborian civilization. But soon the western part of Koth was part of the Pictish empire while the most part was conquered by the Hyrkanians. Koth remained the battleground between the two new kingdoms, it's cities once conquered by the former, once by the latter. During the Nordic drift, Nordic-Nemedians fled before their wild cousins to Koth, and expelled both Picts and Hyrkanians. In later times, western Koth, along with the western lands of Shem, were deluged and formed the Mediterranean Sea.

The Stygians, Hyrkanians and Picts who mixed in Koth became the ancient Etruscans. Kothians are a Hyborian race with a strong Shemitish, even Stygian strain. They are usually of a lean strong frame, medium in height and dark haired. Much like the rest of the Hyborians they are war like, and often prefer cavalry to infantry believing it to be more honorable. Mitra, the universal god of the Hyborians, is their chief deity although Koth is not fervent in his worship. Kothians seem to be more urbanized than most Hyborians. They are more prone to trade and comers with other peoples which has introduced them to other cultures and religions. Worship of Ishtar and multitudes of other gods including even Setian cults can be found in Koth.

Kush

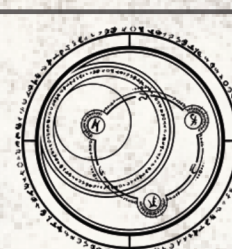
Shumballa, also known as Meroe, the capital of Kush, stands in the middle of a great plain of rolling grasslands that stretched to the horizons, broken only by occasional low hills. A narrow, deep river meandering across the grasslands touches the straggling edges of the city. Kush was ruled by the mad Queen Tanada, whose upper class half Stygian rulers hated the lower full Kushite underclass. A rebellion spearheaded in part by Lord Tuthmes raged out of his control and

ended with most of the nobility and ruling class dead. The ruling class, The Chagas, are descendants of those Stygians who centuries ago had some southward to hack out a black empire. The population is composed of black peoples, brutal and warlike, known as Gallahs. They have been murmuring that a pure black king should rule Kush. The city of Shumballa is a sprawling wilderness of thatched mud huts; the filth littered streets stagger into squares, that are squares in name only. There the black folk chaffer and bargain over plantains, beer and hammer brass ornaments.

People carry water gourds or baskets on their heads. Smiths crouch over tiny charcoal fires, laboriously beating out spear blades. The hot sun beats down on all, the sweat, mirth, anger, nakedness and squalor of the ebony people. Barbaric chanting thrums with an undertone of wrath or bloodlust. The inner city behind great bronze gates is El Shebbeh with it's palaces and gardens, and the great square, into which, at an instant's notice, a thousand black horsemen can ride, from the courts of adjoining barracks. The warriors of Kush are a motley array of stark naked wild men using bows, iron hammers, stones and spears. They use half wild horses without saddle or bridle, shining ebony and lean wiry steeds that get frantic with the fire and smell blood. Blood ties mean little, victorious chieftains and their personnel gain everything. Callous Corsairs of Kush are described thus. Ships from Zingara occasionally come and trade weapons, ornaments and wine to the coastal tribes. Pirates and traders get ivory and ostrich feathers and skins coppery and pearls from Kush.

Nemedia

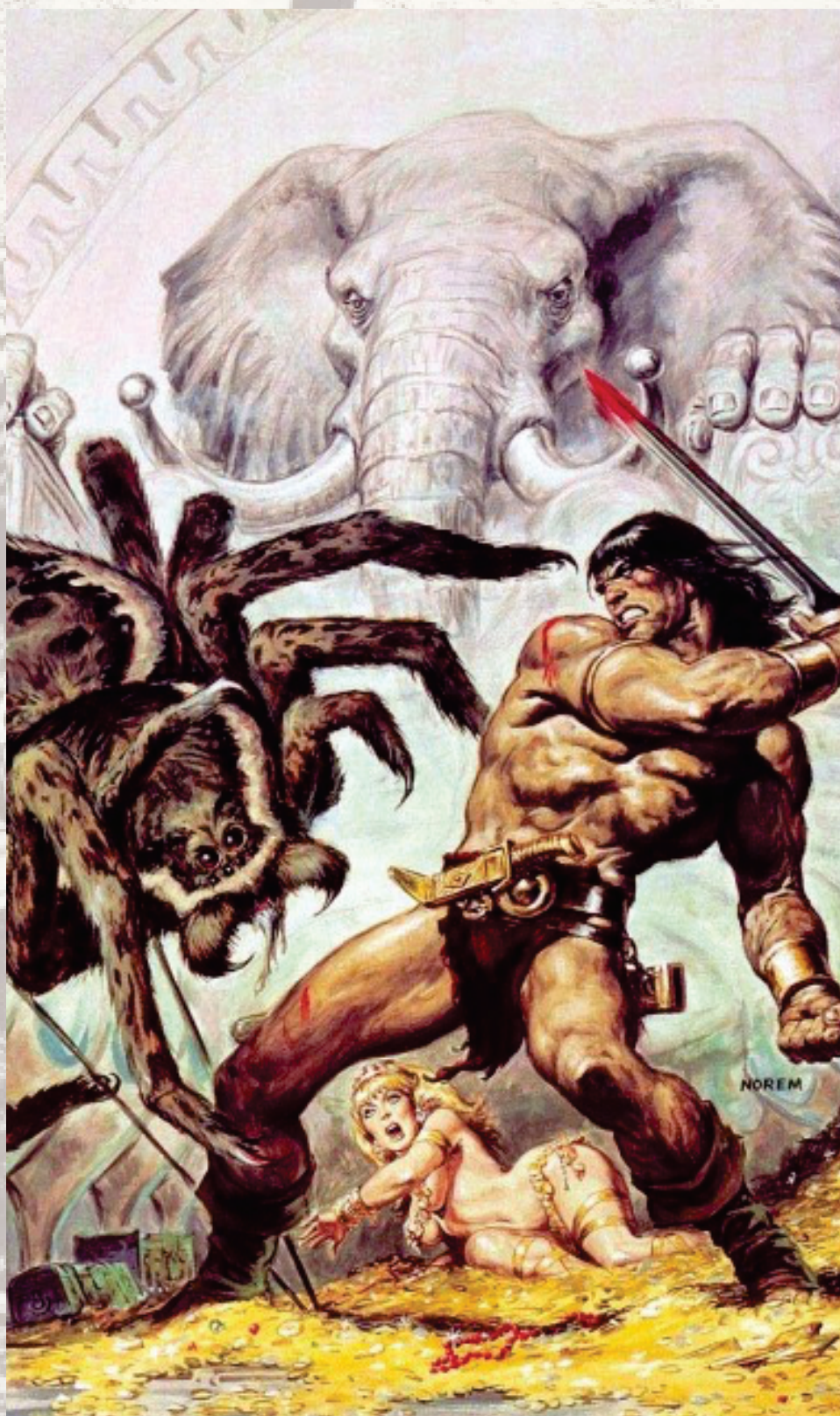
Nemedia is a country to the east of

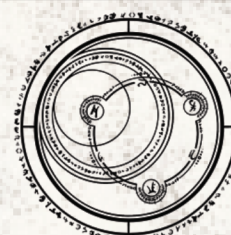


Aquilonia and west of Brythunia. Nemedra is a fertile land that has heavily wooded mountains, known as the Border Range, and hills forming the western border with Aquilonia. Great grasslands lie to the east of these mountains, where few farms and villages exist for fear of raiding Aquilonians. To the east the Yellow River forms the border with Brythunia, which joins the Red River as a natural start to both rivers in the Karpash Mountains. In the north are the Barren Lands which meet the Border Kingdom. These lands contain the Varakiel Marshes in the northeast corner of the country. Copper, silver and gold are all mined from the Karpash Mountains that run along the borders in the south meeting Ophir and Corinthia.

The Darkwood Forest is composed of mostly shadowed pines in the east of Nemedra. The faint trails hold much wildlife, especially wolves and bears. Rumors persist of satyrs, vampires and ogres. The forest contains many ruined stone castles. It's capital is the city of Belverus. The origins of Nemedra are obscure, it is possibly a non-Hyborian country. For centuries, Nemedra had successfully resisted the advances of Aquilonia. It drew Brythunia and Zamora, and secretly Aquilonia's tributary Koth, into an alliance aiming to crush the rising empire. The alliance was broken because of the Hyrkian invasion. Nemedra took the defensive in future wars, aided occasionally by Brythunia and Hyperborea, and secretly by Koth.

During the fall of the Hyborian civilization by the westward Picts and the eastward Hyrkians, Nemedra reeled between them. A tribe from Asgard came to the south, and contributed as mercenaries, halting and beating off the advance of the conquerors. The Nordics adopted the Nemedian civilization and customs and





after generations it became a Nordic kingdom. The descendants of the mercenaries ruled a mixed virile Nordic-Nemedian kingdom, modified by the original culture. The Nordic Nemedians were defeated by the Cimmerians who were driven by the Nordics during the Glacier Age. Some of their cities were sacked before the Cimmerians moved towards the borders of Brythunia. These were followed by the wild Nordics who fled the ice fields, and the half civilized Nordic-Nemedians fled, leaving their ruined cities behind. Nemedias is known for being a center of arts and culture, with many of the greatest bards coming from there.

Ophir

The capital of Ophir is Lanthe. Ophir is ruled by the mad King Morantes II, who was manipulated by his corrupt cousin Rigello until the latter's death during a plot against Queen Marala. Ophir was annexed by Aquilonia. It was there the Pictish conquerors from the west clashed with the Hyrkanian invaders from the east. Ophir became part of the Pictish Empire.

Pictish Wilderness

Nobody knows much about this sprawling wild savage country. There are marshes and vast dense forests. Some legendary beasts survive there, like Saber toothed and ghost snakes. The Pictish Wilderness stretches along the coast of the Western Ocean. To the east lies Cimmeria, the country of ancient enemies. The Thunder River separates this land from Aquilonia to the south east. Vanaheim is in the north and Zingara is to the south. It is said that the lands of the Picts are rife with game and teeming with fish. It is known as a hunter's paradise, and the Picts have never developed animal husbandry or agriculture. The Picts are

an extremely primitive and barbaric peoples who live in clans, and are known to reproduce quickly. Extremely hostile to outside contact, they seem to be frozen in time, with no technological or cultural advancements. They are also often feuding or in outright war with other Pictish tribes. They build tents of hide or live in crude huts. They mostly live by hunting. Although they do know how to plant grain, they prefer to steal it from neighbors. The Picts were eventually introduced to outside culture and technology by Arus, a Nemedian priest who successfully contacted and lived in the Pictish Wilderness, teaching them of Mitra and how to mine and smelt the iron ore found in their hills. Arus inadvertently encouraged the Picts to migrate (as mercenaries) to the outer lands and to eventually invade and conquer them.



Saber Tooth Tiger

| | |
|----------|---------|
| F | RM (30) |
| A | EX (20) |
| S | EX (20) |
| E | RM (30) |
| R | TY (6) |
| I | RM (30) |
| P | TY (6) |

Health: 100
Karma: 42
Popularity: -10
Resources: Shift 0

Known Powers:

Bite & Claws: Excellent (20) Edged

damage.

Enhanced Senses: The Saber Tooth Tiger has enhanced senses of hearing and olfactory which operate at the Remarkable (30) rank level.

Tracking: The Saber Tooth Tiger can track with Remarkable (30) ability.



Ghost Snake

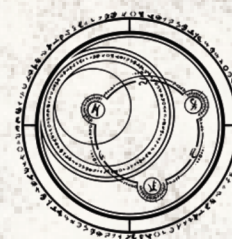
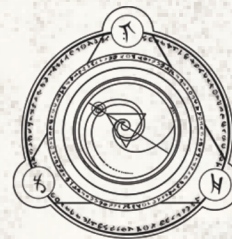
| | |
|----------|---------|
| F | GD (10) |
| A | EX (20) |
| S | RM (30) |
| E | RM (30) |
| R | TY (6) |
| I | EX (20) |
| P | TY (6) |

Health: 90
Karma: 32
Popularity: -10
Resources: Shift 0

Known Powers:

Poisonous Bite: The bite of the Ghost Snake inflicts Remarkable (30) Edged damage and injects a poison of EX (20) rank intensity which causes severe pain and sickness for 3 days if the victim fails an Endurance FEAT roll.

Climbing & Swimming: The Ghost Snake can climb and swim with Excellent (20) ability.



Poitain

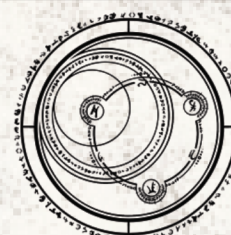
Poitain is a lush and fertile region, rich in game and natural resources from metal ore to hardwood forests. As such it has naturally drawn prospectors, miners and trappers and small rich communities of artisans and craftsmen are commonplace. Poitain is a proud part of Aquilonia and a land with a strong identity and heritage. Bordered by Zingrara, Argos and Ophir, it has always fought against it's jealous neighbors and has had to defend it's vast wealth of natural resources. In the past it has also resisted the rule of the Aquilonian throne, but this past has been all but forgotten and it's loyalty to King Conan is all but unshakable.

Along with Bossonia and Gunderland it is a proud part of Aquilonia and stands ready to aid in the defense of the realm. It is famed for it's knights and heavy cavalry and there is no more awe inspiring sight than ten thousand knights of Poitain riding under the golden Leopard Banner, such as when King Conan led them, at the head of his army in the war against the vile sorcerer Xaltotun. In fact, the region was a key part in King Conan's success in recapturing his kingdom and the exploits of that battle and the actions of those knights has passed into legend.

Punt

Punt is the hereditary enemy of Keshan. Punt had recently expelled the Zembabwan traders and burned their fortresses. Zembabwei plans some sort of retaliation. Inhabited by black people who worship an ivory woman. They call jade with a poisonous radiance "green fire stones", they're supposed to be the petrified eyes of the Golden Serpents and glow like a cat's eyes in the dark. People wash gold out of the hillside in wicker baskets.





Shem

Shem is primarily a land of deserts, though there are more fertile lands in the north and west. Shem is also home to some great mountain ranges and some volcanoes. Shem shares borders with Stygia to the south, Argos to the west and Koth to the north. The nation of Khoraja also occupies a stretch of mountain ranges in the northern part of Shem. To the east of Shem the borders are not clearly defined, for beyond the Mountains of Fire is the vast desert. This desert extends all the way to Turan, and is not really claimed by any power. The southern regions contain overgrown grass plains known as the Sea of Buryet, after the nearby town. The grass can grow taller than seven feet. In ancient times the lands of Shem were pastoral countries on the eastern borders of Stygia.

It was traversed by nomadic savages who for centuries were ravaged by the Stygians; some of their distant cousins went to the Valley of Zing. Because of this troubled contact, as well as influence with the Hyborians, the Sons of Shem emerged from barbarism. Shem was once under control of the Stygian empire while eastern Shemitish tribes paid tribute to Aquilonia and lent aid in its wars. However, after the decline of Stygia's power, they were under the influence of Koth, whose rule was less galling. Beginning from the east, they started to throw off that rule as well. However, they were subsequently annexed by Aquilonia. The nation was able to exert control over the region. Each city or tribe of Shemites is independent, often with their own laws and customs. Many of the kings and rulers of the city states are related in some way.

Shemitish mercenaries contributed to the western armies against the Hyrkanian invasion. Invasions from

Turan burst upon the Lands of Shem, but they were hurled back by the Aquilonians. The kingdoms of Shem attempted to conquer the lands of Stygia but were defeated. During the fall of Aquilonia they found the opportunity to conquer their old master, Koth, contributing to the fall of the Hyborian civilization. But then they were overrun by the Hyrkanians who proved sterner masters than Koth ever was. The western most parts of Shem were conquered by the Pictish Empire. Nordic-Nemedians who fled before the Nordic drift, passing from Koth, aided the people of Shem to throw off the Hyrkanian yoke.

Shem remained one of the few places of the continent where civilized cities still stood. In later times, western Koth, along with the western lands of Shem, were deluged and formed the Mediterranean. Appearance wise the people of Shem, often known as the Sons of Shem, are generally of medium height. Hook noses and dark eyes with blue black hair are common. Those with mixed Stygian blood are gigantic, broadly and strongly built. Shemitish strains can be seen in Argos, and stronger strains in Koth. In the western world the Shemites have the reputation of being liars. The Shemites are usually tribal in nature. They are primarily nomadic and travel in groups rather than constructing cities. In the deserts and plains of Shem, oases tend to be just as important as towns. However, as major crossroads of landward trade, Shem does have a number of population centers to cater to merchants and caravans.

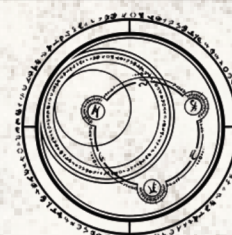
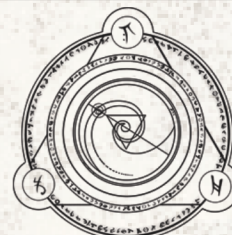
One of the most notable cities of Shem is Akbitana, southwest of Khoraja in the mountain ranges. This city's famous smiths use volcanic ore to create the finest steel and weapons in all the Hyborian kingdoms. The desert nomads of Shem have a very distinct

notoriety among other peoples. They are known for their covetousness and duplicity and being skilled liars and merciless killers. Shemites are highly skilled with bows, especially their composite Shemitish bows with ranges of 500 yards. The Shemite religion is complex and highly developed, and they are very proud of their gods. Some of the Shemite gods include Ishtar, Anu, and Bel the god of thieves. The people of Shem seem to believe in the concept of **Genius Loci**, that is the incarnation of a god in an object that bears their mark or resemblance.

Many Shemites own or carry small statues of their gods with them. The city state of Pelishta views Pteor as its chief god, although the mad king Akhirom briefly tried to supplant the worship of Pteor with worship of himself. In the more pastoral eastern parts of Shem, the meadow Shemites are somewhat different from their desert dwelling brethren. The meadow Shemites as they are called, are a much more peaceful people, little given to violence or adventure.

Stygia

Stygia is located south of Shem and north of the Black Kingdoms. Much of its borders are defined by the river Styx. Stygia's terrain is a mix of mountains, deserts, plains and marshes. South of Stygia are the vast Black Kingdoms of the Amazons, Kushites, Atlaians and the Zembabwei Empire. Khemi, Stygia's priestly capital, if not the royal one, is located at the northeastern tip of the country where the bordering Styx river empties into the Western Sea. Luxur, the royal capital of Stygia, lies a hundred miles south of the Styx on the tributary Bakhr River, almost exactly halfway between the east and west borders. The City of Kings was built around and eventually engulfed an oasis in the desert.



Foreign traders find it easier to sell wares here rather than the much more regulated Khemi. Pteion is an abandoned, cursed city in eastern Stygia, rumored to have been built by the Serpent Men of Valusia. It was a home to the Black Wizards before the deserts encroached upon it and the wizards fled to Khemi during the Seventh Dynasty. Independent Harakht, the city of the Hawk God, is located along the river Styx. It's independence is only barely tolerated being used as a buffer between Stygia and Shem. The city is defended by giant hawks and their riders, grown to enormous size by a mysterious green star rock discovered by a former ruler. Kheshatta, City of Magicians, is a walled city located in the southern mountains. It was ruled by the sorcerer Thugra Khotan in ancient times who expanded Stygia to its territorial height. His forces were later defeated by the Kothian incursion, and Kheshatta left in ruins, but he managed to survive.

Stygia has existed as a pre-human kingdom south of Thuria, since before the Cataclysm, which left her untouched. After the Cataclysm, however, a civilization who had oppressed the Lemurians far in the east of Thuria were overthrown, and it's survivors came and conquered Stygia. In the first centuries of the Hyborian Age, the ancient and mysterious kingdom of Stygia was "sleeping". For centuries the Stygians ravaged the pastoral lands of Shem on it's eastern borders. Stygia is an intensely insular country. Though in ancient times, it's borders have extended very far, encompassing Shem and the uplands of Koth, Argos and Ophir. Their empire was defeated, about three thousand years before the time of Conan, and driven back below the Styx by the Kothian barbarians that raised Kheshatta to the ground. Now Stygia's external power has diminished, and it's rulers hold the borders very strictly.

Stygia is technically a monarchy, with a ruling family and a line of succession. The most recent monarchs have been Thugra Mentuphera (killed during a Taian rebellion), succeeded by his son Ctesphon the II (slain by Belit), Ctesphon III (the sister of Ctesphon the III and one of the few women to rule as a monarch), and during the reign of Conan in Aquilonia, Ctesphon IV. However, sorcerers such as Hath-Horeb and Thoth-Amon have long held great power in the affairs of the nation.

One of the most notable features of Stygia's ancient history is the former kingdom of Acheron. Though in the time of the Nemedian Chronicles, Acheron is long forgotten by most, in it's day it was a truly powerful and terrifying land ruled by black sorcery. The north eastern province Taia is ruled by Governor Wenamon, and it's militia commanded by Shuat. It's ancient (now abandoned) capital was Thurán, conquered by Stygians now five hundred years ago. Aquilonia's conquests pushed to the Nilus, where there armies slaughtered the Stygian armies. The king of Stygia sent tribute to avert invasion of his kingdom. Stygia overthrew an attempt by the kingdoms of Shem to conquer Stygia. But a Stygian army was defeated by the Hyrkanians at the Nilus and the country was overrun by invaders all the way to the Amazon. It was because of the Pictish thrusts on their western conquests that they couldn't afford conquering all of Stygia. However, Stygia was shaken by the war and was afterwards encroached by the Black Kingdoms, while oppressed by the cruel reigning aristocratic ruling class.

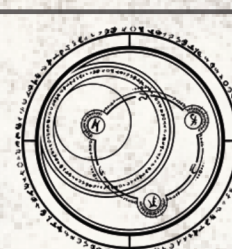
During the Nordic Drift, red haired Vanir migrated southwards from Zingara. These found the slaves of Stygia and led them to a general revolt and overthrew the ruling class. After setting themselves up as a caste of conquerors, the ancestors of the

Pharaohs, they subjugated the northern most Black Kingdoms, and Stygia became a vast empire, which they called Egypt. In later times the Nilus formed a cleavage separating Stygia from the northern continent. A landmass arose west of Stygia, forming West Africa. The ruling classes of Stygia are tall and well made, dusky and straight featured. The lower classes are a downtrodden, mongrel horde, a mixture of blacks, Stygian, Shemitish, even Hyborian bloods. Stygian strains can be found in Koth and Argos. Stygia is ruled by a theocracy of sorcerer kings.

Magic, human sacrifices and slavery are common in Stygia. The peoples are typically tan skinned with black hair. Many of the common people are descendants of various races across the world, including men of Shem, the Black Kingdoms, and the Hyborian Kingdoms. Taisians from the north east province are taller, more slender, and darker of skin than the average Stygian, wearing dyed kilts to show clan allegiance. Since ancient times Stygians worshiped the elder serpent god Set. His cult was always strong in Stygia although worship of the noble and peaceful Heron god Ibis took root in the Hyborian Age. However, Thoth-Amon banned the worship of Ibis and instituted the worship of Set by force once more.

Turan

Kingdom of Turan is rising in barbaric splendor on the south western shores of the great inland sea, Vilayet. Turan has it's name from Proto-Turkik myths, referring to a great united Turkik Empire. Vilayet means "city" in Turkik language. The drawings with regards to Turan soldiers and Khans are just the same as the warriors of Turkik history. The khan is named "Yesdigerd" a very old Turkik khan lived behind the lands.



The Kings son is named Yesdigerd and is Prince of Aghrapur. Inhabited by the Hyrkanian race—dark and normally tall and slender. Between the inland sea and the eastern borders of the native western kingdoms lies vast expanses of steppes and in the extreme north and extreme south, deserts.

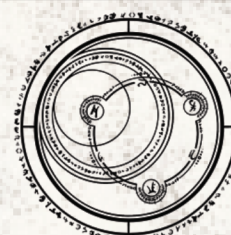
Noted for bandits and their powerful Turanian bows which can kill a man at five hundred paces. Women wear veils and silk is very common here and it is worn by all classes of peoples from nobles and soldiers to commoners and slaves. Slavery is very common in Turan. Some of the largest slave markets in all the world exist here.

Vanaheim

Vanaheim was westernmost of the nations of the far north, lying west of Asgard and north of Cimmeria and Pictland. It comprised the western region of Nordheim. It was 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 grows larger as the climate changes. The resident population were the Vanir, typically red haired and blue eyed. They are a warrior culture. Their skills are honed in near constant conflict with their neighbors in Asgard and Cimmeria. In peacetime, the Vanir pursued the regular activities of most other nations. They hunted and foraged for food, and fish in the waters of the Western Ocean. While they had ships, they seldom ventured far from their own coasts. Their main deity was Ymir.





Vendhya

Vendhya lies on the coasts of the southern ocean, an ancient kingdom with a tropical climate. It's reputation among foreigners rests on the fabled wealth of it's royalty, on the fierce Vendhyan tigers, and for it's tradeable items. Vendhya trades in gold, gemstones, exotic fruit and flowers, silks, spices, drugs, perfumes and cosmetics. The city of Ayodhya serves as the seat of power for the reigning dynasty. Both men and women are eligible for the throne, and several Devis (Queens) have risen to the throne. Royal power actually rests on the continued loyalty of a warrior nobility, the Kshatriya. The main religion is worship of Asura, and it's priests swear loyalty to the throne. The land way towards Hyrkania passes through the Himelian mountains, which are only partly controlled by Vendhya. To the east lies the independent kingdom of Kambuja and it's capital Angkijor. Also nearby, is another independent kingdom Uttaru Kuru. To the west of Vendhya is another rival, Kosala. So far the Vendhyan royalty merely dreams of extending to these lands.

Zamora

Zamora lies to the border of the western Hyborian World, with Corinthia on it's western borders and alien Turan in the east. It also shared borders with Brythunia to the north and Koth to the south. The City of Thieves is the capital city of Zamora. The history of Zamora traces it's beginnings to the Thurian Age. After the devastation of the Cataclysm, non-Valusian remnants of the Seven Empires were known as the Zhemri in the southeast of Thuria. Around two thousand years after the Cataclysms, their descendants had been admixed with some unknown tribes. This new blood gave them

impetus and begun to revive some faint shadow of their ancient civilization. They formed the kingdom of Zamora southeast of the ancient Hyborian kingdom Hyperborea. It seems that for a couple of centuries much of the fate of Zamora was controlled by the black sorcerer Yara. Even the king of Zamora reportedly kept himself drunk all the time because of his fear of Yara. During the rise of Aquilonia, Zamora entered an alliance (along with Brythunia and Koth) led by Nemedia, aiming to crush the greedy Aquilonia. However, this alliance coincided with a Hyrkanian invasion: riders from Turan swept over Zamora. Aquilonia then reconquered Zamora and placed soldiers to anticipate more invasions from the east and to also keep the Zamorans subjugated.

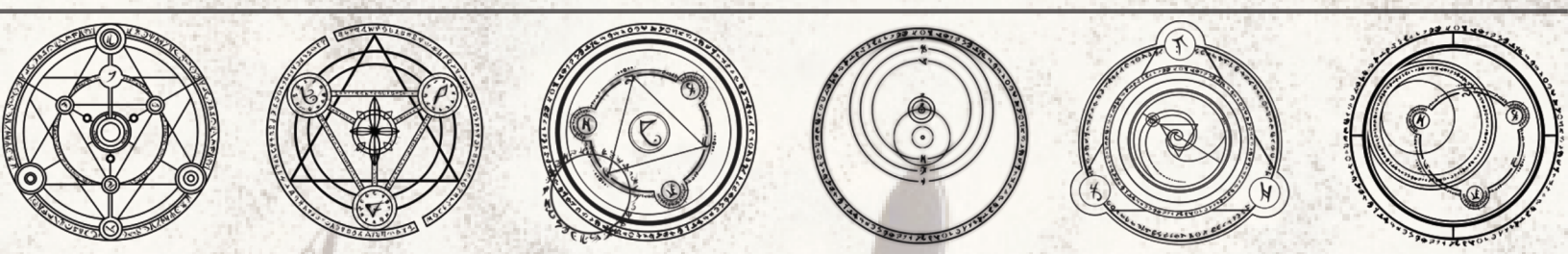
This made no difference to the Zamorians, as an Aquilonian or Hyrkanian master was the same to them. The borders of Zamora saw three more invasion attempts. When the Picts invaded Aquilonia, legions stationed in Zamora were recalled to fight the invaders. This turned out to be what the Hyrkanians were waiting for. After a few thrusts, Zamora fell as easy prey and it's largest city became the capital of the Hyrkanian King. Fleeing Zingarans settled in Zamora as subjects. When the Hyrkanian empire was crushed by the Nordic Drift, they took along Zingarans and Zamorians to the east with them and they settled together forming a mixed race. Millennia later they would become gypsies. During the time of Conan, Zamora was led by King Hadrakor. Zamorians are dark skinned being from a race more ancient than the Hyborians. Zamorian women had be captured by Hyperborea as slaves, contributing to their mixed blood of the Hyperboreans. Zamorians have also intermarried with Brythunians. The strange and mysterious Zamorians have a reputation for deviousness and

thievery. Although, Zamora has a rich culture and centers of high learning, it is the dark alleys and seedy taverns that give it's dark reputation.

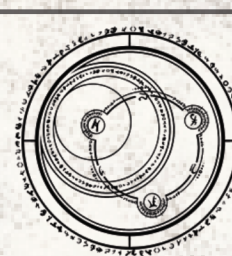
Zingara

The kingdom of Zingara formed around the broad and fertile valley of Zingg, enclosed by great mountains. It was inhabited by a band of primitives, who were distant relatives to the Shemites, and there evolved an advanced agricultural system. However, they were invaded by the nearby Picts who settled among them, creating a mixed race. These were later conquered by one of the Hyborian tribes, who founded the kingdom. Picts from the Pictish Wilderness raided the mountains of Zingara for tin and grain and filched steel weapons and armor. Zingara was annexed by Aquilonia during the height of it's power. The proud Zingarans often revolted against Aquilonia, despite savage retaliations. Zingaran mercenaries contributed to the western armies against the Hyrkanian invasion.

When Aquilonia was being devastated by the Picts, Zingara found the opportunity to throw of her rule. Mercenaries and vassals mutinied and returned to their countries. However, the Picts then broke into the borders of the country. The Zingarans fled the slaughter into Argos, only to be captured by the westward sweeping Hyrkanians, who resettled them in Zamora. During the Nordic-Drift Zingara was devastated by Vanir adventurers before reaching Stygia, but part of Zingara was still held by the Picts. Counts and Barons live in castles. Nobles include the slave drivers of the black serfs who toil in the plantations of southern Zingara. Ships from Zingara trade wine and ornaments with coastal tribes of Kush.



*"I am he who is known as the Watcher,
it is my solemn duty to observe but to
never interfere. Come and let me tell
you of Conan and the days of high
adventure..."*

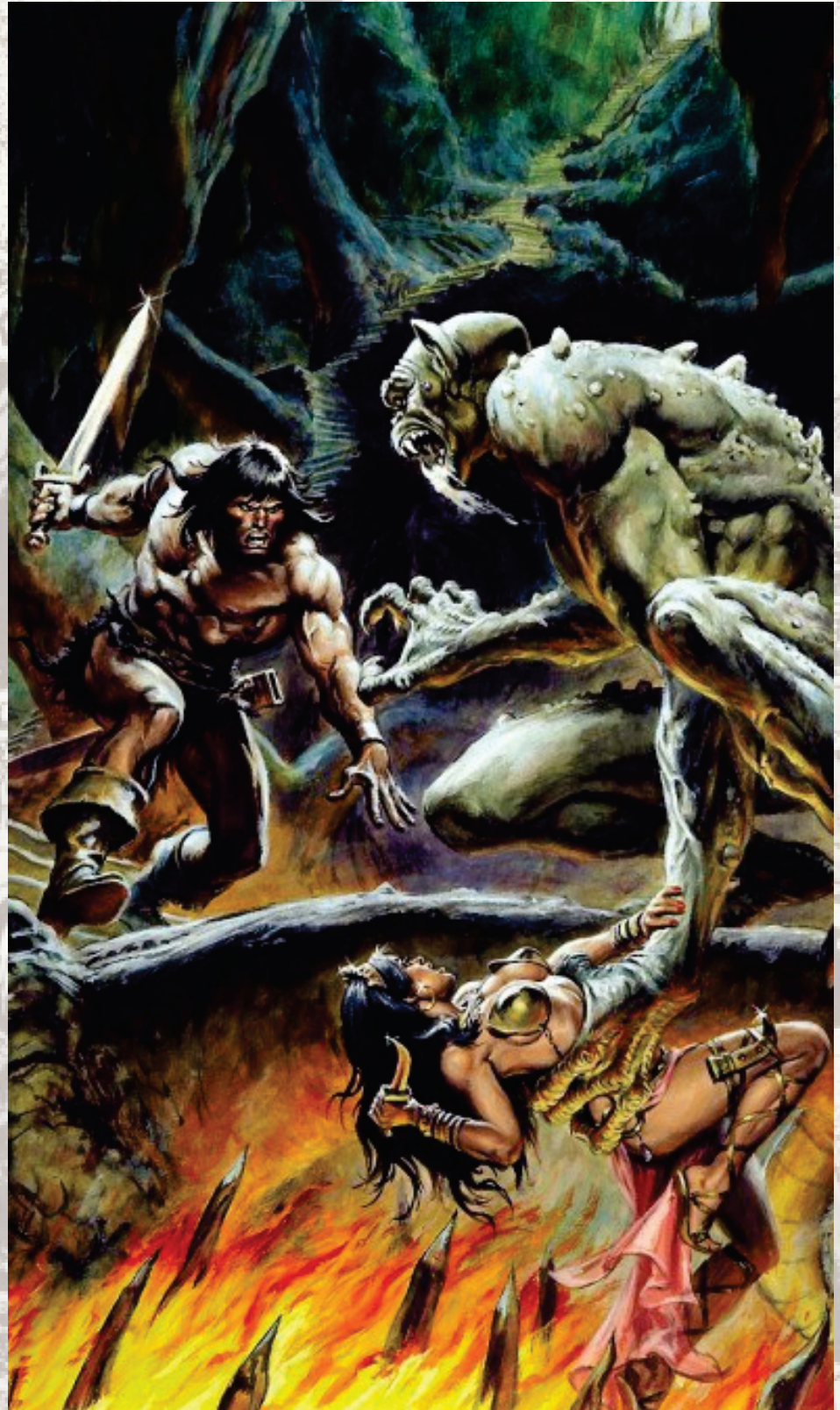


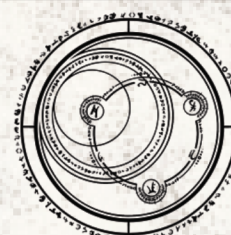
The Chronicles of Conan

Conan was born on a battlefield, as his father Corin and his tribesmen repelled a horde of Vanaheim raiders. Their clan claimed a section in the northwest of Cimmeria. His grandfather was a member of a southern tribe who fled his people due to a blood feud, and joined the people of the north after long wanderings. Like all boys of Cimmeria, he was trained as a warrior from birth, but Conan possesses both skill at arms and strength way over the hardiest of his race. During rare times of peace, and on trading missions he visited Venarium, the Aquilonian outpost in Cimmeria, manned by the Aquilonian Army soldier and their allies from Gunderland. There he met Tamera and his Gunderman lover Gaeric. On his fifteenth birthday, in mid-winter, he was sent into the Wooded Hills with only a sword and a bear skin, as a rite of passage to manhood.

He slew three wolves to steal their kill (a baby deer) and eat it, he slept under the snow beneath a fallen log. Rather than returning to his tribe as he could have, he decided to challenge himself by searching the high mountains which border his home, forbidden even to his tribes warriors. There he met two great white snow bears and Ursula the Bear Priestess, who brought him to her home, seduced him and mated with him, later giving birth to Conan's first son, Conobar. Returning to his tribe where the elders had declared him dead, they refused to believe his tale until he showed the a brooch Ursula had given him. He was then greeted by his tribesmen, who vowed to take him south with them, to march on Venarium, an Aquilonian outpost.

During the Battle of Venarium, the Cimmerians attacked the camp of Venarium. During that battle, Jim O'Brien and Eleanor Rand both





experience the event in Dagon's cave through Conan's and Tamera's perspective respectively. Conan received his baptism of blood there, and was the first to vault the stockade walls (or at least one of the first). Gunderman Burg tried to duel with Conan but was unable to reach him, he also encountered Tamera and Gaeric. As Gaeric charged him, intending to protect Tamera's retreat, Conan defeated him without drawing his sword, preventing himself from ending his opponent for some reason. He then pursued Tamera, trying (possibly from Jim O'Brien, to reassure her). Led into Dagon's Cave, Conan/Jim was faced once again by Gaeric, while Tamera fled into the depths of the cave.

Both Tamera and Gaeric were captured by The People of the Dark but were rescued by Conan, and the three ended up cooperating to survive the journey. Despite their efforts, Tamera and Gaeric seemingly perished. After the fall of Venarium, Conan became a hero of his tribe. Conan would later state that he killed Gundermen invaders at the age of fourteen years of age. From then, and for years, Conan assumed multiple occupations, including mercenary, treasure looter, thief, soldier, bounty hunter, nomadic war chieftain, pirate captain, gladiator... After the battle of Venarium, Conan went south without saying goodbye to Mala, his childhood love. He joined a party of Aesir warriors as a mercenary participating in a raid against Vanaheim. He remained with that band for a few months. Afterwards, he was eventually kidnapped by Vanir.

He then joined a band of Aesgaard raiders who were harrying the borders of Hyperborea, and was eventually captured by Hyperboreans (at the age of sixteen for several months, but escaped during the age of seventeen.) By the age of eighteen Conan had traveled the nations of Zamora,

Aquilonia, Nemedia, Corinthia and Koth, it was during this time that Aztrias told him of the Diadem of the Giant-Kings. At the age of nineteen winters, Conan was back raiding Vanaheim. During a pause in the wars, four winters after Conan had left Cimmeria, Conan returned to see Mala whom he thought could be his woman, but found his village ravaged by a Vanir raid and Mala abducted. Buying a Vanir fisherman his boat, he pursued the raiders unto the Isle of Swords, where Mala was about to be forcefully wed to Thorfel the Fair. She committed suicide rather than become his wife or his slave, and Conan attacked the Vanir to avenge her. Helped by a party of Picts led by Brogar (came to retrieve an idol of Brule the Spear Slayer stolen by other Picts and then the Vanir), he slaughtered the Vanir, killed Thorfel and retrieved Mala's body.

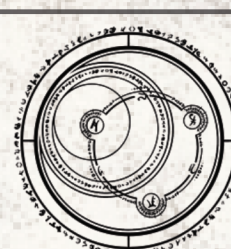
Conan then became a part of an Aesir raiding troop in Wulfhere's band. The group was decimated by Hyndul, whom Conan killed. After encountering Atali, daughter of the frost giant Ymir, he killed her brothers and attempted to rape her, but was taken in a snow tempest, and retrieved by Niord and his group. In the last month of his twentieth year, Conan led a crew of pirates and raided the far Vanir Isles. One of his missions was to abduct the virgin daughter of Vanir King Hrothgar, to be wed to Hog Island Vanir Chief Varax, son of Cularn.

The love of adventure soon drew him south again, this time to Brythunia. Years later, around twenty eight years of age, Conan became the tribal leader of the Kozaks. Around thirty years of age, he joined the Zuagirs. At thirty one after remaining with them for nearly two years, the Zuagirs attacked a religious caravan and looted the idol of the cat goddess. Influenced by the idol, Conan drove the Zuagirs into raids resulting in heavy casualties, until Fazal deposed

him and took his place, stealing the idol in the process. Driven by the idol, Fazal attacked a city, with terrible losses of his tribesmen. Conan was able to kill him and hurled the idol away in the desert far to the south along the northeastern border of Stygia, near Zamboula.

At thirty two years of age Conan became a gladiator in the arenas of Aquilonia. Conan then became a bandit in Turan where he established himself as the leader of a small but highly efficient band of mercenaries turned outlaw, and harried the desert empire of the Turanian empire. At thirty two or thirty three years of age he left his companions and went southeast into Vendya. Later, at perhaps thirty four years of age, Conan was a Afghuli chieftain of a group of Afghuli tribesmen living in the foothills of the Himelias, and caused serious annoyance to both Vendyans and Yazdigerd's frontier breaking Turanians as part of Turan's policy of expansion on the southeastern frontier.

At thirty five years of age, Conan began to reflect upon his aging. For several years, he was a fierce Barachan pirate. At about thirty seven years of age, Conan joined with rival Zingaran buccaneers. Some time after an adventure in Xuchotl, Conan lost his love Valeria, possibly a little over thirty eight at the time. After hearing about the fabulous Teeth of Gwahlur jewels hidden somewhere in the black kingdom of Keshan, he signed up as a trainer of Keshan's armies. Nearing forty years of age, Conan made the fateful choice of joining the Aquilonian Army as a frontier scout in Conajahora during the Pictish Wars. Thanks to his deeds, Conan's reputation preceded him and he rose to the rank of General. At that position he defeated the Picts at the Battle of Velitrium. Shortly after, Conan deposed the King of Aquilonia, slaying him in battle and becoming king



of the greatest nation the Hyborian Age had ever seen. Several years after the death of his wife, Conan abdicated his crown to his son, Prince Conn who became Conan II, and traveled into the west across the Western Ocean to the western mainland of Mayapan, perhaps his last travel. The Nemedian Chronicles do not mention his death and offer little information beyond his travel to Mayapan.

The Battle of Venarium

Aquilonia, the most powerful kingdom of the Hyborian Era had long had expansionist tendencies and had long had it's eye on the regions of Gunderland and the Bossonian Marches to their north. They were eventually successful in gaining a toehold in the region and soon established a fortified outpost named Venarium which pushed their empire's frontier into southern Cimmeria. Young Conan often traveled to Venarium in the company of elder warriors who, under the guise of hunters and tradesmen were secretly scouting out the city's weak points in preparation for a massive raid.

Before Conan had seen fifteen snows, the Cimmerians attacked Venarium; this was the first time Conan had ever been to war, and he is known to have distinguished himself in battle. It is said that the Cimmerians stained the walls and foothills with the blood and entrails of the Aquilonians. So vicious was this battle, and so total their defeat, that Aquilonia never again attempted an incursion into the region of the Cimmerians. At the sack of Venarium Conan had yet to reach his full growth, but was already six feet tall and weighed 180 pounds. Following the death of Arianne in the destruction of Venarium, and the passing of Connacht soon after, Conan left his village and never looked back. After the sacking of Venarium, the loose

confederation of allied Cimmerian tribes went their separate ways and life returned to normal in Cimmeria. Growing increasingly bored of hunting for his tribe, Conan set off for the north, bound for Asgard. En route he came across a Asgardian village being attacked by Vanir marauders, and rescues a woman named Henga and her child from the clutches of one of the attackers.

This ingratiates him with Niord, the Aesir chieftain who invites Conan to join their group. Conan and the Aesir then doggedly pursue the Vanir reavers eastward. But Niord's increasing reliance upon Conan does not sit well with two of the Aesir, Einar and Sjarl (the latter of which is already inflamed over a defeat at Conan's hands in front of the entire Aesir tribe and also by having his mate Henga slip out at night to make love with Conan). The two plot to deal with Conan after the Vanir are stopped. This period is notable for Conan's increased tracking skills which he learns from a Aesir named Gorm.

Conan and the Frost Giant's Daughter

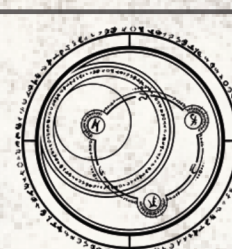
The Aesir tracked the Vanir into the icy wastes of Nordheim where a bloody battle ensued between Wulfhere's Aesir and Bragi's Vanir. In the end only Conan and one Vanir, Heimdul, are left standing. Determined to fight to the last, the two clash, and Conan emerges victorious—but not without suffering a severe blow to the head which leaves him disoriented. Conan collapses and nearly drifts toward unconsciousness as a myriad of colors dance in the northern sky before his eyes. Suddenly before him appears a beautiful woman with hair like “elfin gold, a glorious compound of red and yellow” and who “save for a light veil of gossamer, was naked as the day”. She says her name is Atali, and she proceeds to tease Conan with her

exquisite body and taunt him with her words until he pursues her in lust and vexation across the frozen plain.

He chases her a great distance until his way is barred by two hulking axe wielding men. These frost giants are Atali's brothers, but despite his wounds, Conan still manages to slay them both. But, as he attempts to seize his prize he grasps only her gossamer veil. As she slips away, she begs her father, Ymir, to save her. Suddenly, the night sky splits in a bolt of lightening leaving Atali nowhere to be found and Conan unconscious. Conan is found laying in the snow by Niord's men. When he relates his story, they think he is delirious due to the large dent in his helmet. But Gorm insists that it was Atali, the daughter of Ymir, the frost giant he himself had seen when he was nearly slain as a boy. The others laugh this off, since they believe old Gorm's mind was affected due to a sword cut to the head when he was a boy. Even Conan himself is half convinced it was a dream, but then all fall silent when he raises his hand, and clenched in his fist is a wispy gossamer cloth unlike any human clothes. Later Conan mends his horned helmet.

Slavery

Niord's band of Aesir overtake Tir's group of Vanir at daybreak, and after a short battle, Tir surrenders. But then, one of the Aesir is felled by an arrow, and the group is beset upon by tall, pale skinned Hyperboreans. Conan frees Tir's men and the Aesir and Vanir stand side by side against the Hyperboreans, but they are all battle weary and it does not go well. Tir spots Sjarl and Einar outside of the enemy lines atop a small hillock that overlooks the battlefield, and tells Conan to join them and try to break the enemy lines from behind. But Sjarl and Einar are the ones responsible for the Hyperborean trap, and had only intended to lead Conan

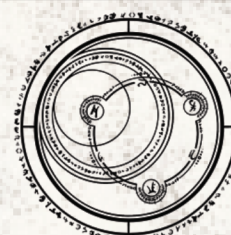


into it. When Conan tries to rally them, Sjarl and Einar throw him from the hill into the hands of the enemy, and all save Sjarl and Einar are enslaved. All that is left behind are the dead, and Conan's recently repaired helm, lying in the windswept snow. Conan who long dreamed of visiting the fabled city of Hyperborea, arrives there in chains and becomes a gladiator for the amusement of the Hyperboreans. Kept in a drugged state, he has no idea if his capture continues for days, weeks or even years.

One day, Lasmini, a beautiful slave girl with dreams of freedom comes to Conan and reveals that his men are kept drugged with the Yellow Lotus. She has some antidote, and agrees to help them escape if they will take her with them. Conan agrees and begins slipping the antidote into his comrades food. He continues his charade as a drugged arena fighter by day, but spends his night searching for a way out of the city. During his nocturnal prowls Conan learns that Hyperborea is a land "of gleaming cities and riches, and wonders and exotic women, who live lives of serenity and contemplation, in peace with all manner of bird and beast, from the lamb to the griffin and milk and honey flow in streams from the hills", but only for a few, and is magically empowered by the life essence of the city's massive slave population. A population that now includes him and his band of Aesir.

When Lord Aishti'ana learns that there is an intruder in the palace, he lets lions loose in the house. Conan is injured by one and loses his sword before jumping through a window. A few days later, Conan finally leads a slave revolt. Unfortunately, they cannot stand up to the power of Hyperborea's wizards and though he makes it to freedom, he is unable to save Niord, Lasmini or any of the rest of his comrades in arms and they all perish. These experiences





would haunt Conan for the rest of his life. Conan, now harboring a life long hatred for sorcerers, vows to one day see Hyperborea ground into the dust. But first he heads south to seek revenge on Sjarl and Einar. Scavenging a new sword, armor and some gold from the dead, he stumbles southward through the driving snows. He finally finds Sjarl and Einar in a small town just across the border in Brythunia where he slaughters them like animals in the street. Conan then uses what little gold he has left to buy food, water skins, and other supplies before setting out for Nemedi.

Life as a Thief

Money ruled the south, which was a concept unfamiliar to Conan, that without a job or a source of income you were less than dirt in the eyes of the civilized south. So upon arrival Conan had little in the way of earning his food or even a meager flask of ale. Conan then resorted to thievery as a way of life. Some question that with his prowess with the blade and his immense skill at combat why he didn't take up life as a mercenary. Well, the answer was quite simple to be had, their been anyone willing to hire his sword he most likely would have went that route.

However, paying mercenary quests were few and far between without the recognition he had in the northern lands of Cimmeria his sword was not requested. And as for joining the military that was out of the question, Conan was raised in a land where you ever truly fought as a group, to him there was little glory in teamwork. And that was exactly how he viewed the military, a team of honor less cowards needing another man's sword to guard their backsides. So becoming a thief, was the most clear path in Conan's mind.

In the Hyborian Age thieves were a dime a dozen, no matter how large or small the city. The thieves themselves varied, from the light handed pick pocket to the cunning lock picker to the strong armed mugger. It is believed that Conan rivaled the most infamous thief of all "Adroit". Conan gained this daring reputation as thief by committing his acts of theft in Zamora. Zamora was a town filled with great thieves, people in the town had become skilled at detecting thievery and Conan was still able to steal from the most wary of it's citizens. Not only was Conan skilled enough to take monies from the citizens of Zamora but he was also able to thief from the thieves of Zamora as well, which was considered to be an incredible feat.

Conan's stealth was just as impressive as his battle field prowess. Even in the City of Thieves (Zamora) as it had been dubbed by citizens and outsiders alike Conan became a legend of shadows. There are tales of even earlier examples of skilled thievery from Conan, there is a tale that Conan made a vow to a village that he would return the large sums of money that had been forced from them by a wizard named Zukala. Conan not only infiltrated the wizard's tower keep and retrieved the money from the keeps vaults but also cut the wizard's throat in the middle of the night without stirring so much as a rat.

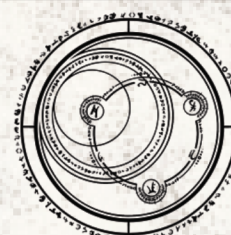
However, Conan in true barbarian fashion retrieved the money but never returned it to the starving village, instead he kept it for himself. It turned out to be a wise move on the part of Conan himself, for the villagers planned to murder him once he had returned the money, whether they would have succeeded is doubtful. But still Conan's greed in this matter led to an easier day. Conan happened to cross paths in Corinthia with some of the Gundermen he had fought

alongside at the Battle of Venarium. He created a small thieves' guild with these once great warriors, which he led. For a good period of time they were successful making themselves seemingly wealthy, however it all came crumbling down when they stole, from a fat priest whom served the god Anu, the priest was also a fence and a guard spy. His group was caught by the city guards thanks to the priest, all of his group except for Conan himself were hung in the city square. Angered by this Conan stole silently into the temple of Anu that night and did slay every single priest there and posted their heads upon pikes.

He gutted the fat priest and hung him from the altar of Anu. Conan had matured a bit as he had grown up and realized that friendship meant something and that he felt he owed his fallen comrades revenge upon the priests. He was around nineteen when he moved on from his life of thievery.

Conan and the Tower of the Elephant

An alien from the stars known as Yag-Kosha built the Elephant Tower as a prisoner of the vile priest called Yara. The tower was unto a separate world almost. The closer one ventured to it the more foreign and unrecognizable the surroundings became. Conan and the thief called Taurus willfully wandered towards the tower. At the base of the walls of the tower, in the gardens there were two lions whom patrolled the area. Something wasn't normal about these lions and it dawned on Conan that these lions were not emitting any sounds, they were designed for stealth. However, he and Taurus were more stealthy. They easily dispatched the two lions with a mist they created from powdered Black Lotus which poisoned the two beasts. However, once inside the tower Taurus met his gruesome end at the fangs of a deadly spider that was as large as a full



grown boar. The spider turned its attention to Conan, shooting a web at the Cimmerian which missed. However, some acidic drops from its fangs did manage to scar Conan's body. Conan quickly recovered and grabbed a 400 plus pound chest of treasure and jewels which he hurled at the large spider, crushing it to death. The jewels spilled in the spiders gooey white innards. Conan found his way to the main tower chamber, where he discovered a large gem known as the Heart of the Elephant, as well as Yara and the imprisoned Yag-Kosha. The Heart of the Elephant began to rotate rapidly and emit a blinding light.

Once things had cleared, Yara and Yag-Kosha were nowhere to be seen. The unearthly tower began to quake and crumble, Conan knew that he would have to flee the tower immediately, it was clear that Yara and Yag-Kosha's sorcery were all that kept the tower standing. He made it outside to the gardens just in the nick of time as the tower exploded into crystalline shards. Conan often pondered why the tower and the gem both had names involving elephant, until he met Yag-Kosha, the alien resembled a hybrid of man and elephant with pale green skin. Yag-Kosha and several others had made their way to Earth several hundred years ago from the lush green jungle planet of Yag, which was light years beyond the Milky Way.

They came to Earth after a great war had seen them beaten and exiled from Yag. Conan connected Yag-Kosha's stories to coincide with the Age of Dinosaurs, from thousands (not hundreds) of years ago, perhaps time flowed differently for the alien, Conan thought. For Yag-Kosha regaled him with stories of watching man evolve from primitive apes to the sword swinging city building beings that they were today. Yag-Kosha also mentioned that over the years all of his kind that

had come to Earth had perished save for himself. And that he had survived in the half destroyed and abandoned temples mankind had built in the wilds of Khitai. It is believed that Yag-Kosha is also the Hindu god known as Ganesha. Yag-Kosha however, was wrapped in mystical chains when Conan found him. Yag-Kosha revealed that he had been deceived by the human called Yara and was enslaved by mystical chains then taken to the city of Zamora.

Then Yara had tortured the poor alien until he built the Tower of the Elephant, which was now crystal rubble. Thanks to Conan and Taurus. Conan saw that the alien had been crippled and blinded and was unable to move or see, yet he still did Yara's biddings. Conan for the first time in his life felt something akin to empathy (something that rarely happened to Conan). Feeling the creatures plight, he heeded the wishes of Yag-Kosha and Yag-Kosha wished to simply die. Conan drove his blade into the alien's chest, and removed its heart, he then followed the creatures command to let his heart's blood bleed onto the gem known as the Heart of the Elephant.

The blood magically soaked into the gem leaving not a drop on the surroundings. Conan then went to Yara who was in a drunken snobbish sleep and placed the heart at his feet. Then as Yara began to stir, Conan uttered the phrase he was whispered by Yag-Kosha "Yag-Kosha gives you your last gift and last enchantment". With those words Yara was absorbed into the gem. The gem then burst into a rainbow of light and that was the end of the mystic known as Yara.

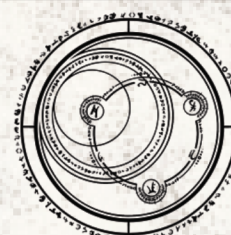
Conan and Janissa

Janissa was born to a wealthy Zingaran family. They had plans to wed her off to a very wealthy nobleman, which would further their reputation. They did not

bother or care what Janissa felt about being treated as a pawn of social and political advancement by her family. Janissa absolutely hated the fact that she meant so little to her own family, to her it was as if they were trading in livestock or such and it turned her gut. Janissa fled before the wedding, refusing to be any man's piece of property. She made her way into the wilds, where she ran into a witch known as the Bone Woman. The Bone Woman listened to Janissa's plight and offered her the power to be equal or superior to any male. The price of the power would be to serve the witch for a period of time. Of course wanting the power she agrees to the conditions of the deal.

On the very first day of her training Janissa knew that she was in for a rough time, when the Bone Woman used the poultice of the yellow lotus, to put her into a drugged stupor, she then handed Janissa a short sword and kicked her into a large pit filled with savages, where she was raped repeatedly night after night by the savage demons. She was in the pit for several weeks being raped and tortured before she was finally able to use the sword to kill one of the vile demons. The brothers of the demon however, stripped her of her sword and raped her yet again.

But each day she grew stronger and fought the demons harder and harder. After being in the pit for a decade she had managed to kill more than 10,000 demons, she also managed to climb from the pit at the Bone Woman's feet. Janissa had become the epitome of tough, not only could she withstand any pain fate or the heavens threw at her, she could overcome it and destroy the source of it. In that she was as Conan was. However, she came to realize during her time with Conan that she was in all aspects of her power very similar to Conan, well all except for one. Where Conan had given himself great



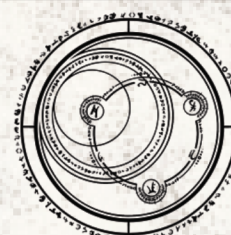
power, she had begged a witch for her power. Ashamed she parted ways with Conan as traveling companions.

Conan and Thoth-Amon

Although Conan and Thoth-Amon never met eye to eye they were bitter life long and eternal enemies. Thoth-Amon despite never meeting or hearing of Conan's existence (and vice versa) nearly caused his death not once but twice within the span of three decades. Thoth-Amon was a member of the Black Circle, a group of powerful sorcerers in Stygia. For years, Thoth-Amon wore the Serpent Ring of Set. Once the ring left his possession he lost all of his mystic powers. The first mention of Thoth-Amon's existence known to Conan was Thoth-Amon's symbol on the sarcophagus of the Man-Serpent. This was also the night that he learned that Thoth-Amon was the mortal enemy of the priest that helped Conan open the sarcophagus, named Kalanthes. But it is doubtful if Conan knew anymore of the wizard, or if the wizard knew anything at all of Conan for he was thousands of miles away in Stygia.

The second time their fates crossed was when Conan became the king of Aquilonia some years down the road. Disguised as a slave to the rebel leader Ascalante, Thoth-Amon entered Aquilonia without notice of King Conan. However, Ascalante believed Thoth-Amon to be a loyal slave, Thoth-Amon was simply biding his time for he knew that the Serpent Ring had made it's way into the city. Once he found it, and regained it's powers he sent a dog demon to kill Ascalante. However, on this particular night, Ascalante and his rebels had plans of assassinating King Conan, and they were in the Castle of the King when the demon struck. After a long and grueling battle Conan did slay the demon. However, Conan and Thoth-Amon never met face to face.





Conan and Jenna

Shortly after Conan's slaying of the priests of Anu, the local guards were having an impossible time finding the temple's slayer. Conan was getting drunk at the local tavern, when he noticed a most beautiful blonde maiden. He grabbed the wench and went to bed with her at her house, where during lovemaking he confessed in his drunken stupor what he had done at the temple of Anu. Then Conan collapsed into an ale riddled dream. The blonde who called herself Jenna went to the authorities, whom arrested the passed out thief. Then threw him into the castle dungeon. Conan of course with his raw strength was able to break free from his chains and to his luck he found Jenna on the castle's second floor.

She screamed and begged for her life but Conan said nothing, lifting her overhead like a brute. He walked to the window and tossed her two towers down in to the castle's cesspool, where she screamed and cursed and fought to stay afloat in the slime and muck. Conan would run afoul of Jenna several years later, when he fought a cult who worshiped a giant bat. He would fight the giant bat and the cult only to discover it was Jenna who they planned to sacrifice to the beast. Conan saved her life and then sent her on her way after a fleshly reward.

The Red Priest and Prince Murilo

Prince Murilo despite appearances was quite a swordsman, and had charm to match. Murilo was always able to bribe officials for state secrets then sell them to rival nations for a profit. He was not even a bit remorseful for these actions, he was too greedy to feel remorse. However, Nabonidus, also known as the Red Priest, learned of the young prince's betrayals and planned to undo the evils the young

prince had perpetrated by informing the king. This of course, meant that young Murilo would be executed as punishment as a traitor. Murilo searched for an assassin to remove the meddling Red Priest from his affairs and to protect his felonious activities. Prince Murilo found Conan in the local jail and offered his freedom in exchange for assassinating the Red Priest, naturally Conan accepted.

Instead of immediately reporting the treachery to the king, the Red Priest sliced off the ear of Murilo's friend which he meant as a message for Murilo to get out of town. Nabonidus then learned that both nationalists and Conan were coming (separately) to kill him, and he readied traps accordingly. However, before he could act his servant/pet Thak betrayed him and stole Nabonidus' red robe to impersonate him. As Conan and Murilo arrived Nabonidus filled him in on the events as well as Thak's origin. Thak was from a very early proto-human tribe that were all slaughtered upon discovery; all save the baby Thak, and Nabonidus took Thak and raised him. As Thak grew his semi-human intellect and great strength made him incredibly dangerous.

As Nabonidus filled Conan in on the particulars, Thak killed the nationalists with traps located inside Nabonidus' mansion. Conan volunteered to take out Thak and hid as Thak raced down the hallway. As Thak passed by, Conan sprang from the shadows and knocked Thak to the ground. The battle was short but brutal and Thak nearly overpowered Conan, but the Cimmerian was triumphant and regarded Thak as a man and not a beast. It was then that Nabonidus tried to trap Conan and Prince Murilo, but Conan's lightning reflexes proved quicker and he killed the Red Priest by throwing a chair at his head and smashing his skull. Murilo then

honored his promise to Conan and provided him with gold and a horse as Conan departed for his next adventure.

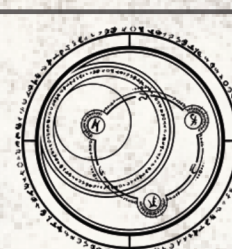
Life as a Mercenary

After gaining much in life experiences, as a thief through ages 16-21, Conan decided it was time to move on in life. Thus taking his skills and renown to a new frontier, that of the mercenary. Conan traveled east to the exotic kingdom of Turan. Determined to amass himself an army that would rival Aquilonia's forces. He spearheaded a large force of mercenaries, who were willing to join forces with him for glories sake. It was up until this point in his life that Conan only relied on himself and his abilities for adventure, but now he had a group. They all learned new tricks and techniques from one another, increasing their already formidable might.

Conan soon learned to use bows from the Turanian archers, a weapon that before now he had cared little for. He mastered the bow easily. However, Conan grew bored of the Turanians lifestyle, and once again traveled back westwards, hearing rumors of war. He accepted many and various paying jobs and still used his thievery skills along the Road of Kings on his journey back to the west. The land was no longer under control of Aquilonia but was now under the authority of Prince Murilo who no played a role in Conan's acceptance upon his return home.

The Battle with Nergal and Tammuz

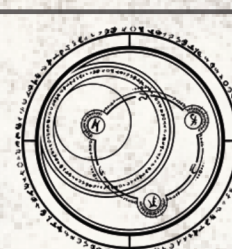
Nergal the Demon of the Dark and Tammuz the God of Light waged a war from the beginning of time in the spaces between the light and the dark, known as Earth. It was here that their war would also come to an end at the hands of Conan the Barbarian. In the Northern city of Turan called Yaralet, Munthassem Khan was striving once



again to throw off the yoke of Agrapur. At one time Munthassem Khan had been the epitome of his peoples but that was before he had discovered the Hand of Nergal in a broken down caravan. The talisman filled his soul with rage and a lust for power, it also filled his body with mystical power. The only power that could rival Nergal's hand was the Heart of Tammuz and as fate decreed, it was Conan who came into possession of it.

Conan found it while traveling with the Turanian army en route to put a stop to Khan's forces. The heart protected Conan when a horde of demon bats slew his allies. Conan was left standing alone amongst the carnage. Eventually, Conan found his way into Khan's palace. When Conan and Khan finally met eye to eye the talismans they each carried released the demon and the god who fought one another until both were dead and Khan's palace was destroyed. Conan would escape and continue his adventures.



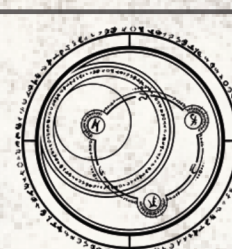


"Know also, O Prince, that in those self same days that Conan the Cimmerian did stalk the Hyborian Kingdoms, one of the swords worthy to cross with his was that of Red Sonja, warrior woman out of majestic Hyrkania. Forced to flee her homeland because she spurned the advances of a king and slew him instead, she rode west across the Turanian steppes and into the shadowed mists of legendry."

The Song of Red Sonja

Red Sonja lived with her family in a humble home in the western Hyrkania steppes. When she had just turned seventeen years old, a group of cruel mercenaries killed her father Ivor, her mother and two younger brothers and burned their house and all of their possessions. Sonja survived but at the cost of her own virginity as she was brutally raped by the leader of the group, leaving her in shame. After all of this, the goddess Scathach then appeared to her, and instilled in her incredible skill with handling swords and other weapons on the condition that she would not allow herself to be loved by another man unless he defeated her in fair combat.

Eventually Red Sonja started working as a mercenary and the king of Pah-Dishah hired her services, sending her to the city of Makkalet where she would meet Conan the Barbarian. Sonja assisted Conan in defeating the Vulture, and afterwards they worked together to steal the Serpent Tiara from the King of Makkalet, fulfilling her mission for the King of Pah-Dishah. Although Sonja promised Conan a reward for his assistance, she left Makkalet after recovering the tiara. Upon her return to Pah-Dishah, Sonja faced treachery as the king took the tiara from her and made her into a prisoner. The king planned to make Sonja a part of his harem, but that night Red Sonja murdered the king,



and his loyal body guards. Sonja escaped Pah-Dishah and rode west until she arrived at the Maul, where she met Conan once again. Reunited, Conan and Sonja worked together to defeat an undead being, but they were soon chased from the city by bounty hunters who were seeking Red Sonja for the murder of the king. Their escape led Conan and Sonja to the hideout of a couple of vampires who made the adventurers their prisoners.

The vampires planned to feed on them, but Conan managed to trick them into freeing him, allowing Conan and Sonja to escape and then burn their hideout, killing the vampires inside. After escaping a certain death, Red Sonja knocked Conan unconscious and continued on her own path, leading danger away from the barbarian. Much later Conan and Red Sonja met again and encountered the evil sorcerer Kulan Gath. Red Sonja also went to the future on two different occasions when she possessed Mary Jane Watson and teamed up with Spider-Man in defeating Kulan Gath who had also traveled to the future in one of many attempts to take over modern day Earth. Ω.



